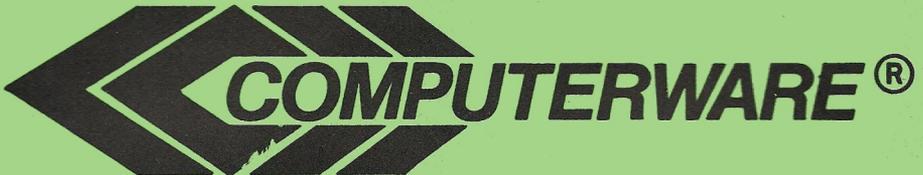
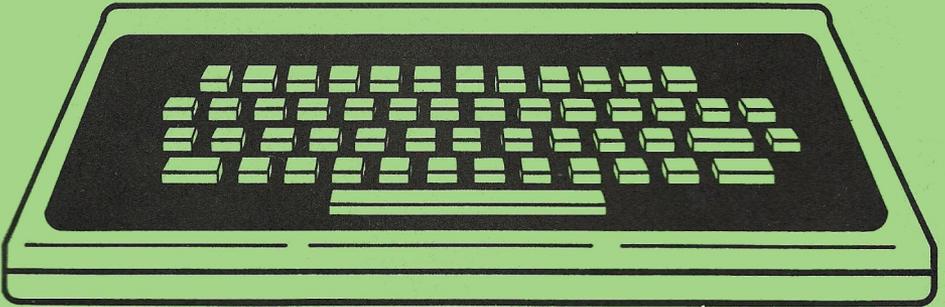


For: the
Color Computer and
TDP-100 systems



STARSHIP CHAMELEON™

by Kenneth Kailish

You are the Starship Chameleon, a special intergalaxian vessel with the assignment of protecting the planet below from the aerial attack of enemy invaders. You have the unique capability to change color at the push of a button in order to destroy the on-coming super bombs and anti-matter bombs that have been launched by the enemy Gabolatoks above. But watch out for the semi-intelligent aerial bombs! They home in on your every move, seeking to destroy you! There are five types of bombs:

Bombs	(blue) worth 200 points if destroyed -100 if they hit
Super-Bombs	(blue) worth 1000 points if destroyed -1000 if they hit
Anti-matter Bombs	(yellow) worth 200 points if destroyed -100 if they hit
Anti-matter Super-Bombs	(yellow) worth 1000 points if destroyed -1000 if they hit
Semi-intelligent Aerial Mines	(red) no score value but programmed to pursue and destroy your ship.

Player one's ship is controlled by the right joystick and player two's by the left. Your ship cannot withstand contact with anti-matter. However, you can change your own state to anti-matter with the joystick button; and then back again with another press. It should be noted however, that sometimes even turning to anti-matter will not save the Chameleon (life is always full of risks!). You can be destroyed by contact with an opposite colored bomb or its debris. No matter what color you are, the red mines can destroy you. You are rewarded with an extra ship every 10,000 points. If the phone rings, you can press the 'P' key to pause the game - any key to continue. If you want to completely restart the game, press the reset button on the right rear side of your computer.

Play begins by selecting 1 or 2 players. You will then be asked to select a level. Succeeding games begin with a press of the joystick button or the @ key on the keyboard. You can change levels by pressing the 'L' key instead. Or you may press the 'R' key to change the number of players. Your ship starts at the bottom of the screen and always as blue. Spare ships are displayed at the top along with the score and the current level number. Once you have used up all of your ships, the computer will display a list of the eight highest scores and wait for you to play again.

We hope you enjoy Starship Chameleon™ as much as we do.

INTRODUCTION:

Computerware® is making a large investment in the software future of the Color Computer. We are working on software products at both the assembly and Basic Language level, as well as both serious and entertainment oriented. To achieve this goal, we need your support... One of the problems that developers of software have is that it takes a lot of initial time and money to 'create' the product before any revenue from its sale is generated. All too often when it is finished, customers who are not familiar with the development cycle for software products, see a cassette or disk and a manual and perceive that that is what the product cost. NOT TRUE!!

To be able to recover the development costs on inexpensive software, the manufacturer has to be able to sell a large number of copies. This is where you, the customer, can help by not giving away (or accepting from others) copyrighted software - actually any software product that is being offered for sale.

We have a lot of customers who tell us that they actively support us because they want our support in the years to come. When you think about that fact it makes sense. If we can't make enough sales because people are stealing copies of our products we will not continue to put our efforts into developing those products. So the bottom line is simply this: respect the copyright of software and do your part by not giving away or accepting copies of software that is offered for sale.

Thank You, Computerware®

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LOADING INFORMATION:

To load the program from cassette, insert the tape and press PLAY. Type 'CLOADM' and press ENTER. To load from disk, put the disk in drive 0 and type 'LOADM"STARSHIP' and press ENTER. After loading, the screen will display the game and you are ready to start!!

NOTE: The program is recorded on both sides of the tape so if one side doesn't work, try the other before returning it.