

# SPACE SHUTTLE



MATTEL ELECTRONICS®

**SPACE SHUTTLE** (UNFINISHED)

## Issues

- Use only the right controller.  
On the left controller you can't switch between control of the "arm" and "maneuver shuttle" to bring the satellite in position (key 0).
- When controlling the shuttle in cockpit view to "maneuver shuttle" right is unfortunately always "right & up" (shuttle steers right, satellite moves left in relation to it).
- The game didn't ends after the 2nd mission.
- You can capture as much satellites as you like until you run out of fuel.
- The score begins to overflow above 9'000 pts (when you would reach 10'000 pts) and starts to display graphical characters.
- From on a certain score the game crashes or crashes if you land or resets after landing and showing your score. if you capture more as 10 satellites in each mission the game will crash at end or within the second mission.
- Turn your ship 180 around on the trajectory and fire thrusters to break ("Speedup Shuttle" is the wrong term it should be "Rotate Shuttle"), decay from orbit and land (instead of using up your fuel).
- Trajectory control works but has no influence on wether you can capture a satellite or not. Most of what you see and hear in the map view isn't functional.
- Each succesful capture adds 1'000 pts to your score, deploying adds most of the time 0 sometimes 500.



## Cartridge Instructions

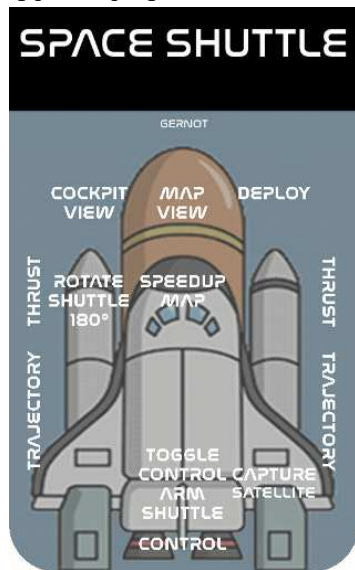
### For One or Two Players

You start at the launch pad and the count down is running. You are on your way to space! Watch as the shuttle ascends and the rocket boosters are jettisoned. Once you settle into orbit, it is time to do what you were sent to do. The computer will assist you in the order of sequences you must perform your task. Listen careful, maneuver the ship properly and you will be home in time for dinner and more launches.

### OBJECT OF THE GAME

You are a commander of a Space Shuttle. It is your mission to launch your payload, recover a distressed satellite and return safely to launch point.

### CONTROLS



- [1] Shows cockpit view.
- [2] Shows the map and shuttle trajectory.
- [3] Deploys satellite. It will switch screens to show the launch.
- [4] Rotates the shuttle on the trajectory by 180°.
- [5] Speed up map (speed up mission time counter).
- [0] Toggle controls for arm or to maneuver shuttle in cockpit view.
- [ENTER] Capture the satellite when arm is in position.

**Upper Side Keys** Thrust to accelerate/decelerate or to maneuver.

**Lower Side Keys** Change trajectory, left bends down, right bends up.

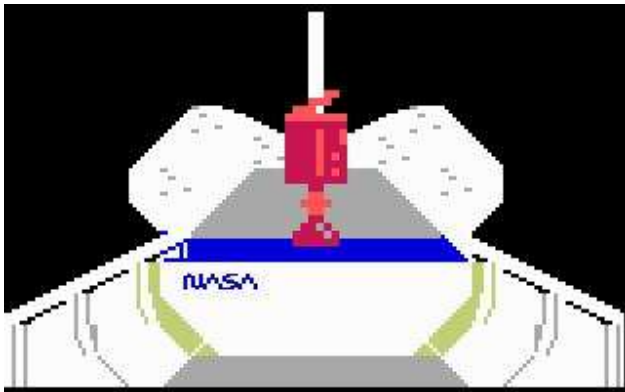
**Direction Disc** Maneuvers the shuttle and controls robot arm

## GAME PLAY

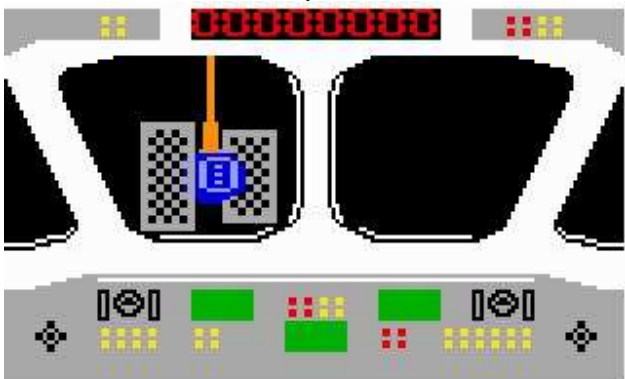
After launch, you are switched to the map view.  
Here you will see the trajectory of the shuttle orbiting earth.  
Your first mission is to launch the satellite in the payload.  
The time that has elapsed during the mission is shown at the top.



Press [3] on the keypad and you are switched to the payload view.  
The satellite will launch automatically.



Your next mission is to capture the distressed satellite.  
Press [1] and you are switched to the cockpit view.  
Use the side buttons to bring the satellite closer.  
Control the pitch of the shuttle by using the disc.  
When the satellite is close to the shuttle, press the [0] and the  
robot arm comes out.  
Use the disc to control the robot arm locating it above the satellite.  
It should overlap the mark on the top of the center of the satellite.



Once located properly, press the [ENTER] key to capture the satellite.  
You will hear the computer mention "Mission Complete. Good job, bring  
it home." If you need to switch back to control the location of the  
satellite, press the [0] again, and again to switch to controlling the  
robot arm.

**SCORING**

You will receive (evtl. 500 points for deploying) 1000 points for a successful capture of a satellite. It will be displayed once you launch and recover the satellites.

**END OF GAME**

The game will terminate if the score overflows (ca. 20'000 points).

This manual is based on the instructions handed out by “Intelligentvision”.

It was revised after several test plays to evaluate proper controls and gameplay issues.

Gernot Schrader 2018/03/23