



GROTNIK WARS

**BREATHTAKING ARCADE GAME
FOR THE EXIDY SORCERER**

—An Exercise in 3D Simulation—

Created by Ross Williams



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WHAT IS GROTRNIK WARS?

It's a video arcade game that isn't coin hungry. You, as commander of a star ship, must search out and destroy enemy spaceships in 8 galaxies. Of course, you have only a certain amount of shield energy, and when you fight an enemy ship that is in your galaxy, it can fight back and damage your ship.

The many innovations in Grotrnik Wars make you feel that you are actually piloting the spaceship instead of just hitting keys, but the feature that gives it life is its real-time animation. As you patrol a galaxy, you see fields of meteors passing you, just as if you were moving through 3-dimensional space. Asteroids appear out of the distance and grow larger as they near you, before drifting past. When you steer the ship, the stars outside veer realistically in the opposite direction. Enemy ships appear from above, below or from the side, receding in size as they speed past. But the hyperspace effect (used to move you to a different part of the galaxy) and explosions must be seen to be believed!

LOADING INSTRUCTIONS

Grotrnik Wars will run on a 16K or larger Sorcerer computer. It is not necessary to have the BASIC ROM PAC inserted to play. If you are in BASIC, type:

BYE (RETURN)

to enter the Sorcerer Monitor. Rewind the tape, type LOG, press play on the recorder, and press the RETURN key on the Sorcerer. The program should load in about 90 seconds.

Should the program fail to load, an adjustment in volume setting may be necessary. Note the volume setting that loads the program correctly, and use it for future reference. If you still have trouble loading, you may wish to use the 300 baud recording on the reverse side of the cassette. If so, give the monitor command: SE T=1 before the LOG command. This tells the Sorcerer to listen at 300 baud.

Once the program has been loaded, a display mode is entered. To start playing, hit any key.

VIEW

The screen is your on-board computer video. You are shown a picture of space directly in front of your ship. In the centre of the screen are your sights, and on the top of the screen is a continuous status report which may be switched off by releasing the SHIFT-LOCK key. Although you are not shown a view from behind, the on-board computer monitors the movements of all dangerous enemy close behind and places their sights on your screen in the form of a large X. If you allow this X to move within your sights, you are in grave danger of being hit. Your limited supply of shield energy is depleted every time your craft is hit.

KEY PRESS CONTROLS

The eight numeric keys on the numeric keypad are used to control the direction of your ship. For example, pressing the 4 causes your ship to accelerate to the left, and the 6 to the right. The six other keys accelerate your ship up, down and diagonally. Some practise may be required before mastering the art of steering your ship through space.

Initially you are stationary (Velocity 00), but may accelerate up to Velocity 03. At this speed, you will be passing most of the enemy craft in your galaxy. The F and S keys may be used to speed up or slow down respectively. Alternatively, you may wish to use the W and Q keys or the - and X keys on the numeric keypad for the same result.

To blast the enemy, you must steer your ship up behind an enemy fighter so that it comes within your sights. This is not easy, as the enemy fighter will dodge around trying to avoid your fire. Your ship is equipped with two powerful phasers which lance out into the distance at the touch of a fire button, which may either be the space bar, TAB or Home keys.

From time to time it may be necessary to go into hyperspace in order to get to another part of the galaxy quickly and escape enemy fire. Simply hit the bottom left-hand key on the numeric keypad. This is your hyperspace button, which must be used with discretion as entering hyperspace occasionally depletes energy levels.

The game may be restarted by depressing the CTRL and C keys together or temporarily frozen by hitting the RUN-STOP key.

SCORING

Points are achieved by blasting the enemy. Some enemy ships are very hard to hit and offer many points. If you succeed in eliminating all but three enemy fighters (a recognised acceptable level of enemy per galaxy), then you will be time-warped into the next galaxy, with faster and deadlier enemy to contend with. Some surprises await advanced commanders who get to explore the higher galaxies.

SOUND EFFECTS

Sound effects may be heard by connecting a speaker to pins 1 and 16 of the Parallel Interface on the back of the Sorcerer.

STRATEGY

Most enemy ships travel at a constant speed, thus allowing you to creep up behind them, slow down to their speed then concentrate on getting them into your sights before blasting them into oblivion!

After playing Grotnik Wars for several hours, most players gain enough skill to hunt down and blast enemy fighters with ease, obtaining scores of over 1000. But much skill will be needed to destroy TARDIS, ENTERPRISE and particularly the DEATH STAR, which may yield up to 1000 points each! Players have been known to obtain scores in excess of 8000!

Good luck!



Enemy Fighter



Enemy Fighter



Grotnik



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