

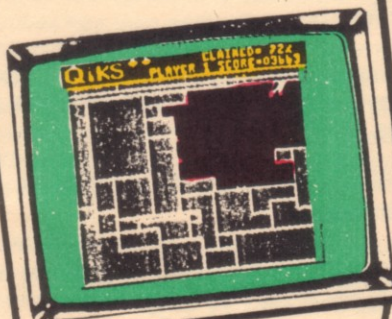
EDUCATIONAL FUN AND GAMES PACK 1

Cat.No. 260-9680

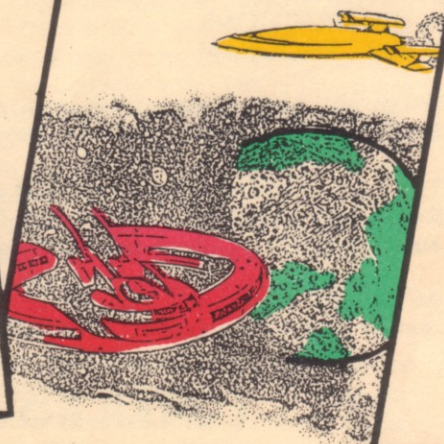
TANDY

**COLOR
COMPUTER**

QIKS



SPACE ESCAPE



MATH TUTOR



**LUNAR-ROVER
PATROL**

For The
**COLOUR
COMPUTER 3**

\$49-95.

LOADING THE PROGRAMS

Place the tape you wish to load into the recorder, press rewind to make sure the tape is fully rewound. Press the play button, type CLOADM (ENTER). The program will then load and auto-start.

There is a backup copy of the program on the reverse side of the tape.

MATH TUTOR

The program will start at the MAIN MENU and will offer the choice of:-

- 1) ELEMENTARY
- 2) INTERMEDIATE
- 3) ADVANCED
- 4) INSTRUCTIONS
- 5) EXIT PROGRAM

When you have selected the level you require, you will then be given a MENU of the type of maths for the test.

The type of maths ranges from the simple counting of objects to Square Roots and Exponents. When you have selected the type of math you want, you will be given ten questions.

At the end of the test you will be given a FULL EVALUATION of your results and then returned to the main menu.

LUNAR ROVER PATROL

You are a new breed of space pioneer, charged with the task of exploring the moon. Many different hazards from both the sky and the ground will impede your progress. You will have to dodge, destroy or jump over these obstacles in order to complete the course.

GAME CONTROLS — The right joystick is used to control the rover. Right - faster Left - slower Up - jump Fire Button - Ground and Sky Missiles. Pressing the fire button will start the game after you have completed the sign on. The BREAK key will pause the game and SHIFT and the @ sign will resume play.

SCORING — Ground Obstacles - 50 to 1000 points Sky Obstacles - 50 to 900 points. An additional rover will be given at 10,000 - 30,000 and 50,000 points.

QIKS

SPEECH CAPABILITY - QIKS will talk to you if you have a Tandy Speech/Sound cartridge installed.

METHOD OF PLAY - There are 3 distinct playing elements to QIKS. The first is the current player (marker) which is a diamond shaped object moved by the joystick. The second are the sparks which move along the periphery of the playing area and look like the end of a fuse. Lastly is the QIKS which is a series of lines and always remains in the playing area.

You control the marker with the right joystick (even if you are player No.2). You can move along any line that is the same colour as the border. The sparks also move along the same lines that you do, if they run into you YOU DIE!!! To avoid them, you can move out into the blank screen by pressing the fire button. This is called "DRAWING" and introduces new dangers. When the marker draws, it leaves a trail. If the QIKS touches any part of this trail before you get back to the boarder YOU DIE!!! If you are drawing and stop for any reason, a spark will appear and follow your trail until it reaches you and once again YOU DIE!!! To stop drawing once you have started you just run into any line that is the same colour as the boarder. At that point the program will fill in the area that you have enclosed. You will notice that your trail, which used to be white, is now the same colour as the boarder. This means that you can now move freely along the trail that you just made, But be careful the sparks can also move on the same trail.

SCORING - When you draw and fill in an area the number of points which you get is equal to the number of pixels filled in, divided by 4. In the upper right hand corner you will find the percentage you have covered. Once you have covered 75% or more you will advance to the next level. For every 1% over 75% you will get 100 bonus points. At level 3, 2 QIKS will appear, if you trap 1 in the area that has just been filled in, from that time on all of your point values will be doubled.

The more time you spend on any screen the more sparks will appear. At higher levels they will appear even more rapidly.

SPACE ESCAPE

ADVENTURE BACKGROUND :- You have been taken prisoner on an alien spacecraft which is now in deep space. Your captors had been examining you every day but now you have seen no one for about a day. Can you make it home to Earth?????

METHOD OF PLAY :- To move through the spacecraft type F (forward), A (aft), P (port/left) or S (starboard/right).

HINTS & TIPS :- Explore ALL areas of the ship to find the things you need. Examine things closely, try all the verbs and BE CAREFUL. Outer space is a VERY unforgiving environment!

GOOD LUCK!!!!!! You'll need it

CUSTOM MANUFACTURED IN AUSTRALIA FOR

TANDY AUSTRALIA LIMITED

BY

COMPUTER HUT SOFTWARE

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