

This game involves a boat in a 200 vs 200 sized world (of sea), and the aim of the game is to kill couple of small monsters and then kill the final boss.

The monsters as well as you can shoot.

There are three lives. To “unlock” final monster, three mini monsters must be killed.

If the boat hits a rock, points are removed and the boat is pushed away.

If the cannon hits a small monster, it dies and a booster is placed in its position, which may give speed, health or points.

If the boat hits a small monster, life and points are reduced, and boat is pushed away.

The boat has to jump above a barrel to attain the powerup.

Hitting the boundary wall will kill you completely.

If the opponents’ cannon shots hit you, your life reduces by one.

Keys

UP - Move boat front

LEFT - Turn boat to left

RIGHT - Turn boat to right

SPACE - Make boat jump

E - Toggle between orthographics and perspective projections

V - Change Camera styles (5 types as mentioned)

A, S - Aim cannon left and right

F - Shoot cannon