

Space Combat Instructions

Space Combat is a 2 player game.

Turn on the Intellivision and the Title screen should appear.



Press any button or disc and you will see the option screen.

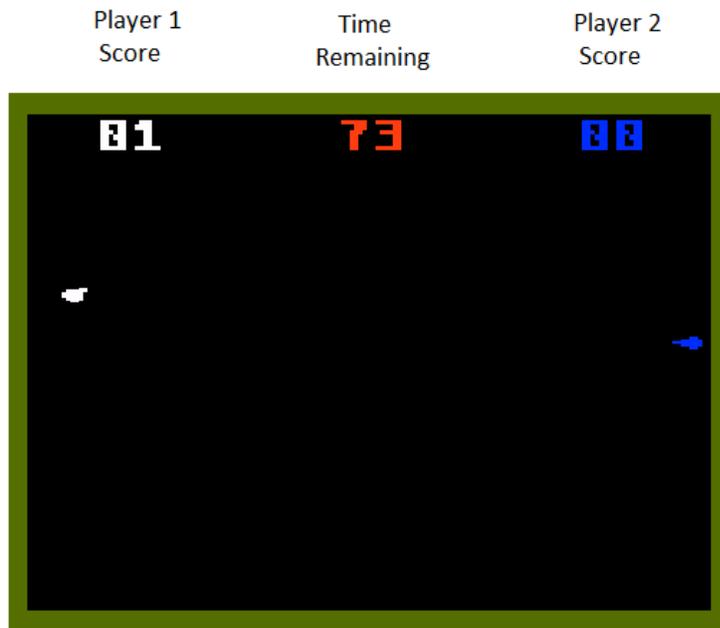


Press left on either disc to select "Wrap" or right on either disc to select "Bounce".

In "Wrap" the ships and missiles will leave the screen on left and come back on screen on the right, or leave the top and appear on the bottom, etc.

In "Bounce" mode ships and missiles will bounce off the edges of the screen and reverse direction. (if your ship is heading right and facing right and hits the right edge it will change direction and now be traveling to the left, however you will still be facing to the right).

Playing the Game



Two players represented on screen by little spaceships. Pressing on the right side of the controller disc will rotate your ship clockwise and pressing on the left side of the disk will rotate your ship counterclockwise.

Pressing either of the top side buttons will fire a missile. Each player can fire up to 3 missiles at a time.

Pressing either of the lower side buttons will fire your thruster and accelerate you in the direction you are currently facing.

The object of the game is to hit your opponent with your missile as many times as possible. Each hit counts as a point. When you are hit you will re-appear in your original starting place. Your ship will flash for a few seconds during which time you cannot be hit.

Each game is timed and lasts about 90 seconds. During the last 10 seconds the scores will flash letting you know the game is about to end.

The player with the highest score at the end of the game wins.