



intracolor
Grand Prix



Strap yourself into the ultra responsive Formula 1 car and rev the throttle to fire 500 screaming mad horses to life. Your heart pounds in anticipation of the race. The green flag drops and you are slammed back into your seat as the field thunders off in a deafening roar. You scramble for position and accelerate faster and faster. As you fly down the straightaway at over 200 MPH you line up for the first corner. Hold tight as you brake hard. Shift down and turn sharply into the tight right hander. Coming out of the corner your helmet snaps back as you punch the gas and shift up quickly to pass your competition in the backstretch and take over first place.

INTRACOLOR Grand Prix is an exciting game in colorful Hi Res graphics with realistic sound effects. Joystick or keyboard input. Joystick input is compatible with all joysticks. Many different tracks to choose from. For 32K CoCo and TDP 100.



intracolor

FOR THE COLOR COMPUTER AND TDP 100

intracolor
Grand Prix © 1984

LOADING INSTRUCTIONS:

Before loading the game, turn the computer off and then turn it on.

DISK: Place the disk into Drive 0 as directed in your owners manual and type in:
The program will run automatically.

LOADM"GP"

ENTER

CASSETTE: Adjust the volume, place the cassette into the cassette player, rewind the cassette fully and press the PLAY button. Then type in:

CLOADM

ENTER

The program will load in about 2 minutes. There is a copy of the program on each side of the cassette.

STARTING THE GAME: The screen will appear displaying the track. If the sky is red, press RESET. Continue to press RESET until the sky is blue. (For cassette, see Booklet.)

BEGINNING PLAY: Press the CLEAR key to select the desired track. To begin the game using joystick mode, press the left fire button. To begin using keyboard mode, press the SHIFT key.

CONTROLS: In joystick mode, use the fire button to shift. To accelerate, move the stick forward; to brake, pull the stick back. Move the stick left or right to steer. In keyboard mode, use the SHIFT key to shift. Use the up and down arrows to accelerate and brake. Use the left and right arrows to steer.

PAUSE AND RESTART: The game may be paused indefinitely during play by simply pressing the SPACE BAR once. To resume play where you left off, press the SPACE BAR again. To abort the game, press the BREAK key while in pause mode.

At the bottom of the screen is displayed the Best Time, Track Number, Lap Number, MPH, Gear and Elapsed Time.

The object is to obtain the lowest elapsed time for five laps in any one of the five different tracks.

If you crash three times on one track, your game is over. If you successfully complete five laps, your time is compared with the best time and you advance to the next track.

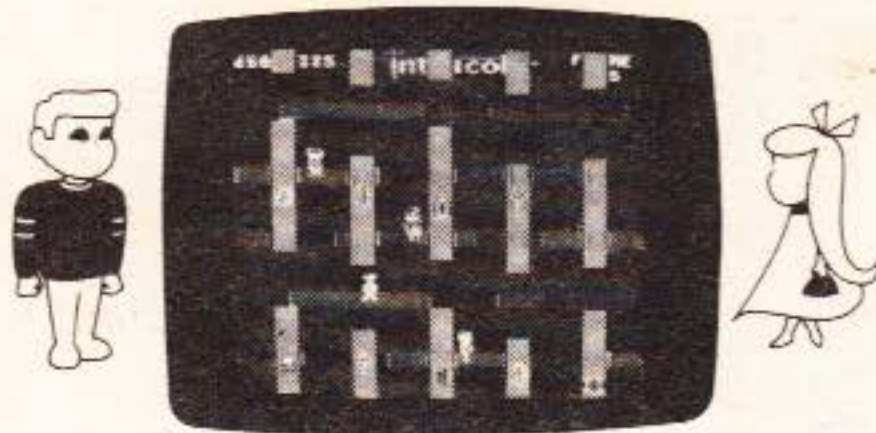
To start off, you must be in low gear. After you gain up some speed, you must shift into high to continue to accelerate.

Slow down when approaching curves or you may slide out of control.

INTRACOLOR GRAND PRIX was created and written by David Clark.

Original sound effects are by Bob Miller.

Other Fine Games by Intracolor



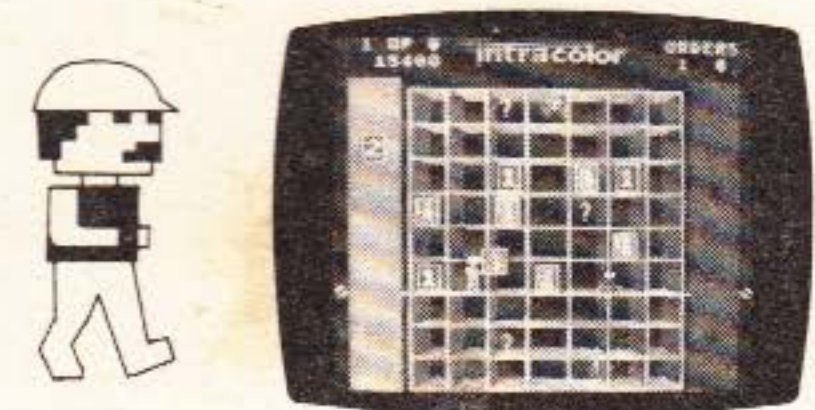
Graphics and sound effects like never before on the CoCo. An exciting original arcade action game. Control your hero through a maze of moving conveyor belts. Outsmart bad guys and save Q.P. Doll. Over 1,000 frames of increasing difficulty.

100% ML, original title screen music, 1 or 2 players, colorful Hi Res graphics, exciting sound effects, joystick or keyboard input, pause feature, 8 digit scores and high score name entry. For 32K CoCo and TDP-100. Disk and Cassette.



Strap yourself into the ultra responsive Formula 1 car and rev the throttle to fire 500 screaming horses to life. Your heart pounds in anticipation of the race. The green flag drops and you are slammed back into your seat as the field thunders off in a deafening roar.

An exciting racing game in colorful Hi Res graphics with realistic sound effects. Joystick or keyboard input. Joystick input is compatible with all joysticks. Many different tracks to choose from. For 32K CoCo and TDP-100. Disk and Cassette.



Another exciting original arcade action game. Help Willy stock the warehouse while keeping up with incoming orders. Watch out for the antagonists who intend to make your day long.

Excellent graphics and sound effects. 100% ML, 1 or 2 players, demonstration mode, selectable difficulty, joystick or keyboard input, pause feature and high score list with name entry. For 32K CoCo and TDP-100. Disk and Cassette.

INTRACOLOR CLASSICS

COLORPEDE



ROBOTTACK

This truly outstanding engineer designed, 100% ML game with multi-colored Hi Res characters and fast action will challenge the most avid arcade buff. 1 or 2 players with joysticks or keyboard. **COLORPEDE** slithers through the toad stools. Demonstration mode with top 5 scores. Pause feature. For 16K CoCo and TDP-100. Disk and Cassette.

"... forefront of the pack..." RAINBOW, Dec. '82

You are the super human who must fight off the attacking robots and save the remaining humans from destruction. You have super human powers, can shoot in any direction and move anywhere on the screen to accomplish your vital mission.

Engineer designed, 1 or 2 players and top 5 scores displayed. Pause feature. For 16K CoCo and TDP-100 with joysticks. Disk and Cassette.

PROGRAM NOTICE

This **INTRACOLOR** program will be replaced if defective in manufacture. Except for such replacement, **INTRACOLOR**, its authorized dealers and distributors shall have no liability or responsibility to any person or entity with respect to any liability, loss or damage caused or alleged to be caused, directly or indirectly, by **INTRACOLOR** programs.



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