

INTERCEPT 4
for the Radio Shack Color Computer & Color Computer 2

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FACTORY PROGRAMMING
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LOADING INSTRUCTIONS

Tape version:

Turn computer on. Insert the program tape into the cassette recorder, with the proper side for your system facing up. Rewind the tape to the beginning, and depress the PLAY button. From the Basic OK prompt, type CLOADM (ENTER). The name AUTOTOS will be displayed on the screen, followed by OK. The Factory Programming screen will then appear, and the program will be loaded. The first letter in the word "AUTOTOS" at the top of the screen will blink to indicate that the program is loading correctly. Should the changes stop, an error has occurred -- rewind the tape and try again at a different volume setting, or try the second program copy, recorded just after the first copy on the tape. When the program has loaded correctly, it will start automatically. Don't forget to press the STOP button on your tape recorder.

Disk version:

Turn computer on. Insert the program disk into drive 0, with the disk label facing the drive door latch. Close the latch, and type LOADM"INT4" (ENTER). The Factory Programming screen will appear, and the program will be loaded. Should the word "ERROR" appear in the upper-left-hand corner of the screen, repeat the steps above, after checking for proper disk insertion and any loose connector cables. When the program has loaded correctly, it will start automatically. The disk version saves the 8 highest scores onto the disk, which should remain in drive 0 at all times. Should an error occur during disk I/O, an error message will appear on the bottom line of the screen. Press ENTER to retry disk operation, or CLEAR to cancel disk I/O and continue program. To erase any high scores on the disk, hold down the CLEAR key until the color test screen appears. The high scores are NOT erased at this time, but will be overwritten when the name for the first high score of the session is entered.

STARTING THE GAME

When the color test screen appears, press the reset button if the screen bars are not the colors indicated. If the colors are correct, press ENTER. From the title page, press ENTER for instructions, CLEAR for high scores (if any), or 1 or 2 to start game (1 or 2 players).

PLAYING THE GAME

Each player starts with 3 ships. Players alternate turns. To start turn, press either joystick button. Each player must use BOTH

joysticks, as described for each screen below. Points are scored as described below, with an extra ship awarded for each 10,000 points scored. You lose your ship if your energy level falls to zero. The game ends when all ships are lost. You may end the game at any time by pressing BREAK and CLEAR together.

DEFENDING THE PLANETS

To start each planetary defense, you are inserted into orbit around a planet with 8 colony cities, each containing 125 colonists. Use the left joystick to aim your crosshair up/down and left/right, and the right joystick to determine the depth of your shot (forward & backward only). Press either joystick button to fire (hold for rapid fire at the same location). Each shot uses 4 units of energy, which is also used in absorbing incoming shots from the enemy fighters. Your energy will recharge, but slowly, so watch the "ENERGY LEVEL" bar carefully. Each enemy fighter you allow to pass you will land at the nearest colony. Each fighter hit scores 100 points. When all fighters have passed you or are eliminated, you must descend to the colonies under attack to engage the aliens there. The "APPROACHING COLONY" message will be RED if the colony is under attack, BLUE if the colony is secure, or BLACK if the entire population of the colony has been killed (there may still be aliens there, though). Press BOTH joystick buttons at the same time as soon as the "APPROACHING" message appears for the colony you wish to defend.

DEFENDING THE COLONIES

Descending to a colony, you now see an aerial view of the colony buildings. The enemy vehicles are shown as RED dots on the scanner, while your position is indicated by a BLUE dot. Use the left joystick to move your shuttle over the colony, and the right joystick to position your crosshair (BLUE circle). Press either joystick button to fire (hold button for rapid fire). Each shot fired consumes one unit of energy, which will not recharge until the shuttle is docked with the INTERCEPT 4 orbiter. Each enemy car hit score 10 points. The time until the next possible docking is shown above the scanner. To signal for a pickup, press BOTH joystick buttons together anytime there is less than 30 seconds remaining on the clock.

ATTACKING THE MOTHERSHIP

When the mothership appears, you are placed into orbit around it. You must then destroy all of the fighter escorts sent after you before attacking the mothership directly. Aim and shoot as described for the planet screen. Each fighter hit scores 100 points, and each fighter passing by you will return to fight again.

ENTERING THE REACTOR CORE

When all of the mothership escorts have been eliminated, you will enter the tunnel through the mothership to the reactor core. In the core room, you will see 9 reactor ventilation ports, a varying number of which will open (BLUE color) one at a time in a predetermined sequence. Use the right joystick to aim your crosshair (WHITE dot) at the vents, and press either button to fire. Each hit on an open vent scores 50 points. You must hit ALL of the open vents in any one sequence to start the self-destruction of the mothership. Each shot fired uses 1 unit of energy, which will not recharge while in the core room.

EXITING THE CORE

When the time to mothership intersect has expired, or the reactor core is destroyed, you will exit the reactor room via the tunnel. You will then watch as either the mothership destroys the last planet defended, or self-destructs. Should the planet be destroyed, all lives are lost. You will then proceed to any remaining planets in the system.

COMPLETING THE SYSTEM

At the end of each system, you score a bonus of the remaining population of all planets in the system (maximum bonus = 1000 times the number of planets in the system).

ENTERING HIGH SCORES

If your score is one of the 8 best displayed, you may enter your name or initials (up to 6 characters). Use the left arrow key to erase any mistakes, and press ENTER when finished.

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P. S.

The authors of this program would love to hear any comments or criticisms you have about the program or its documentation. Please write in care of either Michtron or Factory Programming, or call the W H Enterprises hotline: (313) 241-WHWH. ENJOY!