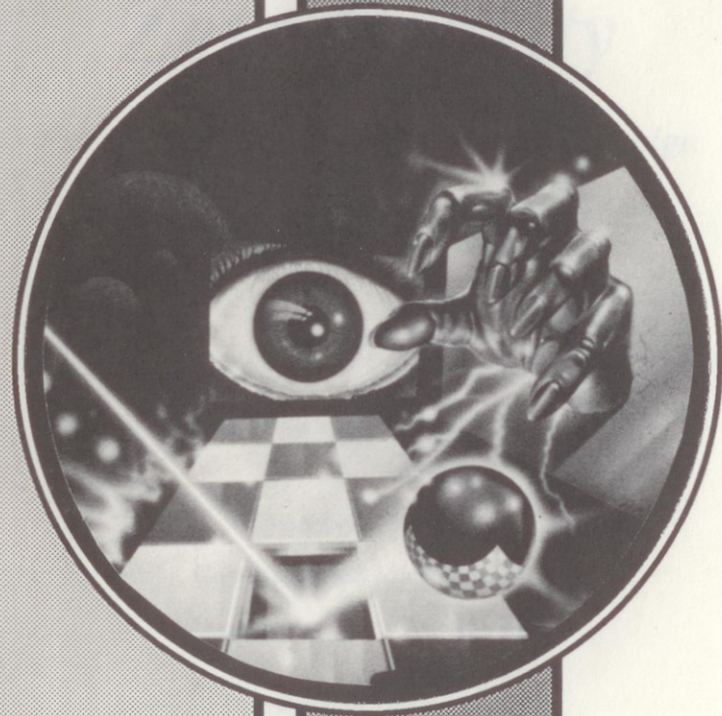


MicroDeal

Zero Gravity



MicroDeal U.S.A.

576 S. Telegraph
Pontiac, Michigan 48053
Phone (313) 334-8729

by MicroDeal

An Arcade Game for the Atari ST and Commodore Amiga

Zero Gravity

For the ATARI ST and Commodore Amiga

From EAS Software

Version 1.0

Reference Manual

ISBN 0-944500-19-6

Copyright 1988 MicroDeal Inc.

Documentation by George Miller

**Distributed by MicroDeal U.S.A.
576 South Telegraph
Pontiac, Michigan 48053**

**(313) 334-8729
BBS (313) 334-5452**

YOUR RIGHTS AND OURS: This copy of ZERO GRAVITY is licensed to you. You may sell your copy without notifying us. However, we retain copyright and other property rights in the program code and documentation. We ask that ZERO GRAVITY be used either by a single user on one or more computers or on a single computer by one or more users. If you expect several users of ZERO GRAVITY on several computers, contact us for quantity discounts and site-licensing agreements. Also if you intend to rent this program, or place this program on a BBS, contact us for the appropriate license and fee.

We think this user policy is fair to both you and us; please abide by it. We will not tolerate use or distribution of all or part of ZERO GRAVITY or its documentation by any other means.

LIMITED WARRANTY: In return for your understanding of our legal rights, we guarantee ZERO GRAVITY will reliably perform as detailed in this documentation, subject to limitations here described, for a period of thirty days. If ZERO GRAVITY fails to perform as specified, we will either correct the flaw(s) within 15 working days of notification or let you return ZERO GRAVITY to the retailer for a full refund of your purchase price. If your retailer does not cooperate, return ZERO GRAVITY to us. While we can't offer you more cash than we received for the program, we can give you this choice: 1) you may have a cash refund of the wholesale price, or 2) you may have a merchandise credit for the retail price, which you may apply toward buying any of our other software. Naturally, we insist that any copy returned for refund include proof of the date and price of purchase, the original program disk, all packaging and documentation, and be in salable condition.

If the disk on which ZERO GRAVITY is distributed becomes defective within the warranty period, return it to us for a free replacement. After the warranty period, we will replace any defective program disk for \$5.00.

We cannot be responsible for any damage to your equipment, reputation, profit-making ability or mental or physical condition caused by the use (or misuse) of our program.

We cannot guarantee that this program will work with hardware or software not generally available when this program was released, or with special or custom modifications of hardware or software, or with versions of accompanying or required hardware or software other than those specified in the documentation.

Under no circumstances will we be liable for an amount greater than your purchase price for Zero Gravity.

Please note: Some states do not allow limitations on how long an implied or express warranty lasts, or the exclusion or limitation of incidental or consequential damages, so some of the above limitations or exclusions may not apply to you.

UPGRADES AND REVISIONS: If you return your information card, we will notify you if upgrades to ZERO GRAVITY become available. For minor upgrades and fixes, return the original disks to us with \$5.00. For major revisions, the upgrade fee is typically 15-20% of the original suggested retail price.

FEEDBACK: Customer comments are VERY important to us. We think that the use, warranty and upgrade policies outlined above are among the fairest around. Please let us know how you feel about them.

Many of the program and documentation modifications we make result from customer suggestions. Please tell us how you feel about ZERO GRAVITY - your ideas could make the next version better for all of us.

COPYRIGHT NOTICE: The ZERO GRAVITY program code and its documentation are Copyright 1988 MicroDeal, Inc..

The Voyage of the Icarus

By George W. Miller

The Space Port fell astern of the Icarus, an interplanetary trade ship. Shortly, the Icarus would shut down the Ion Drive used to achieve the break away speeds necessary for orbital transfer. Then it would deploy its Solar Sail, being powered much as the clipper ships of 200 years ago sailed the seas of Earth.

"Approaching escape velocity, Captain."

"Very Well, Mr. Larcken. Prepare to cut Ion Drive."

"Aye, Sir."

As the Icarus passed through the orbital plane of Earth's moon, Captain Halvero's thoughts were on the voyage ahead. It would take slightly more than an Earth Year to reach Jupiter's orbit. Eventually the Icarus will orbit Europa and transfer supplies to the colonists on the surface. Just another routine voyage.

"Glad I brought several sensory disks along.", thought Halvero.

"Strange lot, those Europeans." he mused.

"The scientific equipment and mining supplies aren't a surprise, but who would have thought the colonists would order 2000 Volley Balls!"

"Aye, Captain. Perhaps they've gone space mad." said Larcken.

"That's not for us to say, Hans. I just hope the cargo is stowed properly. Solar flares were reported by Mercury Station, and we can expect quite a jolt when we deploy the sail." said Captain Halvero.

"Not to worry, Sir. I supervised the loading myself." Larcken replied confidently.

"Very well, Mr. Larcken. Cut Ion Drive and deploy the Solar Sail."

"Aye, Sir"

The high pitched hum of the Ion Drive died away. The crew of the Icarus, First Mate Larcken, and Captain Halvero watched the spectacle of the Solar Sail deploying, slowly filling hundreds of kilometers of space with a gossamer fabric.

"Set course for Jupiter, Mr. Larcken."

"Aye, Sir"

"All hands! This is the Captain speaking. Stand by for transition to Solar Sail."

Suddenly the Icarus shuddered as the Sail filled and began tugging at the tethers that bound it to the Icarus. The Icarus began to leap ahead, accelerating slowly but constantly on course for the outer reaches of human existence.

"Little chance of meeting any Andromedians on this voyage. The out posts on the frontier had held them in check for the past few years. There was even talk of a truce.

The Icarus quivered as though struck by an object, then came another thump, and another!

"Captain," came the call from Engineering, "Something seems to be loose in the Cargo Bay! It sounds like it's trying to come through the bulkhead, Sir."

"Damage Control, report!" barked the Captain.

"Captain, you had better come back here and see for yourself." replied the voice of the Damage Control leader from the intercom.

Moments later the stunned crew of the Icarus looked through the hatch into the cargo hold at hundreds of volley balls, bouncing wildly about the bay.

This voyage was certainly not going to be dull!

Zero Gravity

It's 2189, and you're on a journey of discovery into the farthest reaches of the universe. Your mission: chart new courses into the vast unknown regions. Search for new life wherever it might exist.

The Treaty of Mongthlian in 2110 ended the intergalactic wars and opened up space for trade and exploration by all creatures. One of the greatest problems with long voyages through space is dealing with boredom. Even life in hyperspace soon becomes dull. Repeating the same routine day after day gets boring. And boredom leads to inattention. You can't afford to be inattentive at light speed. Your ship and the lives of your shipmates depend on you. You must remain alert.

Exercise is also important. Muscles not used tend to atrophy. If you ever intend to walk on the surface of a planet again, you must exercise regularly.

Fortunately, back in 2089, the early interplanetary traders in Earth's solar system discovered that a ball bouncing in an empty cargo hold obeyed a slightly altered set of the laws of physics. (This, as you remember from your history books, occurred when a cargo of volley balls being transported to the colonists on Europa broke loose.. It took the crew several weeks to stow all the balls properly.)

Without the influence of gravity, a ball travels somewhat differently. There is no drop to the ball. It continues to travel in a straight line until it strikes something. The ball then careens off the object, obeying the few remaining laws of physics. A ball in motion will remain in motion, influenced only slightly by the gravitational pull of passing stars. About the

only law that still applies is "The angle of incidence is equal to the angle of reflection."

Zero Gravity became a popular sport among the planetary traders. Now, it's the most popular form of exercise on all star ships.

Zero Gravity is a cross between volley ball and tennis, as once played back on Earth. Except that it takes place in the weightless environment of space. The ball can careen off the bulkheads at strange angles, requiring quick reflexes.

To add to the complexity, the panels along the side bulkheads add or subtract points from your score when struck by the ball. Watch for the right instant to send a ball slamming against the bulkhead for a quick bonus point. With skill (and a little luck), the ball will rebound at a wild, unplayable angle.

Don't get caught out of position! It's easy to fall far behind in points if you let the ball get past you. The player with the most points after either one has scored ten goals wins.

Zero Gravity is joystick controlled. The one player version allows you to test your skills against a computer controlled opponent. The two player mode tests your ability against a friend. There are three levels of complexity. Beginners, start in the Novice mode. The paddle is a little larger and it's easier to hit the ball.

As your skill increases, move on to the Advanced level. When you're ready to turn pro, try your hand at Expert. The computer plays a near perfect game. Don't expect to win easily on any level!

Digitized speech and sound add to the excitement of *Zero Gravity*.

The screen is split to show the view point of each player. Player one uses the top half of the screen, while player two sees the action in the lower half.

This is a ball game as you've never played before!

Starting Zero Gravity

Place the *Zero Gravity* disk in Drive A and turn on your computer.

Joystick 0 (the mouse port) controls player 2 at the bottom of the screen. Joystick 1 controls player 1, at the top of the screen.

When the program loads, it will automatically begin to run in "Demo" mode. Press the "Fire" button on Joystick 1 to view the Option screen.

During the demo, a screen will display the effects of striking the side panels.

Select one or two player mode by moving the joystick up or down to highlight the options. Press the "Fire" button to register your selection. Either play against a friend or a computer opponent.

Sound and Music may be selected in the Amiga Version of *Zero Gravity*, also by using the joystick to highlight the option. Selecting sound turns off the music, and you'll only hear the sound of the ball striking objects. Music plays the theme music through out the game.

Then select the level of difficulty, again by moving the joystick and pressing the "Fire" button.

You may still change the options at this point.

Highlight "Start Game" and press the "Fire" button to begin play.

Pause the game at any time by pressing the "Space" bar. Press it again to continue playing. (Amiga Version only.)

Playing *Zero Gravity*

Move your paddle to intercept the ball and send it rebounding toward your opponent. Strike the ball squarely to return it accurately. A bad strike can deflect the ball either high or low past you, scoring a goal for your opponent.

Naturally, you score goals by causing your opponent to miss the ball.

Each goal is worth 50 points. Add an additional point each time you return the ball on the Novice level. Each return is worth three points on the Advanced level and five points on the Expert level.

Bonus points may be scored by striking the side panels. Each panel affects the game differently. Some panels will award bonus points, while others will subtract points.

One panel even causes the computer to help you. Your paddle is centered over the ball, and will remain there for a time.

Another panel causes the ball to speed up. Making it even more difficult to return.

Other panels will penalize you by removing a goal from your score, or reward you by adding a bonus goal.

Don't watch the score too closely during play! You'll need all of your skill and concentration to stay with the ball. Important messages are displayed on the wall, informing you of bonus points.

The game ends when one player scores ten goals. The total score is the number of points collected during play.

When a game ends, if your score is higher than any of 10 scores for your player on the High-Score Screen, you will have the opportunity to place your name on the roll. Move the Joystick to select the letter to use, and press the fire button. Each player (in a two player game) will be asked to record their name.

The game will feature a variety of exciting new features, including a new "Zero Gravity" mode, which allows you to play the game in a zero-gravity environment. This mode is perfect for those who want to experience the thrill of space travel without leaving the ground. The game also features a new "Zero Gravity" mode, which allows you to play the game in a zero-gravity environment. This mode is perfect for those who want to experience the thrill of space travel without leaving the ground.

The game also features a new "Zero Gravity" mode, which allows you to play the game in a zero-gravity environment. This mode is perfect for those who want to experience the thrill of space travel without leaving the ground.

When a game is played in a zero-gravity environment, the player's score is doubled. This is because the player is able to perform more complex maneuvers than they would be able to in a normal gravity environment. The game also features a new "Zero Gravity" mode, which allows you to play the game in a zero-gravity environment. This mode is perfect for those who want to experience the thrill of space travel without leaving the ground.

The game also features a new "Zero Gravity" mode, which allows you to play the game in a zero-gravity environment. This mode is perfect for those who want to experience the thrill of space travel without leaving the ground.

The game also features a new "Zero Gravity" mode, which allows you to play the game in a zero-gravity environment. This mode is perfect for those who want to experience the thrill of space travel without leaving the ground.

The game also features a new "Zero Gravity" mode, which allows you to play the game in a zero-gravity environment. This mode is perfect for those who want to experience the thrill of space travel without leaving the ground.

The game also features a new "Zero Gravity" mode, which allows you to play the game in a zero-gravity environment. This mode is perfect for those who want to experience the thrill of space travel without leaving the ground.

The game also features a new "Zero Gravity" mode, which allows you to play the game in a zero-gravity environment. This mode is perfect for those who want to experience the thrill of space travel without leaving the ground.

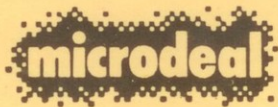
MicroDeal



MicroDeal U.S.A.

370 S. Telegraph
Pomona, Michigan 48061
Phone (313) 334-8750

AFFIX
POSTAGE
HERE



576 South Telegraph
Pontiac, Michigan, 48053
U.S.A.

WARRANTY REGISTRATION CARD

Please complete this card and return it within ten days of purchase. Registration of your purchase will entitle you to technical assistance.

Your Name: _____

Address: _____

City: _____

State/Prov.: _____ Zip: _____

I Purchased: _____
(product name)

from: _____
(name of retail organization or company)

Serial #: _____ Date of purchase: _____

The following information is not essential to validate your warranty, but it will help us in future product development.

1) How did you find out about this product?

magazine ad ☐ review ☐ which mag. _____

saw at store ☐ other _____

2) Why did you choose this product? features ☐

price ☐ reputation ☐ other _____

3) Which computer magazines do you read frequently?

A) _____ B) _____ C) _____

Thank You for your time in answering these questions.

Do you have additional comments or suggestions:



Disk Folders



Here's your chance to save over **50%** on MICHTRONS handy new disk folders. Conveniently and easily carry your disks with these velcro closing folders. They are made of soft nylon, but are well padded to keep your disks protected. Each one holds up to thirty two 3.5 inch disks in its pockets.

- Organize your disk collection.
- Transport your disks easily and safely because of its padded protection.
- Stylish and contemporary. Comes in Red or Grey with the MICHTRON Griffin gracing its front as a symbol of excellence.



They normally retail for \$29.95 but are available to you (because you purchased a MICHTRON product) for only \$14.95 each! Just fill out the coupon below and mail it to MICHTRON, and you'll be on your way to having an organized disk collection. Check or Money Orders (payable to MICHTRON) and Visa or Mastercard are accepted methods of payment. Please include \$3.00 shipping and handling.



cut here

Name _____

Address _____

City _____ State _____ Zip _____

Card # _____ Exp. Date _____

Qty _____ What Color(s) _____

Mail to: MICHTRON Inc.
Att: Disk Folder Offer
576 S. Telegraph
Pontiac, MI 48053



- ❑ challenging tutorials
- ❑ in-depth, hard-hitting reporting
- ❑ candid reviews of hardware, software and peripherals

- ❑ tips from experts like Tom Hudson and Dave Small
- ❑ nifty troubleshooting techniques

And, bound into every issue, you'll find a 3½" disk.

Packed with so much information that it has to be compressed to fit, each disk contains a whole range of useful and fun programs that complement and supplement the written articles. You will quickly build a library of programs tailored just for you. And think how much typing time you'll save!

START covers the whole picture: the newest in color graphics, MIDI, databases, templates and spreadsheets, product reviews for wise buys, games for fun and recreation.

Subscribe today! Discover for yourself the value of *START*. Open the door to excitement and fun!

Jim Capparell

Jim Capparell
Publisher

P.S. Remember, your subscription order reserves your **FREE** copy of the **ST BUYERS GUIDE**.

GUARANTEE

If for any reason you are not completely satisfied with your subscription to *START*, just let us know and your request for a refund on all unserved issues will be honored promptly, no questions asked.

FREE!

I WANT TO MASTER MY ST.



☒ Sign me up for *START*, the ST Quarterly (4 issues plus disk) for just \$39.95. I save 33% off the newsstand price, PLUS I receive the Atari ST Buyers Guide absolutely **FREE!**

Name _____

Address _____

City _____

State _____

Zip _____

☐ Check enclosed ☐ Bill me Bill my ☐ MasterCard ☐ VISA

Card # _____

Exp. Date _____

Signature _____

*Canada and Mexico add \$8, other foreign \$12 per year. Payment in U.S. Funds must accompany all foreign orders.

CALL TOLL-FREE 800-234-7001

ALL 50 STATES

(Monday thru Friday 6am-6pm PACIFIC TIME)

VISA or MasterCard ONLY

JAB

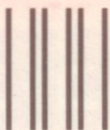


Dear Reader,

Congratulations! You have just bought a terrific new product for your Atari ST. Clearly, you are already an enthusiastic hands-on ST user. Whether you are a seasoned pro or just getting acquainted, you need the support of a magazine dedicated to the finer points of the Atari ST—*START*, the ST Quarterly. Your Atari ST is a powerful and versatile tool. Let *START* help you to maximize its capabilities (and your own!). You'll love:

MASTER YOUR ST Subscribe to *START* today!

FREE BUYERS GUIDE



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

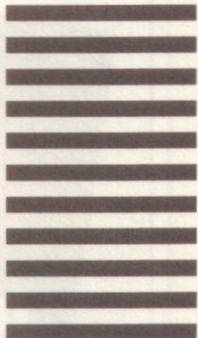
BUSINESS REPLY MAIL

FIRST CLASS PERMIT NO. 22047 SAN FRANCISCO, CA

POSTAGE WILL BE PAID BY:

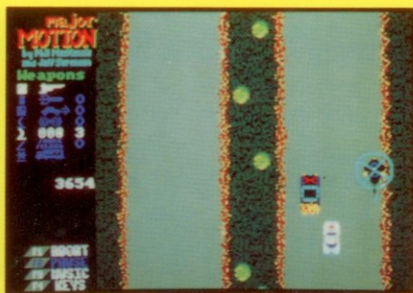
THE ST QUARTERLY
START

P.O. Box 2370
San Francisco, CA 94126-9918



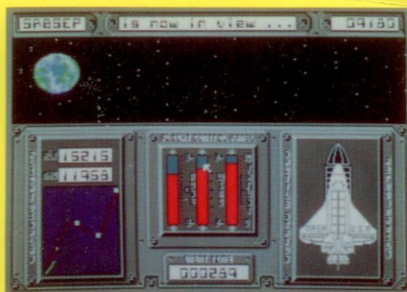
Major Motion

You must rid the land of the Evil Draconian League, and make the roads safe for civilians once more. In this thrilling driving game, armored cars will try to smash you off the road, spiked cars will attempt to slash your tires, and the enemy assault helicopter will never be far behind with its barrage of bombs. For the Atari ST and Commodore Amiga...\$39.95



Shuttle II

Be the next Shuttle II commander and control a complete shuttle mission from your arm chair! First take the role of mission controller and decide the launch position and timing, gamble points against the weather conditions, timing, and runway. Then take the seat of flight commander. Switch on the on-board computer and prepare for lift off! For the Atari ST...\$39.95



Slaygon

You have created the ultimate infiltration device... now you must use it! Conventional weapons have no effect on it, and normal defenses are nearly a nuisance. Your goal is to infiltrate and destroy the Cybordynamics Laboratory, and their deadly toxic virus, before they destroy the world. Use your weapons and your wits to keep the world safe from this menace to society. For the Atari ST and Commodore Amiga...\$39.95



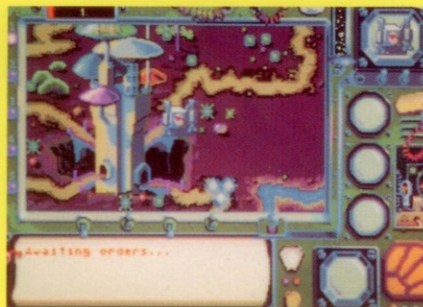
Soccer

If you are a soccer fan, then International Soccer is the game for you. Superb graphics, along with team colors, wind, rain, and night play options, mean that 1 or 2 players have a really competitive game to play. The electronic scoreboard, and on screen refereeing, keep the game play fast and furious. For the Atari ST and Commodore Amiga...\$39.95



Tanglewood

You have 10 days to win the trust and support of the native Tangleians to regain the stolen documents that give you exclusive mining rights to their planet. You control five characters in your search, each one with different strengths and weaknesses. Tanglewood contains over 1200 locations, 700K of graphics, and enough puzzles to keep you busy for months. For the Atari ST...\$39.95



Time Bandit

Battle the Evil Guardians as you collect the Treasures of Time. Two can play simultaneously, each with his own view! Each of 20 unique maps has 16 levels and is a complete game in itself. Full color graphics, unique creatures and 3D-style terrain for each time. Beautiful scrolling landscapes, detailed animation, and thrilling sound: *the conquest of Time and Space awaits you!* For the Atari ST and Commodore Amiga...\$39.95



microdeal

ELECTRONIC PUBLISHING

Product Price List for the Atari ST & AMIGA

576 S. Telegraph, Pontiac, Michigan 48053
(313) 334-8729 — Telex 350409
FAX (313) 334-3553

Airball

The Evil Wizard has turned you into a rubber ball and set you loose in a mansion of over 300 rooms! You must bounce your way through the maze of halls and rooms in hopes of finding the spellbook, and returning yourself to human form. The rooms are filled with many deadly hazards, as well as the secret to your survival! For the Atari ST and Commodore Amiga...\$39.95



Airball Construction Kit

Now you can act as the evil wizard and create your own Airball rooms. This fantastic addition makes a great game better by allowing you to customize it to your own specifications. This is an excellent opportunity to create your own arcade game without having to learn programming! A play mode is even included so you do not need the original Airball game. For the Atari ST...\$24.95



Fright Night

Coming Soon
to a computer
screen near you!

A game based on the
Block Buster
movie
Fright Night



Fright Night is a registered trademark of Columbia Pictures Industries.

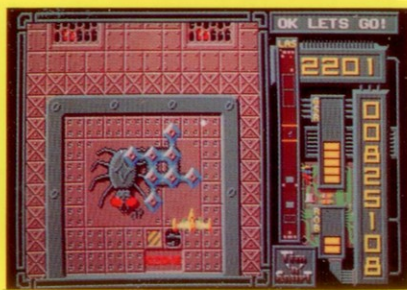
GoldRunner

You must dare to lead humanity into a golden age by paving the way through the hostile Ring Worlds of Triton. Whether engaging in open space aerial combat, or searching a Ring World's landscape to destroy its power source, you must be relentless and ruthless in your struggle against their awesome pirate forces. For the Atari ST and Commodore Amiga...\$39.95



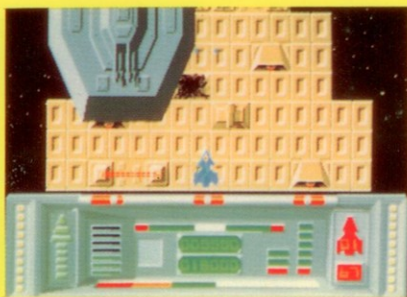
GoldRunner II

Fifty years have passed since the death of earth and the subsequent exodus to the Ring Worlds of Triton. Defeated, the few hostile pirates who remained were forced to seek refuge in ancient buildings. With a daring surprise attack they have captured all of your defense robots. As the only child of the GoldRunner you must recapture all of the robots and save humanity just like your father did. For the Atari ST and Commodore Amiga...\$39.95



Insanity Fight

You tightly clutch the controls as your mind constantly scans the control panel. This is always the most gut wrenching time for you—the time on standby. "Relax", you tell yourself, because soon you won't have time to think! Suddenly you are launched into space for the initial combat. You must survive and face the evil Death Ship — but can you defeat its awesome power? For the Commodore Amiga...\$39.95



Jupiter Probe

Jupiter has long concealed a deadly secret. A hostile race of aliens are preparing to take control of the earth. The world powers have dispatched three scout ships, armed with twin cannons and Ultra-Sonics, to gather data and hold back the aliens. You have been chosen to lead this desperate attempt. The destiny of mankind is in your hands. For the Atari ST...\$24.95



Karate Kid II

The game based on the film! Test your skill and bravery in the world of life and death karate competition by guiding Daniel through fight after fight. Control his every move — from flips to back kicks — against ever more powerful adversaries. Are you strong enough to withstand the challenge? For the Atari ST and Commodore Amiga...\$39.95



Leatherneck

Become the Commando Warrior entrenched in a game of skill and survival as you try to rescue your captured colleagues from the corrupt legions of the Evil Empire. Attack alone, or side by side with your most trusted and intrepid comrade. There is even an adapter available that lets you attach two more joysticks, allowing up to four Commandos to participate at the same time. For the Atari ST and Commodore Amiga...\$39.95

