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          Space Trainer
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A 4K entry for the 2005 Mini Game
          compo.

Programming, Graphics and Music by
          Daniel Bienvenu

FORMAT: ColecoVision

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Loading:

Simply load and run "spacetr.rom"
with a good ColecoVision emulator.
Note: Some emulators don't run
a rom file under 8k.

The Game:

You are space cadets and you are
now in the SPACE TRAINER virtual game.
In this game two cadets pilot a
spaceship and must use their agility
to hit the space bubbles as many as
possible to gain points. The bubbles
give you more points if they not stay
too long at the space place.

The first cadet to reach 10'000 pts
wins the game.

More Info:

Points for a space bubble :
 * minimum = 10 points
 * maximum = 600 points

Controls:

Use normal joysticks to play

Move LEFT and RIGHT to rotate the ship
Press FIRE to use the propulsors.

2005, Daniel Bienvenu.
Released for the Minigame Compo.

Enjoy and please vote :)

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Resources:

Hi-Tech C compiler for CP/M
22NICE CP/M emulator for DOS
Marcel de Kogel's Coleco library*
My own tools and libraries

*: I modified his library to
limit ressource usage and optimize
the rom filesize to 4 KiloBytes.
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