

Columbia Space Run



MSX 32K

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LOAD

This new game comes on the diskette (while the original was on cassette). The game is run by inserting the diskette and then powering on the MSX computer system. If the computer system does not include the diskette station, you can buy the original cassette version back in 1986 or find one on eBay.

When the diskette copy is inserted in the MSX system, you write

LOAD"CSPACE"

on the keyboard followed by

RUN

The game automatically starts from that point on.

GAME

This game is an objective to run to Mars. The start is on the planet Earth and by six different episodes; you will be a pilot to make it there.

Each episode gives you a challenge to navigate through obstacles that the objective is to avoid. When you collide, your ship loses momentum but you may be able to rescue the ship from falling off the edge.

POWER PLAY

After each episode, you will not hide from the enemies but catch them. Then you gain power that you use to fail as well as to land the ship.

MARS

At the last episode, you land the ship by turning and give boosts of speed that comes from the powers you have collected at the power plays.

CONTROL

The ship is controlled using a joystick that is inputted to the MSX computer system.

LUCK

Good luck with the mission.

CREDITS

Design: Jimmy Närkling
Graphics: Stefan Olsson
Programming: Daniel Vik