

ANALOG SOFTWARE

OPERATING INSTRUCTIONS

RACE IN SPACE



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- **SHIPS** — Allows you to choose from **ROCKETS** or **SAUCERS**. Rockets may only move UP and DOWN. Saucers can move in any direction. Saucers are recommended for the SUPER asteroid field setting.
- **COMETS** — Enabling the Comets will start them roaring across the screen at random intervals. You can hear the Comets just before they appear. If you are struck by one, you will be sent back to your HOME position. Comets either move horizontally or diagonally, and either fast or slow.
- **UNIVERSE** — **POSITIVE UNIVERSE** will give you a black playfield. **NEGATIVE UNIVERSE** randomly flashes the screen white-to-black as it slightly distorts all perspectives. This can be very dangerous for your ship, especially if you have selected a SUPER density playfield.

□ **TO CHOOSE A VARIATION** — Default mode is a 3 minute game, **TRIGGER=NO EFFECT**, **DENSITY=STANDARD**, **SHIPS=ROCKETS**, **COMETS=DISABLED**, **UNIVERSE=POSITIVE**. TIME may be changed by hitting any number key. Maximum game time is 9 minutes. Suppose you want to play a 5 minute game, **MISSILES**, **SUPER DENSITY** playfield, and **NEGATIVE UNIVERSE**. Press the "5" key to select time limit. Move the Indicator to **TRIGGER** using the **OPTION** key, then use the **SELECT** key to find **MISSILES**. Then use the **OPTION** key again to move the indicator to **DENSITY**. Using the **SELECT** key choose **SUPER**, then again use the **OPTION** key to move to **UNIVERSE**. The **SELECT** key pressed once will select **NEGATIVE**. Following this, simply press the **START** button to begin play.

Disk versions: the 'C' key changes the color of space

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