

SPECTRAL ASSOCIATES

QUALITY MICROCOMPUTER SOFTWARE



Storm Arrows



STORM ARROWS

METHOD OF PLAY:

Use the right joystick to maneuver your land skimmer through the treacherous streets of Talon Alpha in an effort to evade and destroy the Imperial Storm Arrows which pursue you relentlessly.

Be aware of the Imperial Pursuit Cruiser as it rapidly homes in on you and lays contact mines, which if not destroyed eventually turn into deadly Storm Arrows. The mines start turning into Storm Arrows when only one Storm Arrow is left. Press the right joystick button to fire torpedos - only one can be on the screen at a time. A dynamic meter at the top right of the screen indicates the number of torpedos available each round. A torpedo refueling station will appear at random - get to it quickly to recharge a portion of your supply of torpedos.

SCORING:

Point values for destroying a Storm Arrow start at 50 and increase each round up to a maximum of 200.

For destroying the Pursuit Cruiser or capturing the torpedo refueling station which appears at random intervals, you earn between 200-900 points.

Bonus points for completing each round are awarded as described below. Bonus timer points are awarded if you complete each round before the round timer goes to zero. The amount of points you receive is equal to the value of the timer when you finish the round.

SCREEN DISPLAY:

On the right side of the screen is the high score at the top, remaining skidders in the center, and bonus points at the bottom.

On the left side of the screen is the current score at the top, the torpedo meter in the center, and bonus score timer at the bottom.

BONUS POINTS:

Bonus points are awarded for completing each round at the rate of 1000 times the round number. You will hear and see your bonus points scored between rounds. You can press any key while bonus points are being shown and get into standby mode for a rest. To resume the game, press another key.

You will be awarded an additional land skimmer for completing each six rounds. Additional torpedos, not to exceed 15 per round on the meter, can be obtained by destroying the Pursuit Cruiser (+ 2) or capturing the torpedo refueling station (+ 3).

NEW GAME:

Your score and the top five scores are displayed at the end of each game. By pressing the fire button, you can restart the game. By pressing enter, you can enter a new player's initial and restart the game.

DIFFICULTY:

The Storm Arrows and Pursuit Cruiser become faster and smarter in each succeeding round.

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. To run the program from a disk, type: RUN"STORM"

MEMORY REQUIREMENTS:

16K RAM, Extended BASIC not required.
Joysticks are required.

TROUBLE:

If you encounter an FM error, you are probably trying to load in the program using CLOAD or trying to RUN the program once it is loaded. You must use CLOADM and EXEC with machine language programs. If you encounter an I/O error, try loading another copy of the program. Both sides of the tape contain several copies of the program.

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More than one copy will be found on both sides of our cassettes

If you enjoyed this game, you will want to try our other machine language, arcade quality games. They all have fast action and use the highest resolution graphics with great sound.

ANDROID ATTACK:

Guide your human through an ever changing maze of rooms while dodging the never ending attacks of the android hordes. Realistic voices and sound effects put this game a notch above all other Berzerk type games.

MS GOBLER:

Four distinct mazes with moving bonus shapes and pretzels make this the best "MS PACMAN" type game available.

SPACE WAR:

You command the last remaining combat Viper and must break through the defenses of the Death Star while avoiding the deadly Black Hole.

GHOST GOBLER:

An excellent, highly challenging maze chase game complete with energizer dots, 16 skill levels, 8 bonus shapes and four ghosts.

SPACE RACE:

Best "OMEGA" type game available.

COLOR COSMIC INVADERS:

Just like Taito's Space Invaders Arcade game.

STORM ARROWS

Fast action, super sound, and dazzling color combine to make Storm Arrows an exciting machine language arcade quality game. You maneuver your land skimmer through treacherous streets in an effort to evade and destroy deadly Storm Arrows and the relentless Pursuit Cruiser.

MEMORY REQUIREMENTS:

16K RAM, Extended BASIC Not Required
Joysticks

FOR USE WITH THE FOLLOWING COLOR COMPUTERS:

- TRS-80 Color
- TDP System 100
- DRAGON DATA 32

FEATURES:

- FAST-ACTION
- HI RESOLUTION COLOR GRAPHICS
- WRITTEN IN MACHINE LANGUAGE
- EXCITING MAZE CHASE
- LAND MINES
- BONUS POINTS
- GREAT SOUND
- TORPEDO REFUELING STATION

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