Z'89

Programmed by Steve Bjork
Graphics by Monique Bjork

In 1983 a standard setting program written by Steve Bjork shot him into the lime light. Many programmers felt this isometric 3-D perspective game could never be done on the Color Computer but Steve knew better. After four months of hard work developing new graphics drivers, the game was released and was an immediate hit. Steve continued to develop even faster animation code. Adding this new code to the more powerful Color Computer 3, he now had the power to go head to head with any game system out on the market.

After getting his feet wet on the Color Computer 3 by writing a few Arcade games, it was time to set a new and superior standard.

The standard for Color Computer 3 Games is now here in 5 Megabyte Super-Res Graphics and Digital Sound!

LOADING THE GAME

Place the disk in drive O and close the drive door. Type:

RUN "*"

After a few seconds the computer will prompt for a monitor type. If you are using an analog RGB monitor, press the <Y> Key, otherwise select the <N> Key.

TITLE SCREEN

The main title screen will appear once the monitor type has been selected. While the title screen is displayed, the user options area may be called by pressing the <ENTER> key. If no keys are pressed, the computer will begin a brief demo of one of the 30 game levels of play. To exit the demo mode, simply press any key on the keyboard.

GAME PLAYER OPTIONS

The two controllers used by Z'89 are the left and right joysticks. The main fire button is used for starting the game and firing the guns on your ship.

To select the options menu press the <ENTER> key while the title screen is displayed. The up and down arrow keys are used to move the cursor to the option you wish to change. Use the left and right arrow keys to change the selected option. (The flashing word is the changeable option).

Pressing the fire button (on the player 1 joystick controller) will exit the player out of the options menu and begin game play.

CONTROLLING YOUR SHIP

Pull the joystick toward you to make the ship climb. Push the joystick forward (away from you) to drive. Push the joystick left and right for the corresponding movements.

GAME CONTROL KEYS

- < BREAK > - Abort game play

- < ENTER > - Pause game play

SCORING TABLE

- Crossways firing gun turret . . . . . 200 pts
- Head-on firing gun turret . . . . . . 500 pts
- Enemy Planes on ground . . . . . . 100 pts
- Enemy Planes in space . . . . 200 pts
- Fuel Tanks (adds fuel to ship) . . . 300 pts
- Radar Towers . . . . 1000 pts
- Base Missiles . . . . 100 pts
- Robot Missile (takes six hits) . . . . 200 pts
- Robot . . . . 1000 pts

(NOTE: To kill the robot you must destroy his homing missile BEFORE IT IS LAUNCHED.)

You will get an extra ship at 10,000 points.

GAME SCENARIO

A hostile space fortress has been spotted at the outer edge of our galaxy. You must destroy this menacing battle platform by navigating your spacecraft with the utmost skill to scale walls, dodge force fields, blow up fuel tanks, dog fight defense ships, evade comets and ultimately disable the powerful robot overlord!

Z'89 is a one or two player 100% Machine language, action arcade game. The game features 5 Megabytes of Super-Res graphics and Digital sound. You will need a 128K or 512K Color Computer 3; disk drive; joystick and a color TV/monitor or RGB monitor.

WARRANTY NOTICE

REPLACEMENT NOTICE

This program has a 90 day warranty. Should this disk need replacement due to disk failure, send the disk along with a copy of your receipt for full replacement. After 90 days, send the original disk along with a check or money order for $3.50 to cover shipping and handling to:

GAME POINT SOFTWARE
P.O. BOX 6907
BURBANK, CA 91510-6907