

Radio Shack Color  
Computer/TDP-100

# DEATH TRAP



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# DEATH TRAP

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## LOADING PROCEDURE - Cassette 16K or 32K Computer

Type CLOADM"DEATH" and press (ENTER).  
After the program loads type EXEC and press (ENTER).  
*Note: The 16K version is automatically started and does not require the EXEC command.*

## LOADING PROCEDURE - Disk 16K or 32K Computer

Type LOADM"DEATH" and press (ENTER).  
After the program loads type EXEC and press (ENTER).

## PLAYING THE GAME

When Death Trap starts, it will begin with the introduction which is displayed only once. Immediately following, the search will begin. As the player, you control a fleet of three (3) tanks (one at a time), whose mission is to collect four (4) of the treasures hidden within the maze. Defending the maze against your intrusion, the pulsating Treasure Guardian relentlessly searches for your tank. Once the Guardian has found you and destroyed your tank, you will receive a fully-fueled tank from your reserve (providing you have one or more tanks left). After receiving the new tank you will be "Hyped-Out", (see Hyper-Mine below), leaving your enemy behind. Throughout your search for treasures, you must strategically guide your tank through the halls of the complicated labyrinth, avoiding or using the variety of Mines which you will encounter while searching for the treasures.

THERE ARE EIGHT (8) TYPES OF MINES TO WATCH FOR:

- |                |  |
|----------------|--|
| FUEL-MINE      | (F) Upon hitting this mine, the player will receive 100 points and 26 units of fuel, (1/2 of your fuel capacity).  |
| HYPER-MINE     | (H) When this mine is activated, TELEPORTATION is inevitable, and the tank will be randomly repositioned within the maze.  |
| TANK-MINE      | (T) If this mine is encountered, the player will receive 150 points and an additional tank.  |
| DESTRUCTO-MINE | (D) Total annihilation results from the detonation of this mine. Afterward, the player will receive a new fully-fueled tank from the reserves (if one is available). |

## MAP-MINE

- (M) This mine is very helpful. It temporarily expands your view of the maze by a factor of six (6). It also displays where mines are located by placing brightly colored dots in the maze grid. Your tank is then placed in the center of the screen, and is displayed as a different colored dot.

## TREASURE-MINE

- (\*) If four (4) of these mines are collected, the game is over and the player wins.

## POINT-MINE

- (P) Upon hitting this mine, the player immediately receives a 500 point bonus. When the player discovers and activates a TREASURE-MINE, he receives an additional 500 points for every POINT-MINE he has encountered.

## MYSTERY-MINE

- (M) This mine could be any of the following: FUEL-MINE, DESTRUCTO-MINE, HYPER-MINE, TANK-MINE, POINT-MINE or MAP-MINE.

To help you in your struggle to survive, you will be awarded 26 units of fuel for every 1000 points that you accumulate, (ie. POINT-MINES can be of great value).

## JOYSTICK VERSION

To maneuver the tank, (with the left joystick) move the joystick left, right, up or down while holding the button (the button causes movement). To activate a MINE simply run over it. Remember, however that once a Mine is used it will be gone for the balance of the game.

After the game has ended, press the FIRE button (on the joystick) and the game will be restarted. Should you wish to restart the game during play press the RESET button on the back of the computer.

## KEYBOARD VERSION

To maneuver the tank, use the ARROW keys. To restart the game during play it is necessary to press the RESET button.

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Typeface Graphics, Garden City, MI.

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# **SSM** SOFT SECTOR MARKETING, I N C O R P O R A T E D

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The enclosed product is extremely sensitive to heat and magnetic fields. Keep it far away from any type of magnetic field such as power supplies, transformers, motors, speakers and airport X-Ray machines so that it will not be erased accidentally.

## **LIMITED WARRANTY**

The enclosed product is guaranteed to be loadable on the specified system for a period of 365 days from date of purchase. If this product is found to be defective it may be returned to Soft Sector Marketing, Inc., along with a copy of the sales receipt, for free replacement. After 90 days, include a \$5.00 handling charge per item. This warranty applies only to the original purchaser. Soft Sector Marketing shall not be held liable or responsible to purchaser or any other person or entity with respect to any loss, liability or damage caused or alleged to be caused, directly or indirectly by this product including, but not limited to, any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of this product.



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### DEATH TRAP

To satisfy your insatiable hunger for wealth, you have set out to explore the ancient ruins of a lost civilization. Protected by your armor-plated tank, you amble through the twisted remains searching for hidden treasures. As you explore the complicated Death Trap which extends far beyond the horizon, your energy supply continually diminishes forcing you to consume the existing fuel mines. Barring your path are various deterrents which, among other things, destroy tanks, award points, supply maps, and teleport your tank to unknown regions of the Death Trap.

Death Trap is a totally unique concept. It is a hybrid game employing the graphics of an arcade game and the excitement of an adventure game, yet requiring the concentration of a strategy game. A great investment! You'll never tire of exploring the immense, seemingly endless maze, and you can look forward to a number of new Death Trap mazes in the future!

#### CASSETTE VERSION

The tape version requires 16K of user memory, and will, therefore, run on either the 16K or 32K Color Computer.

#### JOYSTICKS

This program uses Radio Shack joysticks. A keyboard version is also provided.

#### SOUND

This program comes with outstanding, realistic sound effects which can be heard through your television.

\*TRS-80 is a product of Radio Shack, division of the Tandy Corp.

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