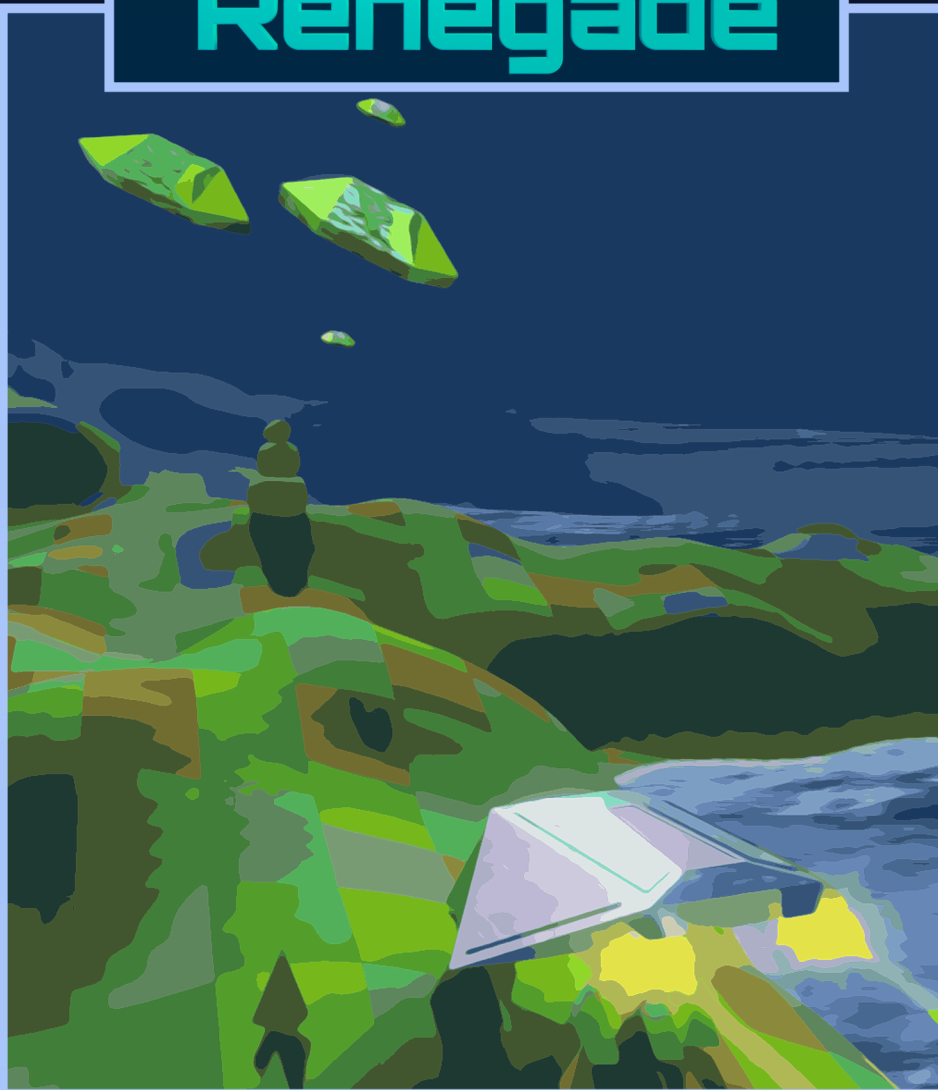


# Starfighter Renegade



**Manual**

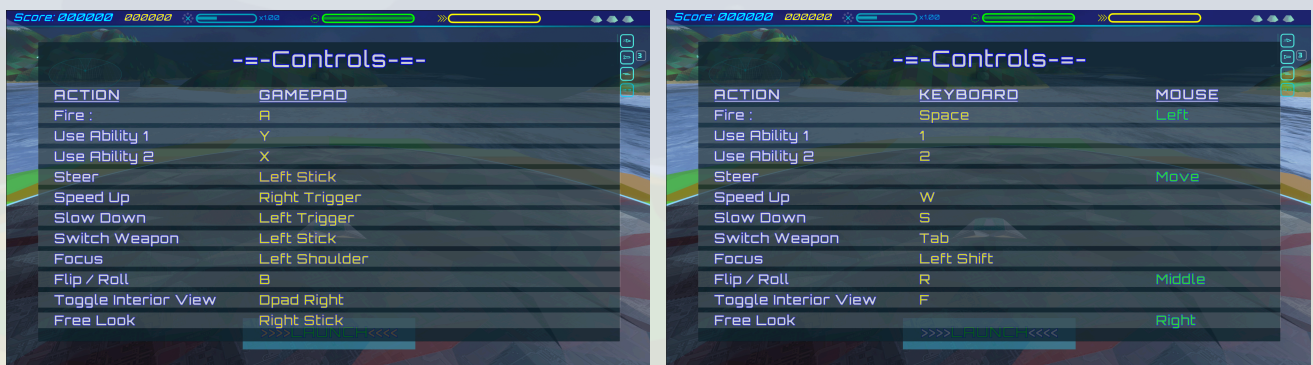
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## Welcome Pilot.

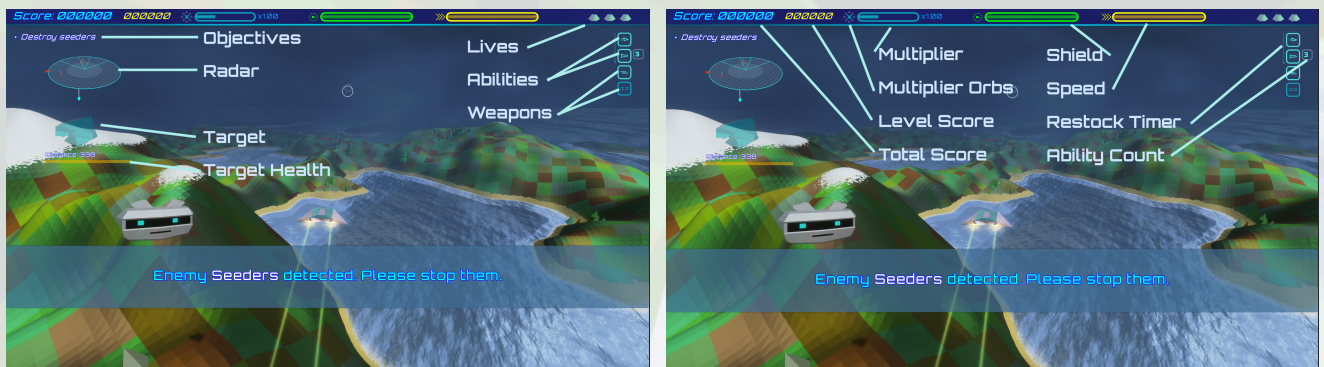
Aliens are invading, spreading a devastating virus and stealing away friendlies. Take to the skies in your Starfighter and do what you can to save the day.

## Your Starfighter.

Flying your Starfighter is fairly straightforward, but as with anything a small amount of time will be needed to acclimatise yourself with the controls.



To help, let's take a look at what everything on the screen means.



## Playing Tips:

- When your targeting reticle passes over an Alien:
  - It will automatically target it and some details will be shown on the left of the screen.
  - If you fire a Missile, it will attempt to destroy this selected target.
- There is an optional first person mode. The game is harder to play with this view, so it's not recommended when learning the game.
- When flipping or rolling, your turn speed is accelerated. This is a great way to quickly attack an Alien close behind you.
- If you can't shake an Alien:
  - Try using the Boost to give you some distance.
  - Try flying between or close to scenery. There's always the chance the Alien will crash.

## General Game Information

Below is a brief overview of some of the features of your Starfighter and the worlds you'll explore.

### Lives

- You start with 3x Starfighter.
- You gain an extra Starfighter (up to a maximum of 3) after ever 10 levels.

### Shield

- Your shield is reduced every time you're hit.
- Energy Fragments (collected from destroyed aliens) will replenish your shield a small amount.
- Collecting all 8 will recharge your shields.

### Power-ups

- Some worlds will contain a power-up Pod. Collect the Pod (just fly close to scoop it up) and return it to your base.
- The Pods will unlock new weaponry, abilities and upgrades to your Starfighter.

### Multipliers

- On each level there are 8x multiplier spheres. Each will increase your multiplier slightly.
- Collecting a multiplier will also clear a small amount of the virus.
- Collecting all 8 will recharge your shields.
- Your multiplier will be reduced the more virus there is in the level.

### Friendlylies

- On some worlds, there are Friendlylies scattered around. The Aliens will try to steal them away by taking them back to their base. This is not a good thing.
- Help the Friendlylies by scooping them up (you just need to fly close to them) and delivering them to your own base by flying through your blue base beam.
- You can carry up to 3 friendlylies at once.

### Restocking

- When the 'restock progress bar' fills, your base activates and you're able to fly through your base beam to restock any abilities such as missiles.

### The Virus

- A bright red blight on the world. The amount of virus will negatively impact your score at the end of the level.
- If a Friendly (or other wildlife) is caught in the virus, they will become contaminated and 'problematic'.

### The Levels

- Each level is a small area of some far off world. These used to be peaceful, before the Aliens came.
- If you stray too far from the mission zone, you'll be turned back by the autopilot system.
- Many have buildings, trees and other structures. Try not to destroy these if possible.

### Scoring

- Points are scored for destroying Aliens.
- Small bonuses can be earned flying through the warp tunnels.

### Warp Tunnels

- Warping between levels won't cause your ship any harm, but will give you a chance to scoop up some bonus points - or a chance to get nice a cup of tea. The choice is yours.

## Weapons

- Your Starfighter carries 2x main weapons.
- Different weapons will become available as you progress.
- Each weapon has a type of enemy it's particularly effective against.
- Experiment with different combinations to see what works best for you.
- Each weapon has a powered up variant that will be unlocked as you progress.

## Abilities

Your Starfighter has 2x ability pods. Initially you start with

### Targeting Missiles

- 3x Missiles that will track the currently targeted Alien. Causes a good amount of damage on impact.

### Boost

- Will rapidly accelerate your Starfighter for a short time. Excellent for getting out of (or into) trouble.

As you progress you'll also discover.

### Laser Turrets

- Turrets that you're able to drop into the level. Will attack any nearby Aliens.

### Drones

- Drones that will fly too and attack nearby Aliens. Fairly well armoured.

### Drone Swarm

- Groups of smaller drones. Less well armoured than their larger cousins, but maybe more is better?

### Cleaner Drones

- These will try to find nearby virus infected areas and scatter anti-virus spores.

### Missile Clusters

- Groups of smaller targeting missiles. Each less powerful than a regular missile, but there are more of them and there's a chance they could intercept multiple Aliens.

## Infected Mode

A short way into the game you'll discover a new way to fly and control your Starfighter.

- Your Starfighter's now thrusts from below. By tilting your Starfighter you're able to control it's direction of flight.
- You'll need to ensure there's always just enough thrust to avoid falling out of the sky and crashing.
- There's only 1 short level where you have to use this mode, everywhere else it's optional.
- You may find it helpful in attacking stationary targets.

## The Aliens

You'll encounter many types of Aliens. Here's a description of some of those you'll discover early on.

### Seeder

- Harmless to you, but drops virus seeds over the level. Fairly easy to destroy.

### Scout

- Once they spot you, they'll chase and attack. See if you can get behind them.

### Collector

- Their focus is on hunting down Friendlies and carrying them back to the Alien base. They're well armoured but tend not to attack.

### Turrets

- Rapid fire turrets can be trouble. Using the landscape to avoid them until your ready is a solid tactic. Infected mode is also a handy method for tacking these.

### Runners

- Very fast. Often worth using a missile to destroy. They're not that heavily armoured, but hitting them at all is the trick. To add to the trouble, they also drop Mines as they fly.

### Mines

- Floats where dropped. Will explode if you fly too close. Will also explode after a short time. Exploding causes a burst of virus spores to be scattered. Destroying the mine will prevent this.

### Mutator

- Initially these are small and harmless, fairly easy to destroy. After a short time they will however mutate and become far more dangerous. Often seen in large numbers.

### Sky Turrets

- A floating turret. Very well armoured.

### For more information, please contact:

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Good luck Pilot!

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