
SCOREGASM
PLAY GUIDE

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About

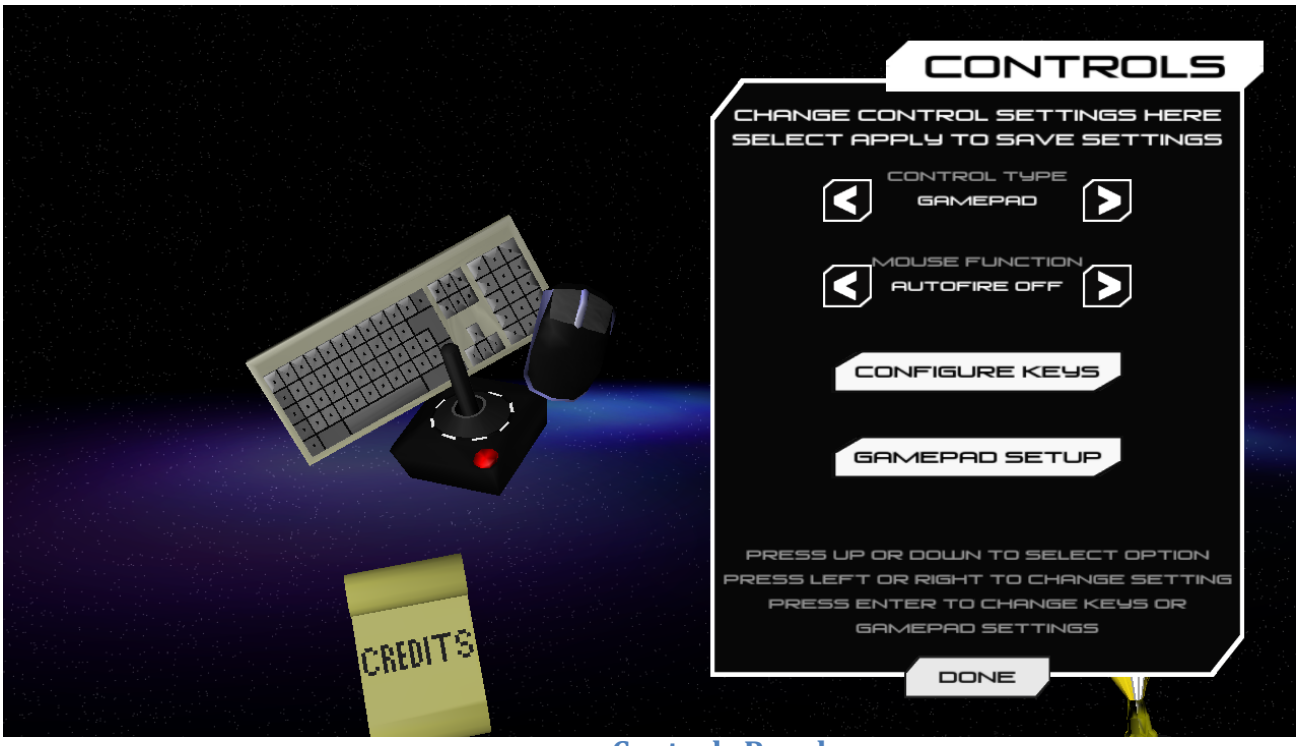
Welcome to the Scoregasm Play Guide. This guide describes how to play Scoregasm, how the game system works and some high score techniques. Please note that this guide is not a manual covering menu options and technical support issues, but is intended as a guide to how the game is structured, and how the scoring works for those who like to chase high scores.

Controls

Scoregasm is a top down shooter, ideally played with a dual stick controller, although keyboard and mouse controls are available, and are preferred by some. Move your ship with the left stick/keys, and aim and shoot with the right stick/mouse. An autofire option is available for mouse aiming, which is useful if you are using a track pad rather than a mouse to aim and shoot. There are keyboard only controls too, which are accessible from the controls panel in both the main menu and the in-game pause menu.

The other main control function is the Close Range Attack, which is triggered by hitting a shoulder button on your controller (or trigger if you are using an Xbox controller), the right mouse button or the Space Bar. All the keys/buttons used in game are reconfigurable from the controls panel in either the main menu or pause menu. Get them set up how you feel most comfortable using if you aren't happy with the defaults.

The 'How To Play' tutorial level in the game is a good way to get used to the controls, and get a feeling for how they work.



Controls Panel

Basic Gameplay

The basic gameplay is very simple; defeat all the enemies to progress to the next stage. Most levels follow this formula, but some levels have simple puzzles that, once completed will increase the number of enemies or transform the stage in some way.

In a single game, you can play up to 15 levels of a possible 43. Which levels you see will depend on your skills at opening new exits, and which levels you choose to visit. Each level ends with a level select screen, which will present you with up to 3 possible exits depending on how high you got your combo during that stage. This is covered in greater detail below.

The following sections describe how the various game systems work, and how to use them effectively.

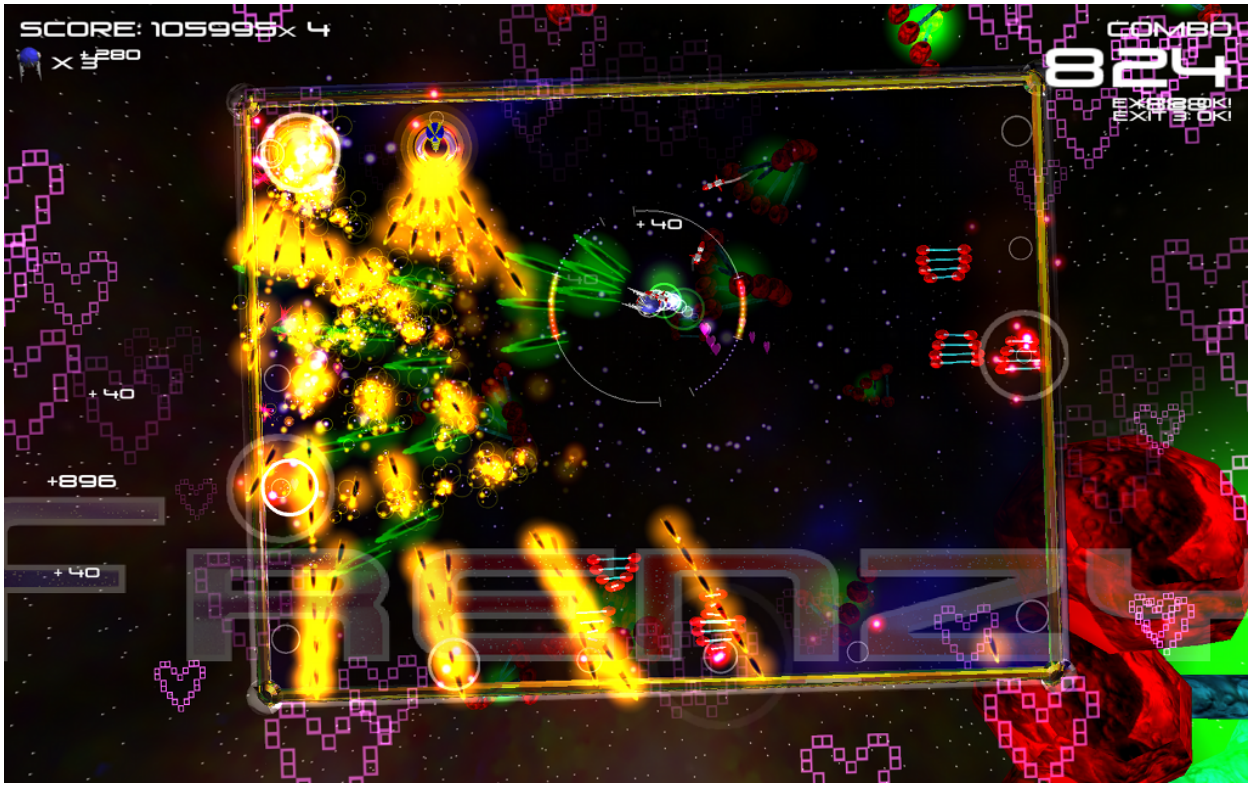


Level 1a

Combos

The combo meter is located in the top right of the game screen (see image below). With each enemy you destroy, your combo is increased. Building up your combo allows you to increase your firepower, adding extra shots and missiles to your arsenal. The list below details at what point your weapons begin to power up.

•Get your combo over 30 and you will start to fire triple the amount of bullets. Increasing you combo above 30 will spread the angle at which your shots fire.
•Get your combo over 100 and you will begin to fire homing missiles. Homing missiles do not count as shots in achievements.
•Get your combo over 1000, and the rate of firing for your missiles increases to 3x.



Level 2c – Combo meter in top right corner.

With every enemy you shoot, 1 point is added to your combo. If you use the close range attack to kill an enemy, you get double points. If too long a gap is left between destroying enemies your combo will begin to drop, and your weapons will start to power down.

Your combo also helps you open new exits at the end of the level. Please see the Multiple Exits section below for more info.

Each level in normal difficulty has a secret combo medal. In order to get the medal, you will need to get your combo over the secret target. For each stage, you will need to work out the best strategy for making the most combo points by the end of the wave.

Medals are also available in Expert Mode. You need to complete a stage without dying to get the medal in expert mode.

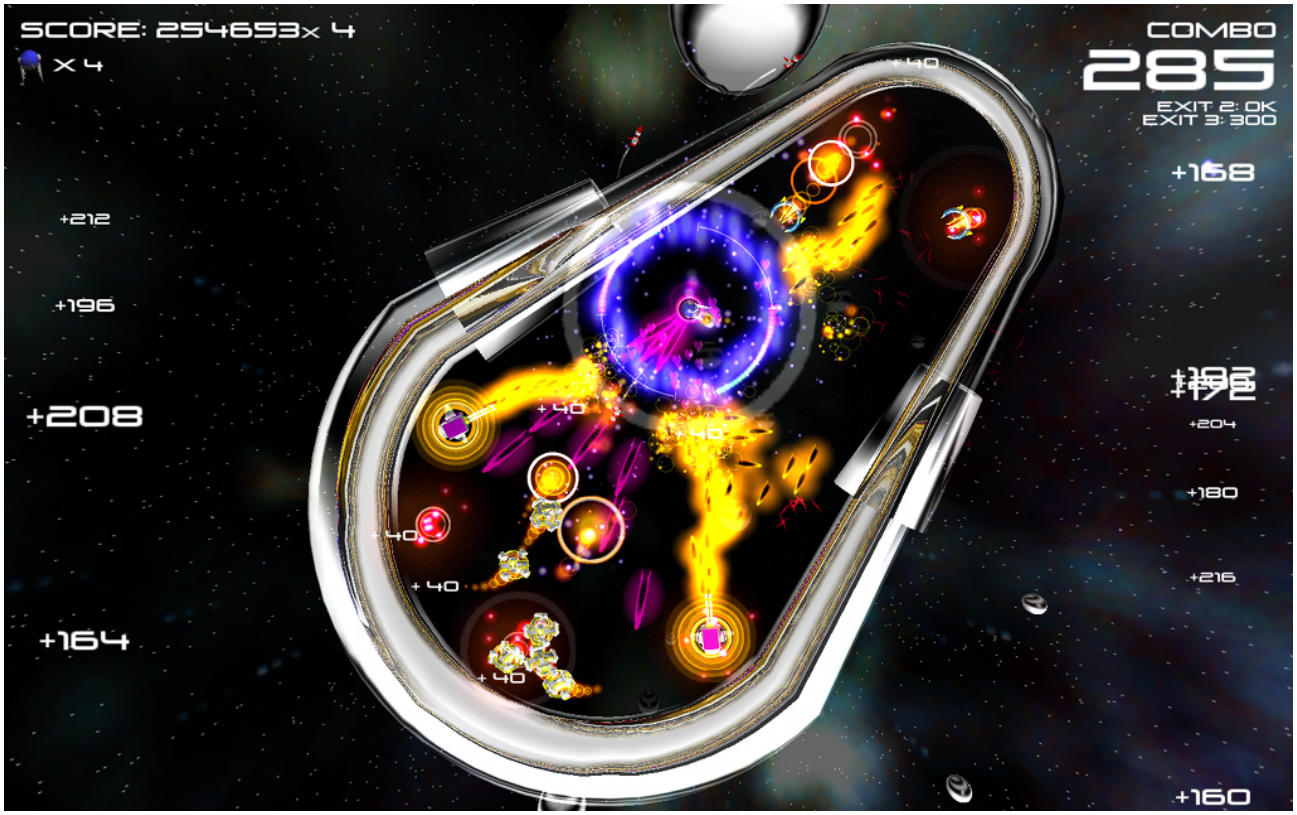
Close Range Attack

Along with shooting, you can also use the Close Range Attack to destroy enemies. The Close Range Attack is a short-range pulse, which will destroy enemies that are in close proximity to your ship. Killing enemies with the Close Range Attack will earn you double combo points. The Close Range Attack can also destroy enemy bullets, unlike your regular shots. Destroying bullets in this way will turn them into high scoring love hearts.

The Close Range Attack is metered, meaning that you cannot use it constantly. The colored parts of the ring around your ship represent the amount of Close Range Attack energy remaining. The screen will flash red and an alarm sound will play when you are running low.

Close Range Attack energy is recharged by shooting enemies, and also slowly over time. This means that in order to score well, you will need to find the right balance between using the Close Range Attack and shooting normally in order to maximize your combo points.

The Close Range Attack allows you to defend yourself from dangerously close enemies and shots, and also to be aggressive. Used aggressively, you can plough into groups of enemies or bullets and earn more combo points. Aggressive use of the Close Range Attack is key to getting high scores and combo medals.



Using the Close Range Attack to destroy enemy shots

Power-up Pods

Some enemies drop power-up pods when you shoot them with either your regular shots or missiles (but not your Close Range Attack). The first enemy you shoot on a stage will always carry a power-up pod.

There are four different types of Power-up pod. These are as follows:

• Yellow: Laser shots. This pod transforms your regular shots into armor piercing lasers for a short time. These shots will travel through multiple enemies, and do four times more damage than your regular shots. Laser shots can also destroy enemy bullets.
•Green: Chain shots. Enemies destroyed with the chain shots can cause chain reaction explosions with nearby enemies and enemy bullets.
•Red: Death wave. This smart bomb attack travels out from your ship, destroying weaker enemies and bullets, and damaging tougher enemies.
•Missiles: Fires a large number of homing missiles. Missiles will not destroy enemy bullets.

Once power-up pods are spawned, they stay on screen until you collect them. This allows you to save them until you need to use them. Certain puzzles require power-up pods to complete.



Smart bomb!

Multiple Exits

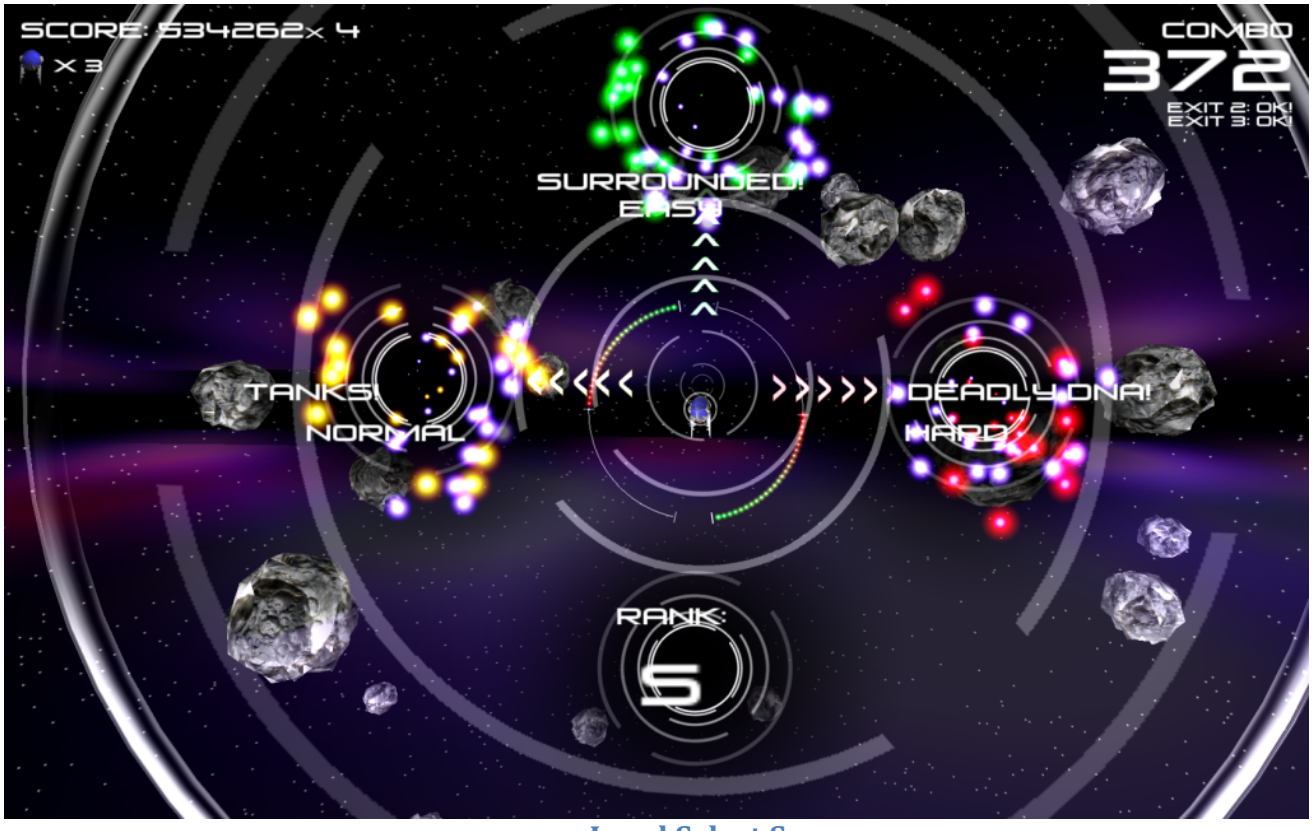
At the end of each level, you are taken to a level select screen (see picture below). The number of exits that appear on this screen depends on how high you get your combo before the end of the countdown during the stage.

Below the combo meter in the top right of the screen are the exit targets for the current stage. To open new exits you'll need to get your combo above one or both of these targets before the countdown at the end of the level. If you manage this, the stage will go into Scoregasm Frenzy mode, and will spawn new enemies. There are two types of frenzy, regular and super. In a super frenzy, any enemy you shoot or destroy with the Close Range attack will turn into a love heart.

If you survive the frenzy section, you will be given more exits to choose from. Each exit takes you to a totally different stage, which will appear on the main map screen once you either finish or get game over.

In some levels, such as levels 5 and 10, you can trigger frenzy during the stage itself by getting your combo over an exit target. Some levels also have a simple puzzle that you will need to solve in order to get the higher exit target.

Opening all three exits on a stage will also unlock a challenge game. You can choose to play challenge games from the main menu screen. See the Challenge Game section below for more info.



Level Select Screen

Scoring

The basic scoring works as follows:

1: every point you score is multiplied by your current score multiplier. You current multiplier is displayed to the right of your score in the top left hand corner of the game screen.

2: killing an enemy scores points and boosts your multiplier.

3: destroying an enemy shot with either powered up shots or the close range attack scores no points but adds to your multiplier count. Bullets destroyed with the close range attack spawn love hearts.

4: love hears score exponentially. I.e., the first one you collect is worth 1pt x multiplier. The 2000th heart is worth 2000 x multiplier.

5: at the end of the stage you will be awarded bonus points for kills (number of enemies killed this stage x (100 x multiplier)), hearts collected (hearts collected this stage x (10 x multiplier)) and a further 10,000 x multiplier if you complete the stage without losing a life.

6: during a frenzy sequence you will be awarded (combo x multiplier) for a normal frenzy, and (combo x multiplier) x 2 for a super frenzy.

Your choice of route through the game is very important if you are trying to get a good high score. You will need to consider which levels will allow you to build you multiplier quickest, which levels have the highest number of hearts available and which levels will allow you to make the most of the free bonus points awarded at the end of each stage.

In expert mode, the scoring rules are the same, but enemies ALWAYS spawn bullets when they are damaged or destroyed. This will mean that some levels that you could score highly on in normal mode may not be the best choices in expert mode.



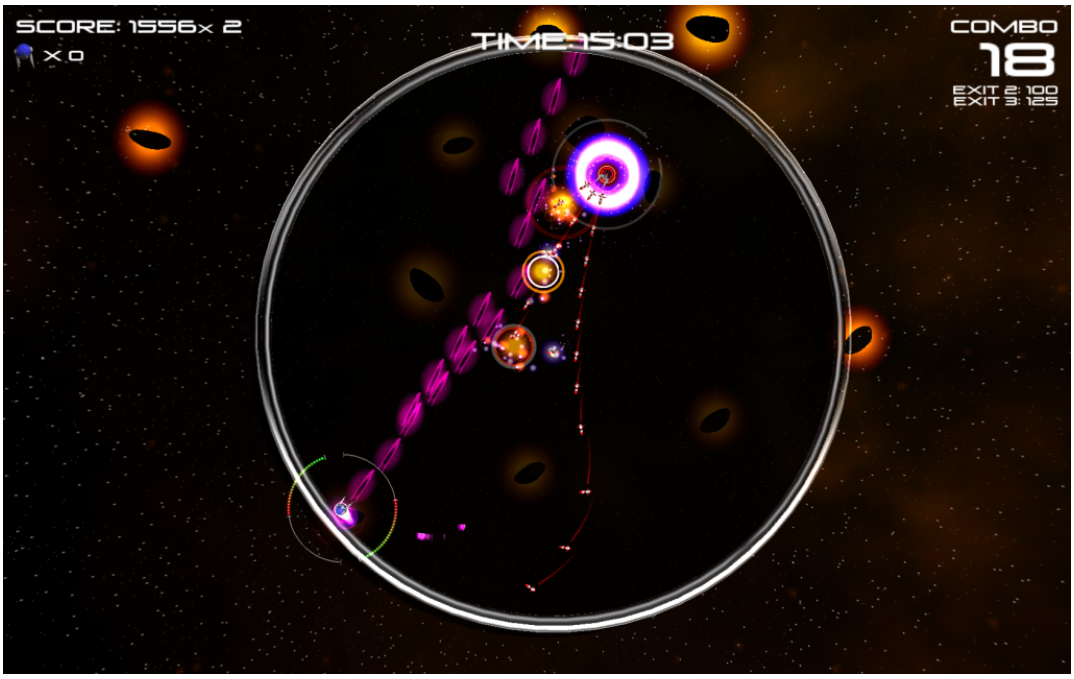
Challenge Games

Every level in the game has an alternate challenge mode. You can access these from the level profile in the main menu once you have opened all three exits on that level. Levels with challenges available have a Silver Star icon next to their profile on the map. Once you've completed the challenge, the star will turn gold.

Challenge games are either a riff on the existing level, or something totally new. Rules for some challenge levels are different from the levels in the main game, and will require you to change your approach in order to success. Examples of this are time trials, target practice, combo challenges, coleslaw making, face shaving, invisible mazes, boss battles, endless score attack modes and more. There are 43 to unlock.



PIGS IN SPAAAAAAAAAAACE!



Fight an evil version of yourself!

Top Tips

Here are some handy tips to help you survive and score big points!

• If you find your combo dropping a lot, try to allow enemies to build up in number and herd them together, then pull of a daring Close Range Attack!

• Use your Close Range Attack on enemies that spilt into smaller enemies or bullets when they die to minimize the risk of getting hit and maximize your combo points!

• If you're trying from a big score, allow enemies that shoot to shoot as many bullets as they can. Use your Close Range Attack to destroy their shots and get lots of love hearts.

• On levels that time-out, try to maximize your combo before triggering the next part of the level. You'll score more points and get a greater combo!

• When trying for a combo medal, you'll need to make sure your combo doesn't begin to drop once you start killing enemies. Keep an eye on when and where they spawn in order to work out the best combo scoring strategy. If you make a mistake, you can always restart the stage from the pause menu.

• Getting the medals in Expert Mode can be really tricky, especially if you get off to a bad start in the level. Remember that you don't need to start shooting when the level begins. It's often a good strategy to wait a little while until there are enough enemies on screen that you can clear them without making a mess of bullets.

• Be aggressive with the close range attack! You can use it to ram into groups of enemies, waves of bullets and on the fuses, batteries and other traps in the game.

• The combo shot is REALLY handy on level 7a ;)

• Use the close range attack on bosses! It's far more powerful than even powered up shots!

• Sometimes it's best wait to collect power-up pods, don't just grab them when they appear!

• There are a number of levels from which you can escape, some are easier than others though. Use the time at the end of the level to do your escaping as a certain type of trap will have been secretly disabled!

• If you're trying to become a greengrocer with a high score, think about how you can buy yourself extra time once the frenzy sequence starts!

Finished!

That's your lot! You can find out more on the Scoregasm website and forums. Have fun!

Cheers
Charlie

Links and Contact Info

Charlie's Games website: http://www.charliesgames.com
Scoregasm forums: http://charliesgames.16.forumer.com/index.php?c=5
Charlie's Games Twitter feed: https://twitter.com/#!/charliesgames
Contact email: charlie@charliesgames.com