

# SPECTRAL ASSOCIATES



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# SPACE WAR

**SPACE MINES:** There are four space mines defending the Death Star. These mines are invisible, however they will become visible if you get too close to them. About one second after they become visible they will explode. Hitting the mine will not zap your ship, but the explosion will. You will hear a warning buzzing sound when you are getting too close to a mine. After exploding, the mines will immediately be reincarnated at a random position.

**DEATH STAR:** The Death Star itself can fire defensive missiles. The shield around the Star will stop rotating if it is hit with a missile. When the shield is not rotating, the Star cannot fire missiles. After a short delay the shield will start rotating again and one second after it resumes rotation it will start shooting.

**CLOAK:** You possess a "cloaking" device which will protect you from missiles, explosion debris, meteors, and the enemy ship. While the CLOAK is activated, none of the above mentioned items will destroy your ship. The CLOAK requires energy to operate it. A graphic measure of the amount of cloak energy remaining is displayed to the left of the words "SPACE WAR" at the bottom of the screen. The left joystick button activates the CLOAK and you may not fire missiles while it is activated. Once the cloak energy is gone, pressing the left joystick button will have no effect.

**DIFFICULTY LEVEL:** You may choose a difficulty level from 0 - 15. The difficulty level affects the following game parameters:

1. How soon the enemy ship appears and disappears.
2. At what distance the space mines become visible.
3. How soon the mines explode after they become visible.
4. How long the Star's shield remains paralyzed after it has been hit.
5. How close to the Star your ship can get before the Star starts shooting at it.
6. Accuracy of the enemy missiles.
7. Gravity pull of the Black Hole.
8. How fast the enemy ship moves and how often it fires.
9. Amount of cloak energy.

**SCORING:** Ten points are scored for hitting the shield of the Death Star. 300 points are scored for going through the hole in the Star's shield and hitting the main body of the Star. 100 points are scored for hitting the enemy ship and a random number of points from 0 - 90 is scored for hitting the meteor, which incidentally, will not destroy the meteor.

**BONUS SHIP:** You get one bonus ship (four maximum) for every 1000 points scored. Every time you score a bonus ship the difficulty level is automatically increased by one and your CLOAK energy reserves are increased by 50% of their current value plus a constant bonus amount.

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**LOADING INSTRUCTIONS:** Load the tape into the computer by typing CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. There are two copies of the game on the tape.

**DEMONSTRATION MODE:** The game will automatically enter a demonstration mode if you do not answer its questions soon enough. Hitting the CLEAR key will escape from this mode.

**TROUBLE:** Occasionally you may encounter an I/O error when loading the tape. This does not necessarily mean the tape is bad. Adjusting the volume may correct the problem. If it does not, try loading the second copy on the tape. If this still does not correct the problem, return the tape to Spectral Associates or your dealer for a replacement. If you encounter an FM ERROR you are trying to load the tape using CLOAD or trying to RUN the tape once it is loaded in. You must use CLOADM and EXEC with machine language tapes.

**MOVEMENT:** The right joystick controls the direction and acceleration of the ship and the left joystick controls the direction of the ship's gun. The right joystick button will fire missiles. The control of the direction of the ship's gun may be transferred to the right joystick by pressing the 'X' Key. Hitting 'X' again will transfer control back to the left joystick.

The sound effects in Space War are very low key and somewhat limited. This is caused by a basic hardware limitation of the color computer. All of the sound generated by the color computer must be generated by the central processing unit (CPU). While the CPU is making sound, it cannot be doing anything else. For simple sounds or very short sounds, the CPU can temporarily stop what it is doing, make the sound, and return to its task without a noticeable effect. However, complicated or longer (greater than .1 second) sounds cannot be made without having an appreciable effect on the graphics. It is for this reason that the screen action stops in many games while long sounds (explosions, blasts, etc.) are going on.

Space War requires virtually all of the CPU time to keep the screen action moving. It is for this reason that the sound is low key.

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The program has intentionally been made difficult to copy in order to discourage tampering or pirating the program. Two copies of the program are on each tape and we will gladly assist the customer with any problems he encounters in understanding or using our programs.

# SPACE WAR

Space War is an exciting, real time, high resolution fast action game of space combat. You must maneuver your spaceship into a position to fire a kill shot through the shield of the Death Star, while avoiding the deadly space mines and meteoroids. Your ship possesses a defensive cloak which you can use to protect your ship from missiles, meteors and explosion debris. It will not save you from the gravity pull of the dreaded BLACK HOLE, however.

When you have managed to elude all of these hazards and have the Death Star in your sights, an alien ship appears and starts shooting—the action never stops.

Space War is written in machine language to obtain the fastest possible action. This allows continuous fast paced action with none of the slowdowns common to BASIC programs.

Written for the TRS-80 Color Computer.

## FEATURES

- USES HIGHEST RESOLUTION GRAPHICS
- MACHINE LANGUAGE - FAST ACTION
- BLACK HOLE WITH GRAVITY PULL
- SPACE MINES
- DEFENSIVE CLOAK
- 16 DIFFICULTY LEVELS
- BONUS SHIPS
- EXTENDED BASIC NOT REQUIRED
- 16K RAM, JOYSTICKS REQUIRED
- SOUND

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