

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



Includes
**SOUND
EFFECTS**

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BIG FIVE

SOFTWARE

DEFENSE COMMAND[©]

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GAME INSTRUCTIONS

Guard the fuel cells from the evil **Kromorkrom** Galaxy until one of Earth's star cruisers can warp by and pick them up!

After the game loads, it will prompt you to press "ENTER" to select instructions, "CLEAR" to view the high-score display table, or "1" or "2" to select 1 or 2 players and start the game. After starting the game, the large and ominous Kromorkrom Transporter Vessel will appear on your viewer. Many aliens will begin to fly downward and deliver the valuable **Krotnium** fuel cells. At the same time, a **Flagship** will guide your vessel down to the planet's surface. After all the fuel has been delivered, the Transporter Vessel will vanish and the game will begin. It is not advisable to fire upon the Transporter Vessel because your missiles are not nearly powerful enough to inflict any damage upon it.

Once the Transporter Vessel vanishes, the aliens will fly in and try to steal the fuel cells. Fire upon them by pressing "F", "@", or "SPACEBAR". If you destroy them, you will be awarded between 40 and 90 points. If the aliens are quick enough to grab a fuel cell, you must destroy them quickly before they reach the top of the screen and permanently keep the fuel. If you manage to hit the aliens before they get back up to the top, you will be awarded double their normal point value, but the fuel cell they were carrying will start falling to the ground. Since the fuel cells are very shock sensitive, you must try to "catch" them and break their fall, or they will explode. If all of your fuel cells are destroyed or stolen, it will be safe for the Transporter Vessel to return and annihilate you!

The most feared and dreaded alien in the whole galaxy is the "**Slicer**". Even though the slicers are the most feared, they are also the least intelligent. They have been pre-programmed to seek out and destroy the fuel cells. If they succeed in fulfilling their mission, the resulting explosion from the fuel cell will kill them. Destroying a slicer will award you 150 points.

Once again the evil "Flagship" has joined forces with the aliens attempting to conquer Earth. This time the Flagship will randomly appear and move right or left. He poses no threat to you, as his powerful laser cannon has been outlawed by the Kromorkrom empire. Destroying him will award you 500 points but is extremely dangerous since his cargo hold will usually be filled with many aliens or slicers just waiting to attack you. Hitting him with a missile will release any aliens hiding inside.

You must avoid contact with any of the aliens because your ship will immediately disintegrate. The game is over if all of your ships are destroyed. Luckily, you will be awarded an extra ship every 10,000 points. As an extra aid to help you overcome the aliens, you have been given four "**Anti-Matter Bombs**" which will destroy most every alien on

the screen. Pressing any of the keys 0-9 will fire one of these bombs. Since these are so important to your survival, an extra one will be awarded every 5,000 points.

If you do not touch any of the controls for a certain period of time before the game starts (about a minute), the computer will begin to play the game for you. Sometimes you may pick up some extra strategy by observing how the computer plays. But then again, maybe not! [Remember the computer has its off days too!] Pressing any key on the keyboard will cancel computer control and transfer control to you.

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 DEFENS 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 0 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 0 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!

Cover artwork by Don Dixon, "Defense Command" logo by Chris Dellorco, represented by Creative Associates, Canyon Country, CA
"Big Five" logo by Gray Photographics, Canoga Park, CA

BIG FIVE

SOFTWARE

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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. Horizontal movement, laser fire and Anti-Matter Bombs may be activated from the joystick. **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 \$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.

DEFENSE COMMAND®

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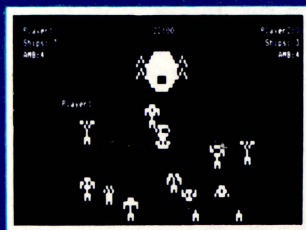
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DEFENSE COMMAND

Program Description



Game Mode



High Score Display

Several months ago the Kromorkrom Empire invaded our planet and stole some of our newly developed and highly efficient "Krotnium" Star Cruiser fuel cells. Your mission is to infiltrate the Kromorkrom Empire and pass yourself off as commanding officer of one of their fuel transport vessels. Once you have accomplished this, you must recover the fuel so that one of our Star Cruisers can warp in and take it back to our planet.

You will be given a small shuttle armed with a powerful laser device. Eventually the aliens will uncover your plot and you will be forced to shoot & destroy them to protect the fuel. While you are defending at least one fuel cell, the aliens will be unable to use any of their high-powered battle equipment, for fear of accidentally destroying a fuel cell. Once the aliens have reclaimed all of the fuel cells they will then be able to unleash their newest and most terrifying weapons ever: the Solar Waster!



**Ask your dealer
about the other fine
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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.