

SPACE WARS

Who says there are no rules in intergalactic warfare. Pick your own - bounce, expanded universe, black hole - as you embark on a deadly dogfight.

Setting up

- Make sure the console power cord is plugged into an electrical outlet that is appropriate for your Vectrex unit.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- For simultaneous 2-player game play, plug second control panel (sold separately) into the control panel outlet on the left.
- Make sure the console is turned OFF before inserting the cartridge. Insert the cartridge into the slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

Space Wars Controls

As a one player game, Space Wars is designed to be played with the built-in control panel. For two player game play, a second control panel is needed (sold separately). The functions of the controls are the same on both panels, as follows:

Joystick

Rotates your destroyer. Pushing to the right rotates clockwise. Pushing to the left rotates counterclockwise.

Hyperspace (button 2)

Mysteriously moves your destroyer to a new location.

Thrust (button 3)

Moves your destroyer forward.

Fire (button 4)

Shoots crippling lasers at your opponent.

How to Play

Player Selection

Space Wars can be played as a one or two player game. When 'PLAYER 1 - GAME 1' appears on the screen, press Button 1 on the built-in control panel once to switch to a two player game. 'PLAYER 2 - GAME 1' will then show on the screen. When played as a two player game, a second control panel is necessary. You can return to a one player game by pressing Button 1 again before starting game play.

Game Selection

You can select any of 7 different game play options. Each game play option determines the ship and bomb speed, as well as the type and amount of the sun's gravity. The game play options and their skill levels are as follows:

Game Number	Skill Level	Ship and Laser Speed	Sun's Gravity
1	Beginner	Slow	None
2	Intermediate	Moderate	None
3	Intermediate	Fast	None
4	Expert	Moderate	Moderate
5	Expert	Moderate	Negative
6	Expert	Moderate	Strong
7	Expert	Fast	Strong

When 'PLAYER 1 - GAME 1' appears on the screen, press Button 2 to change to the game you wish to play. For example, if you press Button 2 twice, 'PLAYER 1 - GAME 3' will appear on the screen. This will give you game play option 3. If you do not choose a particular game, Game 1 will be chosen for you.

Starting Game Play

Once you select the number of players, and the game play option, press Button 4 to start game play.

Game Play

Space Wars is a battle between 2 opposing space ships in a hostile space field. Each round begins with your ship appearing on the right side of the screen and your opponent on the left. In a two player game, the right control panel manipulates the right ship and the left control panel manipulates the left ship. Steer your ship with the joystick and thrust forward by pressing button 3. As you move around space, beware of the meteorite. It can destroy you. Button 4 fires lasers at your opponent. The laser

may destroy a portion of the ship, but don't let a crippled ship fool you. The fight is to the death, so a crippled ship may fight back to win.

Button 2 allows you to move mysteriously on the screen to avoid being hit. Use it cautiously... it might put you in an even more difficult predicament.

The sun is found at the center and can be deadly if you collide with it. Be especially aware of its gravity forces!

Fuel and Laser Strength

Each new ship has a fixed amount of fuel and laser strength. As you travel through space and fire lasers, you are using up their limited quantities. The quantity remaining for each ship is shown at the top of the screen with the left number representing the fuel and the right representing laser strength.

Getting Hit

Once a ship is destroyed, the score is shown and a fanfare is played. If no one has yet won the game, the next round is started.

Scoring

1 point is awarded each time your opponent is destroyed. The game ends when one ship has 10 points.

Restarting the Game

To restart after a completed game with the same number of players and game play option, press any of the 4 buttons once the game is over. To restart a game before it is completed, or change the number of players or game option, press the Reset Button.