

SOL - 20 32 K

**SPACE GAMES
CS-8003**

ASTEROID (ASTER)
by Jim Blomgren

Asteroid is a machine language program loaded from the SOLOS Monitor. When you power up you will see the > prompt indicating you are in the monitor. Type XEQ and hit the RETURN key.

Asteroid is a graphic game for one player. You are in command of a small high speed spacecraft and are navigating through dangerous deepspace. You must evade enemy attacks and avoid stars and small asteroids. Your ship is equipped with a powerful laser cannon capable of clearing your way. To win the game you must travel 100 parsecs through space. Damage, distance, fuel and laser energy all affect your, maneuvers. Your ship is controlled using the SOL keypad:

```
8  
!  
4 - - -6  
!  
2
```

and zero (0) is your laser control.

Prior to the game you select your skill level. Levels range from one (1) to nine (9) and include a special option, the 'D' key. Entering 'D' for your skill level allows you to pilot for distance rather than just 100 parsecs.

Enemy ships are represented by a ^ and their torpedoes by a 8. Torpedoes have a limited range and also leave debris after exploding, represented by # # #. Your ship is displayed at the bottom of the screen as an A. To stop the program and return to SOLOS press the ESCAPE key when asked for your skill level.

Loading SOL-20 BASIC Programs

The remaining programs on this tape are written in Processor Technology's Extended Cassette BASIC. To load any program written in SOL BASIC, you must first load BASIC from the cassette. After you switch on the SOL you are immediately in the SOLOS Monitor. You will see the > prompt in the upper left hand corner. Place the Extended BASIC cassette supplied with the SOL in the recorder and push the PLAY button. Type in XEQ from the SOL keyboard and press RETURN. After about five (5) minutes, BASIC will be loaded and will execute.

The computer will first, tell you LAST AVAILABLE MEMORY LOCATION and ask for the FIRST PROTECTED MEMORY LOCATION. Ignore this and press RETURN. Then the computer will ask if you wish to DELETE MATRIX OPERATIONS? Respond by typing "N" with no carriage return. BASIC will respond READY. To load a program, type GET <filename> where <filename> is the name of the game you wish to play (shown in parenthesis before each program description) and press RETURN. When the tape has loaded, the SOL will respond with READY. Type RUN to start the game.

LUNAR LANDER (LUNAR)

To load Lunar Lander you must first load BASIC from cassette. From BASIC type GET LUNAR amid press RETURN. After the program loads the SOL will respond READY. Now type RUN and press RETURN to execute the program.

Lunar Lander is a real time game that simulates the landing of a lunar Excursion Module (LEM) on the surface of the moon. As the module approaches the lunar surface, the thrust from the rocket motors is used to slow the rate of descent of the module so that a soft landing is made.

To control the horizontal motion of the ship, the pilot can "tilt" the ship to either the right or left. This is the attitude of the ship. A negative attitude indicates the rocket motors are trying to move the ship to the left. The greater the absolute value of the attitude, the greater amount of thrust applied in that direction.

As the module descends toward the surface, one of three background screens is displayed. Initially, the long range display appears on the screen which shows an area 20,000 x 20,000 meters. When the altitude of the module falls below 1500 meters the background is switched to a close-up of the two landing sites.

If the module hits any of the mountains or rocks on the surface it will crash. A crash will also result if the module reaches the surface with a vertical velocity greater than 110 meters/second, or a horizontal velocity greater than 15 meters/second. An outstanding landing is one in which both the horizontal and vertical velocities are less than 5 meters/second at touchdown.

To enter a command, press the number or letter you want. Do not use the RETURN key. Commands are:

- 1 Gives you the fuel, power, and horizontal and vertical velocities of your ship.
- 2 Switches the status reports to display time, distance and velocities.
- D Decrease power to the thrusters slowly.
- F Set full throttle at once.
- I Slowly increase the power.
- L Move the spacecraft left.
- R Move the spacecraft right.
- Z Set zero thrust at once (Kills all power to engines).
- A Activates Auto-pilot...
Controls vertical descent only
- S Exits from the Auto-pilot mode

STARWARS (STRWR)

You are at the controls of your X-WINGFighter, trying to destroy Galactic Empire's TIE Fighter squadron led by the evil Darth Vader. You control your craft with the following keys:

```
7 8 9
 \ | /
4 - 5 - 6
 / | \
1 2 3
```

You fire your weapons with the space bar. You may play for any length of time you wish to select.

Maneuver your ship until the TIE Fighter is in your crosshairs, then fire. The TIE Fighter will attempt to evade your sights, but your craft is much more agile than his. If you fail to destroy one of the enemy fighters after a given number of turns (dependent upon your skill level), the enemy will destroy one of your fighters. Continue the fight with your replacement fighter. You must destroy more ships than the_enemy to win.

ROMULAN (ROMLN)

In this game you must destroy a Romulan spaceship equipped with a cloaking device. This means that most of the time you cannot see where the enemy ship is located. Your ship is equipped with an anti-cloaking device, but it cannot be run continuously. So you must fire your weapon where you think the Romulan is located.

When playing the game, you have three command options: Move, Fire or Scan. Type in the letter of the command, and then enter the number of the direction you wish to move or fire (see diagram below). Scan allows you to temporarily see where the Romulan is but it uses a lot of energy. You do not have to hit RETURN after entering a command.

On your display, you will appear as a V and the Romulan as a @. Stars are represented as asterisks (*). Directional keys are as follows:

```
7 8 9
 \ | /
4 - - - 6
 / | \
1 2 3
```