

Space War 2000

Work in progress.



Game instructions:

Button - Use

A - fires laser

B - fires main weapon

C - special weapon

1 - throttle down

3 - throttle up

2 - look forward

8 - look backward

4 - look left

6 - look right

5 - change radar range

9 - back and behind view

0 - toggle music

OPTION - cycle special weapons

PAUSE - pause game

This game definitely is a working demo. It's playable. I haven't been able to get two players to work yet. There's no volume control for the music or sound effects (not implemented in this version). The Weapon Shop is selectable but there's nothing to do in it except leave. And it appears there's a limit on your energy. I managed to run out of energy and couldn't move and couldn't fire. I had to let an asteroid hit me to end the game. And the guy's face in the game appears to be Lance Lewis. He was one of Atari's top game testers.

Enjoy!!