

All methods are equally terminal. After death when the system bridge starts to collapse pressing the ENTER key will start a new game.

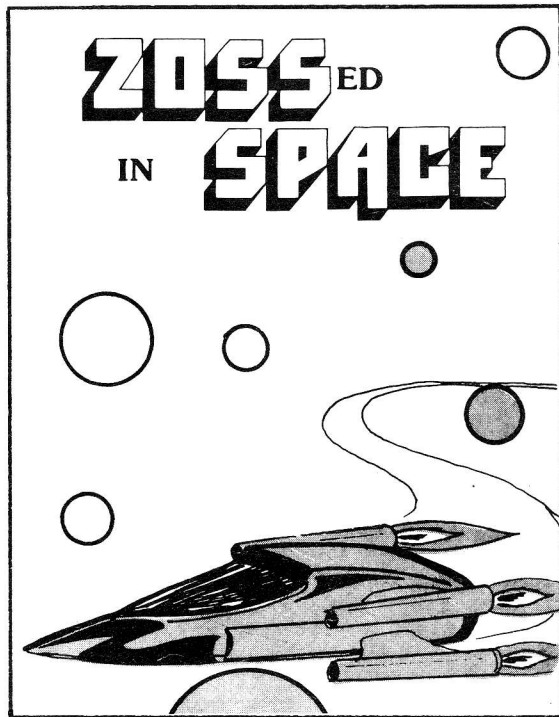
If you reach sector 100 and do not have the required 100 F.U.'s or 10 enemy dead the sector counter is automatically set back to 80 giving you 20 more sectors in which to meet the requirements. Upon winning, after the musical display pressing ENTER will also start a new game.

Remember that you can always go back down into a sector if you run into trouble (enter a black hole on the wrong side etc.) This will cost you 10% fuel and will change your position in space (the next sector will not be the same one you backed out of). These devices eliminate cheating by going to the same Free Port more than once, toggling till you find a Tanker or Trader with trade etc.

SUMMARY OF COMMANDS

W - moves ship left in space
backspace - moves ship right in space
ENTER - moves ship down in space
-(minus) - moves ship up in space
S - enter System Mode
X - exit back to space (from any mode)
C - enter Communications Mode (if active)
I - enter Internal Status Mode (if in clear space)
space - fires laser cannon (if live enemy present)
1 - selects comm frequency 1
2 - selects comm frequency 2
3 - selects comm frequency 3
4 - selects comm frequency 4
T - used in Free Port for trade
W - boosts Weapons level
P - boosts Propulsion level
L - boosts Life-support level
D - boosts Defensive shields level
E - boosts Environmental shields level

INSTRUCTIONS



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Zossed in Space is a 15k byte Z-80 machine language program. It is a simulation of command of an operational starship, the "Zoss Spei". The program is self supporting, using no Rom cells and therefore will run on a level I or level II TRS-80 with no code modifications.

The program contains over 40 audio routines. By plugging the Aux plug on the cassette cord into an audio amplifier complete sound effects are available. The simulation uses audio to provide alarms and codes to the commander so use of this feature is advised. A suitable amplifier is available from Radio Shack.

This is not a typical "Star Trek" type game. It is a complex simulation which makes extensive use of the high speed, fast action graphics capability of machine language programming. The main objectives of the simulation are threefold....

1. to accumulate 100 Trade Units
2. to defeat 10 enemy ships
3. to survive 100 sectors of space

The primary object of the game is actually to stay alive.

Extensive use of graphics are employed in the simulation. The space scanner or exterior view is composed of an entire video page and uses graphics instead of symbols. Primary direction of travel is up and four keys are continuously scanned for ship

movement...
[V] MOVES SHIP DOWN
[←] MOVES SHIP LEFT
[→] MOVES SHIP RIGHT
[↑] MOVES SHIP UP

When the ship has moved thru a sector and off the top of the screen it will reappear again at the bottom of the screen in a new sector of space. There are over twenty different types of sectors each of which provides it's own unique obstacles to your journey.

At any time when traveling thru space you can press the S key and your view will change from space to the main control deck inside the ship. This is called System Mode and is the main computer control center on the main bridge. This mode gives a breakdown and display of all the system fuel levels, main fuel levels, Trade Units accumulated, enemy ships killed and number of sectors of space traveled. The main fuel tank is distributed in 5% increments to the system tanks where the fuel is actually used for work. The different system sections, each with it's own fuel reserve are...
W-WEAPONS--- used to fire main nose mounted laser cannon.

Requires 40% of this tanks supply for each firing...

P-PROPULSION used to propel ship thru space. If this level

the Scians. You can get your skull split with a hand laser.

TRADER

The source of Trade Units, Make contact with Communications deck. 10% fuel for 10 Trade Units.

AUTO-MINE

Highly deadly. The trick is to wait. Find out for yourself. The Auto-Mine will track you and kill you, and it is faster than your ship is.

F-MINE (fixed mine)

This sector is actually a dimensional warp. Somewhere in the sector is a hidden mine which will explode upon impact.

VORTEX

Magnetic currents will pull your ship in all directions and slam you against meteorites. If you get stuck move in a different direction. Going into System Mode will change the meteorite pattern. This can save or kill you.

WIGLO WARP

You are vibrating in and out of time slots. Try to get thru without hitting the ever changing meteorite pattern.

XENON POD

An automatic point cannon for destroying large chunks of Antimatter that wander into space lanes, it can destroy you too. The center of the pod will turn white a half second before it fires it's xenon blast.

DEATH

In training mode, if you make a terminal move you will be warned and your trade units and enemy kills will be reduced. In Regular mode, a terminal move will end the game.

When you die you will know immediately. You will be allowed one last glimpse of the System Mode control panel, before it disintegrates.

In the bottom window of the display it will tell you why you died. Sometimes events happen so fast that you won't really know. There are 18 distinct Death Codes, or reasons for death, they are as follows....

| | |
|----------------------------------|-------------------|
| WRECKED (STRUCK A STATIC OBJECT) | BLACK HOLE |
| HIT ANTI MATTER | REVERSE DIMENSION |
| HIT METEORITE | HIT TANKER |
| HIT ENEMY SHIP | HIT TRADER |
| NO LIFESUPPORT | AUTO MINE |
| NO ENVIRONMENTAL WIELD | F MINE |
| HIT SENSOR SATELLITES | MURDERED |
| ENEMY VICTORY | XENON RAY |
| HIT BASE STATION | INTERNAL FAILURE |

LOADING INSTRUCTIONS:

Power up your TRS-80 in Level 2 BASIC.
If using Disk, Type BASIC 2 from DOS.
Type: > SYSTEM

*?ZOSPEI

*?/

ANTI-MATTER BELT

This is a wide belt of anti-matter stretching out of scanner view to right and left. Move your ship to the left or right wall and keep moving. The belt will then appear to move in the opposite direction. When a space opens up go up and thru to the next sector. If you have to go into System Mode after the belt is open go back to the wall and the belt will open immediately.

BASE STATION

Fly into tractor beam and get gassed . .

ANTI-MATTER FIELD

A maze of anti-matter particles. Work your way carefully thru the maze. . .note. . .your ship is equipped with automatic side fins. They will retract upon encountering an object. Therefore don't worry about hooking your fins. Get the body of the ship thru the openings in the anti-matter.

ENEMY SHIP

Will travel in an up down battle pattern. His weapons are omnidirectional. He will be constantly firing an energy envelope at you. As long as your Defensive shields hold you will be all right. Your cannon is nose mounted so get into position right under him. Hit the space bar to fire the laser cannon. You must have 40% fuel in your Weapons system level to fire. You can go into System Mode and boost before the kill if necessary. When killed the enemy ship creates a field of energy debris which will fill the screen. Your fuel system is designed to tap this field and reflect a 10% gain in your main fuel tank. Therefore for each enemy ship you kill you will gain 10% fuel. If you go into System Mode after the kill when you return to space the energy field will have scattered and you will be able to see the dead enemy.

SENSOR SATELLITES

These 200 year old defensive satellites are merely obstructions now. Weave your way thru them and proceed on.

SPACE JUNK

Can be dead enemy ships, dead Base Stations, huge anti-matter blocks etc. They are merely obstructions. Occasionally the screen will be filled with graphic debris. Moving thru this will cause an extra drain on your Propulsion level as you have to push the debris out of the way, but there is no danger.

TANKER

If you're willing to trade 10 sectors of space for 50% fuel (a good deal if you're low) press the C key and see if he has trade. Docking and refuel are automatic.

FREE PORT

The interplanetary Las Vegas. Gambling tables are usually open. Fly into the tractor beam and docking is automatic. If you have no T.U.'s don't bother as you'll be booted right out. Watch out for

drops to 0 you will merely no longer be able to move thru space.

L-LIFESUPPORT provides oxygen, pressurization and heat for the interior of the ship. If this level ever drops to 0 while in space you will die immediately.

D-DEFENSE--- defensive shields protect you from enemy ship weapons. If you meet a live enemy in space with this level at 0 you will die immediately.

E-ENVIRONMENT environmental shields protect you from cosmic and internal engine radiation. If this level ever drops to 0 while in space you will die immediately.

In System Mode each of these levels can be boosted to 99% by pressing the appropriate command key. Each of these boosts will deplete 5% from your main fuel tank. Generally these system levels should be boosted only when necessary. Topping off system levels wastes fuel. You can run with the weapons level at 0 until you meet an enemy ship to also conserve fuel. Lifesupport and Environment are the two critical levels, you will die instantly without them. When in System Mode "real time" stops. It is a heaven you can stay in as long as you like. When you return to space by pressing the X key (exit) things will be as you left them except meteorites floating in space may have changed position.

Pressing the C key when applicable will put you downstairs on the Communications Deck. When traveling thru space you will encounter other ships that are not hostile. There are two major types Tankers and Traders. Tankers carry fuel and will dock with you on request, if they are loaded, and will transfer 50% fuel into your main tank. In return they will take 10 sectors of space away from your sector count.

Traders carry universal Trade Units. You need 100 of these T.U.'s in order to complete the game. It's impractical to try to get 100 T.U.'s from Traders alone, but once you have Trade Units you can enter a Free Port space station and gamble for units at the gambling tables. Traders will trade you 10 T.U.'s for 10% of your main fuel supply.

When you meet a Tanker or Trader in space press the C key. This will put you on the Communications Deck. You have a choice of four different standard space frequencies to try to reach him on. He will be monitoring one of them. When you find his frequency you will get a count readout as to whether or not he has trade. If a Tanker and trade is available when you exit Communications Deck the Tanker will be docked with you and fuel transfer will

take place. If a Trader the Communications Deck will give you your new total of Trade Units, including the units just obtained. One other use of the Communications Deck is to intercept transmitted beacons from Base Stations. When traveling in a clear or "space" sector you can press the C key. If the Communication Deck is in contact with the next Base Station you will enter Communications mode. After selecting the correct frequency you will be given a Base Station beacon reading. This will tell you how many sectors ahead the next Base Station is. If nothing happens when you press the C key it indicates that no current transmissions are being received in Communications Deck. Any of your transmissions from Communications Deck will cost you 5% of your main fuel level.

Base Stations occur sporadically in space. They are automated and all you need do is fly into their tractor beam and refueling is automatic. They will boost your main fuel level to 100% and all your system levels to 99%.

Free Ports also are scattered through the sectors. If you have Trade Units you can enter their tractor beam and gamble at the games. If you lose, you lose 10 Trade Units, if you win, you win 30. Be careful however, sometimes Free Ports are overrun by the Scians, a hostile culture of crystalline robots. They can throw you out of Free Port, steal sectors of space from you, or even murder you in the Free Port.

Any time you are traveling thru a clear sector of space you can press the I key. This will put you in Internal Status Mode and give you a display of the ships systems status from the Engineering Deck near the aft end of the ship. If the status reads "green" then all the ships electronics, hydraulics, and engine control circuits are operating correctly. Check is also made of the ships main computer all terminals and all slave computers.

ALARMS.....

There are two types of alarms that are given to the commander when viewing space that will warn him of serious problems occurring inside the ship. These are the System warning and Internal Failure warning. With System warning you will be traveling thru space and suddenly your ship's movement and game action will slow down, at the same time you will get an audio beeping alert. This is warning you one of your system levels has reached the critical 5% level. Go into System Mode (S) and boost the levels as needed. If the critical level is Weapons then you can ignore it. However if it's Life-support or Environment then prompt action is needed.

NOTE: A flashing "B" and his tone warns that the next sector contains a Black Hole.

The Internal Failure warning will halt your ship, usually in the middle of a sector of clear space. At the position of your ship on the screen a blinking "I" will appear and a low pitch audio beep will occur. This is a short warning so hit the "I" key

fast. Engineering is warning you of a serious failure of one of the ship's systems. This problem can be jammed engines, a failed computer, system controls failure etc. When you enter Internal Status Mode you will be given instructions from the chief engineer on how to proceed with the problem....note..if you should lose all your system levels during an internal failure exit from the Internal Status Mode with your finger on the S key. This will shoot you straight from Internal Status Mode into System Mode and keep you from dying in space from no Lifesupport and no Environmental shield.....

All the time you are out in space (not in one of the internal modes) your system levels are constantly being depleted. If you leave your ship sitting out in space for ten minutes while you make yourself a sandwich when you return you will be dead. Your Lifesupport or Environmental levels will reach 0 and you will perish. Don't stall around in space when you can go into System Mode and your levels will remain intact forever.

Certain sections of space cause extra heavy depletions of particular system levels. Following is a breakdown of sectors of space and the levels they drain...

| | |
|----------------------|-------------|
| Black Hole----- | Lifesupport |
| Meteorite Shower---- | Environment |
| Enemy Ship----- | Defensive |
| Space Junk----- | Propulsion |

When in these sectors if you get a system alarm get into System Mode fast. If the target level is the one being depleted that last 5% will go very rapidly.

For the novice when you enter a new sector of space a description of that sector of space is available in System Mode under the title CURRENT SECTOR REPORT. It will tell you what type of sector you are now in.

Following is a listing of the different sector types and a brief description of each.

SPACE

No problem here. Just avoid the meteorites (*). Use the C key to find a Base Station Beacon if one exists. Use the I key for Internal Status. Possible Internal Failure, be ready to hit the I key fast.

BLACK HOLE

The hole will pull you towards the side with the graphic barrier. If you hit the gravity side you will die. Causes an extra drain on the Lifesupport level.

METEORITE SHOWER

Duck the meteorites. Causes an extra drain on your Environmental shield level to deflect the small particles. Can kill you fast if jump into a sector in front of a moving meteorite.