

Galactic Assault

Are You Prepared to Die for Your Planet?

Introduction:

Our technology had advanced enough to bring us to the attention of the Klalderian's. We were now considered a threat and the Klalderian's knew only one way to deal with threats – **Extermination**. Any survivors would be enslaved and the planet would be pillaged of all its resources.

There was no choice we had to run; we didn't have the resources to take everyone but we knew that someday we would be back and that we would liberate our people and our planet.

Objective:

- ✚ Utilise the prototype MDM-1 attack vessel to delay the Klalderian attack fleet.
- ✚ Avoid the broken moon fragments that the Klalderian's are using to pummel the Earth.
- ✚ Die with Honour!

Know your Targets:

	<u>Mother Ship</u> <i>Destroy to increase shield energy</i> <i>Points: ?</i>		<u>Volatile Moon Fragment</u> <i>Destroy on sight</i> <i>Points: 75</i>
	<u>Carrier</u> <i>Points: 60</i>		<u>Heavy Moon Fragment</u> <i>Avoid</i> <i>Points: 500</i>
	<u>Heavy Cruiser</u> <i>Points: 40</i>		<u>Standard Moon Fragment</u> <i>Avoid or Destroy</i> <i>Points: 75</i>
	<u>Assault Ship</u> <i>Points: 20</i>		<u>Flaming Moon Fragment</u> <i>Destroy to Increase Shield</i> <i>Points: 200</i>

Note: Alien ships are invulnerable until fully materialised, your ship will issue a warning sound when this occurs.

Know your Ship:



MDM-1 Attack Ship

- ✚ Ships shield is blue when systems okay. The Shield will change to red when energy is critical, listen for the warning alarm.
- ✚ Ship can take four hits to the shield maximum.
- ✚ Destroy mother ships and flaming asteroids to increase energy.
- ✚ Ship can fire a maximum of three high energy blasts at a time.
- ✚ You get a few precious seconds of invincibility at the start of each level/life – Use it well!

Game Control:

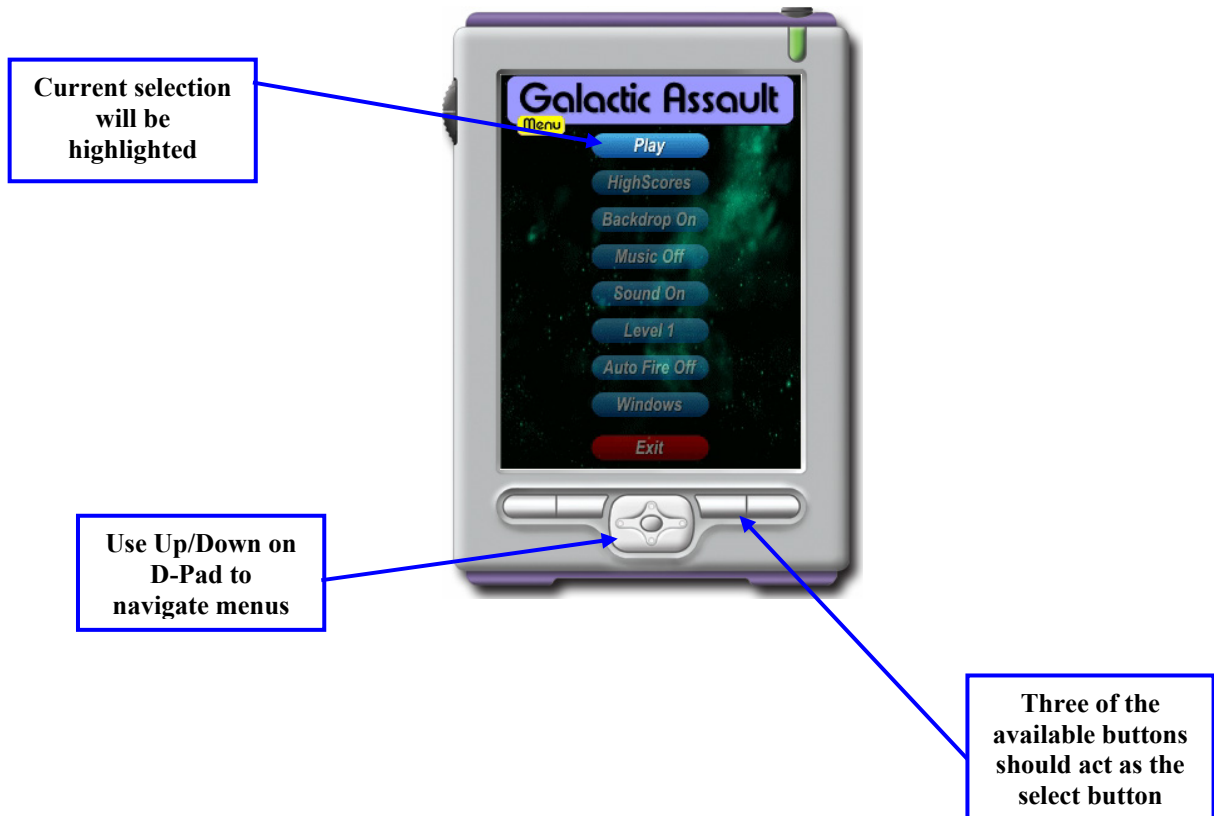
Note: *Pocket PC devices vary considerably so you may need to experiment with the available keys.*



Use Left/Right on
D-Pad to move
ship

Three of the
available buttons
should act as a
fire button

- ✚ Stylus may be used as an alternative. Simply “Drag & Drop” the spaceship to move it. Tapping above the ship will cause it to fire.
- ✚ You may use a combination of stylus and keys.



- ✚ You may use the stylus to select any of the available options.
- ✚ Choosing to start from a higher level will reduce the number of ships available to you.
- ✚ Auto fire will cause ship to fire at regular intervals. Holding a fire button down is not required.

Trouble Shooting:

Due to the variance in Pocket PC devices you will find that performance can vary considerably. Pocketblasters has done as much as possible to achieve a balance in this category. If you find that the game runs too slow for your taste then you may wish to turn the backdrop off and possibly the music.