Space War

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Contents

History

SPACEWAR is a space-combat simulation game, inspired by E. E. "Doc" Smith's "Lensman" books, in which two spaceships duel around a central sun, shooting torpedoes at each other and jumping through hyperspace. Probably the worlds first computer video game, it was first implemented on the PDP-1 at MIT in 1960-62. SPACEWAR aficionados formed the core of the early hacker culture at MIT.

Playing the Game

Object

The object of *Space War* is to destroy as many enemy spacecraft as possible.

Starting a new game

On the Game menu, click New Game or click on the **New Game** button to begin playing. For a description how to play see Spacecraft Controls

End of game

When all three of your ships are destroyed, the game is over.

Spacecraft Controls

Controlling your spacecraft

Maneuver you ship by using the keyboard cursor keys: right arrow to rotate clockwise, left arrow to rotate counter-clockwise, up arrow to fire the ships engines. You can also use your mouse by placing the mouse cursor on the game display and moving it left or right to rotate and pressing the right mouse button to fire engines.

Launching Missiles

Press the space bar or click the left mouse button to launch missiles.

Energy level

Using your spacecrafts engines, launching missiles, activating shields or hyperspace jumps all require energy from the ships powerplant. When energy is not being used, the ships reactors will replenish the energy supply. The amount of energy available is indicated by the Energy bar.

Damage to your spaceship

Enemy missiles and collisions with the Earth will damage your spaceship. The amount of damage to a ship is indicated by the Damage bar.

Defensive Shields

By pressing the INS key you can activate an energy shield around your ship which will reduce the amount of damage to it from enemy missiles. While the shields are operating, a blue circle will appear around your ship and you will not be able to fire any missiles.

Hyperspace Jumps

Pressing the * key causes your ship to jump through hyperspace to a different location. Hyperspace jumps are useful in a desperate situation, but consume a large amount of energy and the location that you end up in is unpredictable.

Scoring

You receive one point for each enemy ship destroyed.

Game Menu

New Game

Begin new game.

Pause Game

Freezes game. Select again to resume playing.

High Scores

View the top six previous scores.

Exit

Exit *Space War*.

Options Menu

Customize

You can change some of *Space War*s characteristics with the Customize dialog box:

Boundary   This setting determines what happens when a spacecraft or missile reaches the edge of the game window. When **Wrap** is selected, a spacecraft passing the edge will reappear on the opposite side. Spacecraft will ricochet off the edges if **Bounce** is selected, and will Halt movement if **Stop** is selected.

Planet   The Earth can be made **Visible**, **Invisible**, or removed from the game by selecting **No Planet**.

Gravity   When the **Gravity On** box is checked the Earths gravitational pull will attract spacecraft and missiles. The strength of Earths gravity can be adjusted by moving the scroll bar slide.

Clicking the **Default** button resets all of the game setting to their original conditions.

Sound

Toggle sound effects on/off.