

SPACE BIT.



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story

IT'S THE YEAR 3141×10^{42} AND THE EARTH IS FACING A GALACTIC WAR WITH MANY RACES WHO ARE TRYING TO CONQUER ALL RESOURCES WITHIN THE MILKY WAY.

YOU HAVE BEEN SENT ON A COLLISION COURSE TO SUPPORT THE GALACTIC DEFENSE FORCES AND TO STOP AS MANY ENEMIES AS YOU CAN BEFORE THEY REACH THE SOLAR SYSTEM.

IF YOU FAIL TO STOP THE ENEMIES THE GALACTIC DEFENCE NETWORK WILL COLLAPSE AND THE EARTH CAN'T STAND THE ALIENS FIRE AND WILL BE EXPLOITED AND DESTROYED...

MAY THE FORCE BE WITH <SORRY COPYRIGHTED>!

mission

EACH SHIP - LIKE YOURS - MUST CONTRIBUTE TO THE GALACTIC FORCES TO DEFEND THE EARTH.

SO YOUR MISSION IS TO DO A CERTAIN AMOUNT OF WORK FOR A GIVEN TIME SPAN.

YOU MUST REACH A CERTAIN SCORE FOR A GIVEN TIME SPAN TO CONFIRM THAT YOU ARE MERIT TO BE PART OF THE GALATIC FORCES.

YOU HAVE UP TO 6 LIVES. WHEN YOU DIE WITH YOUR LAST LIFE THE GALACTIC DEFENSE NETWORK WILL COLLAPSE AND THE EARTH WILL BE CONQUERED!

ALL INFORMATION ARE DISPLAYED WITHIN YOUR HUD.

rules

1. YOU MUST DESTROY THE ENEMIES AND ACHIEVE A GIVEN SCORE BEFORE THE TIMER IS UP.
2. THE ENEMIES ARE RADIOACTIVE GALACTIC APES AND UFOS FROM ALPHA CENTAURI.
3. YOU CAN HAVE UP TO 6 LIVES.
4. IF YOU DIE WITH 1 LIVE YOU'RE GAME OVER.
5. YOU CAN EARN 1 LIVE BY CATCHING 100 ENERGY RINGS WHICH THE EARTH'S SERVICE FORCES SPREAD IN SPACE.
6. WHEN YOUR MISSION STARTS THEN YOU ONLY HAVE IMPULSE DRIVE AND YOU ARE SLOW.
7. YOU CAN FLY UP TO WARP 2 BY CATCHING UP TO 2 WARP CORES WHICH THE EARTH'S SERVICE FORCES SPREAD IN SPACE.
8. IF YOU COLLIDE WITH AN ENEMY EACH TIME YOUR WARP CORE WILL OVERHEAT AND YOU WILL SLOW DOWN AGAIN.
9. PREVENT COLLISIONS WITH ANY OBSTRACLES EXCEPT OF RINGS, HEARTS AND WARP CORES.
10. ANY OTHER COLLISION WILL REDUCE YOUR HEALTH.
11. YOU CAN REGENERATE YOUR HEALTH BY CATCHING HEARTS.

CONTROLS

TITLE SCREEN CONTROLS ARE MARKED WITH BRACES
LIKE „(1) START LEVEL 1“:

MEANS PRESSING THE KEY „1“ STARTS THE 1ST LEVEL.

IN GAME CONTROLS

(W) UP

(A) LEFT

(D) RIGHT

(S) DOWN

(SPACE) SHOOT

(P) PAUSES/RESUMES THE GAME AND RETURNS TO THE TITLE
SCREEN/IN GAME SCENE

(PRINT-KEY) SCREENSHOT SAVED IN LAUNCHED FOLDER

(F1) TOGGLE BLOOM FILTER

(F2) TOGGLE SHADOW FILTER (ONLY USE BY APES)

(F3) TOGGLE LIGHT SCATTERING FILTER

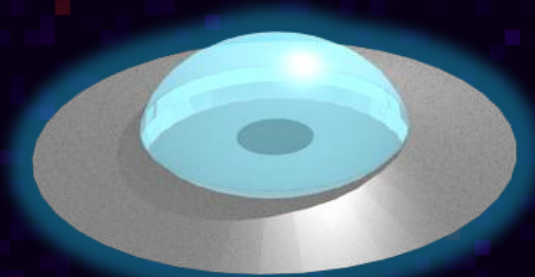
(USED FOR SHIP EXPLOSION)

enemies

THESE RADIOACTIVE SPACE APES FROM
TAU CETI MOVE RANDOMLY IN CIRCLES.
SO BE PREPARED FOR ANY UNEXPECTED
MOVEMENTS.



UFOS FROM ALPHA CENTAURI MOVE
FAST AND IN GROUPS AND MAKE MORE
DAMAGE THAN THE APES.
SO TRY TO AVOID ANY COLLISIONS.



obstacles

AVOID COLLISIONS WITH RANDOM PLANETS WHICH YOU MEET IN SPACE. THEIR COLLISION'S WILL MAKE A LOT OF DAMAGE.

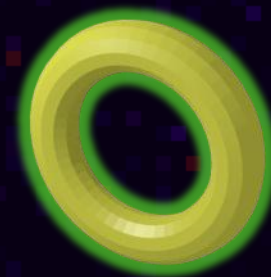


STAY FAR AWAY FROM BLACK HOLES THEY WILL ATTRACT YOU AND TAKE YOUR HEALTH WHEN YOU COME CLOSE TO THEM:



extras

THESE RINGS LOAD YOUR ENEGY UP TO 100
IF YOU CAUGHT 100 OF THEM THEN YOUR
LIVE WILL INCREASE BY +1



DURING THE GAME YOU CAN TAKE DAMAGE
FROM ENEMIES AND OBSTACLES. THESE
HEARTS WILL RE-GENERATE A BIT OF HEALTH.



YOU NEED TO CATCH WARP CORES TO ENABLE
YOUR TWO WARP DRIVES TO FLY FASTER.
YOUR WARP DRIVES OVERHEAT FROM COLLISIONS.



Countdown 250

Score 497/2000

IN GAME SCENE



Countdown 250

Score 497/2000

GAME COUNTDOWN
YOU MUST REACH THE „MUST
SCORE“ BEFORE THE TIME'S UP

ENEMY

STAY AWAY FROM
BLACK HOLES!

GIVES YOU
HEALTH

DON'T COLLIDE WITH
PLANETS! MAKE LOT OF
DAMAGE BUT ALSO GIVE
MANY POINTS!

100 POWER RINGS = 1 LIVE

THAT IS YOU!

YOURHEALTH
CAUGHT POWER RINGS
YOUR LIVES

WARP CORE
SPEEDS YOU UP



Health 80



Power Rings 32



Lives 2

Countdown 261

Score 374/2000

FOR EVERY WARP CORE YOU
PICK UP YOU WARP DRIVES
AN THE SIDE WILL BE
ACTIVATED AND SPEED YOU
UP!



Health 100



Power Rings 14



Lives 2

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