

Super Space Acer

Game Info and Cheats

For the Coleco version:

Hardware enhancement:

- if you have the AY sound chip from the SGM or the Phoenix, you will get music and sound effects both.
- if you have the F18A or compatible video chip, you will get enhanced color sprites. Note: only the sprites are enhanced, and some GPU code is used to reduce boss slowdown.
- If the F18A autodetection causes issues for some reason, you can hold '0' when powering on until the Harmlesslion screen appears to disable it.

Pressing 0 will also end attract mode delays in three places:

- title page - goes to attract mode
- Qwertian screen - back to title page
- Game Over - after the music - back to title page

On the main menu:

Press '#' to toggle music on and off. When music is off, sound effects will be played instead. This also works in game.

Difficulty affects the game difficulty but also the ending:

- 1 - enemies can only shoot on 45 degree angles, only 2 enemies out at a time. Simple ending screen.
- 2 - more enemies, enemies can aim more accurately. Ending includes credits.
- 3 - max enemies, more aggression. Ending includes story screens specific to the ship and credits.

Each ship plays differently:

- CRUISER has a continuous shield that absorbs hits, and a single life. Shield icons regenerate shield.
- SNOWBALL has no shield and three lives. Shield icon provides an indestructible shield for a short time.
- LADYBIRD has no shield and three lives. Shield icon provides an offensive shield for a short time. Striking enemies will regenerate the shield indefinitely.

Hold FIRE when moving left or right to select the extra secret ships GNAT and SELENA.

- GNAT has the smallest hitbox and weakest wepon. No powerups. Three lives.
- SELENA has a unique powerful homing shot, but only one life. No powerups.

If you hold DOWN with the SNOWBALL selected while choosing difficulty, enemies will be cloaked in black.

Hold UP while selecting difficulty to enable cheats. You will be invincible.

In cheat mode:

- Shield off 0
- Shield up 2
- Lives up 3
- Warp to boss 5
- Powerup weapon 6
- Destroy boss 7
- Disable cheat mode 8

Cheat keys aren't really debounced, This is particularly notable on the weapon powerup where you may skip past the weapon you want without a very brief tap.

Press '*' on the difficulty select to enter the music test. On the music test, hold DOWN and press '0' for the currently selected ship's ending. (Choose the ship before entering the music test.)

The last digit of the score indicates special game modes:

- 0 - normal game
- 1 - gnat
- 2 - selenia
- 3 - cloaked enemies
- 9 - cheat mode

Game notes:

Two bosses drop mines. If you destroy a boss mine, the next one will take more hits to destroy.

Boss attack patterns increase with difficulty (usually with more shots).

Interesting gotcha: Ladybird, once it has shields, extends the shields with collisions, so bosses that drop mines can essentially give it infinite shields. That really helps on the final boss, once you know it!

Conversely, the gnat is too weak to do much against boss mines, so really needs to rely on dodging

Do not shoot during the stage, then destroy the boss without missing, and earn 10,000 points "for using the force". A miss is defined as a shot leaving the top of the screen. This is pretty hard to do.