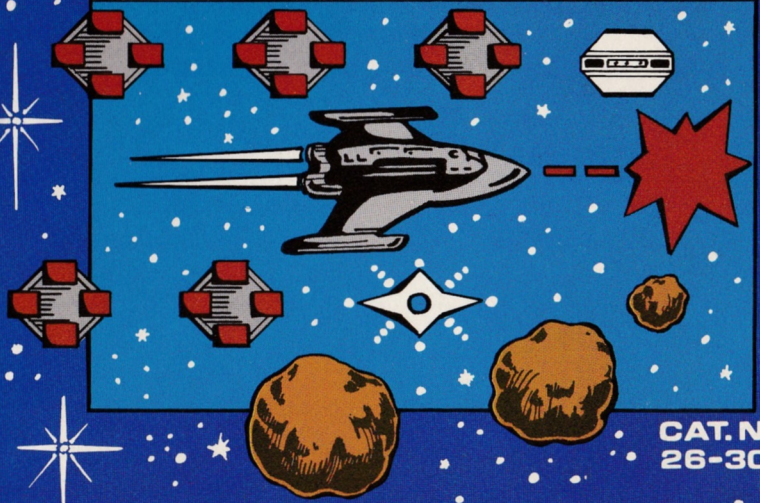
STELLAR LIFE-LINE



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Radio Shack TRS-80 COLOR COMPUTER™

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Stellar Life Line

Radio Shack®
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Introduction

In this TRS-80® Color Computer game, you are the commander of a fleet of spaceships. Your mission is to clear a path among the stars so that your fleet can leave star base Alpha and safely reach star base Beta.

As you blast off from star base Alpha, it is apparent that the task will not be easy. Asteroids, magnetic mines, and alien attack ships block the path and threaten to destroy you. Asteroids and alien ships might also sneak up from behind and attempt to destroy you. . .so beware!

You must use your wits and all the ships at your command to complete the journey successfully.

Good luck!

Required Equipment

* A TRS-80® Color Computer with at least 16 K RAM
* Standard TV (Color Recommended)
* Joystick Controls (Optional)

Loading Instructions

1. Make sure your computer power is off before inserting or removing Program Pak® ROM cartridge. Failure to do so can result in damage to the Power Pak.

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

3. Plug the joystick controllers (if used) into the jacks located on the back left side of the computer.

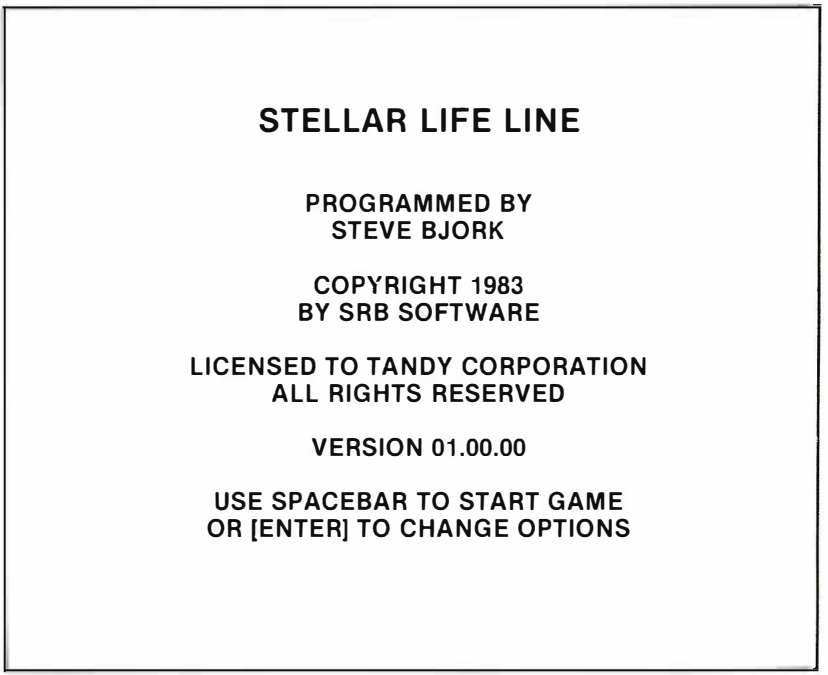
4. Insert the Stellar Life Line Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it engages securely, but do not force it.

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

6. Turn on the Color Computer.

Beginning the Game

After inserting the Stellar Life Line Program Pak™ and turning on the computer, the screen shows:

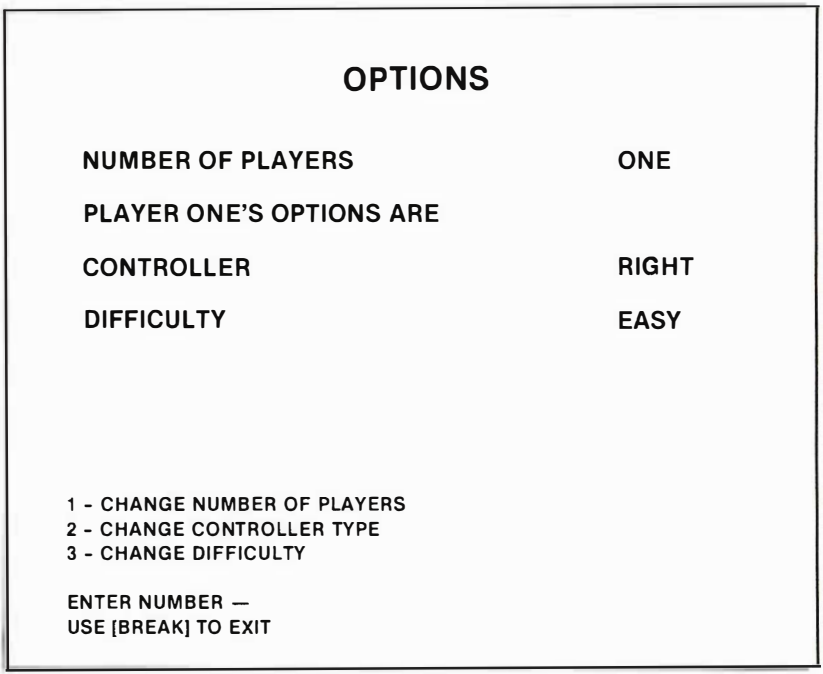


If you hold down the CLEAR key while turning on the computer, the screen background is shown in a lighter color.

The title page shows for a few seconds and then a demonstration game appears. You can observe how the game screen looks and observe how the game is played for a few seconds before the title page appears again. While the title page is shown, you can press the fire button (the orange button on the joystick control or the space bar on the keyboard) to begin the game or press ENTER to change options.

Changing Options

You can change the number of players, difficulty (easy, medium, or hard), or type of controller (left/right joystick or the keyboard). Press ENTER to change options. The screen shows:



CHANGE NUMBER OF PLAYERS

Two players can participate in the Stellar Life Line game. Press [1] to change the number of players in the game. You then have the following options:

1 - ONE PLAYER
2 - TWO PLAYERS

If you press [2], the screen shows options for both Player One and Player Two.

CHANGE CONTROLLER TYPE

Press [2] to change the controller type. There are three options available:

1 - RIGHT JOYSTICK
2 - LEFT JOYSTICK
3 - KEYBOARD

Choose the option you want to assign to a player.

If there are two players, the screen then shows:

1 — CHANGE PLAYER ONE
1 — CHANGE PLAYER TWO

Press the key for the player to whom you are assigning that controller type.

CHANGE DIFFICULTY

Press [3] to change the level of difficulty. The options available are:

1 - EASY
2 - MEDIUM
3 - HARD

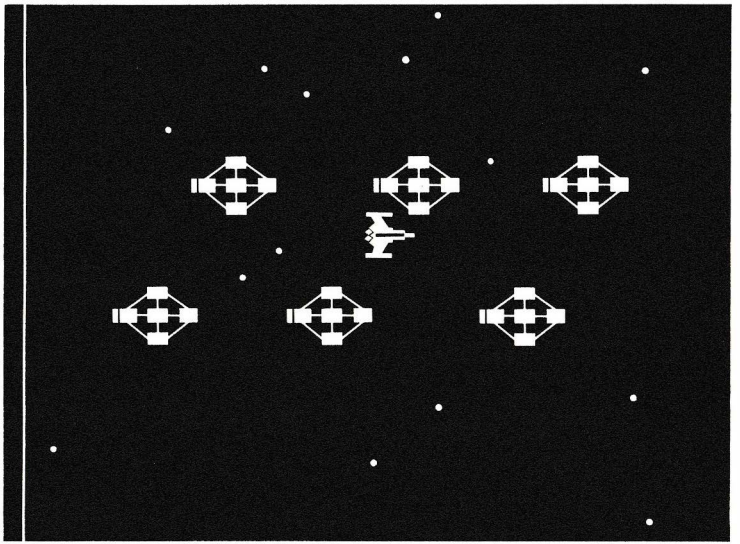
Choose the level you want to assign to a player.

If there are two players, the screen then shows:

1 — CHANGE PLAYER ONE
2 — CHANGE PLAYER TWO

Press the key for the player to whom you are assigning that level.

Press [BREAK] to exit the options screen. You are then returned to the title page. Press the fire button (the orange button on the joystick control or the space bar on the keyboard) to begin the game or press [ENTER] to return to the options screen.



ONE
0

5=2 C=6 R=6 F=

The Control Panel

The top portion of the screen is the main display for the game. Just below the main display, in the center of the screen, is the scanner.

When playing the game, pay close attention to the objects on the scanner. The screen shows only a limited view of the action taking place, but the scanner shows the positions of all objects. The current player's ship is a white dot. The other ships in the convoy are the same color as the command ship in the main display. All other objects are shown in the same color as the main display.

The first player's score and game status are shown to the left of the scanner. The second player's status is on the right side of the screen. S = __ represents the number of ships remaining. C = __ is the number of spaceships, and R = __ is the reserve count.

The fuel level of the current player is shown at the bottom center of the screen.

Playing the Game

You have three ships at your command at the beginning of the game. Your mission is to clear a path through a myriad of obstacles so that your fleet of spaceships can safely make the journey from star base Alpha to star base Beta. Alpha and Beta are shown on the screen as flashing vertical lines. Your fleet of ships can cross over the lines to safety, but your ship cannot.

If a fleet member collides with an obstacle or is hit by hostile fire, it is destroyed. If all ships in the fleet are destroyed or you run out of fuel, your ship explodes. If a ship blows up from running out of fuel or hitting an object, the remaining members of the fleet carry on. If the entire fleet is destroyed on your last turn, that mission is scratched and a new one begins.

Approximately one unit of fuel is burned if your ship is hit by an attacking ship's fire. You can refuel by maneuvering your ship so that it touches the white fuel cannister on a fleet ship. The cannister then disappears and your ship is refueled.

An attack ship can seize a member of your fleet by attaching itself to the fleet ship in a "sneak attack." If one of your ships is stolen, the fleet count (C = __) shows the loss. The reserve count is also lessened by one. You can save the fleet ship by destroying the alien ship before it disappears at the bottom of the screen.

Entering Commands

To maneuver the spaceships, move the joystick or press the [↑], [↓], [←], or [→] arrow keys.

To fire missiles, press the button on the joystick control or use the space bar on the keyboard.

Press the button on the joystick control (or space bar if using the keyboard) to begin.

Press [BREAK] to end the mission or [ENTER] to pause. Press any key to resume a paused game.

Scoring

After you successfully complete the mission and each fleet member safely docks at star base Beta, you are rewarded with 500 points for each ship that is home safe and another ship and fleet.

The obstacles in the path are worth points if you can destroy them.

Asteroid = 20 points

Magnetic Mine = 50 points

Alien Ship = 100 points

With a difficulty level of easy, only asteroids appear. If you successfully complete the mission, the game automatically advances to the next level of difficulty (medium).

Magnetic mines and alien ships appear on the screen with a medium level of difficulty, and the game becomes more intense. If you successfully complete the mission with a difficulty level of medium, a one-time bonus of 3000 points is given and the game automatically advances to the next level of difficulty (hard).

When you reach the difficulty level of hard, the obstacles are greater in number, and the action is much faster. A bonus of 6000 points is given if you successfully complete the mission with the difficulty level of hard.

An extra ship and an extra fleet reserve (maximum of six) are given as rewards at every 10,000 points.

The program keeps an internal record of the top 25 scores of the games played. After each game, the screen shows the ranking (1 to 25) at the bottom of the main display, just above the scanner.

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