

*2D Project - User Manual*

**LaserStar 9**

Created by Kyle Maguire

**Table of Contents**

I. Starting the Game & The Goal	2
II. The Interface	2
III. Your Ship	3
A. Controlling Your Ship	3
B. Ship Type	4
C. Ship Levels	4
III. Your Enemies	5
III. The Power Ups	6
III. When It's All Over	7
III. The Technology	7

## I. Starting the Game & The Goal



When the game loads up, you'll see the 'LaserStar 9' title and some input options. Go ahead and fill in your name and choose a ship type. Then press 'Start Game' to get right into the action. What does your ship type do? We'll get into that a little later.

The goal of the game is to get as high a score as possible. Pretty straightforward, eh?

## II. The Interface

There's so much on my screen! What does it all mean? Calm down there, cadet. I'll explain everything in front of you.

On the left you'll notice the **Mute** button. Clicking this will turn off the game music and sounds. Don't worry, though. When you miss that sweet noise you can click the button again to bring it all back.

Under the Mute button is the **Power Up Key**, when the game is running. This is a quick reference for you so greenhorns know what all the Power Ups do.

Your ship's **Armor** (green) and **Shields** (blue) are displayed in the bottom left on bars. These will drain when your ship takes damage. Your armor will only be damaged if your shields are down. Of course, your shields recharge eventually so you can take a beating and shoot all day. The white border around your shields will turn transparent when they are hit. When this border becomes fully opaque again, your shields will begin to recharge. Don't get hit!

Your name, type, and level are displayed at the bottom. We'll get into type and level later but what's that bar under those? That's the **Progression Bar**. It shows you how close you are to the next level. It will even slowly reveal the next ship you're going to unlock as you get closer to your goal. Handy, huh?

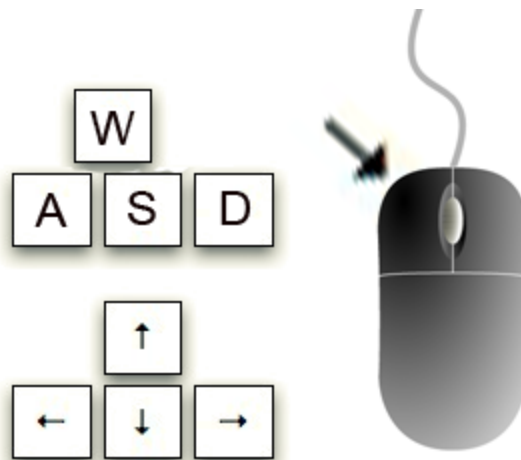
In the bottom right is your **Score** which is pretty self-explanatory. Try to get this as high as possible. Above your score are your **Lives**. They're represented by small icons of your ship. If you have more than 3 lives, they will be represented by a number.

What's that under your ship? Ah, that's the **Laser Recharge Bar**. It indicates the status of your laser. You can't just fire that thing constantly, you know. It heats up. When the bar is full, your laser is ready to fire. After you fire, it will have to charge up again.

That blue sight hovering where your mouse should be is your **Aiming Reticle**. When you fire, this is exactly where your lasers will go. Handy, huh?

### III. Your Ship

#### A. Controlling Your Ship



Controlling your ship is easier than you might think. You simply use the **WASD** keys to move (or **arrow keys** if you prefer). To fire, press or hold down the **left mouse button**. Lasers will be directed toward your aiming reticle.

Now let's talk about the fun stuff!

## B. Ship Type

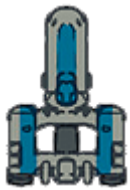
Your ship type actually does matter. It all depends on how you want to play the game. Each type has it's own advantages and drawbacks. Let's take a look!

### ASSAULT FIGHTER



The Assault Fighter is the standard ship. It is nimble, moving very quickly, and fires very quickly as well. Its lasers also have a longer streak, providing more opportunity to strike an enemy. The one flaw of this ship is that it isn't as powerful as the Tactical Bomber.

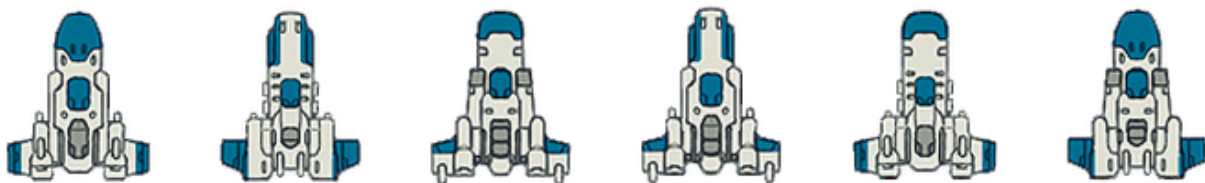
### TACTICAL BOMBER



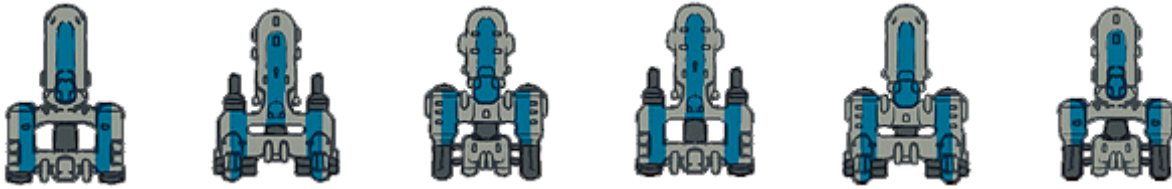
The Tactical Bomber isn't nearly as quick as the Assault Fighter. In fact, it's downright slow. Its lasers aren't nearly as long, either. They more like, well, bombs. So why fly this ship? It packs quite a punch. This bomber deals massive damage to enemies and can deliver much more fire per shot than any of those tiny fighters can.

## C. Ship Levels

You've been issued a fine ship. Top of the line! But it can always get better. As you gain points, you'll see your Progression Bar advancing. When it reaches the end, you'll gain access to the next level for your ship.



As an Assault Fighter, your ship will become incredibly fast and its damage will increase. The streak length and speed of its lasers will also skyrocket. The Assault Fighter will eventually gain two barrels to fire from.



As a Tactical Bomber, your ship won't get much faster but its damage will go through the roof. It can also gain as many as *three* barrels to fire from. Not only that but the width of your beams will increase dramatically and decimate everything in their path.

Speaking of decimation, it's time to take a look at the enemy.

### III. Your Enemies

So you've never gone up against the enemy before? Well, you'll need to learn about them before you get out there and blow em' to pieces! You can't just go in blind. We haven't been fighting this war long but here's what we know about the enemy.

#### Type 1



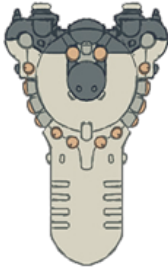
These little guys aren't much of a problem but don't be fooled. I've seen quite a few aces overwhelmed by them. They don't hit hard and their armor's sparse but there are a lot of them.

#### Type 2



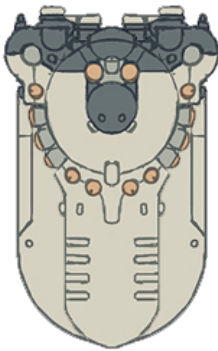
These ones are a little tougher. They move a bit slower than the Type 1's but they also pack more of a punch, though their lasers take longer to cool down after firing. These can also grow numerous in the heat of battle so be ready for them.

### Type 3



Now these Type 3's are tough. They aren't as aloof as the Type 1's or the Type 2's. Most of them have an experienced gunner at the helm and are aiming to take you down. Keep on the move to avoid their fire and hit em' hard!

### Type 4



You don't want to run into one of these and, for your sake, I hope you don't. The lasers fitted on these bad boys will ruin your day. I've never seen a shield able to take a hit from em'. Keep on your toes and keep up the speed. There's always an ace at the helm of these Type 4's.

The enemy attacks consistently but they send more troops when they realize they have an ace on their hands, so be careful. Not all of them are too smart, either. A lot simply fire blindly ahead but you'll see. As you get into the thick of it you'll run into more sharpshooters like yourself. Be careful and stay alert.

## IV. The Power Ups

You're not alone out there! Our agents are all over the place, including your sector. They'll be dropping ordinance to help you in the fight. There are a few kinds we should go over.

### Armor



This Power Up will grant you extra armor if you've lost any. If not, it will still be consumed. These are important since your armor doesn't recharge.

### Extra Life



This Power Up will grant you an extra life. This is invaluable and will allow you to die an extra time. How? Don't ask me, I'm no scientist. I do know this is the only way to get extra lives, though.

### Invincibility



This Power Up will amp up your shields and make you impervious to laser fire for a time. You'll still suck up the energy from those blasts, though. Once again, no idea how it works but I wouldn't complain finding one of these.

### Points



This Power Up grants you more points, boosting you further up the ladder you've been climbing all of these years. Getting one of these early on can really be a boon. It'll grant you 1000 points.

As you can see, there's some really great stuff out there so keep an eye peeled. There is a chance you won't find anything but I've found plenty in my day. I'm sure you will, too.

## V. When It's All Over

The game ends when you run out of lives. You'll be brought to the 'Game Over' screen and given an overview of your accomplishments. Show your friends your high score! Or if it's not cutting it go back out there and give it another go by clicking the 'Try Again' button.

## VI. Dev Controls

There are some dev controls on the side that are fun to mess around with. They were crucial for the development of the game and are very helpful for showing it's full range of features to an audience. I don't recommend touching them if you just want to play the game but go ahead and mess around with it to see everything there is to see.