

Game by Vladislav Savranschi, Sprites by Raphael Czylok.

INTRODUCTION

Each player starts off with 100 HP, and 5 warps.

Player 1 has the “Junkyard Doge”, a slow ship with a multicannon.

Player 2 has the “Rusty Dusty”, a fast ship with slow firing, tracking missiles (can be shot down).

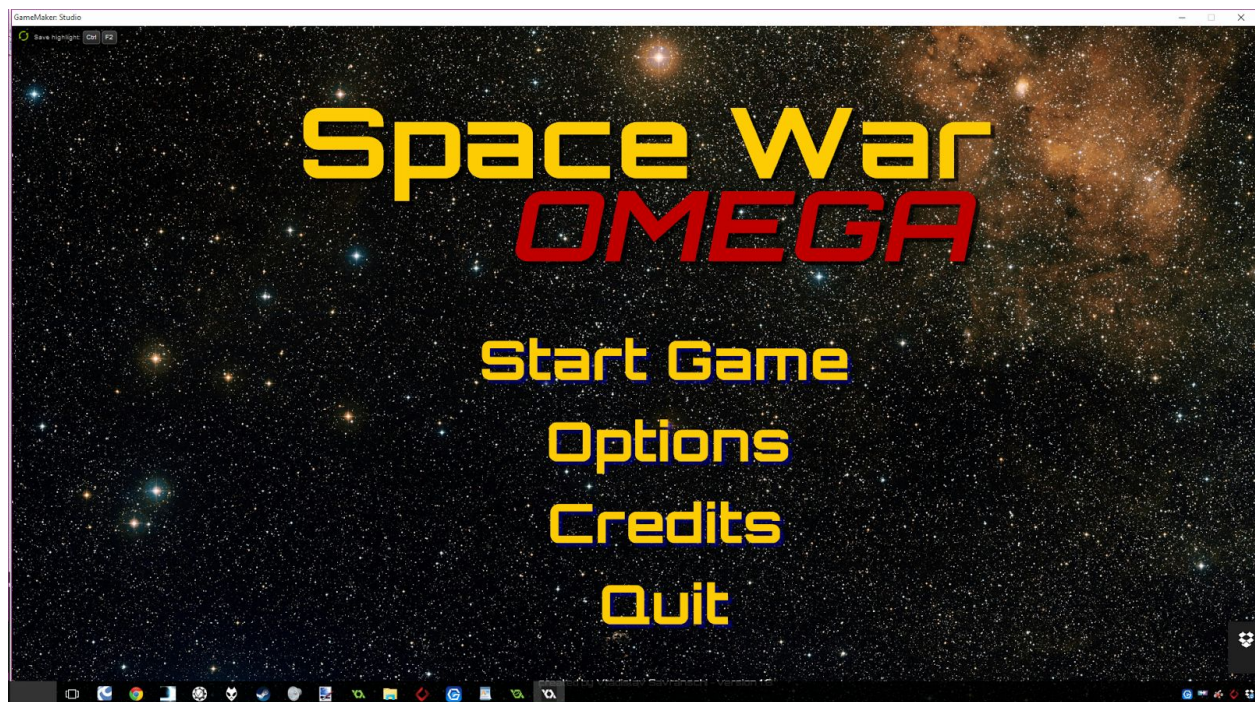
If a player or an asteroid goes off screen, they will reappear on the other side. Bullets and missiles will disappear when hitting a rock, a player, the star, or the edge of the screen.

Controls:

Player 1: W to thrust, A/D to turn, Space to fire, E to warp.

Player 2: Up to thrust, Left/Right to turn, (right) CTRL to fire, (right) Shift to warp.

1. Launching the game: Main Menu



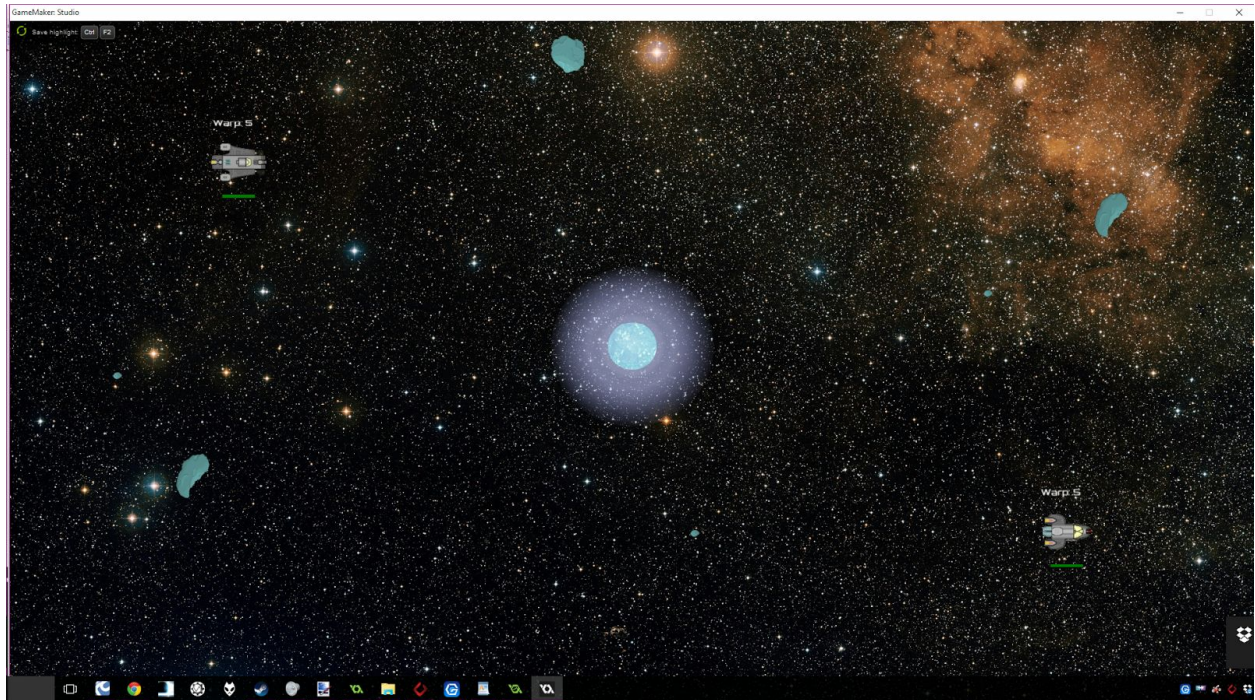
2. Options menu: Here you can mute/unmute the music, and go fullscreen/windowed.



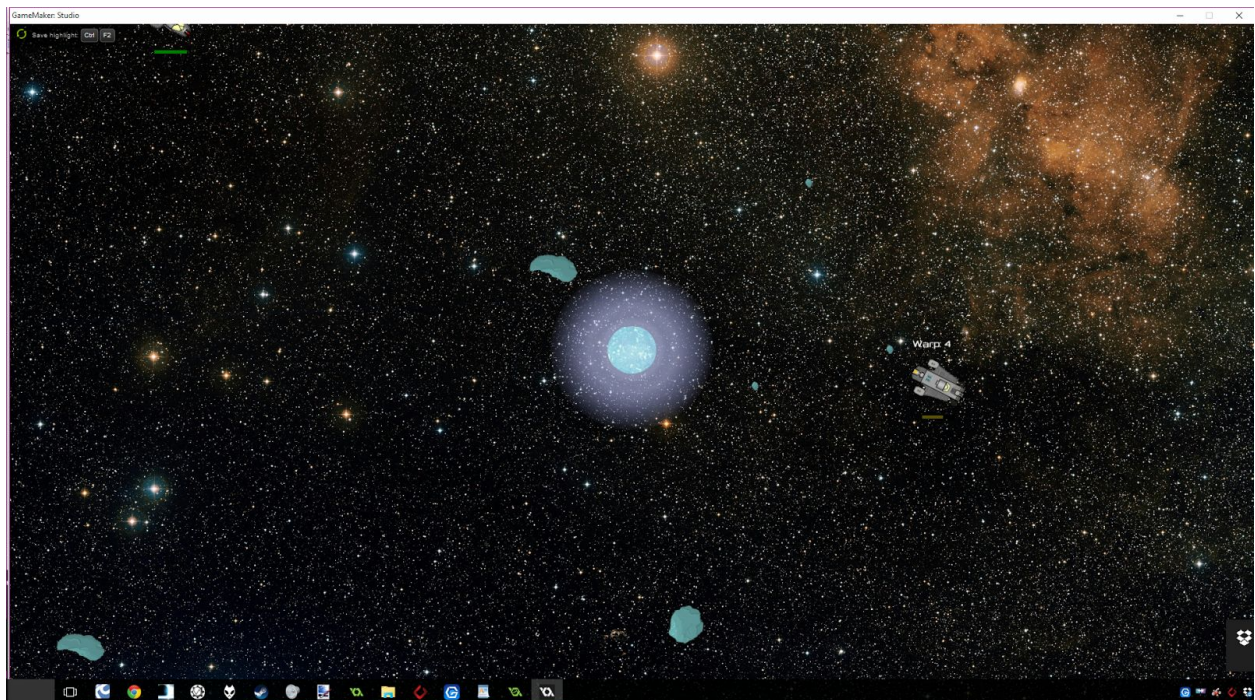
3. Credits: Find out who helped make the game, and the name of the cool song that's playing!



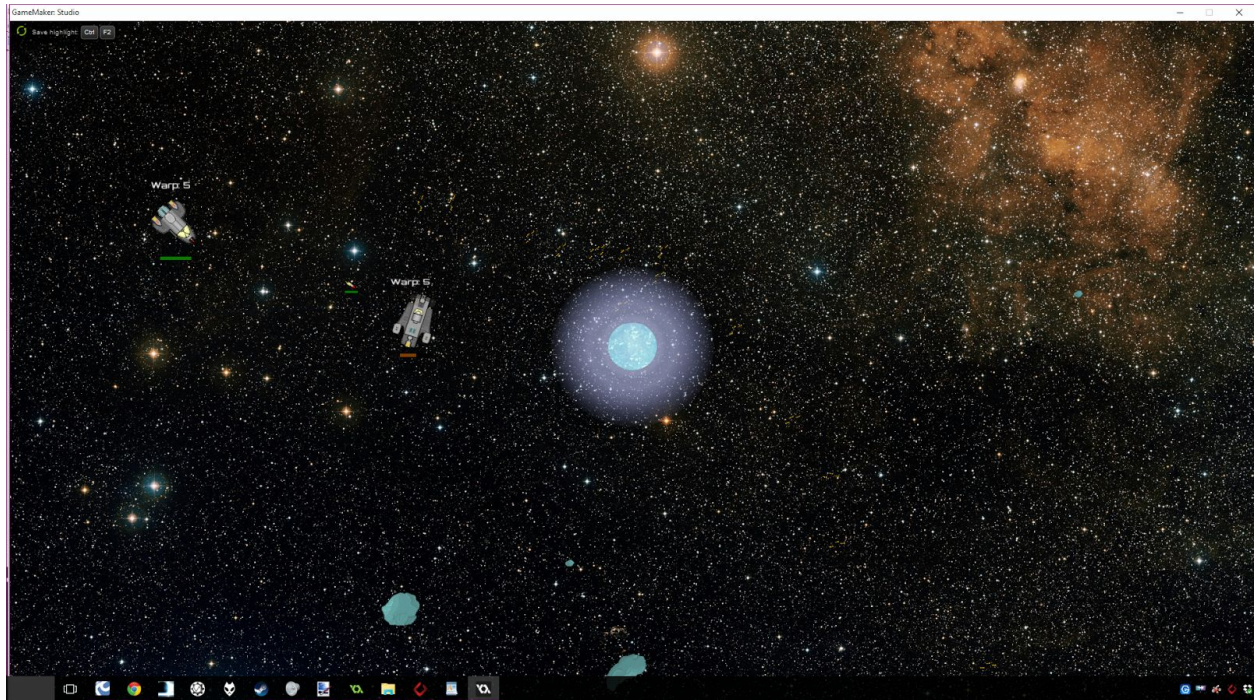
4. The Game: Both ships start out on opposing sides, with asteroids flying around and a central rotating star.



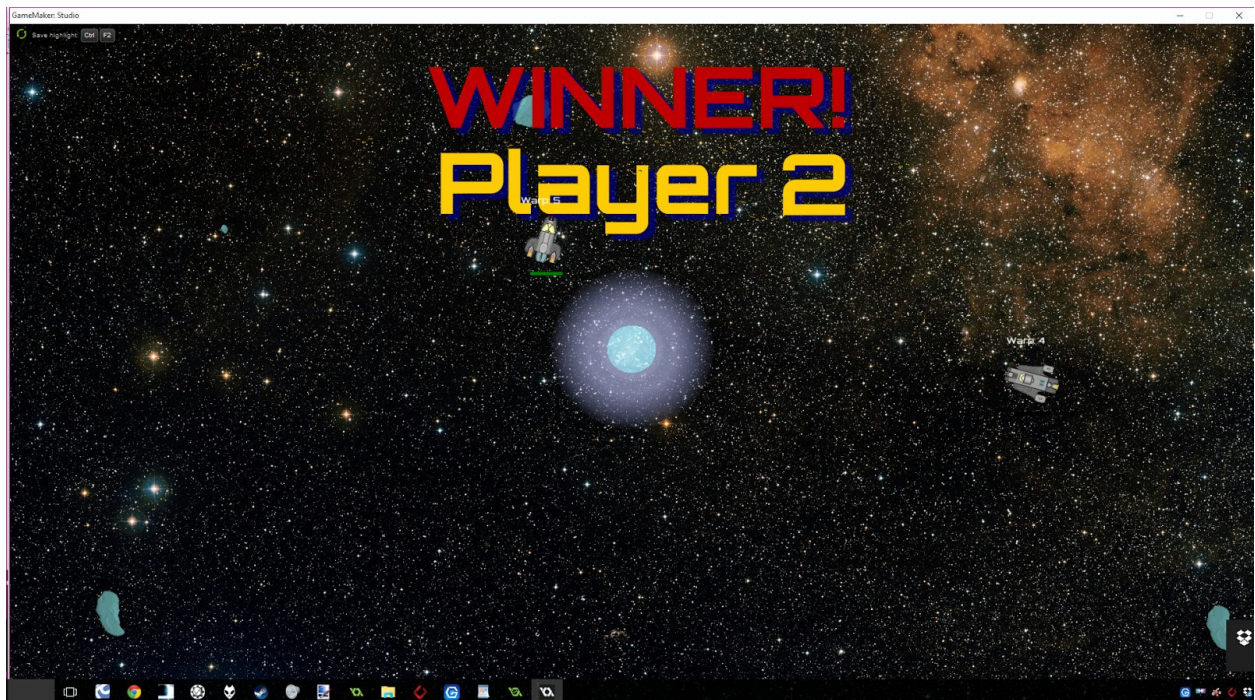
5. Hitting the star will do massive damage to the ship. Hitting asteroids is harmless. Players smashing into each other will do damage proportional to their speed to both craft at once.



6. Bullets and Missiles in action



7. If one player loses too much health, the other player gets the victory and in a few seconds, the game reverts to main menu.



ENJOY!!!