

Vega
Games

SPACE ADVENTURE



FOR THE BBC B

SPACE ADVENTURE



You have boarded a seemingly abandoned alien craft drifting in space. Your mission is to find and collect **four power crystals**.

These power crystals are **very rare** and are locked away in special rooms that have only one door.

To open these doors you require a **rectangular shaped electronic key**. If you are carrying the correct key the door will automatically open. These keys are placed randomly around the ship.

You have only limited power which must be used to charge either of your two weapons or your life support. You can collect a maximum of **four power packs** which are also randomly distributed around the ship.

You discover that there are many androids protecting the ship. These will attack as you enter some of the rooms. You must destroy the androids **before** you can leave. To destroy an android you must shoot and hit it several times with either weapon.

Your blaster is more powerful than your phaser **but** consumes more power. If a weapon runs out of power then of course it cannot be fired until re-charged.

Instructions

- To move your astronaut, use the following keys:
 - z to **move left**
 - x to **move right**
 - ; to **move up**
 - . to **move down**
 - By pressing the appropriate keys you can move diagonally (alternatively joysticks can be used to move the astronaut).
 - The game ends if you have collected the **four power crystals** and returned back to your ship, or if your life support reaches zero or if both of your weapons reach zero and no power packs are remaining during combat.
 - You will initially be prompted for a skill level. Skill level 1 is the easiest. The skill level determines the number of power packs distributed and the initial strength of the androids. As the game progresses, the androids become more difficult to destroy.
- z left
x right
; up
. down
- space bar – fire
f0 charge life support
f2 charge phaser
f4 charge blaster
f6 select phaser
f8 select blaster
- Press space to continue

- **Andrew Thomas** responsible for the writing of the program.
- **Originally** trained as a COBOL programmer but
- **Has worked** in several fields of micro computing including commercial and communication applications. Now writing mainly in assembler language for speed and versatility.
- **Main hobby** is building electronic projects especially projects using digital electronics.
- **Born** in London but moved to Wales several years ago. Is 22 years old.
- **Roger Thomas** responsible for the animation graphics.
- **Wide** (and diverse) experience of the electronics industry – engineer for a local commercial radio station, ICL, micro-processor research, freelance recording/mix-down engineer, micro-processor development engineer, spent two years working overseas.
- **Hobbies** include – licensed radio amateur, short wave radio, electronics.
- **Preference** for adventure type programs that have good graphics and require some skill, as well as manual dexterity.
- Age 27, born London.

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SPACE ADVENTURE:

A GRAPHIC ADVENTURE

**SET ON A SEEMINGLY ABANDONED SHIP –
DRIFTING THROUGH SPACE**

By R. Thomas and A. Thomas