

Space Moguls Games

Carl-Henrik Skårstedt's

SPACE ORBS



Music by Stein Pedersen

Background

Interstellar aliens have arrived in the vicinity of Earth with ill intent.

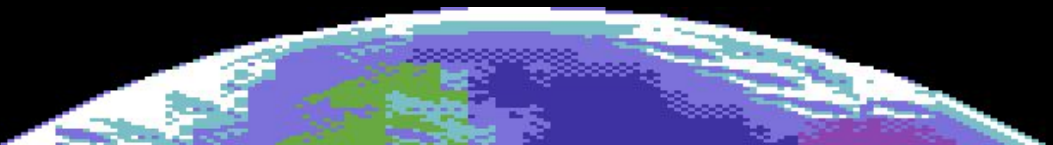
Instead of ordinary weapons they deploy biological orbs that will cause devastation on Earth if they reach critical mass!

Take your time, plan ahead, this is a matching game where nothing happens until you make a move!

Bring a friend to tackle the infestation from the other end.

Just don't let the orbs reach critical mass!

Two players work together to match 3 orbs of the same color. Game progresses after each player move, not by time.



Starting the Game

Press fire on either joystick or C= on the keyboard to enter the main menu.

SPACE ORBS

START WAVE 0

PLAY STYLE FIRE TO SWITCH
BRIEFING

The following options are available:

- **Start Wave:** Select to begin on any level of the game
- **Play Style:** To enable single player the fire button switches which ship each joystick controls. This can be disabled to avoid disruption for two player gameplay. Auto mode will switch sides when pushing orbs to the other ship.
- **Briefing:** Read the game story

How To Play

The goal is to reduce the threat of critical mass from the buildup of alien space orbs. A level is complete when the side bars are at the bottom. If the side bars fill up the game is over.

Move ship up and down using the joystick up and down.

Push and pull orbs by pressing left and right on the joystick.

Play with one or two joysticks in port 1 or port 2.

Press Fire to switch sides unless switching is disabled

Keyboard for Player 1 is q/e for left/right, s/x for up/down.

Keyboard for Player 2 is o/u for left/right, k/, for up/down.

Keyboard fire is C= or /

Press Run/Stop to return to Title Screen

Match at least 3 balls of the same color to erase them.



Bugs disappear when next to an erased orb, but can not be pulled or pushed

Armored bugs will turn into a regular bug when next to an erased orb



Bombs go off when next to an erased orb and will destroy neighboring orbs and bugs

Green bugs function like regular bugs, but will not be affected by bombs



Beans are uncolored orbs. They can not be pulled or pushed and are not affected by bombs. When next to an erased orb it will become a copy of that orb

Game tips

- There is no time pressure, think about the next move, talk to your co-op friend, make plans!
- If there are no orbs that can be pulled from the game board the game enters a deadlock and you have a few seconds to put an orb back before disintegration.
- Give co-op play with a friend a try!
- Make a note of the last wave completed in case you want to take a break and start where you left off.

To play the game on a modern computer download VICE. Version 2.4 for Windows 64 bit can be found here:

<http://www.zimmers.net/anonftp/pub/cbm/crossplatform/emulators/VICE/SDLVICE-2.4-win64-x64.zip>

VICE downloads for other platforms can be found through:

<http://vice-emu.sourceforge.net/>