



AIR RAID

Air Raid (16K)

1. **Air Raid.** This is no drill, you've got radar confirmation: enemy bombers carrying nuclear weapons are approaching with fighter escorts. Man the anti-aircraft gun — your country is depending on you to bring them down!
2. **Race.** Drive as fast as you can, but don't smash into the walls! Up to four players can compete, or race against the clock.
3. **Quintominoes.** Fitting the pieces of this puzzle together is hard enough when you're playing by yourself, but when you've got an opponent to play against, good luck.
4. **Rover Robot.** Will Rover find a path to safety? He can provide limited information about the dangers that lie ahead, but it's up to you to decide his path — and fate!



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 fields which will damage 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 CompuColor II ON or OFF.
 8. Cigarette smoke and ashes can impair operation.
- B. ALL COMPUTER PROGRAMS ARE DISTRIBUTED ON AN "AS IS" BASIS WITHOUT WARRANTY.
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AIRRAID

You are at a costal defense gunnery station. Our intelligence system has detected a large force of enemy aircraft flying toward our country at low level altitudes. Radar determines the number of aircraft to be about 75, heavy bombers with fighter escorts. Some bombers are suspected to be armed with nuclear weapons capable of rendering substantial damage. It is your job to shoot down these aircraft before they can move inland and perform their mission.

At your disposal is a heavy-duty anti-aircraft gun. It is controlled from your CompuColor. To make operation of the gun as easy and fast as possible, it is controlled by the use of only three keys. The gun barrel can be raised by depressing the LEFT ARROW key. It can also be lowered by depressing the RIGHT ARROW key. Firing the gun is done by hitting the HOME key. The gun is fired once each time the HOME key is hit, so how fast the gun fires is determined by how fast you can hit the key.

A built-in scanner determines which planes are escorts, conventional bombers, and nuclear bombers. They will then be displayed in three different colors representing the three different types. Aircraft capable of doing the most damage have priority in being destroyed, their importance is listed below.

Aircraft	Hit	Miss
Fighter (red)	5 points	-1 point
Bomber (cyan)	15 points	-25 points
Nuclear bomber (magenta)	100 points	-150 points

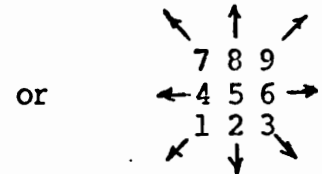
Should you give up and decide to retreat, the "AUTO" key will exit the program and return to the "MENU" program.

Remember: this is no drill - your country's depending on you!

RACE

This is a race simulation for 1 to 4 drivers. You may compete against one another or race "against the clock". To start the game, each player enters his name. The program will automatically determine the starting order. Each player moves his car by pressing one of the number keys from 1 to 9:

5 maintains a steady speed.
7 8 9 accelerate upwards.
1 2 3 " downwards.
7 4 1 " to the left.
9 6 3 " to the right.



Speed and direction of motion are affected by each move you make, so if you try going too fast into a turn you could wind up against the wall. Any crash causes the driver to lose a turn. The time for each car is shown as that car crosses the Finish Line, and the first car to cross is the winner. So... gentlemen, start your engines!

QUINTOMINOES

QUINTOMINOES is an orientation game which requires you to fit odd-shaped pieces onto a playing board. There are three versions: 1) Solitaire: One player tries to get all 12 pieces on the board; 2) Two players: Players take turns placing pieces on the board. The player who can no longer put a quintomino on the board is the loser; 3) Two players: Players first take turns choosing pieces (ending up with 6 each). Play proceeds as in (2) except that players can play only their own quintominoes.

For each of the above, Advanced Quintominoes is available which is played with one of the board squares blacked out - no piece may be placed on it. A quintomino is placed on the board by first entering its number. Then, you choose an orientation - whether the red key square is to point north, south, east or west. (In the display they are all oriented west.) Finally, you specify the board square on which the piece's red key square is to be placed.

Entering "R" will let you re-orient a quintomino before it is played, and entering "C" will let you cancel that play and choose a different piece, or end the game.

ROVER ROBOT

Rover Robot is a friendly little fellow, and a close personal friend of your Compucolor II. He has a problem, however. He must cross a grid to reach the other side, and avoid hazards hidden on the grid. So, he and your Compucolor are asking you to help.

Each square on the grid is labeled either GO or STOP. If Rover lands on a STOP square that's the end of Rover and the end of the game. Rovers starts by stepping to any number (without a STOP) in Row One (10-18) and is trying to get to the bottom row. You can check any square to see if it is GO or STOP, but you can only check a limited number of times. You also have a map option, to show you where Rover has been and all the STOPS up to the current row so that you may move Rover around dead ends; but, you only get a limited number of maps.

Here are the five commands available to help you get ROVER across the grid:

1. Step (S) - Rover can move to a touching square - horizontal, vertical, or diagonal. The computer will ask for the number of the square you want to move to.
2. Check (C) - You may check any square to see if it is a GO or STOP. The computer will ask for the number of the square. You are allowed a limited number of checks.
3. Look (L) - You may look at the number of STOPS straight ahead from where Rover is to the last row and the number of STOPS in the current row anytime.
4. Map (M) - Draws a map from row one to the current row showing Rover's path and every GO or STOP square in those rows. There are a limited number of maps.
5. End (E) - To end the game.

When the game is started you will be asked to select one of three levels of difficulty - Novice, Regular or Expert. You will also be given the option of getting a 'hint'. If you desire a hint, the border around the squares on the first row which contain a 'GO' are flashed. By making your initial step onto to one of these squares you are ensured of making a safe initial move. Please watch your step - Rover is depending on you.