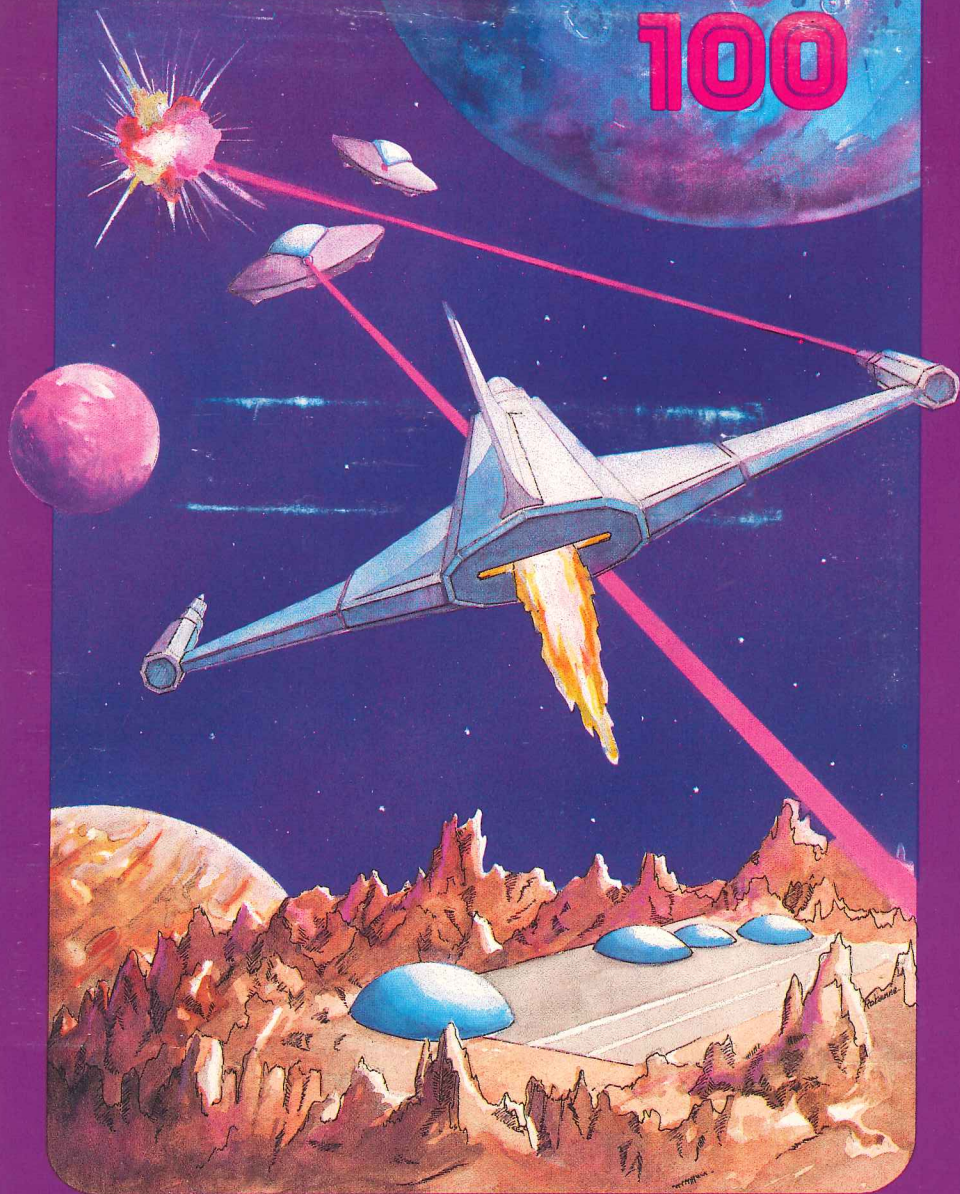


STARBLAZE™ 100



CAT. NO.
26-3840

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INTRODUCTION

The same TRS-80® Model 100 Portable Computer that gives you command of complicated problems in statistics and stock market analysis now appoints you as commander of your own spaceship. You will be transported through the solar system to search for and demolish alien destroyers before they take over all planets. Your main mission is to seek and destroy the "Mother Ship" that is distributing aliens throughout the planets.

This manual contains commands and strategies necessary to ensure a successful mission. Read it thoroughly before you undertake this grave task. Then escape for awhile from the business scene and journey into outer space, where you must combine knowledge with dexterity to triumph! Good Luck!!!

Required Equipment

TRS-80 Model 100 Portable Computer with 8K or 16K

(Starblaze-100 can be loaded into a Model 100 with 8K, but the program cannot be filed and you can have no other programs in memory.)

AC Power Supply (Radio Shack Catalog Number 26-3804) or 4 AA batteries

Cassette Recorder such as the CCR-81 (Catalog Number 26-1208)

Loading Instructions

For general information on loading and saving Starblaze-100, follow the instructions under "Loading and Running BASIC Programs" on the

Model 100 Quick Reference card included in this package.

To load Starblaze-100 from the cassette, you must enter BASIC and then clear 0,55000 (for 16K version). Clear 0,58046 (for 8K version). Load the program using the command, LOADM"CAS:

If you have a 16K machine and are going to save the program to RAM file, use the command:

SAVEM"STAR.CO",58048,62930,58048

After loading and saving the program, the program name, STAR.CO, should appear on the Model 100 Main Menu. To start the program, position the cursor on STAR.CO and press (ENTER). You can also start the program from BASIC by using the command, CALL 58048.

Setting Up

At the Model 100 Main Menu, use the arrow keys to position the cursor on the program name (STAR.CO), and press (ENTER). The program name appears in the center of the screen. The information scrolling across the bottom of the screen includes the copyright and the message: Press "ENTER" To Play. The last game score (if any) is also shown.

After you press (ENTER), the screen shows seven "planets" that correspond to the seven function keys (F1 - F7) on the Model 100. The number of aliens currently inhabiting each planet is shown directly above each planet.

Press the function key corresponding to the planet you wish to defend.

After you press the function key that represents the planet in danger, your ship is carried to that planet in the special transporter.

PLAYING THE GAME

You are given three ships for each mission. Your ship must be in the transporter to move from planet to planet. When you reach the planet you can use the (CTRL) key to move your ship up and the (SHIFT) key to move down. (←) Moves your ship to the left and (→) moves it to the right.

Caution! Never try to move left or right when you are in the transporter. If you do, your ship will crash into the sides of the transporter pad and be destroyed.

Fire missiles by pressing the space bar. You can fire up to three missiles at a time in rapid succession.

The control panel on the right side of the screen shows your score, a gauge that measures the power in your shield, the amount of ships at your disposal, and the alien count of the planet you are on.

Summary of Commands

From the Title Screen:

(ENTER) Starts the game
(ESC) Exits to BASIC

From the Transport Mode:

(S) Turns the sound function on/off
(ESC) Exits to BASIC
(TAB) Starts a new game
(F1) - (F7) Selects planet and begins play

From the Planet:

(DEL) Starts a new game
(CTRL) Moves the player ship up
(SHIFT) Moves the player ship down
(If on transporter, goes to Transport Mode)

SPACE BAR	Fires player missiles (only three at a time on the screen)
<	Move to left
>	Move to right

Recharging Shields

Your space ship is equipped with an invisible shield that protects it from alien destroyer attacks. Shield power can rapidly diminish, however, until you are left powerless to alien missiles. Each time an alien missile hits the shield, the shield becomes weaker. You can monitor your shield power by checking the gauge on the right side of the screen.

When your shield gauge shows that it is low on power, return to the transporter. After docking, you are returned to the Transport Mode and your shield is recharged. Choose another planet and continue your mission.

If an alien destroyer manages to hit you before you can recharge the shield, your ship will be destroyed. You will automatically be given another ship until all three are destroyed.

Strategy

Try the following hints when you play Starblaze-100 to help you defeat the aliens and improve your score.

Before choosing the planet, observe the number above the planets on the display. If the number above a planet increases, this is a sure sign that you will find the Mother Ship there.

After you are transported to the planet, find the Mother Ship and bombard it with missiles. But be

careful! Alien destroyers will be there in great numbers to guard their Mother Ship . . . and to destroy you! The Mother Ship is very strong. You must hit it many many times to destroy it.

Carefully monitor the number of aliens on the planet. If there are more than 22 aliens, the planet is subjected to being taken over. If you are there at the time of takeover, the transporter may be destroyed, and you will be stranded there.

If the aliens capture the planet, the planet's core turns white and the outer layer is dark when you view it from the Transport Mode. From this point on, it is considered an alien planet, and you no longer have access to it.

By flying extremely high or low you can avoid many alien destroyers. But be careful when flying low — you might hit the transporter and destroy your ship!

Scoring

You receive 15 points for each alien destroyer that you demolish. Colliding with an alien gives you 15 points, but one of your ships is also destroyed.

You can get as many as 50 points for hitting the Mother Ship, depending on where the missile strikes. A sensitive area would be a direct center hit. If the missile strikes on the edge of the Mother Ship you may only receive 15 points.

ENDING THE GAME

The game is over when all three of your ships are destroyed. You lose!

To end the game and win, you must destroy all alien destroyers and the Mother Ship. Remember, you must hit the Mother Ship **many** times to destroy it!

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