

Universe Settings

Wrap Around Screen - Turn this on to allow ships to fly off the edge of the screen and reappear on the opposite side of the screen.

Show Ship Damage - Turn this on to see your ship's damage during a round. Note: On slower machines, Space Joust will run faster with this turned off.

Always Show Menu Bar - Turn this on if you want the menu to always show when you're not playing round.

Newtonian Ship Motion - Turn this on if you want more realistic flight motion for the ships. With this on they will fly according to the laws of physics for bodies in a zero gravity environment.

Ship Collisions - Turn this on if you want ships to bounce off of each other when they collide. Note: This option is only available if "Newtonian Ship Motion" is on.

Speaker Volume - Sets the volume for this Space Joust session.

Play Speed - If your computer is fast enough, you can turn up the play speed.

Smart Bomb Speed - Controls the speed of smart bombs.

Safe Graphics - Try turning this off. It makes the animation a little smoother. If you have problems with this turned off, though, turn it on again.

2 Player Preferences

End Game When One Player Has No More Ships - Turn this on if you want the game to end when one player is out of ships. With this turned off the game continues until both players are out of ships.

End Round When One Ship Has Blown Up - Turn this on if you want the round to end when one of the ships has blown up. With this turned off the round continues until both ships have blown up or one ship has entered the worm hole. Note: This has the same effect in the one player mode as well.