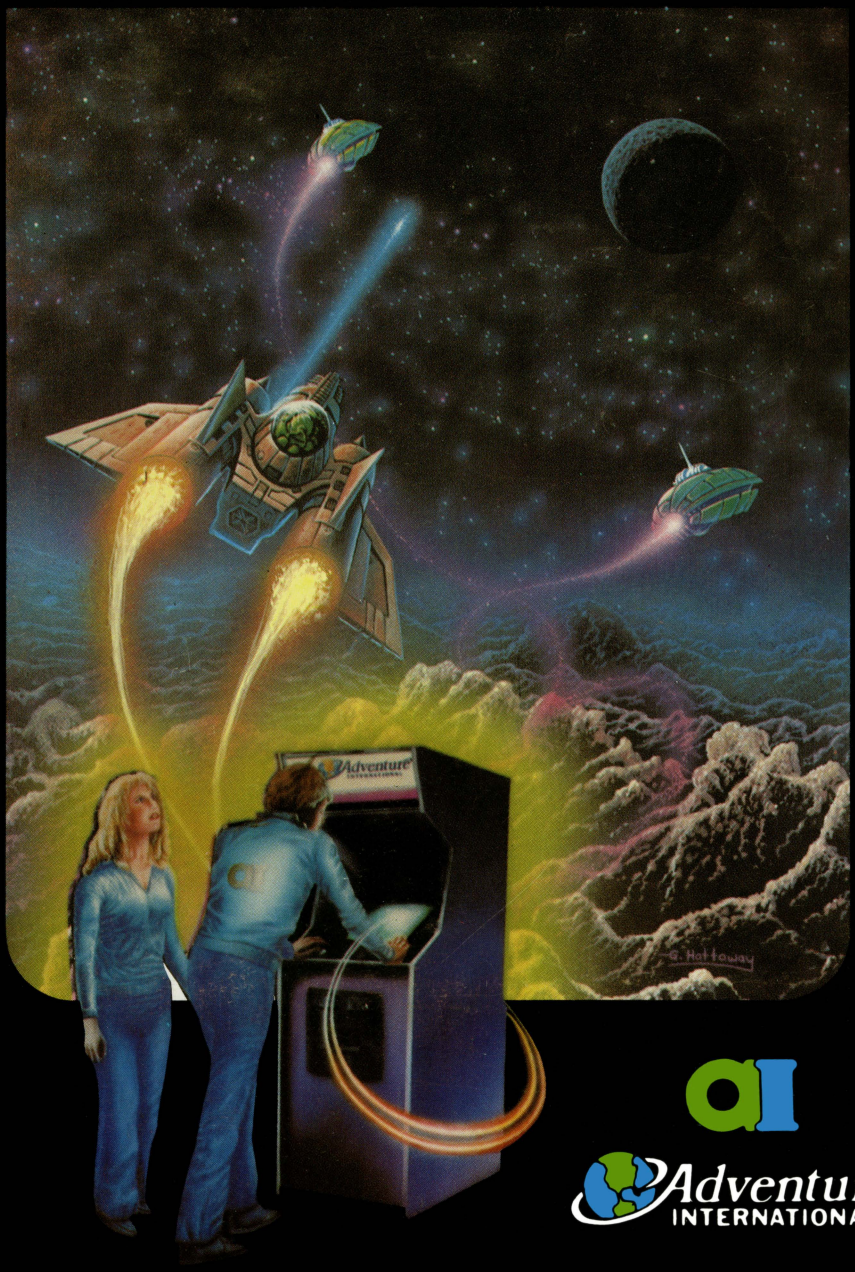
TRS-80 MODEL 1&3-32K
1 DISK DRIVE REQUIRED

ATARI VERSION BY NEIL LARIMER
APPLE VERSION BY JOHN ANDERSON

REAR GUARD



Adventure INTERNATIONAL

REAR GUARD

For the TRS-80 Model 1 & 3

by Wayne Westmoreland and Terry Gilman

Copyright © 1982
by Adventure International
A Division of Scott Adams, Inc.
Phone: (305) 862-6917
msm/8/82

This is TRS-80 REAR GUARD — incredibly fluid graphics, multiple waves of approaching alien craft, and sensational, non-stop action! The scenario: You are the pilot of a battle-ready Rear Guard starcruiser, and you are charged with protecting earth's mighty space armada which is flying in formation a mere parsec or two ahead of your ship. The enemy is closing fast and you must prevent them from passing and advancing upon the fleet you've sworn to protect with your very life.

PLAYING THE GAME

After loading REAR GUARD (see Tape and Disk Loading Instructions below) and entering the number of players, the game will begin. Your perspective is from a drone camera ship that's pacing the action and transmitting the events to the command flagship at the forefront of the armada (unseen by the player during the game). The player's ship is always located to the immediate left of screen center. Below, you'll find a list of key functions necessary for play:

↑ SHIP UP

↓ SHIP DOWN

ENTER SHIELDS

SPACE BAR LASER BURSTS

SHIFT S PAUSE GAME

SHIFT BREAK ABORT GAME

As indicated above, the up and down arrows control the vertical movement of the Rear Guard ship. A few seconds after the game begins, the first of 18 separate waves of alien craft will appear. The player will notice that the advancing ships, although always in a state

of continual forward motion, will be zigzagging constantly. This is a defensive measure and may be more pronounced at times depending upon the type of alien craft.

Once the aliens begin their attack, the player will have to either dodge their laser bursts or resort to defensive shields, which may be engaged by pressing **ENTER**. The player should attempt to destroy the oncoming attack wave; failure to do so will result in escaping ships which will move past your Rear Guard ship and offscreen. Once a total of 10 ships have slipped past, the game will be terminated.

REAR GUARD PLAYING ELEMENTS

LASER BURSTS — You have an unlimited supply of these. To fire, press the **SPACE BAR** as needed. (Joystick users press the red button.)

SHIELDS — The shields are used to protect the Rear Guard ship from enemy laser burst. Use them sparingly, as your supply is limited, unless recharged during a meteor shower (see METEOR SHOWERS below for details). If an enemy craft comes into contact with your shields, it will be destroyed. (Joystick users can engage the shields by pressing the joystick to the right.)

ATTACK WAVES — There are a total of 18 different attack waves that may be encountered during play. Each wave is composed of a different number of ships. If your ship is destroyed before you finish eliminating an attacking wave, the wave will 'reset' at the far right at the screen and you will have an opportunity to destroy the remaining ships.

METEOR SHOWERS - After every sixth wave of ships, the player will encounter a meteor shower. The meteors are deadly, and they will destroy your ship upon contact. However, the meteors are also a source of power for your ship's shields. The shield's power supply will increment by one unit for each meteor that is destroyed with your laser. After the third meteor shower, the game will automatically reset to the beginning and continue.

POINTS — Points are accrued by shooting enemy craft and meteors. Each enemy ship is worth 50 points, and increments by 50 points after each meteor shower up to a maximum of 250 points. Meteor point values are earned in a similar fashion, beginning at 10 points each and incrementing to a maximum of 50 points.

SHIPS — The player is given 4 Rear Guard ships for each game.

REAR GUARD SCREEN INSTRUMENTATION

Read-outs of the various functions are available to the player at the bottom of the screen. The display will look similar to the representation below.

Ship's Instrumentation

5540	Ships: 3	Shields: 17	7	6	Shields: 35	Ships:3	2275

Reading from left to right, the following fuctions are listed for a two-player game: The score for player one is 5540; the number of remaining ships is 3; the shield power is about half depleted with 17 units remaining; and 7 enemy craft have passed the defenses. The read-out for the second player begins with the number of escaped enemy (6), the shield reserves, the number of ships remaining, and, finally, the current score.

HIGH SCORE

REAR GUARD will automatically save any score that falls into the top ten highest scores to date. At the game's end, you will be prompted to enter your name (up to a maximum of 18 characters). If you should make a mistake while entering the information, simply use the ← to backspace and correct. When you are satisfied that all is correct, press ENTER. Disk owners will have their scores saved to disk permanently; however, tape owners will have their scores saved into memory only, which will be lost when the computer is turned off.

To clear the high score listing, press SHIFT and CLEAR at the same time.

A FEW PLAYING TIPS FOR THE NOVICE

Don't waste your shields! The longer you hold ENTER down, the quicker your shield power will deplete. Get into the habit of watching for oncoming enemy laser bursts and minimize the 'on time' of your shield duration by delaying use until the last possible second.

Observe the defensive patterns of your foe (they are, after all, patterns) and plan your attack accordingly.

Always try to destroy as many meteors as possible.

SOUND CONNECTION

Yes, REAR GUARD has sound! To get maximum enjoyment from the sound effects in this or any other TRS-80 program, we suggest that you

purchase a small audio amplifier. These can be found at almost any electronic hobby shop, including Radio Shack. However, most cassette players can do double time as a makeshift amp. Here's how:

1. Connect the cassette jack to the AUX input on your cassette recorder.
2. Now, locate and press the small record/protect tab which is usually located in the left rear of the cassette port. Hold it down and. . .
3. . . .press the REC and PLAY keys simultaneously.
4. Release the tab. The REC and PLAY keys should 'lock' into position.
5. Insert an earphone into the EAR output on the side of the cassette. You now have sound!

LOADING INSTRUCTIONS — TRS-80 Model 1 and 3 - TAPE

(1) Turn on your TRS-80.
(2) Put your copy of REAR GUARD into the cassette player. Rewind the tape, if necessary. (MODEL 3 OWNERS: Press **L** for low baud rate tape loading when requested.)
(3) Set the volume control on the cassette player to 4 or 5.
(4) Type **SYSTEM**. (Then press **ENTER**)
(5) Type **R**. (Then press **ENTER**)
(6) REAR GUARD should now begin loading with a blinking '*' in the upper right-hand corner of the video screen. If a 'C' appears, or the '*' doesn't appear or doesn't flash, rewind the tape, repeat steps 2 through 5, and adjust the volume a bit. (Try adjusting the volume a little higher if the '*' doesn't appear, or a little lower if the 'C' appears.)
(7) When the '*?' appears at the bottom of the screen in 3 or 4 minutes, press **/** and then **ENTER**. The program will begin.

LOADING INSTRUCTIONS — TRS-80 Model 1 and 3 DISK

(1) Insert the REAR GUARD diskette into Drive 0.
(2) Press the reset button. The disk will load and run automatically.

Adventure INTERNATIONAL
A DIVISION OF SCOTT ADAMS, INC.

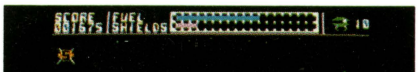
BOX 3435 • LONGWOOD, FL 32750 • (305) 862-6917

REAR GUARD

Atari Version by Neil Larimer
Assisted by Sparky Starks

ACTUAL ATARI SCREEN

Apple Version by John Anderson



ACTUAL APPLE SCREEN

REAR GUARD
PROGRAM PARAMETERS

LANGUAGE	Hybrid
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	8 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Joysticks

Arcade Machine Art © 1982 By Don Dixon
Represented By Creative Associates
Canyon Country, CA
All Other Cover & Package Art By
Ad Venture Printing & Graphics, Longwood, FL

COPYRIGHT © 1982 SCOTT ADAMS, Inc. - THIS PRODUCT IS COPYRIGHTED and all rights are reserved. The distribution and sale of this product are intended for the personal use of the original purchaser only and for use only on the computer system(s) specified. Any unauthorized copying, duplicating, selling or otherwise distributing this product, is hereby expressly forbidden.

LIMITED WARRANTY - SCOTT ADAMS, Inc. shall have no liability to any entity with respect to any liability, loss or damage caused by this product. This product will be exchanged if defective in manufacture, except for such replacement, the sale of this program material is without warranty or liability. Magnetic material may not be copyable on user's system using standard copying procedures. All media are warranted to load for 1 year from date of purchase. If defective, return original media and proof of purchase for free replacement. Beyond 1 year also include $5.00 handling charge per item.

Description of Atari version
Apple version similar

Not since Atari's StarRaiders has there been a program charged with such arcade-like power! In an awesome display of graphic realism, you **are** there — charged with protecting your mothership from the deadly waves of enemy drone missiles that are approaching from behind. You must maneuver your ship around the drones as they pass and destroy them before they move offscreen and into contact with the mothership.

REAR GUARD flaunts the full range of the Atari's color and sound capabilities and features graphics so crisp and fluid that they actually seem to border on advanced computer animation! REAR GUARD also features many extras which are normally found only on expensive arcade machines — including advanced play levels, running high score (with a high score "clear" option), two-player setting, brilliant colors, horizontal scrolling, and truly mind-boggling sounds.

So if you've been searching for a program that will squeeze the maximum from your computer, then you've found it. REAR GUARD — your Atari may never be the same!

ATARI TAPE 050-0143
ATARI DISK 052-0143
APPLE DISK 042-0143