

AzurionQuest

User manual

BlackCrew

BlackCrew is a young game dev startup specialized in all-times video games classic revivals.

The team

We're two young and highly thrilled developers working at BlackCrew.

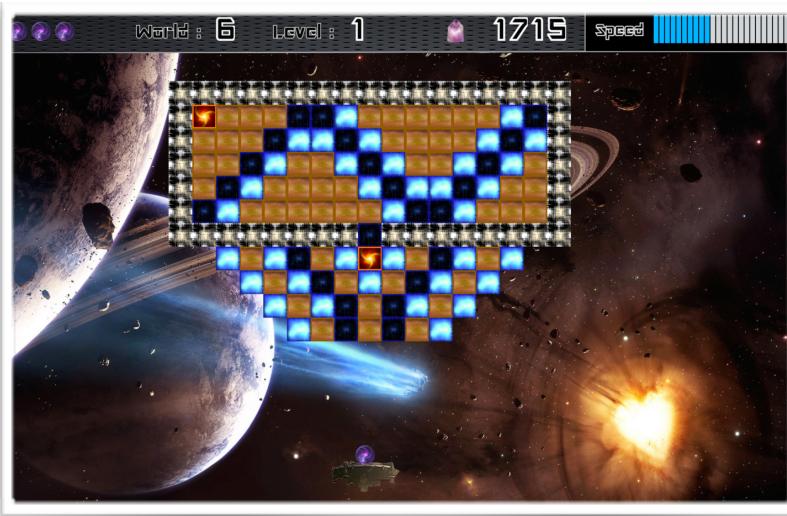
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Tips

While playing a level you can press on you keyboard :

- **P** to pause
- **ESC** to save & quit the level



Introduction

*AzurionQuest is a revival of the all-times classic «Arkanoid» the well-known brick breaker game. We added innovative new features as vortex bricks, rockets. But above all AzurionQuest is a science-fiction brick breaker arcade game based on great graphics and astonishing animations. We especially worked on our universe based on the story created around the game. The sounds and soundtrack helps the user experience to become even more immersive and unbelievably addictive. This is the **user documentation**.*

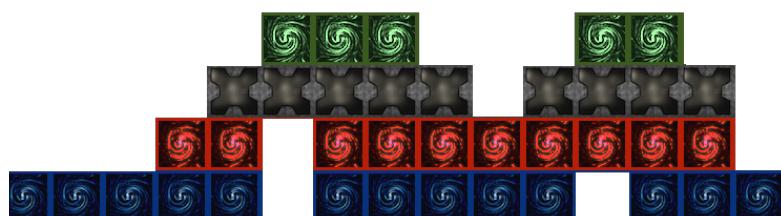


Table of contents

<i>Introduction</i>	I
<i>Table of contents</i>	2
<i>Story</i>	3
<i>How to play?</i>	4
<i>Bonus & malus in the game</i>	5
<i>Speed in the game</i>	5
<i>Bonus bought in the shop</i>	6
<i>GarageBay</i>	7

Story



In 3057 AD, after Earth contamination, humankind has found new colonies to settle down... Humans have survived thanks to the discovery of a powerful crystal.

The **Azurion** is a powerful artefact which provides infinite energy for all human beings. Humankind has built a dominion throughout the whole galaxy.

But a terrible event happened. The **Skruteridian**, aliens who use different technologies, have stolen the Azurion. Their gloomy goal is clear: they cannot use the Azurion but they know that without it... we will die !

So they separate the Azurion into seven pieces, the **gemstones**, and scatter them around in their different dark planets, lost at the far end of the galaxy.

You are **Commander John McFire** and your mission is clear: get all the gemstones of the Azurion back. The future of humankind depends on YOU !

The seven worlds :

- * **Planet 1 : Electra Prime** to start with...
- * **Planet 2 : Icehelia** full of vortex...
- * **Planet 3 : Arcturia Prime** full of metal... and rockets !
- * **Planet 4 : Proto** full of fireballs...
- * **Planet 5 : Keplia** full of skulls !
- * **Planet 6 : Zrutia** full of clone balls but really dangerous...
- * **Planet 7 : Xzrutos, Skruteridian's home** hides the last Azurion's gemstone.



How to play ?



AzurionQuest is a brick breaker game where the player must destroy bricks by sending a bouncing **ball** with a **paddle** (the spaceship). The paddle moves horizontally and is controlled by user's **keyboard or mouse**.

The game consists of many levels in which bricks are disposed. User may go through each level (9 by world) by destroying **all bricks in it from level 1 to 8** for each world.



The **level 9** of each world is a **boss level : your mission to take the Azurion's Gemstone !**

If the ball falls below the user's paddle, he loses a life.



When you start the game the player has three lives but he can buy another bonus life in the shop or collect hearts while playing. Beware of the skulls, you'll lose a life !

The game begins with the ball placed on the paddle, with a slightly offset from the center. The ball starts bouncing by pressing the **key "up arrow"** of the **keyboard** or by clicking on the **left button on the mouse**. Left and right arrow keys and mouse are used to move the paddle left and right. When the ball touches the paddle, its new bounce's angle is calculated. The farther the ball was from the center of the paddle, the more horizontal the ball's path will be.

There are **5 different types of bricks :**



* One-touch breakable bricks



* Two-touch breakable bricks



* Three-touch breakable bricks



*Unbreakable bricks (metal)



*Vortex to teleport your ball



Bonus & malus in the game

* The Azurites are the money of our universe, collect them to buy items in the shop !



- * the magnet sticks the ball when it bounces on the paddle (10 seconds bonus)
- * collect a bonus life...
- * ...or lose a life !
- * increase your paddle's size (20 seconds bonus)
- * or decrease your paddle's size (20 seconds malus)
- * launch rockets from your paddle to explode everything, including metal ! Beware, you'll destroy bonus's bricks too ! (6 seconds bonus)
- * decrease your speed by 3
- * increase your speed by 3
- * multiply your balls by 2 ! Be careful, special rules apply : your animated ball is your MASTER ball, if you lose it you'll **lose one life**, even if you've got fixed-blurred clone balls. However you won't lose a life if you lose a clone ball.
- * transform your ball into a FireBall which destroys everything instantly without changing direction, except metal (10 seconds bonus)

Speed in the game



The speed in the game **range from 1 to 25** and depends on **three factors** :

- ✓ **the worlds** : you begin the game with a speed of 5 and for each world the speed will be increased by 1, so from 5 to 11
- ✓ **the bonus/malus** let you decrease/increase this speed
- ✓ **the difficulty** set in the GarageBay increases the speed by the difficulty each 30 seconds while playing a level

Bonus bought in the shop

You'll find the shop in the GarageBay (read next chapter to know more about it)

- *  **Maximum paddle size** : Paddle grows up to the max size for the **whole level**
- *  **Minimum speed** : The ball is at its lowest speed for the **whole level**, the bonus/malus speed bonus don't work anymore, the difficulty is set to zero and the worlds don't increase your speed (see Speed chapter for more details)
- *  **Stick ball for the first life** : For your first life the ball sticks to the paddle
- *  **Auto-stick ball** : For your whole level, the ball will be sticked automatically to the paddle
- *  **FireBall for the first life** : For your first life the ball explodes all in its way
- *  **Double ball for the first life** : For your first life, you play with two balls
- *  **Double ball** : For your **whole level**, you play with two balls
- *  **Extra-life** : add a bonus life when you start your level



GarageBay

In the GarageBay you'll find the shop and the settings center of AzurionQuest:

