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In return for your understanding of our legal rights, we guarantee this product to reliably perform as detailed in this documentation, subject to limitations here described, for a period of thirty days. If this product fails to perform as specified, we will either correct the flaw(s) within a period of 30 working days of return or let you return this product to the place of purchase for a refund. If your retailer does not cooperate, return this product to us. While we can't offer more cash than we received for the product, you have this choice: 1) Cash refund of the wholesale price. 2) You may have a merchandise credit for the retail price which can be applied to any of our products. Any product returned must include date and proof of purchase, the original product and all packaging and documentation.

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FEEDBACK

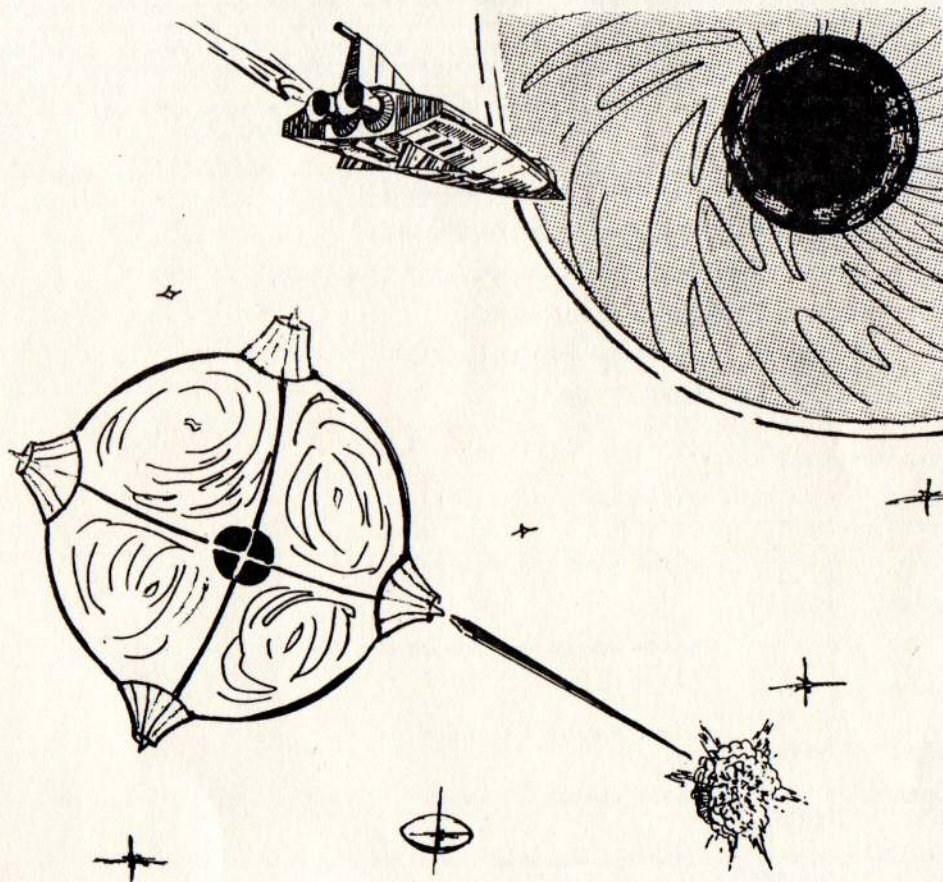
Customer comments are VERY important to us. Please let us know how you consider the product.

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BEYOND PARSEC



MINIMUM REQUIREMENTS

- TI 99/4A Home Computer

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BEYOND PARSEC (tm)

You've destroyed the last Bynite, outwitted the last Deadly Dramite, and are heading home with only a few stray asteroids to block your path. Suddenly a huge black hole surrounds you and teleports you into another galaxy where you suddenly find yourself face-to-face with the most dangerous enemy you've ever encountered: a space craft as deadly and as fast as yours with a pilot of equal intelligence. No longer are you concerned with the asteroids that still block your path, because now you have been thrown BEYOND PARSEC (tm)

'BEYOND PARSEC (tm)' challenges you to outsmart and outmaneuver your opponent. Some of BEYOND PARSEC's (tm) features include:

- o EXECUTION ON THE 99/4 OR 99/4A COMPUTER
- o COLORFUL GRAPHIC CHARACTERS AND EXCITING SOUNDS
- o TWO PLAYER HEAD-TO-HEAD COMBAT
- o A RUNNING POINT TOTAL FOR EACH PLAYER
- o KEYBOARD OR JOYSTICK USE

QUICK REFERENCE GUIDE

TI99/4	TI99/4A	FUNCTIONS
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E S D X JYSTK1	E S D X JYSTK1	MOVES PLAYER 1 (RED SHIP)
I J K M JYSTK2	I J K M JYSTK2	MOVES PLAYER 2 (BLUE SHIP)
Q V JYBTN1	Q V JYBTN1	FIRES PLAYER 1'S LASER
Y ENTER JYBTN2	Y ". JYBTN2	FIRES PLAYER 2'S LASER
SHIFT R OR '8'	FCTN 8 OR '8'	STARTS A NEW GAME
SHIFT Z OR '9'	FCTN 9 OR '9'	RETURNS TO GAME TITLE SCREEN
SHIFT Q	FCTN =	RETURNS TO MASTER TITLE SCREEN

PLAYING THE GAME - Once a key is pressed during the title screen, the playing field is displayed. The red-winged fighter is located on the left hand side of the playing field, while the blue-winged fighter is found on the right hand side of the playing field. The ships are located at random "safe" spots. Shown at the top of the screen are the remaining ships each player has in reserve. Also shown is the current score accumulated by each player.

The movement of the ships can be controlled by the wired remote controllers or the keyboard. Player 1, the red ship, is controlled by joystick 1 or from the left side of the keyboard. Player 2, the blue ship, is controlled by joystick 2 or from the right side of the joystick.

GAME OBJECT - The object of the game is to rid your opponent of all his or her ships. This can be accomplished in numerous ways:

1. You may destroy your opponent's ship by shooting it with your ship's laser. The range of the laser is nearly one half of the screen width.
2. You may force your opponent to crash into an asteroid. If an asteroid is struck by a laser, it starts in motion and will continue getting faster each time it is hit by another laser shot. You may slow an asteroid down by shooting it from the opposite direction it is moving.
3. You may purposely ram your ship into your opponent's. However, both players will lose one ship in this case.
4. You may force your opponent to crash into the planet surface.

The movement of both ships is unrestricted except for the upward motion. There is a top boundary to prevent vertical "wrap-around". At any time, you may press the designated 'PAUSE' keys to halt the game. Pressing any key will restore the game play.

END OF THE GAME - When one or both players have lost all of their ships, the game is over. The player with ships remaining is declared the winner and he or she is awarded bonus points equivalent to the number of ships he or she had left when the game ended. If neither player has any ships left, the game is considered a draw and neither player is awarded any points.

The players may terminate their session or continue on for more intense battles. Pressing 'REDO' will start a new game, leaving the score areas untouched. Pressing 'BACK' will return to the game title screen and reset the score areas to zero. 'QUIT' will leave the game mode and return to the master title screen.