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The Software Toolworks *Walt Bilofsky, Prop.*

1478 GIORIETTA DRIVE

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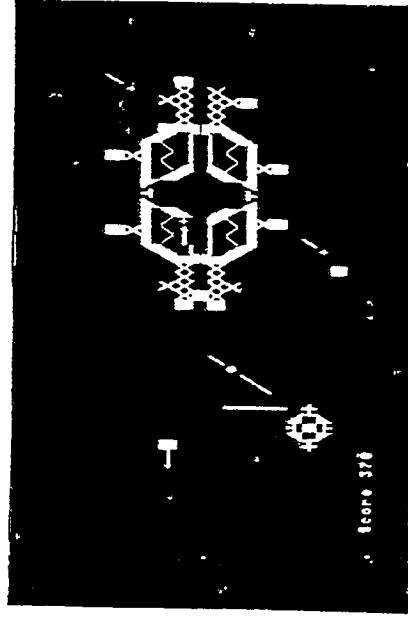
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SPACE PIRATES. You've drawn the duty at the Delta Pegasi IV space station, where grain barges await transport to the starving hordes of Earth. Raiders swarm in to steal the barges, and it's up to you to fight them off with your remotely piloted laser equipped robot ships. The two-dimensional action is fast and furious -- especially when the pirate juggernaut sails in to challenge you! Comes with three space station assignments providing different levels of difficulty, or use ED-A-SKETCH (not included) to create new ones. Requires H89 or H19, 48K. Dual format disk for both 5" HDOS and CP/M systems. SPACE PIRATES: \$19.95.

SPACE PIRATES

Action Video Game

by Dr. Jim Gillogly



Heath 10 Sector 5" Disk
Dual Format for HDOS and CP/M
For 48K H89/Z89/H8+H19

The Software Toolworks

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TELEPHONE
(213) 986-4885

SPACE PIRATES
Video Action Game
Dr. James J. Gillogly
2520 S. Chard Avenue
Topanga, CA 90290
Version 1.0 - 9 June 1981

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Space Pirates is an action video game for the H89/Z89 or H8 (with H19) computer. It requires 48K of memory, and comes on a dual format 5" disk which can be read by either the HDOS or CP/M (0-origin) operating systems.

THE STORY

Space pirates infest the galaxy, stealing grain barges that await convoy transport to the starving hordes of Earth. There are twelve such barges ready for transfer at the Delta Pegasi IV Space Station. The convoy is due in 54 minutes and you have drawn the duty. You are one of only two space pilots on the station who are trained to handle the robot patrol ships, and the other pilot has just come off a twelve hour shift. It is your responsibility to protect the barges from the pirates until the convoy arrives.

Your remotely piloted ships are armed with wide-beam long-range lasers. The small pirate ships also carry lasers, but theirs are narrow beam and have a shorter range than yours. The size and maneuverability requirements of these space ships prohibit their carrying effective shields. However, the pirates also have a few shielded juggernauts that have eight wide beam longer range laser emplacements each. The shielding must be destroyed before you can hit the vital central reactor and annihilate these ships.

The space station and the cargo barges are heavily shielded against damage from laser fire, so you may fire on pirates towing barges without risking damage to the cargo.

You can pilot only one robot ship at a time, but the station has a crack crew of engineers and mechanics who can launch a new robot ship as soon as one is lost. The launch takes three seconds to complete before control can be returned to you.

There are four launch bays on the space station, and a new robot ship is launched from whichever bay happens to be ready when your current ship is destroyed. On the screen, your ship will appear as having a round white head and a thin white tail. During

launch, the ship is depicted as a black dot on a white field. It returns to a white ball with white tail when control passes back to you.

An artificially-induced space warp surrounding the space station allows you and the pirates to wrap around the screen. Your ship may go off the bottom of the screen and reappear at the top, or go off one side and come on again on the other side. Pirates with barges in tow generally do not avail themselves of this feature, heading instead for deep space and their hidden base. As long as a barge (shown on the screen as a small white rectangle) is in your sector, it can be recovered by the convoy when it arrives. However, once it is towed beyond those limits, it is lost and will not be seen again until its contents surface on the black market.

Robot ship speeds vary from dead stop to 32 segs/sec. The 12-button keypad on the right of your keyboard contains the robot ship controls (see Figure 1). The space bar is your trigger for firing lasers. Laser fire travels in a straight line along the direction you are traveling (or facing, if you are stopped) at the time the trigger is pushed. The left facing arrow ← turns your ship counterclockwise one eighth of a turn; the right facing arrow → turns it clockwise. It takes four button pushes to reverse your direction and turn the ship 180 degrees. The up arrow ↑ is the accelerator, the down arrow ↓ the decelerator. Each button push increases or decreases speed one notch. Notches are set at the speeds shown below:

# of ↑'s to accelerate from a dead stop	to
1	4 segs/sec
2	7 segs/sec
3	11 segs/sec
4	16 segs/sec
5	22 segs/sec
6	29 segs/sec
7	32 segs/sec

The central HOME key cuts engines cold and brings your ship to a dead stop. The ENTER key is used to refresh your display screen if you experience a hardware malfunction that leaves spurious characters on your screen. (All action freezes while the screen is redrawn.)

Pirate ship speeds can range from 4 to 32 segs/sec. The pirates usually send in their slower ships first. As you prove yourself to be a tough opponent by racking up kills, their faster ships are sent against you. You may encounter as many as four pirate ships in your sector at once.

All ship action takes place around and in front of the space station. A ship flying from left to right across the center of the screen will pass in front of the space station.

Should you find a compelling reason to desert your post under fire, you may use the ESCape key to end your shift early.

Your efficiency rating is based on your number of kills times ten and is recorded as your score in the bottom left corner of the screen. You receive a bonus of 65 for each juggernaut you destroy. If, at the end of your shift, your efficiency rating is among the top ten, you will be inducted into the Space Pilot Hall of Fame. You will be asked to enter your name in the Space Pilot Annals and may include the date and even the time of your great achievement (total entry must be 50 characters or less, all on a single line). The Hall of Fame statistics are kept in the pirates.scr file.

HOW TO RUN THE GAME

Before doing anything, place a write protect label on your Space Pirates distribution disk. Next, copy all the files from that disk onto another disk, which you will use to play the game. (If you have a single drive system, copy them onto a bootable disk.) Then store your distribution disk in a safe place.

To begin your shift of guarding the grain barges from the pirates, boot your system. If your game disk is not bootable, place it in the second drive and mount it (if on HDOS), or type "B:" followed by RETURN (if on CP/M). Then type the command "pirates" at the HDOS or CP/M command level:

> pirates or B> pirates

VARIATIONS

To turn responsibility over to the other pilot and monitor his shift, use the -d flag, i.e., type the command

> pirates -d

at the HDOS or CP/M level. This is the "demo" mode for the program and can be fascinating to watch. Use the ESC key to abort this mode.

If you find the defense of the Delta Pegasi IV Station too easy or too difficult, you may transfer to another assignment. You may ride shotgun for two convoy ships carrying six barges each (easier) or you may transfer to the remote outpost at Beta Antares VII (more difficult). To transfer your assignment, run Space Pirates with the command "PIRATES BETA.VII" or "PIRATES CONVOY". (This requires that the file BETA.VII or CONVOY be copied onto your disk from the Space Pirates distribution disk.)

You may create your own Space Station using the ED-A-SKETCH program (available from The Software Toolworks) to prepare the graphics file representing the station. The Space Pirates program will recognize as a barge any inverse video space with a graphics "w" (the scaffolding) vertically or horizontally adjacent to it. The program can handle a maximum of 16 barges. New remotely piloted robot ships are launched from the graphics characters "s" (ship will face down) or "u" (ship will face up), or the inverse

video graphics "a" (ship will face horizontally toward nearest edge of screen). You may have as many as 12 launch bays. To run Space Pirates with your new station, execute the command "PIRATES filename", where "filename" is the name of the file with your station on it.

7	↑ speed up	9
<- turn counter clockwise	HOME stop	-> turn clockwise
1	↓ slow down	3
0	.	ENTER redraw screen
<SPACE BAR> fire laser		

Figure 1.

KEY	ACTION
↑	accelerate
<-	turn ship counterclockwise
HOME	stop ship
->	turn ship clockwise
↓	decelerate
ENTER	redraw screen
ESC	abort game
<space bar>	fire laser

IN CASE OF DIFFICULTY

"Bad Load"

You may get the message "Bad Load" when you try to run Space Pirates on CP/M. This does not mean anything is wrong with your distribution disk. It simply indicates that your operating system is configured for less than 48K of RAM. 48K is the minimum required to run this program. If the message printed when you boot CP/M does not indicate at least 48K of RAM, reconfigure your CP/M for the full amount of memory on your computer. Your CP/M manual describes how to do this.

Spurious Characters

When playing Space Pirates on some machines, you may notice "garbage" characters appearing on the screen from time to time. If this happens, you may use the ENTER key to get rid of the extra characters by redisplaying the screen.

Space Pirates uses the H19 terminal to the limit of its capacity, and some terminals may fail to receive all the characters sent by the computer. In some cases, if you are operating your terminal at 19,200 baud, it may help to reduce the speed to 9600. It is rumored that Heath is working on a new program ROM for the H19 which will fix these data loss problems. ~~Until this is available, there is no sure cure for these garbage characters.~~

Using Space Pirates on Non-Heath Computers

It has proven possible to run Space Pirates on non-Heath computers which use the H19/Z19 video terminal, and have some kind of internal real time clock. We do not promise that this will work, and can not provide technical assistance to those who try it. However, here is how some users have accomplished it.

First you need to copy the Space Pirates files from the Heath format 5" disk onto a disk which your machine can read. Often, the store at which you purchase Space Pirates will have a computer capable of copying to standard 8" CP/M disk.

You should find that the Space Pirates program runs and shows the game display, but there is no motion. Space Pirates times its motion using a clock maintained by the Heath CP/M system. This clock is a 16 bit counter located at addresses 0B and 0C hex, and is incremented every 2 msec. If your CP/M system can be modified to create and maintain such a clock counter at this location, Space Pirates will probably run normally.



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