CAMPUTERS LYNX

INTRODUCTORY TAPE

An introductory cassette tape for the 'Lynx'.
Includes a comprehensive demonstration
of the high resolution colour graphics.

CAMPUTERS LYNX

INTRODUCTORY TAPE

CAMPUTERS LYNX

LOADING INSTRUCTIONS

PART A
Type **LOAD "PART A"** then press **RETURN** key.

PART B
Type **LOAD "AIR RAID"** then press **RETURN** key.

Type **LOAD "PART B"** then press **RETURN** key.

1 Set up your computer, television and cassette player as described in chapter 1 of the Lynx manual. The ideal level setting on your tape recorder will be about three-quarters full volume — but experiment.

2 To LOAD the programs on this cassette follow the instructions in chapter 9 of the manual, using **LOAD "PART A",** etc. Make sure that both the **EAR** and **MIC** plugs are connected. The programs will run automatically, and give you further instructions when you need them.

NOTE. If your tape recorder does not accept one side of this cassette, then load the other side which carries a different signal.

PART A demonstrates the Lynx's graphics and sound capabilities.

SKETCH PAD

SKETCH PAD allows you to draw pictures.

First select an ink colour by pressing the appropriate number. You will start at the top left-hand corner of the screen. Draw by pressing arrow keys:

↓ to draw downwards

↑ to draw upwards

→ to draw to the right

← to draw to the left

and pressing two keys allows you to draw diagonally.

If you want to erase a line, draw over it using BLACK.

If you want to erase the whole picture, **press C** (for Clear).

If you want to carry on with the rest of PART A, **press S** (for Stop).

AIR RAID

AIR RAID is a game in which you are flying an aeroplane, and have to destroy the enemy city below you so that you can land.

To drop a bomb, press the Space Bar — only one bomb will drop at a time.

The Program **PART B** demonstrates user defined graphics and has to be loaded separately.

(For more about user defined graphics, see chapter 14 of the Lynx manual).

CHARACTER GENERATOR

The red grid on the left of the screen represents the 6 x 10 pixels (dots) of a Lynx character block.

To define a character, move the cursor (which appears when you press any of the arrow keys or the space bar) to the first pixel you want to shade using the arrow keys, and fill it by pressing the space bar. Then move to the next pixel, and so on.

To program the character into the computer's memory, **press P**.

The computer will ask you which number code you want to assign to the character (it must be between 128 and 255).

The green grid on the right hand side of the screen represents these code numbers; if you choose 128, the character will appear over the first dot on the grid; 129 over the second, and so on.

To modify a character you have already defined **press M**, then enter its code number; the character will reappear on the grid, and can be altered and programmed in the usual way.

If you want to clear the grid, **press C.**

The character generator also allows use of the characters you have defined in a game.

CHARACTER GENERATOR GAME

To play, first define

128 as a gun/laser base.

129 as a bullet/phaser beam.

130 as the left half of your target/invader.

131 as the right half of your target/invader.
(130 and 131 combine to form a complete target/invader).

132 as an explosion.

Then **press G**. A games board will appear. Move your laser base left or right using the ← → arrow keys and fire using the space bar.

For each hit you score 10 points.

©1983 CAMPUTERS LTD