LIMITED WARRANTY

RADIO SHACK Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, participating Radio Shack franchisee or Radio Shack dealer along with the sales document.

EXCEPT AS PROVIDED HEREIN, RADIO SHACK MAKES NO EXPRESS WARRANTIES, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE IS LIMITED IN ITS DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES SET FORTH HEREIN.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

RADIO SHACK SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the RADIO SHACK Software on one computer, subject to the following provisions:
A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
B. Title to the medium on which the Software is recorded (cassette and/or diskette) or stored (ROM) is transferred to CUSTOMER, but not title to the Software.
C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on one computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
D. CUSTOMER is permitted to make additional copies of the Software only for backup or archival purposes or if additional copies are required in the operation of one computer with the Software, but only to the extent the Software allows a backup copy to be made.
E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the original CUSTOMER specific legal rights, and the original CUSTOMER may have other rights which vary from state to state.
Demolition Derby
Demolition Derby Program:
© 1984, Spectral Associates
Licensed to Tandy Corporation
All Rights Reserved.

All portions of this software are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited.

Demolition Derby Program Manual:
© 1984, Tandy Corporation
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.
Introduction

The roar of engines, the smell of burning rubber, the scraping of metal at high speeds, the wrecked, smoldering heap left behind. This is no ordinary race. It's Demolition Derby, and the stakes are high.

Only the daring accept the challenge. Only the brave survive.

If you like fierce competition, fast-paced action, and a heavy dose of danger, you have what it takes to be a serious Demolition Derby contender and, maybe, even a winner.

You can race Demolition Derby by yourself or with a friend (or foe).

The object of Demolition Derby is to wipe out, demolish, and destroy as many competitors as possible, and thereby, accumulate points and complete as many courses as you can. (When you advance to a new course, the level of difficulty increases slightly.)
Required Equipment

To be a racer in Demolition Derby, you need the following equipment:

- Tandy® Color Computer with at least 16K memory
- Standard television (color recommended)
- One or two joysticks
Loading Instructions

1. Before inserting or removing a Program Pak™, be 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 Tandy Color Computer Operation Manual for further details regarding connections.

3. Plug the joystick(s) into the correct jack on the back of the Computer. (If you are going to use only one joystick, plug it into the RIGHT joystick jack.)

4. Insert the Demolition Derby 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 Race Begins

After turning on your Color Computer, the screen displays the name of the game and the copyright information. The type of racers and the points you receive for destroying each one are also shown.

While this screen is displayed, you can choose to race Demolition Derby solo or with another person. When racing with another person, you may choose to race as a team or as dueling contenders.

Also, you may change the color set while the copyright is on the screen (or when the scoreboard appears at the end of a game). To change the color to buff, press CLEAR. Press either SHIFT for green, and, finally, press BREAK for the black color set.

Racing Solo

It's you against everybody. To race solo, move the RIGHT Joystick to the left until the message ONE PLAYER appears. Now, press the fire button. Immediately, the race track and your vehicle appear. To start the race, press the fire button again. Your opponents spring into action and then anything goes.
Two Racers

Move the RIGHT joystick to the right until the TWO PLAYERS message appears at the bottom of the screen. Press the fire button. Then, the message DUEL appears. If you wish to race against the other player, press the fire button again. But if you wish to race as partners, move the joystick to the left. When the message TEAM appears, press the fire button.

After pressing the fire button, the race track and both players' vehicles appear on the screen. To begin the race, press the fire button once again. Immediately, a variety of racers speed menacingly down the track.

When TEAM racing, you and your partner must use your combined skills to eliminate the rest of the competition. In DUEL racing, however, not only do you have to contend with the regular racers, but you must also destroy the other person's vehicle before you are wiped out. You can destroy your opponent's vehicle by brushing against it whenever your own car is ahead. (Hint: Your opponent has a vulnerability. Find it to facilitate your destroy mission.)

In both TEAM and DUEL racing, as long as one of the vehicles qualifies, the game continues to a higher level.
Racing Demolition Derby

Your vehicle is a Turbo-Power-Assisted destruction machine. You control its action by moving the joystick in the following directions:
To win in Demolition Derby, keep one thing in mind: destroy or be destroyed.

Smash racers into the wall to accumulate points (while avoiding being smashed yourself).

Make the most of your reflexes to avoid hitting any of the following road hazards:

- Dangerous debris
- Treacherous traffic islands
- Speeding ambulances
The dangerous debris and the treacherous traffic islands appear unexpectedly all over the road. The speeding ambulances occasionally wail up the track. If you so much as touch a traffic island, a pile of debris, or an ambulance, your vehicle blows to pieces.

You can suspend the game momentarily and “freeze” the screen by pressing BREAK. To continue the action, press SHIFT and CLEAR together.

To activate the Turbo, press the fire button (for no longer than two seconds). A sudden rush of power lets you maneuver at blinding speeds. Use the Turbo sparingly. It causes your car to guzzle down your fuel supply. If you run out of fuel during the race, you’ll watch your car explode (not the prettiest of sights).

Your fuel indicator is at the lower right side of the screen (for the solo racer). Your supply decreases slowly as your vehicle races down the track. When you make contact with other racers or use the Turbo, the fuel is consumed more rapidly.

When you destroy a Gas Truck, additional fuel is added to your tank.

To assist you in your smash-and-destroy mission, the screen keeps a counter on the right side (for the solo racer). For every smashed vehicle, a notch is added to the counter. When the notches reach the top (after 15 successful smashings), you automatically advance to the next course and get a full tank of fuel.
The course number appears in the center at the bottom of the screen.

Your fleet appears on the upper-right side of the screen. You begin the race with four destruction machines. When and if you wreck your vehicle or run out of gas, your fleet decreases by one. However, for every 10,000 points that you accumulate, a new vehicle is added to your fleet.

The gauges and indicators for the second racer appear on the left side of the screen.

At the end of each race, the top 9 scores are displayed. To begin another race, again, select one or two players and team or duel competition.
Scoring

You’ll be racing against opponents of varying skills. First, there’s the dreaded Spiker.

Perhaps the most fearsome of all racers, Spikers possess a heavy armor that makes them almost invincible. Yet, they are not totally indestructible. You get 300 points for smashing each Spiker within sight.
The Smasher is the next opponent in line.

Not nearly as vicious as Spikers but somewhat faster, the troublesome Smashers are worth 200 points each.
The last of your opponents is the Spoiler.

Spoilers are the most vulnerable contenders. Still, never underestimate a Spoiler. Even the most intrepid racers maintain a healthy amount of caution for the sneaky Spoiler. Destroy a Spoiler and get 100 points.

Racers, start your engines (and please, buckle your seat belts)!