



Space Despot

Game Manual

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Introduction

Space Despot is an arcade game that is inspired by Space Impact. Player's aim is to make it to the end of final level by eliminating all bosses. Player encounters with creatures and space objects in each level. By destroying such objects, player can earn points and collect coins, which are required for upgrading the spaceship.

System Requirements

Java Runtime Environment (JRE) must be installed in order to run the game. Download it from:

<http://java.sun.com>

Minimum system requirements:

Windows 98 / Mac OS X 10.0

Pentium2 233 MHz CPU or equivalent

128 MB of RAM

64 MB of Graphics Card

800x600 Resolution

Game Overview

In Space Despot, player controls a spaceship and tries to destroy the space objects located in space and reach to the end of level. Player can choose from 3 types of spaceships. At the end of each level, there is a boss creature that player needs to eliminate in order to progress to the next level. Player has a limited health and needs to avoid collisions and bullets fired from creatures and boss. Some of the space objects are prone to spaceship bullets and cannot get destroyed. When a space object gets destroyed, it has a probability to drop a coin or a power-up that benefits the player when collected. Player should focus on destroying the destroyable space objects and collecting coins and power-ups.



An instance from Space Despot

Playing the Game

How to start the game?

In Main Menu, click Play Game. Then, choose the spaceship type you would like to play. After choosing it, simply click Play.

Defaults controls are as in the following:

Shooting - X

Activate Power-up - SPACE

Movement keys - ARROW_KEYS

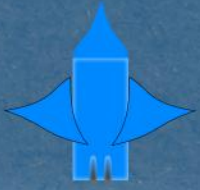
How to pause the game?

Press ESC during the game. Pressing ESC again or clicking Back to Game will resume the game. In Pause screen, play can change settings, view help, check highscores.

How to change the settings?

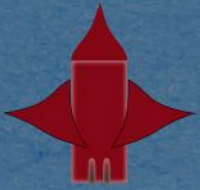
Simply click to Settings from Main Menu or Pause Menu. In Settings, you can change the control keys, FX volume and music volume.

Spaceships



Fighter

Fighter spaceship has the advantage in attack damage as it has the most attack damage compared to other spaceships. Its movement speed is medium but its HP is low. Fighter is advised for beginner players.



Panzer

Panzer spaceship can withstand more damage due to having more HP than the other two spaceships. However, its heaviness makes it less volatile so it will have the lowest speed. Panzer deals medium damage. Panzer is advised to intermediate and advanced players.



Lightning

Lightning spaceship is the most advantageous spaceship in terms of its movement speed. Its swiftness enables player to deal with creatures and obstacles more easily. However, it is not advised to players who prefer to get in combat with mobs frequently, since it has the lowest attack damage compared to other spaceships. Also, it has medium HP. Lightning is advised to intermediate and advanced players.

Space Objects

Mobs

Mobs have their own HP which makes them vulnerable to the user attack. They also have a unique movement speed in addition to the background speed. So, they will try to damage the spaceship by shooting or crushing into it. There are three types of mobs: creatures, asteroids and bosses.

Creatures

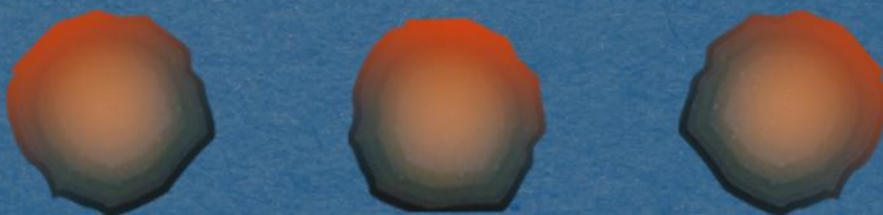
Creatures are simple space objects that try to deal damage to spaceship by shooting, or colliding.



Different types of creatures

Asteroids

Asteroids are objects that appear from different directions. They have a relatively high velocity and deals damage to spaceship when a collision occurs.



Asteroids approaches different directions

Space Objects

Mobs

Bosses

At the end of each level, player must defeat the boss in order to progress to next level. Compared to other mobs, they have better attributes and more dangerous for the player.



Boss of Level 1



Boss of Level 2



Boss of Level 3

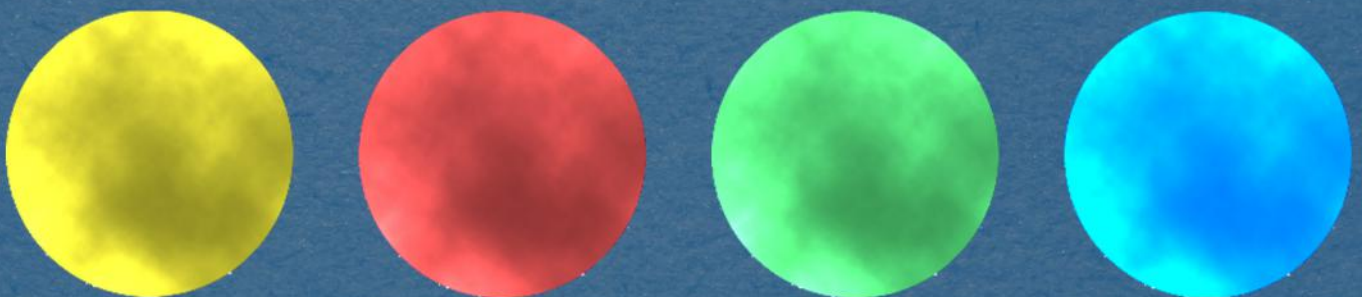
Space Objects

Obstacles

Obstacles do not have HP, which means they are prone to damage. They do not have movement speed, they move as the background moves. Also, they do not have attack abilities. When in contact with spaceship, the spaceship gets destroyed and the game ends for the player. Player should dodge the obstacles by moving the spaceship to appropriate positions in the map. There are two types of obstacles: stars and black holes.

Stars

Stars are obstacles that cause spaceship to get destroyed immediately when in contact. There are more than one type of stars, but the only difference is their colors..



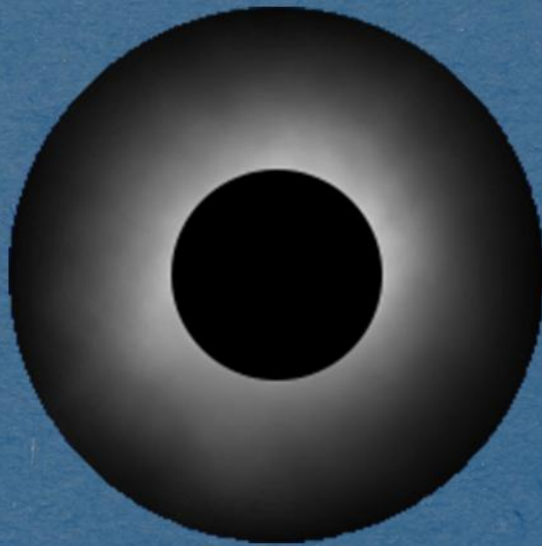
Different types of stars can be found in the space

Space Objects

Obstacles

Black Holes

Black holes are obstacles that devour the spaceship when in contact. Since their size is quite larger than the stars, they are harder to avoid for the player. They occur more rarely compared to the occurrence of stars.



*Black holes are the most dangerous objects
that are found in space*

Power-ups

Mobs have a probability to drop a power-up when destroyed. Player can collect the dropped power-ups to enhance the spaceship. Player can only hold one power-up at a time. If player collects a new power-up, it will overwrite the previous one. Player will be able to activate these power-ups by pressing *Space*. There are four types of power-ups.

Invulnerability

Activating invulnerability makes the spaceship prone to damage for 3 seconds.



Invulnerability power-up

Laser Gun

Activating laser gun generates a laser ray that instantly kills mobs along the line. If it hits a boss, it makes 3x more damage than the base attack damage of the spaceship.



Laser gun power-up

Power-ups

Hyper Drive

Activating hyper drive increases the speed of the spaceship by 100% for 5 seconds.



Hyper drive power-up

Repair

Activating repair recovers the spaceship's HP by 25% of its max HP.



Repair power-up

Upgrades

Upgrades can be bought at the end of each level by spending coins. Player can upgrade the spaceship's Maximum HP, Attack Damage and Movement Speed. Upgrade costs and levels may vary depending on the balance updates.

Maximum HP

Buying one level of ~~Maximum HP~~ upgrade increases the spaceship's Maximum HP by 5%. It can be bought maximum of 20 times.

Attack Damage

Buying one level of Attack Damage upgrade increases the spaceship's Attack Damage by 5%. It can be bought maximum of 20 times.

Movement Speed

Buying one level of Movement Speed upgrade increments the spaceship's Movement Speed by 1. It can be bought maximum of 5 times.

Credits



Space
Despot

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