ADELARDIAN GARDEN
Game manual

The Story so far...

It is the year 20xx, and you along with your friend are on a trip to get to the fabled 'Adelardian Garden,' the mythological tourist destination that no respectable tourist has ever come back from.

Lured in by the glory of doing something not done yet. And the possible amazingness of the place (with no one ever returning back from it for the past 39 years), you and a friend have decided to make your way towards this destination.

On the way towards the tourist spot, the road is closed off due to a meteor storm, and oddly all the closed off gates show signs of age, as though they've been here for quite some time.

An eerie and unreadable sign stating, "*O EN**Y" can also be seen at the side.

Still blinded by the rewards, you and your friend have decided to go on this perilous idiotic journey.

Controls

W – Move Up

A – Move Left

S – Move Down

D – Move Right

M – Shoot (you can also hold down M to repeatedly shoot bullets)

Instructions

Player 1 uses the Red ship and

Player 2 uses the Green ship

Gates are color coded and can only be opened by the same-colored player who should shoot the appropriate gate buttons to open the gate.

Meteors are color-coded, and can only be damaged by the player that has the same color as these meteors.

However, only the different colored player can deal the killing blow.