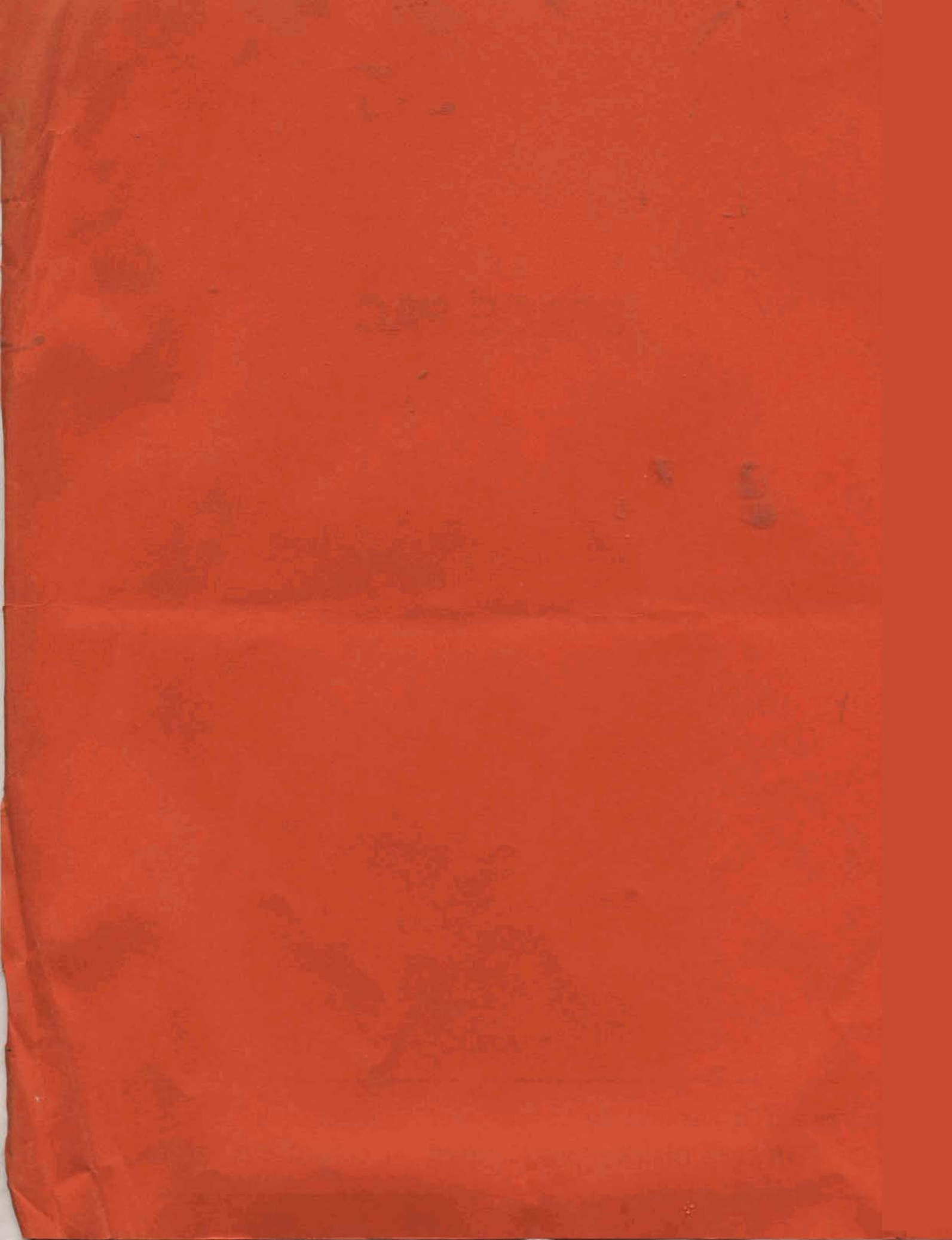


SPACE PAC

Distributed in Canada by :

Kelly Software Distributors Limited.

(403) 421-8003



STORM ARROWS

Fast action, super sound, and dazzling color combine to make Storm Arrows an exciting machine language arcade quality game. You maneuver your land skimmer through treacherous streets in an effort to evade and destroy deadly Storm Arrows and the relentless Pursuit Cruiser.

MEMORY REQUIREMENTS:

16K RAM, Extended BASIC Not Required
Joysticks

FOR USE WITH THE FOLLOWING COLOR COMPUTERS:

- TRS-80 Color
- TDP System 100
- DRAGON DATA 32

FEATURES:

- FAST-ACTION
- HI RESOLUTION COLOR GRAPHICS
- WRITTEN IN MACHINE LANGUAGE
- EXCITING MAZE CHASE
- LAND MINES
- BONUS POINTS
- GREAT SOUND
- TORPEDO REFUELING STATION

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(206) 581-6938

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QUALITY MICROCOMPUTER SOFTWARE



Storm Arrows

STORM ARROWS

METHOD OF PLAY:

Use the right joystick to maneuver your land skimmer through the treacherous streets of Talon Alpha in an effort to evade and destroy the Imperial Storm Arrows which pursue you relentlessly.

Be aware of the Imperial Pursuit Cruiser as it rapidly homes in on you and lays contact mines, which if not destroyed eventually turn into deadly Storm Arrows. The mines start turning into Storm Arrows when only one Storm Arrow is left. Press the right joystick button to fire torpedos - only one can be on the screen at a time. A dynamic meter at the top right of the screen indicates the number of torpedos available each round. A torpedo refueling station will appear at random - get to it quickly to recharge a portion of your supply of torpedos.

SCORING:

Point values for destroying a Storm Arrow start at 50 and increase each round up to a maximum of 200.

For destroying the Pursuit Cruiser or capturing the torpedo refueling station which appears at random intervals, you earn between 200-900 points.

Bonus points for completing each round are awarded as described below. Bonus timer points are awarded if you complete each round before the round timer goes to zero. The amount of points you receive is equal to the value of the timer when you finish the round.

SCREEN DISPLAY:

On the right side of the screen is the high score at the top, remaining skidders in the center, and bonus points at the bottom.

On the left side of the screen is the current score at the top, the torpedo meter in the center, and bonus score timer at the bottom.

BONUS POINTS:

Bonus points are awarded for completing each round at the rate of 1000 times the round number. You will hear and see your bonus points scored between rounds. You can press any key while bonus points are being shown and get into standby mode for a rest. To resume the game, press another key.

You will be awarded an additional land skimmer for completing each six rounds. Additional torpedos, not to exceed 15 per round on the meter, can be obtained by destroying the Pursuit Cruiser (+ 2) or capturing the torpedo refueling station (+ 3).

NEW GAME:

Your score and the top five scores are displayed at the end of each game. By pressing the fire button, you can restart the game. By pressing enter, you can enter a new player's initial and restart the game.

DIFFICULTY:

The Storm Arrows and Pursuit Cruiser become faster and smarter in each succeeding round.

LOADING INSTRUCTIONS:

Load the tape into the computer by typing CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. To run the program from a disk, type: RUN"STORM"

MEMORY REQUIREMENTS:

16K RAM, Extended BASIC not required.
Joysticks are required.

TROUBLE:

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

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ANDROID ATTACK:

Guide your human through an ever changing maze of rooms while dodging the never ending attacks of the android hordes. Realistic voices and sound effects put this game a notch above all other Berzerk type games.

MS GOBLER:

Four distinct mazes with moving bonus shapes and pretzels make this the best "MS PACMAN" type game available.

SPACE RACE:

You command the last remaining rocket ship and must break through the defenses of the Death Star while avoiding the deadly Death Rays.

GHOST GOBLER:

An excellent, highly challenging maze chase game complete with energizer dots, 16 skill levels, 8 bonus shapes and four ghosts.

SPACE RACE:

Best "OMEGA" type game available.

COLOR COSMIC INVADERS:

Just like Taito's Space Invaders Arcade game.

ANDROID ATTACK

FOR USE WITH:

TRS-80 COLOR COMPUTER
ALL VERSIONS OF THE TDP COLOR COMPUTER
DRAGON DATA COMPUTER

ANDROID ATTACK is the best BERSERK type game available for the Color Computer.

You have crash landed on an alien planet, many lightyears from Earth, that you were sent to explore. You awake to find yourself far underground armed only with your laser gun. Your only protective device is your special space suit. The room you are in is a maze of walls and you are surrounded by mindless androids. You notice the glowing walls that are deadly to the touch! Now, the androids are slowly advancing toward you...

REQUIRES:

16K NON-EXTENDED BASIC
JOYSTICKS

FEATURES

- MACHINE LANGUAGE - - FAST ACTION
- 16K RAM, JOYSTICKS REQUIRED
- HIGH RESOLUTION GRAPHICS
- HIGH QUALITY SOUND
- 16 DIFFICULTY LEVELS
- EXTENDED BASIC NOT REQUIRED

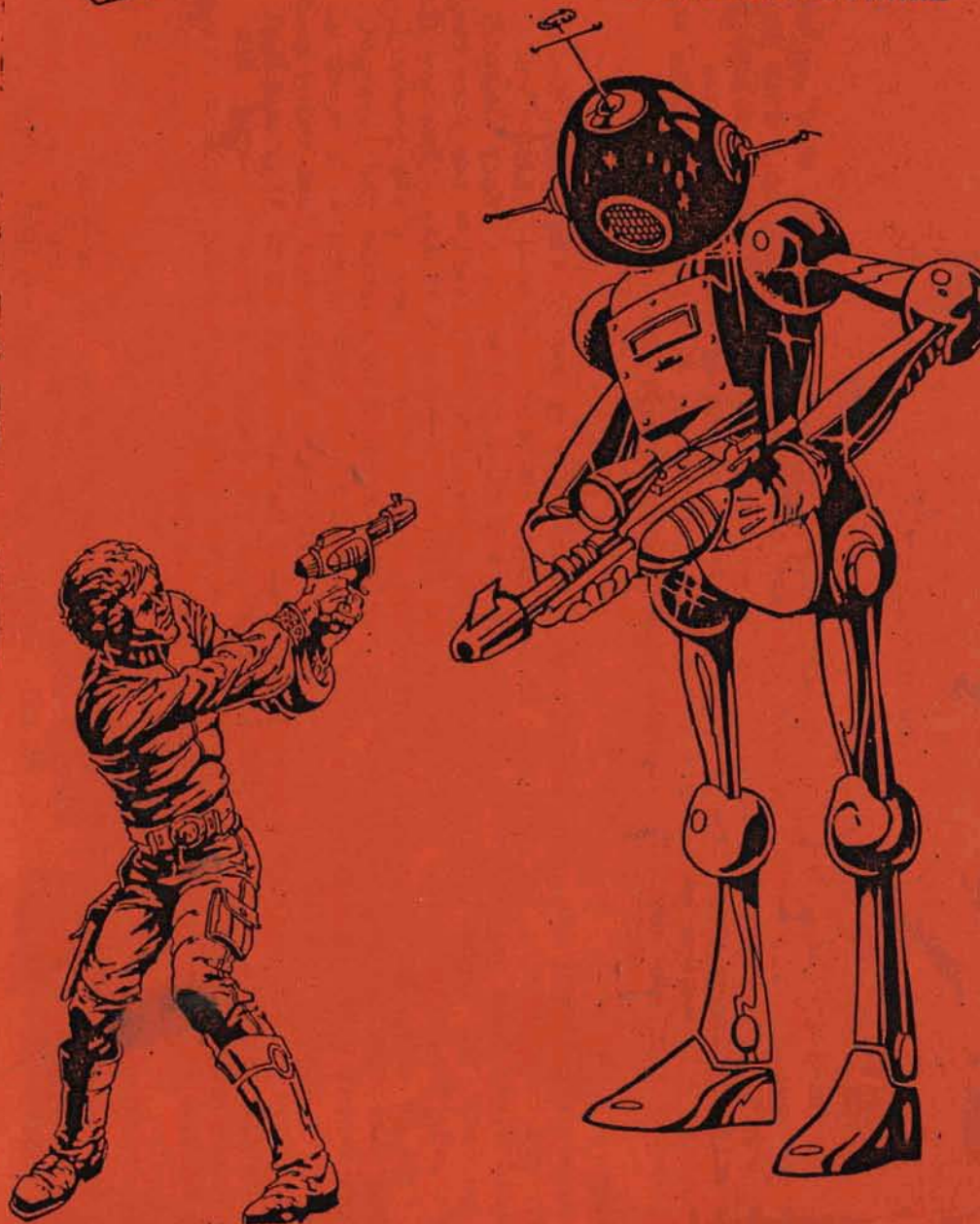
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Android Attack

ANDROID ATTACK

You have crash landed on an alien planet, many lightyears from Earth, that you were sent to explore. You awaken to find yourself far underground armed only with your laser gun. Your only protective device is your special space suit which allows you some units of protection. The room you are in is a maze of walls and you are surrounded by mindless androids. You notice the glowing walls that are deadly to the touch! Now, the androids are slowly advancing toward you...

METHOD OF PLAY:

Press ENTER to start the game and hit the fire button to replay the game. Use your laser gun to pulverize the androids in the room, avoiding the deadly walls and android fire; then proceed, exploring room after room destroying as many androids as you can. The right joystick controls your direction and pressing the fire button fires your laser gun. You will fire in the direction you are facing. You may aim and fire in eight directions by pressing the fire button and moving the joystick to the direction you want to fire. You can jump or duck by putting the joystick in the center position and pressing the fire button. If the joystick is moved up just above center, you will jump. When the joystick is positioned just below center, you will duck. With a little practice you will become expert at jumping and ducking. Pick up the crown in each room for extra points and leave the room quickly! The count-down timer in the lower right of the screen indicates how much time you have left before you must leave the room or be destroyed.

GHOST ANDROIDS:

When you destroy an android, it turns into a mine which can use up a unit of suit protection if you touch it. After a time, mines become ghost androids which hunt you relentlessly. Destroy them quickly as they can chase you through walls.

PROTECTIVE SUIT:

You are wearing a special space suit designed to give you units of protection against laser fire. The level of protection units you have is shown at the bottom center of the screen. If you have three or more units of protection, you may sometimes sacrifice one unit (and one only) by running into a vertical wall, thereby creating a doorway at that spot. Each time you are hit by android laser fire you will use a unit of protection. When all units are used up, being hit by laser fire will destroy you and end the game.

SCORING:

Your score is indicated in the bottom left of the screen. You receive 50 points for each android and 100 points for each ghost android that you hit. Pick up the crown for another 100 points.

BONUS:

You earn one protective unit by earning 10,000 points, up to a maximum of 10 units. Work quickly! If you clear a room of all androids and mines and pick up the crown, you will receive a bonus score equivalent to the amount left on the count-down timer. You must leave the room to record the points.

DIFFICULTY:

If you receive the bonus points by clearing the room of all androids and mines, pick up the crown, and leave before your time runs out. Then, the next room will be harder than the one you just left. The androids become smarter and faster and they will move quicker and shoot faster!

SKILL LEVELS:

Android Attack has 16 skill levels to choose from with level 0 for beginners and level 16 for advanced players.

LOADING INSTRUCTIONS:

Load the tape into the computer by typing CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. To load the program from a disk, type: LOADM"ANDROID". These loading instructions are valid for all versions of the Radio Shack Color Computer, all versions of the Tandy Distribution Products TDP-100 Computer and the Dragon 32 Computer.

There are two versions of Android Attack on this tape. One is a 16K non-talking version and the other is a 32K talking version. The 16K non-talking version is on the front of the tape.

SAVE TO DISK INSTRUCTIONS:

Load the cassette into the computer with the disk attached. Do not type EXEC. Insert diskette into the drive and for the 16K version type: SAVEM"ANDR16", &H1C40,&H3F00,&H1C40. For the 32K version type: SAVEM"ANDR32", &H1C40,&H7F00, &H1C40.

MEMORY REQUIREMENTS:

16K NON-EXTENDED BASIC (NON-TALKING VERSION)

32K NON-EXTENDED BASIC (TALKING VERSION)

The talking 32K version should be used in the Dragon 32 Computer.

TROUBLE: If you encounter an FM error, you are probably trying to load in the program 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.

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WHIRLYBIRD RUN

The fantastic sound effects in WHIRLYBIRD RUN give you the effect of actually flying a chopper. Lots of action available in this arcade quality, machine language game in which you fly over varying terrain amid one kind after another of alien ships. Fire missiles and bombs at enemy ground task force and at alien ships already launched-although some are impervious to your fire. The tunnel and Mushroom Cloud are special features of this "SCRAMBLE" like game.

REQUIRES: 16K RAM, Extended basic not required. Joysticks.

FOR USE WITH THESE FINE COLOR COMPUTERS:

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

FEATURES:

- WRITTEN IN MACHINE LANGUAGE
- HIGHEST RESOLUTION COLOR GRAPHICS
- BEST SOUND EVER
- BONUS SHAPES
- INCREASING DIFFICULTY
- SUPER FAST ACTION
- FOUR DIFFERENT BOARDS
- NEVER ENDING CHALLENGE

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WHIRLYBIRD RUN

WHIRLYBIRD RUN

METHOD OF PLAY:

Be on guard for rockets that are constantly being launched as you fly your chopper over varying terrain using the right joystick. To control speed and elevation you fire missiles and drop bombs by freezing the button on the right joystick. Try to destroy as many rockets, alien ships, and alien bases as you can but avoid crashing into mountains, the top of the board, or alien craft. You start each game with four choppers and full fuel tank for each chopper. Hitting an enemy fuel tank will add one fuel unit to your fuel tank. Your current score, number of remaining choppers, and fuel level are shown at screen top.

SCENARIOS:

The game progresses through five different game boards, each providing a different challenge. The Cavern of Doom provides the final obstacle to your chopper flight. The varying heights of the mountains and the ceiling make this the most difficult board to master and successful completion of the Cavern of Doom will restart the board sequence at an increased difficulty level.

FUEL:

The colored bar at the upper left side of the screen is your fuel indicator. When you run out of fuel, your chopper will slowly lose altitude until you crash. You can get extra fuel by shooting or bombing the alien ground craft which have an "F" on them (FUEL TANKS).

SCORING:

Enemy Craft	100-400 points
Rockets	50-100 points
Fuel Tanks	200 points
Arrow	0 points
Mushroom Cloud	5000 points
Bouncing Saucers	200 points

LOADING INSTRUCTIONS:

Load the tape into the computer by typing CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. To run the program from a disk, type: RUN"WHIRLY".

MEMORY REQUIREMENTS:

16K RAM, Extended basic not required. Joysticks are required.

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.

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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.

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.

COLOR COSMIC INVADERS:

Just like Tallo's Space Invaders Arcade game.

ANDROID ATTACK:

Guide your human through an ever changing maze of rooms while dodging the never ending attacks of the android hordes. Realistic voices and sound effects put this game a notch above all other Berzerk type games.

MS GOBBLER:

Four distinct mazes with moving bonus shapes and pretzels make this the best "MS PACMAN" type game available.

SPACE RACE:

Best "OMEGA" type game available.

COLOR SPACE INVADERS

Color Space Invaders is an exciting, arcade quality game designed especially for the TRS 80 Color Computer. It is written entirely in machine language to obtain the fastest possible action, uses the highest resolution color graphics available and does not require Extended Basic.

You must defend the earth from the attacking invaders while dodging their bombs. Just when you think you've got them beaten, they speed up and come at you faster.

Color Space Invaders has all of the features of the arcade game plus two exciting new ones - a mobile defensive shield will help defend you against the invader's bombs and a mystery invader which zooms in and out of hyperspace.

SPACE TRILOGY

The same high quality fast action and high resolution graphics of COLOR SPACE INVADERS is available in the companion games of the Space Trilogy:

METEOROIDS just like the asteroids arcade game

SPACE WAR you command the last remaining combat Viper and must break through the defenses of the Death Star while avoiding the Black Hole.

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COLOR SPACE INVADERS

HOW TO PLAY: A "rack" of invaders (8 wide × 6 deep) will appear on the screen. You must destroy them all before they drop a bomb on you or they reach the earth (bottom of the screen). You start the game with four bases and lose one every time you get hit by a bomb.

You score points for each invader destroyed: 10 points each for invaders in the bottom two rows, 20 points for invaders in the middle two rows, and 30 points for invaders in the top two rows. A 500 point bonus is scored for each rack destroyed.

Invaders are destroyed by firing missiles from your base. The base is moved with right and left arrow keys and the missiles are fired by hitting the space bar.

LEVEL OF DIFFICULTY: At the beginning of the game you select the level of difficulty you wish to play. As the level of difficulty increases, you have fewer missiles to fire, the invaders move faster at the end of the game.

SHIELD: The shield is the blue line just above the castles. Missiles will go through the shield but bombs will explode when they hit it. When hit by a bomb, the shield will be inoperative for about three seconds. The "1" and "2" keys control the motion of the shield.

MYSTERY INVADER: The mystery invader appears and disappears at random intervals. It always appears on top of an existing invader and is worth 100 points. The invader it appears on top of must be shot before you can get the mystery invader.

HYPERSPACE: Pressing the "Y" key will cause the base to move into hyperspace.

DEMO MODE: Type enter to escape this mode.

JOYSTICKS: The joysticks may be used to control the movement of the base and shield. Pressing the "X" key will activate the joysticks. Pressing it again will return control to the keyboard. The joysticks operate as follows:

RIGHT JOYSTICK — BASE MOVEMENT
LEFT JOYSTICK — SHIELD MOVEMENT
RIGHT BUTTON — FIRE MISSILE
LEFT BUTTON — HYPERSPACE

LOADING INSTRUCTIONS: Load using CLOADM. If you have installed a RAMCHARGER in the computer you will have to type EXEC after loading.

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METEORIODS just like the Asteroids arcade game.

SPACE WAR you command the last remaining combat Viper and must break through the defenses of the Death Star while avoiding the Black Hole.

GALAX ATTAX

FOR USE WITH THE FOLLOWING COLOR COMPUTERS:

TRS-80
TDP-100
DRAGON DATA

While under a constant barrage of enemy fire you protect your ground base by shooting alien fighters in formations. Then watch out! They will leave formation to attack, but now an ace fighter can really score. GALAX ATTAX is a fast, exciting machine language game of arcade quality.

Requires 16K NON-EXTENDED BASIC and Joysticks.

FEATURES:

- * USES HIGHEST RESOLUTION GRAPHICS
- * MACHINE LANGUAGE - FAST ACTION
- * INCREASING DIFFICULTY
- * BONUS SHIPS
- * EXTENDED COLOR BASIC NOT REQUIRED
- * 16K RAM REQUIRED
- * JOYSTICKS REQUIRED
- * SUPER SOUND

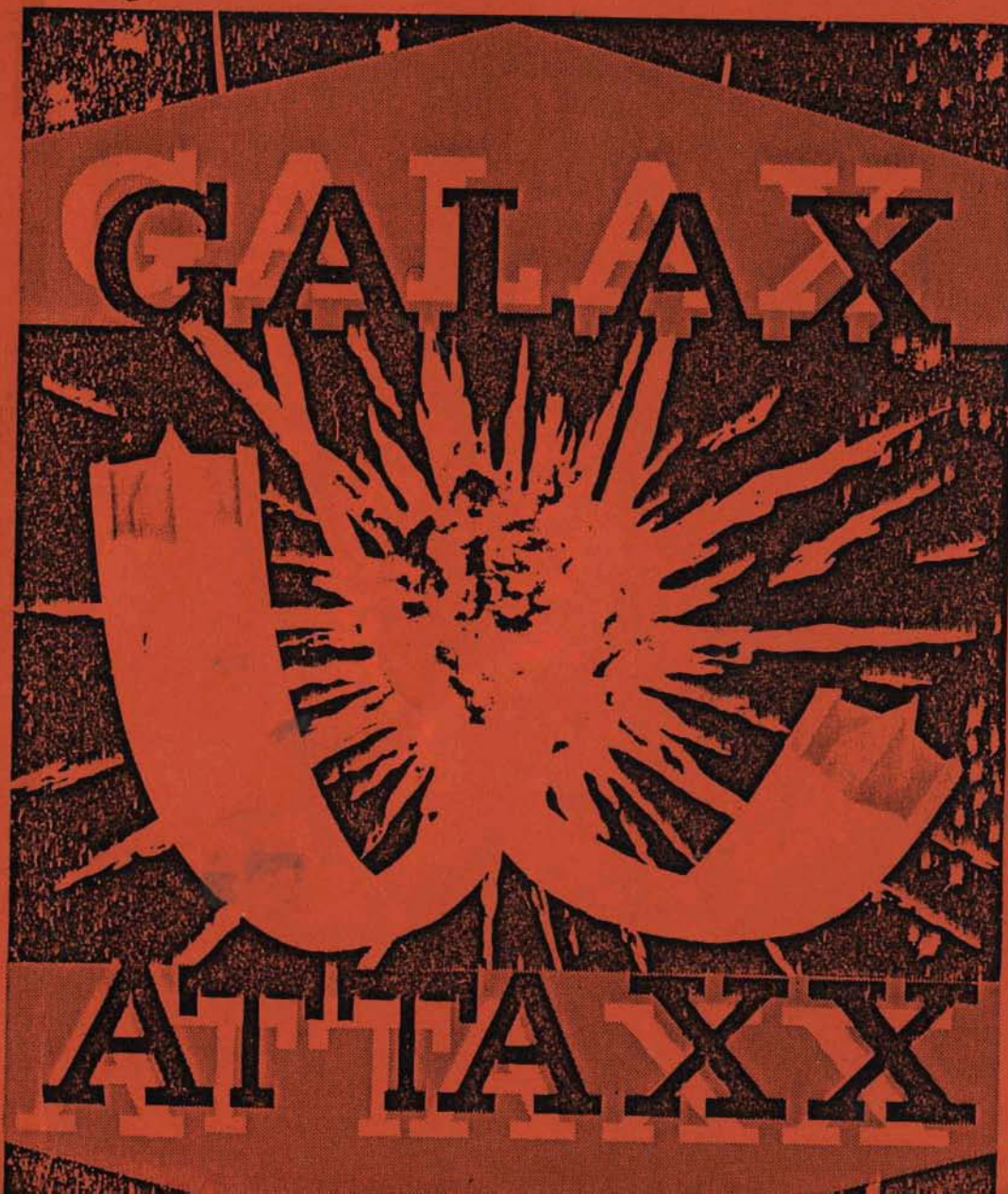
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GALAX ATTAX

METHOD OF PLAY: Galax Attax is a fast, exciting machine language game of arcade quality. While under a constant barrage of enemy fire you protect your ground base by shooting alien fighters in formations. Then watch out! They will leave formation to attack, but now an ace fighter can really score. Use the right joystick to control the motion of your ship and the right fire button to fire missiles.

SCORING: There are three different attacker shapes. They are worth 50, 100, and 200 points when in convoy formation at the top of the screen and their point value doubles when they leave convoy formation and become a diving attacker. A bonus of 500 points is awarded for each "rack" (complete attacking formation) that is destroyed. The number of the current rack you are playing is indicated by the number of flags at the center top of the screen.

BONUS SHIP: A bonus ship is awarded for every sixth rack "Flag" of alien attackers. The flags at the top center of the screen will be reset after every 10 flags.

NEW GAME: At the end of the game, the score of the current player is displayed along with the five highest scores. If the same player wants to play another game just hit the fire button. If you want to enter a new player's initials, hit any key on the keyboard. A new game for the same player may be started by pressing the fire button.

LOADING INSTRUCTIONS: Load the tape into the computer by typing CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. To load the program from a disk, type: LOADM"GALAX".

MEMORY REQUIREMENTS: 16K NON-EXTENDED BASIC

SAVE TO DISK INSTRUCTIONS: Load the cassette into the computer with the disk attached. Do not type EXEC. Insert diskette into the drive and type: SAVEM "GALAX", &H1D00, &H3F00, &H1E70.

TROUBLE: If you encounter an FM error, you are probably trying to load in the program 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.

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GHOST GOBLER: An excellent, highly challenging maze chase game complete with energizer dots, 16 skill levels, 8 bonus shapes and four ghosts.

ROBOT BATTLE: 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.

COLOR COSMIC INVADERS: Just like Taito's Space Invaders Arcade game.

ROBOT BATTLE: 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.

SPACE RACE

FOR USE WITH THESE FINE COLOR COMPUTERS:

TRS-80
TDP-100
DRAGON DATA

Maneuver your ship around the four cornered "race track" in space while destroying hordes of alien ships: Collectors, Swarms, and Berserkers. As you fly around the "race track" bouncing off the walls, watch out for the mines laid by the Swarms. Use keyboard or joystick in this arcade quality game written in machine language with the highest resolution color graphics and great sound.

Requires: 16K RAM, Extended Basic not required.
Joysticks optional.

FEATURES

- **USES HIGHEST RESOLUTION GRAPHICS**
- **MACHINE LANGUAGE - FAST ACTION**
- **16 DIFFICULTY LEVELS**
- **BONUS SHIPS**
- **EXTENDED COLOR BASIC NOT REQUIRED**
- **16K RAM REQUIRED**

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Space Race

SPACE RACE

METHOD OF PLAY: Maneuver your ship around the four cornered "race track" in space while destroying hordes of alien ships: Collectors, Swarmers, and Berserkers. As you fly around the "race track" bouncing off the walls, watch out for the mines layed by the Swarmers. Use keyboard or joystick in this arcade quality game written in machine language with the highest resolution color graphics and great sound.

<u>ALIENS</u>	<u>POINTS</u>	<u>MOVEMENTS</u>
Mines	25	Static
Collectors	200 (first hit)	Float at random
Collectors	100 (last hit)	Float at random
Swarmers	400	Chase you slowly Fires missiles
Berserkers	600	Actively chase you Fires missiles

When a Swarmer is killed, a Collector will become a Swarmer, and if a Swarmer is left alone too long it will give birth to a Berserker which immediately attacks you.

BONUS SHIP: You start each game with four ships and are awarded a bonus ship every 10,000 points. The number of ships you have currently is shown on the right bottom of the screen. You may only accumulate a maximum of five extra ships and each time you are awarded an extra ship the skill level increases by two.

HIGH LEVEL ATTACK WAVES: The game will get harder each time you clear the screen. At higher level attack waves the Collectors must be hit twice to be destroyed. On hit is indicated by a hole in the Collector's middle and the second hit vaporizes him. At an even higher level the "race track" will disappear for one board.

DIFFICULTY LEVELS: Choose skill level 0-15, with level 15 being the most difficult game.

CONTROL OPTIONS: Use either the right joystick or keyboard for ship maneuvers and firing. For keyboard use:

1 = Rotate Counterclockwise → = Shoot ← = Thrust
2 = Rotate Clockwise Clear = Reverse direction

NEW GAME: Press fire button or hit "Y" key for a new game.

LOADING INSTRUCTIONS: Load the tape into the computer by typing CLOADM and hitting ENTER. To load the program for a disk, type LOADM"SRACE".

MEMORY REQUIREMENTS: 16K RAM, Extended Basic not required.

SAVE TO DISK INSTRUCTIONS: Load the cassette into the computer with the disk attached. Do not type EXEC. Insert diskette into the drive and type: SAVEM"SRACE",&H2800,&H38FF,&H2800.

TROUBLE: If you encounter an FM error, you are probably trying to lad in the program 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.

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SPACE SENTRY

FOR USE WITH THESE FINE COLOR COMPUTERS:

TRS-80
TDP SYSTEM 100
DRAGON 32

SPACE SENTRY is an arcade quality game written in machine language with highest resolution color graphics that give the player the feeling of being in space. Space mines and attacking alien craft keep this game at a fast pace. Three Radar screens let you scan the universe and keep on top of things.

REQUIRES: 16K RAM, Extended Basic not required.
Joysticks.

FEATURES

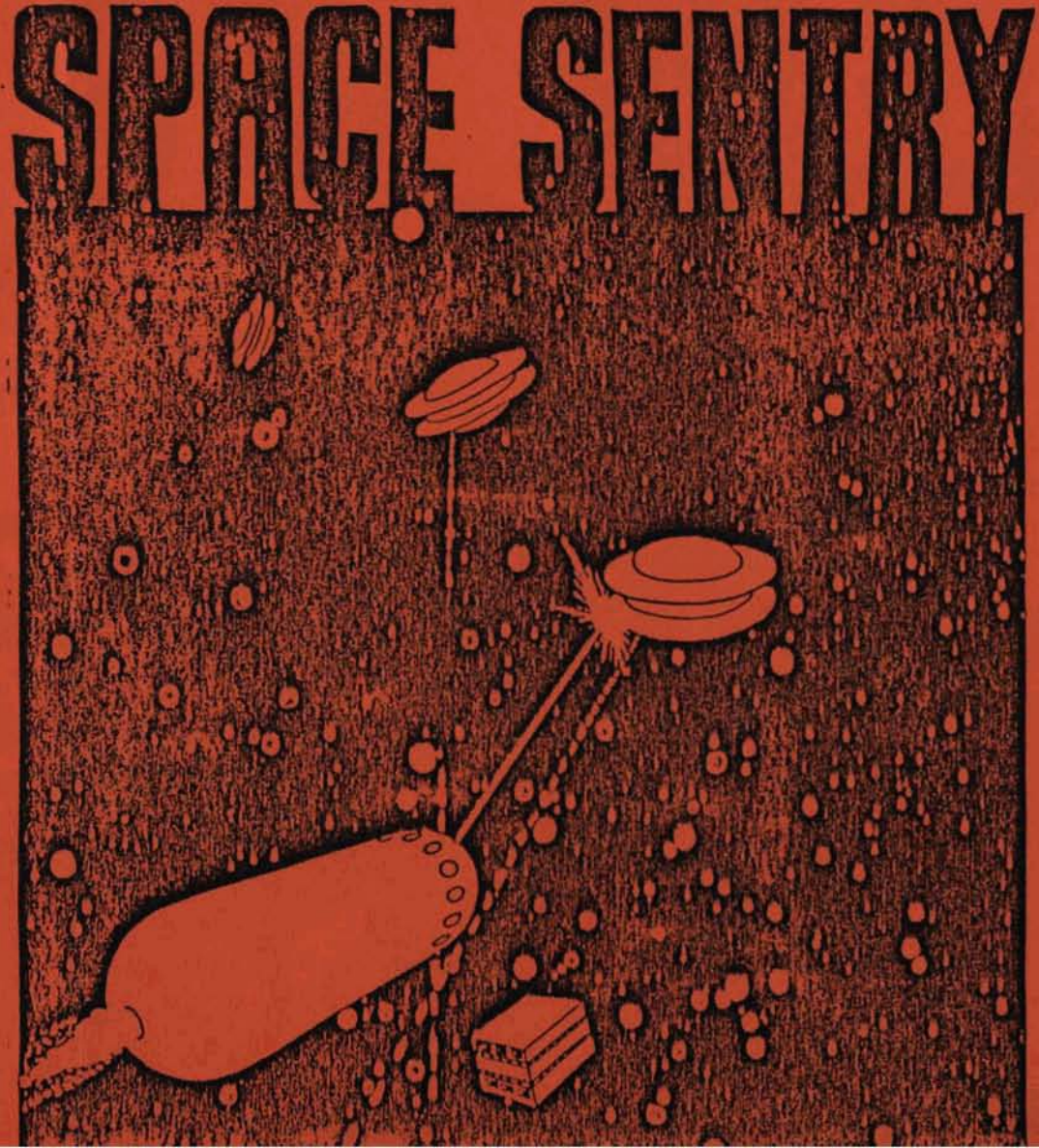
- * WRITTEN IN MACHINE LANGUAGE
- * BEST LOOKING SPACE GAME EVER
- * RADAR SCREENS
- * REFUELING STATION
- * GREAT MANUEVERABILITY

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(206) 581-6938

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SPACE SENTRY

METHOD OF PLAY: You start SPACE SENTRY in command of 10 ships and your mission is to destroy all 20 alien crafts scattered throughout the patrol zone. When all 20 alien crafts are destroyed you are awarded a Bonus Ship and a new wave of 20 alien crafts are released into the Patrol Zone. Use the right joystick to direct movement and speed of your ship and the joystick button to fire laser beams. You fire in the direction you are moving and a direct hit is needed to destroy alien crafts.

RADAR SCREENS: Three radar screens located at the bottom of the screen give you valuable playing information:

LEFT RADAR SCREEN:	Shows space mines which must be avoided and not blasted as the blast will destroy your ship.
RIGHT RADAR SCREEN:	Shows location of your refueling station.
MIDDLE RADAR SCREEN:	Shows location of alien craft.

When you press the fire button your laser beam is activated; the white spot in the center of each radar screen indicates your relative position. By observing the radar you can see that the alien crafts have their own inherent velocities, but the space mines and refueling station are stationary - their motion is relative to your motion.

FORCE FIELD: Holding the fire button down activates a force field (shield) around your ship which protects you from alien fire. It does not protect you from collisions. When your fuel drops below ten your shield is deactivated.

REFUELING: The remaining ships and amount of fuel is shown at the bottom right of the screen. To refuel when low, locate the fuel station and land on it. You cannot fire when you are out of fuel but you can move to the fuel station.

SCORING:

- First Wave - 75 points for each alien craft.
- Second Wave - Point value doubles.
- Third Wave - Point value triples.

SKILL LEVELS: Choose skill level 1-9 at the start of each game. One is the easiest. The skill level chosen determines how long it takes for your shield to come back up after you fire.

LOADING INSTRUCTIONS: Load the tape into the computer by typing CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. To load the program from a disk, type: LOADM"SENTRY".

MEMORY REQUIREMENTS: 16K NON-EXTENDED BASIC, Joysticks.

TROUBLE: If you encounter an FM error, you are probably trying to load in the program 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.

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More than one copy will be found on both sides of our cassettes as well as two copies on diskette. Due to the nature of diskettes each copy will have a unique name. For example: [GOBELER.BIN] and [GOBLERX.BIN] would be identical copies of the same game.

In order to keep our prices down, we find it necessary to copyprotect our software because of the tremendous amount of illegal copying.

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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

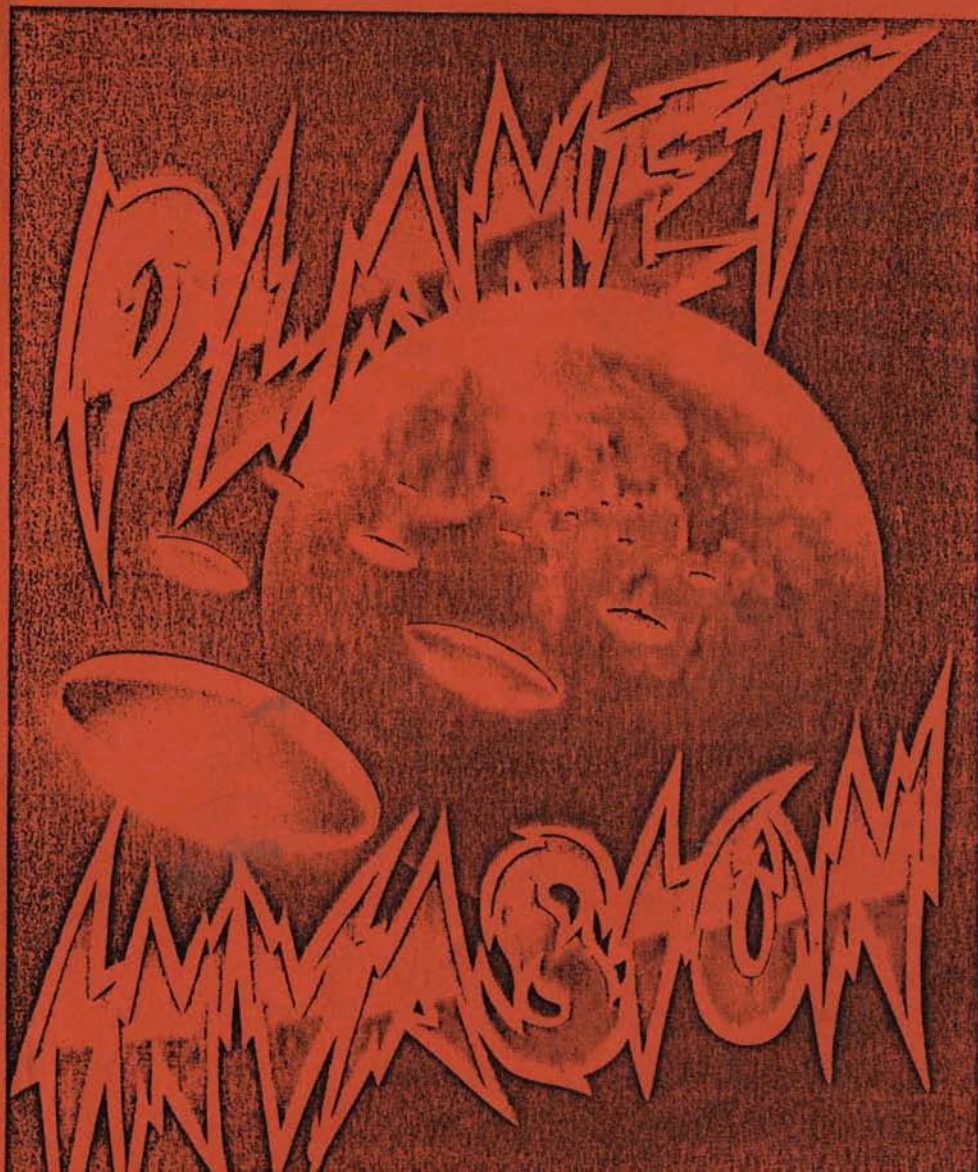
FEATURES:

- 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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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.

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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 GOBLER:

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.

SPACE WAR

Space War is an exciting, real time, high resolution fast action game of space combat. You must maneuver your spaceship into a position to fire a kill shot through the shield of the Death Star, while avoiding the deadly space mines and meteoroids. Your ship possesses a defensive cloak which you can use to protect your ship from missiles, meteors and explosion debris. It will not save you from the gravity pull of the dreaded BLACK HOLE, however.

When you have managed to elude all of these hazards and have the Death Star in your sights, an alien ship appears and starts shooting—the action never stops.

Space War is written in machine language to obtain the fastest possible action. This allows continuous fast paced action with none of the slowdowns common to BASIC programs.

Written for the TRS-80 Color Computer.

FEATURES

- USES HIGHEST RESOLUTION GRAPHICS
- MACHINE LANGUAGE - FAST ACTION
- BLACK HOLE WITH GRAVITY PULL
- SPACE MINES
- DEFENSIVE CLOAK
- 16 DIFFICULTY LEVELS
- BONUS SHIPS
- EXTENDED BASIC NOT REQUIRED
- 16K RAM, JOYSTICKS REQUIRED
- SOUND

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SPACE WAR

SPACE MINES: There are four space mines defending the Death Star. These mines are invisible, however they will become visible if you get too close to them. About one second after they become visible they will explode. Hitting the mine will not zap your ship, but the explosion will. You will hear a warning buzzing sound when you are getting too close to a mine. After exploding, the mines will immediately be reincarnated at a random position.

DEATH STAR: The Death Star itself can fire defensive missiles. The shield around the Star will stop rotating if it is hit with a missile. When the shield is not rotating, the Star cannot fire missiles. After a short delay the shield will start rotating again and one second after it resumes rotation it will start shooting.

CLOAK: You possess a "cloaking" device which will protect you from missiles, explosion debris, meteors, and the enemy ship. While the CLOAK is activated, none of the above mentioned items will destroy your ship. The CLOAK requires energy to operate it. A graphic measure of the amount of cloak energy remaining is displayed to the left of the words "SPACE WAR" at the bottom of the screen. The left joystick button activates the CLOAK and you may not fire missiles while it is activated. Once the cloak energy is gone, pressing the left joystick button will have no effect.

DIFFICULTY LEVEL: You may choose a difficulty level from 0 - 15. The difficulty level affects the following game parameters:

1. How soon the enemy ship appears and disappears.
2. At what distance the space mines become visible.
3. How soon the mines explode after they become visible.
4. How long the Star's shield remains paralyzed after it has been hit.
5. How close to the Star your ship can get before the Star starts shooting at it.
6. Accuracy of the enemy missiles.
7. Gravity pull of the Black Hole.
8. How fast the enemy ship moves and how often it fires.
9. Amount of cloak energy.

SCORING: Ten points are scored for hitting the shield of the Death Star. 300 points are scored for going through the hole in the Star's shield and hitting the main body of the Star. 100 points are scored for hitting the enemy ship and a random number of points from 0 - 90 is scored for hitting the meteor, which incidentally, will not destroy the meteor.

BONUS SHIP: You get one bonus ship (four maximum) for every 1000 points scored. Every time you score a bonus ship the difficulty level is automatically increased by one and your CLOAK energy reserves are increased by 50% of their current value plus a constant bonus amount.

LOADING INSTRUCTIONS: Load the tape into the computer by typing CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. There are two copies of the game on the tape.

DEMONSTRATION MODE: The game will automatically enter a demonstration mode if you do not answer its questions soon enough. Hitting the CLEAR key will escape from this mode.

TROUBLE: Occasionally you may encounter an I/O error when loading the tape. This does not necessarily mean the tape is bad. Adjusting the volume may correct the problem. If it does not, try loading the second copy on the tape. If this still does not correct the problem, return the tape to Spectral Associates or your dealer for a replacement. If you encounter an FM ERROR you are trying to load the tape using CLOAD or trying to RUN the tape once it is loaded in. You must use CLOADM and EXEC with machine language tapes.

MOVEMENT: The right joystick controls the direction and acceleration of the ship and the left joystick controls the direction of the ship's gun. The right joystick button will fire missiles. The control of the direction of the ship's gun may be transferred to the right joystick by pressing the 'X' Key. Hitting 'X' again will transfer control back to the left joystick.

The sound effects in Space War are very low key and somewhat limited. This is caused by a basic hardware limitation of the color computer. All of the sound generated by the color computer must be generated by the central processing unit (CPU). While the CPU is making sound, it cannot be doing anything else. For simple sounds or very short sounds, the CPU can temporarily stop what it is doing, make the sound, and return to its task without a noticeable effect. However, complicated or longer (greater than .1 second) sounds cannot be made without having an appreciable effect on the graphics. It is for this reason that the screen action stops in many games while long sounds (explosions, blasts, etc.) are going on.

Space War requires virtually all of the CPU time to keep the screen action moving. It is for this reason that the sound is low key.

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The program has intentionally been made difficult to copy in order to discourage tampering or pirating the program. Two copies of the program are on each tape and we will gladly assist the customer with any problems he encounters in understanding or using

COLOR ZAP

FOR USE WITH THESE FINE COLOR COMPUTERS:

TRS-80 TDP SYSTEM 100 DRAGON 32

Zap the onslaught of alien attacking ships as they seek to destroy you to gain entrance to the Stargate you are defending! This high resolution color graphic arcade quality game with great sound is written in machine language for fast action.

REQUIRES: 16K RAM, Extended Basic not required

FEATURES

- *USES HIGHEST RESOLUTION GRAPHICS*
- *MACHINE LANGUAGE - FAST ACTION*
- *16 DIFFICULTY LEVELS*
- *EXTENDED COLOR BASIC NOT REQUIRED*
- *16K RAM REQUIRED*
- *JOYSTICKS REQUIRED*

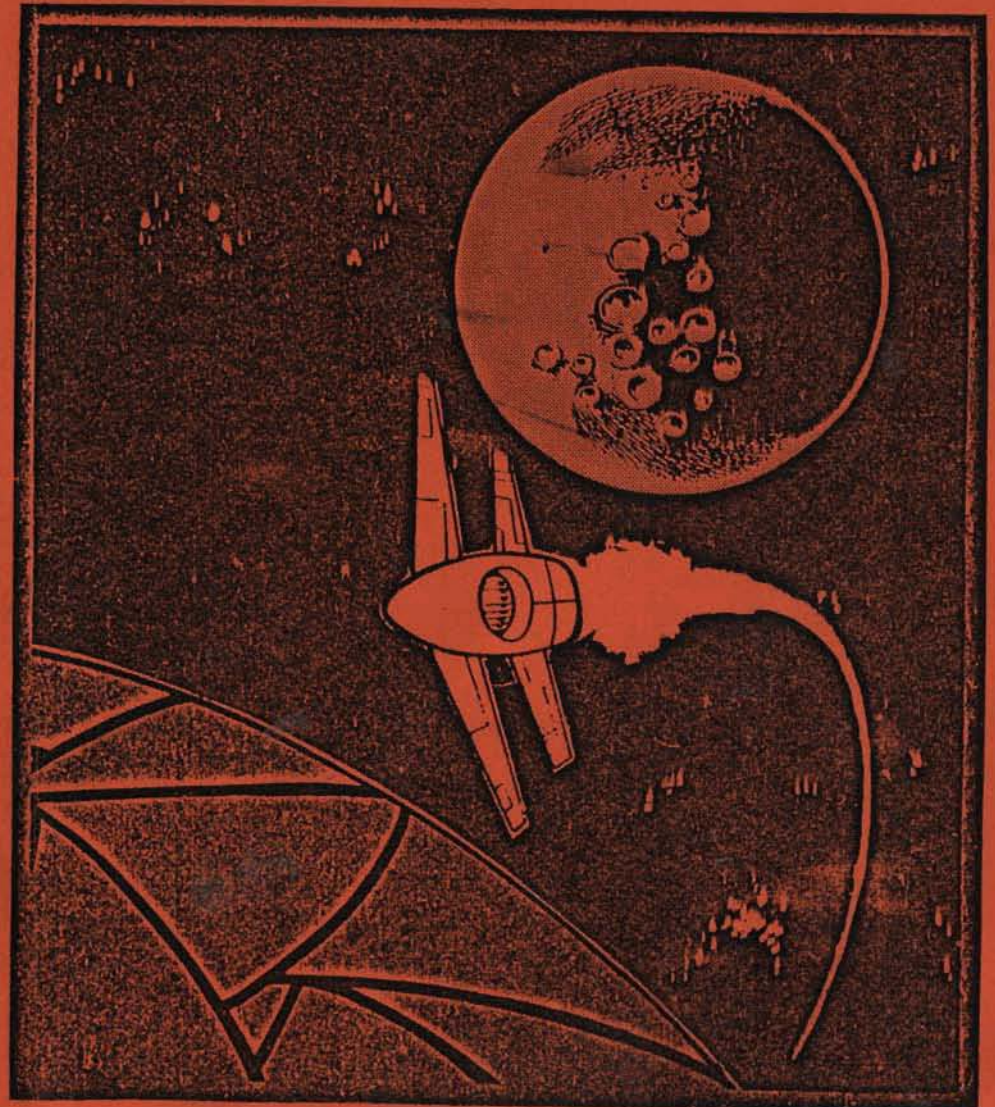
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Color Zap