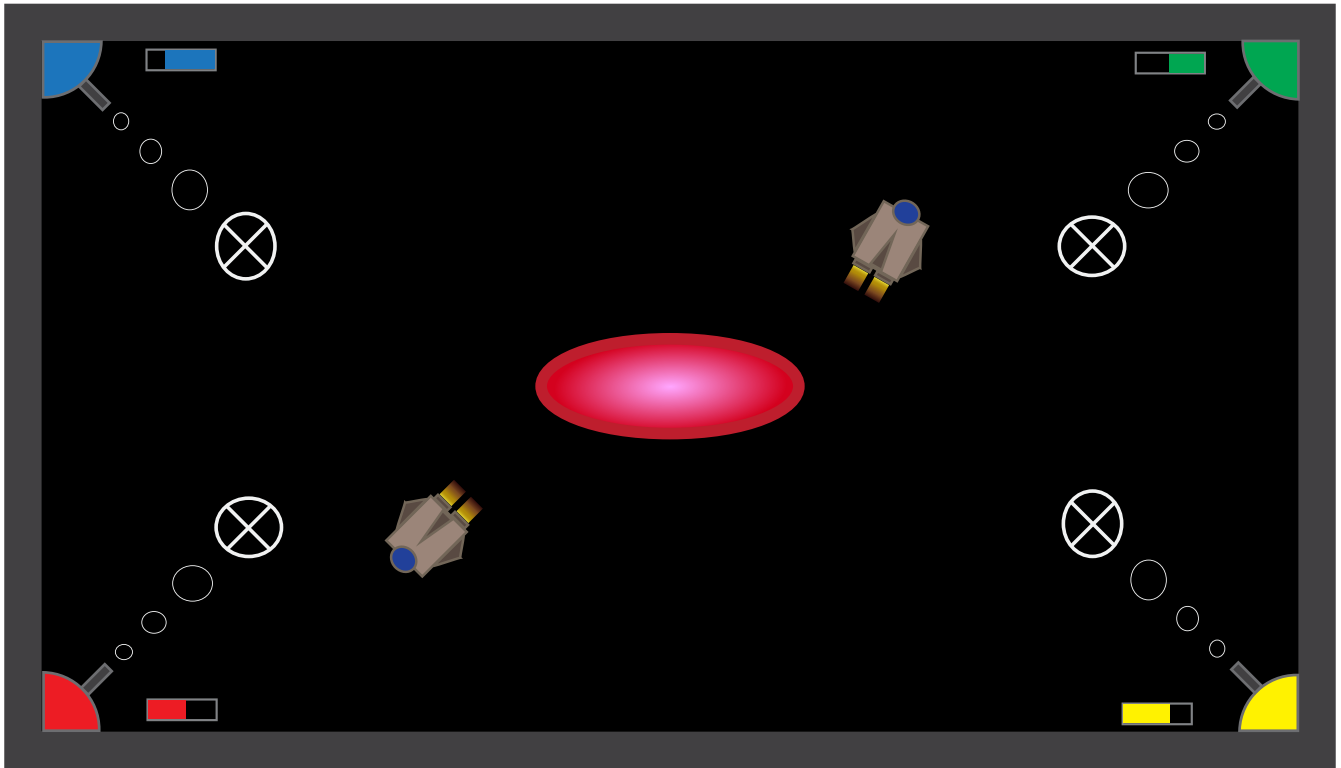
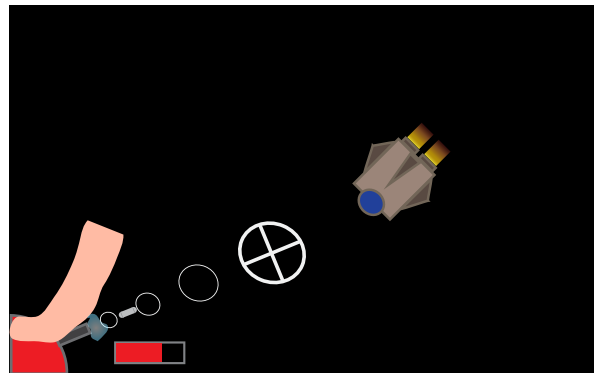
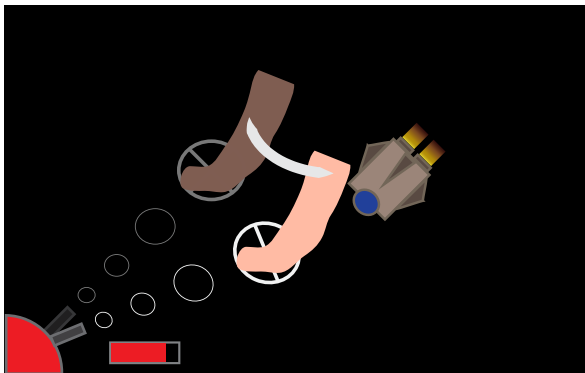


# Mass Drivers

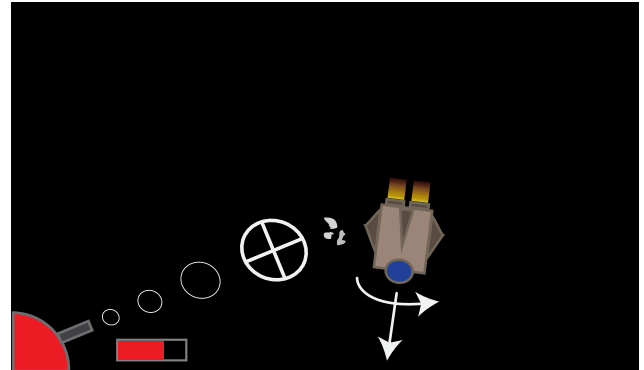
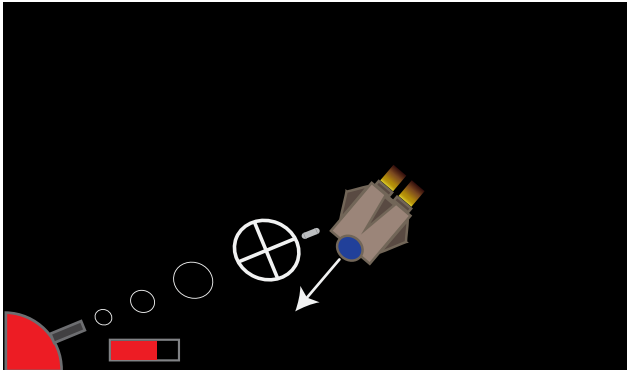
A touchscreen table game for up to four players



In Mass Drivers, each player takes control of a turret, armed with the titular weapon, to fend off alien invaders. The aliens arrive relentlessly through the rift in the center of the game screen. Players aim by dragging the main (crossed) reticule in an arc in front of their turret. Once a shot is lined up, the player simply taps their turret to fire, or presses and holds to unleash a volley. Care must be taken, because the capacitors only have so much energy, as displayed on the meter next to the turret. Fire too much too quickly, and the player will have to wait momentarily for it to recharge. Energy is slowly and constantly built back up during the battle.

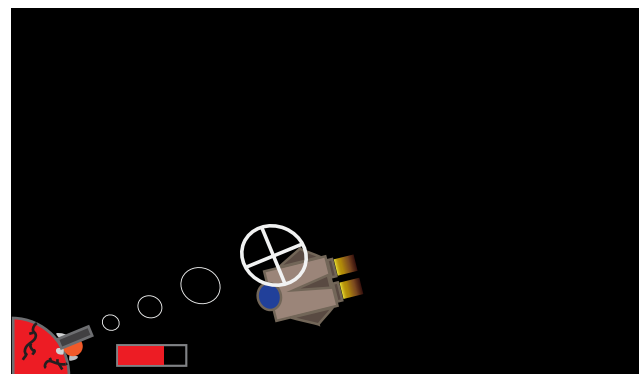
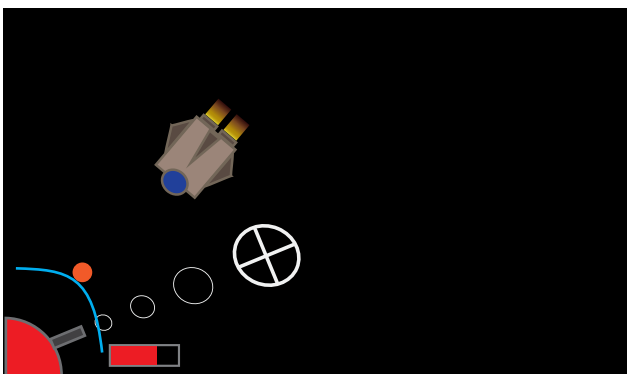


Enemies take a set number of hits to destroy (3 as default) and completely disintegrate in an awesome looking fireball. Each hit before destruction affects the enemy's velocity and heading. Hits straight on to the front, rear or sides (that is, at 90 degree angles to the enemy's heading) will impart momentum in that direction. Hits at other angles will also cause the enemy to spin, most strongly at 45 degrees from the facings mentioned above and tapering off as the angle approaches a 90 degree multiple. The enemies will correct this spin eventually and bring themselves back on target, but if spun around enough they will be too disoriented to return fire!

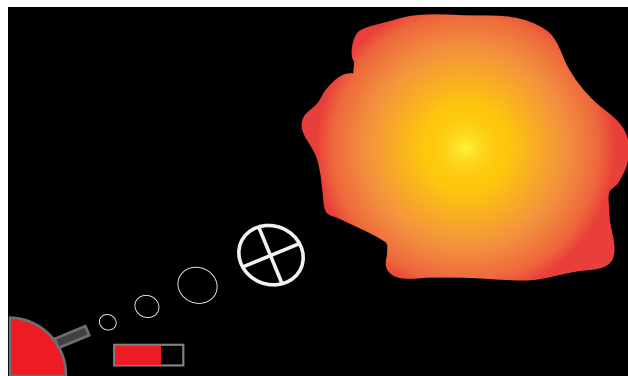
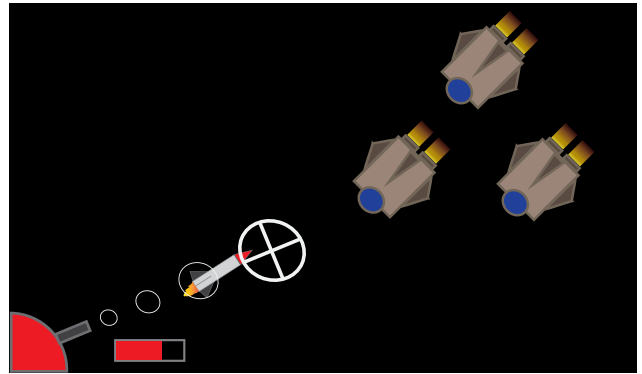
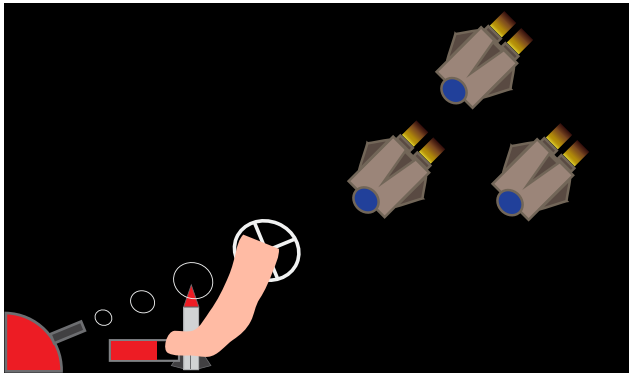


The enemies will return fire and attempt to destroy all the mass driver turrets. The turrets have two forms of protection: shields and armour. Shields can take several hits, and will slowly recharge after a few seconds have passed without them taking damage. They take energy from the mass driver while they are recharging though, limiting the turret's ability to fire.

If the shields are completely depleted, an audio cue will play and the turret will take damage to its armour. Armour cannot be repaired. The turret will become visibly damaged the more hits it takes. Once on fire, it can sustain no more damage and will be destroyed if hit again.



Every hit on an enemy is worth 1 point, and each kill is worth an additional 3 points. Every 100 points the player is rewarded with a missile. It is slowly deployed by the player's energy bar, the progress towards it being fully deployed indicative of how close the player is to 100 points. The missile may be fired by tapping on it. It fires off in the direction the turret is aiming but homes in on enemies and explodes with a large radius on contact. Each player can stockpile up to 3 missiles.



The aim of the game is to survive as long as possible and accumulate the highest score, even as more and more enemies come through the rift to attack. Alternate victory conditions include last man standing, or highest score after a set number of waves of enemies.