



## T & D SUBSCRIPTION SOFTWARE

\*\* The Best of T&D Software \*\*

\*\* Games Package 2 \*\*

<u>#</u>	<u>FILENAME</u>	<u>English Name</u>
1.	TREKINS	Trek
2.	CONQUEST	Galactic Conquest
3.	WARLORDS	Warlords
4.	SWPOWINS	The Power Sword
5.	STEPS	Steps
6.	ROBOTB	Robot Bomber
7.	FORCFELD	Force Field
8.	RAT	Rat Attack
9.	CATCAVE	Caterpillar Cave
10.	METEOR	Meteor

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\*\*\*\* LOADING Information \*\*\*\*

Disk Users: Insert disk and RUN"DIR". This will show a menu of programs to run.

Cassette Tape Users: Rewind tape. Zero the tape counter and fast forward to desired program's tape counter number and enter CLOAD or CLOADM. If the program is in BASIC, then use CLOAD. If the program is in machine language, then use CLOADM.

If you get a ?SN ERROR when RUNNING a program for the first time, enter RUN again and the problem should disappear. (This is the PCLEAR "bug" which is present in earlier ROM version of the Color Computer.)

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1. TREK - Gallop through the galaxy in pursuit of the klingon fleet. Short keyboard commands are used to control the actions of your starship. To warp to other quadrants, enter "W" followed by the quadrant numbers. To move from sector to sector, enter "I" follow by the appropriate sector numbers. To fire the phasers, enter "P" follow by the sector numbers to shoot at. To launch a photon torpedo, enter "T" followed by the sector numbers. To apply energy to the shields, enter "S" followed by the amount of energy to apply. A separate instruction program "TREKINS" precedes the main program. Don't forget to use your shields. This is enjoyment at warp speed without leaving your home.

2. GALACTIC CONQUEST - This strategic space war game can be very addicting. The game is played as follows. You start owning planet #1. The object is to send ships from your planet to nearby worlds to do battle. Every time you win a planet, you own that planet and the ships it produces are yours. When it asks you "From World" you can do the following:  
1) Entering "M" will give you a map of the galaxy.  
2) Entering a number will indicate which planet you are sending your ships from (initially only planet #1).  
3) Hitting "ENTER" will end your turn for that year.

3. WARLORDS - You and other players will run your own country. You will control taxes and food production and consumption. You must be very careful in planning your economy. You must also buy and equip an army in case of war. When you attack somebody, there is the chance that you might gain land. You will find that land is a very valuable for growing food. The governments may also invest in marketplaces, iron mills, and shipyards.

4. THE POWER SWORD - This D&D type game features many kinds of monsters, special powers, spells, and traps, but still plays similar to an arcade game. A separate instruction program which precedes the main program details the game. This program requires 32k and also features a load/save game option so that you continue your game over several sessions.
  
5. STEPS - Try to gather the treasures which lie on the steps before being hit by the bubbles. This game gets progressively harder as you go further on. The arrow keys are used to control your man. To save this program enter (C)SAVEM "STEPS",12032,15318,12032. This program and the following programs are in machine language. Use CLOADM instead of CLOAD and use EXEC instead of RUN.
  
6. ROBOT BOMBER - This is a two player game using joysticks. The player on the right joystick tries to destroy seven of the eight robots by pressing his fire button which drops bombs from his flying saucer. The other player tries to use a moveable shield to block these bombs. The defending player also has a small rocket which continuously scrolls up the left side of the screen. When the defending player presses his fire button, the rocket will take off straight across the screen. The defending player should try to hit the saucer with the rocket. To save this game, enter (C)SAVEM "ROBOTB",6656,10536,6656.
  
7. FORCE FIELD - The aliens are attacking the Earth's force field. Beware, they are too fast for you to stop all of them. The arrow keys are used to control the action of your ship. The left arrow moves your ship left. The right arrow moves your ship right. The up arrow is used to fire at the aliens. To save this program enter (C)SAVEM "FORCFELD",9728,11953,9728.

8. RAT ATTACK - This exciting 32k machine language game involves leading your snake around each different maze ridding them of rat infestation. To start the game, either push the joystick button for joystick control or the space bar for keyboard control (arrow keys). To increase the start speed, you can now enter 1-9. Press the joystick button or space bar to start the game. Your snake will grow as you capture more rats. If your snake reaches a length of over 100, you will receive a bonus snake along with a score increase. Pressing "T" at any time will pause play. Pressing a "Y" or "U" will toggle the sound on and off. You may not run into yourself or the other computer controlled snake which tries to block you. Beware of dead ends. Try to make it through all ten mazes. To save, enter (C)SAVEM "RAT",7680,32256,22784.

9. CATERPILLAR CAVE - Use the arrow keys to control your man to gather gold bars in the cave of the killer caterpillar. You must avoid the front of the caterpillar or you lose one of your men. When you get all sixteen bars, you will begin again with the caterpillar moving slightly faster. If you last long enough, the caterpillar can move quite rapidly. To save this game enter (C)SAVEM "CATCAVE",9728,12066,9728.

10. METEOR - This game is similar to the arcade game 'Asteroids'. The controls are R - rotate left, T - rotate right, I - thrust, O - fire. Before loading this program, 16k users must enter CLEAR 12,9999. To save, enter (C)SAVEM "METEOR",10000,16383,10000.







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by T & D SOFTWARE