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TITLE	SPCWAR
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FORMAT	

Abstract

SPCWAR is a game program that permits two users to pilot individual spaceships that are displayed on the screen. Each pilot has control of a cannon that enables him to destroy his opponent's ship. Collisions destroy both vehicles.

Description

After loading, via LAP6, the standard knobs program will display the settings of the LINC knobs. Adjust knobs 0, 1, 6 and 7 to zero. Knob 0 controls the horizontal and 1 the vertical movement of the left spaceship and knob 6 controls the horizontal and 7 the vertical movement of the right spaceship. Hit EOL to begin the war. Set the ships in desired motion by turning the respective knobs. The ship will exit on the right side of the scope then reappear on the left. Once the ships are in motion sense switches 0 and 5 will control the cannons (switch 0 the right ship, and 5 the left ship). A direct hit by one ship will disintegrate the opposing ship and end the game with the victor above on the scope. A collision will cause both ships to disintegrate. To restart, set right switches to 770 and lift START RS.

1. The KNOBS display shows only the knobs used by the program and they are labelled "SNOOPY" for 0 & 1 and "RED BARON" for 6 & 7.
2. SNOOPY's cannon is now controlled by SNS 0 and the BARON's by SNS 5 (no more crossed hands).
3. Collisions or cannon hits result in a message (COLLISION, SNOOPY PREVAILS or ANOTHER NOTCH FOR THE RED BARON) explaining what happen after the explosion occurred.
4. It is no longer necessary to set RSW 770 and lift ST RS switch - merely hit EOL to reinitialize the program.