



## **Space Guard Help Contents**

The Contents lists Help topics available for *Space Guard*. Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1.

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## **About Space Guard**

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Cosmi Corporation**

**Programming by Ron Paludan**



## Playing the Game

### Object

The object of *Space Guard* is to protect the Earth from swarms of rogue asteroids.

### Starting a new game

On the Game menu, click New Game or click on the **New Game** button to begin playing.

### End of game

When either the Earth is destroyed, or all of your ships are destroyed, the game is over.

### Controlling your spacecraft

Maneuver your ship by using the keyboard cursor keys: right arrow to rotate clockwise, left arrow to rotate counter-clockwise, up arrow to fire the ship's engines. You can also use your mouse by placing the mouse cursor on the game display and moving it left or right to rotate and pressing the right mouse button to fire engines.

### Destroying Asteroids

Press the space bar or click the left mouse button to launch missiles at asteroids. When a missile hits an asteroid, it will split it into smaller and smaller pieces until the asteroid is completely destroyed.

### Damage from Asteroids

Asteroids which collide with the Earth will damage its ecosystem. The larger the asteroid, the greater the damage it causes. The amount of damage to the earth is indicated by a bar in the lower left corner of the Space Guard window. Asteroids will also damage your ship. The amount of damage to a ship is indicated by the Ship Damage bar.

### Defensive Shields

By pressing the INS key you can activate an energy shield around your ship which will reduce the amount of damage to it from collisions with asteroids. While the shields are operating, a blue circle will appear around your ship and you will not be able to fire any missiles.



## Scoring

For each missile hit on an asteroid: 100 points for Beginner level, 200 points for intermediate, 300 points for Advanced.



## **Game Menu**

### **New Game**

Begin new game.

### **Pause Game**

Freezes game. Select again to resume playing.

### **High Scores**

View the top six previous scores.

### **Exit**

Exit Space Guard.



## Options Menu

### Difficulty

Sets the difficulty level for *Space Guard*.

Beginner:	Player receives 4 ships
Intermediate:	Player receives 3 ships
Advanced:	Player receives 2 ships

### Customize

You can change some of *Space Guards* characteristics with the Customize dialog box:

Gravity - select which objects are affected by Earths Gravitational pull and the strength of Earths gravity.

Whether collisions between the Earth and your ships will result in damage to the spacecraft.

Select High Thrust to double the engine power of you ships.

### Sound

Toggle sound effects on/off.

