BUSTOUT

CAT. NO.
26-3056

Radio Shack TRS-80 COLOR COMPUTER ™

Super Bustout

Radio Shack®

A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

Super Bustout Program:
© 1981 Image Producers, Inc.
Licensed to Tandy Corporation.
All Rights Reserved.

This applications software for the TRS-80 Color microcomputer is retained in a read-only memory (ROM) format. All portions of this software, whether in the ROM format or other source code form format, and the ROM circuitry, are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited. The license for using this software is printed in the back of this manual.

Super Bustout Program Manual:
© 1981 Tandy Corporation
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information obtained herein.

10 9 8 7 6 5 4 3 2 1

Introduction

Super Bustout is a unique TRS-80 Color Computer game for one to four people. It's your job to break down a wall on the screen by knocking out individual bricks, gaining points for each one you destroy. You can play all alone, with a partner, or against as many as three other competitors. A special option, Gravity, lets the bricks appear running either across the top of the screen horizontally, or down the side of the screen vertically. You can have hours of fun mastering the different ways to "bust out".

Setting Up

First, make sure that the joysticks are properly connected to the computer. Turn on the TV and turn the volume up slightly. Insert the Super Bustout cartridge in the slot on the right side of the computer. Next, turn on the computer.

About the Game

There are a few things you'll want to be familiar with before you start playing. Three important choices you'll make are: 1) Gravity vs. No Gravity, 2) Playing on the Same Court vs. Playing on Separate Courts, and 3) Playing Partners vs. Competing Against Other Players. Your choices of Same vs. Separate Courts and Partners vs. Competing are only available when there are two players.

Gravity vs. No Gravity

Using gravity can make your game challenging. If you choose to play with gravity, the wall will appear across the top of the screen, running horizontally. Gravity will constantly be working to drag down your ball. To keep the ball up in the court, where it can knock out bricks, move your paddle up and down to meet the ball, as well as from side to side. Without the help of the paddle, your ball won't even reach the closest row of bricks!

If you play with no gravity, the wall will appear along the right side of your screen, running vertically. Speed up the action by moving your paddle closer to the wall as you hit the ball. Regardless of speed, the ball will reach the wall every time – it won't be dragged down by gravity.

Playing on the Same Court vs. Playing on Separate Courts

When there are only two players, you'll choose whether to play on the same court or on separate courts. If you play on the same court, only one court will appear on your screen, with two paddles – your partner's and your own. You will have only one court between both of you, with each player trying to knock out as many bricks as possible.

If you play on separate courts, the screen will show two courts running vertically, back to back. Your paddle will be on one side of the screen, your partner's on the other. You will each try to knock out as many bricks as you can from your separate walls.

Note that you have no gravity choice when there are two players on separate courts. The screen will always show two vertical courts.

There is another option available to you – the "alternate" choice. This lets you take turns on one court that is re-drawn after each player's turn. This version of Super Bustout is just like the versions for one, three, or four players. Each player takes a separate turn on his own court, with the scoreboard appearing after each turn.

Competing vs. Playing Partners

You may compete against as many as three other players or play partners with one other player. In competition, you will try to knock out more bricks than your opponent(s). Whoever has more points at the end of the game is declared winner.

When you play partners with another player, both of you are working together to knock out the bricks. At the end of the game, you will each have the same number of points, since you both receive credit for all the bricks knocked out during the game.

The Joysticks

When you play, how do you know which joystick to use? Players 1 and 3 will always use the left joystick, and Players 2 and 4, the right. Each player serves a ball by pressing the button on his own joystick.

Sample Games

Here are three examples of different ways to play Super Bustout. They will show you exactly how the game is set up and played.

Two Players, Competition, Same Court, With Gravity

The first thing the screen will show is:

NUMBER OF PLAYERS (1-4)

Press (2). The screen will present you with the 2-player options:

PARTNERS
1. SEPARATE COURTS
2. SAME COURT

COMPETITORS
3. SEPARATE COURTS
4. SAME COURT
5. ALTERNATE

SELECT (1-5)

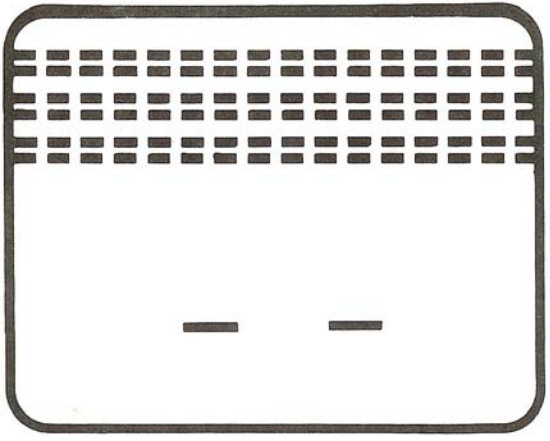
Press (4) to compete on the same court. Next, the screen will show:

GRAVITY? (Y, N)

Press (Y) . You'll now choose how many balls you want in the game. You may choose from 1 to 20 balls. The screen will show:

NUMBER OF BALLS (1-20)

For this game, type (5) and press (ENTER) . The court will look like this when it appears on the screen:



To serve a ball, press the button on the left joystick. Throughout this game, the left joystick will serve every ball. The first ball will be green. The green paddle (Player 1) must hit the ball. When it does, the ball will turn violet. This means that the violet paddle (Player 2) must hit the ball next.

Points are earned in the following way. Let's say you have the green paddle – you're Player 1 – and the ball is green. You hit the ball, it turns violet, and it travels towards the wall. It hits two bricks. Then the ball travels back down, ready for Player 2 to hit it. However, he misses, and the ball goes off the screen. When the scoreboard is shown, it will look like this:

PLAYER	1	28	28
PLAYER	2	Ø	Ø

4 BALLS LEFT

You'll see that you received 28 points for hitting the two bricks. This is because the ball hit the bricks after it had been hit by YOUR paddle. In other words, if the ball is violet, the player with the green paddle gets points for any bricks knocked out by the ball, and vice versa.

After the scoreboard is shown, press the button on either joystick to make the screen reappear. When it reappears, it will be missing all bricks knocked out in the previous turn. Press the button on the left joystick to serve the next ball.

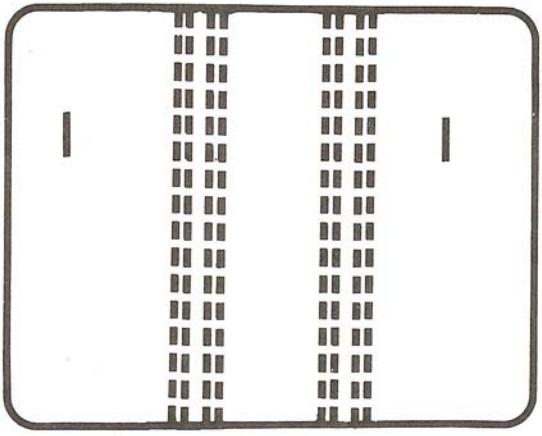
If you manage to completely destroy the wall, a brand new one will be built, as many times as you need. You can keep playing and continue scoring until all balls have been used.

At the end of the game, you'll see the final scoreboard. It will show the winner, the number of points each player had, and the total number of points for all games played so far. It will also ask if you want to play the same game again. To play the same game again, press the button on your joystick. To play a different version of Super Bustout, press (N).

Two Players, Partners, Separate Courts

Answer the "Number of Players" question by pressing (2). When your two-player options appear, press (1). There is no gravity choice in this version, so the next question on the screen will be NUMBER OF BALLS (1-20). Type (1)(0).

The playing court will look like this:

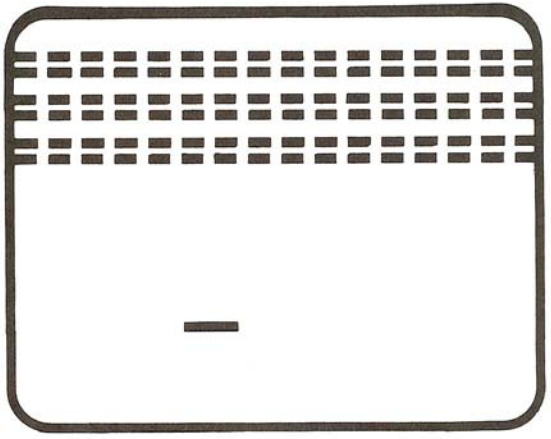


You'll play from one side of the wall, and your partner will play from the other side. You will each serve your own balls using your joystick. Both of you are trying to destroy the wall together by knocking out bricks from each side at the same time. If your ball goes through to your partner's side, it's not lost – it can be played by your partner until it returns to your side. You can also play your partner's ball if it gets through to your side.

The scoreboard will only appear during the game when both your partner's and your balls go off the court. At the end of the game, you'll see the final scoreboard. There is no winner or loser, since you've been playing as partners. To play the same game again, press the button on your joystick. To play a different game, press (N). You'll answer the setup questions again.

Three Players in Competition, Using Gravity

Answer the "Number of Players" question by pressing (3). When the "Gravity" question appears, press (Y) . To give each person five serves, type (5) and press (ENTER) for "Number of Balls." The court will look like this:



There is only one paddle on the court. Player 1 will serve the ball and play until it goes off the court. The scoreboard will appear, showing how many points the player earned. Now it's Player 2's turn.

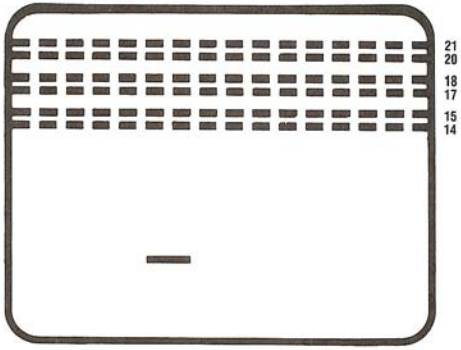
To make the court reappear, press the button on the joystick. The court will be on the screen, missing the bricks knocked out by Player 1. Press Player 2's joystick button to serve Player 2's first ball. Players 1 and 3 will use the left joystick throughout the game. Player 2 will use the right joystick.

The game will continue on like this until all serves are gone. Then the final scoreboard will appear, declaring the winner. To play the same game again, press the button on your joystick. To try a different version of Super Bustout, press (N) and answer the setup questions again.

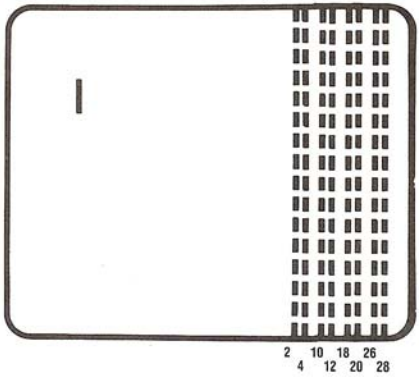
With a little practice, you can be a Super Bustout expert. To build your skills, start with a traditional version, such as practicing alone using no gravity. Then you can graduate to playing partners with another player, and from there you can go on to the more advanced competition and gravity games.

Sample Scoring Tables

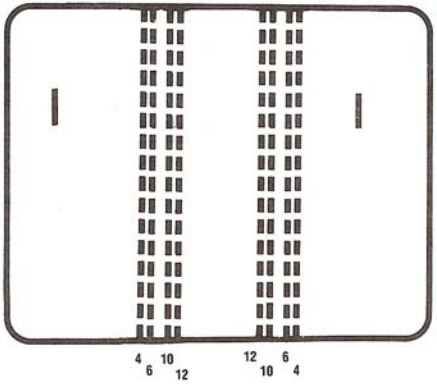
1, 3, or 4 Players with Gravity:



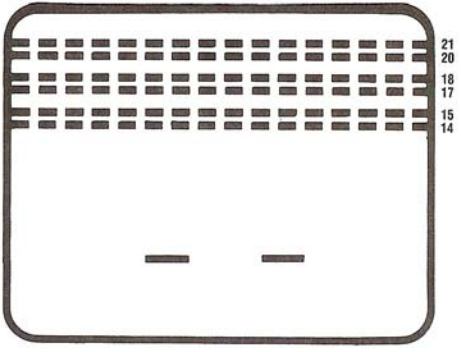
1, 3, or 4 Players without Gravity:



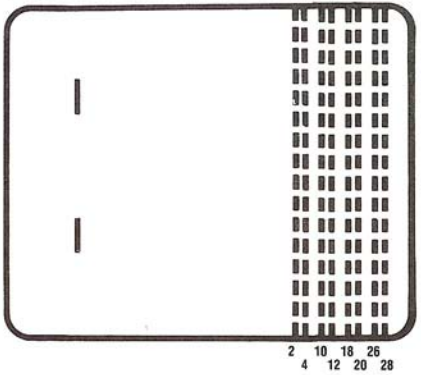
2 Players, Option #1 (No Gravity Choice):



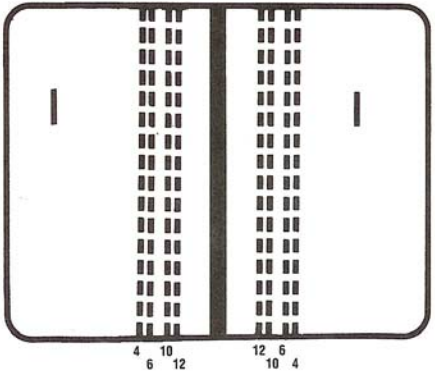
2 Players, Option #2 with Gravity:



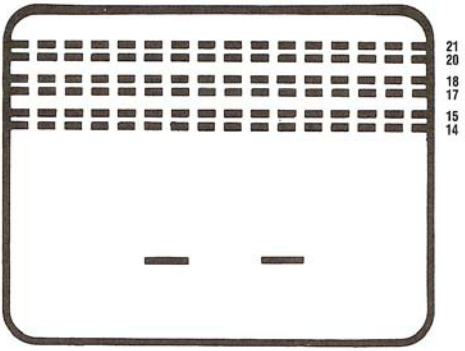
2 Players, Option #2, without Gravity:



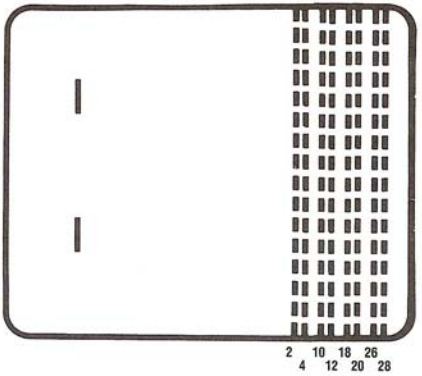
2 Players, Option #3 (No Gravity Choice):



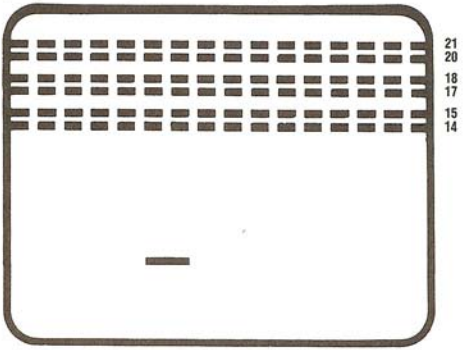
2 Players, Option #4 with Gravity:



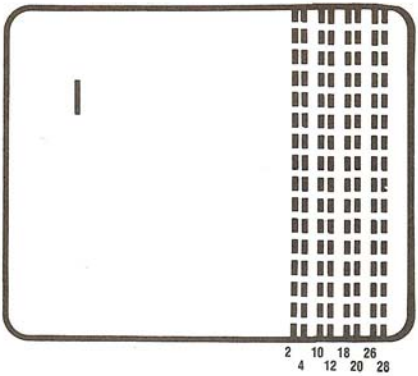
2 Players, Option #4 without Gravity:



2 Players, Option #5, with Gravity:



2 Players, Option #5, without Gravity:



RADIO SHACK SOFTWARE LICENSE

A. Radio Shack grants to CUSTOMER an non-exclusive, paid up license to use on CUSTOMER'S computer the Radio Shack computer software received. Title to the media on which the software is recorded (cassette and/or disk) or stored (ROM) is transferred to the customer, but not title to the software.

B. In consideration for this license, CUSTOMER shall not reproduce copies of Radio Shack software except to reproduce the number of copies required for use on CUSTOMER'S computer (if the software allows a backup copy to be made), and shall include Radio Shack's copyright notice on all copies of software reproduced in whole or in part.

C. CUSTOMER may resell Radio Shack's system and applications software (modified or not, in whole or in part), provided CUSTOMER has purchased one copy of the software for each one resold. The provisions of this software License (paragraphs A, B, and C) shall also be applicable to third parties purchasing such software from CUSTOMER.

IMPORTANT NOTICE

ALL RADIO SHACK COMPUTER PROGRAMS ARE LICENSED ON AN "AS IS" BASIS WITHOUT WARRANTY.

Radio Shack shall have no liability or responsibility to customer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer equipment or programs sold by Radio Shack, 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 such computer or computer programs.

This Warranty gives the original purchaser specific legal rights, and the original purchaser may have other rights which vary from state to state.

RADIO SHACK, A DIVISION OF TANDY CORPORATION

U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5

TANDY CORPORATION

AUSTRALIA	BELGIUM	U. K.
280-316 VICTORIA ROAD	PARC INDUSTRIEL DE NANINNE	BILSTON ROAD WEDNESBURY
RYDALMERE, N.S.W. 2116	5140 NANINNE	WEST MIDLANDS WS10 7JN

E. Lion

PRINTED IN U.S.A.