

**COLLECTOR  
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Guide No. 099300

CARTRIDGE  
INSTRUCTIONS

# **SUPER SPACE ACER**



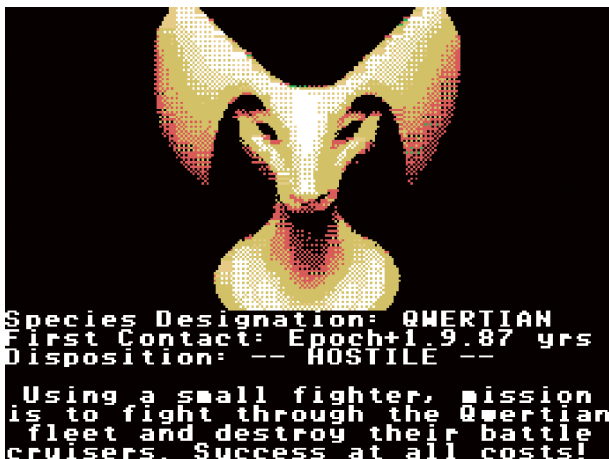


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## GAME DESCRIPTION

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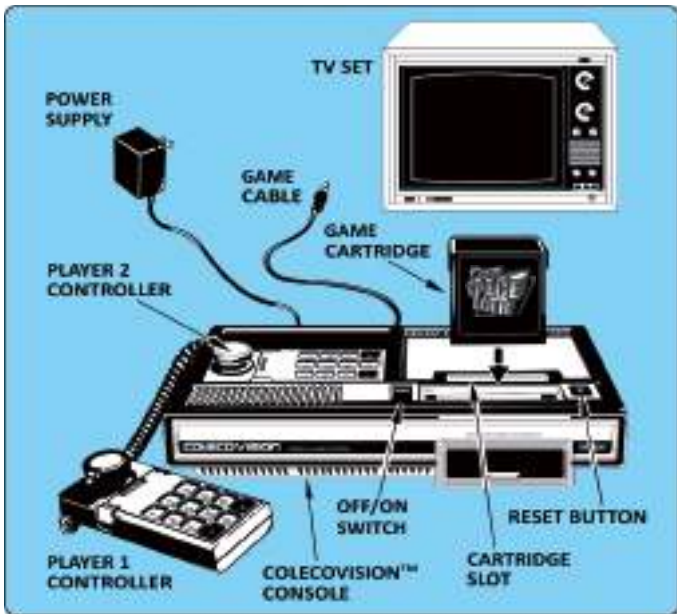
Using a small spaceship, your mission is to fight through the QWERTIAN fleet and destroy their battle cruisers. You must success at all costs!



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## GET READY TO PLAY

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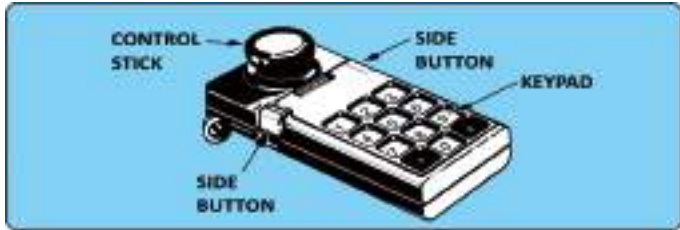
- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

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## USING YOUR CONTROLLERS

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Control Stick – Move ship

Side Button or Action Button – Fire

Hint: on many attract mode screens, pressing '0' on the keypad will also advance to the next sequence.

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## HERE'S HOW TO PLAY

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When you enter the main game, you will first see the HarmlessLion logo, then the game title page will appear. If the **F18A** is detected, the lower left corner of the image will say F18A. The attract mode will cycle through the title page, enemy description, and example gameplay. Press fire to return to the title page, then 1, 2 or 3 to start the game.

To prevent the F18A detection, hold '0' during the HarmlessLion screen until the title screen appears.



At the bottom is your ship select. Use left and right to select your vehicle. Each ship has a different play style:

**Cruiser:** slower but has a persistent shield that can withstand 3 hits. The shield can be recharged by collecting a powerup icon while it displays 'S'. If you are hit without any shield remaining, it is Game Over.

**Snowball:** quicker ship. Shields must be collected via powerup icon while it displays 'S' and are time limited. If you are hit without a shield you will lose one ship, with remaining stock displayed at bottom left. When all ships are destroyed, it is Game Over.

**Ladybird:** average ship. Shields are offensive and can be used as an additional weapon, once collected. Shields are time limited otherwise.

There are two additional ships, if you can work out how to select them!

Press the numbers **1-3** to select an **Easy**, **Intermediate**, or **Advanced** game. Note the full ending is only available to the Advanced game mode. The difficulty mode affects the number of enemies onscreen, and how aggressive they are towards you.

Press '#' to toggle music on and off. When music is off, sound effects will play through the default SN sound chip. When music is

on, the SN will handle music and the SGM's AY (if present) will handle sound effects. If there is no AY, then sound effects will not be played when music is on.

You can enter a music test by holding **UP** and pressing **\*\***. On this screen, press **1-9** to play music, or **0** to stop. Hold up and press **0-9** to play sound effects, if available. Press **FIRE** to exit the music test.



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## GAMEPLAY

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Your selected ship will fly up from the bottom of the screen, and then enemies will start to attack from the top. You will also see your current score at the top center. If your selected ship has lives, the lives remaining will be at bottom left.

Navigate your ship with the Control Stick. You must avoid all enemies and flashing bullets. You may ignore the white stars and collect the letter-labelled powerups.

Pressing fire will fire your weapon. You may hold it down for rapid fire.

All three main ships have two weapon systems – a wide shot and a pulse shot. The pulse shot is more powerful but fires only straight ahead while the wide shot fires multiple bullets at once that spread out. Each weapon system can be powered up twice.

To powerup or change weapon systems, destroy enemies until one drops a powerup pod. This pod will cycle through three letters:

**S** – shields

**P** – increase pulse shot power

**W** – increase wide shot power

If you collect **P** or **W** while on the other weapon, you will be switched. The previous power level for that weapon is retained but a switch does not raise the power level.

If your ship is destroyed and you have lives remaining, both weapons are returned to the base level.

When you reach the boss, the objective is to destroy all engines on the boss. Your shots will be blocked by the boss' body until you do enough damage to reach the engines.

After destroying the boss, bonus points are awarded, and then you are off to the next stage! After five bosses are complete, if you selected Advanced mode, you will see an end sequence specific to the ship you selected, followed by the game credits. In Intermediate you will get only the credits, and in Easy you will get encouragement to play a harder difficulty.

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## TRIVIA

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Super Space Acer for the ColecoVision / Phoenix is both a new game and an old game at the same time! The original game was started in 1989 and released in 1992 on diskette for the TI-99/4A. Now in 2024, it's newly released as a much more complete title. The game contains 256KB of ROM and optionally supports F18A sprites and the AY sound chip in the SGM.

Super Space Acer uses the F18A to provide enhanced sprites, enhanced bosses via the bitmap layer, and GPU support for the boss damage.

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## THE FUN OF DISCOVERY

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

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## CREDITS

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Super Space Acer is © 2024 by Mike Brent, dba HarmlessLion, All Rights Reserved.

Manual by Mike Brent.

Box and manual layout by Vincent Godefroy.

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