



Guide No. 0017011701

CARTRIDGE INSTRUCTIONS

SPACE TROUBLE



Successfully dock Repton with Graviton so both ships can use the Dachyonite to escape from hyperspace.



INTRODUCTION

In the year 2230, man has discovered the technology to travel in hyperspace. To test the new hyperspace travel technology, man invented a humanoid (named Zodam).

While Zodam was undergoing the test for hyperspace travel, he [staged a rebellion?] and founded an Empire in hyperspace.

Many years later, man successfully developed a lightship to travel within hyperspace (called Graviton) and sent it into hyperspace for final testing. Unfortunately, Graviton was attacked by Zodam, now dictator of hyperspace, and was shipwrecked.

An attempt was made to rescue Graviton from hyperspace. As a result of the rescue attempt, it was found that in order to bring back an object from hyperspace, a fourth-dimensional particle (Dachyonite), is necessary.

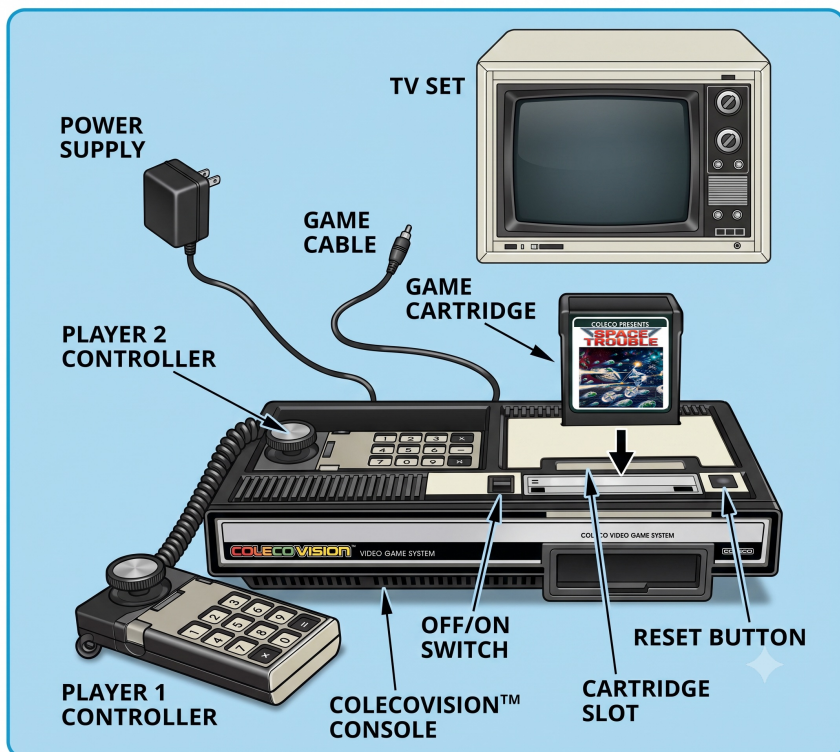
To collect this Dachyonite, the commander of Graviton, launched the small ship Repton(which you command). Zodam, having knowledge of the launching, sent his own ship (Objectiver) and high-speed intelligent robots (Activons) to prevent Dachyonite collection.

The starship Repton is equipped with high-energy Repton beams to destroy Objectiver and Activons, and thus can fight Zodam's forces to some extent, but since Repton beams use so much energy, they cannot be missed. When Repton must refuel, it must collect the energy source to be used in hyperspace (Tachyon).

Repton must go to the sector that Graviton is shipwrecked in, and dock with Graviton. If you, as commander of Repton, can successfully dock with Graviton, both ships can use the Dachyonite collected to escape from hyperspace back into our world.

GETTING READY TO PLAY

- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.



- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Space Trouble, use the controller in Port 1 (the rear jack) for one player and Port 1 for two players.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**
- Turn **Off/On** switch to **On** after cartridge is inserted
- **SGM module is required to play Space Trouble.**

HOW TO PLAY THE GAME

First select whether the game is to be played by one player or by two players. When the starship Repton appears, the game begins. Each round of the game consists of five sectors, and Objectiver is hidden in sectors one to four and is out to destroy Repton. Activons also appear almost out of nowhere and attack Repton.

The fifth sector is the docking sector, and Repton must dock with its mother ship "Graviton" and proceed at warp speeds to

the next dimension.



In order to dock with Graviton, Repton must enter Graviton's runway from the center. If the docking is not perfect, Repton will not be able to dock and will lose energy. As long as there is remaining energy, docking can be reattempted.

When Repton collects Tachyon, its energy increases, and when it collects Dachyonite, its flight power increases and you get bonus points.

When the game starts, you have three Repton starships available, and each time you dock with Graviton, you gain another starship, up to a maximum of six starships.



If you run out of energy and collide with either Objectiver or an

Activon, you lose one starship. If you lose all your starships, the game is over.

SCORE

1. Objectiver (Zodam's attack ship)
Shooting stars and Space mines 10 points
Amoebas and UFOs 20 points
2. Activon (Zodam's intelligent robots) 50-300 points
3. Dachyonite (Light energy needed to exit from hyperspace:
Level 1 100 x (round number) points + 100 Flight points
Level 2 200 x (round number) points + 200 Flight points
Level 3 300 x (round number) points + 300 Flight points
4. Tachyon ?????? points

CREDITS

This was an AI experiment to convert this MSX title to the Colecovision.
Download the game at: <https://cvaddict.com/game/space-trouble/>

Space Trouble was originally released in 1984 by HAL Labs for the MSX.
The game was adapted for the ColecoVision by Kamshaft. Read the original thread here:
<https://forums.atariage.com/topic/390435-space-trouble-msx-conversion/>

Cheat code, type 8675309 on the keypad, then you must die to see the 10 extra lives.

Manual by Eugenio Angueira, using the text manual posted in Atari Age.

