

Splonking

Controls:

Rotate → Left/Right Arrows, A/D keys, D-Pad, or Left Stick

Fire Thrusters → Up key, Spacebar, or Button 1

(A on xBox controller, B on Switch, X on Playstation)

Settings:

Settings are stored in splonking.ini in the main game folder. It can be edited with any text editor. Format must be maintained or else the game will crash.

```
fullscreen = 0
scanlines = 1
mus_volume = 100
sfx_volume = 128
```

fullscreen → 1 for fullscreen, 0 for windowed

scanlines → 1 for retro filter, 0 for no filter

mus_volume → value between 0 and 128

sfx_volume → value between 0 and 128

Credits:

Splonking was made by Jake Fitzenreider. Coded in C++, using SDL

(<https://www.libsdl.org>)

All graphics were created from scratch or adapted from public domain assets. All music was composed by me. All sound effects were generated using jsfxr (<http://sfxr.me>)

The Good:



-- Your ship. As a vessel designed for primarily exploration, there are no onboard weapons systems. Sorry!



Shield Powerup



Fuel Pickup



Bomb: Destroy all enemies on screen

The Bad:



Moonrocks: they come in a variety of shapes. What are they bouncing off of??



Turrets: fire deadly laser beams



Missiles: they lock on to your ship. Who's firing them?



Ghostals: mysterious beings that move erratically and shoot in up to four directions.



Lightning: As deadly on the moon as it is on Earth

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