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

WEIRD!

Includes
SOUND EFFECTS

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SOFTWARE

WEERD

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GAME INSTRUCTIONS

Protect the planet from the dozens of "Weerd" aliens waiting to bombard you!

After the game is loaded, the Weerd title screen appears. At the bottom of the screen it will prompt you to press either "S" to view the thirty top scores or "ENTER" to see the instructions.

If you press "S" when the Weerd title screen is displayed, the high scores will be displayed in all three columns. The upper left hand score is the highest of all; the lower left hand score is the tenth highest and the lower right hand score is the thirtieth highest. Press the "ENTER" key to see the instructions.

When the instruction screen appears, spaceships will fly across the top of the screen with their point values trailing behind them. You are then prompted to press either "1" or "2" to select the number of players and then hit "ENTER".

The game will begin with a spaceship coming across the screen and beaming you down to your base; you may begin playing when your player-ship appears.

You may use either the right and left arrow keys or the greater than and less than signs to move your ship right and left respectively. Hold down the "SHIFT" key to move yourself at a greater speed.

To fire your lasers, press either the "F" key or the "SPACEBAR"; for automatic firing simply hold down either of the buttons.

To put up your shields which defend against enemy missiles ONLY (not collisions with the enemies themselves), press the "S" key. Three shields will appear; hide behind any one of them. You only have three shields per round, so use them wisely. After being on for a while, the shields will turn off. To warn you, a section of the screen under you will flash momentarily.

To pause the game, press the "SHIFT" key and the "@" key simultaneously; to continue press the "ENTER" key.

To abort the game, press "BREAK" and "CLEAR" simultaneously.

To have a reverse video screen (for ease of viewing) press the "R" key; to change back, press "R" again.

Contact with any of the aliens or a missile results in immediate disintegration. The game will then prompt either player two, or player one's next ship.

If your score is one of the top thirty scores, the high score screen will appear, with all the scores and players names on it. Type in your name, using the backspace key to correct mistakes and the "ENTER" key to signal that you're finished.

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 WEERD and press ENTER. Set recorder volume between 4 & 6 and press PLAY on the recorder (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 the problems persist, try loading 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 keybooard while 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

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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 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 challenging games. We want the authors to continue to have the desire to write great games like these and hope that you do too!

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. To move right or left, push the joystick right or left. Pull down to activate your shields. Push upwards to speed-up game play. Press the red button to fire. **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 accidentally 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 $8.00 handling charge per item. This price is subject to change without notice. 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.

WEERD

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WEERD
Program Description

Game Mode

High Score Display

You control a laser base in charge of guarding a planet in deep space from a wide variety of cosmic crafts that are really "Weerd"! Dozens of different creatures will challenge your skill and timing. Protect the planet from one formation of aliens only to be bombarded by the next! Can You save the planet? Quick! Put up your shields! Phew! That was a close one!

Ask your dealer about the other fine products from BIG FIVE

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.

Owner Registration Card

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I heard about this product from: (check all that apply)

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I own a: ☐ TRS-80 Model 1 ☐ TRS-80 Model 3

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