

Original Neutroid 2.0 copyright 1984 by Nickolas Marentes.

Neutroid 2.015 update copyright 2015 by Nickolas Marentes.

Created for all versions of the Tandy Color Computer with a minimum of 16K RAM.

Requires a self-centering analogue joystick attached to the right joystick port.

The Neutroid is a newly discovered atomic particle with the potential to unlock the door to a new era in energy generation!

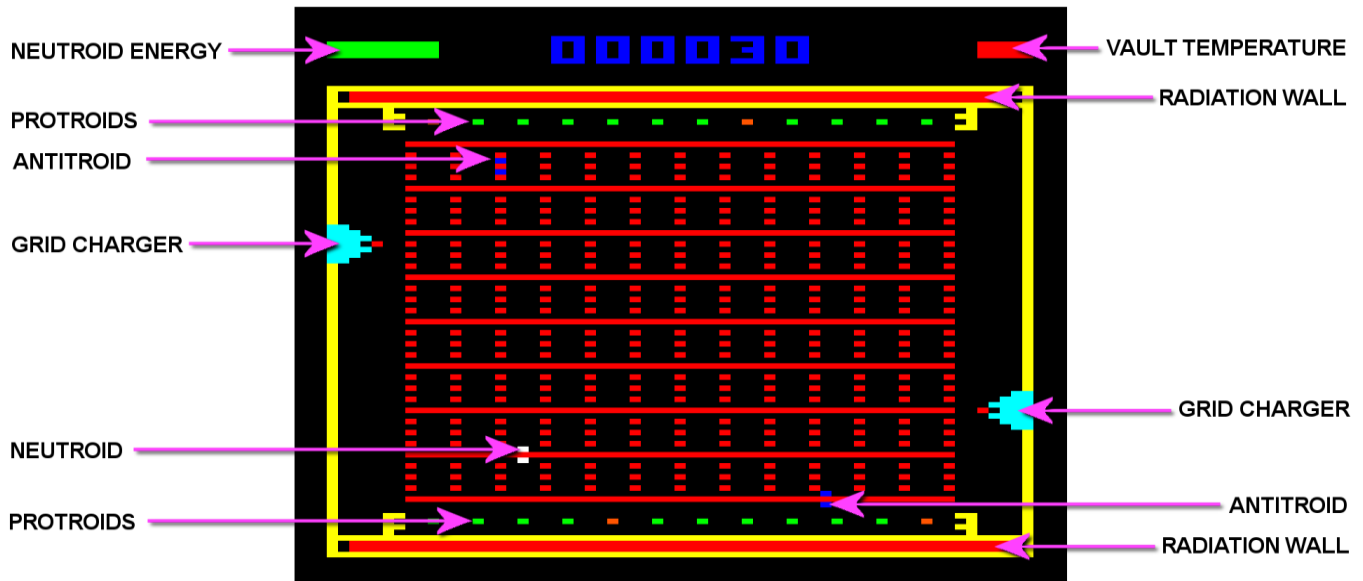
Experiments are being conducted to further understand the mysterious properties of this particle using a specially designed containment unit called a *Particle Vault*. This vault has been constructed to withstand the intense heat and radiation expelled during such experiments. Monitoring of the vault is performed by internal sensors creating a color coded image onto a video display and operated remotely by a simple joystick control.

As the energy output of the vault increases, each successive grid becomes more difficult to complete. Lightning fast reflexes, rapid strategic thinking and the ability to work under pressure are key elements to the successful outcome of these experiments!

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The Particle Vault

The particle vault is a fully enclosed lead/titanium enclosure designed to contain the intense heat and lethal radiation expelled from particle deflection and particle diffusion. Inside the vault is a high energy charge grid along which the Neutroid particle travels. Attached to the vertical walls are roving grid chargers. These move up and down the sides of the charge grid frequently recharging any low charge areas of the grid by sending a high voltage surge across it. Along the top and bottom of the vault are the radiation walls and two emitter rods where the Protroid particles are magnetically suspended.



The Neutroid Particle (WHITE Each deflection = 10 points)

The Neutroid is a newly discovered sub-atomic particle used to collide with the high energy Protroid particles and release the energy to the grid.

The Protroid Particles (GREEN = 100 points ORANGE = 500 points)

A Protroid is a high energy particle that reacts with the Neutroid during collision. There are several high density ORANGE Protroids which when struck by your Neutroid particle, temporarily changes the structure of the Neutroid to allow it to draw power from the roaming Antitroids. Read **Neutralizing Antitroids** for more details..

The Antitroid Particles (BLUE = 1000 points)

An Antitroid is a high energy particle which is magnetically attracted to the Neutroid. Considered a parasitic side effect of the vault, when a Neutroid collides with an Antitroid it drains some of the Neutroid's energy.

The Grid Chargers

These self-controlled maintenance units keep the charge grid fully energized. If they detect a voltage drop on one of the horizontal grid beams, they connect to the grid and fire a high voltage surge through the beam. A Neutroid caught within one of these power surges loses some of its energy to the grid.

Status Readouts

At the very top of your monitor screen are the status readouts. In the centre is the score. To the right is the Vault Temperature indicator. As the temperature of the vault increases, this RED bar grows longer. A warning beeper is activated when it approaches the meltdown stage. To the left of the score is your Neutroid's energy level. When this GREEN bar disappears completely, your Neutroid is diffused.

How to complete a grid

Manoeuvre the Neutroid using the joystick. The Neutroid CANNOT be pushed or reversed but only deflected at 90 degrees to its current direction. A Neutroid always rebounds from the end of a horizontal beam but can fly off a vertical beam. By timing your manoeuvres accurately, a Protroid can be diffused by sending the Neutroid off the top or bottom of the grid and directly into a Protroid. The Neutroid will diffuse the Protroid and rebound back into the grid. If you miss, the Neutroid will continue and collide into the glowing radiation wall behind and lose some of its energy into the wall. It will then rebound back into the grid again. When all Protroids are diffused, the next grid begins.

Neutralizing Antitroids

Your Neutroid loses energy when it collides with an Antitroid but if a high density ORANGE Protroid is diffused first, your Neutroid will change its state and will be displayed on your monitor screen as a pulsing BLUE and WHITE blip. You then have approximately 10 seconds in which to collide with as many Antitroids as possible. A warning alarm will sound when it's about to revert back to normal. Every Antitroid collision transfers energy back into your Neutroid. A collided Antitroid will reform back into the grid.

Joystick Controls

Joystick up	=	Neutroid deflected up
Joystick down	=	Neutroid deflected down
Joystick left	=	Neutroid deflected left
Joystick right	=	Neutroid deflected right
BREAK	=	Abort game

At the title page, S starts experiment while F takes you to the Famous Scientists page.