

**SPECTRAL ASSOCIATES**

QUALITY MICROCOMPUTER SOFTWARE

# SPACE SENTRY



## 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.

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.

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 as well as two copies on diskette. Due to the nature of diskettes each copy will have a unique name. For example: [GOBBLER.BIN] and [GOBBLERX.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.

SPACE SENTRY is copyrighted by John Nakoski and distributed by Spectral Associates. All rights are reserved. Copies of this program may not be made except for the PERSONAL USE OF THE ORIGINAL PURCHASER. These rights are nontransferable. This game is expressly intended for the personal use of the original purchaser and is expressly forbidden to use this game in a rental, leasing, or exchange program of any kind without the written permission of Spectral Associates. All Spectral Associates computer programs are sold on an as is basis without warranty. Spectral Associates shall have no liability or responsibility to consumer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer programs sold by Spectral Associates.

## 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

**SPECTRAL ASSOCIATES**  
3418 South 90th Street  
Tacoma, Washington 98409  
(206) 581-6938

DISTRIBUTED BY

---