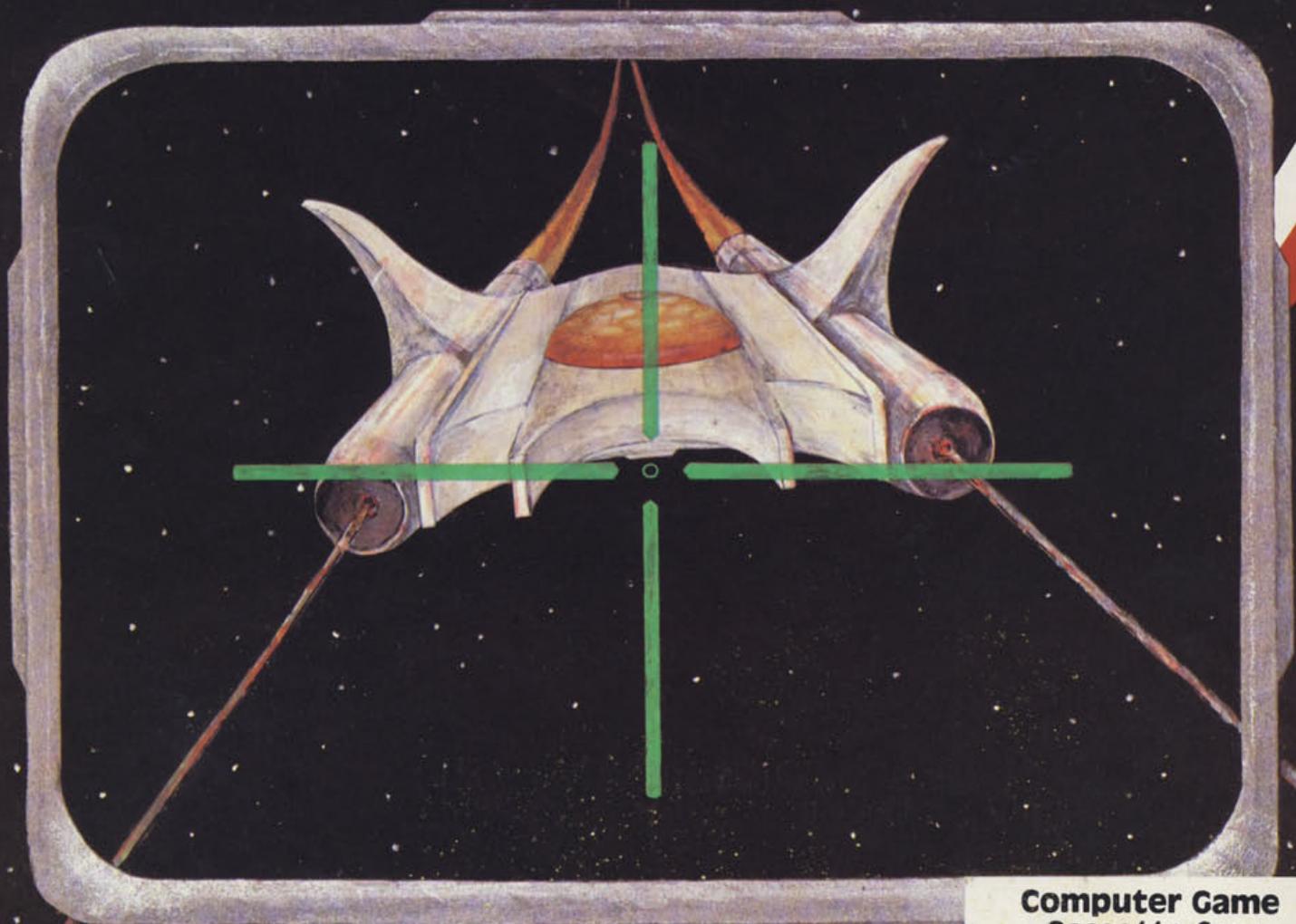


ARCADE PAK #1

SHOOTOUT

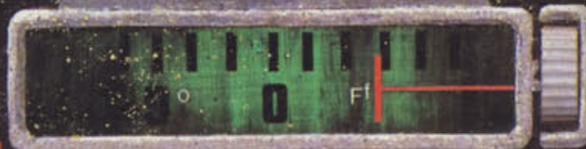
at the O'K Galaxy

AVALON HILL'S TRADEMARK NAME FOR ITS
SEARCH & DESTROY SCIENCE FICTION COMPUTER GAME.



SECTOR 8-5
HEADING 7.588

AZIMUTH 3.875
ENERGY 107



**Computer Game
Cassette for:**
Commodore 64, 64K
VIC-20, 8K
Atari Home
Computers, 16K
TRS-80 Color, 16K
No. 41003



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SHOOTOUT

at the OK Galaxy

AVALON HILL'S TRADEMARK NAME FOR ITS SEARCH & DESTROY SCIENCE FICTION COMPUTER GAME.

TO: Darien, Captain FSS Demona
 FROM: Federation Fleet Command, Terra
 You are hereby ordered to relieve FSS Vengora in Patrol Zone
 Standard operating vigilance will apply.
 AUTHORIZATION CODE DELTA SEVEN
 Admiral Shaillen Balic, commanding FFC
 FST 3259-110314

"I was not surprised to be ordered in to relieve the Vengora. In the twelve years since those blasted politicians decided that the Federation doesn't need a real fleet after all the High Command has bounced the Demona all along the border to handle the real trouble spots. Don't get me wrong. Vengora is a good ship but she ain't the Demona and Grasini isn't me. A serious attack and they'd both be space dust."

"That was the last time I talked to Darien before he warped out. He's gonna have his hands full, going to the O/K zone is always tough, real tough! But going there on a Delta Seven, damn."

Now, in **SHOOTOUT** (at the OK Galaxy), you are the Captain of the Federation Starship Demona, the pride of the Federation. In the O/K patrol zone it is kill or be killed and those barbarians can make it be killed as often as not.

At the helm of your starship, you will scour your patrol zone finding and destroying enemy raiders that outnumber you at least twenty to one. You are the only line of defense. You are all that stands between the ravaging barbarian armada and the defenseless planets of the Federation. By your success, or failure, you will decide the fate of BILLIONS of innocent citizens of the Federation. If even one barbarian vessel eludes you, these defenseless innocents will pay the price of your failure.

SHOOTOUT (at the OK Galaxy) is a fast paced game that features state of the art graphics, hair trigger ship control and the ultimate in precision starship control.

Beyond the fine systems that make up this game, **SHOOTOUT** (at the OK Galaxy) allows you to select the danger level of the situation from FIFTEEN increasingly difficult levels. Your skill will never outgrow the challenges that this game presents for as your skill increases there is always a higher level of danger that will test your ability.

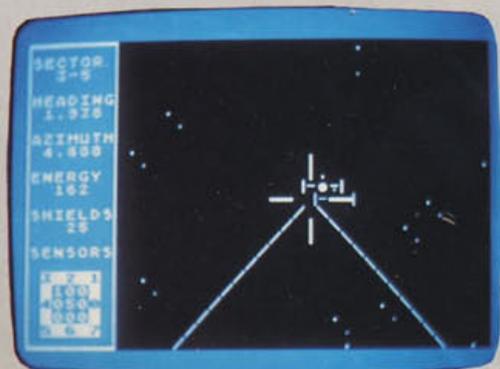


For the best in solitaire galactic conflict, **SHOOTOUT** (at the OK Galaxy) is the game for you. Yet another fine game from the craftsmen at MICROCOMPUTER GAMES and AVALON HILL.

SHOOTOUT is ready to run on the following computers:

- Commodore 64® Computer.
 - VIC-20® Computer with at least 8K of memory.
 - Atari® Home Computers, 16K memory, with BASIC
 - TRS-80® Color Computer with 16K memory.
- All versions require a joystick.

* Trademarks of Commodore Business Machines, Warner Communications, and Tandy Corp.



Atari Screen Display

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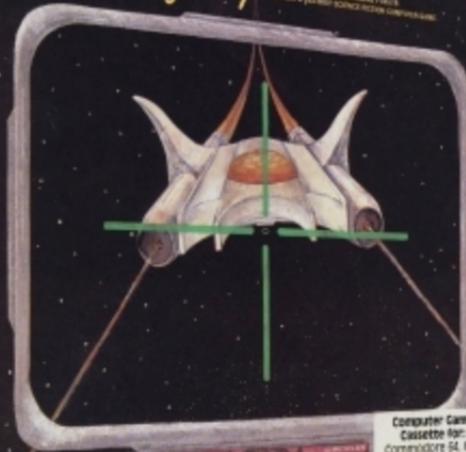
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 Baltimore, Maryland Printed in USA ©1982, 83

ARCADE PAK #1

SHOOTOUT

at the OK Galaxy

FRANCIS AND T. TAYLORMAN GAME DESIGN
MORRIS & BERRY GAME DESIGN CONSULTANTS



Computer Game
Cassette 99c
Commodore 64, 64K
VIC-20, 64K
Atari 1430T
Consolair, 15K
YES-80 Color, 15K
No. 41306

FOR THE
VIC-20
VIC-64
VIC-64C
VIC-64E
VIC-64G
VIC-64H
VIC-64L
VIC-64M
VIC-64N
VIC-64P
VIC-64Q
VIC-64R
VIC-64S
VIC-64T
VIC-64U
VIC-64V
VIC-64W
VIC-64X
VIC-64Y
VIC-64Z

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SHOOTOUT

at the O.K. Galaxy

TO: Daxno, Captain P08 Detrona
FROM: Federation Fleet Command, Terra
Vesgona in Patrol Zone
Standard operating vigilance will apply.
ATTORNINGMENT CODE DELTA SEVEN
Arbitre Station Delta, commanding PFC
PRT 3260-110314

"I was not surprised to be ordered in to relieve the Vesgona. In the twelve years since those blasted politicians decided that the Federation doesn't need a real fleet after all the High Command has bounced the Detrona all along the border to handle the real trouble spots. Don't get me wrong, Vesgona is a good ship but she ain't the Detrona and Greshn't ain't me. A serious attack and they'd both be space dust."

"That was the last time I talked to Daxno before he walked out. He's gonna have his hands full, going to the O.K. zone is always tough, real tough! But going there on a Delta Seven, damn."

Now, in SHOOTOUT at the O.K. Galaxy, you are the Captain of the Federation Starship Detrona, the pride of the Federation. In the O.K. patrol zone it is kill or be killed and those barbarians can make it so killed or often so not. At the helm of your starship, you will occur your patrol zone finding and destroying enemy soldiers that outnumber you at least twenty to one. You are the only line of defense. You are all that stands between the ravaging barbarian armads and the defenseless planets of the Federation. By your success or failure, you will decide the fate of BILLIONS of innocent citizens of the Federation. If even one barbarian invades stude you, those defenseless innocents will pay the price of your failure.

SHOOTOUT at the O.K. Galaxy is a fast paced game that features state of the art graphics, hair trigger ship control and the ultimate in precision starship control.

Beyond the fine systems that make up this game, SHOOTOUT at the O.K. Galaxy allows you to select the danger level of the situation you're in. From FIFTEEN increasingly difficult levels, your skill will never outgrow the challenges that the game presents for as your skill increases there is always a higher level of danger that will test your ability.



For the best in science fiction combat, SHOOTOUT at the O.K. Galaxy is the game for you. Yet another fine game from the craftsmen at MICROCOMPUTER GAMES and MADON HILL.

SHOOTOUT is ready to run on the following computers:

Commodore 64/Computer
VIC 20/ Computer with at least 64K of memory
Atari Home Computers, 128K memory, with BASIC
TRS-80 Color Computer with 128K memory.
All versions require a joystick.

* Requires a Commodore Super Diskette, Game Car, MicroStation and Game Link.



Alert Screen Display

At the bottom of the screen, the player's ship name, fuel level, shield level, weapon level, and status are displayed.



MICROCOMPUTER GAMES

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SHOOTOUT
at the O.K. Galaxy

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SHOOTOUT
at the O.K. Galaxy

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PROGRAM:

#1 Commodore
64

#2 VIC-20

TURN OVER:

#1 Atari Home
Computers

#2 TRS-80
Color



Shootout at the OK Galaxy

Commodore* 64K

VIC-20* 8K

Atari* 16K

TRS-80* 16K

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Computer Simulation Games

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SHOOTOUT

at the OK Galaxy

ASHON HILL'S TRADEMARK NAME FOR ITS
SEARCH & DESTROY SCIENCE FICTION COMPUTER GAME



INTRODUCTION

The Articles of Federation, set forth in 2935, were a great step forward for the member states of the old Terran Empire. As part of the articles, each member planet was granted equality with all others and military force was outlawed as a means of settling disputes. In 2948 this dedication to the pursuit of peace was taken to the next logical level. All member planets disbanded their military forces and demolished their defenses in favor of a united Federation fleet.

This worked well. For hundreds of years, the federation grew in size and power. No alien power dared to test the strength of the fleet and peace reigned. But this was at the height of the Federation.

In 3247 the Federation Senate's fleet authorization bill struck the fleet a deadly blow, imposing unheard of fleet reductions. By this act, the fleet was reduced to 20% of its previous strength and assigned to patrol duty in the border zones. In the empire itself, no warship was to be found and all weapons were outlawed.

This well meaning action was greeted with anticipation in the barbarian empires that surrounded the Federation. Their chance had finally come and they took it. In 3253, major barbarian incursions were attempted and bloodily repelled. Unfortunately, this victory proved to the Senate that they were correct in their judgment. Despite protest, the fleet remains a thin line of elite vessels outnumbered twenty to one by the barbarian hordes.

In **SHOOTOUT (at the ok galaxy)** you are the commander of Federation Starship Demona in Patrol Zone O/K 2.7345-9.02. This zone protects the approaches to the most populous planets in the Federation, including Terra itself.

For the sake of the Federation, and to secure BILLIONS of lives, you must destroy any raiders that enter your sector. Failure could mean the end of the Federation as we know it; you must succeed.

1) **DIFFICULTY**—When the program has loaded you will be asked to choose a difficulty level from 1 to 15. In choosing this difficulty level, the higher the number that you select the more difficult it will be for you to win the game. (For the purpose of learning the game, it is suggested that you play your first game at a difficulty level of one.)

2) **THE DISPLAY SCREEN**—Your display screen will normally contain the following information:

a) A view, from inside your starship, of the area directly in front of you. In this view screen you will see a set of **crosshairs**. These are your laser sights. To destroy a raider he must be centered in these sights when your beam strikes him.

b) An indicator panel. This panel will give you information on your starship's current status. In this display will be:

1) The co-ordinates of the sector that you are currently located in.

2) Your **HEADING** and **AZIMUTH** which indicate your direction of travel and orientation in relation to the galactic plane.

3) Your current **energy** status. The panel displays the amount of energy that you have available to operate your ship's weapons and life support systems. It also displays the amount of energy units that are currently in your screens.

c) Information from your **internal sensors**. Your sensors will tell you how many enemy ships are in the sector that you currently occupy and in each of the eight surrounding sectors. The sensors will only report ships that are within this range. They will not keep track of enemy vessels that move out of this detection zone.

3) **THE MAP**—A map of the entire patrol zone is recorded in the ship's computer. This map can be accessed by holding down the **R (M on TRS-80)** key on your main keyboard. The following information is contained on the zone map:

a) The position of every raider ship that is currently in sensor range of your ship.

b) The position of your supply ship. Your supply ship is CRUCIAL to you. It will supply you with additional energy when you require it. To receive this energy you must travel to the sector that your supply ship is in.

When you arrive, search out your supply ship and align one of its fuel pods in your laser sight. When this is done the supply ship will beam energy to your ship. (The maximum amount of energy that your ship will hold, including the energy that is in shields, is 250 energy units. You will never be re-fueled beyond this level.) If the supply ship slips out of alignment before you have received a full load of energy, and you want more energy than you have, you must re-align your vessel with one of the supply ship's fuel pods.

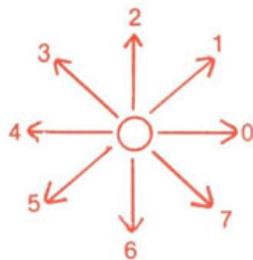
c) The location of your starship. (Your starship is shown on the map as an INVERSE PERIOD.)

3.1) **FEDERATION TERRITORY**—Federation Territory, into which the barbarian raiders are attempting to move, starts at the RIGHT boundary of your map. If you allow ANY of them to enter Federation Territory you lose the game.

4) **MOVEMENT**—Your patrol zone is a rectangular area that is divided into sectors. Each sector is small enough to patrol in normal space. To move from one sector to another sector, you must enter HYPERSPACE.

4.1) Your direction of travel is indicated by two numbers ranging from 0 to 7.999.

4.11) One of the numbers, the **HEADING**, is a measure of your direction of travel parallel to the galactic plane. A heading of 0 indicates that you are moving to the right on the map of your patrol zone. (See diagram)



4.12) The other number, the **AZIMUTH**, is a measure of the angle of your direction of travel above or below the galactic plane.

4.2) **HYPERSPACE**—To enter Hyperspace, your vessel must be aligned on the galactic plane, i.e. your **azimuth** must be set at **zero**.

4.21) When you have set your azimuth to zero, you must point your vessel in the direction that you want to travel in. To do this modify your **heading** until it indicates that you are pointing in the direction that you want to travel in.

EXAMPLE—A heading of 4 will move you to the left of the screen.

4.22) When your heading and azimuth have been set, hit the **H** key on your main keyboard. When you do so a SHIFT REGISTER will appear. At this time enter the distance that you wish to travel.

EXAMPLE—If your heading is 2, and you enter 3 for your distance of travel, you will move three sectors towards the top of your screen.

4.23) When you are satisfied with the distance selected, hit **RETURN** and you will enter Hyperspace.

4.24) Each Hyperspace jump will cost energy units. In addition, your shields may suffer damage from high speed collisions with space debris. (Obviously, if you are going to jump, you better have your screens up.)

5) **SHIELDS**—Your shields protect your vessel from space debris and enemy attack. If a raider ship attacks you, and scores a hit, the hit will decrease the strength of your shields.

6) **FIRING**—To destroy a raider that is in your sector you must:

A) Travel to the sector that the enemy vessel is in.

B) Find it once you have reached the correct sector.

C) Align the vessel in the crosshairs that are shown on your screen.

7) **LIFE SUPPORT**—Besides the energy used to fire weapons, power shields and travel in hyperspace, energy is also used to power the normal internal operations of your vessel. This energy is automatically deducted from your total by the computer.

8) **LOSING THE GAME**—The game is lost:

a) At anytime that your energy level, regardless of the energy that may or may not be in your shields, on your indicator panel is zero. If this occurs, your ship is dead.

b) If your vessel is hit and your shield strength is reduced to **ZERO** or less. When this occurs, your vessel is destroyed.

C) If any enemy vessel reaches, and enters, Federation Territory. If this occurs you have failed in your mission and the planets of the Federation are endangered thereby.

9) **WINNING**—If you destroy all of the raiders that enter your sector, you are the victor. The Federation is saved by your veritable brilliance.

10) **THE COMMAND SECTION**

The following table lists the commands that must be used, on the various computers, to perform the various functions necessary to the operation of your vessel.

In addition, the table will contain any special recognition symbols and access codes that may be used by the player in the course of the game.

THE COMMAND TABLE

FUNCTION

FIRE
MOVE LEFT
MOVE RIGHT
MOVE DOWN
MOVE UP
NO MOVEMENT
ACCESS MAP
SHIELDS*
SUPPLY SHIP
YOUR SHIP

ATARI

A JOYSTICK
IS REQUIRED
WITH THIS
PROGRAM.

R
S
+
**

VIC-20

A JOYSTICK
IS REQUIRED
WITH THIS
PROGRAM.

R
S
+
**

FUNCTION

FIRE
MOVE LEFT
MOVE RIGHT
MOVE DOWN
MOVE UP
NO MOVEMENT
ACCESS MAP
SHIELDS*
SUPPLY SHIP
YOUR SHIP

TRS-80 (COLOR) COMMODORE 64

A JOYSTICK
IS REQUIRED
WITH THIS
PROGRAM.

M
+/-
BLUE BOX
+

A JOYSTICK
IS REQUIRED
WITH THIS
PROGRAM.

R
S
+
**

RAIDERS—On all systems the raider ships are represented, on the map, as numbers that indicate the number of raiders that are in that sector of the map.

MAP EXPLANATIONS: * = For those computers that use an **S** symbol, hitting that symbol will 1) cause the shields to drop to zero and 2) cause a shift register to appear. When this register appears, enter the number of energy units that you wish to assign to your shields. (It is NOT an intelligent idea to reset your shields when there are raiders in the same sector as you are.)

On the other systems, the + symbol will increase the energy assigned and the = symbol will decrease it. The shields do not drop unless you lower them to zero on purpose.

**Your starship is shown on the map as an entire sector in inverse field, i.e. a white box.

CASSETTE LOADING INSTRUCTIONS

COMMODORE 64

The Commodore 64 program is the first program located on Side One of the cassette tape. **SHOOTOUT** is a two part load. Place the cassette

tape in the tape recorder with Side One up. Rewind the cassette to the beginning of the tape and type:

LOAD""",1,1

and press the RETURN key and then the PLAY button on the tape recorder. After the first part of the program has loaded and the READY prompt appears on the monitor screen, type:

NEW

press the RETURN key and then type:

LOAD

and press the RETURN key again. The second part of the program will load. When the READY prompt appears again, type:

RUN

and press the RETURN key. The game will begin.

VIC-20

The VIC-20 program requires a VIC-20 with at least 8K of memory. The program is saved in two parts on the cassette tape. The first part is the Assembly language program and the second part is the BASIC program. The VIC-20 **SHOOTOUT** is the second program on Side One. It is located after the Commodore 64 program at approximate DATASSETTE counter location 36.

After you have located the VIC-20 program type:

LOAD""",1,1

and press the RETURN key and then the PLAY button on the recorder. The VIC-20 will load the first program.

After the Assembly part of the program has loaded and the READY prompt reappears, the second or BASIC part of the program must be loaded. If the 8K or 16K Memory Expansion cartridge is being used type:

POKE44,32:POKE8*1024,0

and press the RETURN KEY. If only the 3K Memory Expansion is being used do not type the above.

To load the second part of the program type:

LOAD

and press the RETURN key. The second part of the program will be loaded and the READY prompt will appear. To start the game type:

RUN

and press the RETURN key.

ATARI

Insert the computing BASIC language cartridge in the left slot.

SHOOTOUT is a two part load. The first part is the BASIC program that will load the second, ASSEMBLY Language, part of the program. This program is the first program on side two.

Position the cassette tape in the tape recorder and press the PLAY button. Type **CLOAD** and press the RETURN key. The computer will beep once. Press any key on the keyboard (except System Reset or Break) and the first part of the program will be loaded. After the BASIC part of the program has loaded, the READY prompt will be displayed on the screen. Type **RUN** and press the RETURN key. **PRESS PLAY AND THEN RETURN** will appear on the monitor. Ensure that the PLAY button is down on the recorder and then press the RETURN key. The second part of the program will load and the game will begin.

*To assure a successful load advance your cassette tape past the clear (leader) portion so that the brown oxide portion is just visible to the left of the cassette head.

TRS-80 COLOR COMPUTER

SHOOTOUT is a two part program. Part one is written in BASIC and part Two is written in Assembly language. The Color Computer program is located on Side Two after the Atari program. By pulling out the EAR and Mic jacks on the recorder and listening to the tape you can differentiate the Color Computer program from the Atari program. Using the counter on your factory Radio Shack recorder the program begins at approximately 100.

To load and run **SHOOTOUT** (on Extended BASIC machines) follow these steps.

1. Turn on the computer.
2. Type PCLEAR1 [ENTER].
3. Type CLEAR 20,&H2000 [ENTER].
4. Put the **SHOOTOUT** cassette in the tape recorder and press the Play button.
5. Type **CLOAD"BASIC"** [ENTER]. The first part of the program will be loaded.
6. After it has loaded type **CLOADM"SHOOTOUT"** [ENTER]. The second part of the program will load. To run the program type **RUN** [ENTER].

TRS-80 COLOR COMPUTER (con't)

If you have a non-Extend BASIC computer delete step 2 above and change step 3 to read:

CLEAR 20,8192 [ENTER]

DISK LOADING

ATARI

Insert your **SHOOTOUT** diskette into drive number one and boot the disk. The program will load and run automatically.

CREDITS

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TECHNICAL CONSULTANT: Darien Okanda

Captain FSS Demona

Avalon Hill Microcomputer Games

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Defective software will be replaced.

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P R E S E N T S

SHOOTOUT AT THE OK GALAXY

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TRS-80 Coco



3	2	1							0	0	0
4	+	0	HD	2.75	EG	026	SECT		0	+	0
5	6	7	AZ	3.50	SH	50	3	5	1	1	0

TRS-80 Coco

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ACTIVITY ABOARD THIS STARSHIP
CEASED WITH THE DEPLETION OF
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