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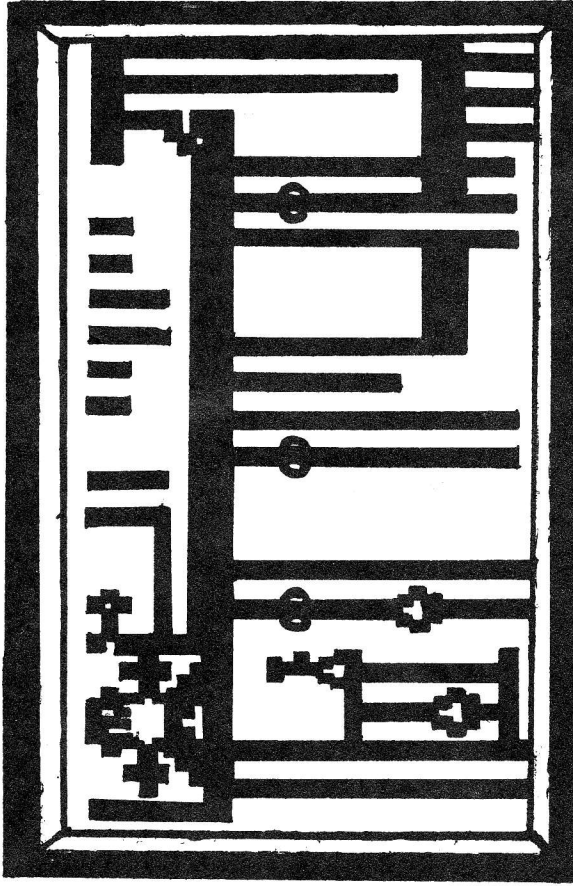
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# REVENGE OF RIVET RACE



## A MACHINE LANGUAGE MICRO-ARCADE GAME

32K with Tape or Disk

FOR RADIO SHACK

MODEL I & III

TRS-80\* Microcomputer

\*Trademark of Tandy Corporation

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## REVENGE OF RIVET RACE

By William J. Cain (c) 1983

For the TRS-80 (TM) Mod I & III 32K

As reviewed in July, 1983 BASIC COMPUTING (Formerly 80-US), "REVENGE OF RIVET RACE" is a high-speed machine language arcade game, complete with sound. In this game you must fight off bats and monsters while maintaining your grip on perilous vines on three separate screens.

### Loading Instructions

#### Tape Version -

In response to **MEMORY SIZE?** press (ENTER). (MODEL III OWNERS: in response to "CASS? type L.) Next, type **SYSTEM** and press (ENTER). In response to "\*\*?" type **REV** and press (ENTER). The program will then load from tape and run automatically.

#### Disk Version -

Insert the diskette in drive 0 and press the **RESET BUTTON** - it will load and run automatically.

**NOTE:** The game is recorded in a dual format that will allow both MOD I & III computers to read the same diskette.

### Playing The Game

The goal on the first level is to reach the top and touch a key that unlocks pop's cage. To surpass the second level you must push keys to the top of the screen to release the captive patriarch. If you survived the first two levels, a trampoline, elevators, and moving skywalks awaits you on the third and final level.

### Keyboard Operation

Rt. Movement = Rt. Arrow      Down = Down Arrow  
Lt. Movement = Lt. Arrow      Up = Up Arrow  
Cancel Pause = Enter          Pause = Shift-At  
Abort Game = Bk.& Clr.        Jumping = Space Bar

### Joystick Operation

Rt. Movement = Push Rt.        Down = Pull Down  
Lt. Movement = Push Lt.        Up = Push Up  
Jumping = Fire Button

### Modify Mode

Select parameters by using left and right arrows along with the enter key as follows:

No. of men	1 2 3 4 .. 9	Normal Default = 3
Speed	1 2 3 4 .. 9	Normal Default = 6
	fast	slow
Bonus	1 2 3 4 .. 9	Normal Default = 3
	less time	more time
	(Time allowed for completion of each screen)	
Extra men	1 2	Normal Default = 2
	1 = Extra man at 10,000 points	
	2 = Extra man at 20,000 points	
Monsters	Y N	Normal Default = Y

### High Score

To enter name; use left & right arrows to move cursor; use (ENTER) to print character (10 chars max) under cursor; use (CLEAR) to erase last character entered.

### Score

In TWO player mode, the player who is up has his score shown on the bottom line and the other player's score is just above that.