Hyperspace Cheese Battle User Manual

Hyperspace Cheese Battle is a game of intergalactic conflict and racing. And cheese. Between 2 and 4 players can play. Each player controls a rocket which they move through space. Moves are controlled by the use of a multi-faceted random value indicating system, otherwise known as a dice. Players roll the dice to move their rockets onto space quadrants, otherwise known as squares. Certain parts of space are infused with “Cheese Power” which can be used by the advanced technology in the ships to perform special actions.

Installation

There is no specific installation required all you need to do is run the program and you can play.

Gameplay setup

When you first run the game you will be prompted to enter the number of players from 2 to 4. Enter the number of players and you should be asked to enter the players’ names one at a time. When all the players’ names have been inputted into the game it will start.

Gameplay

The aim of the game is to get your player from the starting square (in the bottom left square) to the winning square (in the top right square). To do this you must follow the arrows moving as far as the computer rolls for you.

Movement & Cheese

To move through the game all you need to do is press enter. However when you land on a cheese square you have a choice of what to do, you can either shoot another player and send them to the bottom of the board, but you can’t shoot yourself, or you can choose to roll again and have an extra turn.

Collisions and off the board moves

There are 2 events which will change the player’s position after they have rolled. The first is when the player lands on a square which is already occupied by another player, the player who has rolled will be bounced off the square by 1 in the direction of the arrow in the square where the collision occurred. The second is when a players roll would put them off the board, when this happens the players turn is negated meaning the player does not move.

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