

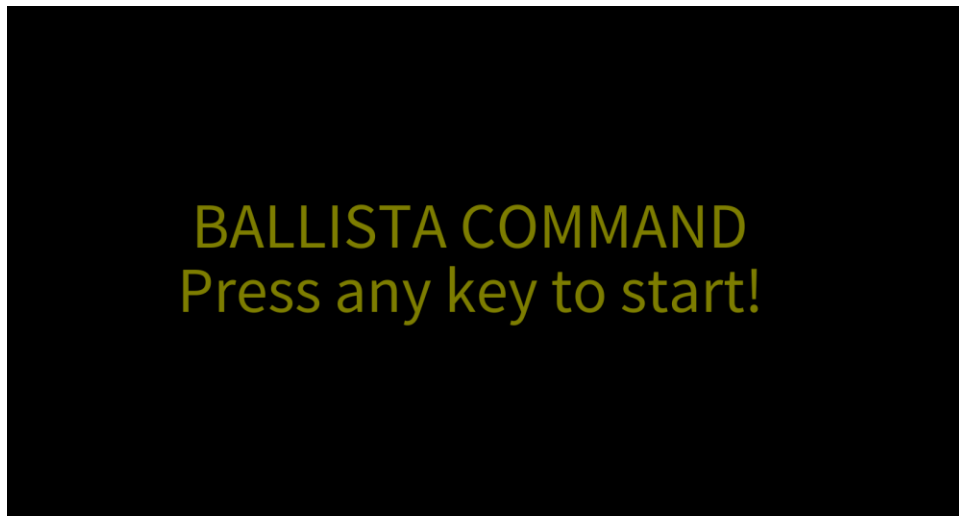
GAME GUIDE

HOW TO RUN

To run the game, go to the directory containing the jar file "4303.jar".

Run the command: "java -jar 4303.jar"

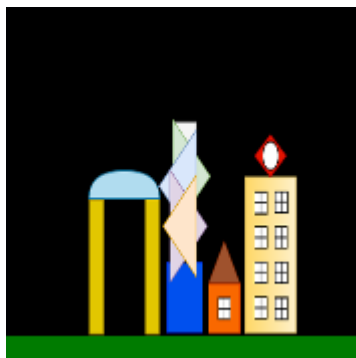
This will open up the welcome screen as follows:



Pressing any key on the keyboard will start the game!

OBJECTIVE

The objective of the game is simple: defend the 6 cities on the bottom of the screen for as long as possible! Once all the cities have been destroyed, the game is over. An example of a city is as follows:



Only asteroids and smart bombs can destroy your cities, don't worry about your explosions!

CONTROLS

Choosing Ballistas

To swap between ballistas, use “a” “s” “d” for left, middle and center respectively. The ballista currently chosen will have a yellow box underneath it like so:



Note the number in the box indicates the number of missiles left for that respective ballista, changing to red once you are low on ammo.

Firing

To fire the selected ballista, press the spacebar, NOTE you can only fire another bomb once you have *released* the spacebar. The ballista will only fire if the ammo displayed is greater than zero.

Aiming

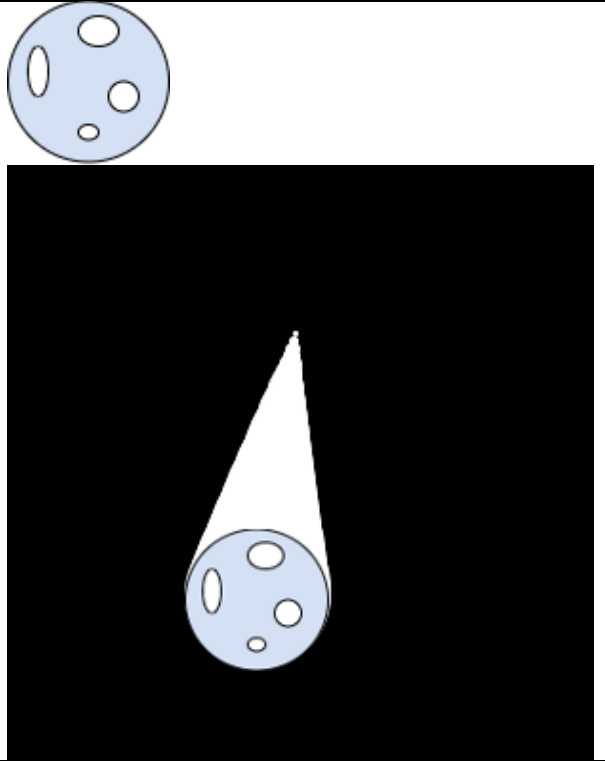
A crosshair is displayed over the top of where your mouse cursor is. The mouse cursor is the way of aiming your bombs, flying in the direction and speed depending on how far away you place your mouse cursor from the ballista.

Detonating Bombs

All bombs displayed on the screen are detonated *all at once* when you press the left mouse button (a normal mouse click)

IMAGES

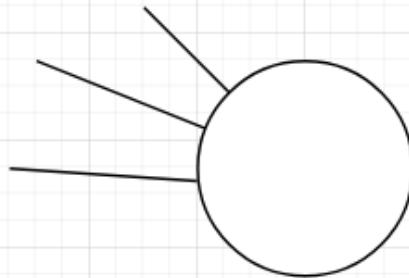
An asteroid, these will drop from the sky and will destroy your city, so destroy them first! They will have trails behind them as follows


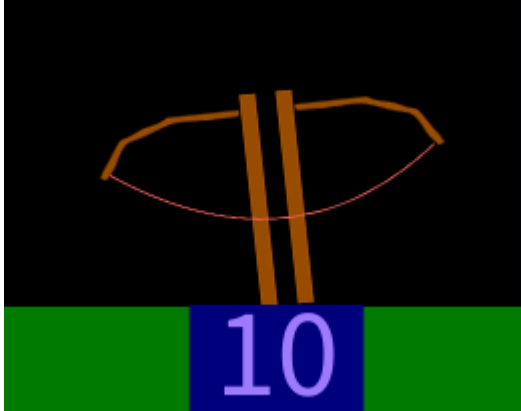
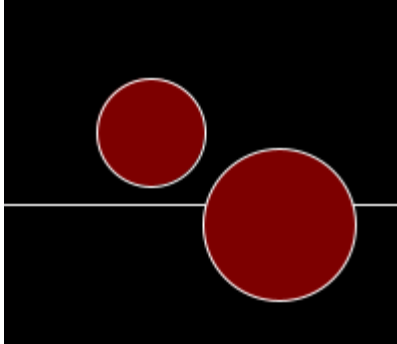
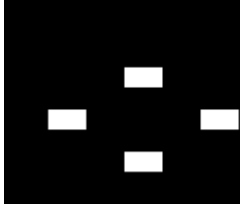
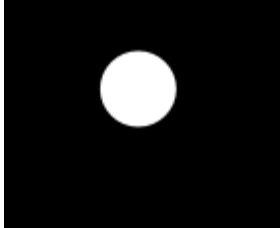


Smart bombs have the uncanny ability to dodge explosions. These bombs fall from the top of the screen and will destroy your city if touched



A satellite and bomber periodically drop asteroids onto you, destroy them with your bombs!



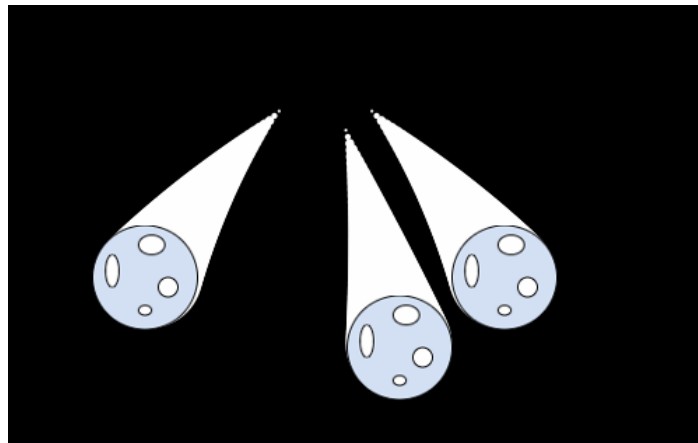
<p>These are the cities you are defending!</p>	
<p>This is your ballista which fires bombs. The number on the bottom is how much ammunition you have!</p>	
<p>This is what explosions look like once you detonate your bombs</p>	
<p>Your current score and round number are displayed at the top of the screen</p>	<p>score: 0 x1 round: 1</p>
<p>This is your crosshair over your mouse</p>	
<p>This is your bomb as it flies through the air</p>	

GAME MECHANICS

You will receive a city back for every 10000 points you earn. The score begins to multiply as you continue playing, where the multiplier is the round up(round number / 2), and once you exceed round 11 it is fixed at 11.

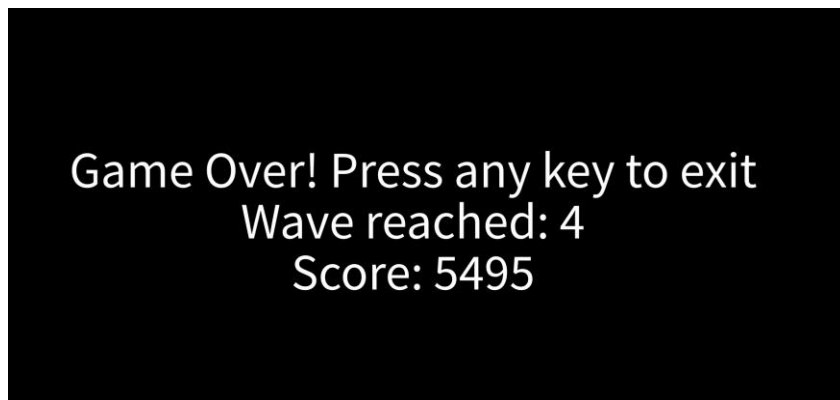
You receive 25 points for an asteroid destroyed, 100 for a bomber, 100 bonus points for each city saved at the end of a round, and 5 points for each unused bomb in a surviving ballista.

Be wary as well, some asteroids will begin splitting from wave 2 onwards. And keep in mind, there is gravity and drag implemented, so keep that in mind while shooting your bombs.



GAME OVER

If all the cities are destroyed, you will receive the following screen:



GL HF!