Popcorn Program:
©1981 Datasoft Inc.
Licensed to Tandy Corporation
All Rights Reserved.

This applications software for the TRS-80 Color microcomputer is retained in a read-only memory (ROM) format. All portions of this software, whether in the ROM format or other source code form format, and the ROM circuitry, 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. The license for using this software is printed in the back of this manual.

Program Manual:
©1982 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 obtained herein.
Popcorn™

Radio Shack
A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102
Popcorn

To enjoy the savory experience of Popcorn, you will need a TRS-80 Color Computer and Joysticks.

Loading Instructions

To load Popcorn into your computer, follow the steps listed below:

1. Make sure your Color Computer is correctly connected to the television and the set is turned to channel 3 or 4.

2. Insert the Popcorn cartridge into the slot on the right side of the computer.

3. Turn on the computer and television.

4. The Popper screen will appear.

5. Make sure that a Joystick is securely inserted into the Right Joystick connection at the rear of the Color Computer.
Playing the Game

The object of this game is to use your paddles to catch as many of the falling popcorn kernels as possible, before they hit the bottom of the popper. You are awarded points for every kernel you catch. The more kernels you catch, the faster the remaining kernels will fall!

First press any key, or the game will start by itself in a few seconds. In the center of the screen, you will see the flashing GAME OVER signal. To the lower right of GAME OVER, LEVEL 1 is shown.

Choosing a Skill Level

You must first choose a skill level. Popcorn has nine skill levels (1—9). Skill level 1 is for the beginning player, while skill level 9 is for the advanced player.

Press a number, 1 — 9. Then, press the Joystick button, and the popcorn will begin showering down. If you enter the wrong skill level number, you can correct it by pressing the correct number before pressing the Joystick button.

To prevent the popcorn from falling to the bottom of the popper, use the Joystick to move the six white paddles (located beneath the descending kernels). Move the Joystick control lever to the left to move the paddles to the left, etc.
Scoring

There are five layers of kernels. Kernels in the bottom (white) row are worth 10 points each. Kernels in the second row are worth 20 points each, while those in the third row are worth 30 points each. Those in the fourth row are worth 40 points each, while those in the fifth row are worth 50 points each. There are sixteen kernels in each layer for a total of 80 kernels. If every kernel is caught, you will earn 2,400 points.

In the lower left corner of the playing screen, your score will be recorded for the current match in play. At the lower right corner of the screen the high score for the last skill level in play will be shown.

A game is composed of sets. When you clear the playing screen of kernels, you have completed a set. You will be awarded an extra paddle when a set is completed. There can never be more than seven paddles on the screen. A new set of kernels will appear each time you clear the playing field of kernels. The skill level will automatically advance one level when you complete a set.

If you let a kernel hit the bottom of the screen, you not only lose a paddle, but the full set of kernels will reappear on the screen. You can replace a lost paddle by completing a set. The game is finished when you run out of paddles.

When GAME OVER appears on the screen, you can review high scores of each skill level. Press 1 to review the high score for skill level 1, 2 for level 2, etc. If no one has played in a particular skill level, the score for that level will be zero.

Select a skill level and press the Joystick button to start a new game.
RADIO SHACK SOFTWARE LICENSE

A. Radio Shack grants to CUSTOMER an non-exclusive, paid up license to use on CUSTOMER'S computer the Radio Shack computer software received. Title to the media on which the software is recorded (cassette and/or disk) or stored (ROM) is transferred to the customer, but not title to the software.

B. In consideration for this license, CUSTOMER shall not reproduce copies of Radio Shack software except to reproduce the number of copies required for use on CUSTOMER'S computer (if the software allows a backup copy to be made), and shall include Radio Shack's copyright notice on all copies of software reproduced in whole or in part.

C. CUSTOMER may resell Radio Shack's system and applications software (modified or not, in whole or in part), provided CUSTOMER has purchased one copy of the software for each one resold. The provisions of this software License (paragraphs A, B, and C) shall also be applicable to third parties purchasing such software from CUSTOMER.
IMPORTANT NOTICE

ALL RADIO SHACK COMPUTER PROGRAMS ARE LICENSED ON AN "AS IS" BASIS WITHOUT WARRANTY.

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 computer equipment or programs sold by Radio Shack, including but not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer or computer programs.

This Warranty gives the original purchaser specific legal rights, and the original purchaser may have other rights which vary from state to state.