Swarms

Requires 16K RAM

1. **Swarms.** Your assignment is to rid the land of killer bees with the arsenal provided for you by the Compucolor II.
2. **Human Reaction Time.** Tests your ability for high speed instant recall.
3. **Reverse the Number.** Put your logic to the test with this number sequence game. You'll have to be able to visualize all possible combinations as you put the digits into their proper order.
4. **Roulette.** Just like Las Vegas! Bet on even, odd, red, columns, or pick your own lucky number. The Compucolor II will spin the wheel and record your winnings.
5. **Capture the Alien.** Try to isolate the invader without coming too close. Actual contact could be deadly!

Compucolor® 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 field which will erase 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 your Compucolor II ON or OFF.

SWARMS

NATIONAL SECURITY IS IN DANGER: KILLER BEES HAVE MADE THEIR
WAY INTO THE UNITED STATES. THEY MUST BE STOPPED BEFORE THEY CAN
KILL A LARGE PORTION OF THE NATION'S POPULATION (@ 75 MILLION).
THE PRESIDENT HAS PUT YOU IN COMMAND OF "OPERATION KILLER BEES"
AT DISASTER CONTROL. IT IS FROM THIS CENTRAL CONTROL BASE THAT
ALL ATTEMPTS TO STOP THE HORDES ARE CO-ORDINATED, ORDERED, AND
SUPERVISED. THERE IS A COMPUTER REPRESENTATION OF THE COUNTRY
THAT IS CONSTANTLY UPDATED TO SHOW PROGRESS (IF ANY) OF EFFORTS
TO THWART THE SWARMS' SPREAD. A TELETPYE RECEIVES INFORMATION
FROM AROUND THE NATION TO KEEP THE MAP UPDATED.

THE COMPUTER'S MAP DIVIDES THE NATION INTO TWENTY ONE AREAS
THAT ARE MONITORED FOR SWARMS. A BLACK AREA MEANS THAT NO SWARMS
HAVE BEEN REPORTED FOR THAT AREA. WHEN A SWARM IS REPORTED, THE
AREA IS UPDATED IN A COLOR REPRESENTING THE NUMBER OF BEES (IN
THOUSANDS) THAT ARE IN THE AREA. A SECOND NUMBER IS ALSO SHOWN:
IT IS A COMPUTER ESTIMATE OF HOW MANY HOURS IT WILL TAKE THE
SWARMS TO REACH THE AREA'S MAJOR CITIES. ONCE SWARMS REACH THE
CITIES THE NUMBER BECOMES NEGATIVE AND WILL INCREASE UNTIL IT
BECOMES ZERO: THE POINT AT WHICH THE SWARMS HAVE DESTROYED THE
CITIES (AND ANYONE IN THEM).
     3 LABELS MAY BE PLACE ON AREAS TO UPDATE THEIR STATUS:
          "EVC" (INHABITANTS EVACUATED)
          "EMP" (INHABITANTS DEAD, SWARMS ALIVE)
          "RAD" (INHABITANTS AND SWARMS DEAD)

ANY SWARMS IN AREAS LABELED "EMP" SHOULD BE DESTROYED AS
SOON AS POSSIBLE. IN THIS WAY ANY MOVEMENT OF SWARMS FROM AREA
TO AREA WILL BE HALTED WHEN THEY REACH THE EMPTY AREA. ANY SWARM
NEAR AN "EVC" AREA SHOULD ALSO BE STOPPED IN ORDER TO PREVENT
SWARMS FROM RE-ENTERING THE AREA WHEN THE POPULATION RETURNS.

THE TELETYPE RECEIVES INFORMATION FROM STATIONS IN EACH OF
THE TWENTY ONE AREAS AND MAKES A PRINTOUT. IT ALSO SENDS THE NEW
DATA TO THE MAIN COMPUTER, WHICH SAVES THE DATA AND UPDATES THE
MAP.

THE TASK IS NOT HOPELESS. IF CAN YOU BREAK THE SWARMS UP
INTO SMALL GROUPS THEY WILL BE EASIER TO DESTROY. A WIDE RANGE
OF ALTERNATIVES ARE AVAILABLE TO YOU, RANGING FROM BRUSH FIRES
TO NUCLEAR DESTRUCTION. THERE ARE FIVE MAJOR COMMANDS:

THE FIRST IS THE BATTLE PHASE. IT HAS SIX SUBCOMMANDS:
          1) BEE COCKTAIL - INSECTICIDE AND HONEY
          2) PROJ. QUEEN - EFFORT TO DESTROY THE QUEEN BEE
          3) PROJ. BRUSH FIRE - BURNS LAND IN BEES' VICINITY
          4) PROJ. STERILE MALE - ADDS STERILE MALES TO SWARM
          5) DESTRUCTION - TOTAL ERADICATION EFFORT
          6) URBAN DEFENSE - DEFENDS POPULATED URBAN AREAS

<2>

URBAN DEFENSE ITSELF HAS SEVEN SUBCOMMANDS:
 A) FLIGHT PATTERNS - WORKS ON LARGE SWARMS IN FLIGHT
 B) SONIC BOOM - DIRECTED AT SMALL INDIVIDUAL SWARMS
 C) ULTRASONIC BEAMS - URBAN EFFORT ON DENSE SWARMS
 D) POLLUTION - TAKES ITS TOLL ON US ALL
 E) METHYL PARATHIOL - KILLS ALL THAT ARE NOT IMMUNE
 F) FIRE WALL - SAME EFFECT AS ABOVE, BUT FEWER ARE IMMUNE
 G) STROBE LIGHT - CHANCE THEY ALL WILL GET DISCO FEVER

BATTLE PHASES ARE NOT EFFECTIVE IN ALL CASES, AND ONE PHASE
MAY NOT WORK ON ONE SWARM AS WELL AS IT WILL ON ANOTHER. IF A
PHASE IS WORKING, AN ASTERICK (*) WILL APPEAR BESIDE THE NUMBER
OF THE AREA. THE FIRST FOUR BATTLE PHASES ARE FOR OUTSIDE THE
CITIES; THE LAST FOR INSIDE POPULATED CITIES; THE FIFTH FOR BOTH
RURAL AND CITY.

    EXAMPLE: COMMAND: 1
              BATTLE PHASE OPT.
              AREA: (ENTER AREA #)
              PHASE: (ENTER PHASE #)
              URBAN DEFENSE: (PHASE 6 ONLY) (ENTER DEFENSE #)
              ATTEMPTING (PHASE)

EVACUATION PROCEDURE IS COMMAND TWO. THE COMMAND WILL EVACUATE
THE POPULATION OF AN ENTIRE AREA. THIS IS USUALLY DONE WHEN THE
NUCLEAR DESTRUCTION SEQUENCE IS TO BE USED (SEE COMMAND THREE).
ONCE THE PROCEDURE IS STARTED BATTLE PHASES CANNOT BE USED IN
THE AREA IN ORDER TO PROTECT THOSE EVACUATING FROM HARM. ABOUT
FIVE HOURS IS REQUIRED TO EVACUATE AN AREA, AND ONCE EVACUATED
THE AREA WILL BE LABELED "EVC".

    EXAMPLE: COMMAND: 2
              EVACUATION PROCEDURE
              AREA: (ENTER AREA #)
              AREA (#) BEING EVACUATED

THE THIRD ALTERNATIVE IS THE NUCLEAR DESTRUCTION SEQUENCE. ALL
LIVING THINGS IN A DESTROYED AREA ARE KILLED, INCLUDING HUMANS.
A COMPUTER FAILSAFE ABORTS THE SEQUENCE IF NO SWARMS ARE IN THE
AREA'S CITIES. THE FAILSAFE WILL ALSO COME ON IF THE CITIES ARE
POPULATED. YOU MAY THEN ABORT IF DESIRED. AFTER THE DETONATION
EITHER A "RAD" LABEL (HUMAN INHABITANTS KILLED: AREA DEAD) OR A
"EVC" LABEL (SWARMS DEAD: POPULATION TO RETURN LATER) WILL BE
POSTED IN THAT AREA.
    NOTE: BEES WILL NOT ENTER A "RAD" AREA.

    EXAMPLE: COMMAND: 3
              NUCLEAR DESTRUCTION SEQUENCE
              AREA: (ENTER AREA #)
              BOMB IN AREA (#) ACTIVATED
              COUNTDOWN SEQUENCE

<3>

COMMAND FOUR LISTS THE CASUALTIES IN EACH AREA DUE TO SWARMS AND NUCLEAR DESTRUCTION TO (FORMERLY) POPULATED AREAS. A YELLOW "M" FOLLOWING A CASUALTY FIGURE MEANS THAT MANY MILLION PEOPLE HAVE BEEN KILLED IN THAT AREA. REMEMBER: YOU MUST KILL OFF ALL SWARMS BEFORE THERE ARE 75 MILLION VICTIMS, OR YOU HAVE FAILED.

EXAMPLE: COMMAND: 4

THE FINAL COMMAND IS JUST THAT: THE FINAL COMMAND. THE MISSION IS HOPELESS, SO END "OPERATION KILLER BEES" AND TAKE THAT NICE, LONG VACATION IN EUROPE YOU'VE ALWAYS DREAMED ABOUT.

EXAMPLE: COMMAND: 5

REMEMBER, THE FATE OF THE UNITED STATES IS AT STAKE: YOU MUST MAKE SPLIT-SECOND DECISIONS. IF YOU DON'T GIVE A COMMAND WHEN ONE IS ASKED FOR, YOU MIGHT GET LEFT BEHIND!

REVERSE

IN REVERSE YOU ARE GIVEN NINE NUMBER, RANGING FROM 1 TO 9, IN A RANDOM ORDER. THE OBJECT OF THE GAME IS TO GET THE NUMBERS IN ORDER CONSECUTIVELY FROM 1 TO 9. EVERY TIME YOU ARE ASKED
                    "HOW MANY NUMBERS TO BE REVERSED?"
YOU ENTER A NUMBER FROM 1 TO 9. THE NUMBER YOU ENTER WILL BE HOW MANY DIGITS FROM THE LEFT CHANGE POSITIONS.
     FOR EXAMPLE, IF THE ORDER IS:
                    5 7 8 1 3 2 4 6 9
AND YOU ENTER "5" AS THE NUMBER OF DIGITS TO BE REVERSED, THE ORDER WILL BE CHANGED TO:
                    3 1 8 7 5 2 4 6 9
THE FIRST FIVE DIGITS HAVE BEEN REVERSED.
     NOTE: YOU WILL NOT BE ABLE TO WIN IF YOU TRY TO GET THE NUMBERS IN ORDER FROM THE LEFT.
     WHEN YOU GET THE NUMBERS IN ORDER YOU WILL BE TOLD HOW MANY MOVES YOU TOOK. YOU CAN THEN ENTER "M", "N" OR "R" TO GET THE MENU, PLAY A NEW GAME OR REPEAT THE SAME GAME. IF YOU ENTER "0" INSTEAD OF 1 THROUGH 9 YOU WILL GET THE ABOVE CHOICES.

HUMAN REACTION TIMER

THIS PROGRAM PREPARES A STRING OF LETTERS. THE STRING IS SHOWN FOR A SHORT TIME, THEN A SINGLE LETTER IS DISPLAYED.
IF THE LETTER WAS IN THE STRING:
     THE USER PRESSES THE "=" (EQUAL SIGN) KEY.
IF THE LETTER WAS NOT INCLUDED:
     THE USER PRESSES THE "." (PERIOD) KEY.
     THE OPERATOR CAN CONTROL STRING LENGTH, COUNTDOWN TIME BEFORE STRING IS DISPLAYED, VIEWING TIME OF STRING, PAUSE BEFORE LETTER IS SHOWN, AND NUMBER OF ATTEMPTS.
     EACH PARAMETER HAS THE VALUE SHOWN BELOW. IF THE VALUE IS ACCEPTABLE, PRESS "RETURN". TO CHANGE ONE, ENTER A NEW NUMBER WHEN THE CURSOR REACHES THAT PARAMETER.

                    STRING MIN LENGTH: 5
                           MAX LENGTH   9
               COUNTDOWN IN SECS: 5
               VIEWING TIME SECS: 3
               INTERVAL IN SECS: 1
               NUMBER OF ATTEMPTS: 20

     STRING MIN LENGTH IS THE MINIMUM LENGTH THAT A STRING CAN BE, AND MAX LENGTH IS THE LONGEST ONE CAN BE. COUNTDOWN IN SECS IS THE INTERVAL BETWEEN ATTEPMTS. VIEWING TIME SECS DEFINES HOW LONG THE STRING WILL BE DISPLAYED ON THE SCREEN. INTERVAL IN SECS IS THE AMOUNT OF TIME BETWEEN WHEN THE STRING IS ERASED FROM THE SCREEN AND THE LETTER IN QUESTION IS PRINTED. NUMBER OF ATTEMPTS SETS THE NUMBER OF TESTS TO BE GENERATED.

<5>

ROULETTE

WELCOME TO THE COMPUCOLOR ROULETTE TABLE. TRY TO MAKE AS MUCH MONEY AS YOU CAN BY BETTING WHAT THE NUMBER WILL BE. BUT BE CAREFUL YOU DON'T GET HEAVILY IN DEBT!

THERE ARE THREE MAJOR CATAGORIES IN WHICH TO BET. THE FIRST IS THE BETS IN THE CYAN BLOCK. THEY PAY ONE TO ONE SINCE YOU HAVE A 50/50 CHANCE OF WINNING. THE SECOND IS IN THE YELLOW BLOCK, WHERE YOUR CHANCE OF WINNING IS A TWO TO ONE CHANCE YOU WILL BE WRONG. THE THIRD IS THE WHITE BLOCK, WHERE A WIN WILL RETURN THIRTY-SIX TIMES THE AMOUNT YOU BET, AS YOU HAVE ONE CHANCE IN THIRTY-SIX TO PICK THE NUMBER IT WILL BE.

IF YOU WISH TO MAKE A BET IN A CATAGORY, PLACE THE BET IN IT WHEN THE BLINKING CURSOR REACHES IT. IF YOU DO NOT WANT TO BET ON SOMETHING, JUST HIT "RETURN". IF YOU WISH TO STOP BETTING ENTER "SPIN" OR "S" INSTEAD OF A BET.

MAY THE LUCK OF THE NUMBERS BE WITH YOU!

CAPTURE THE ALIEN

YOUR MISSION, COMMANDER, IS TO CAPTURE AN ALIEN THAT HAS COME TO OUR GALAXY FROM ANOTHER DIMENSION. BECAUSE OF THIS, HE CAN'T BE SEEN, BUT COMPUTERS CAN DETECT EXHAUST RESIDUE FROM HIS SHIP AFTER HE HAS MOVED. HE MUST NOT BE DESTROYED, BUT TAKEN ALIVE. TO CAPTURE HIM, YOU MUST DESTROY ALL SECTORS SURROUNDING HIM SO HE CANNOT MOVE. THE COMPUTER WILL KEEP YOU INFORMED OF THE ALIEN'S LAST KNOWN POSITION. REMEMBER, THE ALIEN MAY OR MAY NOT MOVE. HIS SHIP ALSO HAS WEAPONRY THAT IS CAPABLE OF DOING DAMAGE TO YOU, AND COSTING ENERGY THAT YOU NEED TO TRAP HIM.

GOOD LUCK, COMMANDER: WE ARE COUNTING ON YOU.