

010039

GOSUB SOFTWARE PRESENTS

ZENIX

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ABOUT THE DOCUMENTATION

PLEASE TAKE THE TIME TO READ THE DOCUMENTATION PROVIDED WITH ZENIX. No amount of documentation will do any good if you don't bother to read it. This documentation will provide you with information on keeping your working copy of ZENIX alive and healthy as well as tips on playing the game.

ABOUT THE DISKETTE

Your diskette has been tested several times before being packaged. If you cannot load ZENIX after following the instructions presented in this documentation, please note that if the diskette has just come in the mail, it may have been exposed to temperature and humidity extremes. It may need to sit in your computer room for a day to equilibrate.

If your diskette still refuses to load or gives error messages, please return it to GOSUB SOFTWARE along with an explanation of just what happens when you try to load, and also the make and model of your disk drive.

ABOUT THE GAME

ZENIX is a 100% machine language game program for any 128K or 512K Color Computer 3 with a joystick. The joystick must be plugged into the RIGHT joystick port. It can load off any 35 (standard Radio Shack) or 40 track disk drive in about 25 seconds. ZENIX is an extremely fast and exciting arcade type game with 32 levels. It contains loads of graphics and sound which will keep you on the edge of your seat. It is probably the fastest and most complex arcade game yet written for the Color Computer 3.

The object of the game is to take your ship containing a plutonium plasma laser, the most modern and destructive weapon known, to the planet ZENIX. The Zenians are a race of semi-intelligent spacefaring insectoids whose multiple caste society has evolved for the sole purpose of plundering the riches of peaceful space traders. Your ship is capable of delivering a single laser blast that can blow the planet ZENIX to elementary particles, and destroy the insect menace forever. The economy of the known universe depends on you! If you manage to get to the planet with shields intact, you must aim carefully. You get only one chance to destroy the planet, and if you miss, you will be doomed to orbit the planet until your fuel runs out. If you destroy the planet, you deserve (and get) a super bonus in points.

THINGS TO KNOW BEFORE USING ZENIX

MAKE A BACKUP: ZENIX is supplied on disk only. Before you attempt to play the game you should make at least one backup copy of it using the directions that follow. Note that the **BACKUP COMMAND WILL NOT WORK FOR ZENIX**. Note also that the backup copies you make will not work directly. Only the original master diskette may be used to play the game, and it must be in drive zero whenever the game is in progress. The purpose of the backups is to restore the programs back onto the master diskette if it is damaged. If you do not make a backup copy you will risk losing ZENIX.

In order to make a backup copy of the game you need a blank, formatted diskette. Use the following syntax. Type in the command and press ENTER.

ONE DRIVE SYSTEMS: Note: Make the diskette changes following the prompts. Start with the ZENIX master diskette as the source and switch to a formatted new diskette as the destination.

COPY "ZENIX.BIN" (ENTER)

TWO DRIVE SYSTEMS: Note: The ZENIX master diskette must be in drive 0 and the formatted blank must be in drive 1.

COPY "ZENIX.BIN" TO "ZENIX.BIN:1" (ENTER)

LOADING AND PLAYING ZENIX

Be sure that the ZENIX master diskette is in drive zero. A backup copy will not work. A joystick should be plugged into the RIGHT joystick port. Type: **LOADM "ZENIX"** (ENTER). The program will automatically load and execute.

EXITING BACK TO BASIC: After a brief display of credits, you should see the title screen with the rotating ZENIX logo. This title screen will reappear whenever your ship is destroyed, or during play whenever you press the BREAK key while the game is in the pause mode (covered later). If you want to exit ZENIX and return to BASIC, press the BREAK key while the rotating ZENIX logo is on the screen.

COMPOSITE (TV) VERSUS RGB MONITOR: The colors your computer displays depend on whether you are using a TV (same as composite monitor) or an RGB monitor. You may switch between RGB or TV (composite) colorsets whenever the title screen is displayed. Press the "R" key if you have an RGB monitor, or the "C" key if you are using a TV or Composite monitor. The first time your ship is destroyed, and your scores are written to the diskette, your color choice is also written to

disk. This means that once you have chosen the colorset, it becomes the default whenever you run the game, and you will not have to press a colorset key again, unless you change your display.

STARTING AT HIGHER LEVELS: You may start the game at Level 1 by pressing the joystick button. However, you may skip levels by multiples of 4 (plus 1) if you press the number keys 1-4 instead of the joystick button. For example, let's say you press the number 1, you will start at Level 5. If you press the number 2, you will start at Level 9 and so on. This is good for advanced players who don't like to start from the very beginning. If you are going for a record, don't use this option. You will lose out on points that you would have picked up at lower levels.

FUEL BUGS: When you start the game, your ship will be attacked by squadrons of enemy bugs that must be killed. When you kill the entire wave of bugs you will move on to the next level. There are also purple FUEL BUGS that drift slowly from the top of the screen. You must shoot these as you do the others, however, once a fuel bug is shot, it will turn a solid color and drift straight down. **WHENEVER YOU SEE A SOLID COLOR BUG DRIFTING SLOWLY DOWN, YOU SHOULD MAKE YOUR SHIP COLLIDE WITH IT.**

Whenever your ship collides with one of these bugs, you will receive extra fuel and possibly additional weaponry and points. Without these advantages, you can never win the game. You need fuel not only to reach your destination, but also to maintain your shields. Your fuel gauge is located at the bottom of the screen. Each time your ship is hit, the line gets shorter, when it disappears you are OUT of fuel and YOU DIE! The fuel line DOES extend beyond the end of the screen, so it is always worth getting more fuel even if the fuel gauge says your tanks are full. If you mistakenly shoot a solid color bug, it will explode and you will receive only points, not fuel or weapons. The following is a description of the different colored fuel bugs and your reward if your ship collides with one.

COLOR	POINTS	FUEL	WEAPONRY
Blue	50	5	Disable *
Green	200	8	None
Red	None	4	Armor **
Yellow	None	4	Split ***
White	20	12	None

* Disable: indicates the enemy may shoot only blue bullets that fall straight down.

** Armor: indicates Armor piercing bullets.

*** Split: indicates 3 bullets shooting at different angles.

BONUS ROUNDS: Every 4 levels you are rewarded with a bonus round. Bonus rounds consist of 4 waves of defenseless enemy bugs flying around the screen for you to kill. There will be fuel bugs flying around the screen as well, so you can refuel before the next level begins.

LEVELS, BUGS AND BULLETS: There are 32 levels of difficulty. Each succeeding level introduces greater speed and new twists that make playing more difficult and exciting. Different color bullets have different properties. RED enemy bullets are heat seeking missiles that follow your ship. Different color and size bugs have different levels of armor which must be shot away before they can be killed. This is where armor piercing bullets come in handy. They can go through one bug and hit any number of others. They are especially good for killing monster bugs. If you are hit by a monster bug, you die, even if you have ample fuel. NOTE: If you hit a fuel bug with armor piercing bullets, you could destroy it and get no extra fuel.

DODGING: Your ship has the ability to go both UP and DOWN as well as to the right and left which means that you can dodge both enemy bullets and Kamakazi bugs. UNLESS YOU LEARN TO DODGE OBJECTS WHILE COLLIDING WITH FUEL BUGS, YOU WILL NEVER MAKE IT TO THE PLANET.

PAUSE MODE: You may take an extended break from playing the game whenever you want by putting ZENIX into pause mode. This is done by pressing the space bar any time during play. You may break out of pause mode back into the game by pressing the fire button. You may also return to the rotating ZENIX title screen for a new game by pressing the BREAK key from the pause mode.

THE SCOREBOARD: ZENIX keeps a third file on its diskette called SCORES.BIN to update your latest high scores. You may want to make frequent copies of this file on your backup disk (or on any other disk for that matter) in case the master diskette crashes. You may do this by using the COPY command just as you did when you made your backup disk. If you want to delete the current scoreboard, type KILL "SCORES.BIN" (ENTER). You may then restore a backup scoreboard onto the master diskette. If you delete the scoreboard, but do not restore another copy from a backup, a new scoreboard file will be created automatically when you play the game.

PROBLEMS AND HOW TO PREVENT THEM

THE ZENIX MASTER DISKETTE MUST BE IN DRIVE ZERO AT ALL TIMES. You can prevent most problems by keeping the disk drive door shut at all times. You should not use a write protect tab because the scores are written to the master disk every time you die, and a write protect tab will prevent this function. Remember to keep your joystick plugged into the RIGHT joystick port. * * * **IMPORTANT** * * * If you know that your disk drive is prone to IO ERRORS then you SHOULD write protect the master disk!!! You will not be able to have your scores permanently recorded, but you WILL PROTECT YOUR DISK!

HOW TO USE A BACKUP TO RESTORE ZENIX BACK ONTO ITS DISKETTE

If a previously working master diskette gives error messages when trying to load ZENIX, then the following instructions will tell you how to restore the game onto the master diskette using the backup disk you made earlier.

Place your master copy of ZENIX in drive 0 and type KILL"ZENIX" (ENTER). Then put your backup copy in drive 0 and copy ZENIX.BIN from the backup copy back onto the master diskette. (if you have backed up a special scoreboard, you may also copy SCORES.BIN onto the master diskette). Use the copy command just as you did when making the backup diskette.

If your master diskette becomes so hopelessly crashed that ZENIX cannot be restored onto it using a backup, please SEND \$5.00 AND THE ORIGINAL MASTER DISKETTE to GOSUB SOFTWARE for a replacement diskette. Allow 2-4 weeks for delivery. NOTE: Requests for replacement diskettes cannot be honored if you did not return the REGISTRATION INFORMATION that came with the original package. You **MUST** also remember to return the original diskette.

If you have any comments or suggestions concerning the content of the game please send them to the authors C/O:

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