

Solara

Getting Started :

Hello, welcome to the user manual for *Solara*. Before you embark on your quest for Solara, there's a few things that you should know and keep in mind.

- There are no special libraries to use, because all of the coding was done on the machines in the lab, so there are no particular libraries that need to be included and/or installed.
- Compiling the program is easy! Just type in "make" to the command line to compile the program, and from there type in "solara" to run the game

Controls:

Controlling Neal throughout the game is very important. If Neal dies, then all hope for acquiring Solara fades into the abyss. Fear not, though, Neal is at your beck and call; waiting for your commands to move. To move him about the stage, use your W, A, S, and D keys. Be careful! Enemies and their Bullets will do quite a bit of damage if you run into them, so do your best to protect Neal by staying out of harm's way.

Neal is not helpless; he has the capability to fight back--in a powerful way, too! Neal can shoot bullets in all four directions by pressing the arrow keys. Up will shoot up, Down will shoot down, and so on.

Choosing the stage you want to go to is easy: just press the button it tells you to press (1, 2, 3, or 4).

If you manage to beat Mike, Brad, or Sean, you will gain their special abilities for the rest of the game. Mike possesses the element of ice. Brad possesses the element of Earth. Sean possesses the element of fire. To toggle their abilities, press 1, 2, or 3 (for Ice, Fire, and Earth; respectively). Once you have all three, you will be able to damage the ultimate guardian of Solara: Sneal.

By gaining multiple powers, you increase your versatility. The more of the powers that you collect and activate, the more powerful your bullets will be. You'll see that with your newly-gained powers, even Tanks will fall with just a few shots.

Your powerups will show at the bottom of the screen. All of the power boxes on the bottom of the screen start with a white outline. This signifies that you can't use that power. If you have the ability augment your bullets with a certain power, a border will appear on a box, and when you activate it (with the 1, 2, or 3 buttons) it will light up in the color that you are using. Combining powers allows you to use many different kinds of bullets, try them all out!

If you die, the program will quit out and you will have to start from the beginning all over again. Neal is only a man, men don't have more than 1 life. There are no second chances in Solara.

The Characters

-  - Neal
-  - Patroller
-  - Burster
-  - Shooter
-  - Tank
-  - Mike
-  - Brad
-  - Sean
-  - Sneal

Neal: Our wayward Champion. He is on a quest for Solara. Join him on his first adventure!

Patroller: Watch out for these guys, if you get near them they'll start chasing you. Otherwise they'll keep walking back and forth.

Burster: These guys come at you, bro. And they're fast too. However, they settle down for a little bit, so you have some time to get away from them, but don't let your guard down!

Shooter: Shooters are dangerous. They're one of the hardest enemies in the game, and they'll shoot directly at you, so you have to dodge to get out of the way. However, they don't move, so they're easy targets.

Tank: This guy won't go down easy, and he'll keep coming for you no matter what you do. Do your best to stay away from him and shoot at him from afar.

Mike: Full of rage, Mike will do anything to stop you from getting to Solara. He's much stronger than any of the basic enemies, and will shoot flurries of bullets at you. You're going to have to dodge them as best as you can. Try to hit him when he's standing still.

Brad: A deceptive and speedy killer. None have ever fought Brad and lived to tell the tale. He's really quick and he won't let up. He'll charge at you then return to a different location. Your best bet is to anticipate where he's going and try to land some shots on him as you dodge his attacks.

Sean: Nobody has ever spoken to Sean. He grew up a hermit, and his motives for guarding Solara are unknown to any man, except for Sneal. Similar to Mike in ability, Sean will not move towards you, but around the stage and fire tons of bullets all over the place. Try to hit him when he's standing still, or you'll find yourself victim to Sean's advanced Strategy.

Sneal: The final guardian of Solara. He is the world's most powerful being. With all your acquired powers, hopefully you might stand a chance. Best of luck, even this manual doesn't know how to beat him.

Let's Go!

Now that you know how to play, let's get down to business. Defeat the Guardians. Defeat Sneal. Acquire Solara. Carry on, my wayward Champion.