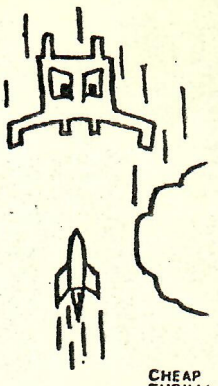
TRS-80 COLOR COMPUTER
GAUNTLET!
A fast action, machine language space game; Brilliant colors, exciting sounds.....
Only $10.00
For 4K (and larger)
Sold on cassette, joysticks required.
BRITT MONK, CDP
P.O. BOX 802
ELYRIA, OHIO 44036



CHEAP THRILLS

GAUNTLET

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by Britt Monk, CDP

This is a fast-action machine language arcade game for the TRS-80 Color Computer. The player uses a joystick-controlled space ship to attack hostile aliens, and penetrate their galaxy. Points are scored for the distance penetrated, and the number of aliens destroyed.

Loading the "Gauntlet" cassette tape:

1) Ready the cassette player: Make sure all wires are properly connected, and the cassette is rewound to the beginning. (note: your cassette tape has two copies of "Gauntlet", one recording on each side of the tape). Depress the black play button.

2) Type CLOADM; hit enter key. At this point the computer should begin reading the game tape, and the red light on the tape player should light. The computer is finished reading the tape when the response OK is printed on the video screen.

Instructions for computers with the Extended Basic feature

Type EXEC 215Ø; hit enter - game should begin

Instructions for computers without Extended Basic

If you have a 4K machine only

3) (4K) Type CLEAR Ø, 4Ø95 - sets stack pointer to highest location

4) Type POKE 275,8; hit enter - response should be OK

5) Type POKE 276,102; hit enter - response should be OK

6) Type A=USR(Ø) - game should begin