

A Guide to Galaxy Racer

Created by Celestial Software

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1. Your Mission

It is the Star Year of 2615. You have studied countless through high school and college, learning the history of racing cars, looking fervently at illustrations of engine systems, and spending sleepless nights writing fan-fiction of spaceship romance. Now, it is time to finally get your license. The Galactic Association of Space Racing has put together a few practice tracks for aspiring professional racers on old constellations. Control your spacecraft and make your way through these legendary star formations as fast as you can. Test your speed and set new records. Finish all 5 tracks to build your resumé and fulfill your dreams of being a recognized "Galaxy" Racer!

2. Controls

If you need a refresher on your studies, here are the main controls of the ship's movement and software. We have programmed your spaceship with the classic WASD key interface.

Universal to any menu:

[Mouse Left-Click] - used to access a track and other various screens through a button interface

During the actual time trial:

[W] - moves the ship upwards in the +y direction

[A] - moves the ship leftwards in the -x direction

[S] - moves the ship rightwards in the +x direction
[D] - moves the ship downwards in the - y direction
[Esc] - pauses your trial and gives you the option to teleport back to the base or exit your current racing regiment.

For the Level Creator:

[Mouse Left Click] – place a star where the mouse cursor is currently at

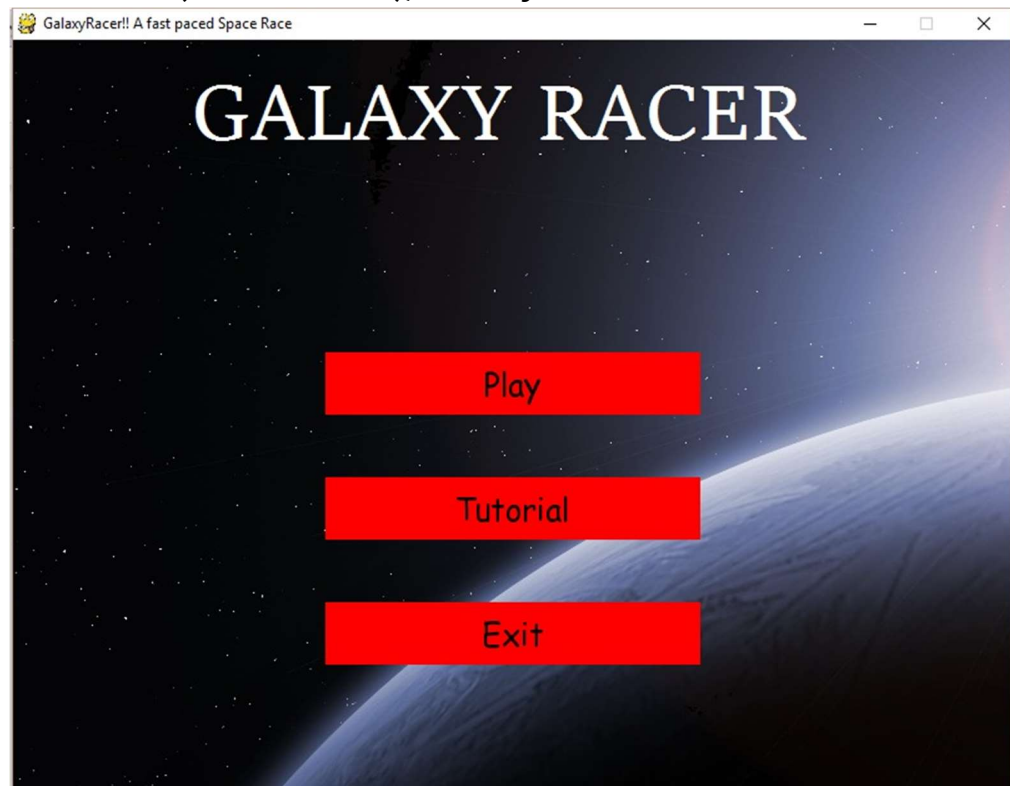
[Mouse Right Click] – change the size of the star

3. Basic Game Screens

The software we have installed in your ship is a relatively new version; therefore, we have deemed it necessary to provide a thorough explanation of each screen you will encounter.

3.1 Main Menu

With a nice backdrop of outer space, you can choose to practice your racing skills, access the tutorial (this document), or end your session.



3.2 Stage Select

In this screen, you may choose from the five main constellations, along with the custom constellation, to practice on and an option to return back to the main menu. Your highest score will be displayed below each constellation option. Difficulty will increase from left to right.

3.3 Game Screen

Congratulations! You are finally able to show off your slick maneuvers to your friends through this screen. Here, you will have to move your ship using the WSAD key scheme to the finish line (a nebula) while staying on the constellation. Be warned. If you fall off of the constellation, you will encounter the dreaded 3.5 Game Over Screen.

3.4 Pause Screen

You feel like eating a snack during your trial, but for some reason, you are controlling the ship? No worries! We have incorporated this useful pause screen that utilizes our newly developed Fourth Dimension Breaker v0.444, essentially stopping time! Here, you can either resume or exit the track.

3.5 Game Over Screen

Whether or not you have paid insurance for your ship, you will get this screen, which will act as the obituary for your failures. From here, you can retry (you can either think of this option as going back in time or taking funds from your wallet to build a new ship) or return back to the main screen.

3.6 High Scores

"Oh, you're so good!" The words of an instructor we were taught under long ago. You will access this screen if you reach the finish line (nebula). The high scores will display the five quickest times the track has been completed in. If you happen to beat any of these high scores, you will be able to put in your own initials and be recorded on that constellation's hall of fame.

4. Level Creator

With our newest version of the Hadron Star Collider, we are now able to make our own constellations! With the level creator, you are able to create whatever constellations you want. This will overwrite the Custom Level in the Stage Selection Screen. Refer to the README.txt for more technical information.