SPACE HUNTER - programmed by Guy Foster - July 26th, 2005

This is a game for the Colecovision console. It should function in the following
emulators:

Vcoleco
BlueMSX
MESS
... and others.

The goal of the game is to simply shoot whatever is coming at you, while avoiding
the ennemies in such as a way that they don't collide with your spaceship.

There is a total of 13 levels, and you will go through each level gradually.

The program was written entirely in assembly language.

Author's webpage: http://www.montrealbbs.com/colecorevival

Comments and suggestions are appreciated.

Thanks,

Guy Foster