SPIDERCIDE
CAT. NO.
26-3049
Radio Shack
TRS-80
COLOR
COMPUTER
™

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Spidercide

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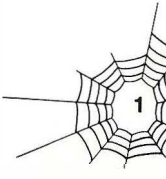
10 9 8 7 6 5 4 3 2 1

Introduction

On a mission to explore the planets in the Nebula galaxy, your spaceship enters orbit around a planet. While flying over the surface, you discover that the planet is inhabited by giant spiders. They are coming to meet you. Is it going to be a friendly welcome? No! They are trying to entrap you in their webs and destroy you! Fire your spaceship's missiles to defend yourself!

Required Equipment

- TRS-80® Color Computer with at least 16K RAM
- Standard Television (color recommended)
- Joystick



Loading Instructions

1. Before inserting or removing a Program Pak™, make sure the computer is **OFF**. Failure to do so may result in damage to the Program Pak.

2. Connect the Color Computer to the television set and move the antenna switchbox control to Computer (or Game). See your TRS-80 Color Computer Operation Manual for further details regarding connections.

3. Plug the joystick into the right jack on the back of the computer.

4. Insert the Spidercide Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but don't force it.

5. Turn on the television and tune it to channel 3 or 4 (whichever is weaker in your area).

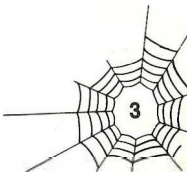
6. Turn on the Color Computer.

Before the Game Begins

When you turn on your Color Computer, the screen displays the name of the game and the copyright information. Press the fire button on your joystick and the types of spiders and the points you receive for destroying each one are also shown.

While this screen is displayed, you can change the screen's background color from black to green or green to black by pressing (M) on the keyboard.

To start the game, press the fire button on your joystick. The screen displays Level 1. There are nine levels of increasing difficulty. To increase the level, push the joystick forward, and to decrease the level, pull the joystick backward. When you reach the desired level, move the stick to the center. Press the fire button to begin play.



Playing the Game

Your spaceship appears on the screen. You can "fly" it by moving the joystick in the following directions:

Forward

Left — * — Right

Backward

The spiders begin to weave four different types of webs around you:

slow, straight web
slow, jagged web
fast, straight web
fast, jagged web

Beware of the spiders producing jagged webs! These spiders seek you out and chase you down.

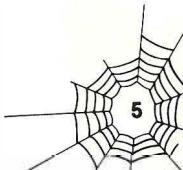
If your spaceship collides with a spider, the ship is destroyed. To kill a spider, maneuver your spaceship into position, and press the fire button. If your missile hits the spider, the spider disappears, and the web is stopped.

You can control the direction of the missiles by using the guided missile mode. During the game, press (M) to turn on this mode. You can then use the joystick to control the missile after firing. Press (M) again to turn off this mode.

Your ship gradually becomes entangled in the spiders' webs, but you can free the ship and continue moving by firing your missiles through the web.

You are given three ships with which to fight the spiders. When a spider destroys a ship, all the webs disappear from the screen, and a new ship appears. After losing your third ship, the game is over. If your current score reaches 1000 points, you receive an extra ship and all the webs disappear. The number of ships remaining is indicated to the right of your score on the top of the screen.

When the game is over, you can restart it by pressing the fire button. The Level 1 screen reappears, so choose the level you want, and press the fire button again to begin play.

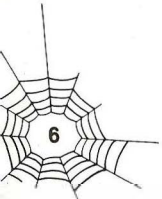


Scoring

You accumulate points by destroying the spiders. The points vary based on the type of web the spider is weaving:

slow, straight web	—	10 points
slow, jagged web	—	30 points
fast, straight web	—	50 points
fast, jagged web	—	70 points

Your score for the current game appears on the top of the screen. On the left of this score, the screen displays the highest score made during the current playing session.



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