

1 SPACE TROUBLE  
2 =====  
3  
4 GETTING STARTED  
5 -----  
6  
7 WARNING MAKE SURE YOUR COMPUTER IS OFF BEFORE PROCEEDING TO THE NEXT STEP. FAILURE TO DO  
8 SO MAY DAMAGE EITHER THE COMPUTER AND/OR CARTRIDGE.  
9  
10 (1) ROM CARTRIDGE  
11 Place the ROM cartridge in the ROM slot of your MSX computer as described in your MSX  
12 computer manual. For an MSX computer with two or more ROM slots, place the cartridge  
13 into ROM slot with the higher priority. [If your MSX determines which slot has the]  
14 higher priority, remove all cartridges from their slots and place the ROM cartridge in  
15 any of the slots. For further details, consult your MSX computer manual.  
16  
17 (2) JOYSTICK  
18  
19 You can use a joystick or the keyboard to move. When using joysticks, connect them to  
20 the joystick ports according to the instructions in your MSX manual. If you have only  
21 one joystick, use joystick port 1.  
22  
23 (3) APPLYING POWER  
24  
25 After following steps 1 and 2 above, turn ON your MSX computer. The game will begin  
26 automatically on most MSX computers. If the game does not start, consult your MSX  
27 computer manual and follow the procedure to select ROM cartridges.  
28  
29 STORY  
30 -----  
31  
32 In the year 2230, man has discovered the technology to travel in hyperspace. To test the  
33 new hyperspace travel technology, man invented a humanoid (named Zodam).  
34  
35 While Zodam was undergoing the test for hyperspace travel, he [staged a rebellion?] and  
36 founded an Empire in hyperspace.  
37  
38 Many years later, man successfully developed a lightship to travel within hyperspace  
39 (called Graviton) and sent it into hyperspace for final testing. Unfortunately, Graviton  
40 was attacked by Zodam, now dictator of hyperspace, and was shipwrecked.  
41  
42 An attempt was made to rescue Graviton from hyperspace. As a result of the rescue  
attempt, it was found that in order to bring back an object from hyperspace, a  
fourth-dimensional particle (Dachyonite), is necessary.  
To collect this Dachyonite, the commander of Graviton, launched the small ship Repton  
(which you command). Zodam, having knowledge of the launching, sent his own ship  
(Objectiver) and high-speed intelligent robots (Activons) to prevent Dachyonite  
collection.  
The starship Repton is equipped with high-energy Repton beams to destroy Objectiver and  
Activons, and thus can fight Zodam's forces to some extent, but since Repton beams use  
so much energy, they cannot be missed. When Repton must refuel, it must collect the  
energy source to be used in hyperspace (Tachyon).  
Repton must go to the sector that Graviton is shipwrecked in, and dock with Graviton. If  
you, as commander of Repton, can successfully dock with Graviton, both ships can use the  
Dachyonite collected to escape from hyperspace back into our world.  
HOW TO PLAY THE GAME  
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First select whether the game is to be played by one player or by two players. When the  
starship Repton appears, the game begins.

43 Each round of the game consists of five sectors, and Objectiver is hidden in sectors one  
to four and is out to destroy Repton. Activons also appear almost out of nowhere and  
attack Repton.

44

45 The fifth sector is the docking sector, and Repton must dock with its mother ship  
"Graviton" and proceed at warp speeds to the next dimension.

46

47 In order to dock with Graviton, Repton must enter Graviton's runway from the center. If  
the docking is not perfect, Repton will not be able to dock and will lose energy. As  
long as there is remaining energy, docking can be reattempted.

48

49 When Repton collects Tachyon, its energy increases, and when it collects Dachyonite, its  
flight power increases and you get bonus points.

50

51 When the game starts, you have three Repton starships available, and each time you dock  
with Graviton, you gain another starship, up to a maximum of six starships.

52

53 If you run out of energy and collide with either Objectiver or an Activon, you lose one  
starship. If you lose all your starships, the game is over.

54

55 POINTS

56 -----

57

58 1. Objectiver (Zodam's attack ship)

59

60 Shooting stars and Space mines ..... 10 points Amoebas and UFOs ..... 20  
points

61

62 2. Activon (Zodam's intelligent robots)

63

64 50-300 points

65

66 3. Dachyonite (Light energy needed to exit from hyperspace)

67

68 Level 1 ..... 100 x (round number) points + 100 Flight points Level 2 ..... 200 x (round  
number) points + 200 Flight points Level 3 ..... 300 x (round number) points + 300  
Flight points Special ..... Flight points

69

70 4. Tachyon

71

72 ?????? points

73

74 -----

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76