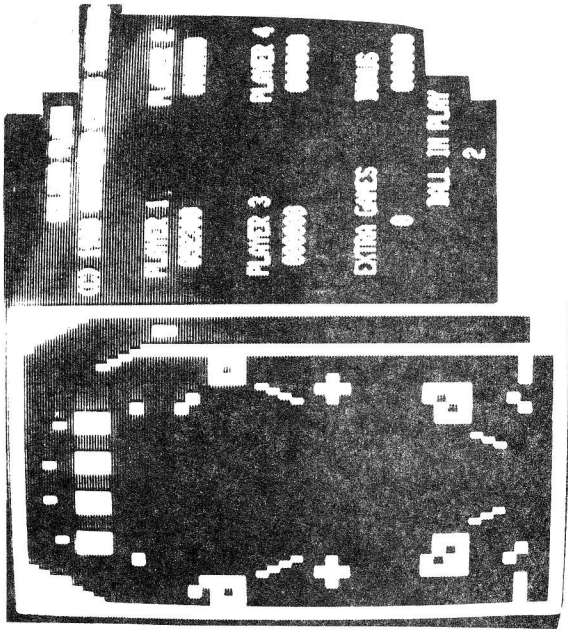


**SOUTHERN CROSS SYSTEMS**  
Pacific Trade Center  
190 S. King St., Suite 301  
Honolulu, Hawaii 96813

# SILVER FLASH



## **S**SOUTHERN CROSS **S**YSTEMS

### \*\*FEATURES\*\*

- \* Entirely programmed in machine language
- \* Sound
- \* Player control of ball
- \* 1 to 4 players
- \* Two sets of flippers
- \* Game TILT
- \* Extra balls
- \* Blinking displays
- \* Double bonus on last ball
- \* Mysterious Black Holes
- \* Extra Games
- \* 1/6 scale of real pinball
- \* Variable speed

TRS-80 LEVEL II 16K

GETTING STARTED: SILVER FLASH is furnished on a TRS-80 Level II format cassette. The tape is loaded with the SYSTEM command (consult your Level II BASIC Manual). The program name is SILVER and the starting address is 17417. After loading, type "/" and ENTER. SILVER FLASH will execute. The message "HOW MANY PLAYERS (1-4)?" will be displayed. Answer by depressing the correct key (1 through 4). The game will immediately appear on the CRT.

OPTIONAL SOUND: Providing sound for your game is easy. You can use the amplifier in your cassette and a speaker (a pillow speaker is excellent). Remove the cassette and open the cassette door. Depress the small lever at the back of the cassette well (on the left) while simultaneously depressing the cassette RECORD and PLAY buttons. Now simply plug your speaker into the cassette earphone jack (usually marked EAR) and you're ready to go.

An alternate way is to unplug the cable from the cassette MIC jack and plug it into a speaker/amplifier unit. Make sure the speaker/amplifier input jack is compatible with your cassette MIC plug.

SCORING: The flip flops and rollovers at the top of the screen will score 500 to the player's score and 1000 to bonus on the first and second balls. On the third ball the bonus will be 2000. Directly under the flip flops are the button mushrooms which will reset your flip flops and score 500 when hit. Working down the screen, the Black Holes are next. Your ball will disappear into these holes and

score 500. Then it will reappear. Below the upper flippers are the cross mushrooms which will score 100 when hit. At the bottom of the game are the box mushrooms which will score 500 when hit. As in a real pinball game, it is necessary to hit an object in a certain way to score. So don't be surprised if you don't score everytime you hit. If you should TILT, you will lose all of your bonus points.

GAME CONTROLS: The space bar will launch your ball. If you should TILT or when the game is over, press the space bar to continue.

The letter "B" controls the left flippers and the letter "N" controls the right. Depressing a digit 0 through 7, or any combination, will alter the direction of the ball. The digits must be depressed when the ball strikes an object. The digits can also be used to alter the direction of the ball when it exits a Black Hole.

Logically the more digits depressed the more radical the direction change - but watch out for our TILT function. Occasionally if you depress the right digit at the right point of impact, the ball will freeze. Release the digit and the ball will continue. Half the challenge of SILVER FLASH will be discovering and deciphering what the use of the digits can do to alter the direction of the ball. Also each time the flippers contact the ball, it will increase speed.

GAME PLAY: The Player whose turn is up will have his number blinking. The number of the ball in play will also be blinking. If you win an extra

ball while you are playing ball #1 the next ball on the screen will be your player # and ball #1. You actually get two balls numbered 1. If you should win your extra ball on the third ball, remember you are scoring double bonus. When your ball drops out and your bonus has been added to your score, the next player's number will start to blink.

EXTRA BALL: In order to win an extra ball, you must start the Black Holes blinking. The first step is to hit the flip flops and rollovers at least ten times. Then hit the button mushrooms to reset the flip flops. If you have not hit them ten times the Black Holes will not blink and you must reset all the flip flops and set them again.

Once the Black Holes are blinking get the ball into one of them, but your timing must be just right. If you succeed, the message "SAME PLAYER SHOOT AGAIN" will appear in the lower right corner of the CRT. If this does not appear, you didn't make it on your first attempt. Go for the Black Hole again. It is not necessary to reset the flip flops and rollovers again.

EXTRA GAMES: We at Southern Cross Systems can not condone gambling of any sort but.....one extra game will be awarded when you go over 500,000 and another at 800,000. The extra game counter goes to 9. If you should exceed this, an asterisk will appear and the counter will start over at 0. The players' scores will roll over at 1,000,000 and an asterisk will appear to the left of the score.