

**COLECO
VISION™**

Guide No. 099036

CARTRIDGE INSTRUCTIONS

Computer Space Na

by **COLECOVISION**



A simulated space battle that pits computer-guided saucers against a rocketship that you control.

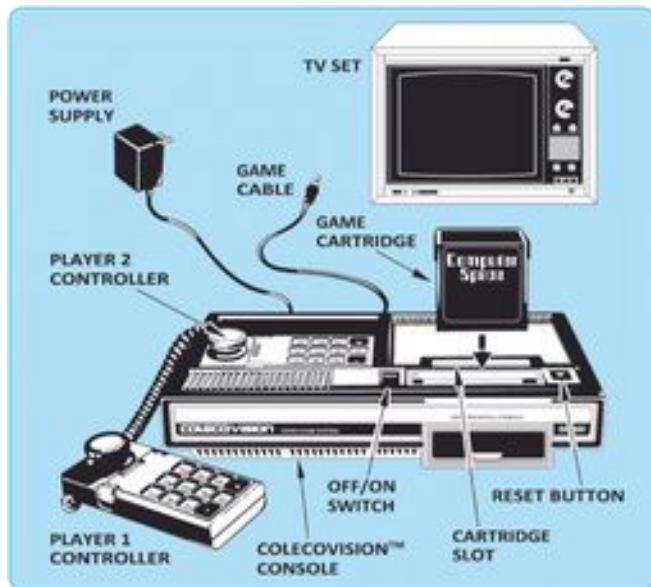
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Computer Space Na

GAME DESCRIPTION

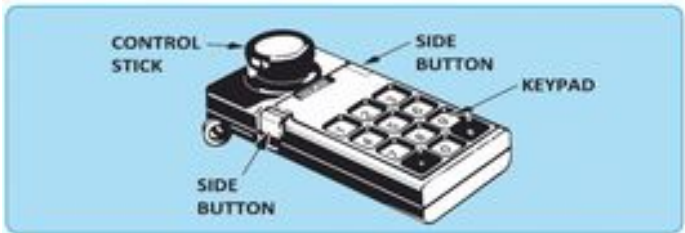
A simulated space battle that pits computer-guided saucers against a rocketship that you control.

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 Computer Space™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLER



1. **Control Stick:** Push the Control Stick left or right to rotate your rocketship. Press 5 during game to pause. Press fire to resume.
2. **Side Buttons:** Press left button to thrust rocketship and right button to fire a missile.



HERE'S HOW TO PLAY



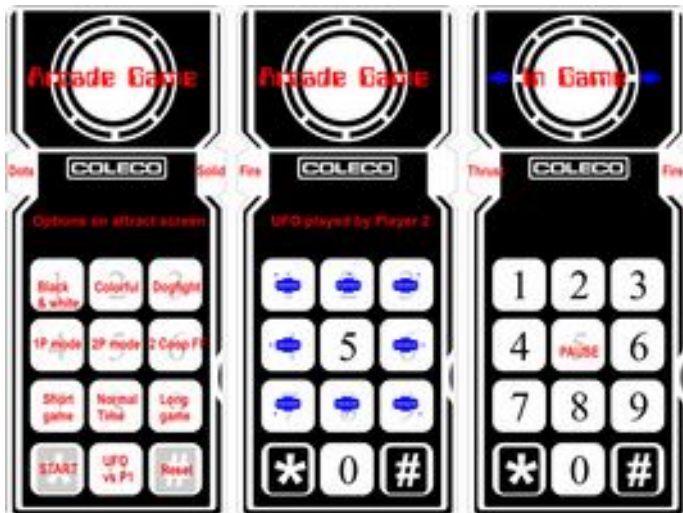
A rocket ship appears out of nowhere and at the same instant the once friendly flying saucer begins firing missiles at the rocket ship.

Now at the controls of the rocket ship, you begin to evade the missiles bearing down on you and maneuver into position to fire your own missiles at the saucers. The thrust motors from your rocket ship, the rocket turning signal, the firing of your missiles and explosions fill the air with the sights and sounds of combat as you battle against the saucers for the highest score.

Outscore or hit the saucers with your missiles more times than they hit you for extended play in hyperspace. Attain hyperspace and the playfield turns white and gives you a vision of daylight in outer space. Thrill to the reality of controlling your own rocket ship in gravity-free outer space. Battle the saucers in a duel of wits and coordination!

You must defeat the flying saucers in less than 100 seconds. If you have the highest score after the time has elapsed, you get to hyperspace for another 100 seconds.

At start screen, you can choose Original Game (Arcade Game) or Deluxe Game. In the original game, several options are available during attract screen. Dogfight (3) is a battle between two players. In two-players modes (5 & 6) you fight together the aliens but in mode 6 you might hit your friend. In UFO vs P1, player 2 can play the saucer.



In Computer Space you can “bend” your bullet towards your intended target by rotating your ship. In fact this feature is a kind of an accident in the original game.

Ted Dabney explains: “the missile starts out from the front of the rocket ship, but when the ship moves, the front of the ship is in a different place on screen. There was no way we could ‘remember’ a point on screen, so it had to move in relation to the front of the ship. Let’s call it a guided missile!”

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the vent of game malfunction.

A PIECE OF HISTORY

Computer Space is where it all began. Playing *Spacewar!* in the computer lab at the University of Utah, Nolan Bushnell had the vision that it could become a coin machine like pinball. This game

was created by Steve Russel and friends at MIT in 1962. It had two starship commanders locked in a deep space dogfight. Nolan envisioned a row of screens running from a central computer, each with a coin slot.

But he estimated that the cost of the computer with display screens was way too high. A few years later, the prices of minicomputers were divided by 10 and he thought that with four screens he could build a *Spacewar!* machine running from a single computer. With four coin slots collecting quarters he hoped it could earn enough to pay for the high initial hardware costs and become a viable proposition to sell to amusement parks.

Nolan Bushnell teamed up with Ted Dabney and began calculating how many games they could run from one computer. But they concluded there was no way its was going to work. The cycle time of the machines was too slow to support multiple screens. The economic proposition was gone...

Then in the beginning of the seventies, by replacing the expensive computer with circuitry built from cheap electronic components that could display and manipulate images on a standard TV screen, the project was suddenly back in business.

Ironically, a game called Computer Space only became a reality when one key component was removed – the computer.

Although Computer Space is certainly inspired by *Spacewar!*, it is certainly no clone.

Nolan decided to present his idea to Nutting Associates who hired him. While he and his friends were working on their project at night, they heard that someone else had had just the same idea.

In 1971, Bill Pitts and Hugh Tuck made a version of *Spacewar!*, entitled *Galaxy Game*. Fortunately for Nolan and his team, their competitors used a computer so their project was hugely more



expensive and considerably more unreliable. Though it could never hope to recoup its costs in quarters, *Galaxy Game* beat Computer Space to market by two months and thus has the honour of being the first arcade videogame.

However, Computer Space nearly flopped. The controls were too difficult for the average bar patron to figure out, the idea of what you were supposed to do was not intuitive to people who were at that time only accustomed to pinball machines.

Nevertheless, it provided an income stream for Nolan and Ted, which helped to fund the *Pong* project. Then they left Nutting and formed Atari thus kick-starting the whole videogames industry.

Sources: Retro Gamer, issue 93. www.computerspacefan.com

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Computer Space, but it is only the beginning! You will find that this cartridge is full of special features that make Computer Space exciting every time you play. Experiment with different techniques and enjoy the game!

HOW TO REACH US

CollectorVision

www.collectorvision.com

CREDITS

Program and audiovisual by Chris Derrig

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