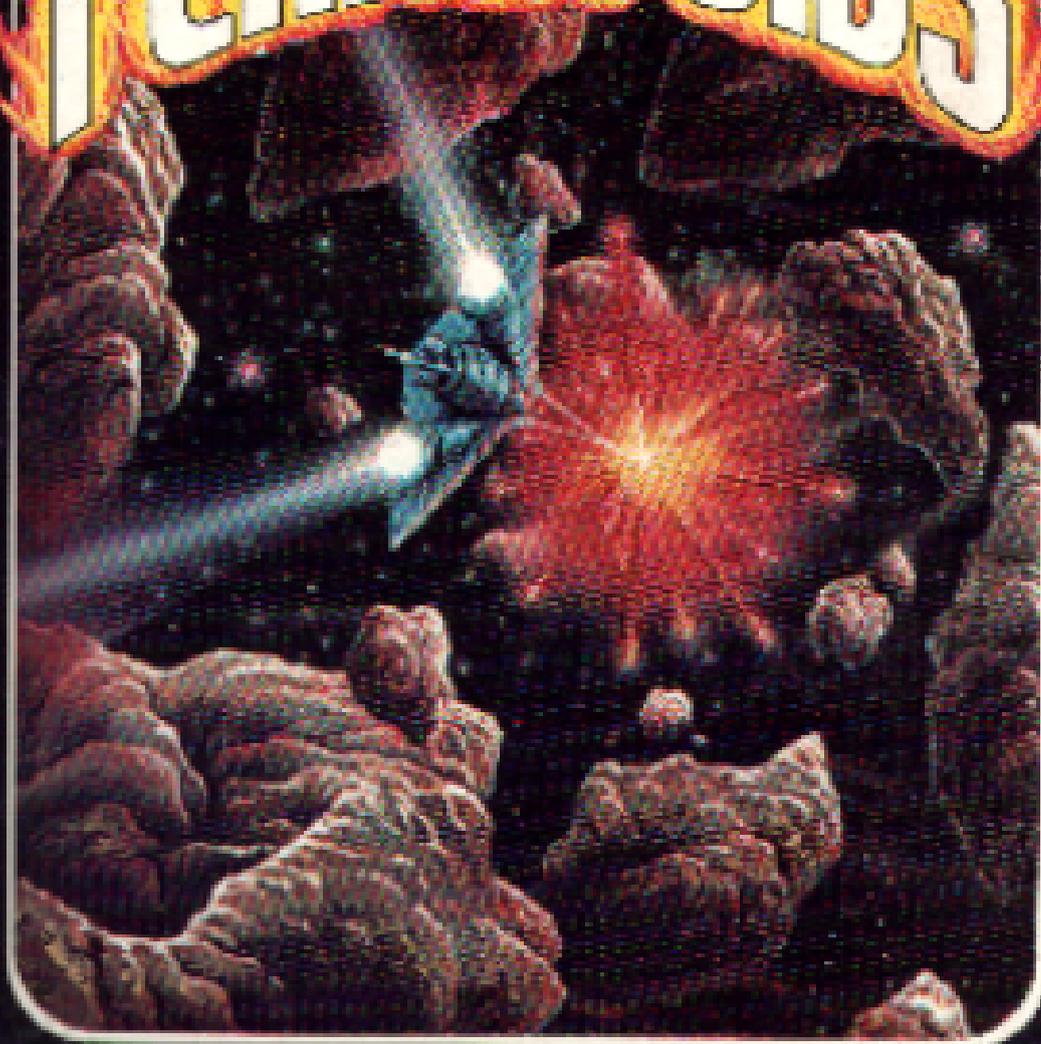


MODEL 1 DISK 1 DRIVE
MODEL 3 DISK 2 CONVERTER
FLOPPY REQUIRED

Apple Version by Marc Goodman
TRS-80 Version by Greg Hassett

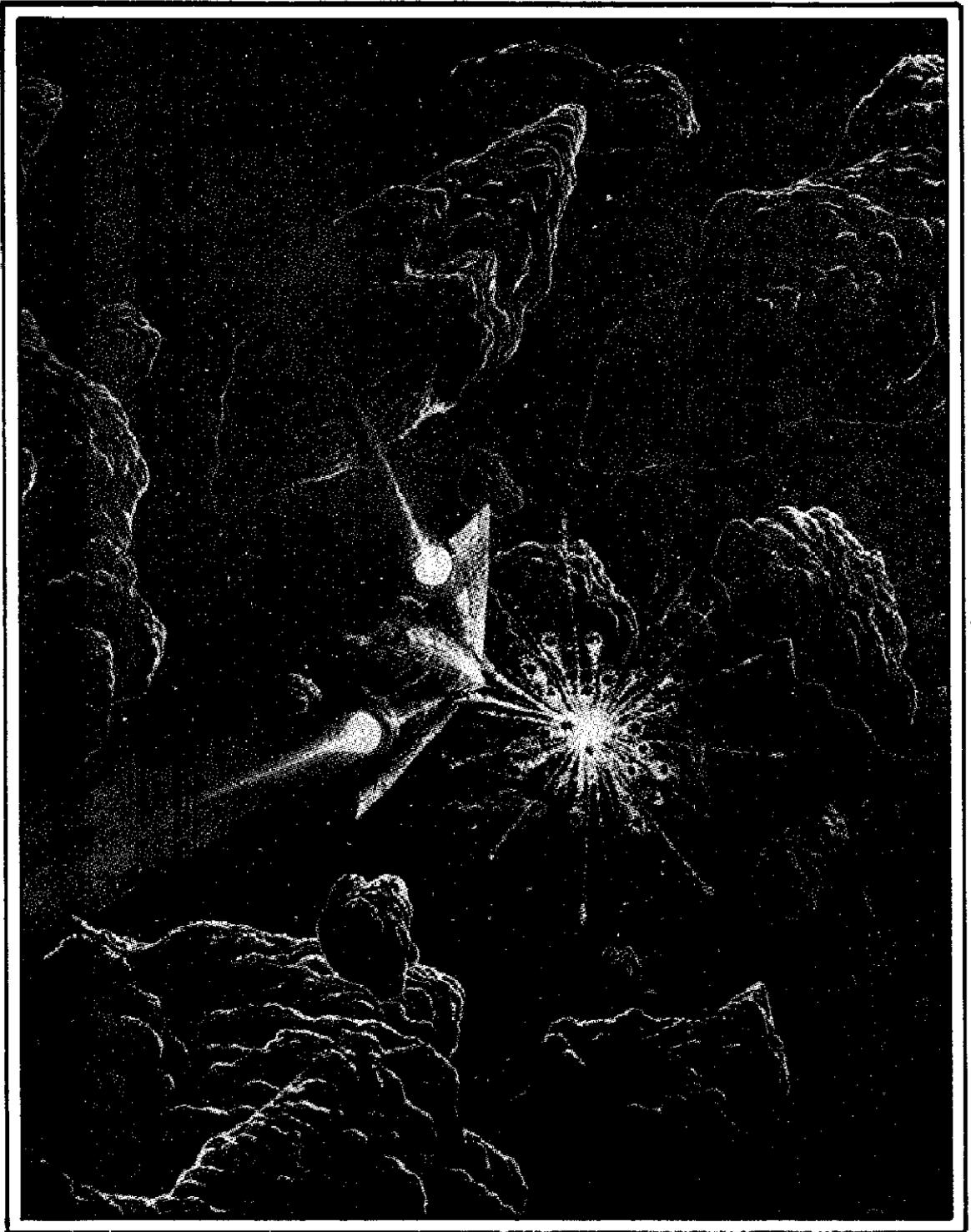
PLANETOIDS



© Copyright 1981
AI Adventure
INTERNATIONAL
A Division of Sierra Games, Inc.



PLANETOIDS



INSTRUCTIONS

ADVENTURE INTERNATIONAL

Presents

PLANETOIDS

© COPYRIGHT 1981 ADVENTURE INTERNATIONAL

PUBLISHED BY ADVENTURE INTERNATIONAL • A DIVISION OF SCOTT ADAMS, Inc.

BOX 3435, LONGWOOD, FLORIDA 32750, (305) 862-6817

How to load Planetoids for TRS-80 from tape.

The first step in the loading procedure is to mount the **Planetoids** tape in your recorder. Next, plug the small grey plug into the "REM" jack and the large black plug into the "EAR" jack. The large grey plug should remain loose. Press PLAY on the recorder; the tape should not move. Noy get into Level II BASIC and press (ENTER) for the "Memory Size?" query. Enter the following dialog:

When the computer prints:	You type:
>	SYSTEM (ENTER)
*?	FASTER (ENTER)
*?	/(ENTER)

The game should now begin!

*Note on model 3 be sure to hit "L" for CASS? question!

Tape Loading Instructions For Apple II And Apple II Plus (Includes Optional Tape To Disk Transfer)

Loading PLANETOIDS into your APPLE II is a simple operation if you will closely follow the easy steps outlined below. Also, you may wish to save your PLANETOIDS tape onto disk as a back-up or extra copy. If this is the case, you will need to BOOT up a FORMATTED disk in your disk drive prior to executing the tape loading instructions. Once this step has been carried out, simply follow the tape loading instructions below.

1. First, you will need to power up the computer. This is accomplished by locating the switch marked ON/OFF (found on the back of the unit, right by the AC power cord input) and turning it ON. The screen should now display the words "APPLE II." Also, don't forget to turn on your monitor.
2. Now press the RESET key. You can find it in the uppermost righthand corner of the keyboard. You should now have a blinking cursor in the lower left-hand portion of your screen.
3. Put your PLANETOIDS tape into your cassette player. Set the volume on 3½. There should be a cable which connects the EAR jack on the cassette player to the CASSETTE IN port on the back panel of your APPLE II. Unplug this cable from your player, as you will need to hear the beginning tone on the tape in a moment.
4. Press the PLAY key on your cassette player. There are 2 copies of PLANETOIDS on both sides of the tape, but don't forget to rewind the tape if necessary. In a few seconds, you should hear an audible tone. As soon as this occurs, IMMEDIATELY hit STOP on the cassette player. The tape is now "cued" and positioned for your APPLE II to read the program information.
5. Type in the following: CALL -151 and hit RETURN. You should now get an asterik (*) next to your blinking cursor.

6. Type in the following: 800.1E66R but DO NOT hit RETURN yet!
7. Now re-insert the cable you removed in STEP#3 back into the EAR jack on your cassette player. Check to see that it is firmly in place, as a loose connection could result in critical information loss.
8. Hit the PLAY key on your cassette player and then IMMEDIATELY hit RETURN on your APPLE. It will take the computer about a minute to read the program information. When this is completed, an asterik and blinking cursor will appear in the lower left-hand corner of the screen as before. OPTIONAL TAPE TO DISK TRANSFER: When your PLANETOIDS tape is finished loading (the prompt should be displayed) and you wish to transfer it to disk, type in a CTRL-D (a CTRL-D is executed by pressing the keys marked "CTRL" and "D" simultaneously), then key in the following: BSAVE PLANET, A\$800,L\$1670
9. Now type in the following: 800G and hit RETURN. Your PLANETOIDS program should now run.
10. If the tape fails to load, go back to STEP#2 and go through the procedure again, this time experimenting with the volume. Somewhere between 3 and 4 usually works well, but this may vary with the make of the cassette player.

AI Standard Disk Loading Information For TRS-80 Model I, Model III, Apple 2

These are the loading instructions for the Disk version of this program:

For all computers: Be sure that you are not using write protect tabs on the destination disks. Backup your original disks before following these procedures!

If you have the APPLE version, follow these instructions

If your APPLE has DOS 3.2, you can simply boot the disk Drive 1 and the disk will auto-run. You can accomplish this by locating the on/off switch on the back left hand side of your APPLE. Place the disk into Drive 1 and turn the Computer on. The program should start running by itself. If you should have any problems, please contact Adventure International.

If your APPLE has DOS 3.3, you will have to convert this disk to the format that your computer uses. This is accomplished by use of the MUFFIN utility provided on the DOS 3.3 master. Instructions on the use of MUFFIN are provided in your DOS 3.3 users manual.

If you have a TRS-80 Model I, follow these instructions

If you have more than 1 drive, simply place the Adventure International disk into drive 1, and a copy of TRSDOS into drive 0. Boot the system. This is done by pressing the reset button, located on the back of the keyboard on the left-hand side. After booting the system, type 'AICHAIN' and the program should start running automatically.

If you have a single drive system, you will need to take a copy of TRSDOS 2.3 and remove all the visible files from the disk. Visible files are those that appear when you type 'DIR'. After KILLing all the visible files, kill the following files in the given order:

```
KILL BACKUP/CMD.BACKUP
KILL FORMAT/CMD.FORMAT
KILL BASICR/CMD.BASIC
```

When finished, these should be the only files left on the destination diskette:

SYS0/SYS — SYS1/SYS — SYS2/SYS — SYS3/SYS — SYS4/SYS — DIR/SYS —
BOOT/SYS — SYS5/SYS — SYS6/SYS

Place the Adventure International Diskette into drive 0 and boot the system. This is accomplished by pressing the RESET button on the back left-hand side on the keyboard. The disk will ask you for the DESTINATION DRIVE?. Answer this with a '0'. Then follow the instructions given by the program regarding when to swap the disks.

After the transfer utility stops, take the destination disk and boot it in drive 0. When 'DOS READY' appears type 'AUTO AICHAIN'. Boot the system once again and the program should thereafter auto-run.

IF you have a TRS-80 Model III, follow these instructions

The disk you have purchased is in a Model I format. You will need to use the convert utility to make a Model III compatible version. To do this, follow these instructions:

Take a copy of Model III TRSDOS and place it in drive 0. place the Adventure International diskette in Drive 1. Boot the system. This is done by pressing the small orange square in the upper-right corner of the keyboard. When 'DOS READY' appears on the screen, type 'CONVERT'. This will execute the convert utility. Answer the 'Source Drive?' question with a '1'. Then answer the 'Destination Drive?' question with a '0'. Then utility will then convert all the programs from the Adventure International diskette to your TRSDOS disk. After finishing, KILL AICHAIN/CMD. If you have an Adventure disk by Scott Adams simply type: "ADVENTUR" to start otherwise you can then build a DO file by following these instructions:

Type the following

BUILD AICHAIN (ENTER)

BASIC (ENTER)

1 (ENTER)

(ENTER)

RUN"START" (ENTER)

(BREAK)

AUTO DO AICHAIN (ENTER)

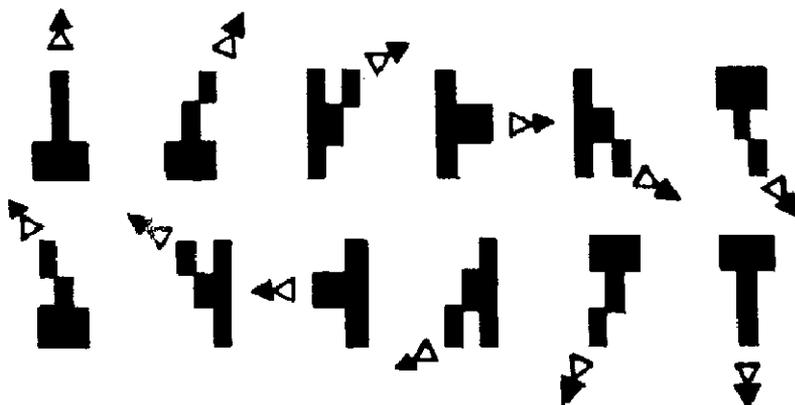
TRS-80 Instructions Follow (Apple Version Self Explanatory)

How to play Planetoids

The object of TRS-80 **Planetoids** is to use your ship and its laser cannons to destroy the surrounding asteroids and the invading enemy ships. Control of your ship is gained by rotating, thrusting, firing, and entering hyperspace.

1. Rotating

There are two rotation keys: **[↑]** rotates counterclockwise, and **[W]** rotates clockwise. These keys may be held down for prolonged rotations. The positions of your ship and their respective firing angles are as follows:



2. Thrusting

To thrust, depress the @ key. This key may be held down for continuous thrusting. Remember that your ship has inertia! The thrusting angles are the same as the firing angles, as depicted above.

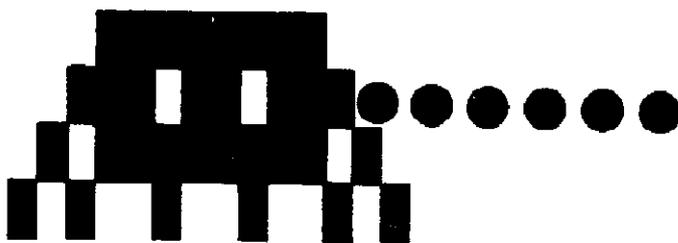
3. Firing

Depress the key when you wish to fire a bullet. Unlike the thrust and rotate keys, the fire key may not be held down for rapid-fire. Note also that at any given time, no more than four bullets may be present on the screen.

4. Entering hyperspace

The space-bar is your hyperspace key. Use it in extreme situations, where no other escape is possible. When you depress the space-bar, your ship will vanish for about one second, then return to a random spot on the screen. Beware! You may land on an asteroid or enemy ship!

Enemy ships



The enemy ships appear on the screen at random, more frequently as your score increases. They may fire one, two, three, or four bullets at you, and they are pretty accurate! One ship is particularly dangerous — the Zoron Battle Star. This ship is not destroyed upon collision with an asteroid! And, as if that weren't enough, the Zoron's bullets are always fired at full speed! Watch out . . . his aim is true.

Special features

Planetoids offers many special features, activated during a game by the number keys on the keyboard. Here is a list of these special functions and their respective activation buttons.

0 FREEZE! The zero key freezes the game, allowing you time to answer the telephone, take the teawater off of the stove, or just rest your fingers. Depress this key during a game, and the display becomes motionless; depress it again, and you're right where you left off.

1 PRACTICE MODE. Occasionally, you may wish to practice **Planetoids** at the difficulty levels offered by high scores. During any game, just press the one key and you will begin playing at the current high score. There is no need to worry about people altering their scores this way, for scores achieved in this mode are not recorded, and a "P" is displayed beside the on-line score to indicate that the Practice Mode is active. Since you may practice forever in this mode, regardless of how many times you are destroyed, you must press the one key to exit the game.

2 ABORT! Had bad luck this time? Not your fault, eh? No problem, just depress the two key and a new game will start. No one will ever know . . .

3 SAVE SCORES. If you wish to save the current top ten scores to tape, prepare a tape by adjusting it to where you wish the game to go, press RECORD & PLAY, and depress the three key. The saving process takes about ten seconds. NOTE: SAVING HIGH SCORES ALSO ABORTS THE CURRENT GAME!

4 LOAD SCORES. If you wish to load the top ten scores from tape, prepare the cassette by adjusting it to where the scores are stored, press PLAY (be sure the small grey plug is in the REM jack) and depress the four key. The loading process takes about ten seconds. NOTE: LOADING HIGH SCORES ALSO ABORTS THE CURRENT GAME!

5 HIGH SPEED ASTEROIDS! The asteroids in **Planetoids** can float at either normal or high speed. The five key is the method by which you control the asteroids' speed. When you depress it once, the asteroids begin to float at high speed; depress the key again, and the asteroids will move at their normal speed. Note that all other screen activity remains at normal speed at all times.

6 CRUZE! **Planetoids** has a special mode in which all of the asteroids slow down to an almost stopped state, allowing you to practice the use of the thrust key. Depress the six key, and you will then be able to cruise around and weave among the asteroids. The six key, if pressed again, will deactivate the Cruze Mode. Note that all other activity will remain as normal (enemy ships, bullets, explosions, scoring, etc.) and that scores will not be recorded from the Cruze Mode. However, this mode can be highly challenging and a lot of fun!

7 DOGFIGHT! Pressing the seven key will activate the Dogfight Mode. In this mode, the asteroids vanish, and the challenge arises solely from the omni-present enemy ships which fire at you. Their salvo densities and speed are still determined by your score (see technical notes). Pressing the seven key again aborts the Dogfight Mode so that a new game may be started. Note that the Dogfight Mode and the Practice mode may be active simultaneously.

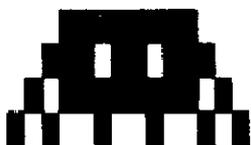
Technical Data

Planetoids uses a random number generator to control probabilities of given events throughout the game. Three main functions so controlled are of special interest. These are:

1. The probability of a Zoron Battle Star firing 1, 2, 3 or 4 bullets.
2. The probability of any other ship firing 1, 2, 3 or 4 bullets.
3. The probability of occurrence of a ship on the screen, i.e., the interval between appearances of new ships.

All three of these functions are pseudo-random. For example, it is possible for the Spider Ship to fire 1, 2, 3, or 4 bullets on any of its firings. However, the probability algorithms are set up such that at the beginning of a game (low score), a firing of a single bullet is much more likely than a salvo of four bullets. Later in the game, the reverse is true, and salvos of three or four bullets become common while a firing of one bullet is still possible but less likely. The probability distributions are biased by an amount which depends on the current score.

Other facets of the game change as the score increases. One major such item is the speed of the bullets. Although the Zoron Battle Star always fires at full speed, the bullets from the other ships are at reduced speeds which later increase as the score increases.



enjoy!