Final Storm User Manual

(Pre-launch - v.0.9.9b-beta)



http://www.bitbionic.com/final-storm/

https://bitbionic.itch.io/final-storm

http://store.steampowered.com/app/731820/Final_Storm/

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Thank you for your support!

By supporting Final Storm, you are supporting cross-platform indie game development. As a solo developer it means more to me than I know how to express. From the bottom of my heart - Thank You.

--Brandon Forrester

Overview

Final Storm is a cross-platform twin-stick shooter and bullet hellish game. It's designed as a pickup game you can play in 3-5 minutes when you just wanna shoot a lot of bullets and dodge just as many. Survive as many waves as possible and pick up a few power-ups along the way (.. ahem... you'll need them). Enemies increase in number and difficulty as waves progress. They're worth more points each wave.

When you've slain enough enemies without meeting your end, power-ups will be dropped ***in the center*** of the arena. But hurry - they disappear after 10 seconds if you don't pick them up.

Gameplay

Enemies spawn from one of 4 spawn points around the board. All 4 spawn points are active during a wave so be careful not to be on top of one too long.

Enemies

Meteors



They’re slow and don't chase you, but if they bump into you, you're going to feel it.

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Drones



These little guys randomly move around the board slowly, but have a small detection field around them. If they sense you, they'll pick up speed and come after you.

Vipers



Similar to the drones, but they're built to track you down. They have a much larger detection field and can move much faster than Drones.

Seekers



These missiles have one purpose, seek and destroy. They are the fastest enemy on the board! Watch out for them.

Rail Gunners



Rail gunners patrol the edges of the arena. They slide back and forth on a particular arena wall to prevent anyone from hiding there. Oh - and they launch missiles across the board to clear anything away that shouldn't be there. Those missiles are dumb and don't chase you but there sure can be a lot of them!

Sentinels

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Sentinels look like Rail Gunners but are more similar to Vipers. Their key difference is that they have a cannon similar to yours and they're not afraid to use it! The good news is, if you're a crack shot, you can shoot their bullets before they shoot you!

Power-ups

If you shoot enough enemies and live long enough, you'll pick up power-ups to help you in your battle. All power-ups show up in the center of the arena. They will only stay there for 10 seconds so you must hurry to pick them up when you receive a notification that one is available. If you're lucky enough to get more than one power-up, you'll be allowed to select one to keep after you die for being such an excellent contender!

Energy Shield

This passive power-up surrounds your ship with a force field that can withstand up to 3 impacts.

Tri Shot

This passive power-up is a weapon upgrade. Because 3 bullets are better than one. Fires 3 bullets from your main cannon giving you a 30 degree field of fire!

Side Shot

This passive power-up is a weapon upgrade. Fires a bullet to the left and right of your ship's direction . Of course you can still pivot your main cannon. Helps to protect your flanks!

Freeze Wave (Special Weapon)

This is an active power-up. When you pick up this item an icon of an icy snowflake will appear next to your life meter. Launch this weapon with your Right bumpers or triggers. Ice your enemies and stop them in their tracks for 6 seconds of glorious relief!

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And Laze-Blade!

This is an active power-up. When you pick up this item an icon of a sweeping laser will appear to the right of your score. Launch this item with your Left bumpers or triggers. Slam a spinning blade of flaming death into your enemies for about 6 seconds and take satisfaction in their cries of agony!

Controls

While this game CAN be played with keyboard and mouse it's really hard that way. It is ***best played with a Gamepad or XBox controller.*** Any gamepad supporting X-Input should work. This game has been tested with XBox 360 Controllers, MadCat generic Xbox controllers, Logitech 310 and 8bitdo NES30.

Gamepad

Any gamepad supporting X-Input with dual sticks configured for your operating system should work.

- D-Pad Navigates Menu
- "A" Button (Bottom Green on XBox Controller) selects menu items
- Left stick moves your ship
- Right stick fires your weapon
- Right Trigger / Bumper fires Freeze Wave
- Left Trigger / Bumper fires Laze-Blade
- START button pauses in-game

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Keyboard and Mouse

(warning - it's hard with keyboard and mouse. HIGHLY recommend a gamepad to play this game)

- W,A,S,D or Arrows for movement and menu control
- Left Mouse fires towards your reticle and selects menu items
- Right Mouse fires Laze-Blade
- Space fires Freeze Wave
- CTRL fires Laze-Blade
- ESC pauses in-game

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Attribution

As a one-man company this game would have taken a lot longer to make without many of the great assets on opengameart.org . The artists listed below posted their content there asking for attribution in return. They are listed in the game credits but we'll list them here as well:

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