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**Hands-On Computers
2953 N. Druid Hills Rd.
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COLORPEDE

An exciting new game from the com-
pany that is setting the standards.
Colorful, high scoring, fast action play
with arcade quality sound effects.
High resolution, multi-colored charac-
ters on a black background. Smooth
accurate joystick control. Demonstra-
tion mode. Pause feature. 1 or 2
players. 100% machine language.
Requires 16K color computer with
joysticks.

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TRS 80 Color Computer is TM of Tandy Corp
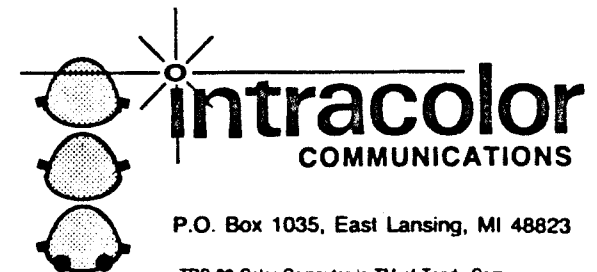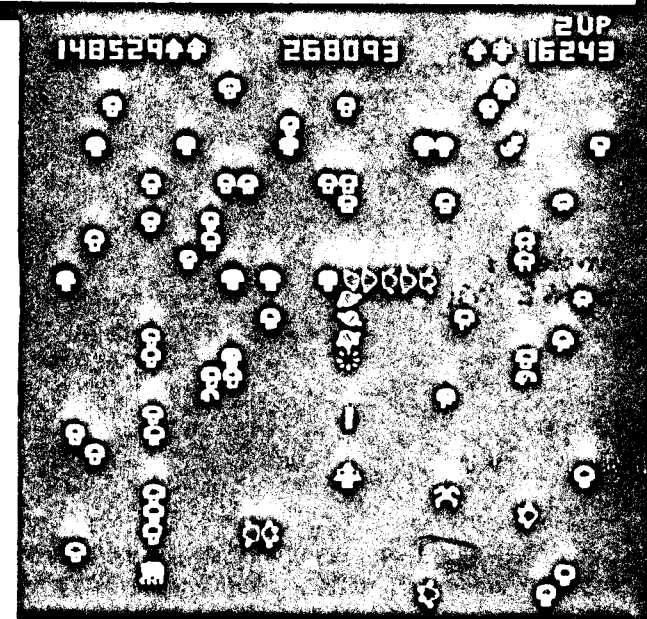
LOADING THE PROGRAM: Cassette; enter CLOADM. The program will load in about 1 minute and begin to run automatically. There is a copy of the program on each side of the cassette.
 Disc; enter LOADM"CPEDE". After the program loads in, enter EXEC.

STARTING THE GAME: The game is now in the attract mode where the top five scores are displayed. The game has both joystick and keyboard input for either one or two players. To begin the game using keyboard input, hit 1 or 2, depending on the number of players. The UP, DOWN, LEFT, and RIGHT arrows are used to control the shooter and the SHIFT key is used to fire. In the joystick game, player one uses the left joystick. To begin the game using joystick input, hit the left joystick trigger button for a one player game or the right joystick trigger button for a two player game.

PAUSE AND RESTART: The game may be paused indefinetly during play by simply hitting the SPACE BAR once. To resume play right where you left off, hit your trigger button or the SHIFT key. While in the pause mode, you may abort the game and return to the attact mode by hitting the BREAK key.

BEGGINING PLAY: Player one's score is displayed at the top left of the screen and player two's score is displayed at the top right. The number of shooters left for each player is displayed next to their score. Both players begin with 3 shooters. A new shooter is awarded every 10,000 points, up to a maximum of 7 shooters at any one time. At the start of each game, each player is given the same random field. At the end of each player's turn, the field is saved for the next time. When both players have exhausted their supply of shooters, the game returns to the attract mode.

THE SHOOTER: You can maneuver your shooter in the bottom 8 rows of the screen around the toad stools. Shoot the attacking bugs before they get you. The fire button may be held down for continuous fire. Only one bullet may be on the screen at a time.

TOAD STOOLS: 1 POINT: It takes 4 bullets to destroy a toad stool. A poisoned toad stool is worth 5 POINTS. At the end of each players turn, every damaged and poisoned toad stool is reset, while adding 5 POINTS to the score.

THE BOUNCING BUG: 300, 600 or 900 POINTS: depending on how close he is. He will appear at random times and bounce around the bottom of the screen eating toad stools.

COLORPEDE: HEAD: 100 POINTS; BODY PART: 10 POINTS: Each colorpede is led by a head. When you shoot the colorpede, it will break up. The new section created will have a new head. Destroy the entire colorpede to get a new frame. If you don't destroy the entire colorpede soon enough, new heads will appear on the side.

BEETLE: 250 POINTS: He comes out in the second and higher frames planting more toad stools if there are too few in the bottom section of the screen.

STINGER: 1000 POINTS: He runs across the screen in the forth and higher frames poisoning toad stools. If a colorpede section touches a poisoned mushroom, it will drop to the bottom of the screen.