
***** SORCERER ASTEROIDS *****

ASTR^M 2203 OEFF 1000

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A Product of Customized Technology

(A member of the Global Software Network)

SORCERER ASTEROIDS is our version of the arcade game which is so popular. You can rotate your ship either clockwise or counter-clockwise to aim at the rocks and move it across the screen to avoid collisions or shots from the flying saucers. You can fire your laser and watch the rocks break into smaller pieces when you hit them.

LOADING INSTRUCTIONS:

Enter the monitor by typing `BYE` and pressing `RETURN`. Then `LOAD` by typing `LOG` and pressing `RETURN`. The program will `LOAD` and automatically execute. If you get `DRC` Loading errors, try again after adjusting the recorder's tone/volume controls. If you continue to have difficulty Loading, try the second copy on the tape.

PLAYING INSTRUCTIONS:

The object of the game is to score points by destroying asteroids (rocks) and the enemy's flying saucers while avoiding getting struck by a rock or by a laser beam from a saucer. Your fleet consists of three ships, and the game is over when all have been hit.

TO:

PRESS:

rotate counter-clockwise	(,) comma
rotate clockwise	(.) period
move ship	(/) slash
fire laser	space bar

Some players have found that they can react faster if they place their right index finger on the comma, the right fore-finger on the period, the right ring finger on the slash and the right thumb on the space bar.

Press `CTRL C` to stop the game or to reach monitor level after a game is complete.

For extra fun, SORCERER ASTEROIDS has been programmed to provide sound effects through the SORCERER'S VOICE designed by Rick Paradise. This attachment will be made available shortly. In the meantime certain effects can be heard by connecting an amplifier to `OUTPUT BIT 7` (pin # 4) and earth (pin # 1) of the parallel port.

Have fun and good luck!

The name 'SORCERER' has been trademarked by Exidy Inc.