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# VIDEO GAMES™

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# Space Fortress (Astrocade)

**S**pace Fortress does not require as much skill to master as many of the best games, but it is an altogether insidious game. You're in command of a stationary space fortress located in the center of the TV screen and the rest of the screen is dark except for a background of stars. You are equipped with a gun turret that can be moved instantly and that fires lightning-fast lasers.

The enemy—there is, of course, always an enemy—does not appear until you fire your first laser. Then an enemy ship pops up in one of the four quadrants. In a flash you move your gun in its direction and zap it. Fifty points. Another ship appears in another quadrant. Turn. Zap. Another 50 points. Now the enemy ships begin shooting big, rolling fireballs at you. You zap the fireballs for 25 points and continue to zap the ships for 50 points. But now a little space melody plays, and in zooms a kamikaze ship, spinning around the space fortress dizzily like a frantic bee caught in a bottle. It's the hardest enemy to hit and is worth 150 points.

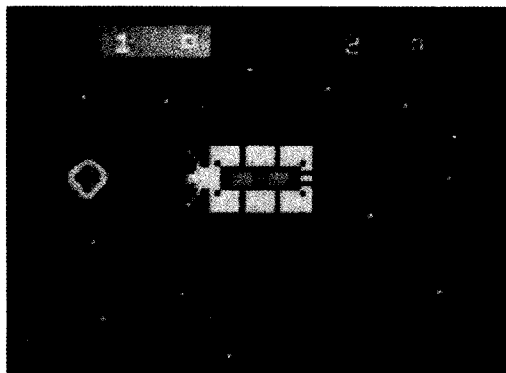
The more successfully you defend your space fortress the faster the enemy comes at you, sometimes shooting two, three and even four fireballs at a time, each of them from a different direction. The screen and loudspeaker on your TV becomes a marvelous cacophony of sight and sound, and if you're dexterous enough and a little lucky, you'll survive. Sooner or later, though, one of the fireballs or one of the kamikaze ships gets through, and you witness the most vivid, most colorful, most altogether spectacular visual display of any home video game.

## Strategy

Shoot instantly every time a ship appears. When a fireball rolls out, take two quick shots to hit both the fireball and the enemy ship behind it before it vanishes. The kamikaze ship gives you plenty of time to hit before crashing into you. But it's fast, and its flight path is erratic. Fire slightly ahead of it, and don't try to chase it with your gun. If you're desperate, spin your gun around, firing a steady barrage of lasers. Chances are you'll score a hit.

## Variations

One to four players may play, using from one to nine fortresses apiece per game and playing at one of nine levels of difficulty. As the difficulty level increases, the fireballs appear more frequently and the kamikaze ship flies faster and faster.

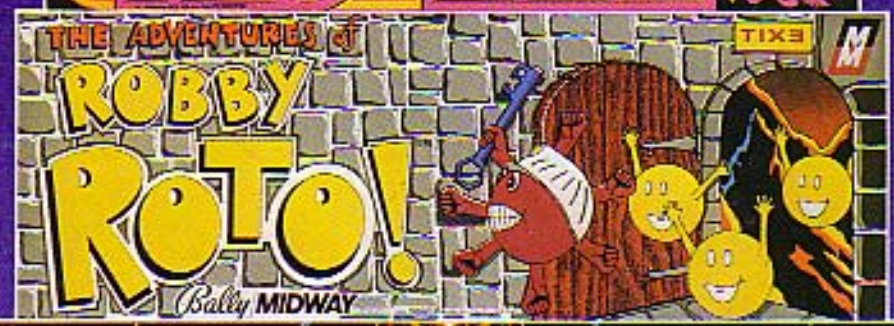


**Interest rating:** 9

**Skill rating:** 6

**Scoring goal:** 5,000 points per fortress at level 9.

**Price:** \$29.95



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FAME



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