USER MANUAL

System Requirements:

OS: Windows 7 or later
Processor: 2 GHz
Memory: 512 MB RAM
Graphics: 1280x720 minimum resolution, any graphic cards with 128MB of RAM or above
Hard Drive: 125 MB HD Space
Keyboard, Mouse

How to play:

Simple click the **"Click here to play"** button in the **Title Screen** as shown in the title below:
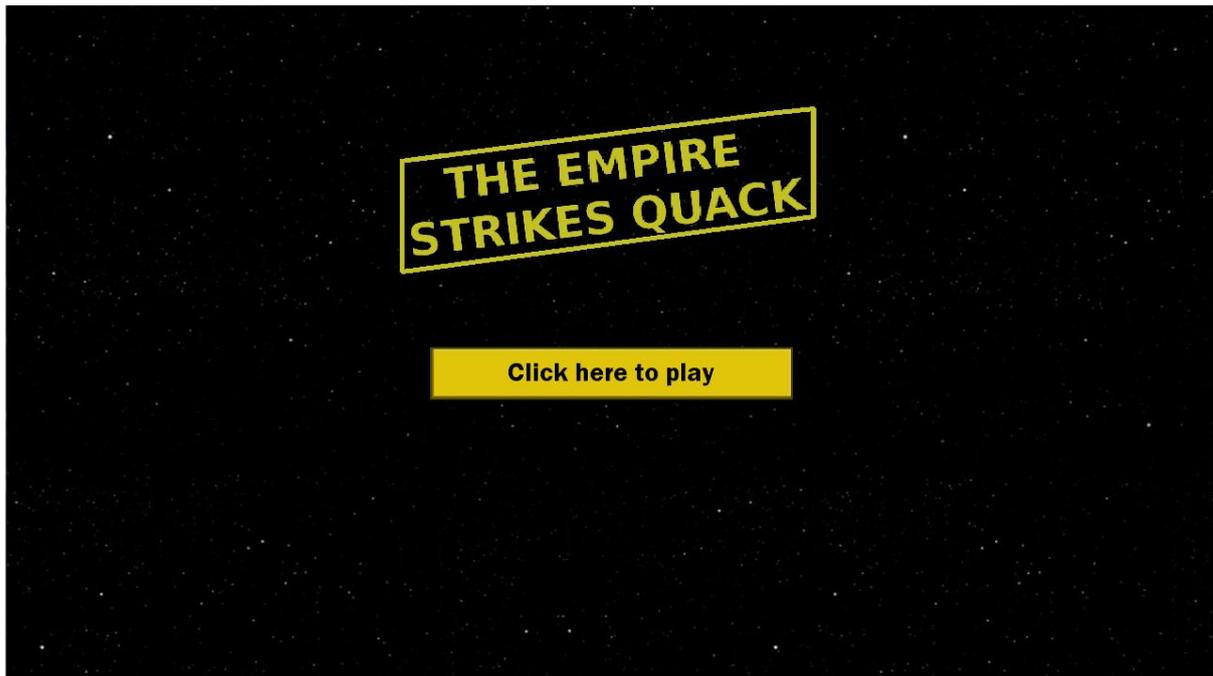
Controls:

WASD - Movement (i.e. W=up, A=left, S=down, D=right)
Space bar - Dash/Fly (flight lasts for one second and takes 5 to recharge. Recharge time is shown in the yellow bar in the bottom left.)
Left Mouse Click - Shoot in the direction of the mouse pointer

Rules:

The goal of the game is complete the objective, which is given to the player and shown on the top left corner of the screen. Player will have to avoid or eliminate enemies if necessary

and points will be acquired. There will also be powerups available to acquire if the player is outnumbered:

- **Speed** - This is a temporary pick up. The player's movement speed is increased by x3.
- **Rate of fire** - This is a temporary pick up. The gun's rate of fire is increased by x5.
- **Shield** - This is a temporary pick up. The player is invulnerable for 5 seconds.
- **Score Boost** - This is a temporary pick up. The player get x5 score multiplier.

Pickups:

Pickups can be activated by moving over the pickups, Pickups helps you get points in your game. Temporary pickups cannot be stacked, will be replaced if you walk over a different powerup. The time remaining on your current powerup is shown in the blue bar in the bottom right corner of the screen.

Guns - Guns are permanent pickups, you are able to shoot bullets to kill enemies. Each Enemy kill is worth 10 points.

Game Screen:

A	This displays your current objective and score.

B	Shows you your current health. You lose ½ heart each time you are hurt.

C	Your additional power-ups are displayed here.

D	This shows you your charge for flying. When the bar is full your character has enough energy to fly which then gets used up. It will recharge automatically.

Shooting enemies and scoring points:
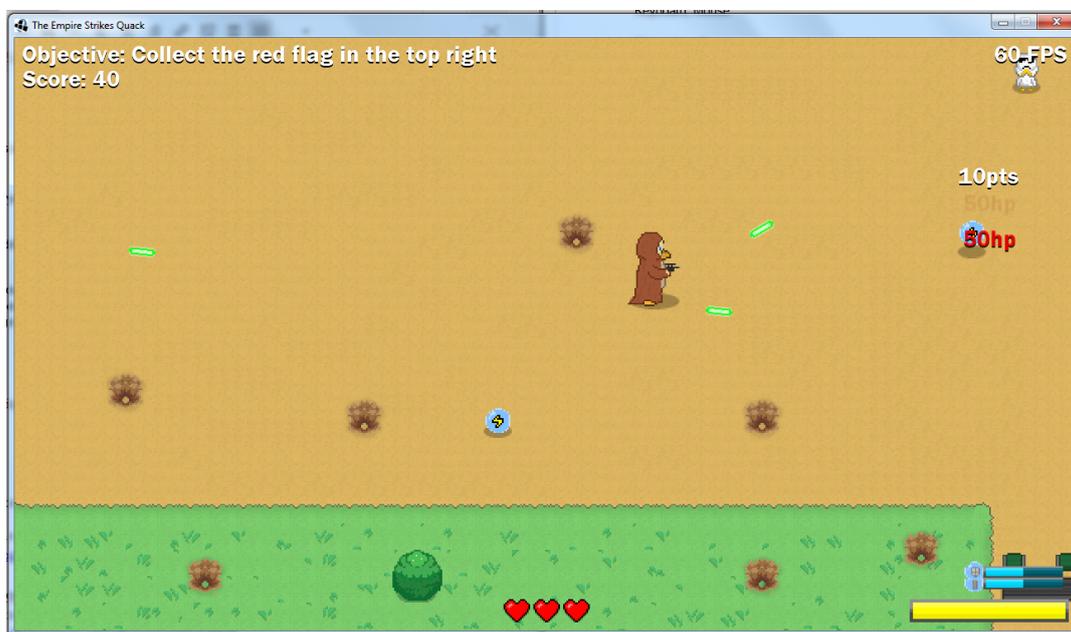
You shoot enemies by pointing your gun at them (using your mouse) and clicking to fire. When you hit an enemy they lose 50 Health Points. Enemies are worth 100 Health Points in total, the *big boss* in the final round worth more. When an enemy is successfully killed it will disintegrate and you gain 10 points (more with power-ups).

Progressing rounds:

To progress to the next round, complete the objective set in the current one (indicated in the top left corner). Once that is done you will be offered to continue to the next round – click the button to load the next one.