

From: Jamie Curmi <jamie...@ericsson.com.au>
Subject: Do you remember these games for the TRS-80 Model 1's?
Date: 1999/06/22
Message-ID: <376EE055.8C37E90E@ericsson.com.au>#1/1
X-Deja-AN: 492323880
Cache-Post-Path: brsi00!unk...@assw047.epa.ericsson.se
Content-Transfer-Encoding: 7bit
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: news.mel.aone.net.au 930013270 8668 203.61.155.10
(22 Jun 1999 01:01:10 GMT)
Organization: ASAC
Mime-Version: 1.0
NNTP-Posting-Date: 22 Jun 1999 01:01:10 GMT
Newsgroups: comp.sys.tandy

Hi!

This may not be the newsgroup to post this, but I didn't know where else to post. Don't flame me if I'm wrong.

A long time ago I owned a TRS-80 Model 1 (level 2). I guess my parents bought it for me back in 1981. I had quite a few games on this machine.

I'm trying to track down the names of 2 games on this system that I can't find on any emulation collections. I'm wondering if someone out there knows their names?

The first game was like a multi-screen asteroids clone. You were in the centre, and you shot at spaceships. If you put your thrusters on, the screen around you would scroll (I think there was a map in the right top corner that showed where you were, where the aliens were etc). One part of the playing field had asteroids on it, while the other areas didn't.

I can't recall the aim of the game. It may have been just to shoot the alien ships. I don't think they would follow you into the asteroids.

Any ideas? It may have been an Australian game - I'm not sure.

The second game I never owned. A friend and I saw it in a magazine, and we ordered it, but it never came and the company cashed the cheque and refused to answer our calls. So all we ever saw was screen shots in a magazine advertisement. Soon after we sold our machines for C64s.

The game appeared to have alien tripods (something like war of the worlds) in it, and the score was graphics not text (unusual for most games at the time). I don't know more than that - I suspect the tripods moved along on their legs and shot at you, and you were probably a spaceship.

Does that bring back any memories?

I'd appreciate any help.

Thanks.

Jamie

From: "Joanne Mavric"

Subject: Re: Do you remember these games for the TRS-80 Model 1's?

Date: 1999/06/22

Message-ID: <376ef46a.0@news.access.net.au>#1/1

X-Deja-AN: 492350811

References: <376EE055.8C37E90E@ericsson.com.au>

Newsgroups: comp.sys.tandy

X-MimeOLE: Produced By Microsoft MimeOLE V4.71.1712.3

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From: Jamie Curmi <jamie...@ericsson.com.au>

Subject: Re: Do you remember these games for the TRS-80 Model 1's?

Date: 1999/06/22

Message-ID: <376F1032.C45B225D@ericsson.com.au>#1/1
X-Deja-AN: 492378165
Cache-Post-Path: brsi00!unk...@assw047.epa.ericsson.se
Content-Transfer-Encoding: 7bit
References: <376EE055.8C37E90E@ericsson.com.au>
<376ef46a.0@news.access.net.au>
To: Joanne Mavric <ima...@access.net.au>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: news.mel.aone.net.au 930025522 9985 203.61.155.10
(22 Jun 1999 04:25:22 GMT)
Organization: ASAC
Mime-Version: 1.0
NNTP-Posting-Date: 22 Jun 1999 04:25:22 GMT
Newsgroups: comp.sys.tandy

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The second one we think we saw advertised in APC (Australian Personal Computer) back in 1982. I wish I could recall the company...I had a feeling it was the same company that produced Asteroid Nova.

Thanks for your help.

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| Jamie P. Curmi                               |
| Ericsson Australia (ASAC),                   |
| 5/207 Bouverie St, Carlton,                 |
| Victoria, 3053, AUSTRALIA                   |
| Email: jamie...@ericsson.com.au |
| Phone: +61 3 9301 1375                     |
| Fax: +61 3 9301 1119                       |
|----- - == Absence of evidence is not evidence of absence == - -----
```

From: "Robert L. Doerr" <rdo...@bizserve.com>
 Subject: Re: Do you remember these games for the TRS-80 Model 1's?
 Date: 1999/06/22
 Message-ID: <376F904D.2131FFCE@bizserve.com>#1/1
 X-Deja-AN: 492510546
 Content-Transfer-Encoding: 7bit
 References: <376EE055.8C37E90E@ericsson.com.au>
 <376ef46a.0@news.access.net.au>
 <376F1032.C45B225D@ericsson.com.au>
 X-Accept-Language: en
 Content-Type: text/plain; charset=us-ascii
 Organization: The MacManus Group
 Mime-Version: 1.0
 Newsgroups: comp.sys.tandy

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> | Jamie P. Curmi                                     |
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> | Victoria, 3053, AUSTRALIA                         |
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Robert L. Doerr (MCNE, MCP, A+)
 26308 Cubberness
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 WEB Site: <http://www.robotswanted.com>
 "Keeping Personal Robots alive!"
 Heathkit HEROS (Jr, 1, & 2000), Androbots, & MAXX STEELE.

From: Albers Petrofsky <Alb...@Petrofsky.Berkeley.CA.US>
 Subject: Re: Do you remember these games for the TRS-80 Model 1's?
 Date: 1999/06/22
 Message-ID: <877lowtck9.fsf@app.dial.idiom.com>#1/1
 X-Deja-AN: 492623095
 References: <376EE055.8C37E90E@ericsson.com.au>
 <376ef46a.0@news.access.net.au> <376F1032.C45B225D@ericsson.com.au>
 <376F904D.2131FFCE@bizserve.com>
 Organization: The Vegetable Liberation Front
 Newsgroups: comp.sys.tandy

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Super Nova is the Big Five version of Asteroids, but it's not the game that Curmi described: it's not multi-screen and there's no viewport. I've played all the Big Five games again this year (they're available at most trs-80 archive sites) so I'm pretty confident of my memory of them. Space Rocks I haven't played in a long time, but I don't think it matches Curmi's description either.

-al

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 Subject: Re: Do you remember these games for the TRS-80 Model 1's?
 Date: 1999/06/23
 Message-ID: <37700927.82FB7E7F@ericsson.com.au>#1/1
 X-Deja-AN: 492687575
 Cache-Post-Path: brsi00!unk...@assw047.epa.ericsson.se

Content-Transfer-Encoding: 7bit
References: <376EE055.8C37E90E@ericsson.com.au>
<376ef46a.0@news.access.net.au> <376F1032.C45B225D@ericsson.com.au>
<376F904D.2131FFCE@bizserve.com> <877lowtck9.fsf@app.dial.idiom.com>
X-Accept-Language: en
Content-Type: text/plain; charset=us-ascii
X-Trace: news.mel.aone.net.au 930089257 2478 203.61.155.10
(22 Jun 1999 22:07:37 GMT)
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> them. Space Rocks I haven't played in a long time, but I don't think
> it matches Curmi's description either.

Yep. It is definately not Super Nova. It wasn't a Big 5 game. And I don't recall the name "Space Rocks". The game I am thinking of wasn't an asteroids game - it just happened to have asteroids in part of the playfield.

I just wish I could remember the title. Or even the software company. I had a feeling the company had the word "space" in it, something along the lines of "Space Age Software" (but that wasn't it). But then, back in those days, everyone used "space" or "galactic" or "star" in their company names. :-)

I'm not making this game up though. It really did exist.

Not so sure on the War of the Worlds style game. We never played it. We saw it in a magazine add and paid for it, but it could be possible that it was just a screen mock up (that might explain why the score was in graphics rather than characters). The company may never have finished it, and just took our money and ran. :-(

Jamie