

Astro Crisis



User Manual

Getting started

Once you start Astro Crisis (see deployment manual for instructions), you'll be greeted with a splash screen (see figure 1 below).

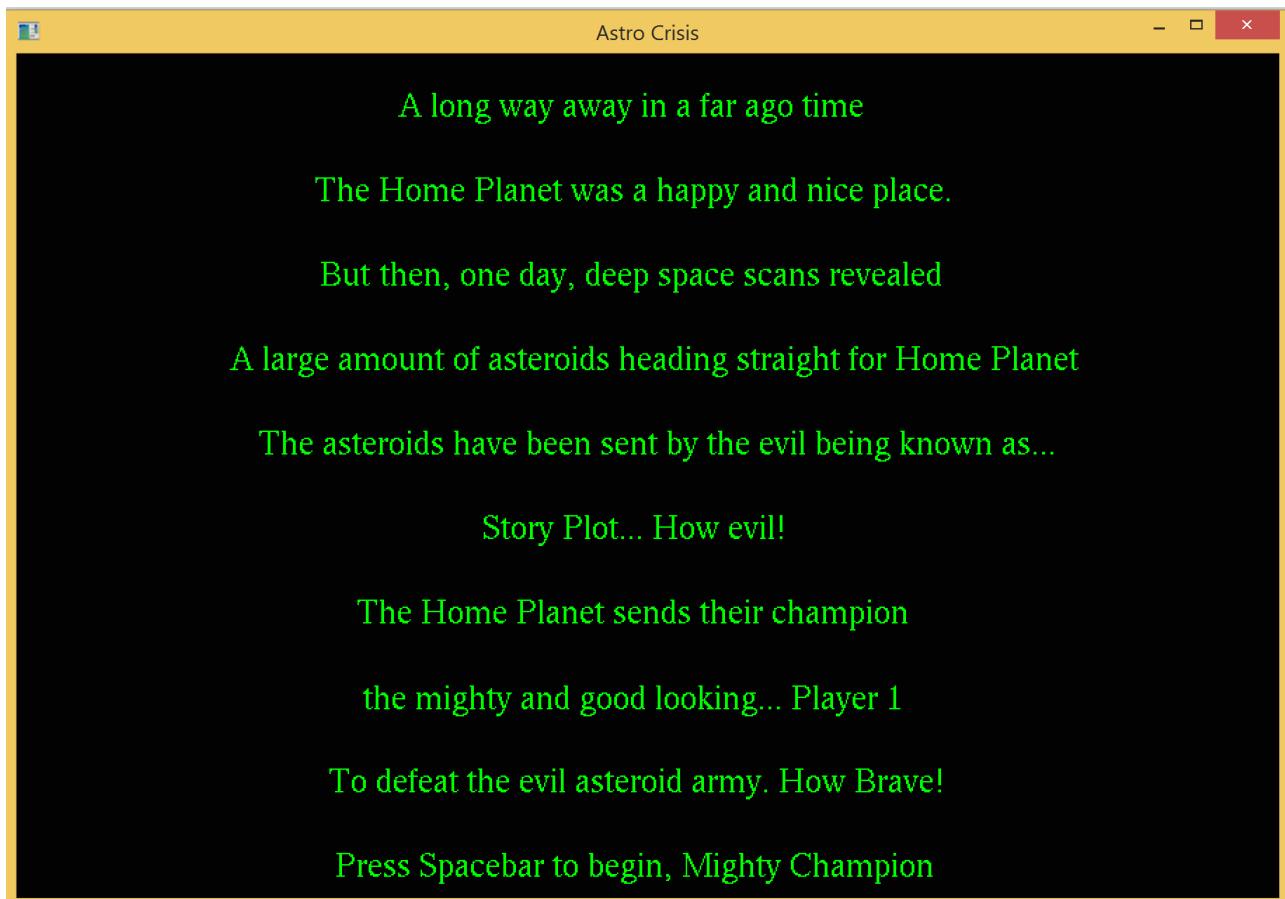


Figure 1 : The Splash Screen.

Here you will learn about your great mission, to be the champion of our people, to save Home Planet from destruction.

To begin your sacred mission Player 1 (you) must press spacebar.

Defending our Home

Once you press spacebar you will be taken to your home screen champion. (See figure 2 below).

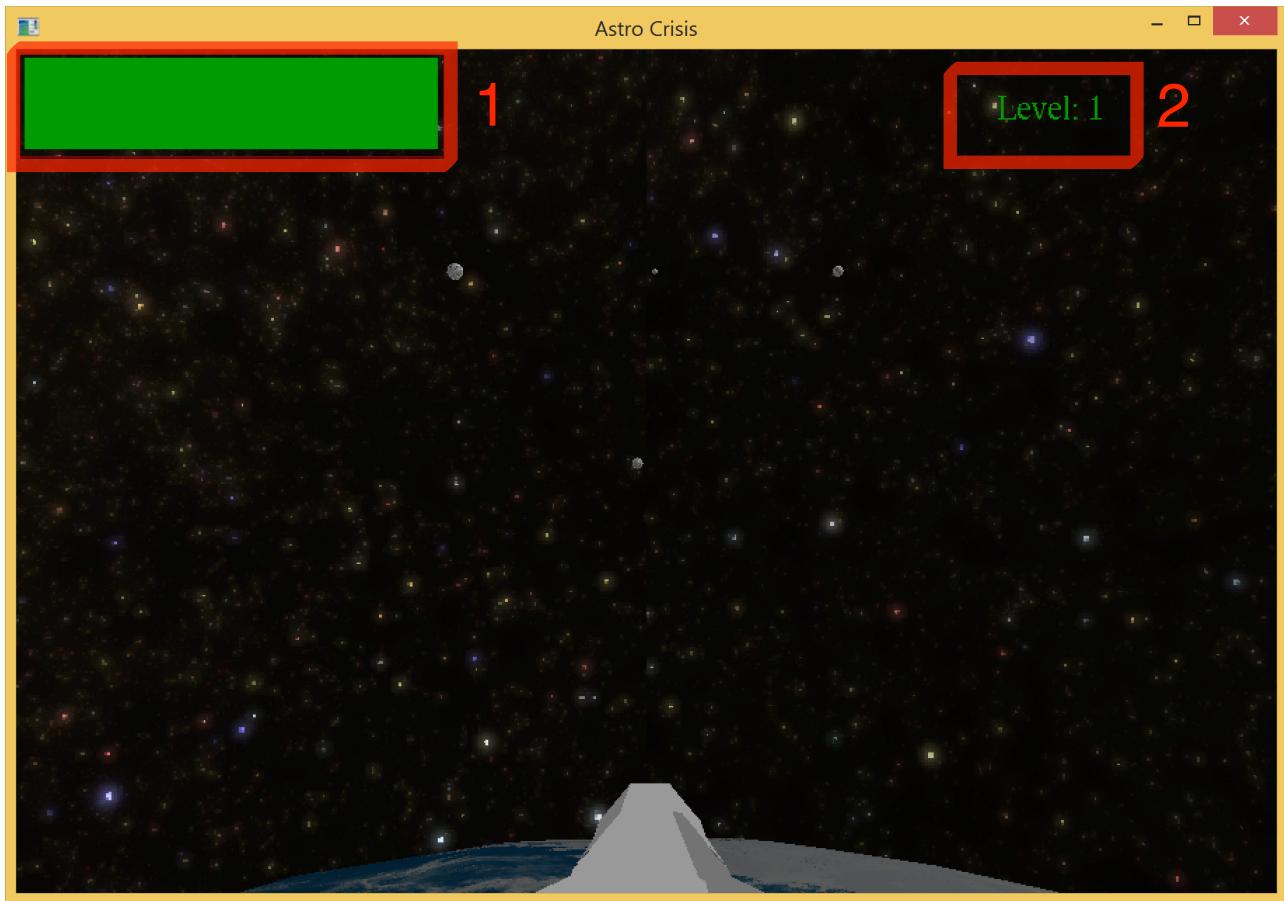


Figure 2: The Home Screen.

Champion, you will notice that you are given information about our the strength of our planet in the form of a green progress bar in the top left of your display (1). As asteroids hit our planet, that bar will decrease. Please try to not let us die.

In the top right of your display, we are outputting the latest results of our deep space scans, showing how far into the waves of incoming asteroids you have fought. Now its all very complicated stuff (maths, maths, maths) but you

should think of it as a level of sorts, telling you how far you have come in this war

Shooting and Aiming

Now we have the fun stuff, shooting things... I mean asteroids...

We have equipped your ship with a very powerful quantised energy blaster (yes, yes, we know all energy is quantised, but the guy who named it wanted to feel fancy).

To fire your blaster simply left click on your mouse, or press the 'r' key. To aim your blaster, move your mouse and use the curser to pick targets (see figure 3 below).

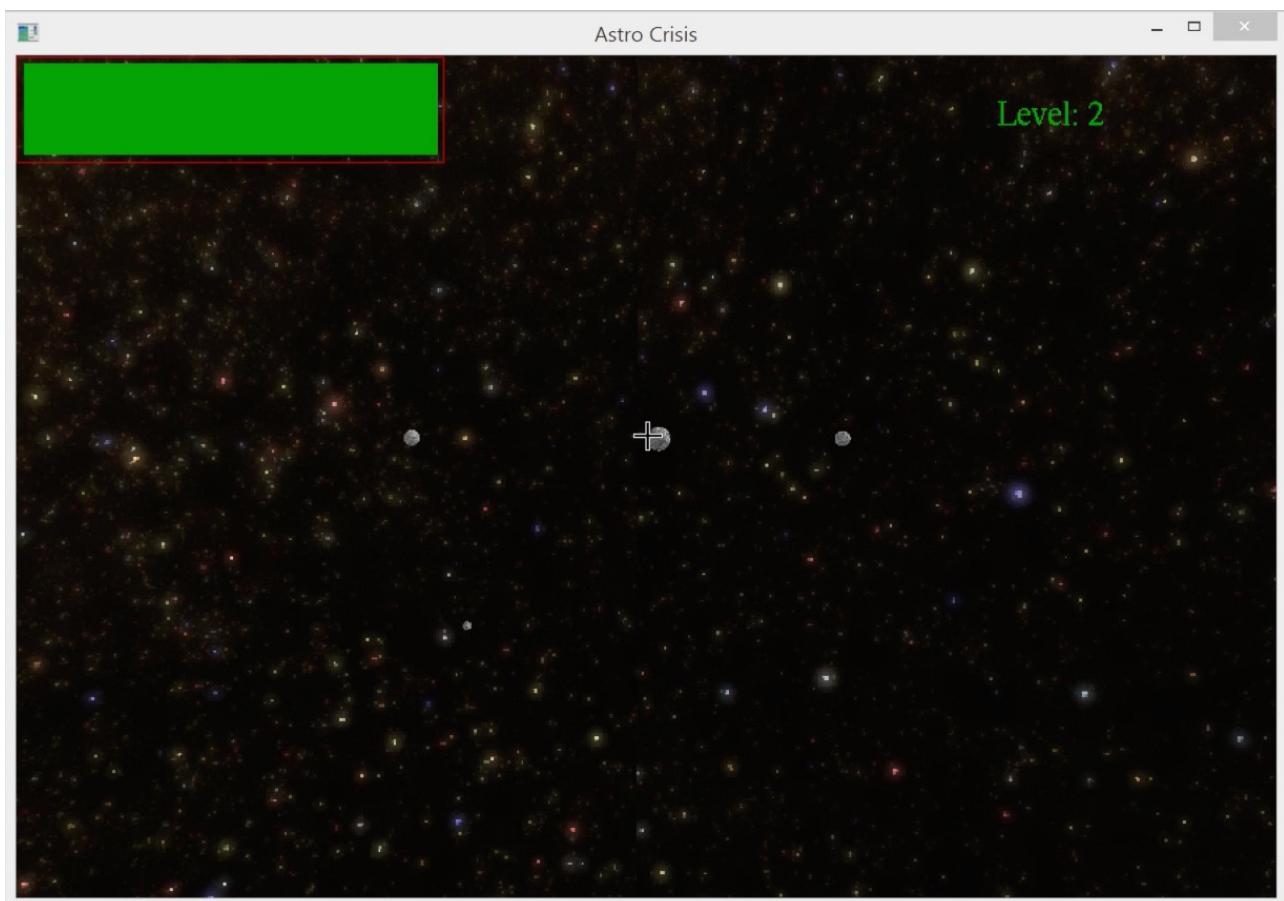


Figure 3: Aiming at a target.

Looking Around

Now champion I'm sure you will notice that moving your mouse in order to aim also allows you to look around. Below you, you will notice home planet. See how it's nice and round? Spinning happily? We'd very much appreciate it if you could keep it like that.

Looking around allows you to get a better sense of where the asteroids are as they approach. (see figure 4 below).

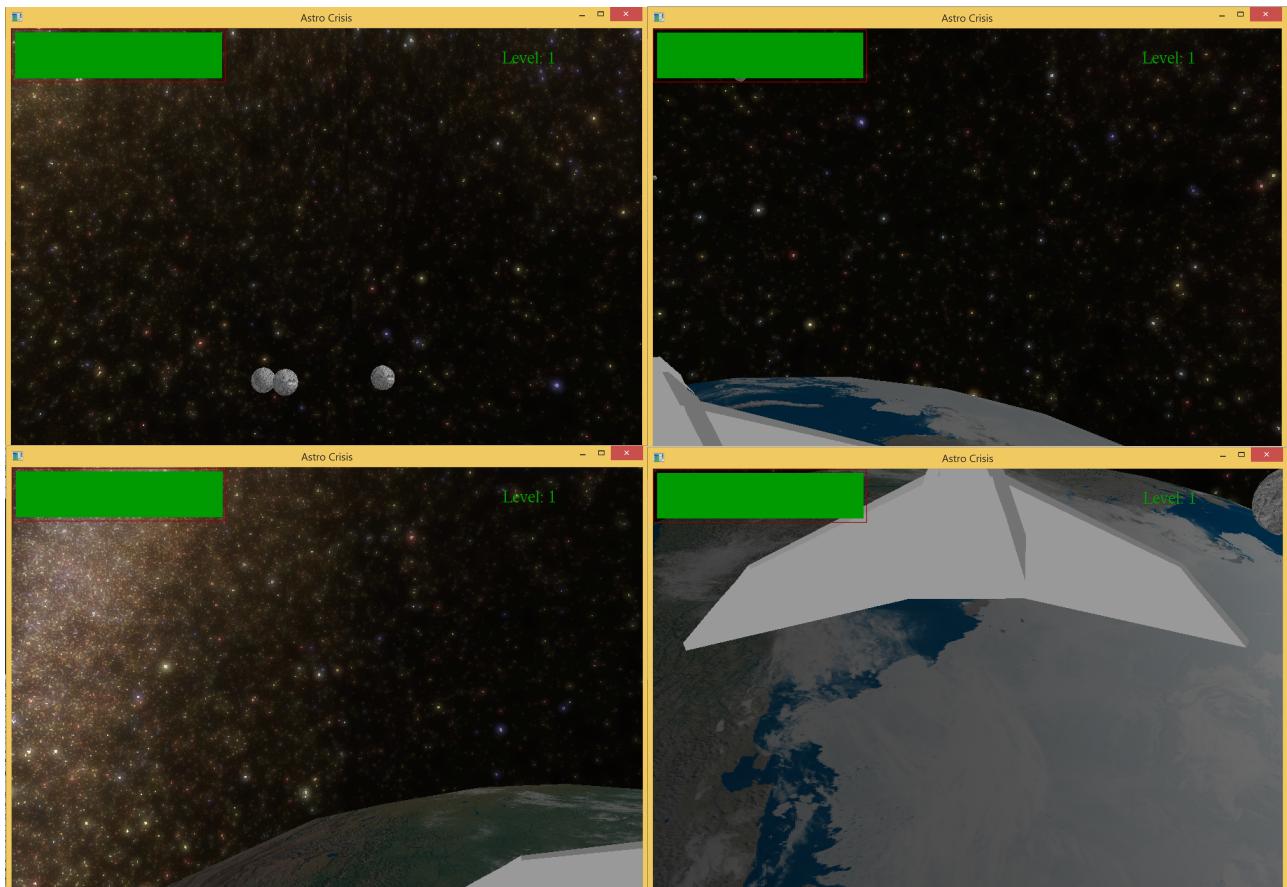


Figure 4: View looking up, right, down and left respectively (counter clockwise).

Collisions

Champion, we know you are only a member of an advanced alien race, and as such you will make mistakes, so we wanted to prepare you for what happens when an asteroid hit out poor defenceless planet. Upon impact of an asteroid against Home Planet, you'll see an explosion, hear a bang, and see the planet's health decrease in your heads up display. (see figure 5 and 6 below).

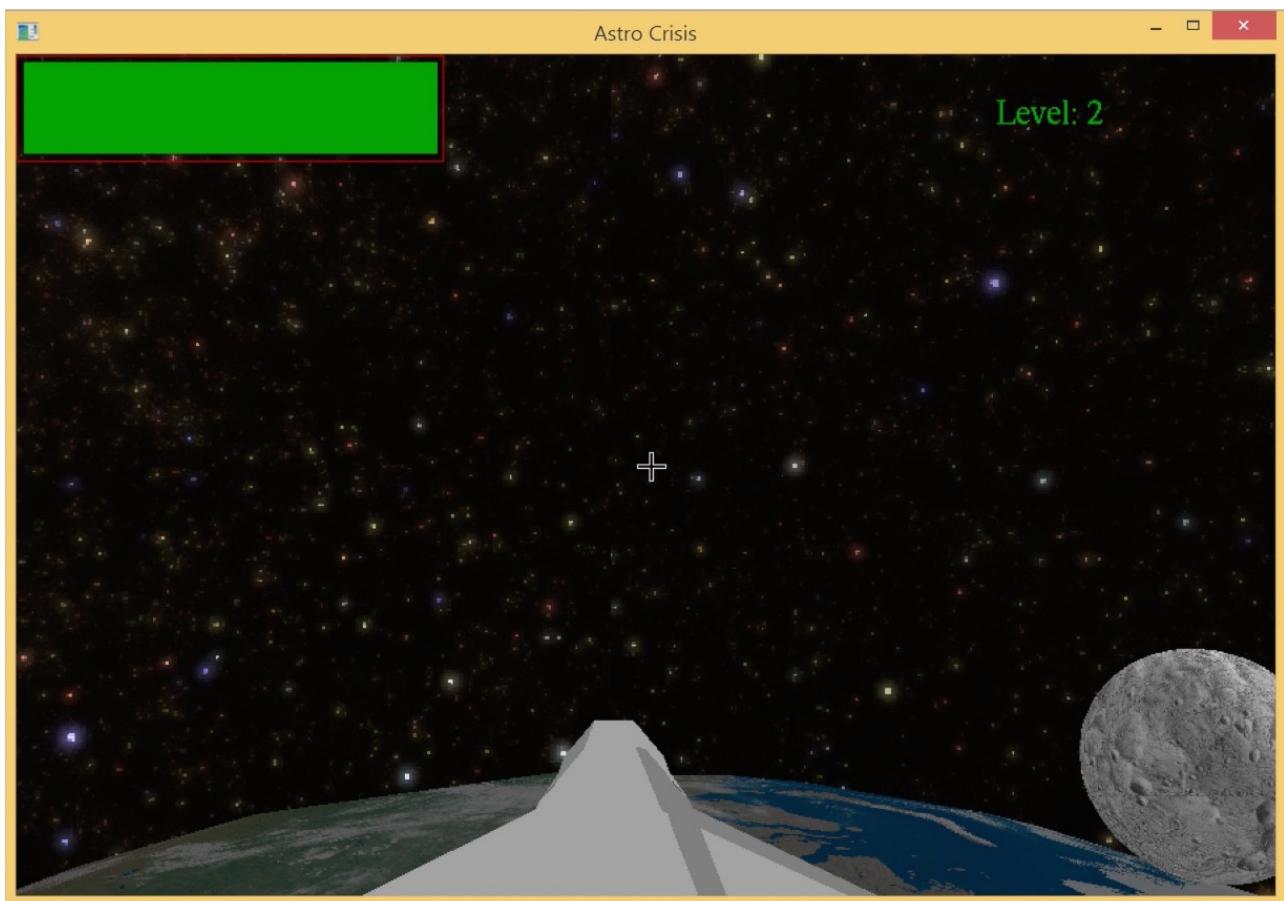


Figure 5: Just before a collision

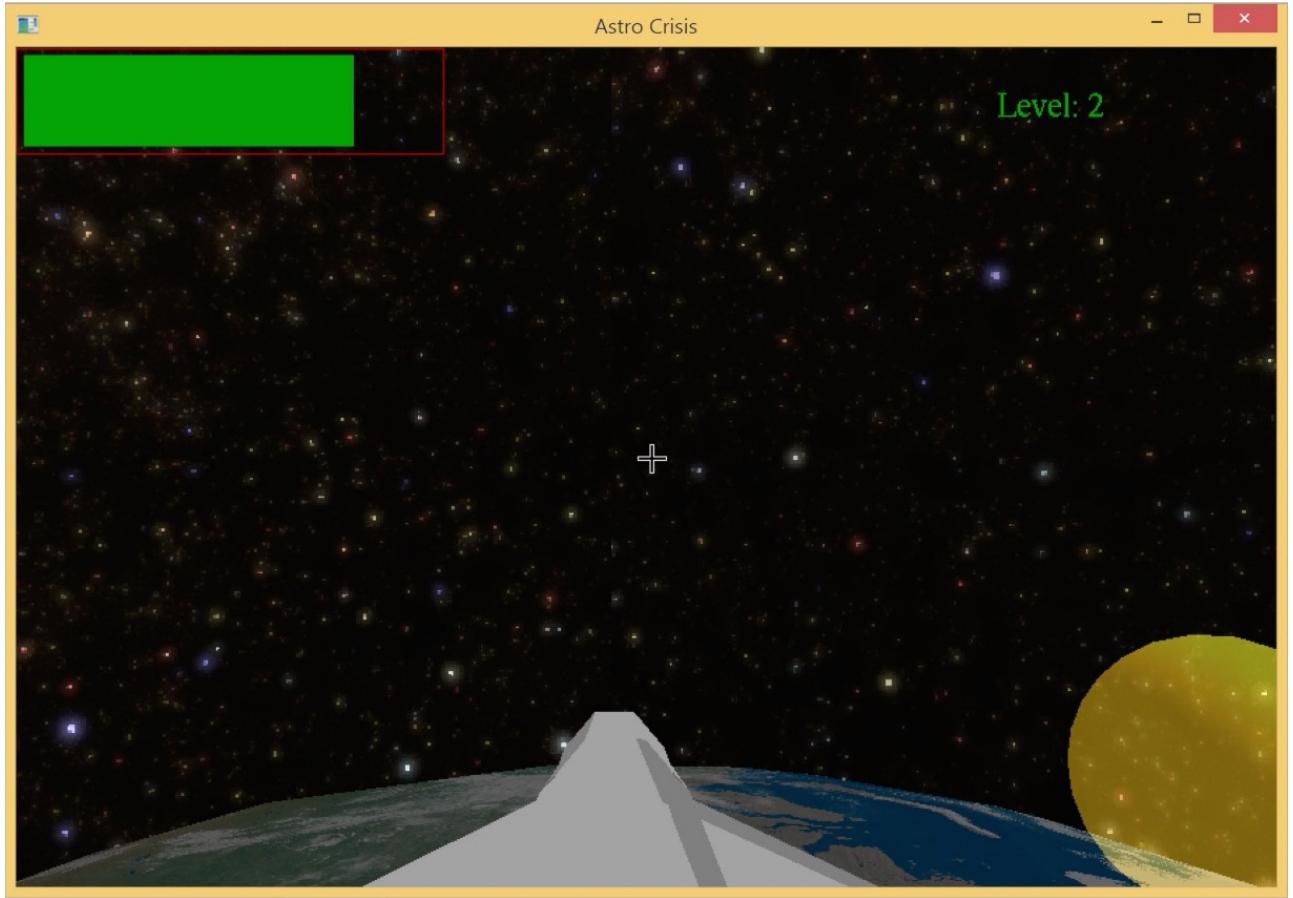


Figure 6: Just after a collision

Now this is bad news, because if the planet takes enough damage, it's game over so to speak. If you were to fail in your mission and our home world is destroyed, you will be the only survivor, left alone in the rubble of what used to be.

Your Heads Up Display is programmed to deliver you a final message from us, from beyond the space grave. I pray for your sake and ours you never get to see it.

Good Luck Player 1. You are our champion and our last hope.

Please save us!