Space Castle

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SPACE CASTLE

Will you save the Andromeda Galaxy by destroying the Space Castle or will the evil warlord Yugdab continue to rule, uncontested? Locked in battle with Yugdab, your main defense is your ability to skillfully handle your ship and it's projectiles. If you are not careful, Yugdab's intelligent mines will hunt you down and blow you into space dust. Space Castle has fast action and exciting sound.

Respond with <Q> to "*To start game, select skill level (0-7)*" to return to DOS. To exit game, press <CLEAR> and <BREAK> together.

OBJECT: To survive by replenishment of your ship supply. To obtain ships you must destroy the Space Castle. To get to the Space Castle you must blow through three spinning armor shields. You will also have to protect yourself against intelligent mines that come out of the Castle and chase you. Finally, you must beware of the Space Castle's ability to fire deadly energy balls at you if a clear path forms between it and you.

SCORING: Outer, middle, and inner wall "bricks" give 10, 20, and 30 points; intelligent mines give 50 points; and Space Castle gives 500 points.

Action	Keyboard	Joystick
Rotate right	Right arrow	Press right
Rotate left	Left arrow	Press left
Thrust	@ or Up arrow	Press forward
Fire	<SPACEBAR	Press fire button

Note: This disk boots up on a Model I, III, or 4 (in III mode). It transfers the file(s) to TRSDOS 2.3 or TRSDOS 1.3. If you are using LDOS, DOSPLUS, or other compatible DOS, just do a DIR and then COPY the file(s) over to a diskette formatted by your DOS. For NEWDOS80, first generate a TRSDOS disk, then use normal methods employed by NEWDOS for converting files from TRSDOS disks.