

# LOADING INSTRUCTIONS

## IMPORTANT

This game tape is recorded in MACHINE LANGUAGE not BASIC and loading instructions may not be those you have used before.

### ATARI 800 and 400 (with 16K or larger)

Squadron Leader series games tapes are in MACHINE LANGUAGE and do not require BASIC.

- (1) Open cartridge slot cover; be sure all cartridge slots are EMPTY.
- (2) Close cover.
- (3) **Holding down START button**; turn computer on. Beeper will sound once.
- (4) Rewind cassette to start of **side 2**. Remove from recorder and manually advance tape (a ballpoint pen inserted through spindle drive socket makes this easier) until splice between leader and brown recorded portion is visible at center of open side of cassette. Replace cassette in recorder and reset tape counter to 000.
- (5) Press PLAY button on recorder and RETURN key on computer. Tape will turn and load for about 5 minutes, after which game will begin.

### PET and CBM

- (1) Rewind cassette to start of **side 2**.
- (2) Type in LOAD "LOAD". (return).  
PET/CBM replies PRESS PLAY ON TAPE #1-  
(Press PLAY as requested). Tape starts to turn.
- (3) PET/CBM replies: OK  
SEARCHING FOR LOAD  
and continues  
with; FOUND LOAD  
LOADING  
and READY when loading is done.
- (4) Type in RUN to start game.

### APPLE II and II plus

- (1) Rewind to start of Side 1.
- (2) Set volume to 3.9.

- (3) (On APPLE II +, type in CALL — 151 APPLE replies with \* followed by blinking cursor).
- (4) Type in 800.919R (do *not* return).
- (5) Push PLAY on tape recorder, then RETURN on APPLE.
- (6) If APPLE replies with "beep" and ERR, stop tape, repeat step (4). If this happens *again* increase or decrease volume slightly and repeat. Try steps (4) to (6) twice at each volume setting. Note the correct setting for future use.
- (7) If APPLE replies with "beep" only, type in 800G (return). You may want to stop the tape at the "beep" and restart it after checking for the ERR message.
- (8) Program will load for about 90 seconds. Title and credits will appear during loading. When it is through loading APPLE will "beep" and ask you for your name.
- (9) Stop tape and type in your name (return) to start game.

### TRS 80 Model III

- (1) Press RESET button while holding down BREAK key. (TRS 80 will reply CASSETTE?)
- (2) Enter L (low speed cassette).
- (3) Set CASSETTE player volume to about **half** the level at which you normally load tapes. On CTR 80 A recorders, our programs have loaded at levels as low as "2".
- (4) (Follow the Model I loading instructions below, starting at step 4.)

### TRS 80 Model I, level II (and PCN 80)

- (1) Rewind to beginning of side 1. Zero your tape counter.
- (2) The TRS 80 program is recorded on side 1 of the cassette, following two recordings for the APPLE, which the computer will ignore. To load more rapidly, you can fast forward to the beginning of the TRS 80 program before loading. If you have a **CTR 41** recorder this will be at 140 on your tape counter. If you have a **CTR 80 A** you may fast forward to **60**. However, since there can be wide variations in tape counter readings of different recorders (even of the same model) we advise that you start from the beginning of the cassette at first.
- (3) Set volume to 6 on CTR 41 recorder, to 4 on CTR 80 A. Volume settings can vary widely between individual recorders; these are average values.
- (4) Enter **SYSTEM**  
Computer will reply \*\*?

- (5) Push **PLAY** button on recorder down and enter **LOAD**.
- (6) Tape will start to turn. When you reach the beginning of the TRS 80 program, two stars will appear and one will blink. If this does not happen, see your computer manual for suggestions on volume adjustment.
- (7) After a short time the blinking will stop, the tape will stop and the computer will reply \*\*? Write down the reading on **your** tape counter. Five places earlier is a good point to start from for fast loads.
- (8) Enter / (slash mark). The tape and blinking will start again and continue for about three minutes while the rest of the program loads. The computer will display title, opening credits and a situation message. It will ask for your name when it is ready to play the game. Do not be alarmed if the stars blink more slowly than usual for your machine. However, if they do not blink **at all** or if an error message appears try resetting the volume.

### DIFFICULTY In Loading?

Problems may arise for several reasons not associated with our tapes.

- (1) Output volume levels vary between one computer's tape player and another and our recommended volume settings may not be right for your particular machine. Since our tapes are in machine language, the volume setting you normally use for tapes pre-recorded in BASIC will probably be inappropriate. Follow the directions in your computer's manual to determine the correct volume setting and write it down for future use.
- (2) The heads in your tape player may be out of alignment. This can still allow you to load programs you have recorded your self, but interferes with loading of programs recorded on other machines.
- (3) The heads in your tape player may need to be cleaned. However, if after checking the above, you still cannot load our original tape, return it to us with a description of the problem and how you tried to fix it and we will send you a replacement tape. Note that every program has been recorded twice in succession, so if one recording will not load the next one may.
- (4) You may also call 1-507-285-0150 for help in loading or running your game.

### PRIRACY

Reproductions of the tapes or other components of this game, by any means whatsoever, is prohibited. Persons copying or selling or

distributing unauthorized copies of this material will be prosecuted to the full extent of the law.

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**HINTS:** While it is more rewarding to learn the secrets of success by experience, if you are really stumped we have prepared the following hints to help you out.

- (1) Your objective is to avoid the fighters and shoot down the bombers. Only engage the fighters when all else fails.
- (2) Your planes will either outdive or outclimb most enemy fighters. To learn which, take notes on the enemy altitude on several successive turns while you fly away from fighters and climb (FC) or dive 4000 feet (F4).
- (3) The distance your planes can dive each turn depends on type and whether you climbed, dove, or flew level on the previous turn. The same is true for the enemy fighters.
- (4) Your aim is to lure the enemy fighters away from their bombers. This is easiest when you can outclimb the fighters. Fly away and dive until the fighters are well below the bombers, fly away and climb until you are safely (300') above the fighters and then head for the bombers. Other variations on this tactic are needed if you can only outdive or outrun the enemy fighters, rather than outclimbing them.
- (5) If you don't outperform the escorting fighters in any way, you may have to "engage" them and be done with it. Your survivors may still be able to destroy the enemy bombers when you are done.
- (6) When your fighters reach the bombers, you will often have only a short time to engage them before the escorts catch up to you. Your own fire will be deadliest if you slow down and hang on the bombers' tails, i.e., "dogfight" with them. Most bombers, however, have more defensive guns pointing to the rear than forward, so your own losses may be excessive. Usually, once you have discovered the safest direction from which to attack (which is often below and ahead), it is best to make firing passes from that direction and only dogfight when time is critical.

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