SPACE ATTACK USER'S GUIDE

SPACE ATTACK is a retro shooter with a 1970's feel. You can upgrade your ship according to your preference. Enemy battles show physics-based behavior. The difficulty level is set low for those who are not familiar with the game.
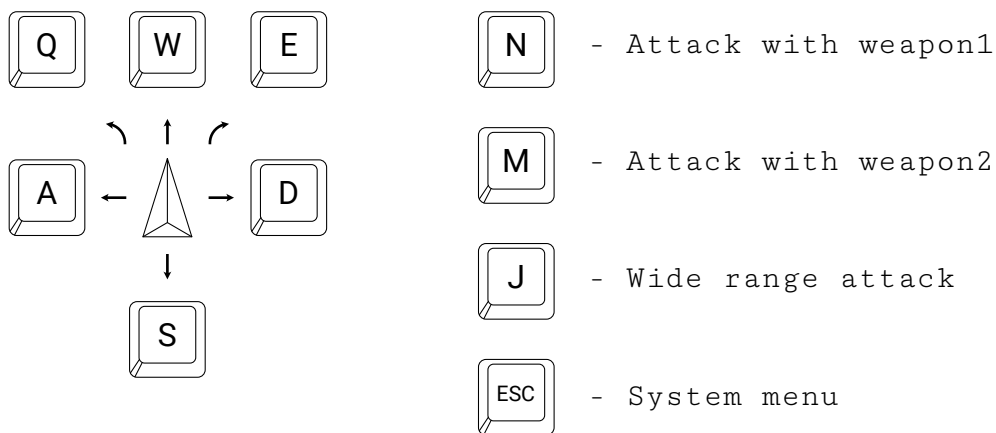
1.Story

In the year 2468 A.D., several centuries have passed since humanity entered space. Scattered across the galaxy, humanity finally comes into contact with a mysterious civilization. The civilization's actions toward humanity were neither hostile nor friendly, but simply in accordance with their way. In order to respond to their way, humanity sends the space attack ship Archimedes.
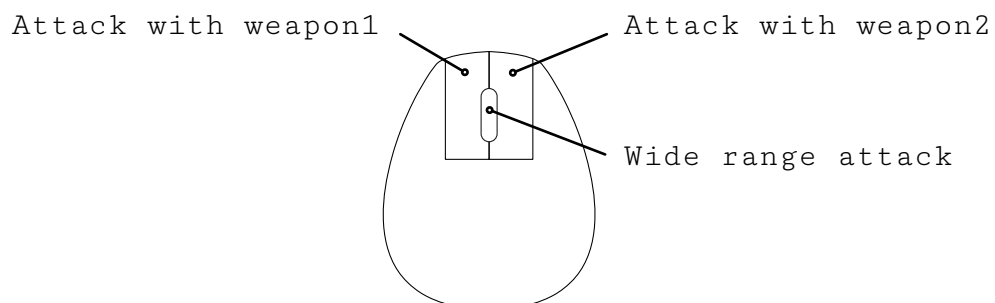
2.Operation Method

The default settings are as follows. Weapon 2 can be used from stage 2.

A.Keyboard Contorls

N	-	Attack with weapon1
M	-	Attack with weapon2
J	-	Wide range attack
ESC	-	System menu

B.Mouse Controls (Use the keyboard together.)

Attack with weapon1

Attack with weapon2

Wide range attack

C.Joypad Controls

Turn Left   Turn Right

Movement

Y

X   B — Attack with weapon2

A

Attack with weapon1

Wide range attack
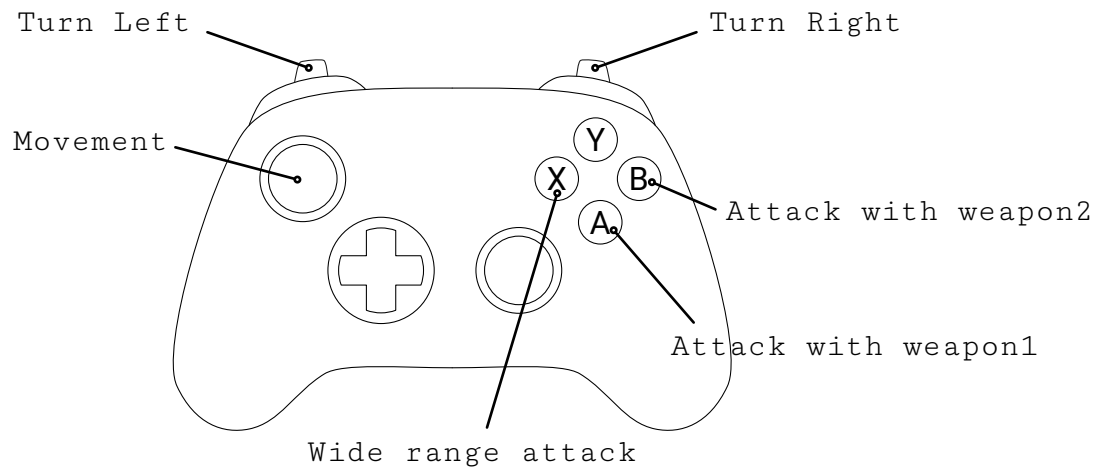
3.Upgrading attack ship

When the game progresses to a certain point in the stage, the upgrade screen will appear.

You will need 1000 points for each upgrade.

A.Type of Weapon1

I)Non-reacting Super Long Molecule Gun

The most basic offensive weapon. It is the most balanced. Upgrades increase bullet speed and damage. It also has more anti-inertia energy, making it easier to hit the enemy in succession.

II)High Velocity Inelastic Plasma Cannon

Shoots out two high speed bullets forward. The bullets are fast, easy to hit, and have a strong force to push enemies away, but they are not very powerful. Upgrades improve bullet speed and damage.

III)Anti-Molecular Super Gravity Cannon

Fires bullets in three directions. The high-powered, accelerating projectiles fired at the front have piercing capabilities, while the projectiles shot out to the left and right can cancel out enemy projectiles. It's a pretty tricky weapon. Upgrading the weapon will increase its speed, damage, and inertial energy, but will decrease the speed of the frontal projectiles.

B.Type of Weapon 2

I)Tactical Fusion Missile

Shoots a missile forward that explodes after a certain distance. If an enemy is hit by the missile before it explodes, it will not explode and will deal a small amount of damage to the enemy. This is a very easy weapon to use. Upgrades increase bullet speed, damage, and explosion range. The aiming position can be adjusted according to the movement of your ship.

II)Guided Tactical Fusion Missile

By keeping your targeting radar on the same enemy for a certain amount of time, you can fire a missile. If an enemy hits the missile before it explodes, it will not explode and will deal a small amount of damage to the enemy. It is difficult to handle, but it is very powerful and suitable for boss battles. Upgrades increase bullet speed, damage, explosion range, and the number of missiles and sights.

III)Nuclear Fusion Mine

Ejects a mine behind your ship that explodes when it hits an enemy or after a certain amount of time. This is a defensive weapon. Upgrades increase damage, explosion range, and time until explosion.

C.Wide Area Attack

A weapon that attacks a wide area at once to break out of a situation. Upgrades increase the maximum number of weapons you can carry.

D.Upgrading the attack ship itself

You can upgrade the acceleration and maximum speed of your ship.

4. Extra Ship

The first ship is added when you score 10,000 points, and one ship is added for every 20,000 points after that.