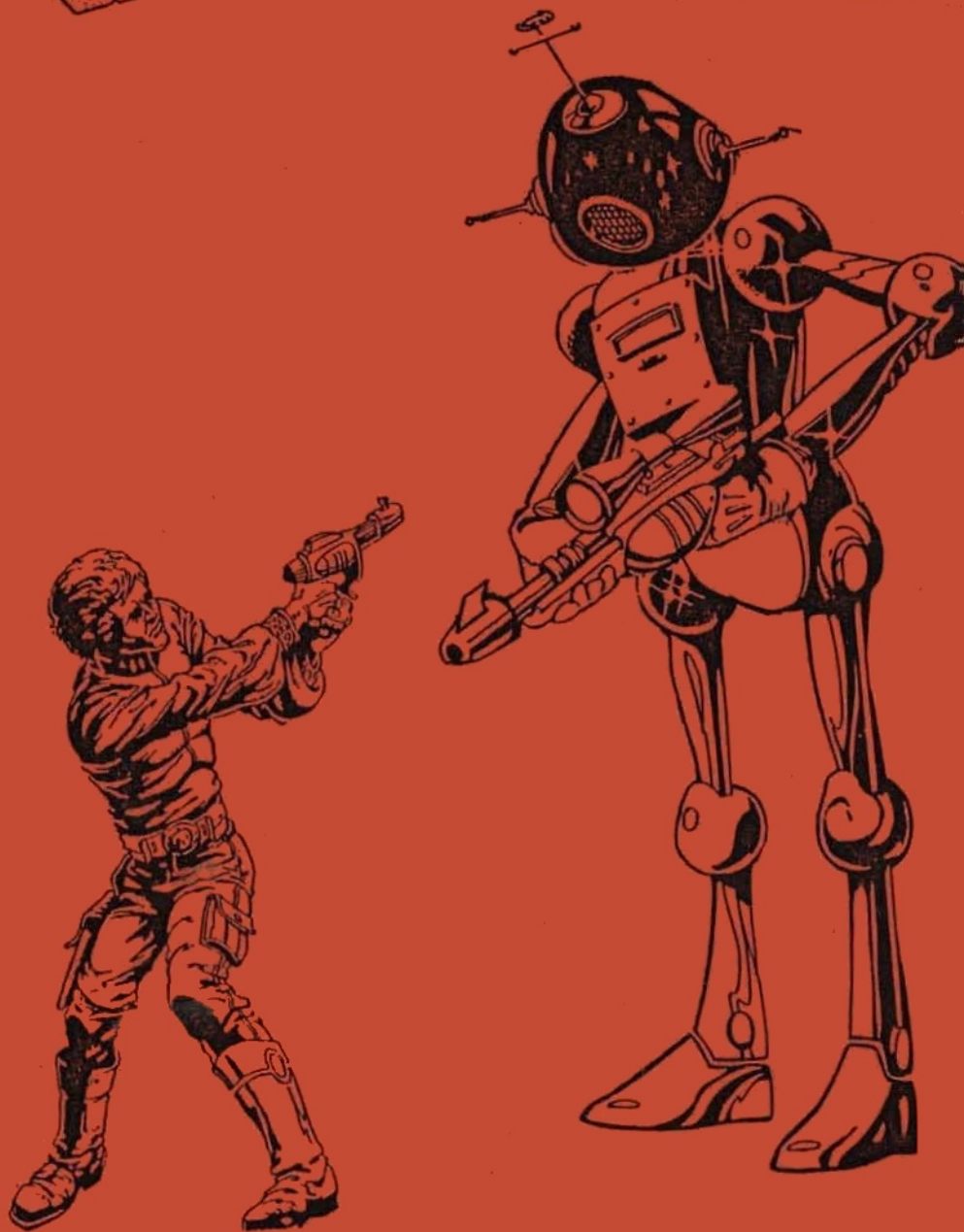# SPECTRAL ASSOCIATES

QUALITY MICROCOMPUTER SOFTWARE

Android Attack

ANDROID ATTACK

You have crash landed on an alien planet, many lightyears from Earth, that you were
sent to explore. You awaken to find yourself far underground armed only with your
laser gun. Your only protective device is your special space suit which allows you
some units of protection. The room you are in is a maze of walls and you are
surrounded by mindless androids. You notice the glowing walls that are deadly to
the touch! Now, the androids are slowly advancing toward you...

METHOD OF PLAY:
Press ENTER to start the game and hit the fire button to replay the game. Use your
laser gun to pulverize the androids in the room, avoiding the deadly walls and
android fire; then proceed, exploring room after room destroying as many androids
as you can. The right joystick controls your direction and pressing the fire button
fires your laser gun. You will fire in the direction you are facing. You may aim
and fire in eight directions by pressing the fire button and moving the joystick
to the direction you want to fire. You can jump or duck by putting the joystick
in the center position and pressing the fire button. If the joystick is moved up
just above center, you will jump. When the joystick is positioned just below center,
you will duck. With a little practice you will become expert at jumping and ducking.
Pick up the crown in each room for extra points and leave the room quickly! The
count-down timer in the lower right of the screen indicates how much time you have
left before you must leave the room or be destroyed.

GHOST ANDROIDS:
When you destroy an android, it turns into a mine which can use up a unit of suit
protection if you touch it. After a time, mines become ghost androids which hunt
you relentlessly. Destroy them quickly as they can chase you through walls.

PROTECTIVE SUIT:
You are wearing a special space suit designed to give you units of protection against
laser fire. The level of protection units you have is shown at the bottom center of
the screen. If you have three or more units of protection, you may sometimes
sacrifice one unit (and one only) by running into a vertical wall, thereby creating
a doorway at that spot. Each time you are hit by android laser fire you will use a
unit of protection. When all units are used up, being hit by laser fire will destroy
you and end the game.

SCORING:
Your score is indicated in the bottom left of the screen. You receive 50 points for
each android and 100 points for each ghost android that you hit. Pick up the crown
for another 100 points.

BONUS:
You earn one protective unit by earning 10,000 points, up to a maximum of 10 units.
Work quickly! If you clear a room of all androids and mines and pick up the crown,
you will receive a bonus score equivalent to the amount left on the count-down timer.
You must leave the room to record the points.

DIFFICULTY:
If you receive the bonus points by clearing the room of all androids and mines, pick
up the crown, and leave before your time runs out. Then, the next room will be
harder than the one you just left. The androids become smarter and faster and
they will move quicker and shoot faster!

SKILL LEVELS:
Android Attack has 16 skill levels to choose from with level 0 for beginners and level 16 for advanced players.

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 load the program from a disk, type: LOADM"ANDROID". These loading instructions are valid for all versions of the Radio Shack Color Computer, all versions of the Tandy Distribution Products TDP-100 Computer and the Dragon 32 Computer.

There are two versions of Android Attack on this tape. One is a 16K non-talking version and the other is a 32K talking version. The 16K non-talking version is on the front of the tape.

SAVE TO DISK INSTRUCTIONS:
Load the cassette into the computer with the disk attached. Do not type EXEC. Insert diskette into the drive and for the 16K version type: SAVEM"ANDR16", &H1C40,&H3F00,&H1C40. For the 32K version type: SAVEM"ANDR32", &H1C40,&H7F00, &H1C40.

MEMORY REQUIREMENTS:
    16K NON-EXTENDED BASIC (NON-TALKING VERSION)
    32K NON-EXTENDED BASIC (TALKING VERSION)
The talking 32K version should be used in the Dragon 32 Computer.

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.

We will gladly assist the customer with any problems he encounters with understanding or using our computer programs. If the tape should ever be accidently erased or become unusable for any reason, Spectral Associates will replace the tape for $2.00 if the original tape is returned postpaid.

ANDROID ATTACK

FOR USE WITH:

TRS-80 COLOR COMPUTER
ALL VERSIONS OF THE TDP COLOR COMPUTER
DRAGON DATA COMPUTER

ANDROID ATTACK is the best BERSERK type game
available for the Color Computer.

You have crash landed on an alien planet, many
lightyears from Earth, that you were sent to
explore. You awake to find yourself far underground
armed only with your laser gun. Your only
protective device is your special space suit.
The room you are in is a maze of walls and
you are surrounded by mindless androids. You
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REQUIRES:
        16K NON-EXTENDED BASIC
        JOYSTICKS

FEATURES

- MACHINE LANGUAGE - - FAST ACTION
- 16K RAM, JOYSTICKS REQUIRED
- HIGH RESOLUTION GRAPHICS
- HIGH QUALITY SOUND
- 16 DIFFICULTY LEVELS
- EXTENDED BASIC NOT REQUIRED

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