

Space Peril!



Space Peril! is a single-player game for the Atari 7800 that uses the joystick controller. The object of the game is to navigate your ship through the pocket dimension, and bring back the energy cube to seal off the rift into normal space.

Game Options

Space Peril! has six game variations detailed below. You can choose between them by pressing right or left with your joystick controller.

Simple: This is an easier, more simplified version of the game. In this variation, All objects and enemies are in the same place every game. The scavenger and the transfigurator object do not exist, and the void is lit.

Normal: In the "normal" game variation, some of the objects and one of the enemies are in the same place every game, and the rest are randomized. The scavenger and the transfigurator object are present in this variation.

Random: All objects and enemies are present in this variation, but their locations are randomized.

Simple Silent Thrust: Same as "Simple" above, but the sound effects for your ship's thrusters are disabled.

Normal Silent Thrust: Same as "Normal" above, but the sound effects for your ship's thrusters are disabled.

Random Silent Thrust: Same as "Random" above, but the sound effects for your ship's thrusters are disabled.

Backstory

A dangerous rift to a pocket dimension has been growing for many years, and the ships sent by the Galactic Union to fix it have all been sucked into the rift before completing their missions. Being one of the best pilots in the known galaxy, you have been recruited by the Union to perform an even more dangerous mission: you must purposely enter the pocket dimension, and locate the lost Energy Cube to drop into the rift to seal it off permanently.

Gameplay

Use your joystick controller to fire your ship's thrusters to propel you in the chosen direction. You may go in any direction if there is no barrier in your path. If you reach the edge of the screen, you will appear on a new screen on the opposite edge of the screen.

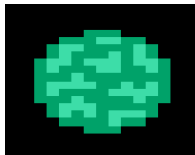
Note that the pocket dimension has unusual spatial properties, and in many places you may end up the same place you started from if you go far enough in the same direction.

Ship Technology

You will encounter many objects in your exploration of the pocket dimension. These often are bits of old ship debris that you may install and use yourself. To pick one up, simply run into it with your ship. Your ship only has the power and cargo space to support one object at a time. If you pick up a new object while you already have one, the existing one will be automatically dropped in favor of the new one.

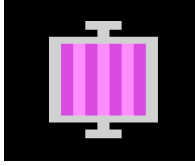
To purposely drop an object, press the right controller button.

Transponders



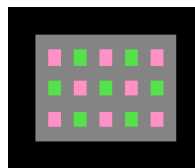
When powered by your ship, these colored, glowing orbs may be used to send out a signal to lower the forcefield for the fortress of the corresponding color. The forcefield will remain down as long as it remains installed on your ship. Also, if the transponder is dropped inside of the corresponding fortress, the forcefield will remain down as long as it remains inside.

Attractor



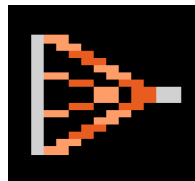
This useful device can be activated to pull all other unsecured items in the area towards your ship, even across barriers. To activate the attractor, press and hold the left joystick button.

Transfigurator



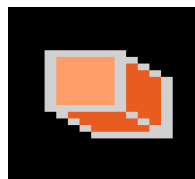
By reconfiguring the energy matrix, the transfigurator can create a breach in a nearby energy barrier. To activate the transfigurator, navigate to the energy barrier you wish to pass, and press the joystick in the intended direction while pressing the left button. This will create a break in that energy barrier that lasts until the next time the transfigurator is activated.

Laser Cannon



Equipping your ship with a laser cannon, you can disable enemies from afar. To fire the laser cannon, press the joystick in the direction of your intended target while pressing the left button.

Energy Cube

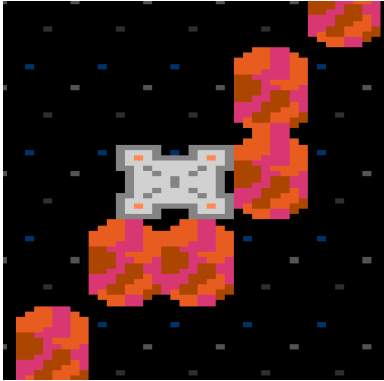


This item is the object of your quest. The energy cube must be dropped near the rift, and allowed to float in to permanently seal the rift into normal space. While the energy cube is installed on your ship, your ship's speed increases due to the extra power provided by the energy cube.

Pocket Dimension Perils and Peculiarities

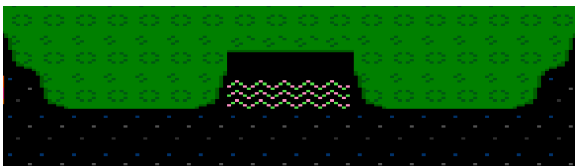
Scans of the pocket dimension through the rift have revealed some information on what you should expect to find and look out for.

Energy Barriers



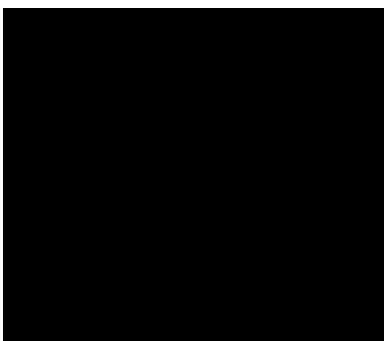
An oddity of the unusual properties of the pocket dimension, these glowing sheets of energy resist attempts to pass through them with your ship. The only way they may be breached is by temporarily reconfiguring the energy matrix with the transfigurator.

Asteroid Fortresses



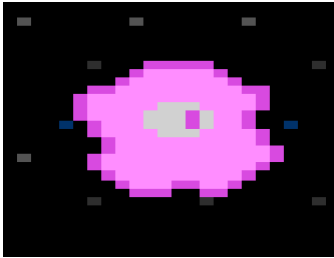
Perhaps the work of a long-dead alien race that once inhabited the pocket dimension, the remnants of these bases built into asteroids may be found throughout the pocket dimension. Each has a forcefield that prevents entry unless the corresponding transponder may be found.

The Void



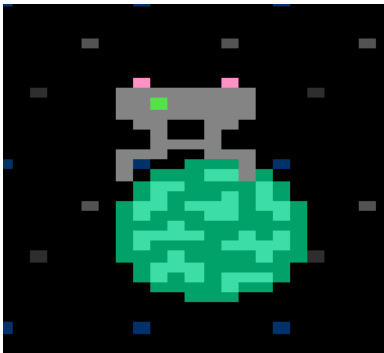
This is a dark, shifting section of the pocket dimension. It is unknown what hazards it may contain, or if it may hide anything useful to your quest. Without a way to penetrate the darkness of the region, it may be very dangerous to navigate successfully.

Space Blobs



These are the only known life forms native to the pocket dimension. They are attracted to ships, and attempt to consume them, perhaps due to their energy signatures. They are also known to have an affinity for certain ship debris, and guard these items as prized possessions.

The Scavenger



Likely created by the same extinct alien race that created the asteroid fortresses, this flying robot acts erratically, and is likely malfunctioning. It seeks out bits of technology to pick up, but flies randomly without depositing its find anywhere in particular. When it finds a new object of interest, it abandons what it is carrying in favor of the new object.

Ending the Mission

Mission Failure

Your mission may end in failure if your ship gets swallowed by a blob, or gets stuck somewhere, such as in a forcefield. However, all may not be lost! Your ship is equipped with a Temporal Reset Device, which takes advantage of the unusual temporal properties of the pocket dimension to partially rewind events that have taken place. Hit the Reset button on your console to activate the Temporal Reset Device, hit the "Reset" button on your console, or holding the right joystick button for two seconds.

Specifically, it is believed that if you activate the Temporal Reset Device, your ship will be transported back to the edge of the rift where you entered the pocket dimension. If your ship held an object, this will be left behind in the same spot previously occupied by your ship. All other objects will remain where they were prior to activating this device.

Beware that activating the Temporal Reset Device comes at a price: any space blobs that have been slain will come back to life!

Mission Success

Once you have located the energy cube, you need to return to the rift (on the starting screen) and drop the cube. It will float to the rift, and the game will end.

