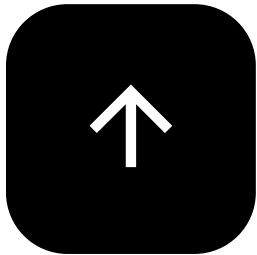


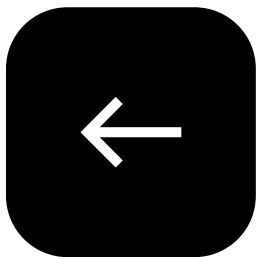
INFINITE SHOOTER

user manual

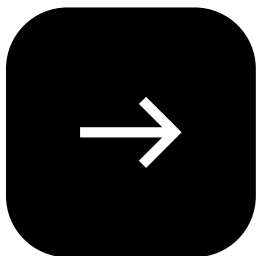
controls



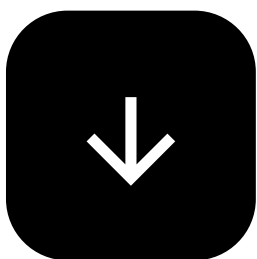
move up / select upper main menu element



move left



move right

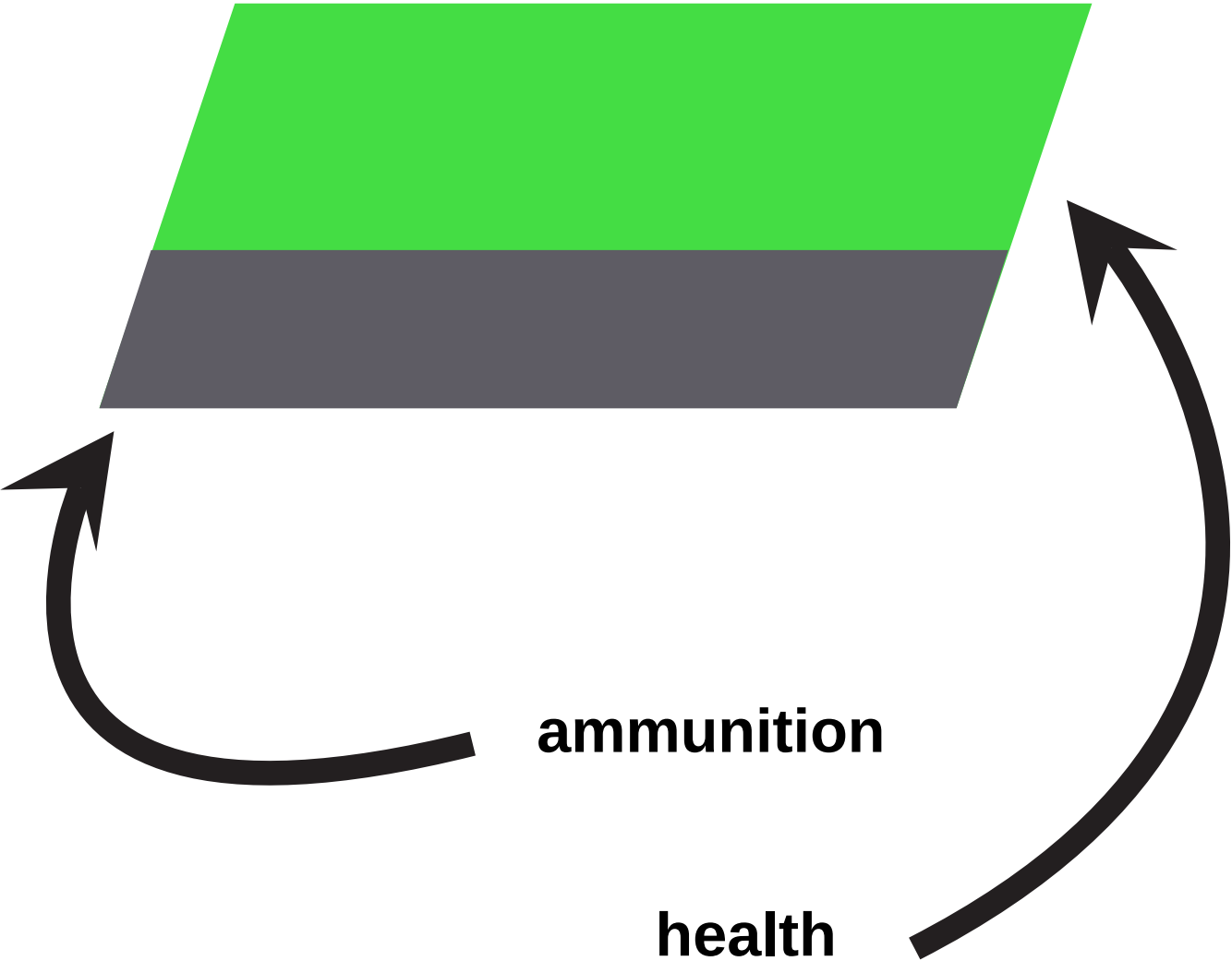


move down / select lower main menu element



shoot / use selected element

hud



gameplay

- shoot things with red health bars
- score depends on duration of survival
- as levels increase, so does difficulty
- the bottom bar shows score, the current level, and frames per second
- do not let enemies go past the bottom of the screen

upgrades

- **upgrades use the currency of points (PTS)**
- **every time you die, your score is added to your value of points**
- **once all purchases on the screen have been bought, a new set is generated.**
- **on the top of the upgrades screen, there is a status bar showing current points (PTS), damage (DMG), and health (HP).**
- **data is automatically saved when you exit the game through the main menu/pause screen/game over screen**

powerups

powerups have a 1/5 chance to drop after killing an enemy ship.



adds ammunition



adds health



**kills all enemies on
the screen**

an

EGGHEAD



PRODUCTIONS

game