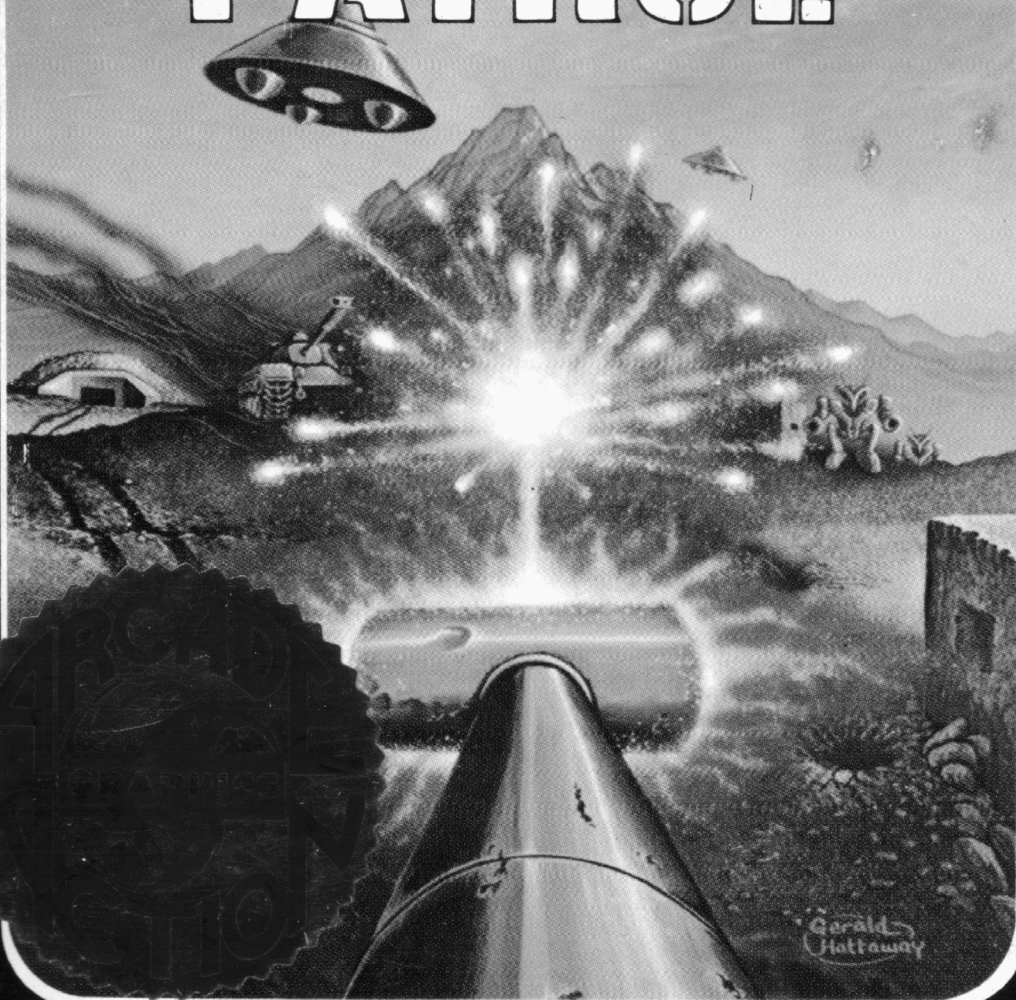


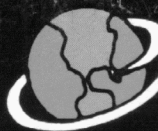
TRS-80 MODEL 1&3-32K
1 DISK DRIVE REQUIRED

BY WAYNE WESTMORELAND
& TERRY GILMAN

ARMORED PATROL.



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ARMORED PATROL

by Wayne Westmoreland & Terry Gilman

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A Division of Scott Adams, Inc.

Box 3435 • Longwood, FL 32750 • (305) 862-6917

Free Catalog — Call Toll Free (800) 327-7172

IN FLORIDA — (305) 862-6917

This is Armored Patrol — a realistic battle simulation that slides you into the driver's seat of a massive T-36 tank that's bristling with firepower. Your orders are to locate and destroy enemy tanks and robots which are known to frequent this particular sector.

Your perspective is from the inside of your tank, looking out across a bleak, alien planetscape. Somewhere out among the deserted blockhouses (which are scattered throughout the area), enemy tanks are on the prowl. Frequently, they will be out in the open, but more often than not, they can be found hiding behind the blockhouses awaiting an opening in your defenses.

An enemy tank may be detected by one of two ways: (1) By visually sighting him on your viewing screen, or (2) By using the radar function which causes an arrow to "flash" in the direction of an enemy tank. The appearance of an enemy robot will result in an asterisk appearing in the center of your radar.

You are provided with 4 tanks for each game (graphically depicted on your screen), and an initial energy level of 20. Should this energy level fall to zero (as a result from encountering an "energy-draining" robot), you will lose one tank.

Points are accrued as follows:

TANK = 1000

ROBOT = 2000

An extra tank is awarded when the player reaches a score of 20,000 points.

Your tank is manipulated by the following keys:

FORWARD **A** **↑**

BACKWARD **Z** **↓**

RIGHT TURN **A** **→**

LEFT TURN **Z** **←**

PLASMA BURSTS **SPACE BAR**

TO RESET GAME **SHIFT** **BREAK**

ARMORED PATROL FOR THE TRS-80 MODELS I AND III — TAPE

TO LOAD ARMORED PATROL (TAPE) ON A 16K TRS-80 MODEL I OR III:

1. Turn on your TRS-80. (Model III only: When requested type **↓** to select low baud rate loading).
2. Put the Armored Patrol tape in the player and rewind it.
3. Set volume control at 4-5.
4. Type **SYSTEM**
5. Type **M**
6. Armored Patrol should now load with a blinking "*" in the upper right corner of the video screen. If a "C" appears or the "*" does not appear, rewind the tape, turn up the tape player volume a bit, and repeat steps 2-5.
7. When *? appears at the bottom of the screen, type **↓**.

ARMORED PATROL FOR THE TRS-80 MODELS I AND III — DISK

Insert your diskette into drive 0 and press the reset button.

ai Adventure

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THE B. NURDIN



ARMORED PATROL

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	5 Min.
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Game Simulator
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

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400 PORTABLE 1985 1100 5 0040-4401-0
JANUARY 1985

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ARMORED PATROL

by Wayne Westmoreland
and Terry Gilman

Just when you thought you'd seen it all, we here at Adventure International introduce a program that is sure to blow your conceptions away, pronto! ARMORED PATROL is a 3-D arcade-style game that's a definite heavyweight in the action department! Your mission is to find and destroy enemy craft in your area with your tank's high-energy plasma weapon. Your perspective is from the inside of a powerful T-36 tank looking out across a city landscape where the enemy lies waiting. Complete with killer robots and laser weaponry, ARMORED PATROL is packed with lots of extras, including running score tally, sound, and high score display. But the most impressive feature of ARMORED PATROL is the incredible graphics which create the total illusion of movement and dimension, and, ARMORED PATROL accommodates 1 or 2 players so you can share the action with a friend!