SPECTRAL ASSOCIATES

QUALITY MICROCOMPUTER SOFTWARE

GALAX
ATTAXX

GALAX ATTAX

METHOD OF PLAY: Galax Attax is a fast, exciting machine language game of arcade quality. While under a constant barrage of enemy fire you protect your ground base by shooting alien fighters in formations. Then watch out! They will leave formation to attack, but now an ace fighter can really score. Use the right joystick to control the motion of your ship and the right fire button to fire missiles.

SCORING: There are three different attacker shapes. They are worth 50, 100, and 200 points when in convoy formation at the top of the screen and their point value doubles when they leave convoy formation and become a diving attacker. A bonus of 500 points is awarded for each "rack" (complete attacking formation) that is destroyed. The number of the current rack you are playing is indicated by the number of flags at the center top of the screen.

BONUS SHIP: A bonus ship is awarded for every sixth rack "Flag" of alien attackers. The flags at the top center of the screen will be reset after every 10 flags.

NEW GAME: At the end of the game, the score of the current player is displayed along with the five highest scores. If the same player wants to play another game just hit the fire button. If you want to enter a new player's initials, hit any key on the keyboard. A new game for the same player may be started by pressing the fire button.

LOADING INSTRUCTIONS: Load the tape into the computer by typing CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. To load the program from a disk, type: LOADM"GALAX".

MEMORY REQUIREMENTS: 16K NON-EXTENDED BASIC

SAVE TO DISK INSTRUCTIONS: Load the cassette into the computer with the disk attached. Do not type EXEC. Insert diskette into the drive and type: SAVEM "GALAX", &H1D00, &H3F00, &H1E70.

TROUBLE: If you encounter an FM error, you are probably trying to load in the program using CLOAD or trying to RUN the program once it is loaded. You must use CLOADM and EXEC with machine language programs. If you encounter an I/O error, try loading another copy of the program. Both sides of the tape contain several copies of the program.

GALAX ATTAX is copyrighted by Spectral Associates, 141 Harvard Avenue, Tacoma, WA 98466, and written by T. Keeton. All rights are reserved. Copies of this program may not be made except for the PERSONAL USE OF THE ORIGINAL PURCHASER. These rights are nontransferable. This game is expressly intended for the personal use of the original purchaser and it is expressly forbidden to use this game in a rental, leasing, or exchange program of any kind without the written permission of Spectral Associates. All Spectral Associates computer programs are sold on an as is basis without warranty. Spectral Associates shall have no liability or responsibility to consumer or any other person or entity with respect to any liability, loss, or damage caused or alleged to be caused directly or indirectly by computer programs sold by Spectral Associates.

We will gladly assist the customer with any problems he encounters in understanding or using our computer programs. If the tape should ever be accidently erased or become unusable for any reason, Spectral Associates will replace the tape for $1.50 if the original tape is returned postpaid.

If you enjoyed GALAX ATTAX, you will want to try our other machine language, arcade quality games. They all have fast action and use the highest resolution graphics with great sound.

SPACE WAR: You command the last remaining combat Viper and must break through the defenses of the Death Star while avoiding the deadly Black Hole.

GHOST GOBBLER: An excellent, highly challenging maze chase game complete with energizer dots, 16 skill levels, 8 bonus shapes and four ghosts.

ROBOT BATTLE: Guide your human through an ever changing maze of rooms while dodging the never ending attacks of the robot hordes. Realistic voices and sound effects put this game a notch above all other Berserk type games.

KEYS OF THE WIZARD: The ultimate adventure game. This is not one of those games you will solve in one or two days — it has endless rooms, treasures, creatures, tricks and puzzles to baffle you for days. Three different skill levels, real time action and cassette save feature.

COLOR COSMIC INVADERS: Just like Taito's Space Invaders Arcade game.

ROBOT BATTLE: Guide your human through an ever changing maze of rooms while dodging the never ending attacks of the robot hordes. Realistic voices and sound effects put this game a notch above all other Berserk type games.

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FOR USE WITH THE FOLLOWING COLOR COMPUTERS:

    TRS-80
    TDP-100
    DRAGON DATA

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your ground base by shooting alien fighters in formations.
Then watch out! They will leave formation to attack,
but now an ace fighter can really score. GALAX ATTAX is a
fast, exciting machine language game of arcade quality.

Requires 16K NON-EXTENDED BASIC and Joysticks.

FEATURES:

* USES HIGHEST   RESOLUTION GRAPHICS

* MACHINE LANGUAGE - FAST ACTION

* INCREASING DIFFICULTY

* BONUS SHIPS

* EXTENDED COLOR BASIC NOT REQUIRED

* 16K RAM REQUIRED

* JOYSTICKS REQUIRED

* SUPER SOUND

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