

RED DWARF - GAMEPLAY MANUAL

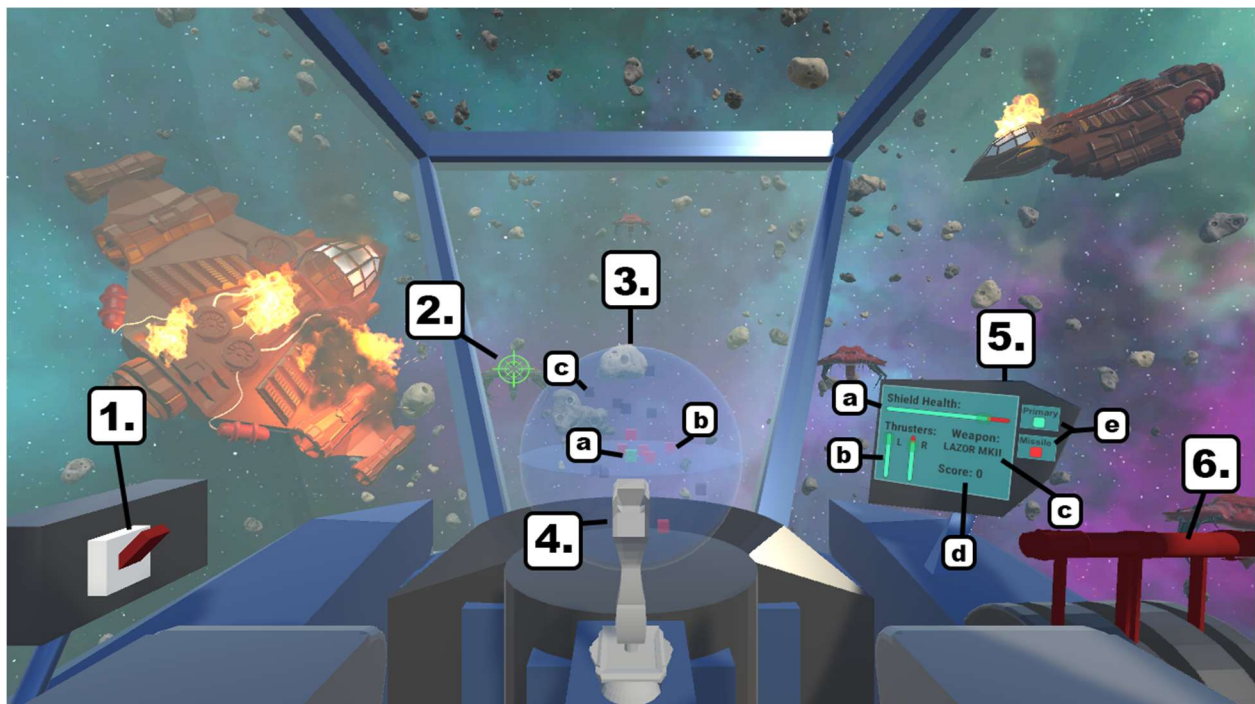
STORY

The galaxy is in the middle of a war against the Skalixi. You are the last of your Squadron, tasked to hold the front line until reinforcements arrive.

CONTROLS - MOUSE & KEYBOARD

- 1) Enter - Accept menu Prompt
 - a. Start Game / Restart Game on Death
- 2) Spacebar - Weapon Toggle
- 3) Engine Power
 - a. W - Speed Up
 - b. S - Slow Down
- 4) Yaw
 - a. A - Yaw Left
 - b. D - Yaw Right
- 5) Mouse - Rotate Ship
 - a. X Axis - Pitch
 - b. Y Axis - Roll
 - c. Left Click - Fire Primary Weaon
 - d. Right Click - Fire Missile

CONTROLS - HTC VIVE



HTC VIVE Controls

- Hold Side Grips - Grab Object
- Trigger - Interact

Intractable Objects

- 1) Weapon Toggle (Swap Primary Weapons)
- 2) Missile Lock-On Indicator
- 3) Radar
 - a. Green - Player / Ally
 - b. Red - Enemy
 - c. Gray - Debris
- 4) Flight Stick
 - X Axis - Pitch
 - Y Axis - Roll
 - Trigger - Fire Primary Weapon
 - Up Touch Pad - Fire Missile
- 5) Ship Status Panel
 - a. Shield Health
 - b. Thruster Power
 - c. Primary Weapon
 - d. Score
 - e. Weapon Cooldown
- 6) Throttles (Left / Right)

WEAPONS

Gatling Cannon - Rapidly fires ballistic projectiles from a Gatling railgun (Damage: 5) (Cooldown: 0.05s)

Fires straight ahead of the ship. Best for destroying asteroids.

Lazer - Fires a guided lazer beam at the closest target (Damage: 15) (Cooldown: 1s)

Locks on to enemies near the front of the ship. Best for destroying nearby enemies.

Missiles - Fires a heatseeking missile towards a targeted enemy (Damage: 25) (Cooldown: 5s)

Locks on to enemies with a green targeting reticle. Best for fast moving enemies.

ENEMY TYPES

Queen - Health: 100, Score Worth: 100

General - Health: 50, Score Worth: 50

Pawn - Health: 10, Score Worth: 10

Asteroid - Health: 1, Score Worth: 1 ☺

HEALTH

Your ship begins with 100% shield strength, when it reaches 0% it is Game Over!

Some enemies and asteroids drop health packs which heal your ship by 25 points.

Queen - Item drop chance: 100%

General - Item drop chance: 20%

Pawn - Item drop chance: 10%

Asteroid - Item drop chance: 10%