# COLOR OUTHOUSE

"What's going down" isn't as important as "what's coming out" in this hilarious arcade game for the Radio Shack Color Computer (A MOD I/III best seller) by COMPUTER SHACK! As the outhouse attendant, you must keep the facilities safe from harm.

Is nothing sacred! Thieves are making off with your toilet paper supply, stringing it out the door, and across the field. As your ship hovers above, you must pick off the scoundrels, being careful not to fire into the fragile toilet paper. There's even trouble from above! The skies are filled with enemy ships, just waiting for the chance to wipe you out! (Pardon the pun!).

This is definitely one of the wackiest and most original games to hit the market in a long time. And if you haven't played COLOR OUTHOUSE (color version by John Weaver), then you haven't lived!!

Radio Shack Color Computer 32K.



# COMPUTER SHACK

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# OUTHOUSE

*For the Radio Shack Color Computer*

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FACTORY PROGRAMMING
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*Distributed by:*
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## LOADING INSTRUCTIONS:

*Tape Version:*
Turn computer on. Insert the program tape into the cassette recorder, with the proper side for your system facing up. Rewind the tape to the beginning, and depress the PLAY button. From the Basic OK prompt, type CLOADM (ENTER). The name AUTOTOS will be displayed in the screen, followed by OK. The Factory Programming screen will then appear, and the program will be loaded. The first letter in the word "AUTOTOS" at the top of the screen will change back and forth to indicate that the program is loading correctly. Should the changes stop, an error has occured — rewind the tape and try again at a different volume setting, or try the second program copy, recorded just after the first copy on the tape. When the program has loaded correctly, it will start automatically. Don't forget to press the STOP button on your tape recorder.

*Disk Version:*
Turn computer on. Insert the program disk into drive 0, with the disk label facing the drive door latch, and type LOADM"HOUSE" (ENTER). The Factory Programming screen will appear, and the program will be loaded. Should the word "ERROR" appear in the upper-left-hand corner of the screen, repeat the steps above, after checking for proper disk insertion and any loose connector cables. When the program has loaded correctly, it will start automatically. The disk version saves the 8 highest scores onto the disk, which should remain in drive 0 at all times. Should an error occur during disk I/O, an error message will appear on the bottom line of the screen. Press ENTER to retry disk operation, or CLEAR to cancel disk I/O and continue program. To erase any high scores on the disk, hold down the CLEAR key until the color test screen appears. The high scores are NOT erased at this time, but will be overwritten when the name for the first high score of the session is entered.

## STARTING THE GAME:

When the color test screen appears, press the reset button if the screen is not the color indicated. If the color is correct, press ENTER. Press Y or N to answer the joystick question. From the title page, press 1 or 2 to start game (1 or 2 players).

## PLAYING THE GAME:

Each player starts with 3 ships, 3 smart bombs, and 200 feet of paper in the outhouse. Players alternate turns. To start turn, press any arrow key, move the joystick, or press the space bar or fire button. use the 4 arrow keys or joystick to move your ship, and the space bar and arrow keys or fire button and joystick to fire. For example, to shoot straight down, press the space bar and the down arrow key AT THE SAME TIME, or press the fire button while the joystick is pointing down. The middle of your ship is white when you are ready to fire. You cannot shoot and move at the same time. Press any number key (0-9) to start the smart bomb (destroys all enemies on the screen). At the end of each attack wave, bonus is given based on the amount of paper left, with the first two waves giving 1 X bonus, the second two 2 X bonus, and so on, up to a maximum of 20 X bonus. An extra ship and smart bomb are awarded for each 10,000 points scored, and a bonus roll of paper (50 feet) is given after every 4th wave completed (up to a maximum of 250 feet total). You lose your ship by being shot by a zapper, or by colliding with any other object on the screen (including exposed paper or the outhouse itself). The game ends when all ships are lost, when the outhouse is hit by any object, or when all paper is stolen or destroyed. You may end the game at any time by pressing BREAK and CLEAR together.

## ENTERING HIGH SCORES:

If your score is one of the 8 best displayed, you may enter your name or initials (up to 6 characters). Use the left arrow key to erase any mistakes, and press ENTER when finished.

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**P.S.:**
I would like to thank Larry Ashmun for his invaluable help, assistance, praise, criticism, enthusiasm, sarcasm, and disk expertise, on this program and the seven preceeding it.

The author of this program would love to hear any comments or criticisms you have about the program or its documentation. Please write in care of either Computer Shack or Factory Programming. In addition, Factory Programming maintains a complete, up-to-the-minute listing of international high scores for all Factory games. For a free copy, send a stamped, self-addressed envelope to Factory Programming, Wold Best Listing, 859 Winston, Monroe, MI 48161. To register a high score, send a photograph of the high score screen with your request. ENJOY!!