TRS-80 Version by John E. Cominio

ATARI Version by Neil Larimer

STRATOS

TRS-80
48K DISK
$24.95

Adventure INTERNATIONAL

DOCUMENTATION

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NOT JOYSTICK
COMPATIBLE
MODEL 3

STRÄTOS

TRS-80 Version by John Cominio

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SUBSPACE DISPATCH 1407.1
SOURCE: Alpha Prime/Tactical HQ/Sector 23.87
DESTINATION: Galactic Security/Stratos/New Earth/Sol System
SUBJECT: *M'korg* Invasion

Security Commander:

Not since the devastation wrought during the Eugenics Wars in the late 1990s has a threat of such magnitude existed. Little need be said about the *M'korgs;* their transformation of fertile, populated worlds into smoking cinders is known throughout the Inner Orbits.

Now we fear the worst — surveillance reports indicate that the Martian colonies have fallen and that the *M'korg* fleet is now en route to New Earth.

Due to the extreme gravity of the situation, the Prime Admonishment is officially rescinded and permission is hereby granted to defend the capital city, Stratos, with the Armageddon Wave Device, which generates the only known form of energy capable of penetrating *M'korg* Starjammer defense shields.

Good luck.

Alpha Prime, Commander of Planetary Defenses
DISPATCH COMPLETE

STRATOS TRS-80 VERSION — 16K TAPE/32K DISK

Welcome to TRS-80 STRATOS!

The *M'korgs* are coming — and they're not exactly the kind of folks you'd want to invite over for coffee! This deadly alien race is out for blood — blood which they intend to tap from Stratos, capital city of New Earth. The destruction of Stratos is but a single step towards the *M'korg's* pursuit of the Great Cause — the eventual subjugation of the Inner Orbits. If you're rooting for Mom and apple pie, your mission is quite clear — the *M'korgs* must be stopped!

Defenses

Stratos is dependent upon three types of defenses: (1) the energy envelope — or force field — that shields the city; (2) intellicharges, whose blanketing 'smart' energy effects pulverize all enemy craft and weaponry appearing on-screen; and (3) your capable fingers dancing across the control keys (or manipulating the joystick) that trigger the Armageddon Wave Device (AWD) — a laser-like weapon that can make cosmic applesauce out of those nasty *M'korgs*.

Before you begin playing TRS-80 STRATOS, please take a few moments to read through this manual. You'll be glad you did!

TRS-80 STRATOS — A Glossary of Terms

(Or: You Can't Tell the Bad Guys Without a Score Card)

ARMAGEDDON WAVE DEVICE (AWD) — Sometimes known as the 'Last-Ditch Device'; manipulates and focuses highly unstable 'Q-Energy' — the only known form of energy capable of destroying neutronium-hulled *M'korg* Starjammers.

FORCE ENVELOPE — The protective shield that shrouds the city. Heretofore believed to be impervious to all forms of known weaponry, the appearance of the *M'korgs* and their awesome matter-destroying bombs has, however, resulted in a revision of that theory.

FUEL CELLS — The sources of power for the AWD.

IMMOLATOR — *M'korg* suicide vessel, specially rigged for force envelope penetration; analogous to Japanese Kamikaze planes of Old Earth.

MATTER RAVAGER — Colloquialism; refers to Atomic Core Disruptors — the bomb-like devices dropped from *M'korg* Starjammers.

MINI-TOWERS — Small, twin protuberances located on opposite ends of the city. The mini-towers are, in effect, the 'barrels' of the AWD.

M'KORG — Any member of the race of slug-like aliens believed to originate from the Antares Nebula region.

STARJAMMER — Broad-based terminology for any of the seven classes of *M'korg* faster-than-light warships.

ANXIOUS TO BEGIN PLAYING? HERE'S A SHORTCUT

1. Read and follow the Loading Instructions at the end of the manual.

2. When the title screen appears, press ENTER. Press ENTER once again when requested, and then press either 1 or 2 for the correct number of players.

3. Use ↑ ↓ ← → (or joystick) to move cross-hair sights over attacking ships or falling bombs. To destroy ships and bombs, press the SPACE BAR (or joystick button) when objects are in close proximity to cross-hair sights.

4. All enemy objects on screen can be destroyed with 'smart' Intellicharges. To detonate, press BREAK. An extra Intellicharge will be awarded at the end of each wave.

5. Game ends when both mini-towers or fuel cells are destroyed.

GAME ELEMENTS

Although TRS-80 STRATOS is not an overly complex game, the prudent player will want to become familiar with the tools of the fray. Examine each in turn carefully.

ENEMY SHIPS — *M'Korg* ships (called 'Starjammers') usually appear in clusters. Their attack strategy frequently calls for an appearance offscreen, either to the left or right. They will then move slowly into view and scout for an attack site. Once in position, the Starjammers will drop their matter-destroying bombs. Although the bombs are capable of puncturing the city's force envelope, several hits are usually required to 'chip' completely through.

Ship Types

There are three types of *M'korg* Starjammers, each with its own special point value.

TYPE 1 — 25 pts. TYPE 2 — 50 pts. IMMOLATOR — 75 pts

The two main types of alien Starjammers are only capable of dropping bombs onto the force envelope and city. However, there is a third type of craft which is even more deadly: the Immolator. Immolators are manned by patriotic *M'korg* pilots who eagerly sacrifice both life and ship for the Great Cause. Far more damaging than matter ravagers, a single Immolator is capable of knocking a hole into the envelope the approximate size of Yankee Stadium. Immolators should be dispatched with all possible haste.

ATTACK WAVES — Each attack wave consists of 30 alien ships and will include a variety of the ships mentioned above. After eliminating a wave, there will be a brief pause while bonus points are awarded, and the next wave will begin.

ARMAGEDDON WAVE DEVICE — The devestating AWD is powered by energies from the two powerful fuel cells that are labled 'FUEL.' The AWD will function until: (1) both fuel cells are destroyed or (2) both mini-towers are destroyed. (The mini-towers — the sources of the wave itself — are located to either side of the screen.) If one of the towers is destroyed, the other will continue to function until it, too, is obliterated.

Firing the AWD

The AWD is fired with the **SPACE BAR** (or the red button on your joystick) and aimed with the arrow keys (or the joystick handle). The arrow keys control a small cross-hair sight which must be positioned over enemy ships or falling matter ravagers before a 'kill' can be made.

CITY INTERIOR — BUILDINGS, ROCKETS and FUEL CELLS — The city of Stratos contains three types of objects: buildings, rockets, and fuel cells. The latter, as mentioned above, power the AWD and should be protected at all costs. Destruction of buildings and rockets will have no immediate effect on the game's outcome, but bonus points will be awarded at the end of each wave, the number of points contingent upon the number of buildings remaining.

POINT VALUES, GAME CONTROLS, and HIGH SCORE

POINTS — Enemy ships are worth 25, 50, and 75 points (see ENEMY SHIPS above for more information). Buildings and rockets are worth 100 points each if left intact at the end of an attack wave.

INTELLICHARGES — By pressing **BREAK**, any and all enemy ships and matter ravagers appearing on-screen will be disintegrated. You begin each game with 2 Intellicharges; an additional Intellicharge is awarded at the end of each attack wave.

JOYSTICK CONTROLS — If you wish to dispense with the arrow keys, the cross-hair sights can be moved by pressing the joystick handle in the direction you wish to aim the AWD. To fire, press the red button on the joystick casing.

HIGH SCORE — Nerves of steel and some competent moves could earn a high score for the shrewd player. If your score is the highest one to date, the following message will appear at the end of the game: GOOD JOB, PLAYER ONE (OR TWO). YOU HAVE REACHED THE HIGHEST SCORE SO FAR. CAREFULLY ENTER YOUR NAME OR INITIALS. You may enter up to 4 characters. After typing the final character, press **ENTER** — the score will be automatically saved to disk. Tape users will 'lose' their score once the system is turned off, but in the interim, the high score will be displayed throughout the game at the top of the screen.

GAME PAUSE and RESET — To 'freeze' the action at any point during play, press the **SHIFT** and **@** keys at the same time. When you're ready for the action to resume, press **ENTER**. To reset the game, press the **SHIFT** and **CLEAR** keys together.

STRATOS SCREEN INSTRUMENTATION

In order to stay informed on the many battle variables, you'll want to take an occasional glance at the Instrumentation Bar (IB). The IB is located at the top of the screen, and displays relevant game information. The IB display will look similar to the representation below.

Instrumentation Bar

SCORE:00325	ALIENS:20	B:02	4357 by ZEKE	WAVE:01	PLAYER 1

Reading from left to right, here's an explanation of the instrumentation: The score for Player 1 is 325; there are 20 alien ships left to be destroyed in this particular wave; both mini-towers (represented by 'B') remain intact; the high score to date is 4357; Wave 1 is in progress; and Player 1 is up.

KEY CONTROLS

Below, you'll find a complete listing of all keys crucial to playing TRS-80 STRATOS.

↑	=	SIGHT UP
↓	=	SIGHT DOWN
→	=	SIGHT RIGHT
←	=	SIGHT LEFT
SPACE BAR	=	FIRE AWD
BREAK	=	DETONATE INTELLICHARGE
SHIFT CLEAR	=	GAME RESET
SHIFT @	=	GAME PAUSE (ENTER to restart)

BEGINNING THE GAME

After the game loads (see Tape and Disk Loading Instructions at the end of this section), the title screen will appear. At this time you'll have an opportunity to either begin play (by pressing ENTER) or view the condensed game instructions (by pressing CLEAR). Next, choose the number of players (1 or 2). Just press the appropriate number and the game will begin.

TRS-80 STRATOS — GAME SYNOPSIS

A quick glance at the game in progress will reveal STRATOS' topography: the city, which is located at the bottom of the screen, and the sky area above. To the extreme left and right at the bottom of the screen are the small mini-towers from which the deadly Armageddon Wave is produced. The solid line just above the city is the energy envelope — the force field — that protects it.

Moments after the game begins, the first of the enemy ships will appear. Their sole objective is penetration of the force envelope — an objective which can be met by repeated and persistent attacks with the shield-damaging matter ravagers dropped by their ships. By moving the cross hairs (with the arrow keys or joystick) and aligning them over the attackers, the ships can be destroyed: just press the SPACE BAR or the joystick button. Frequently, the *M'korgs* ships will move offscreen long enough to avoid the awesome energies of the Armageddon Wave Device, but rest assured — their return is imminent!

At the conclusion of each attack wave, there will be a brief pause before the next group of enemy ships appears. During this time, bonus points will be awarded for any rockets and/or buildings remaining.

END OF THE GAME

The game will end when: (1) Both mini-towers are destroyed or (2) both fuel cells are destroyed.

SOUND ADVICE — AUDIO EFFECTS FROM YOUR CASSETTE PLAYER

TRS-80 STRATOS has sound effects! That's right, and you can enjoy the inventive sound routines with a simple hook-up to your cassette player. Just follow these simple instructions *after* the game has loaded.

1. Connect the grey cassette jack from your TRS-80 to the **AUX** input located on the side of the cassette player.

2. Open the cassette player door. Locate and press the small record/protect tab. You will find the tab in the left rear area of the cassette port. Hold it down. . .

3. . . . and press the **REC** and **PLAY** keys simultaneously.

4. Release the tab. The **REC** and **PLAY** keys should 'lock' into position.

5. Insert the earphone jack into the **EAR** output on the side of the cassette player.

6. Voila! You now have sound!

LOADING INSTRUCTIONS — TRS-80 Model 1 and III 16K TAPE

If you have the tape version of TRS-80 STRATOS, you'll need to follow the instructions below. Before you begin, make sure that the cassette head is clean. Even the smallest speck of material on the surface of the record/play head can prevent a successful load.

1. Turn on your TRS-80. Place your STRATOS cassette into the cassette player. Rewind the tape to the beginning, if necessary.

2. 'Cue' the tape to the beginning of the tone by pressing **PLAY** . When you hear the tone begin, press **STOP**. Back the tape up slightly using the **REWIND** key. Set the volume level between 5 and 6.

3. Model I users: In response to the screen prompt, MEMORY SIZE?,

press ENTER. Model III users: Hold down the BREAK key and press and release the orange reset button. Answer the CASS? prompt by typing L, and pressing ENTER.

4. Connect the black plug from your TRS-80 to the **EAR** jack of your cassette player, the small grey plug to the **REMOTE** jack and the larger grey plug to the **AUX** jack.

5. Press the **PLAY** key on your cassette player.

6. Type SYSTEM. (Then press ENTER.)

7. Type S. (Then press ENTER.)

8. STRATOS will now begin to load. Two asterisks (**) should appear in the top right-hand screen area. The one on the right will flash on and off if the program is loading properly. If it fails to load, rewind the tape and repeat the procedure from Step 2 above, and try the following hints:

(A) If a 'C' appears, try adjusting the volume a bit lower.

(B) If the right asterisk doesn't flash or the asterisks don't appear, try adjusting the volume a little higher.

9. You will know STRATOS has successfully loaded when the '*?' appears at the bottom of the screen in 3 or 4 minutes. When it appears, press / and then press ENTER. The program will begin.

LOADING INSTRUCTIONS — TRS-80 Model I and III 32K DISK

If you have the disk version of TRS-80 STRATOS, you'll need to follow the instructions below. TRS-80 STRATOS has been supplied on our new DUO-LOADER system, which means that the program will load quickly and easily on either Model I or III systems.

1. Turn on your TRS-80. Insert the STRATOS disk into Drive 0.

2. Model 1 users: Press the small reset button on the left-rear panel of your keyboard. Model III users: Press the orange reset button on the right-hand side of your keyboard.

3. When the title screen appears, press ENTER. TRS-80 STRATOS will load and run automatically.

DOCUMENTATION

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PLACE
STAMP
HERE

Adventure
INTERNATIONAL

Marketing Research Department
P. O. Box 3435
Longwood, Florida 32750

Dear ADVENTURE INTERNATIONAL:

I'm sending you this Reg/Info Card from your program called

_____

In return I automatically get on your mailing list which means I'll get catalogs and new product information before the general public does. ☐ **I am NOT on your mailing list now**
☐ **I am on your mailing list now**

1. Game is:
☐ Too Simple ☐ Just Right ☐ Too Complicated

2. I rate this program as follows: *(Please circle)*

1	2	3	4	5	6	7	8	9	10
Waste of money					Average				Super

3. I heard about this program through: (*Check all that apply)*
☐ A.I. Catalog ☐ Magazine Ad ☐ Newspaper Ad
☐ A Friend ☐ Store: _____
☐ Gift ☐ Other: _____

4. Point of purchase of this program: *(Check ONE only)*
☐ Direct from A.I. ☐ Mail order other than A.I.
☐ Computer Store ☐ Other: _____

5. I own the following computers:
☐ TRS-80 model 1 ☐ TRS-80 model 2 ☐ TRS-80 model 3
☐ TRS-80 color ☐ TRS-80 pocket ☐ Apple 2 (plus or regular)
☐ Atari 400/800 ☐ Other: _____

6. My computer has the following: *(Check all that apply)*
☐ 16K memory ☐ 32K memory ☐ 48K memory ☐ _____K memory
☐ Printer ☐ Disk Drives ☐ Other: _____

7. I would like to see more computer programs in the following catagories:

_____

8. What micro computer magazines do you read/suscribe to:
(list your favorites first)

☐ **Read** ☐ **Subscribe** _____

☐ **Read** ☐ **Subscribe** _____

☐ **Read** ☐ **Subscribe** _____

☐ **Read** ☐ **Subscribe** _____

Name _____ **Age** _____

Street _____

City _____ **State** _____ **Zip** _____

Occupation _____

NEED A BACKUP DISK?

The disk(s) in this package, for one reason or another, cannot be copied by ordinary methods. As always, if your original disk(s) will not load within the first year of purchase, we will replace it for free. (After one year, it will cost you $5.00 for handling.)

To hold you over should anything unpleasant happen to your original, you might want to purchase an additional copy of this program. This will insure that you always have at least one working copy of the program on hand, in case you have to send us a bad one for replacement.

This card will allow you to purchase **one** additional copy of this program at a cost of $3.99. (You will only receive the media - and not any additional packaging or documention.)

Stock #: 015-0161 Name of Program: STRATOS

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STRÄTOS

ATARI Version by Neil Larimer
TRS-80 Version by John E. Cominio

Far above the clean, sweeping lines of a futuristic megalopolis, the first wave of craft from another world falls from the skies. Methodically, they work the skyline, releasing the most awesome of weaponry: the terrifying matter ravagers! Instantly, the energy envelope surrounding the city is punctured and several skyrisers sustain serious damage. The first step in the havoc complete, the pulsating vessels disappear into hyperspace as quickly as they had come. But in the span of a few brief seconds, more appear to recreate anew the terrible destruction....

This is STRÄTOS — a kaleidoscopic explosion of awesome graphics and otherwordly sounds that's light-years beyond any arcade-type game you've ever seen on your micro! This joystick-compatible funfest puts you in TOTAL control of the devastating Armageddon Wave — the only weapon capable of decimating the attacking alien ships. STRÄTOS comes loaded with the professional features you've come to expect, including one or two player option, high score save, and mind-melting sounds.

Designed for the home arcader who takes his action white-hot, you can be certain the thrills don't let up with this scorcher! STRÄTOS — look to the skies and prepare for the battle that will shred the universe!!!

STRÄTOS PROGRAM PARAMETERS

LANGUAGE:	Machine
NUMBER OF PLAYERS (min/max):	1/2
AVERAGE COMPLETION TIME:	5 Min.
SUGGESTED AGE GROUP:	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Joysticks req'd. on Atari, Optional on TRS-80

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