THE CONTRAS

512K CoCo 3
Machine Language Arcade Game

The Contras

Earth, circa 2100. An unnamed enemy, one known only as the Red Falcon, has invaded. His minions were extremely swift in capturing all important Terran military targets. The Earth Defense Coalition was taken by complete surprise, and quickly paralyzed by the powerful army.

Only a few loose rebels remain. Two of you have managed to learn the specific strategic focuses of the Red Falcon's power. If you could only capture these locations, perhaps they would lead you to the stronghold of the enemy, the headquarters of the leader. Only with the Red Falcon safely in his grave can the Earth breathe easy once again.

The Contras is a one or two player arcade action game for the Color Computer 3 with 512K, disk drive, and joystick, and is an achievement in programming. I want to thank you for purchasing this software instead of pirating it, and thereby supporting future productions of quality software for the Color Computer.

You cannot make a backup of the first disk. **The Contras** is copy protected. If you have problems with this original disk within the first year, you can return it for replacement (refer to the warranty on the back cover). Disk two and disk three are not copy protected, and you are encouraged to make backups of these disks and store them in a safe place.

Loading -

First initiate a cold start (turn the computer off and then on again after about 10 seconds) and insert Contras Disk One into drive 0. Type LOADM"C" and press [ENTER]. The game will auto-start and load all needed files from the three disks. You must have 512K for this game to function. Note that Disk Two is on the second side of Disk One, a "flippy" disk. When Disk One has loaded and the game asks you to insert the next disk, just flip the disk over. After all of the files are in memory, you will be asked if you are using an RGB monitor. If you have the Tandy CM-8 or compatible monitor, type R, otherwise if you are using a color composite monitor or TV set, type C.

The Contras is a one or two player game. To begin, player one's joystick should be plugged into the right port, while player two's joystick (if applicable) should be in the left. Press '1' or '2' to choose the one or two player game. To begin, player one should press his primary fire button.

Player one will be blue, and player two will be red. Both players will play at the same time.

Display Area -

Once the game begins, you'll notice medals in the upper corners of the screen. The blue medals indicate the amount of lives player one has left, whereas the red indicate the remaining lives of

player two. Next to the medals are the respective players' current score. This information will also be displayed between levels.

Game Play -

The game is played by moving ever towards the right, killing enemies, destroying turrets and other obstacles, and not getting killed yourself. There are three different modes of control in which to play the game.

Standing/Running:
        You may move left or right. You may also aim your gun in any of the eight directions except down by pushing the joystick in that direction. Pushing the joystick down will cause you to lay down. The primary button will jump, and the secondary button will fire.

Lying:
        You may only fire in the direction you are facing. Pressing the primary button will cause you to drop to a lower ledge, if one exists. If a ledge does not exist, you will remain stationary.

Jumping/Falling:
        When you press the primary button, or you drop from a high cliff, you will enter this mode. You can move yourself left and right by pushing the joystick that direction, and you can fire in any of the eight directions. When jumping, how long you hold the primary button down controls how high you jump.

When you destroy certain items (especially the floating containers) a Falcon will pop out and drop to the ground (or the void, if that is what is below). When they land, you can pick them up by touching them. These Falcons will always be worth points, but will sometimes give the player extra powers that will make game play a little easier. Keep an eye out for these!


Dying -

You can die in a variety of ways. Some examples are falling off the screen, getting shot, getting hit by a moving obstacle, etc. The levels are tricky. Look for the best path; it won't always be obvious.

In a two player game if one player loses all of his lives and the other player has extras left, you can steal one by pressing the primary button. If both players have lost all of their lives, the end screen will appear. This gives you a chance to continue or end the game. Continuing the game will start you at the beginning of the current level, with a score of zero. You can only continue a game three times. Press 'C' to continue, or 'E' to end.

Good luck!

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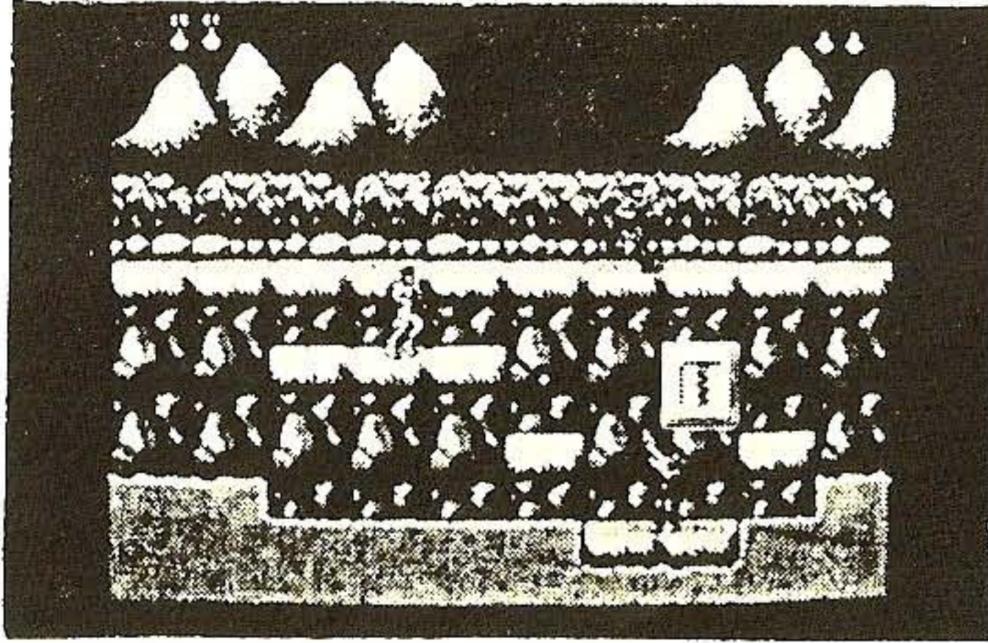
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