

## Space Debris

Current Version

v2.1.2 - September 21st, 1998

Space Debris is a clone of the popular game Crystal Quest.

The objective of Space Debris is to collect all the crystals on screen and then escape through the gate at the bottom of the screen. This must be done while avoiding all the enemies who's sole purpose in life is to prevent you from reaching this goal. You also have to be careful to avoid mines, which are scattered around the levels.

A screenshot is available on the WWW.

Space Debris was developed using SAT, the Sprite Animation Toolkit by Ingemar Ragnemalm. I heartily recommend this to any people who want to learn to write Mac games - it is an excellent starting point.