

Space Attack



A retro space combat game by Chad Fillion

Space Attack

Designed and developed as a throwback to the classic 80's arcade games, **Space Attack** launches players into a galaxy of Alien enemies in an endurance race to attain the highest score possible.

You are the pilot of the space ship Defender-K1. You must control the ship, and destroy as many of the on-coming enemies as possible with out colliding with them. You must use the arrow keys (or the WASD keys) to



maneuver the ship side to side, and up an down on the screen



to avoid collision with the swarms of enemies flying at you. Using the space bar you will fire your missiles at the enemies and try to destroy as many as possible.

Beware as the attacks from the enemies come from above, as well as from the side. Special weapon power-ups help players by upgrading their

ships missiles from single shot to double shot, and from double shot to quadruple shot. However, be careful...shooting a power-up will cause you to loose all of your upgrades.



Only the most elite players will find themselves in possession of a Bonus medal at the end of their round. How well do you rank?

How to Play -

Using the Arrow keys on the keyboard (or the WASD keys if you prefer) to control the Defender-K1 around the screen. You can move left to right as well as up and down.

The space bar will fire all missiles from the ship, regardless of which of the upgrades you have attached.

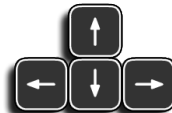
Fire Missile

Space Bar

When the game begins you will start within a safe zone area. This safe zone is active through the first six levels of game play. If you lose a ship, you will regenerate in this area as well.

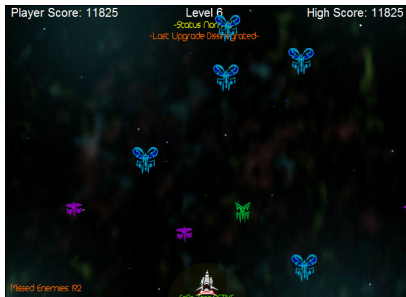
This safe area keeps enemies from hurting you, however your missiles will not fire as often in this zone. Also, the

Movement:

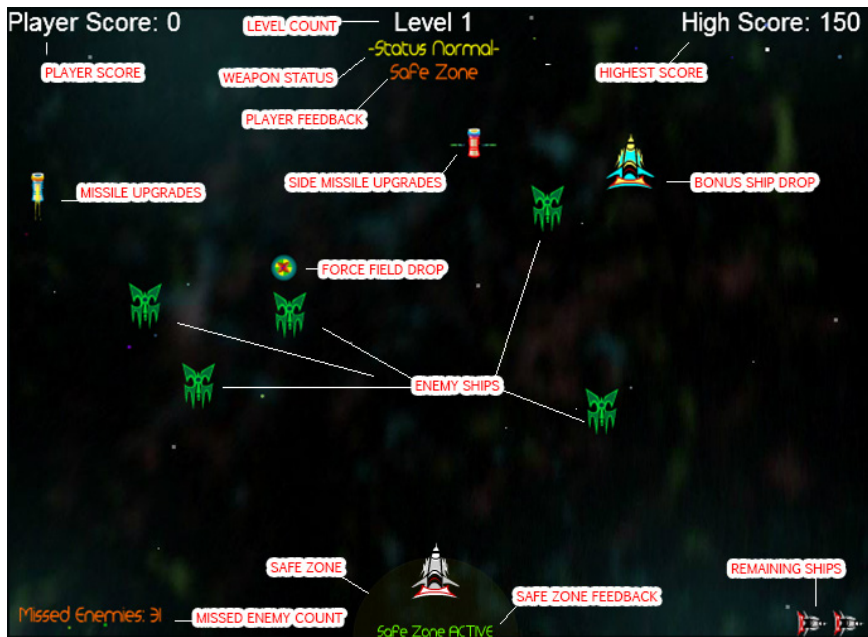


safe area will be disabled when you gain a force field power up.

Shoot as many enemy ships as you can, catching the upgrades that drop adding more fire power to the Defender-K1. Caution though: Hitting any power ups that fall with a missile will destroy the power up and remove upgrades from the Defender-K1.



Gameplay Screen -



Enemies and Weapons -

There are 6 different types of enemies within the game and each have a different point value assigned to them. The last two aliens are so rare only outlines of them and their point values are known. Can you last long enough to discover them for yourself?



- 25 pts.



- 150 pts.



- 50 pts.



- 250 pts.



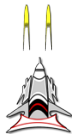
- 100 pts.



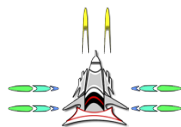
- 500 pts.

There are two missile upgrades you can attach to your space ship. Each power up has two phases of power. Switching from one type to the second type will reset you to phase one. Shooting either will remove all power ups from your ship

Phase 1



Phase 2



Special Bonus Items -

In addition to the two types of weapon power ups that will appear on the screen there are two additional bonus items that may appear during your game.

The Shield power up icon will equip the Defender-K1 with a force field. This force field will allow you to collide with a single enemy without losing a life. There is no time

limit on this upgrade, but it can be destroyed if it is shot with a missile. Destroying it will remove all of your power ups.

In addition to the Shield power up, you may encounter a bonus ship icon. This power up is the only power up that cannot be destroyed by shooting it. If you can catch this drop you will earn a bonus life.

In addition to the power ups during the game, you may earn a special medal at the end of the game based on your performance. If your hit percentage is high enough you may see one of these medallions on the Game over Screen. Good luck and happy shooting!

Shield



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Force Field

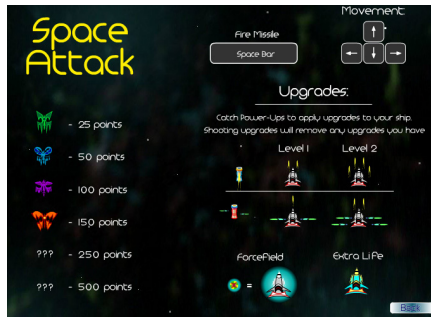
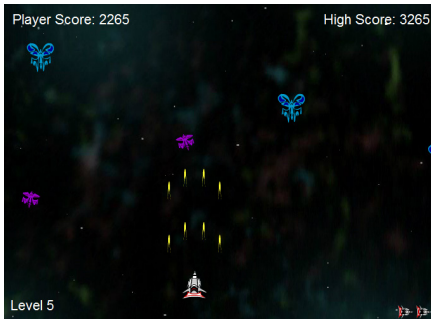


Extra Life



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Screen shots -





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