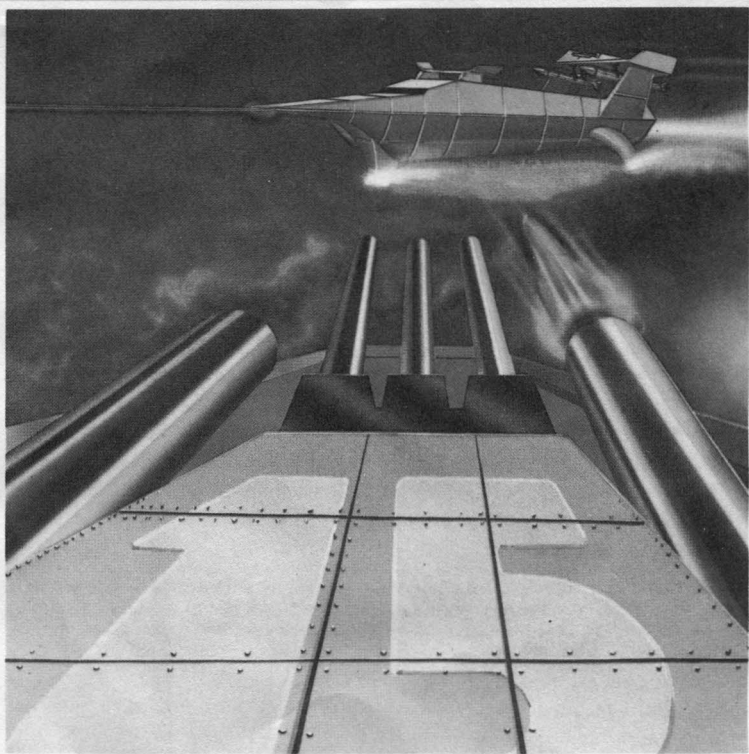# GUARDIAN

TIMEX sinclair

PERSONAL COLOR SOFTWARE

GUARDIAN

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Loading time: 4 minutes 10 seconds

Load name must be typed in lower case letters.

Enemy ships have been spotted off your shore! Your mission is to blow them out of the water. Your ship—an Ohio-class heavy cruiser—is armed with both conventional and nuclear missiles. The enemy fleet is made up entirely of Liden-class droid frigates, "manned" by a 100% robotic crew and armed with deadly lasers. See how many of the enemy you can destroy before your time runs out!

TO LOAD: Press LOAD "guard", start the cassette player and press ENTER. The program loads in 4 minutes 10 seconds and starts automatically. Stop the tape when the GUARDIAN title appears.

TO PLAY: Press any key to begin. You are asked if you wish to see the rules. We recommend you review them the first time you play—press Y. In the future, press N to go directly to the game.

As the game begins, an enemy ship is off in the distance and scattered gunfire is aimed in your direction. You are sitting behind the GUARDIAN's control panel. At the top of the panel are five indicators. From left to right, they tell you:

> The number of conventional missiles in your armament—20 to begin with.

> The number of nuclear missiles in your armament—10 to begin with.

> The type of missile set to fire—either C (conventional) or N (nuclear).

> The countdown timer—set at 50 to begin.

> Your score—0 to begin, of course.

Beneath the indicators is the radar scanner. An enemy ship appears as a white dot in a black box. Your missile sight appears as a black dot in a white box. Use the Q, A, O, and P keys to move your sight so it covers the blip representing the enemy ship. Then open fire!

> Q moves the sight up

> A moves the sight down

> O moves the sight to the left

> P moves the sight to the right

Press the I key to fire a missile.

JOYSTICK FEATURE: 1 PLAYER
This program optionally allows the use of a joystick to control its actions. With the joystick in slot 1 the following actions replace their keyboard counterparts:

> Stick up = moves sight up

> Stick down = moves sight down

> Stick left = moves sight left

Stick right = moves sight right

Fire Button = Fire missile

THIS PROGRAM REQUIRES THE JOYSTICK TO BE SET IN THE PLAYER 1 SLOT.

When you successfuly destroy an enemy ship, you see a plume of black smoke where the ship used to be. Then your scanner picks up another ship. Line up your sight in the scanner and fire again.

Switch, at any time, from conventional missiles to nuclear ones by pressing the N key. Likewise, switch back to conventional by pressing the C key. Keep an eye on the number of missiles you have remaining—if you run out of the type of missile your indicator is set to, you will not be able to fire. Quickly switch to the other type of missile.

Each time you score a hit, the type of missile used is replaced in your armament. You get more than 1 replacement for a hit scored with conventional missile. If you have used up your missiles—both conventional and nuclear—the computer will ask you to trade as many of your remaining units of time as you like for missiles. Type the number of conventional missiles you wish to trade for and press ENTER. Do the same for nuclear missiles. (Conventional missiles cost 1 unit of time apiece, nuclear missiles cost 5 units.) Be careful you don't trade away all your time, or you'll return to the action just in time to see the game end.

Because nuclear missiles have a wider range of destructive power than conventional missiles they score fewer points per hit.

The biggest danger to the GUARDIAN is the enemy's deadly laser gun. From time to time a laser blast comes spinning out at you and sets the GUARDIAN on fire. Press the W key to throw water on the fire—keep pressing it until the fire is out.

Press the S key any time during the play to freeze-stop the action. Press the R key to resume play again.

The game is over when the countdown timer runs out. Press any key to play again.

LOADING INSTRUCTIONS:
(See Chapter 4 of your instruction manual for detailed instructions.)
  1. First listen to the tape so you will be familiar with its distinct sections. The tape has a period of silence at the beginning, followed by a high-pitched, screechy noise. This is the computer program. The program is recorded twice on the cassette in case one does not load.
  2. Set the volume control on the cassette deck to about 3/4 of the maximum. If you have tone controls, set the bass to minimum and treble to maximum. If you have just one tone control, set it to HIGH or MAXIMUM.
  3. Rewind the tape to the beginning. Connect the EAR jack on the computer to the EAR jack on the cassette deck recorder. Make sure the plugs are clean and securely in place.

4. To instruct the computer to accept the program you must press the LOAD command and type the name of the program in quotation marks. See the instructions or cassette for the correct loading name.

5. Start the cassette deck, allow a few seconds for it to get up to speed, then press ENTER during the silence before the program begins.

6. The border of the TV screen will alternate between pale blue (cyan) and red, during the time the computer is searching for the program on the tape.

7. When the program has been found, the screen border will show a pattern of lines in the same shades of blue and red, and shortly the name of the program will appear on the screen.

8. Next, as the program itself is being loaded into the computer, the border pattern will become thinner, faster moving yellow and dark blue lines.

9. When the computer has finished loading the program, one of two things will happen:

1. Most commercial programs will begin running automatically, usually with a "title screen" or instructions to the user. (A title screen may tell you that the tape is still loading, if not, you should stop the tape immediately at this point so as to be in the proper position to load the next program if you wish.) or

2. The screen will be blank, except for a Ø OK, Ø:1 in the lower left hand corner. This is a *report code* and means that the computer has successfully loaded the program.

Stop the tape immediately. To execute the program, you press RUN and ENTER. This will start the program.

SOME SUGGESTIONS

1. The volume at which the program is loaded is very important. Usually 3/4 maximum volume works best, but recorders vary and may require experimentation with the volume setting. If you have a technical background you can check the output level of your recorder's EAR/SPKR jack. It must be at least 4-volts peak-to-peak, although 5 to 6-volts peak-to-peak is best.

2. Clean and demagnetize the heads of the tape recorder. Your ears may not pick up the signal fluctuations due to magnetic flux on the tape heads, but the computer has a much more sensitive "ear."

3. The computer is very susceptible to outside interference. Working on a metal table or near electrical appliances should be avoided.

4. Occasionally, once a program has loaded, the video display will show instability. This can be corrected by adjusting the vertical hold on the television.

WARRANTY

MODEL NO. 345-064009