DINOWARS

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Radio Shack TRS-80 COLOR COMPUTER™

Dino Wars

Radio Shack®
A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

First Edition

Dino Wars Program:
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Introduction

Dino Wars is an exciting adventure game for two players. Each player controls a rampaging dinosaur. If you aren't quick, you'll find yourself ruthlessly attacked by your opponent. Gaining territorial rights is everything. Only the strongest can take command. It's fast, furious and fun. You may use a 4K system, but best results are obtained on a 16K color computer.

Setting Up

First, make sure that the joysticks are properly connected to the computer. Turn on the TV and turn the volume up slightly. Insert the Dino Wars cartridge in the slot on the right-hand side of the computer. When you turn on the computer, the title page will be automatically displayed. Press **ENTER** to start.

Object of the Game

Each player controls one dinosaur. You make the dinosaurs fight until one loses all of its points. The dinosaur that still has points on the board wins control of the territory. To win, a dinosaur has to make several successful attacks on its opponent. An attack is successful when the attacking dinosaur "bites" its enemy from behind. The attacking dinosaur must also be very close to its opponent. When the opponent is within attacking range, the dinosaurs should be approximately the same size on the screen. At the end of the battle, the losing dinosaur runs off into the distance, yelping in despair. At this time, the losing dinosaur

can't be controlled to stay on the battle field but can be maneuvered to the left and right.

Using the Joysticks

When the game begins, the blue dinosaur will be on the right side of the screen and is controlled by the right-hand joystick. The red dinosaur begins on the left side and is controlled by the left-hand joystick.

Each dinosaur will move the direction in which the controlling joystick is moved. Move the joystick to the left to move left, and right to move right. Pull the joystick towards you to make the dinosaur walk towards the front of the screen. Push the joystick away from you to steer the dinosaur away from the screen. Although the dinosaur can only face six different directions, it will move in the direction the joystick is steered. Special attention should be paid to the position of your joystick for this reason.

To keep the dinosaur in one place, position the joystick straight up. Your dinosaur will stand in one place and swish its tail.

The joystick button is used when attacking your opponent. Press the button and your dinosaur will let out a fierce growl and open its mouth wide to "bite" the enemy. The screen will "freeze" for a few seconds when the joystick button is pressed, even if the attack is not successful.

Scoring

Each player starts with 100 points. The battle is over after one dinosaur loses all of its points. Points are lost in the following ways:

Successfully Attacked Standing Up – 20 point penalty
Successfully Attacked After Falling Down – 10 point penalty
Running Into a Cactus – 5 point penalty

After an attacked dinosaur gets up, it can make a counter attack. The joystick button of the dinosaur that made the original attack, however, is "frozen" for a few seconds while its mouth is still full. This does not leave the dinosaur in a vulnerable position, though, because it can run away from its opponent.

A dinosaur can attack its opponent if the opponent is down as a result of a collision with a cactus. The attack does not have to be made from behind in this case. A dinosaur may not attack its opponent when the opponent is down as a result of a successful attack.

Game Features

Dino Wars is three dimensional and has a rather large amount of territory in which the dinosaurs may fight. The action is followed by a sort of "cameraman". The dinosaurs, however, are able to move more quickly than the camera. The dinosaurs may walk off the screen out of your sight. If this happens, the camera will eventually track down the lost dinosaur, or the dinosaur will walk in a circle

and reappear on the other side of the screen. When the dinosaurs walk off the screen in opposite directions, the camera will track one down, then move toward the other dinosaur until both of them can be seen at once. This feature makes it possible for you to choose the setting you want the dinosaurs to fight in, either around a lot of cactus or none at all.

Any time during the game, you can change the colors on the screen by pressing the [C] key.

After every game the screen will return to the title page. On the title page you will see a scoreboard that keeps track of the battles each dinosaur has won. The game will automatically continue to keep score for the same two players until either the cartridge is removed or the reset button is pushed.

Strategy

To avoid being attacked, try to keep your dinosaur from turning its back on the opponent whenever possible. If your opponent does manage to get behind you, quickly shift your joystick in the opposite direction so that your dinosaur will be facing the opponent. A successful attack cannot be made unless it is made from behind.

Attacking your opponent is done most easily by steering your dinosaur in circles around the enemy. With proper maneuvering, you should be able to get behind your opponent and make a successful attack.

Develop your maneuvering skills first, then declare all out war on your friends—all out Dino Wars! It's a great game for everyone — ages 6 and up.

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