



**SHOOT**

## Shoot (16K)

1. **Shoot.** Be the first to knock out your opponent's artillery. Both armies are down to their last cannon, so your decisions on firing angle and blast force are crucial to winning.
2. **15 Puzzle.** This is a modern version of a 100 year old game. The object is to move the 15 numbers to arrange them in numerical order.
3. **Hyper.** You'd better act fast in this real time space game because the enemy has already engaged you. Try different degrees of difficulty by changing the number and type of enemy.
4. **Seawar.** Dive, Dive, Dive! Enemy ships have been spotted. Use your arsenal of torpedoes to destroy the enemy fleet. Be careful! Some of the ships are on your side.



**CompuColor<sup>®</sup> Corporation**

### **IMPORTANT INFORMATION**

- A. For extended media life of your Sof-Disk™ – take the following precautions:
1. Do not put fingers on the precision surface.
  2. Insert the Sof-Disk carefully into the disk drive.
  3. Keep the Sof-Disk far from magnetic fields which will damage it.
  4. Store the Sof-Disk in the jacket when not in use.
  5. Handle the Sof-Disk with care. Bending and folding will damage it.
  6. Sof-Disks are best stored at temperatures ranging from 10° to 52°C or 50° to 125°F.
  7. Do not leave Sof-Disk in disk drive while turning CompuColor II ON or OFF.
  8. Cigarette smoke and ashes can impair operation.
- B. ALL COMPUTER PROGRAMS ARE DISTRIBUTED ON AN "AS IS" BASIS WITHOUT WARRANTY.

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## SHOOT

You know it's there, somewhere on the other side of the ridge. Not just because lookouts on top of the hill tell you so, but because of the shells that explode around you on all sides. Silently and quickly, you and your comrades-in-arm shuffle about, trying to strike first before being struck yourself. Another ear-shattering blast, and a crater to tell of their growing accuracy. Hurrying before the next strike, you swing the battered steel muzzle into the sky, and wait for that one command:

"SHOOT!"

Now you can feel the pressure, anxiety, and fun in CompuColor SHOOT. The game is very simple to play, and can provide hours of enjoyment for anyone. The objective is simple: destroy your opponent's gun.

When the game starts, a landscape will be displayed. Depending on the random choice of the computer, it may contain mountains, valleys, cliffs, or just be an open field. Also displayed on the land will be a red block on the left and a cyan block on the right. These two blocks represent you and your opponent's guns. On the top of the screen is the information for each player's score and previous shots, and the wind speed and direction.

To shoot the gun, you must supply information on the angle of the gun and how many bags of gunpowder to use. The angle will normally range from zero (a straight left-to-right shot) to ninety degrees (straight up). To enter the angle, simply type in the number, and hit "RETURN". Next, enter in the number of bags of gunpowder. This number should be greater than zero. (For beginners, try starting with thirty to sixty degrees and five to ten bags for powder.) If you wish to change the angle after you have entered it, enter "-9" for powder. If not, hit "RETURN" once again, and the gun will fire.

You will find as you play that the wind and gravity have an effect on how you must fire the gun. Most often it will be necessary to change the angle, number of bags of gunpowder, or both to hit your opponent's gun.

Should a cease-fire be ordered, or you just decide that enough is enough, you can end the program by entering a "-9" for the angle.

## THE 15 PUZZLE

This is a version of the classic hand-held puzzle in which you try to arrange fifteen pieces into a definite pattern. In this version you must try to arrange them in order from left to right and top to bottom. This program also includes a demo mode, so that you can observe the computer unscrambling the puzzle.

To run the game, simply enter the number of the piece you wish to move. Should you make a mistake and enter a number of a square that cannot be moved, the computer will alert you to this and allow you to re-enter the move. If you want to end the game currently being played, enter "-9" for the move.

## HYPER

In the tradition of STAR TREK, CompuColor II brings to computers a real-time space war game, HYPER. In HYPER, you fight to the death with a variety of alien spacecraft. You select the

number of enemy ships, their type (you can even have the three different types mixed!), and the speed factor of the game.

When the game starts, you will be asked to choose the type of alien opponents. You can choose from normal, camouflaged, invisible, specified, and mixed. Normal are standard alien spacecraft. Camouflaged are ships disguised as something else. Invisible are ships that are undetectable except when they shoot at you. Specified allows you to choose the types and numbers of alien ships. Mixed will let the computer choose the different types for you.

Next, you will be prompted for the number of aliens you want to fight. You may select any number from 1 to 20.

As an option, you can also use "space fences". These allow shots to go through them depending on the color of the fence. Fences come in four colors; yellow, green, red, and white. Yellow fences do not allow any shots to penetrate them. Green and red fences allow only ships of similar color to fire through them. White fences turn either green or red, depending on the color of the first ship to fire through them.

Finally, you will be asked for the speed of the game. This ranges from 1 (slow) to 30 (fast).

When the game starts, you will see the "galaxy" (everything inside the white border), stars within the galaxy (represented by "♦"), your ship (the green "Ø" at the center of the screen), and the enemy ships. Normal enemy ships will appear in red. Camouflaged and invisible ships are up to you to detect. (HINT: stars do not move.)

Movement is done with any of the number keys 1-9 (not including 5) - 1 is down and left, 2 is down, 3 is down and right, 4 is left, 6 is right, 7 is up and left, 8 is up, and 9 is up and right. The longer you wait between moves, the farther your ship will go when you do move. This becomes very obvious at higher speeds. When you are in the movement mode, the prompt at the bottom of the screen will read "MOVE:".

When you wish to fire at an enemy ship, press the 5 key. Once the key has been hit, the "SHOOT:" prompt will appear at the bottom of the screen. When it does, you may enter in the direction to shoot. The shooting direction is figured in the same way as the move direction. If you decide not to shoot, hit the "5" key again, and the "MOVE:" prompt will reappear. However, while you are in the "SHOOT:" mode, the same counter that operates while you are in the Move mode is counting, so if you do decide not to shoot, do it fast.

There are three alternatives to the game's outcome: One, you are destroyed by the aliens. Two, you could destroy all the aliens and be victorious. Three, you could fly out of the galaxy into uncharted space. DO NOT fly into uncharted space....

FROM: Chief of Staff for Allied Forces  
TO: Asst. Commander of SSN Blowfish  
SUBJECT: Change of Command

Due to the recent, suspicious, and somewhat untimely demise of your former commander, we have decided that this is as good a time as any to inform you that you have been promoted. Congratulations. With your advancement comes the submarine of your former commander, and the honor of leading your ship into the tradition of SEAWAR.

Also let it be noted that due to the aging state of your ship, you have approximately twenty-four combat hours left before you must return to base so the SSN Blowfish can be scrapped, and at that time your command will be terminated. Our deepest regrets. Until then, feel free to stalk and obliterate as many enemy ships as you please.

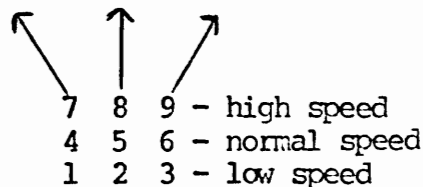
There are a few salvagable items aboard the Blowfish. Of course, this includes most members of the crew, but most importantly the heart of the sub - its CompuColor II, which controls all the internal functions of the ship.

Here is a brief outline of how the torpedo system of the sub works. The enemy's ships will be traveling either east or west at varying speeds. There is a built-in feature that allows you to be alerted of an approaching ship and the direction it is heading. This option can alternately be turned on and off by pressing the "/" key. However, when the alert is on, the "score" (which roughly determines your pay) for each hit is not as much as when the alert is not used. This is obvious since the computer is doing the work instead of you.

Displayed also are the number of hits you've made, the number of torpedoes fired, (this is kept for reference to government waste), and the clock counting up to your premature demotion.

Scoring is fairly simple: the closer you hit to the blinking red dot on a ship, and the smaller the ship, the higher you score. Again, scoring is determined and kept track of by the CompuColor. However, should you sink a hospital ship, points will be subtracted from your score, as this is not accepted practice.

You are equipped with three torpedo ports (port, ahead, and starboard) and with three types of torpedoes with varying speeds. The torpedoes are fired by pressing the keys 1-9. The following is their relation to the direction and speed of the torpedo fired by that key:



Should you desire to relive the "good old days of the war" aboard the Blowfish you can do so by hitting "0". Or should the life of the sea be too much for you, hit the "." key. This will put you in the inactive reserve, and return you to the menu.

That is all, men.