Demolition Derby

Cat. No. 26-3044

Radio Shack TRS-80 COLOR COMPUTER™

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Demolition Derby

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10 9 8 7 6 5 4 3 2 1

Introduction

The roar of engines, the smell of burning rubber, the scraping of metal at high speeds, the wrecked, smoldering heap left behind. This is no ordinary race. It's Demolition Derby, and the stakes are high.

Only the daring accept the challenge. Only the brave survive.

If you like fierce competition, fast-paced action, and a heavy dose of danger, you have what it takes to be a serious Demolition Derby contender and, maybe, even a winner.

You can race Demolition Derby by yourself or with a friend (or foe).

The object of Demolition Derby is to wipe out, demolish, and destroy as many competitors as possible, and thereby, accumulate points and complete as many courses as you can. (When you advance to a new course, the level of difficulty increases slightly.)

Required Equipment

To be a racer in Demolition Derby, you need the following equipment:

- Tandy® Color Computer with at least 16K memory
- Standard television (color recommended)
- One or two joysticks

Loading Instructions

1. Before inserting or removing a Program Pak™, be sure the computer is **OFF**. Failure to do so may result in damage to the Program Pak.

2. Connect the Color Computer to the television set and move the antenna switchbox control to Computer (or Game). See your Tandy Color Computer Operation Manual for further details regarding connections.

3. Plug the joystick(s) into the correct jack on the back of the Computer. (If you are going to use only one joystick, plug it into the RIGHT joystick jack.)

4. Insert the Demolition Derby Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but don't force it.

5. Turn on the television and tune it to channel 3 or 4 (whichever is weaker in your area).

6. Turn on the Color Computer.

super
10W-40
1 Quart Motor Oil

Before the Race Begins

After turning on your Color Computer, the screen displays the name of the game and the copyright information. The type of racers and the points you receive for destroying each one are also shown.

While this screen is displayed, you can choose to race Demolition Derby solo or with another person. When racing with another person, you may choose to race as a team or as dueling contenders.

Also, you may change the color set while the copyright is on the screen (or when the scoreboard appears at the end of a game). To change the color to buff, press (CLEAR). Press either (SHIFT) for green, and, finally, press (BREAK) for the black color set.

Racing Solo

It's you against everybody. To race solo, move the RIGHT Joystick to the left until the message **ONE PLAYER** appears. Now, press the fire button. Immediately, the race track and your vehicle appear. To start the race, press the fire button again. Your opponents spring into action and then anything goes.

Two Racers

Move the RIGHT joystick to the right until the **TWO PLAYERS** message appears at the bottom of the screen. Press the fire button. Then, the message **DUEL** appears. If you wish to race against the other player, press the fire button again. But if you wish to race as partners, move the joystick to the left. When the message **TEAM** appears, press the fire button.

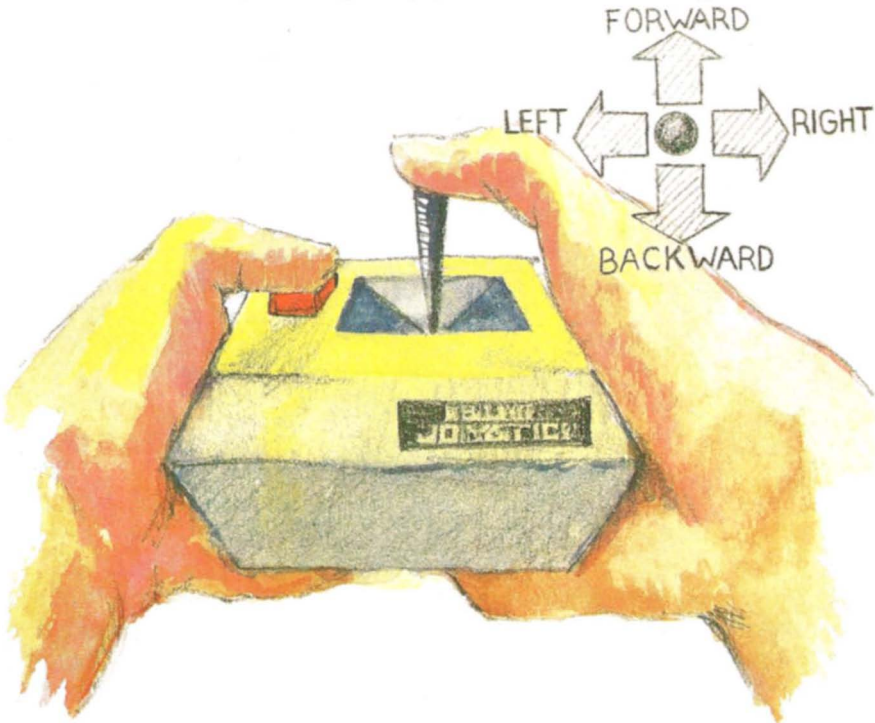
After pressing the fire button, the race track and both players' vehicles appear on the screen. To begin the race, press the fire button once again. Immediately, a variety of racers speed menacingly down the track.

When **TEAM** racing, you and your partner must use your combined skills to eliminate the rest of the competition. In **DUEL** racing, however, not only do you have to contend with the regular racers, but you must also destroy the other person's vehicle before you are wiped out. You can destroy your opponent's vehicle by brushing against it whenever your own car is ahead. (Hint: Your opponent has a vulnerability. Find it to facilitate your destroy mission.)

In both TEAM and DUEL racing, as long as one of the vehicles qualifies, the game continues to a higher level.

Racing Demolition Derby

Your vehicle is a Turbo-Power-Assisted destruction machine. You control its action by moving the joystick in the following directions:

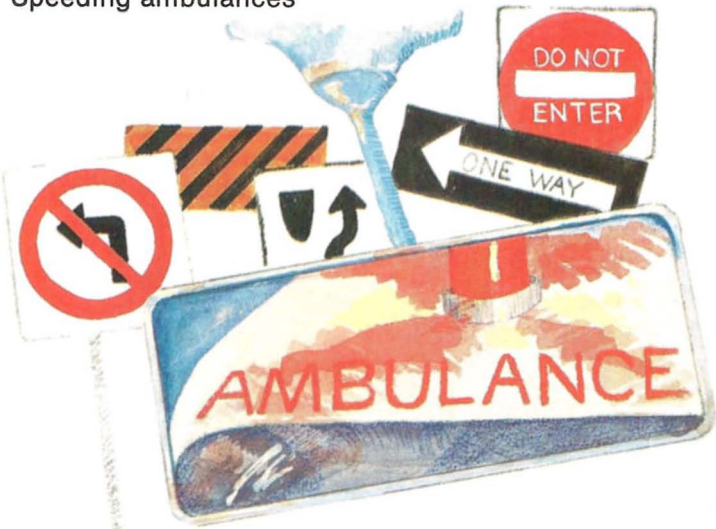


To win in Demolition Derby, keep one thing in mind: destroy or be destroyed.

Smash racers into the wall to accumulate points (while avoiding being smashed yourself).

Make the most of your reflexes to avoid hitting any of the following road hazards:

Dangerous debris
Treacherous traffic islands
Speeding ambulances



The dangerous debris and the treacherous traffic islands appear unexpectedly all over the road. The speeding ambulances occasionally wail up the track. If you so much as touch a traffic island, a pile of debris, or an ambulance, your vehicle blows to pieces.

You can suspend the game momentarily and "freeze" the screen by pressing (BREAK). To continue the action, press (SHIFT) and (CLEAR) together.

To activate the Turbo, press the fire button (for no longer than two seconds). A sudden rush of power lets you maneuver at blinding speeds. Use the Turbo sparingly. It causes your car to guzzle down your fuel supply. If you run out of fuel during the race, you'll watch your car explode (not the prettiest of sights).

Your fuel indicator is at the lower right side of the screen (for the solo racer). Your supply decreases slowly as your vehicle races down the track. When you make contact with other racers or use the Turbo, the fuel is consumed more rapidly.

When you destroy a Gas Truck, additional fuel is added to your tank.

To assist you in your smash-and-destroy mission, the screen keeps a counter on the right side (for the solo racer). For every smashed vehicle, a notch is added to the counter. When the notches reach the top (after 15 successful smashings), you automatically advance to the next course and get a full tank of fuel.

The course number appears in the center at the bottom of the screen.

Your fleet appears on the upper-right side of the screen. You begin the race with four destruction machines. When and if you wreck your vehicle or run out of gas, your fleet decreases by one. However, for every 10,000 points that you accumulate, a new vehicle is added to your fleet.

The gauges and indicators for the second racer appear on the left side of the screen.

At the end of each race, the top 9 scores are displayed. To begin another race, again, select one or two players and team or duel competition.

Scoring

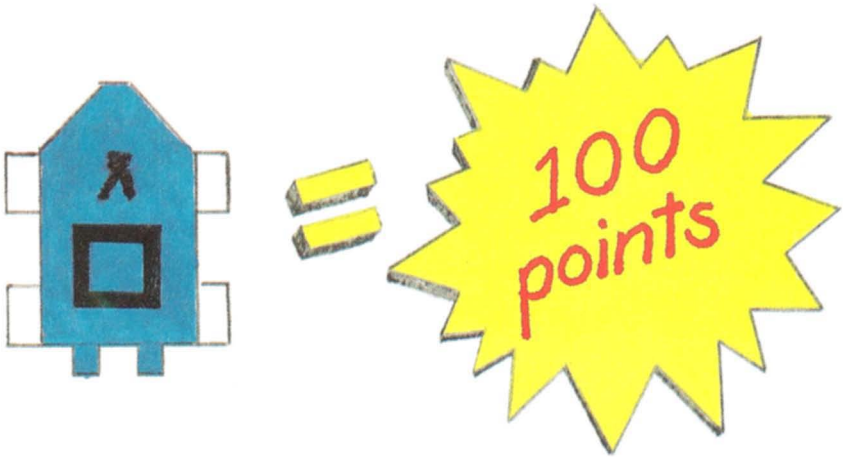
You'll be racing against opponents of varying skills. First, there's the dreaded Spiker.

Perhaps the most fearsome of all racers, Spikers possess a heavy armor that makes them almost invincible. Yet, they are not totally indestructible. You get 300 points for smashing each Spiker within sight.

The Smasher is the next opponent in line.

Not nearly as vicious as Spikers but somewhat faster, the troublesome Smashers are worth 200 points each.

The last of your opponents is the Spoiler.



Spoilers are the most vulnerable contenders. Still, never underestimate a Spoiler. Even the most intrepid racers maintain a healthy amount of caution for the sneaky Spoiler. Destroy a Spoiler and get 100 points.

Racers, start your engines (and please, buckle your seat belts)!

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