

DOWN THE TRENCH

When the game starts, you have to input a level of difficulty: level 1 is the hardest, level 2 will make the lasers shoot at you $\frac{1}{2}$ the time, level 3-one third the time, level 4-one fourth the time...etc. Level 6 is for beginners, although you can enter any number for the difficulty you want. The object of the game is to evade the enemy laser shots, then, when the lasers have stopped shooting at you, a red & green box will flash on the right side of the screen, you now engage your flight computer by pulling your trigger, then rotate your knob right & left and the joystick up & down to line up the target in the wall (there is a paper stapled behind this that has arrows showing how to line the wall up perfectly) This section is easier if your ship is kept somewhere near the center during the beginning. When the boxes are lined up the way the picture shows, you pull your trigger to fire your photon torpedoes. If you see 'PULL OUT' at the top of the screen, your shot went through. You then immediately pull back on your joystick (if you don't, you run into the wall and lose). The screen will go back to the normal flight mode (computer disengaged) and show your ship moving out of the trench, and then the horizon of the DEATH STAR moving down & away, then the DEATH STAR explodes in a fury, and you have won the game. Now try it at level 1. It takes quite a while ($2\frac{1}{2}$ minutes, less at lower levels of difficulty) to get to the 3-dimensional 'COMPUTER ACTIVE' part. That is intentional, to make the game harder. It is not to be expected that you win in the first 20 minutes you play the game, it takes practice and concentration. Good luck! You'll need it!

COMPUTER TRENCH

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
-77	-71	-65	-59	-53	-47	-41	-35	-29	-23	-17	-11	-5	1	7	13	19	25	31	37	43	49	55	61	67	73

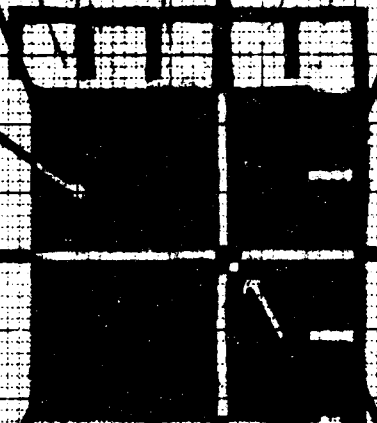
COMPUTER ACTIVE

PRESENT STATUS & WARNINGS

END OF TRENCH

RIGHT

WALL



LEFT

BASIN

Line #

Statement(s)

Comments

1 CLEAR;PRINT

2 .T HAYS

6 NT=1;INPUT " INPUT DIFFICUL
TY"R

NAME
'INPUT' IS A 'WORDS' COMMAND

7 Y=0;T=0;&(21)=255;PRINT "**
DOWN THE TRENCH"

ASTERISKS

9 D=0;E=40;PRINT " PRESS TRIG
GER

10 IF TR(1) GOTO 20

15 GOTO 10

20 CLEAR;&(9)=38;FC=158;BC=8;
&(1)=8;&(2)=89

SCREEN REGISTERS

30 XY=11186;LINE 78,-43,1;XY=
11086;LINE -78,-43,1

TRENCH

50 FOR A=1 TO 25;BOX RND(87)-
43,RND(24)+20,1,1,1;NEXT A

STARS

100 X=KN(1)÷2;Y=JY(1)×3+Y;B=
RND(R);C=RND(R);T=T+1;BOX

READS OFF JOYSTICK

15,0,1,20,3;BOX 15,0,1,20,3
110 FOR S=1 TO 2;BOX X,Y,9,2,3;
BOX X,Y+1,3,1,3;NEXT S

LASER POST

YOUR SHIP

115 BOX 50,0,2,63,3;BOX 50,0,2
,63,3;IF T>99 GOTO 600

LASER POST

T= # OF LOOPS

120 IF B=160 SUB 200

130 BOX -20,0,1,25,3;BOX -20,0
,1,25,3;IF C=160 SUB 300

LASER POST

140 BOX -64,0,2,74,3;BOX -64,0
,2,74,3;GOTO 100

" "

200 &(23)=64;XY=11186;D=(D+X)÷2
;E=(E+Y)÷2;LINE D,E,3

LASER FIRE-LEFTSIDE

210 IF D>X-2 IF D<X+2 IF E>Y-2 IF
E<Y+2 GOTO 400

IS IT A HIT?

220 XY=11186;LINE D,E,3;&(23)=
0;RETURN

ERASE LASER

300 &(23)=65;XY=11086;D=(D+X)÷
2;E=(E+Y)÷2;LINE D,E,3

LASER FIRE-RIGHTSIDE

310 IF D>X-2 IF D<X+2 IF E>Y-2 IF
E<Y+2 GOTO 400

IS IT A HIT?

320 XY=11086;LINE D,E,3;&(23)=
0;RETURN

ERASE LASER

USE OF SHADED AREA IS FOR 2ND OR
MORE LINES OF MULTI-LINE STATEMENTS

DO NOT ENTER A SPACE BETWEEN LINE #
AND STATEMENT, THIS IS DONE BY THE UNIT

Line #

Statement(s)

Comments

400 FOR A=255 TO 50 STEP -6; &(23)
 =A; BOX X, Y, RND(66)+(VX40),
 RND(46), 3; BC=A; MU=A; &(19)=
 A; NEXT A; &(19)0; BC=8; CY=26

EXPLODE-YOUR SHIP
 IF V, DEATHSTAR EXPLODES

425 GOSUB 500; IF M=4M=0; PRINT"
 YOU RAN INTO WALL!"; GOTO 7

LEAVE NO SPACES

427 IF V V=0; PRINT" DESTROYED
 THEM!"; GOTO 6

SPACE AFTER 1ST "V"
 DESTROYED DEATHSTAR

430 PRINT" YOU'RE DESTROYED!";
 PRINT" TRY AGAIN"; GOTO 7

SELF EXPLANATORY-

500 FOR A=255 TO 0 STEP -3; &(23)
 =A; FC=RND(7); NEXT A; FC=7;
 RETURN

END EXPLOSION

600 BOX 75, 0, 10, 55, 3; IF TR(1)
 GOTO 800

NO SPACES

605 IF T>10 CY=40; PRINT" ENGAG
 E COMPUTER!

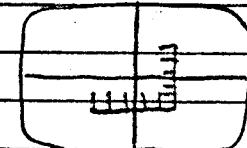
PRESS TRIG. NOW

610 BOX 75, 0, 10, 55, 3; GOTO 1000
 800 G=1; H=0; &(9)=40; BC=127; FC=
 0; CLEAR; CX=-41; PRINT" COMPU
 TER ACTIVE

RED/WHITE/GREEN BOX
 FLIGHT COMPUTER IS
 ENGAGED

810 BOX 0, 0, 159, 1, 1; BOX 0, 0, 1,
 87, 1; BOX -3, -12, 50, 1, 1; BOX
 21, 3, 1, 31, 1

SCREEN GRID



830 FOR A=-28 TO 2 STEP 7; BOX A
 , -10, 1, 5, 1; NEXT A

840 FOR A=-12 TO 18 STEP 6; BOX 19
 , A, 5, 1, 1; NEXT A

850 X=KN(1)÷2; Y=JY(1)X3+Y; G=G+
 2; H=H+2

POSITION

860 FOR S=1 TO 2; BOX X, Y, G, H, 3;
 XY=11086; LINE X-(G÷2), Y+(H
 ÷2), 3; BOX X, Y-3, 2, 2, 3

3-D SIMULATION

870 XY=11086; LINE X+(G÷2), Y+(H
 ÷2), 3; XY=-10830; LINE X-(G÷
 2), Y-(H÷2), 3; XY=-10930; LINE
 X+(G÷2), Y-(H÷2), 3; NEXT S

XY #'S WERE CALCULATED -
 BEFORE PROGRAMMING

880 IF G>29 PRINT" TOO LATE!"; M
 =4; GOTO 400

DIDN'T SHOOT ON
 TIME

890 IF TR(1) GOTO 1000

SHOOT

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Line #

900	GOTO 850	
1000	IF G<29CX=-41;CY=40;PRINT "SHOT TOO SOON!";GOTO 850	LINED UP YET?
1003	BOX X,-21,5,43,3;IF(X#0)+(Y#3)PRINT "YOU MISSED! TRY AGAIN!";GOTO 7	IF IT'S OFF-CENTER, YOU MISSED
1005	CX=-41;CY=40;PRINT "PULL OUT!"	
1010	BOX 0,0,159,87,3;IF JY(1)GOTO 1030	TORPEDO
1020	N=N+1;IF N=3N=0;M=4;GOTO 400	IF YOU DON'T PULL UP, YOU HIT WALL.
1025	GOTO 1010	
1030	N=0;BC=8;FC=158;CLEAR;J=11186;L=11086	SET PERAMETERS
1040	FOR A=1 TO 8;Y=Y-5;CLEAR;BOX X,Y,28,25,3;J=J-2560;XY=J;LINE -14,Y+12,3;L=L-2560;XY=L;LINE 14,Y+12,3	COMING OUT OF THE TRENCH ← 3-D
1050	NEXT A;FOR A=-25 TO -43 STEP -1;BOX 0,A,160,1,3;CLEAR;NEXT A;V=1;Y=-20;GOTO 400	HORIZON OF DEATHSTAR GOING DOWN & EXPLODE @400

A TUTORIAL ON 'X,Y' COMMANDS FOR EXCLUSIVE 3-D CONTROLLING OF GRAPHICS, AS USED IN THIS PROGRAM (WHEREVER YOU SEE 'X,Y' COORDINATE COMMANDS) IS NOW AVAILABLE, WITH SOFTWARE ON-TAPE, GRAPHIC DEMONSTRATOR, AND A TOTAL TUTORIAL EXPLANATION; 'X,Y' COMMAND TUTORIAL W/SOFTWARE

RE-DONE @ 9.95

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