

User manual



Scramble is a game in which you will take control of a jet, equipped with a machine gun and torpedoes, you will have to go through 5 different phases, having to destroy the enemies that you meet along the way, you will also have to be careful not to crash into the terrain, dodge the enemy missiles and finally do not run out of fuel, all with the ultimate goal of destroying the enemy base and saving the world.

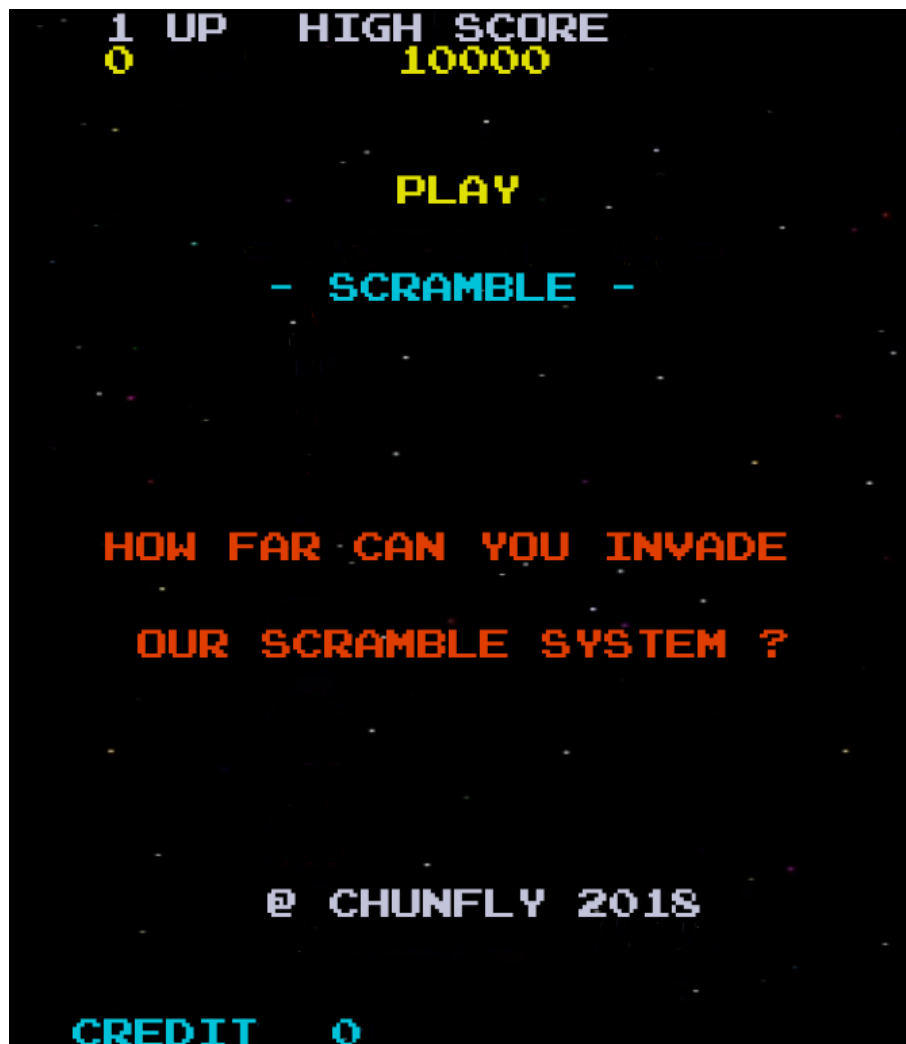
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Installation and launch guide

- 1- 1- The game is distributed in a compressed file format, so the user must first have a program to decompress the file (WinRar, 7Zip).
- 2- The game file can be unzipped to a specific location, or moved to that location after unzipping, this will not affect the game, as long as the internal files are not modified in any way.
- 3- Once you have saved/stored the game where you want, to run it you must start the executable Scramble.exe (double click or select it and press ENTER).
- 4- Once the game starts, two windows will be displayed automatically, showing one above the other, the one shown above the other is the one with which the user will interact throughout the game. The other window should be ignored, as closing this one will cause the game to crash.
- 5- Enjoy playing Scramble.

First Screen



This screen lasts 5 seconds, it shows the intro text of the game (center of the screen in orange), the highest score stored (top center, the text in gray and the score in yellow), default is 10000, the artistic name of the author (lower gray center), the year of creation of the game, the amount of credits stored (lower left margin) and the only thing that can be done during this screen is to insert credits to play (key "6").



Second Screen



The screen lasts 6 seconds, it shows the highest score so far, by default it is 10000 (top center margin, text in gray and the score in yellow), followed by a list of the 10 highest scores achieved during the execution of the game. program (Center of the screen, in different colors: Upper text: orange, first three scores: yellow, fourth, fifth and sixth scores: light blue, last four scores in violet), by default they are all 10000, like the first This screen shows the artistic name of the author (lower center in light blue), the year of creation of the game and the amount of credits stored (lower left corner in light blue).

The only thing that can be done during this screen is to increase the amount of credits (key "6").

During the last second the score table will begin to clear column by column starting from the right until it is completely cleared.



Third screen



The screen lasts 6 seconds, like the previous two, it shows the highest score so far (upper center margin, text in cris color and the score in yellow), the number of credits (lower left corner in light blue), the artistic name of the author (lower center in gray color), the year of creation, it will also show the amount of points that the user will get by destroying the different objectives (center of the screen, showing the different sprites and the text in gray color) , being these:

“Missile” = 50pts, “Missile in the air” = 80pts, “UFO” = 100pts, “Fuel-tank” = 150pts, “Enemy base” = 800pts and the target “MYSTERY” which can give 100-200-300pts

At the beginning of the screen the text that shows the score of each enemy will not be visible, after the first second, the text will start to be displayed character by character, sequentially, starting from left to right and line by line.

The only thing that can be done during this screen is to increase the amount of credits (key “6”).

Fourth screen



The screen has no time limit, it shows, like the previous ones, the highest score obtained during the execution of the program (upper center margin, text in gray and the score in yellow), by default 10000, the number of credits, it also shows how many players there can be with the current amount of credits, by default "ONE PLAYER ONLY" and the score needed to get one more "jet/life/attempt" during the match.

The only thing that can be done during this screen is to increase the number of credits (key "6") and choose the number of players, one (key "1") or two (key "2"), simultaneously during the game.

When choosing the number of players, it will be when the screen is changed, otherwise this screen will be shown until the program closes.



Fifth screen



Transition screen, lasts 5 seconds, shows the highest score achieved during the execution of the program (upper center margin, text in gray and the score in yellow), by default it is 10000, the player who will play next:" PLAYER ONE"/"PLAYER TWO" and the number of jets/lives/attempts that player has (Lower Left Corner) as well as the number of flags he has (Lower Right Corner).

During this screen there are no commands to execute.

This screen will always be shown before a player other than the previous one starts playing.

Sixth screen



The most important screen of all, since the entire game will take place here, this screen will show at all times the number of jets/lives/attempt (lower left corner with an image that represents a jet) that the player currently has, likewise to remember which is the current player: if player 1 is the current one: the text in the upper left margin in gray will be displayed intermittently, while having selected two players simultaneously, the text in the upper left corner right will be shown all the time, otherwise, if there are not two simultaneous players, the text and the score of player 2 will not be shown on the screen; in case player 2 is the current one: the text in the upper right corner will be the one that will be displayed intermittently, leaving the text in the upper left corner always visible.

At the bottom of the screen, towards the center, you will see a "fuel" bar which will empty every second, with a maximum duration of 60 seconds, this time will decrease as the number of flags (lower corner right, by default 0) increases, thus achieving an increase in difficulty, if the bar is completely empty the player will lose control of the jet and it will fall until it collides with the ground, to avoid this the player must destroy the "fuel-tank" which will fill the bar for an equivalent of 10 more seconds of flight, although this value will decrease depending on the number of flags obtained.

At the top of the full width of the screen a panel is shown, which will show in red the stages through which the current player has already passed, likewise, the last stage marked will be the one the player is currently in.

The player's current score will increase by 10pts for each second that passes and for each enemy destroyed, with the score for each type of enemy being the one previously mentioned on the third screen.

The player will be able to move the jet freely in eight different directions using the arrow keys on the keyboard (See page 10), in case of pressing opposite direction arrows, the jet will not move in any of the two directions, the margin by which the jet can move is determined by:

The upper margin will be the aforementioned stage panel, upon crashing into it the jet will simply not go any higher.

The left margin will be the very limit of the screen and as with the upper margin, when it reaches this limit the jet will not move in that direction.

The right margin will be half the width of the screen, the same thing happens with the left margin, when it reaches it the jet will not advance beyond that point.

The lower margin will be the terrain itself, with which, if there will be a penalty when hitting it or any enemy, in case this happens a specific animation will be seen for the destruction of the jet, the penalty will be the loss of a jet / life/attempt and return to the beginning of the stage the player was in at the time of losing, with the exception that the player was on a small esplanade, that is to give him time to readjust to the terrain, in case of having 2 simultaneous players, when losing a life, control of the jet will pass to the other player, who could be in a different stage than the previous player, since progress is independent between players, showing the transition screen for this (fifth screen).

To destroy enemies, the jet has two weapon systems:

Machine Gun: Located in the front of the jet, this can fire a total of 4 bullets, which will move to the right only, and can only be fired again when a bullet collides with the terrain, an enemy or goes out of the margin right of the screen. To shoot you have to press and/or keep the space bar pressed (See page 10).

Torpedoes: Launched from the bottom of the jet, two of these can be launched simultaneously, and their movement will describe a parabola, advancing slightly to the right before starting to fall, especially useful considering that the shape of the terrain is not always It will allow you to destroy enemies with the machine gun. As with the machine gun, a torpedo cannot be fired again until it collides with an enemy or the terrain and its destruction animation has ended. To shoot you have to press and/or hold down the "Control" key (See page 10).

keyboard commands:

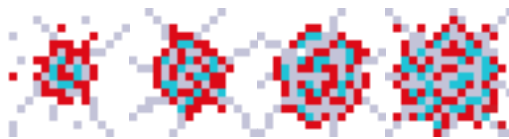


Complementary Images:

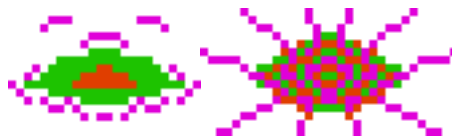
torpedoes:



Explosion:



Player Explosion:



Flags:



Stage one:



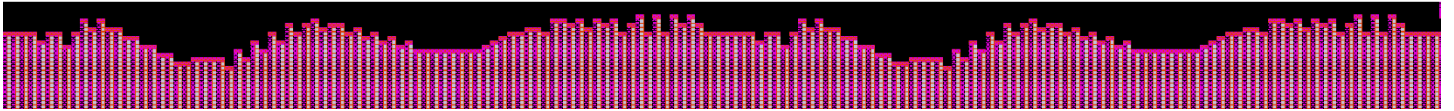
Stage two:



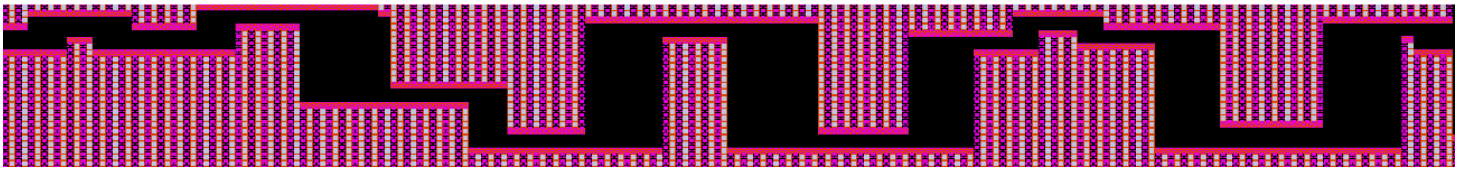
Stage three:



Stage four:



Stage five:



Enemy base:



Seventh screen



Screen that is shown when a player loses all their lives, lasts 5 seconds, during which there is no command to execute, the screen shows the highest score obtained during the execution of the program, by default 10000 (Top margin center, text in gray and the punctuation in yellow); it also shows the highest score obtained by the players, upper left corner for player one, and upper right corner for player two, in case there are not two players, the latter will not be shown on the screen; It also shows the amount of fuel that the player had left (lower center margin) and the amount of flags obtained by the player (lower right corner), by default they are 0. Finally, in the center of the screen in text form, it shows which is the player who has lost: "PLAYER ONE"/"PLAYER TWO".

Once the duration of the screen has elapsed, the next player will play if there are two simultaneous players and if he has lives left, otherwise he will return to the first screen.

Eighth screen



Screen that is shown when a player destroys the enemy base, lasts 5 seconds, during which there is no command to execute, the screen shows the highest score obtained during the execution of the program, by default 10000 (Top margin center, text in gray and the punctuation in yellow); it also shows the highest score obtained by the players, upper left corner for player one, and upper right corner for player two, in case there are not two players, the latter will not be shown on the screen; It also shows the amount of fuel that the player had left (bottom center margin), the amount of flags obtained by the player (bottom right corner), when this screen is shown, the number of flags will increase by one and the amount of lives remaining in the player. player (lower left corner). Finally in the center of the screen in the form of text, the game congratulates you for completing it.

Once the duration of the screen has elapsed, the game will return (sixth screen), remaining the same player and starting from the first stage, with a slight increase in difficulty.