

The background of the cover is a vibrant, colorful space scene. A large, detailed spaceship is the central focus, angled towards the viewer. It has a blue and silver color scheme with a prominent cockpit. In the background, there are various alien spacecraft, some resembling UFOs, and a large, purple, crystalline structure. The overall atmosphere is one of intense action and sci-fi adventure.

**COLLECTOR
VISION
Games**

Guide No. 099216

CARTRIDGE
INSTRUCTIONS

STAR FIRE

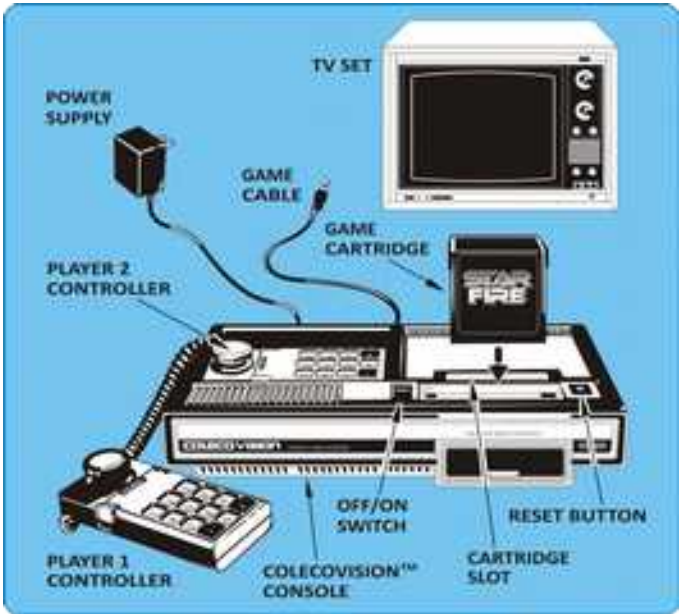
You are the last remaining member of your spaceship, floating amok in the vast void of space. An opposing group of aliens has trapped your crew in a force field, and it's your job to get them out. Navigate around the screen, avoid the UFOs released by the mothership, and shoot down the force fields, collecting crewmates one by one.



GAME DESCRIPTION

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GETTING READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS

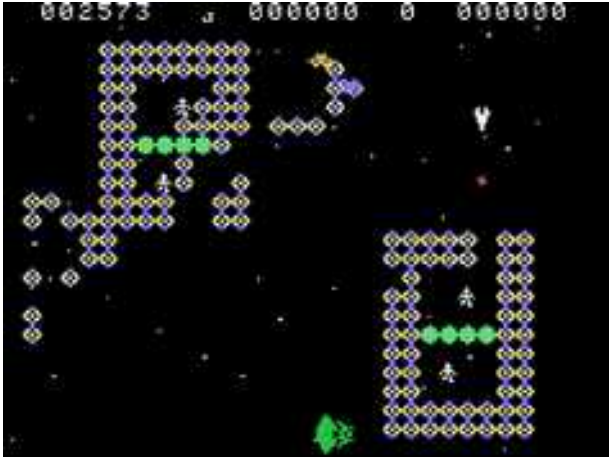


Push Control Stick in the direction you want to turn your spaceship.

Press the left Side Button to thrust your spaceship.

Press the right Side Button to fire a missile.

HERE'S HOW TO PLAY



Move your spaceship around in order to pick-up your member crew.

Avoid or destroy deadly obstacles while fighting aliens.

Aliens can drop mines and some of them can't be destroyed.

If you pick-up the special energy shield, you can destroy almost everything for a little while by flying through.

TRIVIA

In early 2020, an Illinois family found themselves with hundreds of development assets from the archives of their late relative, Chris Oberth. A skilled programmer with nearly 30 years of ex-

perience, Oberth had passed away in 2012, leaving his family behind with digital backups going as far back as 1978.

Understanding the value of this work, a family friend approached Frank Cifaldi of The Video Game History Foundation to help decide what should be done. After a lengthy discussion with the family, it was determined that some of the work would get auctioned off to assist funds for Oberth's widow. Anything unsellable would go to the foundation.

Christian H. Oberth (born May 17, 1953, to Ernst and Anne Oberth) got hooked on programming at a young age when he worked with the PLATO computer system during college. Fascinated, he chose to buy himself a personal computer — an Apple II, serial number #201.

By 1983, Oberth found himself working for Stern Electronics, designing arcade titles that he, in his words, had complete creative freedom over. While he enjoyed the job, Oberth knew the arcade market was falling apart, and he wanted to go back to computers.

Searching for a job, Oberth did freelance work at Micro Fun doing ColecoVision ports of games such as One-on-One and Boulder Dash. The Colecovision shared the same Z80 processor as most of the arcade games created at Stern, so the job was relatively straightforward. “We had more time and access to the original source code [to the games we were porting], which was very helpful,” Oberth said.

Around this time, in-between the ports, Oberth created an original game — a single-screen space shooter known as Star Fire.

Star Fire (referred to as “Blast” in the source code) has next to no information surrounding it. It never got shown off to the public,

and no mention of the game seems to be online. Was this intended for commercial release? Or was it merely a proof-of-concept made to show what the ColecoVision could do? Maybe it was swallowed up by the video game crash of the 1980s? Micro Fun would file for bankruptcy in the mid-80s, leaving a debt behind of thousands in unpaid royalties to their programmers. Perhaps this was the reason why it was never released? Either way, the game is a fun little space-shooter experience that is well worth your time.

Source : www.gamingalexandria.com/wp/2021/08/oberth-archives-one/

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Star Fire™, but it is only the beginning! You will find that this cartridge is full of special features that make Star Fire™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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