

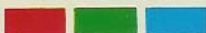
doubleback



CAT. NO.
26-3091

Radio Shack

TRS-80



**COLOR
COMPUTER**

TM

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Doubleback™

Radio Shack®

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FORT WORTH, TEXAS 76102

Doubleback Program:

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Doubleback Program Manual:

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Introduction

Doubleback is a game of skill and coordination for one or two players using joysticks. The object is to collect as many points as possible by tracing a path around the moving and stationary objects that materialize around you.

System Requirements

A TRS-80 Color Computer with at least 4K RAM

A standard television

Joysticks

Loading Instructions

1. Before inserting or removing the Doubleback Program Pak™, make sure the computer is OFF. Failure to do so could result in damage to the Program Pak.
2. Connect the Color Computer to the television set and move the antenna switchbox control to Computer (or Game). See your TRS-80 Color Computer Operation Manual for further details regarding connections.
3. Plug the joystick controllers into the jacks located on the back of the computer.
4. Insert the Doubleback Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but do not force it.
5. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer. You may have to adjust the focus on the television or press the Reset button (located on the back right side of the computer) to obtain a clear picture. The word Doubleback should appear blue on the screen. If you do not have the blue screen color, press the Reset button repeatedly until it appears this way.

Playing the Game

First, select either one or two players by moving the lever on the right joystick. Press the button on the joystick, and you're ready to start the game.

You are on a hunt for objects which mysteriously appear on the screen. As you patrol the area, use your joystick to control the path of your progress. To score points, you must circle an object, forming a complete loop with your trail. If you are skillful enough to catch two or more objects in one loop, you get extra points. You have to be fast, though, because your trail fades away quickly.

You have three turns in which to surround as many objects as possible. The red bar at the top of the screen shows which turn it is now.

Be alert when you're surrounding an object—if you run into it, your play for that turn is up. You'll find that some unpredictable things, like yo-yos and spiders, don't like to stay put.

If you are successful in your efforts, you may encounter an added danger—skulls. They can pop up out of nowhere to thwart your best efforts. (**Warning:** After ten skulls, beware of the unexpected!)

To end a game of Doubleback in the middle and start a new one, press the **BREAK** key.

SCORE CHART

apple	70 points
cherries	100 points
magnet	150 points
skate	200 points
yo-yo	250 points
	(possible only after 2560 points)
pear	300 points
	(possible only after 5120 points)
spider	500 points
	(possible only after 7680 points)
skull	0 points
	(possible only after 10,240 points)

(Note: Skull will not disappear until your turn is up.)

When you circle more than one object, the points scored equal the sum of the points for the objects times the number of objects circled (not including skulls).

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