

MICHIGAN ASTRO-BUGS

TAPE #2

INSTRUCTIONS

INSERT YOUR TAPE INTO THE RECORDER WITH THE CORD PLUGGED INTO THE "EAR" JACK KEY IN ":INPUT", AND START TAPE ON "PLAY". WHEN THE FIRST (MENU) PROGRAM IS DONE LOADING, YOU WILL BE PROMPTED TO "STOP RECORDER". WHEN YOU STOP IT, DO NOT RE-WIND, BUT WAIT FOR THE MENU TO APPEAR ON THE SCREEN. WHEN IT DOES, ENTER PROGRAM WANTED, PRESS "GO", AND START YOUR RECORDER AGAIN. THE SCREEN WILL LIST PROGRAMS AS IT COMES TO THEM, THEN WHEN IT GETS TO THE ONE YOU WANTED, WILL AUTOMATICALLY INPUT AND RUN THE PROGRAM.

SIDE #1

1--STAR BASE I - BY GREG MIEJSKI

THIS IS A 'DEFENDER' OR 'STARGATE' BASED GAME IN WHICH THE PLAYER DESTROYS MOUNTAIN CITIES AND STARBASES. PLAYER CONTROLS DEFENDER STYLE SHIP WITH HAND CONTROL USING THE TRIGGER TO FIRE LASER. PUSHING THE 'RED' BUTTON ON THE COMPUTER KEYBOARD WILL INITIATE 'HYPER-SPACE' SEQUENCE.

THE GAME TAKES PLACE ON THE UNSTABLE PLANET OF CYPHUS IV, WHERE THE SURFACE IS CONSTANTLY CHANGING, CAUSING MOUNTAINS TO APPEAR AND DISAPPEAR. ON EVERY MOUNTAIN THERE ARE THREE CITIES, WITH ONE BEING IN THE CENTER ON TOP, AND TWO OTHERS LOWER ON THE SIDES. THE SAME CONFIGURATION EXISTS FOR THE STARBASES.

THE GAME STARTS WITH THE PLAYER BEING ON THE LEFT SIDE OF THE SCREEN IN THE CENTER. THE PLAYER'S RESERVE SHIPS ARE SHOWN AT THE TOP ON THE LEFT SIDE, WITH THE 'HYPER-SPACE' BARS ON THE UPPER-RIGHT. PLAYER'S SCORE IS SHOWN IN THE LOWER-LEFT CORNER, WHILE THE HIGH-SCORE IS SHOWN IN THE LOWER-RIGHT. PLAYER ALWAYS STARTS OUT ON THE SURFACE OF THE PLANET WITH TWO RESERVE SHIPS AND THREE 'HYPER-SPACE' BARS. A FREE 'BONUS SHIP' IS AWARDED FOR EVERY FIVE-HUNDRED POINTS SCORED, ALONG WITH A FREE 'HYPER-SPACE' BAR.

TO MOVE, PUSH JOYSTICK HORIZONTALLY IN DIRECTION DESIRED. THIS WILL INITIATE CONSTANT MOVEMENT OF THE PLAYER'S SHIP. MOVING JOYSTICK UP AND DOWN POSITIONS SHIP VERTICALLY. THE LASER WILL ALWAYS FIRE IN THE DIRECTION THAT THE SHIP IS MOVING. IF THE SHIP IS STILL, THE LASER WILL FIRE TO THE RIGHT. TO MOVE THE SHIP TO THE NEXT SCREEN, MOVE ALL THE WAY RIGHT OR LEFT.

IF THE PLAYER DOES NOT DESTROY ANY PART OF THE CITIES OR STARBASES, HE MAY MOVE ON TO THE NEXT SCREEN, BUT IF THE PLAYER DESTROYS A CITY OR A STARBASE, A FORCE FIELD IS SET UP ON THE BOUNDARIES OF THE SCREEN PREVENTING THE ESCAPE OF THE SHIP. IF THIS HAPPENS, THE ONLY WAY TO "TURN IT OFF" IS TO DESTROY THE OTHER TWO CITIES OR STARBASES. WHEN A FORCE FIELD IS ON THERE IS A TIME LIMIT FOR THE PLAYER TO DESTROY THE OTHER TWO TARGETS. IF THE TIME LIMIT EXPIRES, AN INESCAPABLE LASER HITS THE PLAYER AND KILLS HIM. THE TIME LIMIT CAN ONLY BE TURNED OFF BY DESTROYING THE OTHER TWO TARGETS OR BY USING A 'HYPER-SPACE' BAR.

USING A 'HYPER-SPACE' BAR WILL TRANSPORT THE PLAYER INTO SPACE TO FIGHT THE STARBASES. ONLY THE CENTER CITY AND THE CENTER STARBASE WILL FIRE AT PLAYER. THE GAME GETS PROGRESSIVELY HARDER AS THE PLAYER DESTROYS MORE MOUNTAINS AND STARBASE PACKS. THE GAME IS OVER WHEN ALL SHIPS HAVE BEEN DESTROYED. PULL TRIGGER TO RESTART GAME.

ALL CITIES AND STARBASES ARE WORTH TWENTY POINTS EACH WHEN DESTROYED. THE PLAYER WILL ALSO BE KILLED IF HE CRASHES INTO A MOUNTAIN, A CITY, OR A STARBASE.

2--WACK-A-MOLE - MIKE PEACE - WAVEMAKERS

USE THE JOYSTICK AND TRIGGER TO CLOBBER THE MOLE. YOU MUST MOVE THE JOYSTICK BEFORE YOU PULL THE TRIGGER. THE MOLE GETS FASTER AS LEVEL INCREASES. THERE IS A SECRET MESSAGE IF YOU CAN FIND IT.

3--HAPPY DAYS - BY PEGGY GLADDEN
4--ROCKIN' ROBIN - BY PEGGY GLADDEN

WITH EACH OF THESE YOU DON'T NEED TO DO ANYTHING BUT SIT BACK AND LISTEN.

SIDE #2

1--SNARE-A-BEAR - BY STAN KENDALL

THIS PROGRAM IS SELF-EXPLANATORY. JUST FOLLOW THE INSTRUCTIONS ON THE SCREEN.

2--W&W RACETRACK - BY BOB WEBER

THIS IS A HORSE RACE, WHERE YOU PICK YOUR HORSE, BET YOUR MONEY, AND PICK IF IT'S GOING TO WIN, PLACE OR SHOW. JUST FOLLOW THE DIRECTIONS ON THE SCREEN, USING THE KEYPAD.

3--MEMORY LANE - MIKE PEACE - WAVEMAKERS

THIS IS A SIMPLE MAZETRON TYPE GAME. FIRST THE COMPUTER LETS YOU SET YOUR LEVEL AND THEN SHOWS YOU THE STEPS TO TAKE THROUGH THE MAZE. THEN YOU GET TO DO IT BY YOURSELF.

4--COLOR PATTERNS - STAN KENDALL

JUST FOLLOW THE INSTRUCTIONS ON THE SCREEN, AND ENJOY WATCHING SOME OF THE NEATEST COLOR PATTERNS YOU'VE EVER SEEN ON YOUR COMPUTER!

HOPE YOU ENJOY THIS TAPE AS WELL AS YOU SEEMED TO ENJOY TAPE #1. WE WILL KEEP PRODUCING CLUB TAPES, AS LONG AS YOU KEEP SENDING US THE DONATED PROGRAMS.