TRS-80 MODEL 1 - 16K
TRS-80 MODEL 3 - 16K
TAPE

BY ROGER SCHRAG

SKY WARRIOR

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As the pilot of a Sky Warrior craft, your mission is to fly along a treacherous obstacle course as far as you can without depleting your fuel supply or crashing. You can score points by evading incoming Surface to Air Missiles (SAM's) to drop your bombs on target.

When you start the game, you are at the beginning of the first leg of a four-part bomb run. Throughout this leg, you will be confronting a mountain range saturated with enemy fuel tanks and missiles. The object of your run is to destroy the missiles before they are launched at your spacecraft. The destruction of an enemy fuel tank will add several bonus fuel units to your own supply. If you go too long without acquiring additional fuel, you will crash as soon as your fuel supply is depleted. If you are able to complete the first leg of your run, you must continue on to three more locations — each characterized by its own particular brand of danger.

The following keys control your spacecraft's offensive and defensive functions:

BOMBS	**(SPACE BAR)**	ABORT GAME	**(BREAK)**
SLOW	(←)	FAST	(→)
UP	(↑)	DOWN	(↓)

You begin each game with three ships, and the game ends when you lose your final ship. A bonus ship is awarded when you achieve a score of 10,000.

TO LOAD SKY WARRIOR TAPE ON A 16K TRS-80 MODEL I OR III:

1. Turn on your TRS-80.
2. Put the Sky Warrior tape in the player and rewind it. Model III only: Type L for low baud rate tape loading when requested.
3. Set volume control at 4-5.
4. Type: SYSTEM
5. Type: W
6. Sky Warrior should now load with a blinking "*" in the upper right corner of the video screen. If a "C" appears or the "*" does not appear, rewind the tape, turn up the tape player volume a bit, and repeat steps 2-5.
7. When *? appears at the bottom of the screen, type / .

TO LOAD SKY WARRIOR ON A SINGLE DRIVE TRS-80 MODEL I SYSTEM:

1. Install a copy of TRSDOS 2.3 in the disk drive, and, using the KILL command, delete all files listed in the diskette's directory.
2. Remove the TRSDOS diskette, and install the Adventure International diskette in the drive.

3. Boot the system by pressing the reset button located at the rear of the Keyboard on the left-hand side.
4. You will be asked for a DESTINATION DRIVE. Type Ø. The program will begin to make a backup, and may ask you to exchange the diskettes several times.
5. After the backup is complete, install the TRSDOS diskette in the drive. Boot the system by pressing the reset button.
6. When DOS READY appears on the video screen, type AUTO AICHAIN.
7. Boot the system again and the Sky Warrior will automatically begin running.

TO LOAD SKY WARRIOR ON A MULTI-DRIVE TRS-80 MODEL I SYSTEM:

1. Install the Adventure International diskette in drive 1, and place a copy of TRSDOS in drive Ø.
2. Boot the system by pressing the reset button at the rear of the keyboard on the left-hand side.
3. Type AICHAIN and Sky Warrior will begin running.

TO LOAD SKY WARRIOR ON A TRS-80 MODEL III:

1. Install a Model III TRSDOS diskette in drive Ø, and the Adventure International diskette in drive 1.
2. Boot the system by pressing the small orange square in the upper right-hand corner of the keyboard.
3. When DOS READY appears on the video screen, type CONVERT . Answer the request for SOURCE DRIVE by typing 1 and the request for DESTINATION DRIVE by typing Ø.
4. The CONVERT utility will transfer all programs from the Adventure International diskette to the TRSDOS diskette, making the changes necessary for the program to run on a Model III.
5. When DOS READY appears on the video screen, type KILL AICHAIN .
6. When DOS READY appears again, type the following:
BUILD AICHAIN **(ENTER)**
BASIC **(ENTER)**
1 **(ENTER)**
(ENTER)
RUN"START" **(ENTER)**
(BREAK)
AUTO DO AICHAIN **(ENTER)**
Note that **(ENTER)** designates the ENTER key on the Keyboard, and **(BREAK)** designates the BREAK key.
7. Boot the system by pressing the small orange square in the upper right-hand corner of the keyboard and Sky Warrior will begin running.

NOTE: To avoid accidental loss of this program, always back up the original diskette before use. Use the backup copy for the above procedures.

INSTRUCTIONS FOR PLAY CAN BE DISPLAYED ON THE SCREEN BEFORE PLAY BY PRESSING THE **(SPACE BAR)**.

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PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	10 Min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade/Simulation
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

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by Roger Schrag

SKY WARRIOR! Nerves of steel and supreme concentration are your only defense against an alien strike force poised for the kill! As you pilot your spacecraft over a craggy alien planetscape, ground-to-air rockets scream skyward without warning. It's up to you to counterattack with your own missiles and destroy them before they reach your ship! Add to that the triple danger of having to increase your fuel supply before you run out (accomplished only by destroying alien fuel dumps which are scattered across the planet's surface), avoiding the mountainous terrain below and the deadly barrier above! Wave after wave of missiles and obstacles — wave upon wave of danger and excitement — and if you should survive, can you possibly meet the challenge of . . . the final confrontation?

Roger Schrag's SKY WARRIOR takes over where other arcade simulations leave off! One or two-player option, running high score tally, speedy graphics, super sounds, and action, action, ACTION! A must for all arcade fans!

TRS80 TAPE 010-0136

TRS80 DISK 012-0136