MINI SPACE WAR is a simple, but enjoyable, game which two people can play on a PDS-1. Each person has a spaceship and four control keys. Both spaceships, and all projectiles and explosions are displayed on the single CRT, using the same keyboard, but different keys for opposing players.

There are four control keys for each ship; two control the orientation, one accelerates the ship in the direction it's pointed, and the last fires a projectile in the direction in which the ship is pointed.

The appropriate keys are:

		TOP SHIP
		rotate right
		rotate left
6	(function)	fire
XMIT		accelerate
	BOTTOM SHIP	
C		rotate right
X		rotate left
Z		fire
A		accelerate

CR   reinitializes the game

Ships wrap around, but projectiles and explosions do not. Each player has 3 projectiles to fire, and they can be reused as soon as they go off the screen.

The data switches control various parameters of the program. Bit 0 down stops the program. Bits 7-9 control the projectile velocity, but settings below 3 won't work. Bits 10-12 control the rotational increment, and 13-15 control the magnitude of acceleration.

A good initial setting for the data switches is 100444.

The program starts at 100.