

BECOME A HYPER SENTINEL LEGEND!

- ★ Advanced training for high score heroes
- ★ Discover the secrets of Survival mode
- ★ Hints & tips to help you claim all 60 medals
- ★ Begin the epic journey to 100% completion!

THE ULTIMATE
MASTER'S GUIDE!

HYPER SENTINEL

HUEY FOUR SIX
PIXEL

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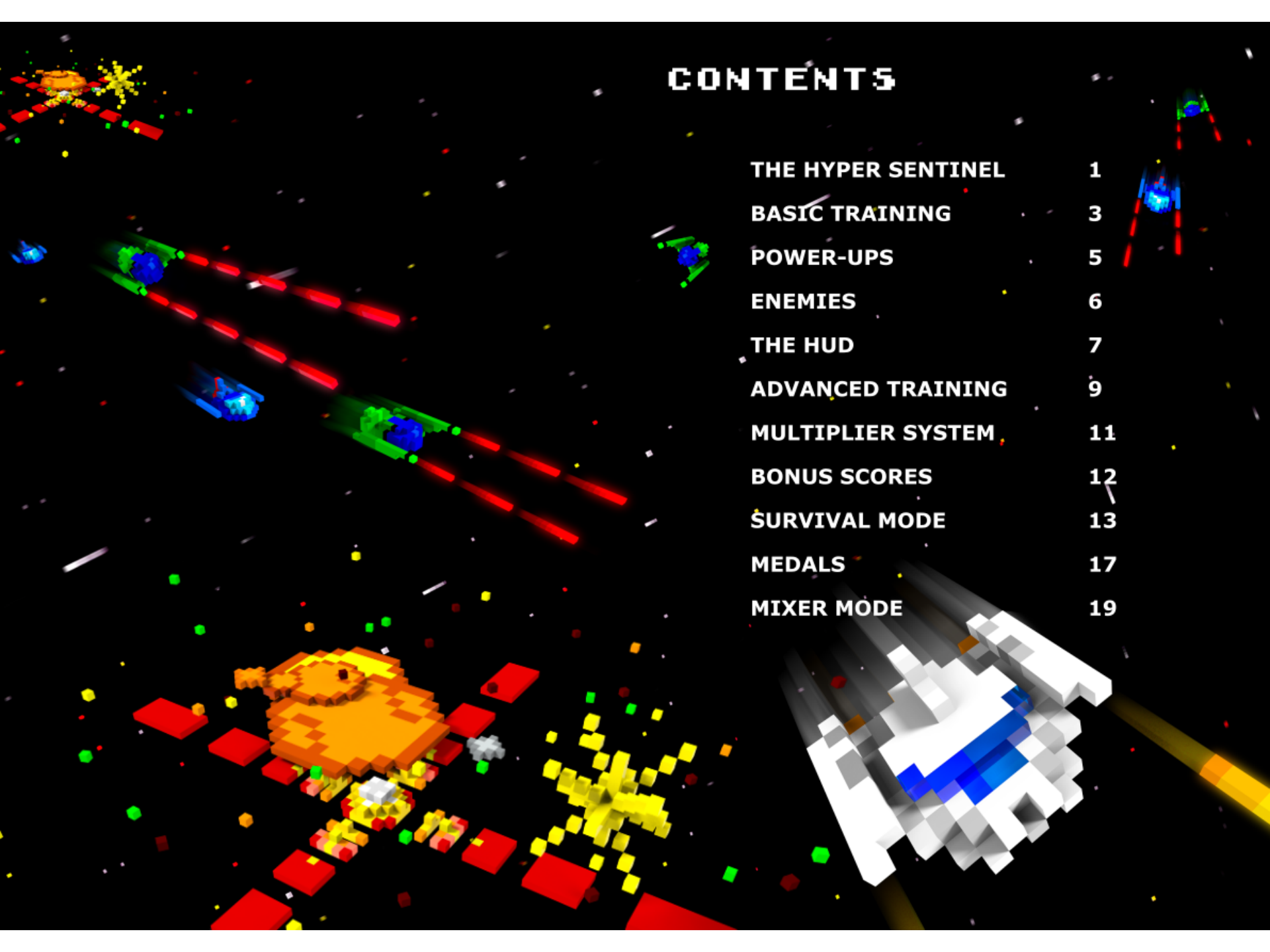


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OFFICIAL
STRATEGY
GUIDE

CONTENTS

THE HYPER SENTINEL	1
BASIC TRAINING	3
POWER-UPS	5
ENEMIES	6
THE HUD	7
ADVANCED TRAINING	9
MULTIPLIER SYSTEM	11
BONUS SCORES	12
SURVIVAL MODE	13
MEDALS	17
MIXER MODE	19



THE HYPER SENTINEL

ENERGY RECHARGE

When playing in Arcade mode or Boss mode, the Sentinel's advanced energy recovery system will automatically recharge as long as you are not under attack.

TWIN LASER CANNONS

Your Sentinel fighter is equipped with twin laser cannons, effective against both surface targets and enemy fighters.

BOOSTER ENGINES

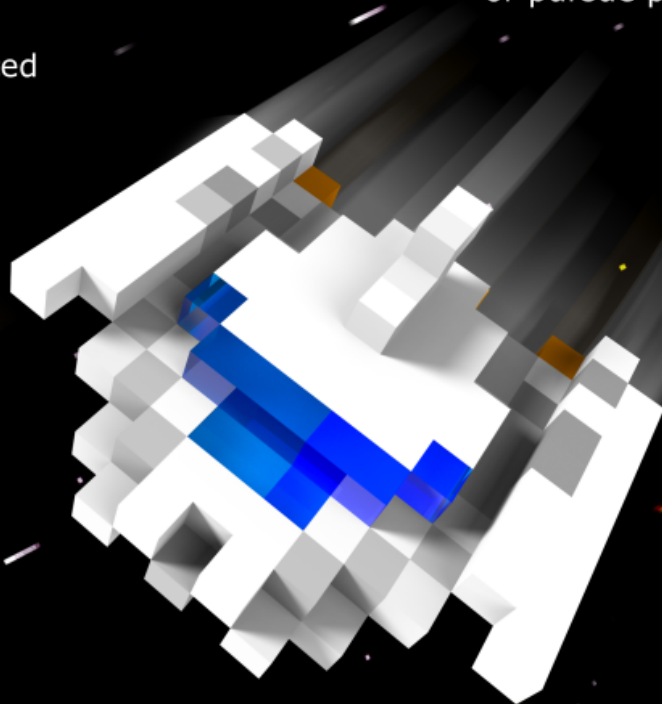
As our flagship rapid response fighter, the Sentinel is the fastest ship in the fleet. Engage the boost engines to evade enemies or pursue power-ups.

MICRO HYPER DRIVE

To counter the might of the Alienoid space destroyers, we have developed a micro hyper drive, allowing the Sentinel to launch a devastating surprise attack against the enemy.

ADVANCED MANEUVERABILITY

The Sentinel is planet earth's most agile fighter, capable of flipping rapidly to dodge projectiles and switch direction in pursuit of the enemy.



BASIC TRAINING

3

MOVEMENT

Use the control stick to perform smooth, sweeping loops and rapid direction changes. Timing your flips to dodge enemy attacks is one of most crucial skills to master.



PAUSE

From the pause menu you can quickly restart the current level, check on medal progress or adjust options including graphics filters and audio levels.

FIRE

Hold to auto fire for easy kills or tap rapidly for a faster rate of fire.



ALTERNATIVE CONTROLS

Play around to find a control scheme which suits your playing style. You can use the right shoulder button to shoot, and X or Y to rapid fire (tap) or boost (hold) if you prefer.

BOOST (RIGHT TRIGGER)

Use your boost engines to escape from danger or to chase power-ups. While boosting, nearby power-ups will be pulled towards you and collected. Remember, you cannot fire while boosting.



POWER-UPS

5

There are two types of power-up in Hyper Sentinel:

BUBBLE POWER-UPS

When you destroy a ground target, a Bubble power-up will sometimes float up from the wreckage. Collect it before it floats off screen. In Survival mode Bubble power-ups will also float up from the bottom of the screen at random.



POWERDROIDS

The Powerdroid weapon upgrades fly horizontally amongst enemy fighter formations and will fly off screen when the formation does. If the formation is destroyed, Powerdroids will remain stationary for a few seconds before flashing and disappearing. In Survival mode, two stacks of stationary Powerdroids will persist until they are collected.



ENEMIES

6

FIGHTERS & HUNTERS



Bluebird Class

Slow but with strong and accurate firepower.



Hunter

No weaponry, but highly agile. Will self-destruct with a powerful kamikaze explosion on impact.



Grasshopper Class

Agile and fast moving enemy fighter.



Horde Class

Unleashed in swarms when a destroyer is nearly crippled.



B-Wing Class

All round enemy fighter. Often fly in group formations for added firepower.



Alienoid

Shoot the colour morphing Aliens for bonus points.

LEVEL GUARDIANS (Examples)



Viper Shell

Protective outer shell for the infamous Viper.



Viper

High speed, aggressive protector class ship with twin cannons.



Sauceroid

Unleashed in groups. Highly unpredictable and resilient.



Sauceroid (unshielded)

Once you destroy the outer hull of a Sauceroid, its inner Alienoid controller is revealed.

THE HUD

MULTIPLIER

Each white square represents a multiplier level (x2, x4, x8, x16, x32). When the green bar drains, you will drop down one level.

HIGH SCORE

Your high score for this play session across every level you play in succession.

TIME

Time elapsed in the current level.

ENERGY

When energy is low the bar will turn yellow. When it turns red the next hit will mean game over and you will enter slow-motion when near to hazards, giving you an opportunity for last-minute evasive action.

TARGETS REMAINING

Number of ground targets or guardians remaining. In 'Arcade mode' you must destroy all ground targets before defeating all the level guardians.



ADVANCED TRAINING

DODGE REGENERATE

When you need to let your Energy regenerate, flip left and right rapidly while firing continuously to give yourself the best chance of survival. However, your score multiplier will be draining during this time, so it may not be the best tactic for high score chasers!



USING BOOST WISELY

Boosting is a good way to escape danger or chase power-ups (which are pulled towards you while you boost thanks to Boost Attract). However, boosting is also dangerous as your reaction time is reduced and you are unable to fire. Try boosting in short bursts and if a longer boost is needed, do it along the top or bottom of the screen where there are fewer hazards to run into.

RAPID FIRE

You can increase your rate of fire by tapping the fire button rapidly but this can get tiring, save rapid fire for when you need it most.



Level progress for current skill level



Medal progress



Overall game progress



GETTING 100%

Getting 100% completion in Hyper Sentinel is a colossal challenge which only the most dedicated and highly skilled pilots can dream of overcoming. To be one of them, you will need to complete every level, in every mode, on every difficulty setting AND collect all 60 medals.

SKILL SETTINGS

NORMAL: Your energy gauge will regenerate quickly, and your Sentinel fighter will have a small period of resistance to additional hits immediately after taking damage.

HARD: Your energy gauge will regenerate slow, and your Sentinel fighter will be less resistant to taking hits immediately after being damaged.

RETRO: The same as Hard, plus your Sentinel will now collide with and take damage from solid deck objects. This creates a fresh challenge as you try to retrain your brain to react to these obstacles.



SKILL

RETRO

MULTIPLIER SYSTEM

[ARCADE & BOSS MODES]

11



The key to a great high score is to keep your multiplier as high as possible:

1. In Arcade mode, shooting ground targets will gradually fill your multiplier, but it will start to drain when you stop destroying targets. Get into a rhythm of shooting one after another.
2. On four occasions during the level, an Alienoid will sweep vertically across the screen. Shoot these for a points bonus and to instantly boost your multiplier to maximum.



3. Occasionally a maximum multiplier power-up will appear, often after destroying a ground target. Simply collect it to achieve maximum multiplier.



4. When fighting the level guardian in Arcade mode or playing in Boss mode, each successful hit on the guardian will gradually fill your multiplier. Rapidly landing successive hits is key.

BONUS SCORES

[ARCADE & BOSS MODES]

12



At the end of each level, there are four bonuses applied to your score:



A bonus is awarded for completing the level. Harder levels will award a bigger level bonus.



Enemy fighters fly in tight formations. Destroying entire formations before any of the fighters escape will boost your Formation Bonus.



The more quickly you complete a level, the greater your Time Bonus will be.



A number of factors determine your Skill Bonus including successfully performing dodges, avoiding dropping into the "red zone" on your energy gauge and skilful use of the boost.

SURVIVAL MODE

13

Although your defensive capabilities are limited in Survival mode, you also benefit from enhanced offensive abilities, creating a battlefield of extreme intensity.

MULTIPLE POWERDROIDS

Uniquely in Survival mode, you can equip multiple Powerdroid weapon upgrades at once. When the onslaught of the horde is at its most fierce and your energy is low, multiple weapons can be a powerful ally.



POWERDROID STACKS

In addition to the flying Powerdroids you see in other game modes, you will also see two vertical stacks of Powerdroids at either end of the level in Survival mode. These stationary Powerdroids do not expire, so you can save them until they are needed most, or collect the entire stack at once to arm yourself to the teeth. Just remember that identical Powerdroids cancel each other out when collected.



14

SURVIVAL MODE

15

In Survival mode your Energy Gauge will NOT auto-regenerate (unlike in Arcade and Boss modes). You have a target time to reach, and the goal is to stay alive for as long as possible. Here are some tips:

BUBBLE POWER-UPS

In Survival mode you will find Energy, Shield and Smart Bomb power-up bubbles floating up from the bottom of the screen at random. Think about how to maximise their effectiveness. For example, if you already have a Shield equipped, wait for another Shield bubble to get to the top of the screen before collecting it to get the maximum overall time with an active Shield.

TURRETS

When you destroy a turret in Survival mode, it will spawn an Energy, Shield or Smart Bomb power-up. Wait until you need one of these and then destroy the turret, but remember that it will most often be a Smart Bomb which is spawned.



SCREEN POSITION

The bottom of the screen is where the Power-Ups spawn, and the top is where asteroids fly in from, so staying near the bottom is potentially safer until there is a strategic reason to fly higher.

16

MEDALS

17

18

There are 60 medals to complete in Hyper Sentinel, of which 20 are unique. Medals can only be obtained in Arcade mode  or Boss mode .

Some medals are easier to complete in one mode than the other **(E)**, others can only be completed in a given mode **(O)**.

- | | |
|--|--|
| ★ ALIEN ACE | ★ THE HUNTER |
| ★ SPEEDSTAR  (E) | ★ ON THE LINE |
| ★ SPEED KILL  (E) | ★ WIPE OUT  (O) |
| ★ JACKPOT | ★ SURGE DANGER  (O) |
| ★ SCORE MASTER | ★ AVOIDER  (O) |
| ★ TAKEDOWN  (E) | ★ MULTIPLIER |
| ★ SCORE DASH | ★ ON GUARD  (O) |
| ★ CANNON FODDER | ★ DETONATOR |
| ★ FLIPPED OUT | ★ MIND THE WAY |
| ★ IN CONTROL | ★ SENTIENT OUT |

Shoot down Hunters

Survive the surge

Take down Sentients

Avoid the Sentry Guard

MIXER MODE

19

Mixer mode in Hyper Sentinel is the worlds first interactive livestream arcade game and is only available on platforms which support Mixer interactive. Mixer mode is similar to Survival mode, except viewers of your Mixer interactive stream will click buttons to trigger enemies and collectibles in your game. As the streamer, your objective is to finish the session with the best score possible, while your viewers have their own objective - to win the game session for their respective team (Attackers or Defenders).

TIPS FOR THE STREAMER

You begin each game session with 1000 points. Each time you dodge an enemy, you gain some points, but each time you shoot down an enemy you lose some points. Powerdroid weapons and Smart Bombs can be used to kill enemies without losing points, so the key is to survive as long as possible with support from the Defenders, will minimising use of your standard lasers.

Asteroid

TIPS FOR ATTACKERS

Attackers use Mixer buttons to trigger enemies and hazards in the game. Some buttons require lots of viewers to click them, others can only be used a certain number of times per play session, and some have Spark costs or cooldown periods. Think strategically about their use and keep an eye on what your fellow Attackers are doing so you can support their efforts.

TIPS FOR DEFENDERS

As with Attackers, each button has its own use restrictions. Unlike Attackers, you are working to support the streamer, so listen to what they are saying and react accordingly. If they shout for a Shield, try to ensure you have one ready.

MIXER MODE

21

TOP 5 VIEWERS

The top Attackers are those who land the most hits against the player, and the top Defenders are those who spawn the most useful power-ups.

STREAMER SCORE

The streamer gains points when they dodge enemies but loses points when they shoot them down, unless they are using Powerdroid weapons or a Smart Bomb.

22



VIEWER STATS

Attacker stats show the number of enemies spawned and the number of successful hits. Defender stats show the number of power-ups spawned and the number collected by the streamer.

HIT USERNAME

When the streamer takes a hit, the username of the viewer who triggered it appears beside the impact.