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MED SYSTEMS SOFTWARE

PHANTOM



TRS-80
Color Computer
16K

SLAYER

By Ken Kalish

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


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Loading Instructions

To load the program from cassette, insert the tape in the cassette recorder and rewind. Turn on the TRS-80 Color Computer and type CLOADM (ENTER). The tape will load. When loading is complete, the program will begin running on 16K machines. On 32K machines, it will return with READY. You must then type EXEC (ENTER) and the program will begin.

Phantom Slayer is a chase game played in a three-dimensional maze. Every maze is different. Each maze is inhabited by evil Phantoms which can destroy you with a single touch. Your mission — destroy them before they destroy you!

The graphics in Phantom Slayer are a three-dimensional representation. You are occasionally given the opportunity to view the maze from above, but usually you must operate from inside it. Look into your monitor as though you were looking down a hallway. To move forward one step, press the  arrow. The  and  arrows turn you to the right and left. The  arrow moves you one step backward. Moving and turning produce smoothly moving graphics on the screen, showing you a view of the maze as you move or turn.

Your enemies in the maze are the Phantoms. If a Phantom touches you, you are destroyed. They always know where you are and will try to reach you by the most direct path. You destroy Phantoms with your laser pistol. It may take more than one hit from your pistol to kill a Phantom. When one Phantom is destroyed, another is created to take its place. There are never more than three Phantoms in the maze at once. As the game progresses, the Phantoms become harder to destroy. At the beginning, a Phantom never takes more than three hits, but later they may require more.

Once a Phantom is destroyed, you have the chance to look at the maze from above for a few seconds. Do this by pressing the "D" key just after you have destroyed a Phantom. You also see this view at the beginning of a game. In this map, the Phantoms are denoted by red dots. You are the striped block. The maze is a randomly generated 20 x 20 grid, and you begin the game near its center.

Your weapons are a laser pistol and a Phantom detector. Your pistol is "armed" by pressing the space bar. Releasing the space bar fires. Arming causes a cross-hair sight to appear, automatically centered on the target. Once your pistol is armed, you cannot move or turn until it is fired.

fired.

IMPORTANT: It takes about two seconds to recharge your pistol after it has been fired.

The Phantom detector is an audio tone triggered by nearby Phantoms. You select the triggering distance by pressing the numeric keys from 1 to 6. It is initially set at 4. The Phantom detector is triggered by Phantoms at the distance you set, regardless of intervening walls. By changing the triggering distance, you can get an accurate reading of the distance between you and a Phantom.

The Green Square can be a very valuable escape route. It is randomly placed in the maze at the beginning of the game. If you stand on it, you can return to your starting point in the game by pressing the ENTER key. Once you have used a particular Green Square, it disappears and a new one is generated somewhere else in the maze. The Green Square is not shown on the maze map, except at the end of the game.

At the beginning of each game, you may vary the difficulty by changing the maze type and the Phantom speed. The mazes can be either type 1, a fairly open maze, or type 2, a dense maze with many twists, turns, and dead ends. It is easier to navigate a type 1 maze, but it is also easier for the Phantoms to reach you. The speed selection (from 1 to 3) determines the speed of movement of the Phantoms. You can always move faster than any Phantom. For either of these questions, hitting ENTER will default the value to that of the last game played.

Phantom Slayer includes a training mode. In this mode, no Phantoms are in the maze and you can get used to the maze graphics. In training mode, you can always view the maze from above by pressing the "D" key. To enter training mode, press "T" when you are asked for speed selection. You then chose a maze type and the training begins. To exit training mode, press "R".

You score 2 points for each hit and 10 points for each "kill." At the end of each game (i.e. at your death) the map and your score are displayed. If ENTER is hit at this point a new game begins with the same speed and maze type as the last. Any other key will return you to the speed and maze type questions. A game can be ended at any point by pressing the "R" key.

HINTS ON STRATEGY: Since it may take more than one hit to kill a Phantom, and your pistol takes time to recharge, you must learn to fire, turn, and run from Phantoms. You will find that certain arrangements of hallways and corners are best for this tactic, and that other arrangements are perfect spots for a Phantom ambush on you. Remember the Green Square as an escape route.

route.

They are the mutant phantoms. You are the Phantom Slayer. Enter the deadly catacombs and destroy the phantoms. Wield your laser pistol, and attend to your proximity detector. One touch by a phantom is fatal, so if your first shot fails, turn and run! Phantom Slayer is a **real-time** game executed with full-screen, **three dimensional** graphics.