-2010: The Graphic Action Game
-V1.01 (6/2/07)
-By KIRBIX
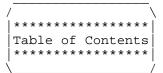
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I. VERSION HISTORY
##
V1.0 (05/06)- First version
V1.01 (6/07)- Housekeeping

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II. INTRO
##
Everyone knows 2001: A Space Odyssey. "Good morning, Dave." and "I'm sorry
Dave;
I'm afraid I can't do that." It was a classic, and if you haven't seen it, you
at least know what it's about.

2010 came out a few years later and continued to expand on the bizarre story
of
the monolith and all of its effects on the solar system, and whatnot. Not
quite
as popular, but well known enough that again, you at least know about it.

So, this is the game based on the movie. If you remember 2010, the crew has to
get their ship moving before Jupiter explodes into a new sun, right? Same
idea here, except in the game, it's already a sun and you're being pulled in
by the gravitational pull of it. Your mission? Repair the ship and get the
hell
out.

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III. CONTROLS
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ColecoPad Stick   - Move your cursor while you're on the map. While looking at
                    the powergrid, it determines the direction of your electric
                    current. Also directs your repair module.

ColecoPad Btn1    - Choose which grid you want to look at on the map. Hold it
                    down while in the grid to move your electric current
forward.
                    Releasing it will cause the current to drift backwards.

ColecoPad Btn2    - Toggle the repair module's replacement part.

ColecoPad Key '1'- Set skill level to 1

ColecoPad Key '2'- Set skill level to 2

ColecoPad Key '3'- Set skill level to 3

ColecoPad Key '4'- Set skill level to 4

ColecoPad Key '0'- Ends the game once you've repaired your ship


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IV. HOW TO PLAY
##
You begin on the outside of the ship. Two things matter to you- the main map,
and your altitude. When your altitude runs out, it's game over. So, move your
cursor to one of the blue balls. Press Btn 1 to begin repairing that spot.

You're now in the powergrid screen. You have to connect all of the chips on a
single power current. Translation? Connect them all. You cannot send the
circuit
through each chip more than once, which means that there's a path in the mess
of possible pathways that will connect them all without sending you in a loop.

If you make a mistake, depress Btn1 and the current will drift backwards
again.

Now, there's also a little ball shooting around the screen. I guess we can
just call it the "X Factor." Basically, it does nothing until it hits a chip
while your dot is running through it.

If you go through a chip more than once or you are going through the chip as
the
X Factor does, the chip explodes. Don't worry, though- you've got a repair
module that can fix it. Choose the right chip to replace it and continue- as
far as I can tell, it has unlimited chips and is only a problem because it
wastes time.

Once you've repaired all of the blue dots, go back across the ship and look
for
red squares. These are places where a chip has blown since you left, so you
must
now repair the chip and then rerun the current through the chips.

Score is determined solely by how much you do- speed isn't a factor. You get
100 points for each chip that you run a current through (once the current is
complete, meaning that you don't get points if you get to the chip and the
X Factor destroys it). This is true in all difficulties. Repairing chips is,
oddly, a good thing, as it adds 50 points per repair in level 1, 60 per in
level 2, and 70 and 80 in 3 and 4, respectively. Of course, since it drains
your time, it obviously makes it increasingly difficult to finish in time.

There are four difficulty levels. Level 1 is your basic- the timer is set at
3000, you've got a single slow moving X Factor... cake walk.
Level 2, the X Factor moves faster, there are more grids to fix, and the
timer's
at 2900.
Come level 3, they add a second X Factor to each grid and the timer's down to
2700.
Last, level 4 has two X-factors that move incredibly fast, and the timer is at
2600. Best of luck with it!

Once everything is fixed, you're done! Game complete! Only thing to do now is
beat your high score.

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V. FAQ
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Q. I'm done repairing, but it's not ending yet... help!

A. Press the "0" button. The game won't end until you do.

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Q. I've pressed the button but my current is moving forward. Why not?

A. Depress it and press it again. It's glitchy sometimes, so you just have to
   press it again to get it moving.

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VI. Contact Me
##
Got a question? Got some comments? Maybe some suggestions on how to improve
the
FAQ? If so, you can contact me via Email at kirbix@gmail.com. I check it
fairly
often, and I'm always open to comments, questions and suggestions.

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VII. CREDITS
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CjayC, GameFAQs- My gaming site of choice for many years.

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