Includes
SOUND EFFECTS

For: TRS-80 16K Level 2
Mod 1/Mod 3 Cassette

BIG FIVE
SOFTWARE

STELLAR ESCORT©

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GAME INSTRUCTIONS

Your mission: Escort and defend the Federation-Supply Cruisers through the front line combat zones.

The Fighter Escort under your command is designed to protect and escort any craft which has no defenses. It is equipped with a tractor beam that fully envelops and maintains complete control of the ship being escorted. The beam is made up of a pulsating field composed of matter/anti-matter energy. This field is highly unstable and if disrupted causes a chain reaction which destroys both the escorted craft and the Fighter. The field is disrupted chiefly by an object colliding with the escorted craft.

The Fighter Escort boasts of a new particle beam weapon. The beam generator sends particle wave energy from four mounted guns. The guns are targeted just in front of the tractor beam. This ensures that any immediate threat to the craft can be dispensed of.

The Fighter Escort has a limited matter/anti-matter fuel supply. This supply is consumed at a constant rate. Should the fuel supply become exhausted the main engine generator will start converting the craft into antimatter, thus disintegrating the Escort. It is therefore imperative that the mission be completed with great speed.

The Cretonians have amassed a fighting force of drone ram craft. Their sole purpose is to seek and destroy any ship entering the combat zone. While this is generally accomplished by ramming, some of the ships are equipped with energy torpedoes commonly referred to as "bozz." The only way to avoid the drones is by evasive maneuvering or by destroying them. They will continue to attack until they are eliminated.

The drones are controlled by a high-speed command ship. Because of its appearance, it has been nick-named "Cruncher." In the past, this craft has been totally unarmed. Its only defense was its great speed. However, recent subspace transmissions have been intercepted regarding a new weapon in possession of the Cretonians: the "Kilr Mines."

A Kilr Mine is reported to be so powerful that if fired upon, it releases an energy field strong enough to destroy all matter in the area. Luckily, reports indicate that they are only short-lived weapons and eventually they disintegrate within themselves.

The intercepted transmissions state that the Cruncher is releasing the mines as a primary defense tactic. The Cruncher maintains complete control of the weapon's guidance system. According to the latest reports, if the Cruncher is destroyed, the mines remain in a fixed course which an enemy cannot outmaneuver. This course remains in effect until a new command ship arrives to take over control or until they disintegrate. If encountered, the Fighter Escort must steer around the mines.

After the game is loaded, you will be prompted with three options. Press the "H" key to select the Escort Hall of Fame and the present Top Ten Scores will be displayed. Pressing the "I" key will display a brief description of the mission along with the bounty offered for each of the Cretonian craft.

To start the game, press the "G" key. You will then be prompted to select the number of players (1 or 2). You are given your first ship to escort and a full fuel supply. The fuel supply is stored in two tanks and they are displayed on both sides of the viewing screen. To steer through the sector, use the four arrow keys on the keyboard. To fire, press the SPACEBAR.

The Cretonians attack in three waves. Each wave consists of ten ships. Each ship charges independently and appears as a growing vibrating image until it has reached the sector. As each ship is destroyed, its bounty is added to your account. When all ships on the screen are destroyed, the Fed-Cruiser is then considered to have been escorted safely. Bonus credit will be given for safe delivery of the Fed-Cruiser. Because of the limited ammunition supplies, credit will be based on the accuracy of all shots fired. BONUS CREDIT IS ACCUMULATIVE. The accumulated total therefore, increases and is added to the fighter's account each round. The Fighter Escort is then ready to pick up a new Fed-Cruiser to begin a new round. Fuel supply is then replaced and the new round begins.

After a successful mission has been accomplished, a more concentrated effort by the Cretonians will be launched. It will consist of faster drones and the release of a greater number of Kilr Mines!

For every 10,000 units of bounty, an extra Fighter Escort is placed under the player's command.

Good Luck on your mission!

LOADING INSTRUCTIONS

Cassette Version: Turn Computer off. Hold down the BREAK key and turn on the computer. (Model 3 users press ENTER in response to the Cass? question.) Press ENTER in response to the MEMORY SIZE? question. Type SYSTEM and press ENTER. Type ESCORT and press ENTER. Set recorder volume between 4 & 6 and play in the tape (Model 3 users use the side marked for your computer.) If a "C" in the upper right corner of the screen appears (checksum error), rewind the tape and start over using a different volume. If problem persists, try loading in the second copy of the program (located shortly after the first copy.) Also make sure that your recorder's heads are properly cleaned, demagnetized, and aligned. After the tape loads successfully a prompt (*?) will appear. Type a slash and press ENTER to start the game.

Diskette Version: Turn on your computer and wait until the red LED on the drive extinguishes. Insert the diskette into Drive Ø with the diskette label facing the open drive latch. (Both the Mod 1 and Mod 3 versions are on the same side of the diskette). Press the reset button on the keyboard to begin loading the diskette. To erase any old high scores that you wish to kill, hold down the clear key on the keyboard while the disk is loading and until the message "Erase High Scores?" appears. Always leave the diskette in the drive while playing the game because it will be accessed after each game to save the high scores.

Model 1 users: You may make a backup copy of this diskette by using the TRSDOS 2.3 Backup Program. Do not use the COPY function on NEWDOS to duplicate the diskette, as it will not function correctly. Alternatively you may copy out just the program file onto your own DOS diskette, as the diskette includes a TRSDOS compatible directory. Make sure you have ample free space on your DOS diskette for both the program and the high score file.

Model 3 users: The BACKUP and DIR commands will not function correctly, as this diskette contains only a partial directory. You may copy out only the file, however, by using the COPY command. Make sure you leave enough space on your DOS diskette for the program to create a high-score file.

After you make the backup in Model 1 or copy out the file on Model 3, you will only be able to use that diskette on the computer model in which you made the copy — it will not boot on both models as the original does. We suggest that you make a backup or copy the file out and put the original diskette in a safe place. Do not use TRSDOS or NEWDOS to write on the original diskette in any manner. (Put a write-protect tab on the disk.) Whatever disk you use to load the program must remain in Drive Ø while you are playing the game or the program will be unable to save the high scores.

A SPECIAL NOTE ABOUT BACKUPS

We have made this diskette fairly easy to duplicate to enable you to make copies in case the one you are using is destroyed. Please do not abuse this convenience by giving away copies of this program to your friends. The authors have invested much time and effort in the programming of this product and deserve all the royalties that their efforts will bring. Giving away copies to other people will ultimately reduce the royalties and the creative incentive the authors have in producing such exciting and challenging games. We want the authors to continue to have the desire to write great games like these and hope that you do too!

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0115A-BFM-32 (04/82)

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JOYSTICKS

This game includes programming which allows use of the "TRISSTICK": the optional Model 1 or Model 3 joystick available from Big Five. The keyboard and the joystick are both read at the same time so either may be used. **Do not push or activate the joystick while initially loading and starting the program or the program will not respond to any joystick input during the game.**

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CARE & HANDLING

The enclosed product is extremely sensitive to heat and magnetic fields. Keep it far away from any type of magnetic field such as power supplies, transformers, motors, speakers, and airport X-Ray machines so that it will not be accidently erased.

TRADEMARKS

TRS-80 and TRSDOS are trademarks of the Tandy Corporation & NEWDOS is a trademark of Apparat, Inc. which have no connections with Big Five Software in any way.

SOUND

This game contains programming which produces sound effects that leave the computer through the AUX plug in the cassette cable. To hear the sound follow these instructions: First, load in the game. Remove the tape from the recorder if you loaded the game from cassette. Insert the large gray plug on the cassette cable into the AUX jack on the recorder. Insert an earphone into the jack labeled EAR on the recorder. Pop open the cassette door on the top of the recorder and reach in and hold in the interlock switch that is located in the left rear corner. Now press Record & Play together and then release the interlock switch. Sound should now come through the earphone. A better method for hearing the sound is to connect the AUX plug on the cassette cable to an amplifier, such as Radio Shack's mini amplifier, part# 277-1008. This will allow more people to hear the sound while the game is being played.

LIMITED WARRANTY

The enclosed product is guaranteed to be loadable on the specified system for a period of 90 days from date of purchase. Any defective products may be sent back to us along with a copy of the sales receipt for free replacement. After 90 days also include $5.00 handling charge per item. This warranty applies only to the original purchaser and the sale or subsequent use of this program is without warranty. Big Five Software shall not be held liable or responsible to purchaser or any other person or entity with respect to any loss, liability, or damage caused or alleged to be caused directly or indirectly by this product including, but not limited to, any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of this product.

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0115A-BFM-071 (04/82)

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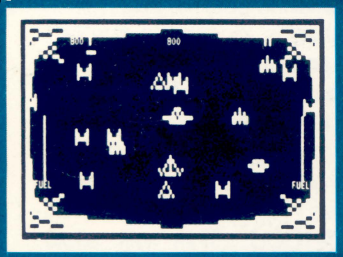
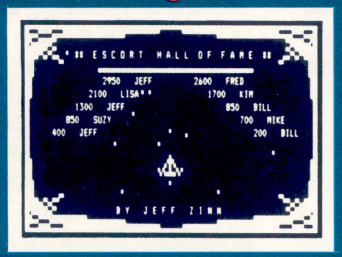
STELLAR ESCORT

Program Description



Game in Progress



High Score Display

Five Billion light years from Kromorfkrom, Federation forces in Aries Quadrant 3 have made their first major advancement since the beginning of the war against the hostile Cretonian Empire. Unfortunately, the Cretonians attacked the entire Federation by surprise, depleting their supplies to near nothingness. The Federation's gallant efforts now depend on you, the Escort fighter pilot: The supply cruisers from the Federation are not equipped for heavy battle assaults which will be encountered on the front from the hostile Cretonians, therefore your mission is to intercept the supply cruisers, place them in your fighter's tractor beam and escort them through the Cretonian battle front while warding off all assaults. Collisions between your supply cruiser and any other craft will result in an immediate feedback of power along your tractor beam leading to total destruction. You must fire accurately because exhausting your fuel supply will leave you unprepared for the battle with the most devastating alien yet encountered in this quadrant: the Cretonian Cruncher!

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Now Available: the Futuristic

TRISSTICK™

Model 1 AND Model 3 owners may now purchase the new, exciting, and versatile "TRISSTICK".™ The TRISSTICK™ is compatible with all of our games and comes packaged with complete instructions for use with your own programs. It features the famous Atari joystick with a molded plastic interface module that simply "plugs in" to your computer: no modification or wiring is required.