



Space Combat Help

Rules Summary

To complete a level in Space Combat, move your ship to eliminate your opponent. Watch out! You need to also avoid the space debris in order to survive! The last player alive will win the round.

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Space Combat Rules

Object of the game

The object of Space Combat is to survive by shooting your opponent and dodging space debris.

Game Over Conditions

The game is over when you have eliminated your opponent (or if you have been eliminated).

Hints

Get comfortable with the thrusters in your ship. Your opponent might not be as skilled at controlling his ship.

Try playing the game with the space debris option turned off initially. The space debris option makes the game more difficult to play.

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Space Combat Preferences

How to set Preferences

To bring up the Preferences dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed in the Preference dialog box, the current game being played will be abandoned. If you do not wish to abandon the current game, select the **Cancel** button and return to the game.

The Preferences dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to choose the background color and texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

Clicking on this check box will turn space debris on or off (a check means you will have space debris flying around during the game).

Keys Tab

Player keys

The following keys control the movement of the ship. They are configurable. The default keystrokes are also listed.

- ***Thrust*** - Up Arrow Key - Moves the ship forward.
- ***Rotate Left*** - Left Arrow Key - Rotates the ship counter-clockwise.
- ***Rotate Right*** - Right Arrow Key - Rotates the ship clockwise.
- ***Fire*** - Space Bar Key - Shoots bullets.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background

The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds *on* or *off*. This option is checked *on* by default. Un-checking the box will turn the game sounds *off*. If this option is turned *off*, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

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Space Combat Commands

How To Move Pieces

Move your ship by using the keyboard keys (see the Preferences tab in the Preferences dialog box). You can rotate the ship left and right. You also have forward thrusters.

Menu Commands

Game Menu

New

Starts a new game. This will abandon a game in progress.

Preferences...

Brings up the Preferences dialog box. Abandons any game currently in progress if any options are changed.

Exit

Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the ***Escape*** key on the keyboard.

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