SPECTRAL ASSOCIATES

QUALITY MICROCOMPUTER SOFTWARE

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.

ALIENS	POINTS	MOVEMENTS
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:

               �longrightarrow = Shoot   ◄— = Thrust

1 = Rotate Counterclockwise   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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FOR USE WITH THESE FINE COLOR COMPUTERS:

TRS-80
TDP-100
DRAGON DATA

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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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