

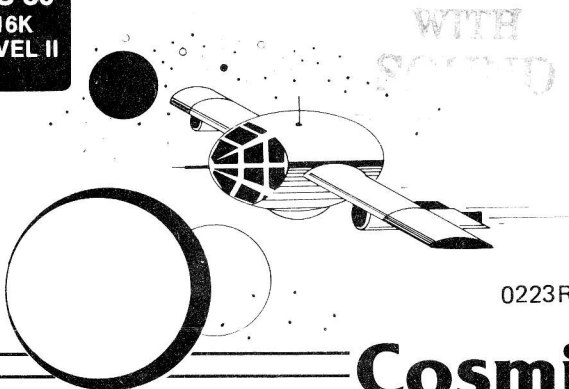
Instant Software Inc.

Peterborough, N.H. 03458 603-924-7296

PROGRAM DOCUMENTATION

Designed
for use on
TRS-80*
16K
LEVEL II

Cosmic Patrol



0223R

Cosmic Patrol

*A trademark of Tandy Corporation

Commander Jake hovered over the controls of the one-man Scout class Cosmic corvette. His energy reserves were badly depleted. Every second, the indicator at the lower right of his display screen showed several more of the precious E-units being drained away by the life support and Macro-drive systems. He had only 350 units left; he'd started out with nearly 1000. Jake knew his mission would not be successfully completed until he had destroyed 15 space vessels of the dreaded Quelon force. Ten of these would be drone freighters. Of those there were two types—their appearance reminded Jake of guppies and frogs. The other five would be I-Fighter escorts manned by skilled Quelon-robot pilots. He had thus far disposed of 13 enemy craft. His primary target was the fleet of drone freighters which supplied the Quelon forces with the indispensable parts and lubricants which were as essential to them as food was to the remaining humans.

Jake knew that hanging still in Macro-space, he wouldn't be likely to discover any enemy craft. He kept his hands on the drive controls, simultaneously holding the activator marked with an up arrow (↑) and the one marked with the leftward pointing arrow (←). This resulted in his corvette's traveling diagonally upward and to the left. The stars flashed across the screen as he tore his way through the universal warp and woof. Suddenly, the enemy appeared at the top edge of the screen. Too far to the right! He released the left control and pressed

TRS-80 LOADING

Unless otherwise indicated on the labels, Level I will be on one side of the cassette and Level II on the other. Make sure that your system is on, the recorder is plugged in, and the tape is rewound. Punch out the tabs on the cassette to prevent accidental erasure. Now insert the tape into your recorder and press PLAY.

Type NEW and press ENTER (E). Check the available memory by typing P.M.(E) for Level I or ?MEM(E) for Level II. Now press PLAY on the recorder and type CLOAD(E). In about ten seconds two asterisks should appear on your screen, with the right-hand one blinking. If it doesn't blink, you're not loading.

The TRS-80 is very sensitive to audio levels. If the program doesn't load, rewind the tape, adjust the volume level, and repeat the loading sequence above.

After each load, run a memory check and note how much memory the program uses.

Should you be unable to load, check the cassette with another system. If it's still no go, return it to:

Instant Software Miseries
Peterborough NH 03458

We'll check to see whether it was the cassette or your system that was awry and get you a replacement.

DISCLAIMER

Nothing in this world is completely perfect, including this program. I say this despite the yeoman efforts of the programmer who originally wrote and debugged it and the people in the Instant Software lab who worked far into the New Hampshire nights, all toward providing you with the best possible program.

Please enjoy it. If you come up with any improvements, you should let me know so I can pass along your ideas to other users.

Please note that there is no warranty expressed or implied that this program is going to do anything other than load and work. We don't guarantee that you will enjoy the game programs, that you will make or save money with business programs, or learn anything from educational programs. We don't guarantee that you will lose weight with a dieting program or avoid disasters with a biorhythm program. But if any program causes suffering (other than acute aggravation) or misfortune, we want to hear about it by mail, not through your lawyer. You are entirely on your own in using the programs.

If you run into problems while using a program, you can communicate with us... preferably by mail, and we'll try to help out. If a problem turns out to be commonplace, we'll put the update information in MICROCOMPUTING. You are supposed to read MICROCOMPUTING anyway.

Wayne Green

the right arrow to pursue, Jake recognized the ship by its profile. It was a Q-class freighter, a guppy. Their slender fuselages made them more difficult targets than the frogs, though their broad heads and tails were somewhat vulnerable. Jake soon had the enemy centered in the blaster sight at the center of his view screen. He pressed the firing bar at the bottom of his control panel. It was by far the longest of the control keys to make it easier to find in the crucial, tense moments of combat. This death control bar was all black, Jake reflected, the only unmarked key on the panel—but there was no mistaking its purpose.

The piercing snicker-snack of his ship's blaster brought him back to his senses. His momentary lapse into reverie had cost him dearly. In the micro-second it took for the twin rays of the death-beam to converge on their target, the freighter had drifted out of the sights and the beam ravaged empty space. "Nuts!" Jake muttered to himself. Every shot cost him ten irreplaceable E units, hit or miss. "Bolts," he added, thinking of the freighter's cargo.

The ship was already passing out of view at the extreme right. Jake could have pursued it across the screen. Instead, he craftily decided to exploit one of the oddities of the Macro-space bubble-universe which the ship's drive units created. The weird geometry of this realm resulted in a quick return to one's place of origin if traveling from right to left or left to

right. However, one could travel an indefinite distance either upward or downward without returning to the same place.

So, as the "guppy" disappeared to the right, Jake used his arrow controls to swing to the left. The enemy almost immediately reappeared on the left edge of Jake's screen. He quickly zeroed in on the doomed enemy. As he closed, he held down the firing bar which caused his blaster to fire continuously. The third shot caught the "guppy" on a tail fin. The craft was instantly disintegrated. Unlike normal space, the fabric of Macro-space was able to transmit the sound of the mini-cataclism. The brief sizzle was music to Jake's ears.

As he sped on looking for another victim, Jake recalled the start of the mission. As the rectangular launch grid appeared in front of him, he'd been faced with the decision which he now hoped was not fatal. He could have launched into Macro-drive by hitting the G (for Go) key. But he had pressed SHIFT G (capital G). This launch mode doubled the Macro time-compacting effect. If he survived, the mission could be completed quickly. But could he weather the double speed attack of enemy fighters?

Even as he wondered, the silence of space was broken once again, this time by the persistent beeping of the corvette's battle alarm. At the bottom of the display, the visual alert indicator flashed in sync with the tone. He was under attack! A careful but quick scan of the screen showed Jake the distant enemy. At first, it appeared barely larger than a star, but its rapid approach revealed it to be a Quelon I-Fighter.

Jake mentally girded himself to meet the attack. The Quelon blaster was designed for an alien combat philosophy. Unlike Jake's, the Quelon's attack was computer controlled. The computer withheld fire until it calculated the probability of a direct hit as 100%. The Quelon never missed. Jake's defensive shields would neutralize the bolt, but only at the cost of 50 E-units. Jake might have the opportunity to get off several shots at the quick attacker before it got too close. If he was skillful (or lucky) enough to get a hit, his more powerful weaponry would destroy the enemy fighter.

Jake guided his ship upward as the I-Fighter barreled in obliquely from the upper left. Jake fired as the enemy passed through his sights. Too slow! The Quelon was out of the sights before Jake's beams converged. Jake desperately angled for another shot. But, before he could fire, Jake's defensive shields flared and his ears were assaulted by the cacophony of the I-Fighter's blaster annihilating 50 of Jake's E-units. By the time the scanners cleared, the enemy was out of range.

Jake noted that he had barely 100 E-units left. He angled to his left to try to find another I-Fighter (the peculiar geometry of Macro-space increased the chances of finding enemy Macro-fighters when there was a horizontal component in his ship's movement). The alarm sounded and Jake spotted the approaching fighter. He couldn't afford to take another hit.

Carefully he tracked his target, leading it just a little. He fired. Too far to the left. In a split second he re-aligned and fired again. ZHAM!—the enemy was destroyed! The computer informed Jake of the successful completion of his mission: YOU WIN!

Jake permitted himself a long sigh and a moment of deep relaxation. But he knew that after a brief respite, he'd press the black firing bar to place himself and his ship back on the launching grid. Then, once again, that fateful decision: G or (shift) G—and he'd be off on a new mission.

COMMAND SUMMARY

| | |
|-----------|-----------------------------------|
| (↑) | Steer up |
| (↓) | Steer down |
| (←) | Steer left |
| (→) | Steer right |
| SPACE BAR | Prepare to launch or fire blaster |
| G | Slow launch and game |
| (shift) G | Fast launch and game |

Sound Option

To get sound out of a TRS-80, you must first load the program according to the instructions in this booklet. This is a machine-language program, so please follow the directions carefully.

After loading the program, disconnect all the plugs from your cassette recorder and remove the program cassette. Take the earphone that came with your recorder, or any earphone with the proper-sized plug, and insert it into the EAR jack. Insert the large gray plug in the AUX jack and the dummy plug into the MIC jack. Reach into the recorder and push back the interlock switch, located in the left rear corner of the cassette compartment. Then push down both the RECORD and PLAY buttons. The recorder is now on, and the spindles should start turning. When you run the program, you should be able to hear sounds through the earphone.

A simpler method, and one that will allow more people to hear the sounds, is to use a speaker/amplifier (e.g., Radio Shack's part 277-1008 or the equivalent). Just connect the large gray plug to the speaker/amplifier, and adjust the volume for comfortable listening.

A third method is to use a standard AM radio. Tune the radio to a clear spot on the dial. Then place it next to the keyboard so that it can pick up the radio signal from the CPU. You'll be able to get acceptable sound with this method.

PROGRAMS FOR YOUR TRS-80

Look for these fine programs at a computer store near you and save time and money. Or call toll-free 1-800-258-5473, and have your credit card handy.

- BALL TURRET GUNNER** (16K Level II)
Order no. 0051R.....\$9.95
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(16K Level II) Order no. 0056R.....\$24.95
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Order no. 0057R.....\$9.95

- CARDS** (16K Level II)
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