9. SPACE SENTRY

METHOD OF PLAY: You begin the game in command of ten ships. Your mission is to destroy all twenty alien craft scattered throughout the patrol zone. When all twenty alien crafts are destroyed you will be awarded a bonus ship and a new wave of twenty alien crafts are released into the patrol zone. Use the right joystick in direct maneuvers and speed of your ship and the joystick button to fire laser beams. Fire in the direction you are moving and a direct hit is needed to destroy alien craft.

RADAR SCREENS: These radar screens located at the bottom of the screen give you valuable playing information:

- Left Radar Screen: Shows space mines which must be avoided and not blasted as the blast will destroy your ship.
- Right Radar Screen: Shows location of your refueling station.
- Middle Radar Screen: Shows location of alien craft.

When you press the fire button your laser beam is activated; the white spot in the center of each radar screen indicates your relative position. By observing the radar you can see that the alien craft have their own inherent velocities, but the space mines and refueling stations are stationary - their position is relative to your position.

FIRE CONTROL: Hitting the fire button down across a time field (clock) around your ship which protects you from alien fire. It does not protect you from collisions. When your fuel drops below 10%, your shield is decreased.

SKILL LEVEL: Choose skill level 1 to 5 at the start of each game. The editor selects the level 1 to 5 for each game. The higher skill levels are more difficult to beat.

10. STORM ARROWS

METHOD OF PLAY: Use the joystick to maneuver your lead ship through the attack course of Tanan Alpha as an effort to evade and destroy the Imperial Storm Arrows which pursue you relentlessly. Be aware of the Imperial Parish Cruiser as it rapidly homes in on you and fires contact mines which, if not destroyed, will eventually ram into a deadly Storm Arrow. The mine start turning into Storm Arrows when only one Storm Arrow is left. Press the right joystick button in fire torpedos - only one torpedo can be on the screen at a time. A dynamic meter at the top right of the screen indicates the number of torpedos available each round. A torpedo refueling station will appear at random; get there as quickly as possible.

SCORING: Points for destroying a Storm Arrow start at 50 and increase each round up to a maximum of 500. For destroying a Parish Cruiser or capturing the torpedos refueling station you earn between 200 - 900 points. Bonus points are awarded if you complete each round before the round timer goes to zero. The second player can be defeated by destroying the Parish Cruiser (2 for each Cruiser). For capturing the torpedos refueling station (3 for each Cruiser).

DISPLAY SCREEN: On the left side of the screen, you have the score, the high score, the remaining time, the time and bonus points at the bottom.

BONUS POINTS: Bonus points are awarded for completing each round at the rate of 1000 times the round number. You will have and see your bonus points scored between rounds. You can press any key while bonus points are being shown and get into standby mode for a next. To resume the game, press another key. You will be awarded an additional land ship for completing each six rounds. Additional torpedos, not to exceed 15 per player, can be obtained by destroying the Parish Cruiser (2 for each Cruiser) or capturing the torpedos refueling station (3 for each Cruiser). For capturing the torpedos refueling station (3 for each Cruiser).

GAME OVER: Your score and the top five scores are displayed at the end of each game. By pressing the ENTER key, you can enter a new player's initials and restart the game.
SPACE WAR

METHOD OF PLAY:

SPACE MINES: There are four space mines defending the Death Star. These mines are invisible, however, they will become visible if you get close to them. About one second after they become visible they will explode. Hitting the mine will not destroy the ship, but the explosion will. You will hear a warning buzzing sound when you are getting close to a mine. After exploding, the mine will immediately be repositioned at a random position.

DEATH STAR: The Death Star itself can fire defensive missiles. The shield around the Star will stop missing if it is hit with one of your missiles. When the shield is not missing, the Star cannot fire missiles. After a short delay, the shield will start rotating again and one second after it resumes rotation it will start shooting.

CLOAK: You possess a "cloaking" device which will protect you from missiles, explosion debris, meteors, and the enemy ship. While the cloak is activated, none of the above mentioned items can destroy your ship. The cloak requires energy to operate. A graphic measure of the amount of cloak energy remaining is displayed at the left of the words "SPACE WAR" at the bottom of the screen. The left joystick button activates the cloak and you may not fire missiles while it is activated. Once the cloak energy is gone, pressing the left joystick button will have no effect.

DIFFICULTY LEVEL: You may choose a difficulty level from 0-15. The difficulty level affects the following game parameters:

1. How soon the enemy ship appears and disappears.
2. At what distance the space mines become visible.
3. How long the mines explode after they become visible.
4. How long the Star's shields remain paralyzed after it has been hit.
5. How close to the Star your ship can get before the Star starts shooting at it.
6. Amount of the enemy missiles.
8. How fast the enemy ship moves and how often it fires.

SCORING: Ten points are scored for hitting the shield of the Death Star. 300 hundred points are scored for going through the hole in the Star's shield and hitting the main body of the Star. 100 points are scored for hitting the enemy ship and a random number of points from 50-0 is scored for hitting the heavier, which incidentally will not destroy the enemy.

BONUS SHIP: You get one bonus ship (four maximum) for every 1000 points scored. Everytime you score a bonus ship the difficulty level is automatically increased by one and your cloak energy reserves are increased by 50% of your current value plus a constant bonus amount.

MOVEMENT: The right joystick controls the direction and acceleration of the ship and the left joystick controls the direction the ship's gun. The right joystick button will fire missiles. The control of the direction of the ship's gun may be transferred to the right joystick by pressing the 'X' key. Hitting 'X' again will transfer control back to the left joystick.

SPACE RACE

METHOD OF PLAY: Maneuver your ship around the four corners 'race track' in space while destroying barriers of alien ships: Collectors, Swimmers, and Bearers. As you fly around the race track bouncing off walls, watch out for the mines laid by the Swimmers. You may use the keyboard or joysticks.

ALIEN POINTS

<table>
<thead>
<tr>
<th>Alien</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collectors</td>
<td>25</td>
</tr>
<tr>
<td>Swimmers</td>
<td>100</td>
</tr>
<tr>
<td>Bearers</td>
<td>1000</td>
</tr>
</tbody>
</table>

MOVEMENT:

- Collectors: Press the fire button (2000 feet per sec).
- Swimmers: Press fire button and move left to right.
- Bearers: Move left to right and press fire button.

When a Swimmer is killed, a Collector will become a Swimmer, and if a Swimmer is left alone for long it will give birth to a Bearer which immediately attacks you.

BONUS SHIP: You start each game with four ships and are awarded a bonus ship every 10,000 points. The number of ships you currently have is shown on the right bottom of the screen. You may only accumulate a maximum of five extra ships. Each time you are awarded an extra ship the skill level increases by two.

HIGH LEVEL ATTACK WAVES: The game will get harder each time you clear the screen. At higher level attack waves the Collectors must be hit twice to be destroyed. One hit is indicated by a hole in the middle of the Collector and the second hit vaporizes him. At an even higher level the Bearers will disappear for five seconds after being hit twice.

DIFFICULTY LEVELS: Choose skill level 0-15, level 15 being the most difficult game.

CONTROL OPTIONS: Use either the joystick or keyboard to maneuver your ship and fire missiles. For keyboard use:

- Press right arrow + shoot = 3 rotation clockwise
- Left arrow + shoot = 3 rotation counterclockwise

NEW GAME: Press fire button or hit the "Y" key for a new game.

7.

ANDROID ATTACK

METHOD OF PLAY: While under a constant barrage of enemy fire you must protect your ground base by shooting alien fighters in formations. Watch out! They will leave formation to attack a new wave of enemy fighters can actually score hits. Use the right joystick to direct the movement of your ship and the right button to fire missiles.

SCORING: There are three different sets of scores. They are worth 50, 100, and 200 points when enemies are formed at the top of the screen and their point values double when they leave convoy formation and become a diving attacker. A bonus of 500 points is awarded for each "720" point scoring formation that is destroyed. The number of the current level you are playing is indicated by the number of flags at the center top of the screen.

BONUS SHIPS: A bonus enjoys a warship is awarded for every eighth rocket. The flags on the top center of the screen will be removed after every ten flags.

NEW GAME: At the end of the game, the score of the current player is displayed along with the five highest scores. If the same player wins to enter another game just hit the fire button. If you want to enter a new player's initials, use the key on the keyboard.

HIGH LEVEL ATTACK WAVES: The game will get harder each time you clear the screen. At higher level attack waves the Collectors must be hit twice to be destroyed. One hit is indicated by a hole in the middle of the Collector and the second hit vaporizes him. At an even higher level the Bearers will disappear for five seconds after being hit twice.

DIFFICULTY LEVELS: Choose skill level 0-15, level 15 being the most difficult game.

CONTROL OPTIONS: Use either the joystick or keyboard to maneuver your ship and fire missiles. For keyboard use:

- Press right arrow + shoot = 3 rotation clockwise
- Left arrow + shoot = 3 rotation counterclockwise

NEW GAME: Press fire button or hit the "Y" key for a new game.

6.

GALAXY ATTACK

METHOD OF PLAY: While under a constant barrage of enemy fire you must protect your ground base by shooting alien fighters in formations. Watch out! They will leave formation to attack an area where you could actually score hits. Use the right joystick to direct the movement of your ship and the right button to fire missiles.

SCORING: There are three different sets of scores. They are worth 50, 100, and 200 points when enemies are formed at the top of the screen and their point values double when they leave convoy formation and become a diving attacker. A bonus of 500 points is awarded for each "720" point scoring formation that is destroyed. The number of the current level you are playing is indicated by the number of flags at the center top of the screen.

BONUS SHIPS: A bonus enjoys a warship is awarded for every eighth rocket. The flags on the top center of the screen will be removed after every ten flags.

NEW GAME: At the end of the game, the score of the current player is displayed along with the five highest scores. If the same player wins to enter another game just hit the fire button. If you want to enter a new player's initials, use the key on the keyboard.

7.

ANDROID ATTACK

METHOD OF PLAY: Press ENTER to start the game and hit the fire button to replay the game. Use your laser gun to pulsate the androids in the corridor and stop their movement. When the androids are stopped, press the fire button on your laser gun. You will fire in the direction you are facing. You may turn and fire in the correct position and press the fire button. If the joystick is moved up just above center position, you will fire up. When the joystick is positioned just above center position, you will fire down. To fire, you must have a sound of the engine running. The androids may be destroyed as long as they are moving. When all units are used up, being hit by laser fire will destroy you and end the game.

PROTECTIVE SUIT: You are wearing a special space suit designed to give you unit protection against laser fire. The level of protection you have is shown at the bottom center of the screen. If you have three or more units of protection, you may may fire once unit (and only one) and you must have three or more units of protection. When all units are used up, being hit by laser fire will destroy you and end the game.

SCORING: Your score is indicated in the bottom left of the screen. You receive 50 points for each android and 100 points for each ghost android that you hit. Pick up the crown for another 100 points.

BONUS: You gain one extra protective unit by earning 10,000 points, up to a maximum of 10 units. Work quickly! If you clear a room of all androids and pick up the crown, you will receive a bonus score equivalent to the amount left on the counter timer. You must leave the room to receive the points.

DIFFICULTY: If you receive the bonus points by clearing the room of all androids and miss one, pick up the crown, and leave before your timer runs out. The next room will be harder than the one you just left. The androids become smarter and faster and they will move quicker and shoot faster.

TALKING VERSION: There are two versions of Android Attack: 16K non-talking version (ANDR16) and a 32K talking version (ANDR32). The talking version does not require any special hardware in order to work.

8.

WHIRLWIND RUN

METHOD OF PLAY: Be on guard for rockets that are constantly being launched as you fly your chopper over varying terrain using the right joystick. To control speed and elevation you fire missiles and deep bomb by pressing the button on the right joystick. Try to destroy as many rockets, alien ships and alien base as you can but avoid crashing (one mountain, the top of the ship, or alien base). You start each game with four choppers and a full fuel tank for each chopper. Firing an enemy fuel tank will add one fuel unit to your fuel tank.

SCENARIOS: The same program uses five different game boards, each providing a different challenge. The Cavern of Doom provides the final obstacle to your chopper's flight. The varying heights of the mountains and the ceiling make this the most difficult board to master and successful completion of the Cavern of Doom will instant the board sequence at an increased difficulty level.
SPACE PAC
MASTER INSTRUCTIONS

Space Pac is a collection of ten machine language space games. It is strongly recommended that the user make backup copies of the original tape or disk. There are no extra copies of the programs on the disk; however, the back side of each tape contains a duplicate copy of each program in the same order as the front side.

SYSTEM REQUIREMENTS
None of the games of Space Pac require Extended or Disk Basic, and all programs will work on the Color Computer 3. All of the games will run in 16K of RAM except for the 32K version of Android Attack (ANDR 32).

LOADING INSTRUCTIONS
CASSETTE: Position the tape at the beginning of the proper game using the tape counter and the starting position of the appropriate game as found in Figure 1. The tape counter is only an approximate method to find the start of the game at best and most tapes will have their readings vary from one tape player to another. Keep trying until you locate the gap of silence between games. Set the tape player to PLAY and type CLOADM(Filename) on the computer. When the program has loaded, type EXEC(Filename).

DISKETTE: Place the Space Pac diskette into Drive 0. Type LOADM(Filename) (where Filename is the desired filename) followed by EXEC(Filename) when the file is loaded.

IN CASE OF TROUBLE
CASSETTE: If you encounter an FM error, make sure that you are using CLOADM and EXEC not CLOAD and RUN. If you encounter an IO error, try adjusting the volume of the tape player and making sure that you start loading the game from the gap of silence between games on the tape. If all else fails, try loading the backup copy which is on the back side of the tape (in the same order as the front).

DISKETTE: If you encounter an FM error, make sure that you are using CLOADM and EXEC not CLOAD and RUN. If you encounter an IO error, try to load the game on another disk drive if possible. Often disk IO errors are caused by drives which are not aligned and need to be adjusted. If this does not correct the problem the diskette must be returned to Spectral for replacement.

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Figure 1

Space Pac and all of the games contained therein are copyrighted by Spectral Associates, 3320 South 95th Street, Tacoma, WA 98409. All rights are reserved. Copies of these programs may not be made except for the PERSONAL USE OF THE ORIGINAL PURCHASER. These rights are non-transferable. These games are expressly intended for the personal use of the original purchaser and it is forbidden to use these games in a rental, leasing, or exchange program of any kind without the written permission of Spectral Associates. All Spectral Associates computer programs are sold on an as is basis without warranty. Spectral Associates shall have no liability or responsibility to the consumer 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 programs sold by Spectral Associates.

REPLACEMENT POLICY
1. Replace defective tape $3.00 each
2. Replace defective disk $5.00 each
3. Replace tape with disk $6.00 each

Return original tape or disk (shipping prepaid) to: Spectral Associates, 3320 South 95th Street, Tacoma, WA 98409