

# Space Crap Zero

## Attack of the Purple Balls

By Piti Productions in association with Papposoft Ltd © 2004



A game for the COMMODORE 64/128

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The loading screen (tape version)

### 1. THE STORY

An evil army of Purple Balls has invaded our universe and only you can stop the menace-- Ride your WNK-1 ship in a dangerous and exciting journey to the edge of the galaxy.

### 2. HOW TO PLAY

#### 2.a Controls:

Plug joystick in port 2.

#### 2.b The Game

In order to complete Space Crap Zero you must blast 50 Purple Balls as well as their evil mothership. Purple Balls are unarmed, but you lose a life when:

- A] Your bullet miss the target
- B] Time is over - you have just a few seconds to hit the ball!
- C] You crash into something.

At the top of the screen you can check how much time is left and how many balls you have killed.

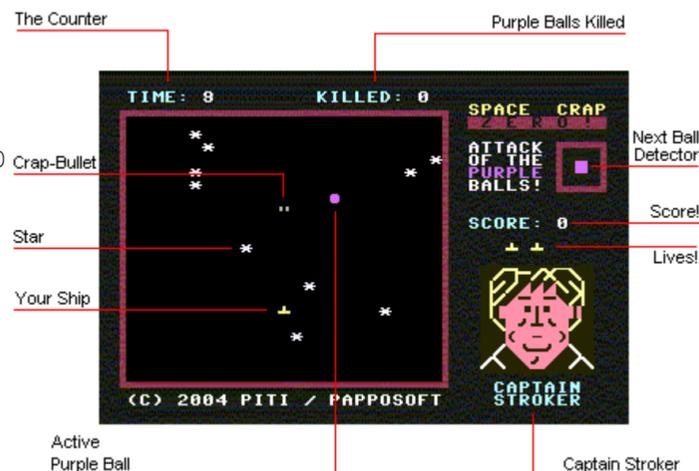
There are six different levels to complete. Some of them are easy and some are hard.

#### 2.c Scoring System

Score depends on time: the faster you are, the higher your score gets.

#### 2.d Bonus

Extra lives at 200, 400 and 600 points.



### 3. SPACE OPERA

The Space Crap Saga has been split into (at least) three episodes. The first one is **Space Crap - The Curse of the Yellow Ball**. Then you have **Space Crap Zero - Attack of the Purple Balls** (this prequel) and **Space Crap 2 - The Revenge of Krazar** (a sequel). Space Crap 2 is currently under serious development and will be probably the best of the series.

By the way, the first game has been ported to the ZX Spectrum, and there are weird rumours about a PC conversion coming sooner or later.

### 4. CREDITS

#### Developed by:

Pitisoft in association with Papposoft (c) February, 2004

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iAN CoG

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Roberto Nicoletti

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<http://ready64.altervista.org/>