

ONE MORE DAY

A TURN-BASED STRATEGY GAME



REQUIREMENTS

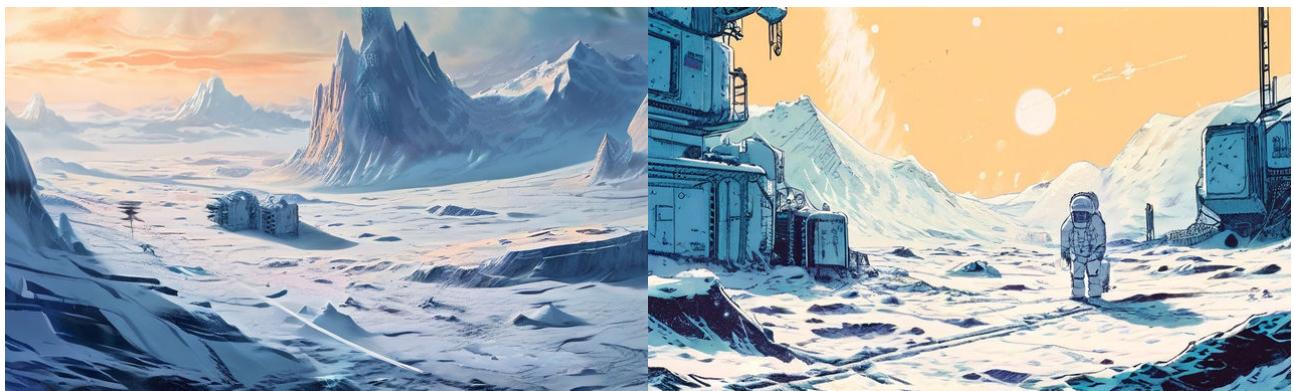
48 KB RAM, MONITOR (80X24 TEXT MODE), KEYBOARD

One More Day

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The Mothership, the aim of which was bringing humans to Epsilon IV – an icy world chosen to become the new home for mankind – crashed.

Now, the colonists' survival depends on their ability to collect enough material from the broken spacecraft and energy from the faint local star. However, there won't be enough to set up a colony for all.



In response, they grouped into hostile factions. Each made combat gear to maximize its chance of survival.

In the extreme conditions of Epsilon IV, thousands of years of mankind's technological advancement was just enough to yet again make humans fight each other to live.



Are you ready to choose a side, take its fate into your hands – and help your troops survive **One More Day**?

User's manual

Setup and goal

At the start of each game, each player will have a depot and some astronauts. The aim of the game is to eliminate all enemy astronauts.

The game is divided into turns, and in each turn, each player has a set number of action points to use. Different actions eat up a different amount of action points.

Controls

The game is controlled using the keyboard only.

Use arrow keys to move your units, to aim or to choose locations for new structures. When no unit is selected, the arrow keys will scroll the map. ESC key cancels the current action.

SPACE ends the turn.

The bottom line of the screen contains information on which keys to press to perform specific actions.

Map and resources

The : sign symbolizes ice cliffs or otherwise impassable terrain. Other signs are decorative.

Often, at the beginning of the turn, space junk will appear on the map, symbolized by the \$ sign. Only astronauts can collect it – but be careful not to lose them to the enemy units.

* (energy) is produced by solar panels.

Units

Astronauts are the basic unit. They can fight and collect resources, but are quite slow and the damage they can do is low. New astronauts can not be produced.

Other units are produced in the workshop. Drones are cheap and quick, but weak and have a small attack range; light vehicles are slightly slower, but the damage they do is more significant, and heavy vehicles are as slow as people, but their fire is devastating.

As for structures – depot is used to construct other buildings, solar panels generate energy each turn, turrets can help you defend your base but they require energy too, and workshop is for producing vehicles.