

DOCK MASTER



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**Radio Shack**

TRS-80



**COLOR  
COMPUTER**

# Dock Master

an **Hermesoft**  
production  
in collaboration with Yaccs

## **First Edition**

*Dock Master Software*  
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*Dock Master Manual*  
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All the above is mostly bull. If anything, the game and manual are  
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Diego Barizo under Creative Commons Attribution-  
NonCommercial-ShareAlike 4.0 International (See  
<https://creativecommons.org/>). In a nutshell, you are free to  
distribute and build upon all this, as long as you don't try to steal  
my thunder, or make a lot of dough without letting me know.

Just in case, see what the game says about this, or ask me.

# Introduction

Everybody is buying everything on-line!

And one of the ways to keep it cheap, is to ship by sea. Yes, it may take 2 months for that \$4.99 gadget to arrive, but you will pay only \$2.99 for shipping instead of \$99.99

Therefore, making sure that those ships full of containers can leave in time and safely is a very important job, and now, it is *your* job. You must place the color coded cargo containers in the right place, ensuring that the cargo is properly balanced, and that the ship can leave on time.

## Getting Ready

To play “Dock Master”, you need a TRS-80 Color Computer 1 or 2, Tandy Color Computer 3 (or a compatible computer or emulator) with at least 32 KB of RAM, and a floppy drive or compatible system, like Drivewire, SuperIDE or the CoCo SDC.

Depending on your configuration, you may need a way to copy the .DSK file to your PC, or create a real floppy disk.

Once you are all set up, just type  
RUN “DOCK”  
to start the game.

## **Lets go!**

**When the game loads, you will see the intro screen and if you are using a CoCo 3, you will also be asked to choose the monitor type, either TV/Composite or RGB. Then, the game starts.**

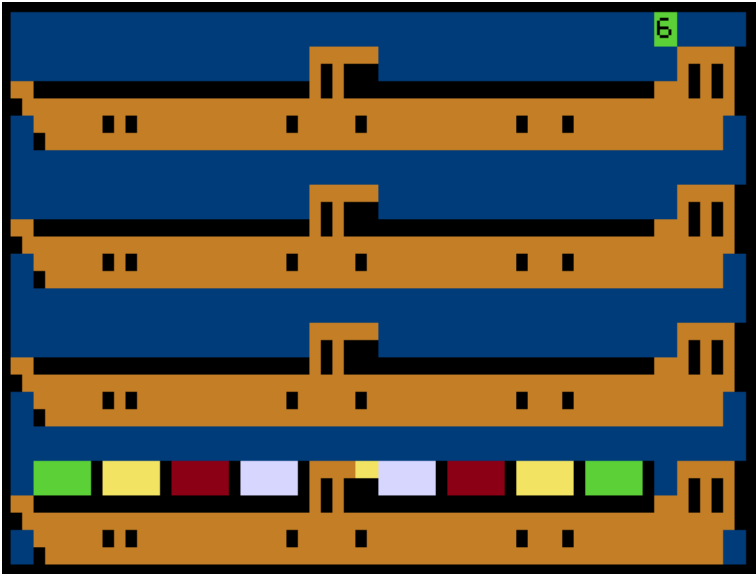
**You will see 4 cargo ships waiting for the containers. Each one has 8 places were the containers can be loaded. To do so, move the container at the top of the screen using the left and right arrow keys, and once it is over the place where you want to load it, press the down arrow or space bar to release it.**

**The color of the container indicates its weight. This is extremely important, because if you pile up too much weight to one side, the ship will capsize, with great loss of cheap Chinese knockoffs. Once a container is placed on a spot in the bottom most ship, the next container set in the same position will be placed in the next ship up.**

**When a ship is fully loaded (8 containers), it will leave port, and the remaining ships will move down, with a new, empty one arriving. Be careful not to accidentally drop a container in the middle of a ship. This will crush the superstructure and cause the ship to sink! And don't wait too much. The cargo crane can only hold to the heavy containers for some time, after which, the container will be released automatically, usually not where you want it to be.**

# Game on!

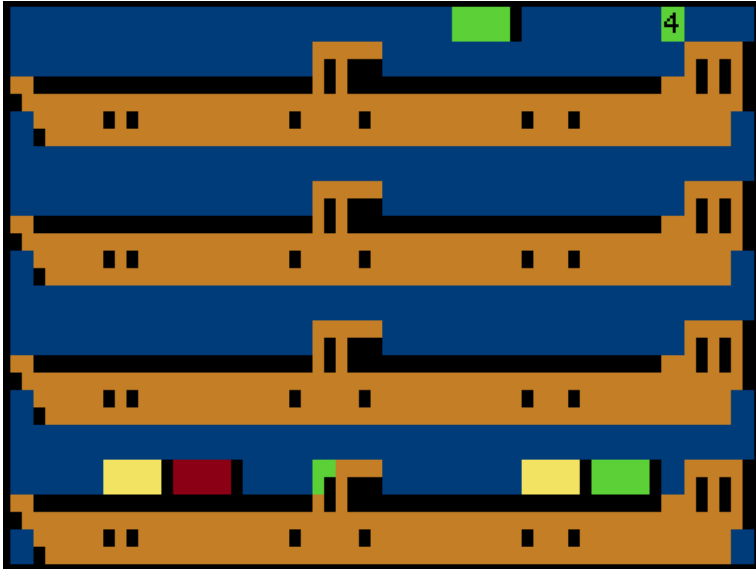
Let's see some examples of how the game is played.



Here we have the four ships (let's number them from bottom to top), with ship #1 perfectly loaded.

Green (lighter) containers in slots 1 and 8, Yellow (light) in slots 2 and 7, Red (heavy) in 3 and 6, and White (heaviest) in 4 and 5.

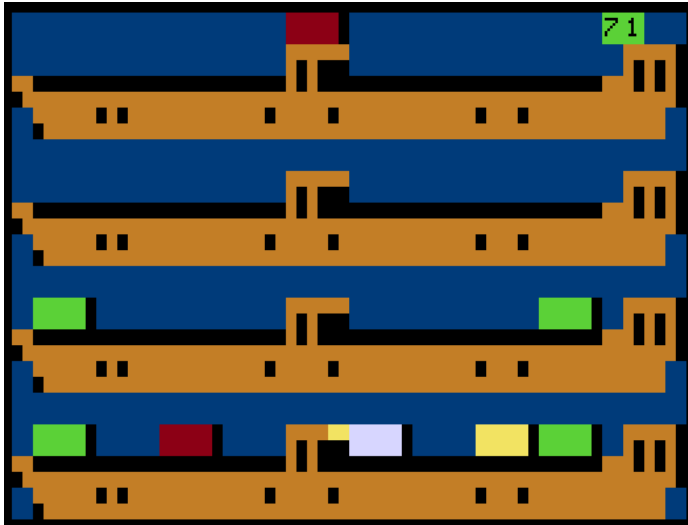
You should try to load the ships in this exact fashion to get the best possible bonus.



In this case, you have two options.

You can drop the green (very light) container in slot 1. Even though the load to the left is heavier already, it is just by a little (green light), and once the container is in place, there will be only one asymmetrically loaded container (the red one in slot 3) which is usually fine.

Or, you could drop it in slot 8. As there is already a container in ship #1 in that position, it will be loaded into ship #2



Here, if you try to place the red container in spot # 6 – which is where you will want to put a red one – there will be too much weight to the right (notice that there is already a yellow warning light to the right) and the ship will capsize.

The best option is to put it slot 3. As there is already a red container there in ship #1, it will be loaded into ship #2.

Also, you could drop it into slot #4. But that would ruin “Perfect sort” and make “Perfect balance” almost impossible.



# Scoring

## **Load those ships!**

The most evident way to increase your score, is to load containers in the ships. Depending on how fast you are, you can get up to 8 points for each container,

## **Bonus and Badges**

### **Fast!**

If you drop a container fast enough, you will earn a “Fast!” Badge, which will increase your “Speed Meter”.

If the “Speed Meter” is high enough, you will earn a “Super Fast!!” Badge, and enter a “Score Boost” mode - indicated by green lights in the ships bow and stern – in which you will get twice the points for each container.

Keep in mind that the “Speed Meter” will slowly decrease unless you get more “Fast!” badges.

### **Safe**

Whenever a container is placed on a ship, the weight balance will shift. Green, yellow and red indicators will light up in the ship’s superstructure, indicating to which side, and how much, is the weight overload.

If a ship is fully loaded, and the weight balance is perfectly kept - no indicators lit in the ship – you will get a “Perfect Balance” Badge, worth 25 points.

## And neat

And if the containers are all placed in the right spot – lighter ones on the extreme ends, heavier ones towards the center, in the Green, Yellow, Red, White, White, Red, Yellow, Green pattern – you will earn a “Perfect Order” Badge. And 30 points!

## Game over

At the end of each game, you will see how many Badges you have collected *in all the games that you have played so far*. The Bronze badges represent one Badge each, the Silver ones are x10, and the Gold ones are x100!

After that, if your score is high enough, you may be immortalized in the Top 5 High Scores list.

Both, the Badge count and the High Scores list are saved to disk, and either can be cleared while the list is being displayed.

## Another look

If you are using a Color Computer 1/2, you can change the color palette of the “game over” screen with 3 simple steps.

- `LOAD` and `RUN` “`SUNK1.BAS`”. This will replace the existing `SUNK.SCR` with a new one.
- `LOAD` “`DOCK.BAS`” and edit line 70, replacing all instances of `SCREEN 1, 1` with `SCREEN 1, 0`.
- `SAVE` “`DOCK.BAS`”

To revert the change, just...

- `LOAD` and `RUN "SUNK.BAS"`. This will replace the updated `SUNK.SCR` with the original one.
- `LOAD "DOCK.BAS"` and edit line 70 again, restoring the `SCREEN 1,1` commands.
- `SAVE "DOCK.BAS"`

## Thanks!

First, thanks to **you**, for giving this game a chance.

I wrote it because it was fun , but if others have fun playing it, even better.

Also, thanks to the 20+ people who tried to help me decide which color combinations looked less awful. That is why I ended up giving you the chance to choose the one you like the most.

Thanks to the CoCo Community, for their feedback, support and inspiration, and for keeping this little underdog computer alive for 40 years and counting.