



14. Team Play

Asteroids was never a one-switch game, you may think. Well it was to me and a group of other kids one evening in a 1980 UK holiday resort pub.

Two flashing start buttons drew us to a vacant Asteroids machine left in credit by some too bemused, too busy or too boozed player. It didn't seem fair that just one of us got to play the game, so we took one button each and played in hive-mind style. I recall the kid in charge of Hyper-Space made it a very quick game. Hyper-Space, aka The Suicide Button.

All too rapidly the start buttons ceased to flash, and with no 10p's between us, we were left to annoy the coin-return slot and "play" the demo.

In accessible gaming, this method of sharing controls between a team is invaluable. If at least one button does something fun or important, then there is a way. Atari recognised that this method could be enjoyable in their VCS version of Space Invaders. This included two-player partnership options. Games 97-112 had player one moving the turret left and right, and player two using one-switch to FIRE.





SPACE INVADERS*

ONE-PLAYER	
Basic Game	A. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
TWO OPPOSING PLAYERS	
Alternating Turns	B. 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32
Competing at Same Time	C. 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
Competing at Same Time Alternating shots	D. 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64
TWO-PLAYER PARTNERSHIP GAME	
One Player Moves Right Other Player Moves Left	E. 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80
Alternating Firing & Control	F. 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96
One Player Moves Other Player Fires	G. 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112
MOVING SHIELDS	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
ZIGZAGGING BOMBS	17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32
FAST BOMB	33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
INVISIBLE INVADERS	49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64

*SPACE INVADERS is the trademark of Taito America Corp. 1980

Games 97-112: "Partnership" options in the massively popular Atari VCS Space Invaders (1980).

BIBLIOGRAPHY and PICTURE CREDITS

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Handisport Nord Pas de Calais information via RNT blog post:

<http://web.archive.org/web/20121031101915/http://mt.over-blog.com/article-switch-lanes-111365471.html> and
correspondence with Thierry Danigo.

SEE: [OneSwitch.org.uk/page/100](https://www.oneswitch.org.uk/page/100) for the full story

Special Effect

