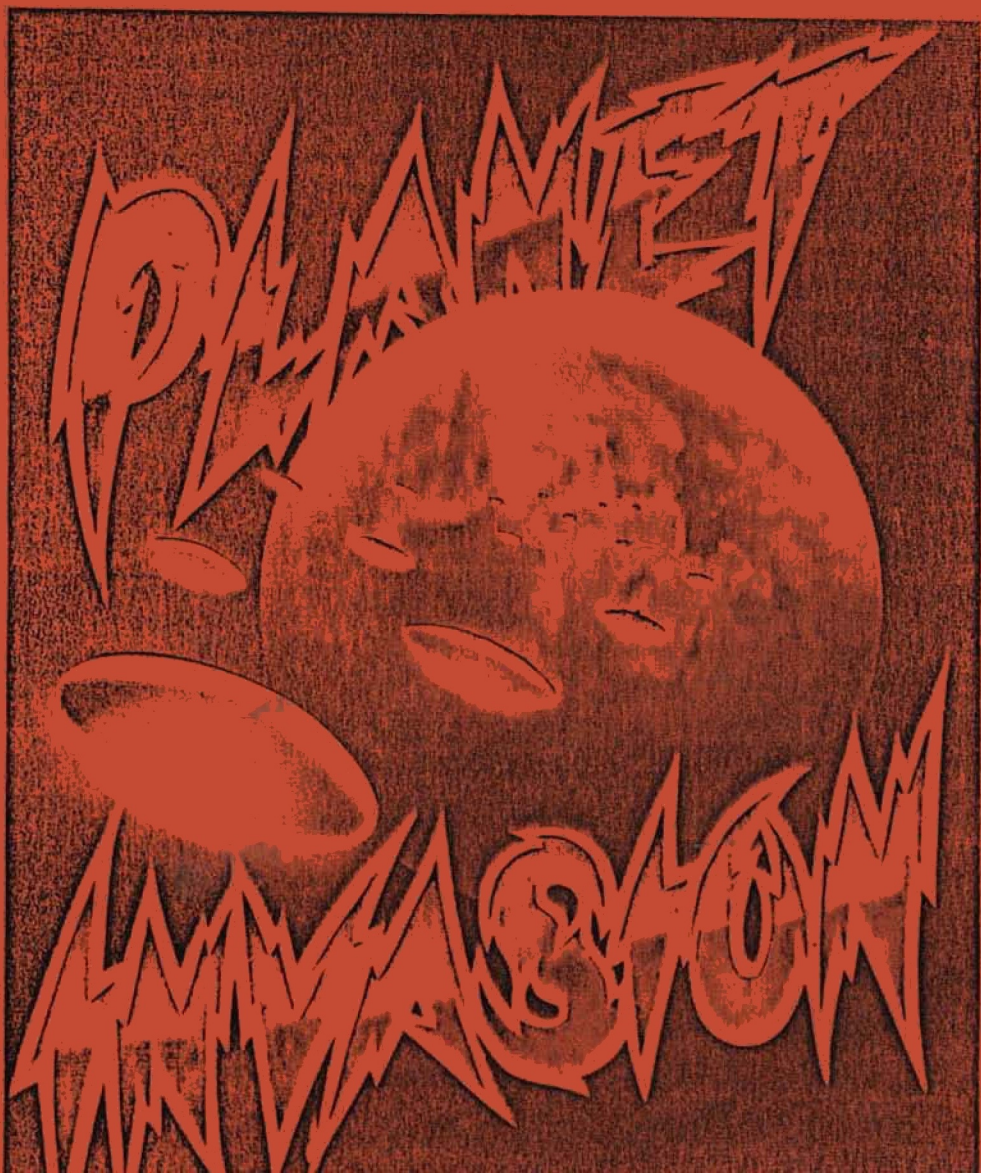


# SPECTRAL ASSOCIATES

QUALITY MICROCOMPUTER SOFTWARE



# PLANET INVASION

## METHOD OF PLAY:

A wave of Praetorian invaders attack the planet's surface and you must destroy them all before they get you. You start the game with 3 ships and 3 smart bombs and you lose a ship each time you are destroyed.

## LOADING INSTRUCTIONS:

Load tape into the computer by typing CLOADM and hitting ENTER. Then type EXEC and hit the fire button. To run from disk type RUN"INVASION".

## CONTROLLING YOUR SHIP:

1. Right Joystick
  - A. Up and down joystick movement controls ship elevation.
  - B. Moving joystick left or right moves ship in corresponding direction. The further right or left you move your joystick, the faster you fly. To stop your ship completely, put joystick in the center position.
2. Right Button  
Rapid fires evenly spaced shots in the direction the ship is facing.
3. Space Bar  
Will explode one Smart Bomb if one is available. The Smart Bomb will destroy all aliens on the screen.
4. "H" Key  
Will cause your ship to move into hyperspace.

## PLAYING FIELD:

The playing field of PLANET INVASION extends beyond the display screen, so the long range scan above the regular screen shows the location of all the Praetorian ships on the playing field. Beware - if all of your Caloxin crystals are destroyed you will have to fight in the outer reaches of space far from the planet's surface. Every fourth wave of invaders will give you a new set of crystals to defend. The wave number is displayed to the right of the LONG RANGE SCAN.

## BONUS:

Every 10,000 points you will receive a bonus ship and Smart Bomb. At the end of each wave a bonus of 100 X the number of men X the number of the wave will be given.

## SCORING:

**GRABBERS - 150 points**

GRABBERS capture your Caloxin crystals and if they reach the top of the screen with Caloxin they will merge to form a KILLER (150 points). Shooting a GRABBER with captured Caloxin kills the GRABBER and the Caloxin will fall. If it falls from low elevation it will not be destroyed when it hits the ground (250 points). You can save the Caloxin when it falls from a high elevation by catching it with your ship (500 points).

**CHASERS - 250 points**

These appear if you take too much time to destroy a wave of invaders. They will track your ship in a semi-smart way and don't have to be destroyed to finish a wave.

**MINERS - 250 points**

These leave mines that can destroy you as they move along.

**BEAMERS - 1000 points**

When hit, BEAMERS split into 3 BERSERKERS (150 points each).

**STRATEGY:**

Two players - one person flies the ship and fires on the invaders with the right joystick. The other person operates the keyboard using hyperspace and Smart Bombs.  
One player -Use left hand on joystick and right hand for keyboard.

**NEW GAME:**

To start each new game after you have lost all three of your ships hit fire button after waiting a few seconds to view score.

**TROUBLE:**

If you encounter an FM error, you are probably trying to load in the tape 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.

Unfortunately, due to the flood of illegal copies of our software being generated, we have been forced to copyprotect much of our software.

We apologize to our customers for any inconvenience this will cause them, but to keep our prices down, we find it necessary to copyprotect our software because of the tremendous amount of illegal copying.

If the cassette or diskette should be erased or become unusable for any reason Spectral Associates will replace it if the original is returned post paid for a minimal charge of \$3.00 for cassette and \$5.00 for diskette. Spectral Associates will exchange cassette versions of our software for diskette versions, if the original cassette is returned post paid for a nominal fee of \$6.00. We will gladly assist the customer with any problems encountered in understanding or using our computer programs.

More than one copy will be found on both sides of our cassettes

If you enjoyed PLANET INVASION, you will want to try out 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.

**ANDROID ATTACK:**

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.

# PLANET INVASION

Planet Invasion is the best Defender type game available. Destroy waves of alien invaders before you are hit by one of their bombs while maneuvering your ship around the planet's surface. Defend and protect your planet's precious supply of Caloxin crystals as the mighty Praetorian empire throws its full strength at you. Be careful - if you lose all of your Caloxin crystals, you will be forced to leave the planet's surface to fight in space. Written in machine language with highest resolution color graphics and fantastic sound.

Planet Invasion utilizes the highest possible resolution graphics with a realistic outerspace type black background and three other colors (NTSC sets only - uses green background on PAL sets).

**REQUIRES:** 16K NON - EXTENDED BASIC and Joysticks

**FOR USE WITH THE FOLLOWING COLOR COMPUTERS:**

- TRS-80 Color
- TDP System 100
- Dragon Data 32

## FEATURES:

- HIRES GRAPHICS
- FAST ACTION
- LONG RANGE SCAN
- HYPERSPACE
- SMART BOMBS
- CHASERS
- MACHINE LANGUAGE
- DYNAMITE SOUND
- EASY TO USE JOYSTICK CONTROL
- PLANET SURFACE RUGGED - NOT FLAT
- REALISTIC EXPLOSIONS

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