

TANDY
TRS-80 Colour Computer

KEN KALISH'S

Devil's Assault

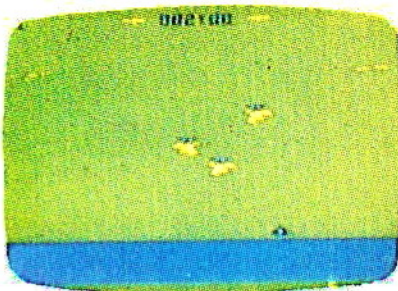
From
TOM MIX



Custom
Manufactured by **MICRODEAL**
For **TANDY** CORPORATION

BILSTON ROAD
WEDNESBURY
WEST MIDLANDS

Devil's Assault



LOADING INSTRUCTIONS

Put the cassette in your tape-recorder, press the 'Play' button and type
CLOADM

and press the Enter Key. The programme will now load and start automatically. Should you encounter I/O Error, switch off the computer, rewind the tape, switch on, adjust the volume control on your tape recorder and try again.

COLOUR SELECTION

You must now select the colour screen you wish to play on press: '1' for Black, '2' for Buff or '3' for Green background. To change the colour you must reload the programme.

SKILL LEVEL

A player may enter a number from 0 to 5, determining the starting level and the type of missile fired. Even numbered selections (0-2-4) results in a game where a missile will fly straight up after being fired. Odd numbered selections result in a game whereas a missile's path will respond to the joystick, i.e. moving left or right along with the base. NOTE: If you select 0, game will start at level 0 and not increment.

SCREEN 1 - Bombing Wave

Vampire Bats fly back and forth across the screen while the lowermost one tracks you and tries to bomb you. When hit, creatures will split into two (except at level 0). When one of the lowermost pair is hit the others will swoop down at your base. At higher levels the devil himself will appear, flying across the top of the screen and dropping a flaming cauldron. If the cauldron hits the ground before you can destroy it, then it will burst and scatter fire, severely limiting your manoeuvrability.

After the first wave, a second wave will attack while flying lower.

SCREEN 2 - Robot Assault

Crazed robots march down at your base, firing as they come. If a robot makes his way past the bottom of the screen, he will appear again at the top, so a strategy of merely avoiding them won't work (*except for the last few).

SCREEN 3 - Springs

Springs are devilish creatures that will try to stomp your base. When hit, a spring will sometimes release a "little spring", which tries to make its way to safety off the top of the screen. These little springs are the highest scoring targets in the game.

*After the 3rd screen is completed, the game level is incremental to the next higher level (up to level 9).

*A bonus base is awarded for every 10,000 points.

*To reset hit the 'R' key.

SCREEN DISPLAY

The figure in the centre top shows your current score, the figure in the top right figure shows the current High Score. The starts at the bottom left of the screen shows how many "lives" you have left: you start the game with five.