

B.177.e's: BOOTCAMP

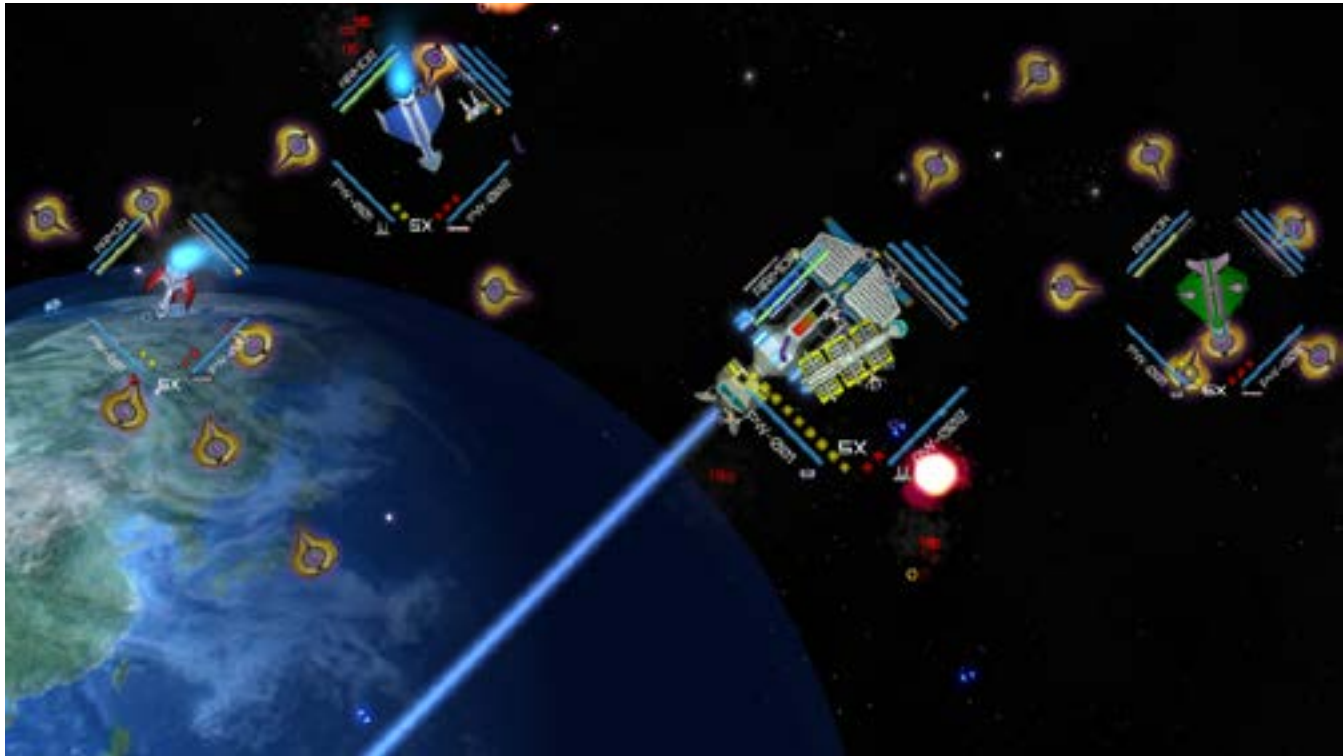
Instruction Booklet



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SCHAR Terminology



SCHAR /shar/ - A fictional universe created by programmers David Paul and Nicholas Puleo while under the unofficial studio name P&P Enterprises. The combination of letters SCHAR stand for nothing in particular, but rather indicate the universe in which Dave and Nick have set their games.

The duo has been programming games together for the better part of twenty years before SCHAR: Blue Shield Alliance was born.

CoNs /Khan s/ - CoNs are the primary enemy against humanity in SCHAR: Blue Shield Alliance. Unlike the term SCHAR, CoNs do have a meaning within the game.

CoN is an acronym for "Constituents Of Nothing," a name humanity gave this faceless foe when they first appeared in the timeline of SCHARS history. It has been shortened for official use, since the term "Constituents of Nothing" became somewhat derogatory to the alien force.

Brain Shape Games /BSG/ - Name of the independent studio headed by Nicholas Puleo and David Paul that has created SCHAR: Blue Shield Alliance. With the help of their talented friends, the duo hopes to live up to the studios name. It is also a coincidence that the name shares its abbreviation with the television show starring angry toasters.



Left Controls



LB Radar: Brings up your ships on board radar, indicating location of certain objects as well as vital information. Health bar display, objectives, and enemy locations can all be viewed using the On Board Radar.

LT Shields: Brings up a bubble shield that surrounds your ship. Using the shield eats up salvage, and you can not collect additional salvage while shielded.

Move: Accelerate and turn your craft.

Right Controls



RT Drop Salvage: Empty the salvage you carry to make your ship lighter, or share salvage with teammates.

RB Hold Salvage: Prevent bots from retrieving the salvage from your craft, so you may choose another target for your salvage, such as another shield generator.

Y Secondary Special: Your special weapon as indicated by yellow dots on your HUD, number of dots indicates remaining ammo.

B Secondary Special: Your special weapon as indicated by red dots on your HUD. Number of dots visible indicates remaining ammo.

X Revive: Use this button when you have been ejected from your craft when it is destroyed. Your space suit form can move and fire slowly, but you can easily revive near an ally and near objectives like generators, or Valgard's ship.

Shoot: Tilt the analog stick in whichever direction you wish to fire. You can fire in a complete 360 range, and have unlimited ammo.

What Exactly is SCHAR?

At its core, SCHAR: Blue Shield Alliance is a twin-stick shooter set in a sci-fi universe. What does that mean? You move and shoot with your analog sticks. Looking deeper, you'll see a lot more to the world of SCHAR than that.

For starters, there is an intuitive upgrade system that allows you to decide what part of your ships are upgraded at what point during the story. You accomplish this using our salvage system. Throughout the game you collect bits and pieces of enemy crafts, which we call salvage. You then use this salvage for various purposes (See section "Salvage System," pg 12).

On yet another level of SCHAR, you have a tactical command of the universe. Each ship available offers different advantages and disadvantages on the field, as well as a variety of commands that allow you to control almost every aspect of combat and defense.

What is my goal in the game?

The core goal of each mission, is survival in one form or another. A device located in the majority of the game called a shield generator, is the game's bread and butter. As a pilot, you collect the aforementioned salvage from enemy ships you've destroyed, and deliver it back to the shield generators.

This accomplishes two things. First, it keeps the generator alive and shielding the planet. As the generator drops in salvage, a bar on the side will change color. The beam of blue light leading to the planet will eventually fade, leaving the planet unprotected. If you are unable to restore the shield generator, it will be destroyed and you'll fail the mission. Second, it adds to your score. The score is what allows you to buy upgrades. Keeping the generator filled gives you a multiplier bonus to the total amount of salvage collected.

As with other types of arcade games, there are also a variety of other ways to accomplish gameplay in the SCHAR universe. Escort missions, where you travel from point A to point B with valuable cargo or other goal (don't want to give away too much) fending off ongoing assaults from the games enemies. There are also head-on assaults, specialty shield generator missions, timed missions, etc. Variety is key to keeping the Alliance afloat.

Why do I hate my enemy?

About 200 years in the past (SCHAR standard time), humans spread to the stars. During our exploration and settlement across three different star systems, we had this feeling we were alone. Until the CoNs appeared, systematically wiping us out. We've spent several years on the run, rebuilding our settlements where we've deemed it safe enough, but the CoNs are an ever-present threat.

In order to restore a piece of mind to the bulk of humanity, you are the last line of

defense (and assault) against the threat.

Is Co-Op necessary?

No, but it is heavily encouraged. The class ship designated Euphrates has been balanced for single-player playability through the main story. However, this ship alone will not stand up to the ruthless onslaught of the survival mode.

Survival mode? What other modes does SCHAR offer?

SCHAR offers a handful of things to do based on your gameplay preference. Once you beat the main story mode, an arcade mode will open up, allowing you to play any mission you want at any time.

Survival is a great mode that allows you to test your skills. Survival truly pushes the limit of combat, tactics, and co-op teamwork. See how many waves you can survive in a variety of settings (different planetary backdrops, with different difficulties).

Story sounds fun, where can I find more?

Our website (www.blueshieldalliance.com) has a backlog of story, trailer videos, character descriptions, and crew based logs primarily taking place before the game. These crew logs are available in-game under the content menu.

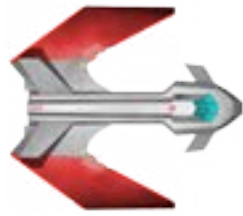
The minds of Brain Shape Games worked together to bring you the story in SCHAR: Blue Shield Alliance cooperatively. We hope you'll immerse yourself in the world for the best possible motivation, outcome, and a twinge of humor.

Who can play SCHAR?

Anyone. We've crafted a game of varying difficulties, and kept the vulgar content in check for families that wish to play together. The story is ideal for all skill types, but those craving a challenge have access to the increasing difficulties of the survival mode.



Ally Ships

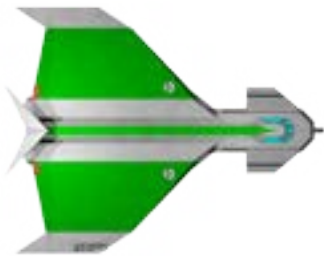


Name: Rio Class Fast Attack Corvette
Design Designation: BSA-V25-FAC
Colors: Red, Green, Blue, Yellow
Specialty: First into battle

Primary Weapon: Pulse Laser Cannon (1 SPS)
Secondary Weapons: Heal Bot, Homing Missiles

Description: The Rio is the fastest fighter in the fleet, but also the fighter which holds the least amount of salvage and is most effected by it. Because of this the fighter is best used as a support class, dealing damage to enemies and healing allies while drawing enemy fire away from generators or fully loaded salvage ships.

The ship has had an evolution over the years to it's current V25-FAC model edition which includes atmospheric capable wings and the addition of the support Healbot helping to repair the light armored hull when damaged.



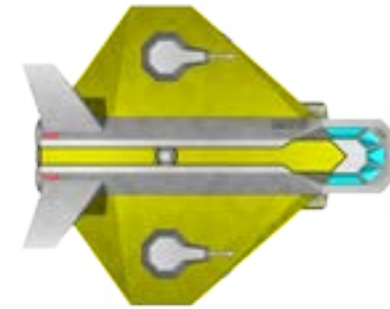
Name: Euphrates Class Assault Frigate
Design Designation: BSA-A10X-BG
Colors: Red, Green, Blue, Yellow
Specialty: Hybrid Attack and Defense

Primary Weapon: Pulse Laser Cannon (0.8 SPS)
Secondary Weapons: Turret, Homing Missiles

Description: The Euphrates assault frigate is the most balanced ship in the Blue Shield Alliance. It has ample fire power to deal with enemies both weak and strong as well as heat seeking missiles as a secondary option. Besides attacking, the Euphrates is a capable ship for defense with the ability to deploy remote auto-targeting turrets to protect generators.

The ship's latest design includes has refined it's movement and maneuverability since the original A09Y model.

Ally Ships Continued



Name: Volga Class Heavy Cruiser
Design Designation: BSA-W5Z-HAC
Colors: Red, Green, Blue, Yellow
Specialty: Damage Dealing, Cargo Capacity

Primary Weapon: Dual Pulse Laser Cannon (0.7 SPS)
Secondary Weapons: Proximity Mines, Missiles

Description: The Volga is a heavy ship with some serious armor plating which helps protect it's precious cargo of dark matter salvage. Built with dual purpose in mind – heading into battle and destroying the enemy quickly and effectively as well as the ability to carry loads of cargo make this an ship a perfect pair with a Rio fighter. The added ability to drop proximity mines helps to compensate for the ships slower speed.

One unique feature to this craft is the ability for the turrets to fire in any direction while heading in another – a feature completely unique to the Volga compared to the other ships in the fleet.



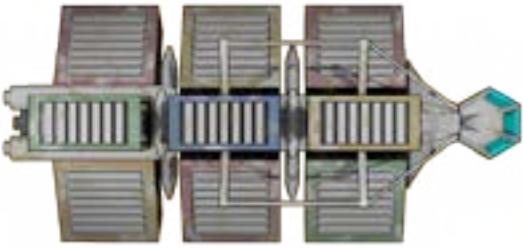
Name: Potomac Class Armed Transport
Design Designation: BSA-T4-MULE
Colors: Red, Green, Blue, Yellow
Specialty: Salvage Transportation, Defense Weapons

Primary Weapon: Pulse Laser Cannon (0.8 SPS)
Secondary Weapons: Turrets, Mines

Description: The Potomac is an interesting beast to the Alliance fleet. It's large size makes it slow and hard to maneuver, but the spacious cargo containers are perfect for carrying large loads of salvage back to generators for repair.

The abundance of secondary weapons make the "Mule" a perfect ship for setting up a defensive perimeter around the team or generator during extended incursions by the CoN force.

Ally Ships Continued



Name: Amazon Class Salvage Ship
Design Designation: BSA-X02-SLG
Colors: Steel + Yellow + Blue + Green + Red
Specialty: Storage and delivery

Primary Weapon: None
Secondary Weapon: None

Description: Salvage Freighters are heavily weighted down by their cargo, so they are not offered additional firepower on board. They were originally designated to carry large quantities of mined materials between star systems, they are now primarily used to transport processed salvage from on-board the Capital Ship to necessary shield generators. It's much bigger on the inside.



Name: Armed Space Suit
Design Designation:
Colors: Grey
Specialty: Protection

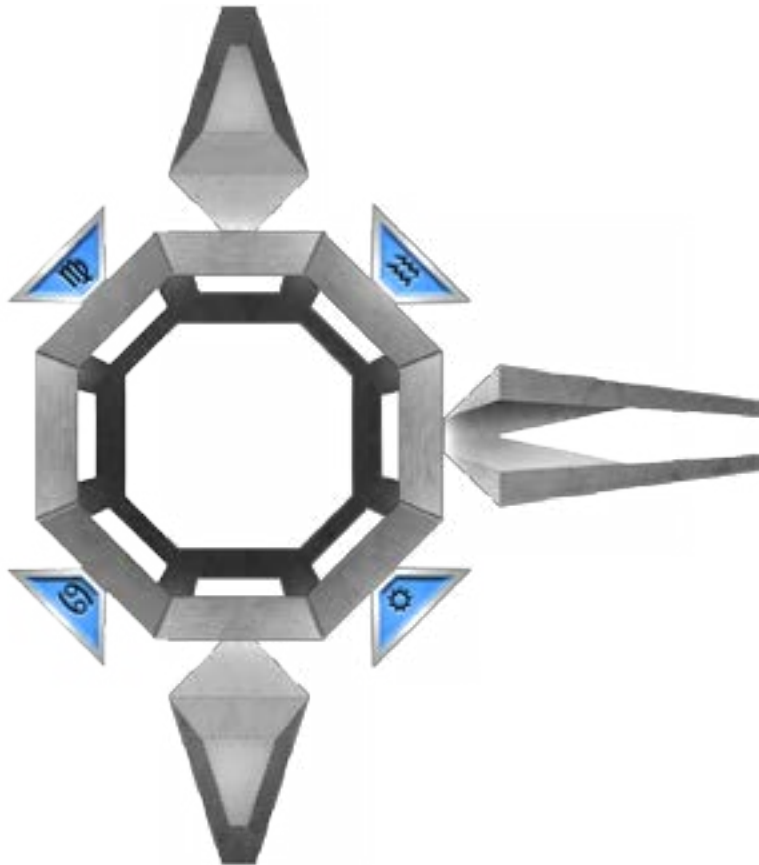
Primary Weapon: Pulse Laser Pistol
Secondary Weapon: None

Description: Protects wearer from the crushing cold of space on the chance they're ejected from their spacecraft. Armed with a standard issue pulse pistol and jetpack, the wearer is often able to reach safety unacosted, as they make a too-tiny target.

Name: Warp Gates
Design Designation:
Colors: Steel + Blue
Specialty:

Primary Weapon: None
Secondary Weapon: None

Description: Warp gates serve as your transportation between star systems, able to launch any sized craft in the Alliance fleet great distances without damaging the craft. No timer or Einstein-Rosen-Padowski Bridge required for use.



Ally Ships Continued



Name: Capital Ship:
Design Designation:
Colors: Steel
Specialty: Headquarters

Primary Weapon: PzKpfW 38MM Cannons
Secondary Weapon: Rapid Fire Pulse Laser Cannons

Description: Serving as the headquarters for the Alliance fleet and their families, the capital Ship is slow moving, and tends to steer clear of combat unless deemed necessary because of the precious crew aboard. Additional craft are stored here, salvage is processed and put in crates, crews and their families live on board, and this vessel serves as a special Ace to the Alliances ever-improving hand.

Enemy Ships

Light Class



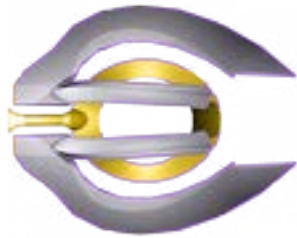
The most common enemies of The Blue Shield Alliance, these small agile ships have the speed to make split second changes to their flight course, making them more difficult to fire on. While their armor and firepower is traditionally weak, they strike by attacking a region in large forces, using their sheer numbers to overwhelm and disable us.

Weakness: Standard Pulse Laser Cannon.

Strength: Speed, Swarming capabilities

Salvage: Limited

Medium Class



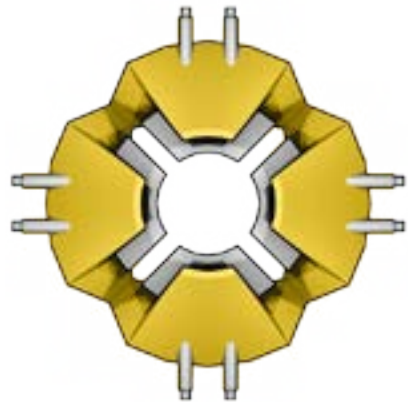
This slightly larger vessel has increased armor and firepower to the light class, but has more limited mobility.

Weakness: Standard Pulse Laser Cannon, Missiles.

Strength: Defense, firepower

Salvage: Moderate

Heavy Class



The largest of the single manned vessel, this Heavy Class ship rivals our own Volga class. Advanced armor and firepower make these a very real threat. Coupled with their unique, circular shape that makes their movement difficult to predict, the Heavy class enemies are a very real threat to our Shield Generators and must be handled with care.

Weakness: Standard Pulse Laser Cannon, Mines, Missiles

Strength: Advanced Defense, Misleading Hull Shape, Advanced Firepower

Salvage: High

Enemy Ships Continued

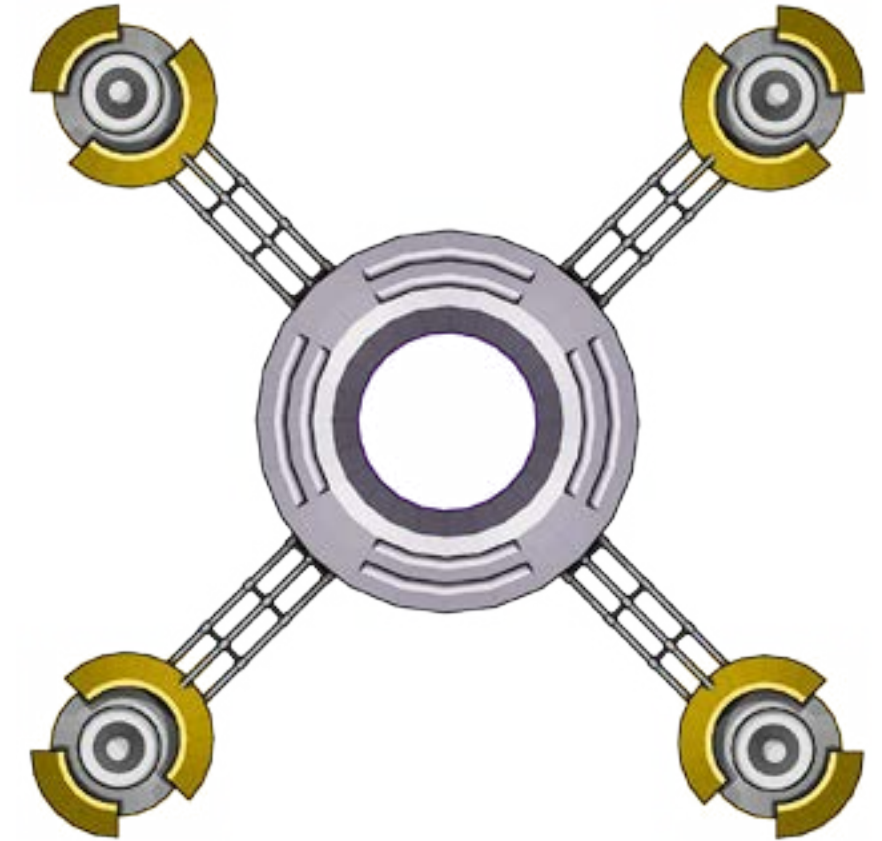
Carrier

The Carriers are large, pulsating ships that the CoNs use to launch massive assaults against our shield generators. We're fortunate that they are in short supply, and can't get into certain regions due to their increased shielding (Earth, for instance, is partially protected by the shielding on the Moon as well as its own surface).

Weakness: Turrets, Missiles, Standard Pulse Laser Cannon

Strength: Limited target area, armor, Jacks

Salvage: Considerable



Jacks

Jacks are the tiny kamakaze units, docked and launched nicely from the many bays aboard an incoming Carrier. While not always true, if you see a swarm of these highly explosive ships, there is often a Carrier nearby. They are fast, and tough to target, but have limited firepower and are easily destroyed with your shields.

Weakness: Shields, Standard Pulse Laser Cannon

Strength: Speed, Explosive Nature

Salvage: Very Limited

Juton



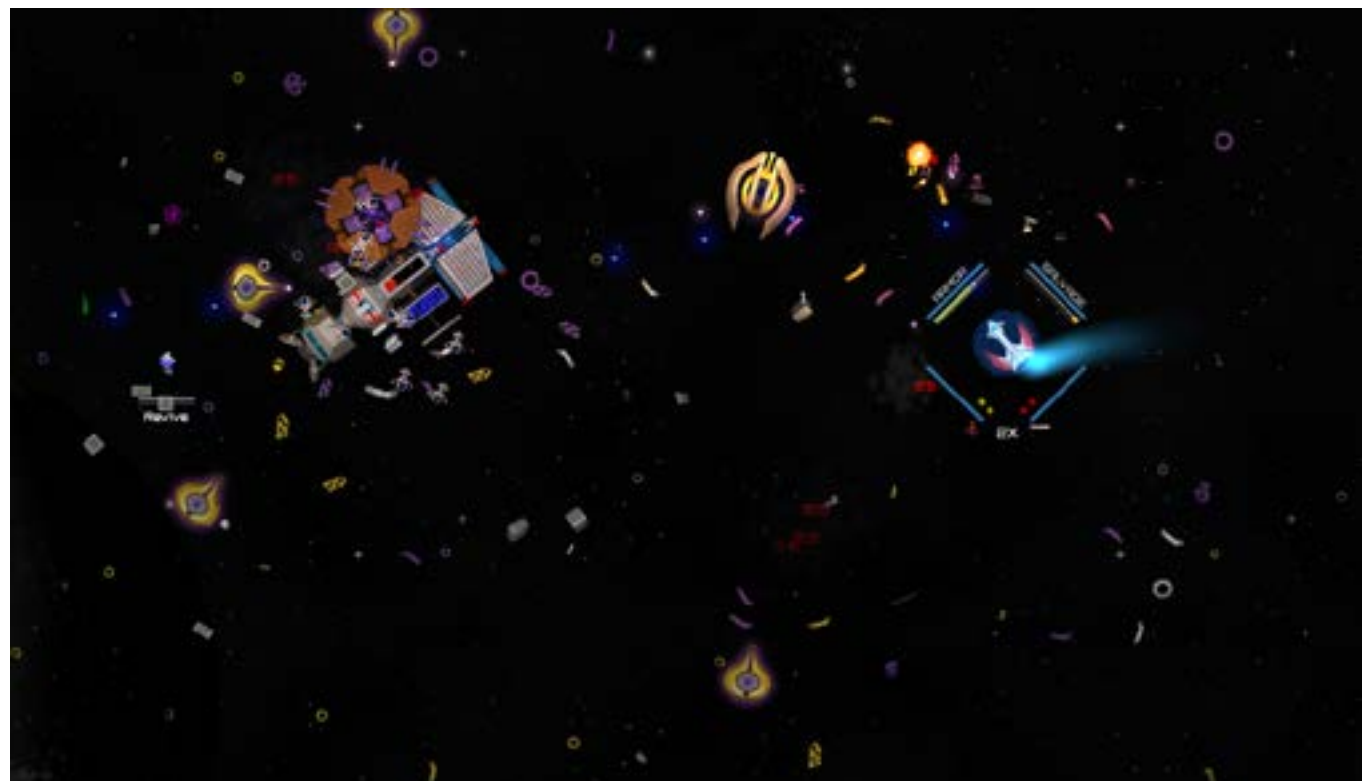
Sometimes in an area, you'll see a particularly odd looking CoN. They are often colored dark purple, pulsating with sheer dark energy through their gold exterior. Taking down one of these will offer you a Juton Token, a small green beacon that you can use to call in ally forces quickly. Shiny.

Weakness: Varies

Strength: Tough to Spot

Salvage: Juton Token

Salvage System



Salvage: Our enemies, the CoNs, carry something we require. Their ship's technology, fueled by dark energy, possess traces of dark matter through its very construction. When their ships are destroyed, pieces of metal are launched into space, charged with this valuable material.

Shield Generators in Blue Shield Alliance require the energy from dark matter to charge Substance B particles, which create our blue shields. Ironical that the Substance B, or blue matter is the antithesis of dark matter, and wipes out dark matter if they cross paths.

Fortunately, this dark matter is just a battery for the blue shields, and can be easily collected and safely delivered back to salvage bots, which dock in each generator. These bots will retrieve salvage from your ship using tractor beams and process it for use immediately on site.

Each bit of salvage in space has a different amount of useable dark matter to it. Small pieces carry less, while large pieces carry more. The number attributes to your final score, calculated by the game's multipliers. The Alliance has issued cargo containers for each craft that can carry up to 50pts of useable salvage each. These crates can be abandoned manually, or are automatically ejected in the case of an incident.

Salvage is also used to shield your craft or upgrade your ship. In the loading bay, you can spend salvage collected during missions on viable upgrades to help you later.



Would you like to know more?

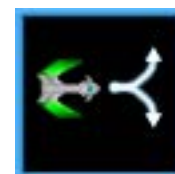
Upgrades

Fire Speed: "The Quick Draw Advantage." Upgrades the speed at which your ship fires its pulse laser canon.



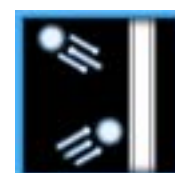
Acceleration: "In this case, faster IS better." Upgrades how fast your ship goes from full stop to top speed speed.

Bullet: "Bigger, stronger, faster, harder." Upgrades how much damage each shot from your pulse laser canon does.



Maneuverability: "More agile then a wet noodle." Upgrades how well your ship responds to your controller.

Top Speed: "Don't mach me, bro." Upgrades the highest possible speed your ship can travel.



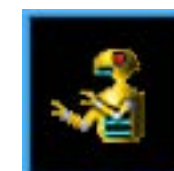
Armor: "Make it harder." Upgrades the amount of punishment your craft can take before the ship is destroyed.

Salvage Hold: "Hold more crap." Upgrades how much salvage your ship can hold before repelling the rest away from it.



Missiles: "Tube shaped death bombs." Upgrades the number of enemy seeking missiles your ship can hold. (Rio, Euphrates, Volga)

Heal Bot: "Healing for you sir!" Upgrades the number of heal bots your ship can hold. (Rio)



Mines: "Things that go boom in the night." Upgrades the number of area effect mines your ship can hold. (Volga, Potomac)

Turrets: "More pew pew for you you." Upgrades the number of dispatchable turrets your ship can hold. (Euphrates, Potomac)



Multiplayer



SCHAR: Blue Shield Alliance fully supports and encourages co-op gameplay throughout the campaign, freeplay, or survival modes. Here is the low-down on the co-op expected in BSA.

Players are not tethered to one another. Flying away from each other will simply make the screen zoom out. This can be a great tactic when dealing with a horde of enemies.

Drop-in/Drop-out: Between missions (specifically in the ship select/upgrade screen) players can drop-in or out of the game. Adding or removing players will scale the game appropriately.

Couch co-op: Players of BSA have to be local to one another, and have additional controllers on both PC and Xbox.

Though BSA features three primary gameplay modes designed with co-op and single-player in mind, the survival mode itself is pointed more toward co-op. Surviving waves of enemies is infinitely more fun with ally backup.

If you missed some of the mission text because another player skipped it on accident, you can read all of the mission text in the pause menu. The pause menu text log is a great resource for any questions you may have that the characters might answer right in-game.

Scoring



Multiplayer Scoring:

Multiplier is calculated by the percentage of health of all generators in a level. A generator at 100% health is 10x while 56% health is 5x. If there are more than one generator, then it's the average of the two. For instance if there are two generators in a level and one is at 85% health and the other is at 74% health, then the multiplier would be 7x. $((85+74) / 2 / 10)$

On levels without a generator, multiplier is based on the health of an objective. ie Freighter

How score is divided in co-op:

Salvage is divided equally among players.

What contributes to player score:

All salvage picked up by players from enemies contribute to your score. The final calculated total is your multiplier times the number of tons of salvage acquired.

What doesn't contribute to player score:

Only salvage picked up from enemies killed contribute. Salvage picked up from Valgard's freighter does not contribute to your score. Neither does grabbing boxes from allies or yourself - those salvage boxes have already been calculated.

Radar Key



Pressing the Left Bumper on your controller, will bring up the above screen which we call the **On Board Radar**. The background will dim but not pause or slow the action, and you'll get a series of nav points you'll want to pay attention to (without the numbers).

This on board radar is incredibly helpful to players trying to sort out the chaos on the screen, or reorient themselves between waves of enemies.

Located around your ship is your individual HUD (heads-up-display). Here you'll see all of your vital information like secondary weapon ammo, armor and salvage.

In co-op this screen will be nearly identical, only with several HUD's displayed (one for each player).

Other nav points with arrows indicating direction, and numbers indicating distance, will appear for various objectives.

Radar Key Continued

Shield Generator: The shield generator, when present, is your primary objective on nearly every map. Pay attention to the colored lights on the side, as well as the intensity of the beam (indicated by width). These cues will provide visual orientation as to the condition of the generator. Green is healthy, orange is damaged, and finally red before the generator is destroyed.



HUD: Heads up Display: Appears via Left Bumper. Displays armor (top left), Salvage (top right), Secondary ammo B button (bottom right) and Secondary ammo Y button (bottom left).

- 1 Waypoint:** Your target destination (Off-screen only) and the direction it sits, whatever that may be. The level will give you some indication in text to learn more.
- 2 Enemy:** Off-screen enemy units (under 5 remaining, or key enemy unit), appears in red with an arrow indicating direction of craft.
- 3 Key Alliance Structure:** Generators, freighter targets, and capital ship will have the white indicator with an arrow directing you to their location off-screen.
- 4 AI/Enemy Units:** Enemy units on-screen will appear in a golden glow, and their health will be displayed over the unit. AI allies will have the same health-bar indicator.
- 5 Unit Health:** Your armor is indicated in green (then orange, then red as your health decreases) in this location on the HUD.
- 6 Unit Salvage:** This is the amount of salvage your ship currently carries indicated in orange. When your ship is full, additional salvage will be bounced off the hull. Additionally, you cannot pick up salvage while the ships shield is up.
- 7 Secondary Weapon (Y):** This is the units secondary weapon used by pressing Y. The yellow helps indicate the button, the number of dots is the amount of ammo (three yellow dots = 3 deployable turrets on this screen).
- 8 Secondary Weapon (B):** This is the units secondary weapon used by pressing B. The red helps indicate the button, the number of dots is the amount of ammo (three red dots = 3 missiles on this screen).

Admiral of the Fleet, Herman Alvarez

Height: 5'10"

Weight: 243 lbs

Ethnicity: Old Earth Latino

Specialty: Leadership, Tactics

Admiral Alvarez is an experienced soldier of The Alliance, somewhat resembling a pirate with his disfiguring scars. His voice (along with most of his chest and neck) has been destroyed after getting too close to a CoN attack on a ship he was Captain of fifteen years before becoming Admiral. He hates to appear disabled in any way, so he sends most of his orders either directly to the pilots via computer text, or through his liaison bot B-177.e, aka "B."

Admiral Alvarez is close to his ship and crew, trusting them to perform their duties without micromanaging guidance. For this reason, he's carefully selected his closest advisers, from his best scientist's daughter, to the most reckless but brave pilot in the galaxy. As a pilot you're held to his high standards, and there will be little room for mistakes.



Crew Liason Unit B-177.e, aka "B"

Height: 4'0"

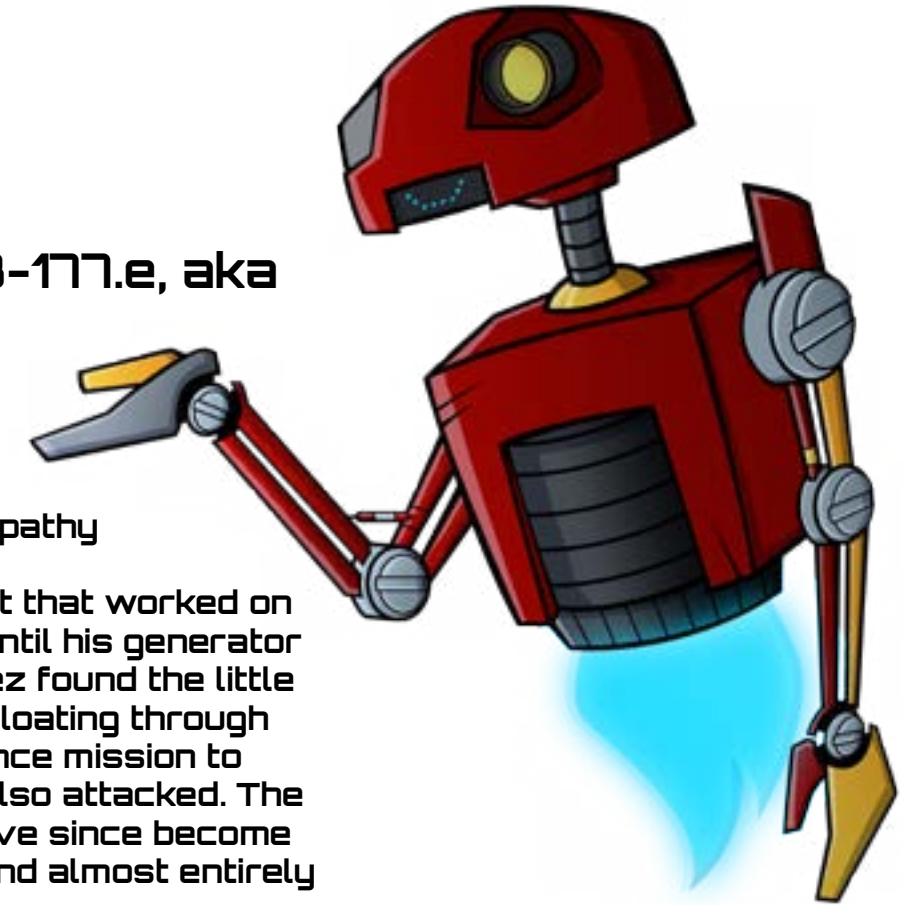
Weight: 300lbs

Ethnicity: Generator Robot

Specialty: Communications, Empathy

B-177.e was once a salvage bot that worked on an iron harvesting generator, until his generator was destroyed. Captain Alvarez found the little red robot, badly damaged and floating through space, while on a reconnaissance mission to the nearby planet which was also attacked. The two, Captain Alvarez and B have since become like best friends, inseparable and almost entirely dependent on one another.

Since B-177.4 was found floating alone in space, badly damaged and left for "dead," he's suffering from a form of robot PTSD. He's badly afraid of the aliens, and most of the missions themselves, but understands they're important to saving humanity (and ultimately himself). He tries to bond with the Admiral and other crew members by using human idioms, but often gets them wrong.



Head Engineer, Dana Allston

Height: 5'6"

Weight: 122 lbs

Ethnicity: New United Irish

Specialty: Weapons and Technology

Dana Allston is a brilliant inventor and mechanic who's designed exceptional weapons and ship modifications that have helped to turn the tide of the battle against the CoNs. Dana is the only daughter of the great scientist Frederick Allston, who created the initial Blue Shield with his team. She's now following in her late father's footsteps by aiding the SCHAR Empire against the great CoN threat, utilizing her own inventions to make Blue Shield usable by all of our forces as both shields and weaponry.

Dana is thirty-five Earth years old, and has been playing in the Alliance cargo bays since she was old enough to crawl. She graduated the Academy of Mars at age 17 with a doctorate in engineering, but refuses to go by the title "Doctor Allston" as she feels that name belongs to her father. She's been working around the clock to implement all of her inventions since the fleet's Admiral brought her aboard the headship. She is also an excellent resource in ship upgrades, and general information about your craft through the SCHAR experience.



Frigate Salvage Ship Pilot, Valgard Vapnfjord

Height: 6'6"

Weight: 320 lbs

Ethnicity: New Union of Scandinavia

Specialty: Alliance Support, Being Bitter

Valgard Vapnfjord was once head pilot for the first ever alliance assault fleet. His heavy hitting Styx Assault Fighter was the envy of all, but no one wanted to pilot under him. After a series of reckless incidents where all of his subordinate pilots were killed and often the generator he was in charge of protecting was destroyed, Valgard faced the BSA tribunal. After serving a sentence in the scrap yards, where he spent his time hauling debris and parts for generators by hand, he was reinstated but demoted.

Now a disgruntled junk ship pilot that delivers additional resources to fighter pilots, Valgard has basically become a gigantic target for the aliens with no firepower or proper defenses as punishment for his reckless behavior and he knows it.

Valgard is a valuable resource to the Alliance, delivering goods and creating a much needed heavily armored diversion away from the generators. You'll be wise to use his help as often as possible – who knows, he might warm up to you and become one of the craziest allies in the SCHAR Universe.

Earth

Population: 2.4 Billion
Size: 40,075KM
Key Resource: Water

After years of expansion, Earth is once again home to the majority of surviving humans from the initial CoN attack. Earth is the first line of defense in this war to survive. Researching tech called Substance B, we've created Planetary Shield Generators as a tangible barrier between us and the CoNs, but this technology is fickle and needs to be maintained.



The Moon

Population: 142
Size: 10,917KM
Key Resource: Uranium

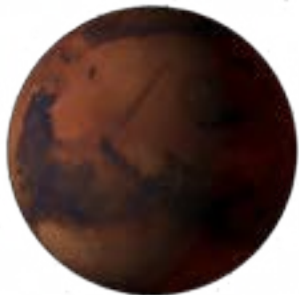
While Earth's Moon may not be colonized, it holds value in disrupting any imposing CoN presence near Earth using its own shields. A massive Substance B laboratory is the only inhabitable installation on the surface. The Alliance relies on the Moon facility for field testing newly developed weapons and more stable technologies to sustain Blue Shields.



Mars

Population: 16,784
Size: 21,344KM
Key Resource: Niobium

Long time coveted planet for its colonization capabilities and abundant mineral resources, Mars is a prime settlement. Our prized academic colonies exist on this terraformed planet, along with our top science facilities. Many initial breakthroughs in our present technologies came from the brilliant resident minds, survival here means survival for our race.



Pluto

Population: 0
Size: 7,232KM
Key Resource: Nitrogen

Pluto has faced a lot of scrutiny during its classification by humans, but the fact remains that it serves as a key point in the Solar System due to the warp gates positioned around it. While it may not be habitable, it is still important to the Alliance as a major hub for interstellar travel. You'll probably just end up passing through, so to speak.



Kronor

System: Tandemic
Population: 375k
Size: 32,721KM
Key Resource: Iron

Description: The entire surface of Kronor is permafrost. Under the ice and snow, human cities developed from iron mining operations, deep ice fisheries, and phosphorus collections. Inhabitants deal with the cold using the environment much like an oversized igloo, the ice creating a natural insulation to retain the mantle heat near the buried cities.



Mau

System: Tandemic
Population: 1.7b
Size: 21,377KM
Key Resource: Beryllium

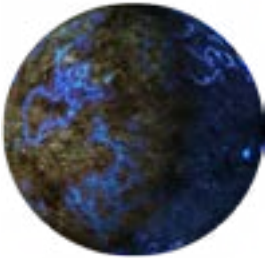
Description: Mau was once a highly sought after resort from the busy colony worlds. Inhabitants of nearby systems have took refuge here after the CoN attack, thanks to the highly dense terra used to conceal human-kinds numbers on the surface. Massive trees and other vegetation, abundant fresh water sources, and defensible villages have allowed Mau to endure as a safe haven.



T01-P005

System: Tandemic
Population: Uninhabitable
Size: 16,409KM
Key Resource: Unknown

Description: T01-P005 is regarded as an uninhabitable planet. Not much is known about the surface, other than the white-hot lava flowing freely, rarely slowing enough to cool before being recycled by the planet.



Metroplex

System: Trident
Population: 2.5b, all bot
Size: 38,221KM
Key Resource: Petroleum

Description: Metroplex was once the largest industrial hub, collecting resources from all other human settled planets to create all sorts of quality of life materials. When the war broke out, Metroplex was reassigned from creating luxury items to vessels and weapons. Humanity quickly fled to Mau, leaving behind 2.5b bots to continue production until resources ran dry.



Unknown

System: Mobile
Population: Unknown
Size: Unknown
Key Resource: Dark Matter

Description: Unknown

Hints for Tactical Consideration

-  **Balance assault and attack:** Don't focus too heavily on flying off to destroy enemies, but don't forget about the stragglers either.
-  **Bring a towel:** For safety. It can get messy out there.
-  **Use your shields:** Hull damage can be largely avoided by use of your shield with the left trigger.
-  **Upgrade:** Even if it seems like something you won't use, upgrade if you have the salvage to spend.
-  **Consider dying sometimes:** You replenish your special ammunition when you get a new ship.
-  **Bring friends:** Allies are your greatest weapon.
-  **Hold onto your salvage:** Sometimes you'll need to move product, bypassing a generator from auto-pickup. Use the right bumper.
-  **Drop/share your salvage:** Don't be a hog, drop your stuff when you need to go with right trigger.
-  **Watch your multipliers:** The number dancing around your objective helps your score.
-  **Use your radar:** Check the status of allies and objectives with the left bumper.
-  **Buy our soundtrack:** Our music is amazing. Duh.
-  **Seriously, bring friends:** At least three of them. Controllers, too.

Notes

"...while [SCHAR] could have gotten away with incredibly simplistic graphics, the dynamic lighting makes for a damn fine looking budget title... Lots of heart in this title, and I'm sure once it comes out, you'll all agree."
- Gordon Bryant, GamrReview.com

"...from what we have seen so far it is looking good."
- Chris Priestman, IndieGameMag.com

"Just saw a teaser for @SCHAR_BSA and I have to say "Constituents of Nothing" is an awesome name for an enemy."
- Conor Elsea (@Jon_Bloodspray on Twitter)

"I like it when the blows up."
- Drunken Gamer.

SCHAR: BSA is deep and engaging co-op experience. BSA is a clever little indie game that does something new for twin stick shooters. BSA's story, upgrades, co-op, and addictive gameplay mechanics will keep players coming back for more.
- Andrew Gaskill, Co-Optimus.com

Notes Continued

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Lead Programmer:
David Paul

Writing, Level Design, PR & Instruction Manual:
Katrina Pawlowski

Art:
Nick Butler
Mike Katsufakis

Music:
Sean Beeson

Alpha playtesters:

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Tally Calahan
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Travis Coates
Jason Cooper
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Justin Korthoff
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