

Game2: Adventure! “Legacy” Manual

The Game

Game2 is a 2-D top down space shooter with familiar RPG elements. You play as “**Soldier**”, a new recruit for the “Defense” and must defend in the war against the incoming endless onslaught of the rebellion army. Unfortunately, this is a grim fate as the war has no end and Soldier must survive for as long as possible with **only death** as an acceptable outcome. His objective is to eliminate all enemy ships **or die trying**. To make things worse, **if during Soldier dies due to taking too much damage, the game ends and his heirs are shamed and are banished forever**.

By destroying the enemy ships, Soldier earns **reputation** which he can then use to purchase upgrades including **weapon and ship enhancements** and **promotions**. By destroying enemies in succession, Soldier will earn a **Chain** bonus which will increase his reputation gain; **allowing an enemy to pass will end the chain and inflict damage on Soldier**. Ship and weapon enhancements are simple stat increases. Promotions allow Soldier’s heirs to begin their fight against tougher enemies and also increase the bonus from the chain. These upgrades can only be purchased when Soldier **dies** and leaves his reputation to his heir, who will then take his place as the new Soldier. This means that in order to keep his legacy alive, every Soldier must **sacrifice himself** before the enemy breaks through. Fortunately, the Space Guard has included a **self-destruct system with a 5 second timer** in every ship which can be used to destroy all ships in the area, including his own.

Upgrades

Power: Weapons do more damage

Speed: Ship moves faster

Health: Ship is able to take more damage

Rank:

Lieutenant

Captain

Major

Colonel

General

Controls

W,A,S,D or Arrow Keys: Move ship

Spacebar/L-click: Shoot

L-click button: Self-Destruct