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## About the Keyboard

Both players use the keyboard to control their ships. The left (red) player uses the "keyboard diamond" composed of the W, A, S, D, and Z keys. The right (green) player uses the diamond composed of the P, L, semicolon, apostrophe, and period keys.

The W and P keys are the thrust on/off keys. Pressing once will turn the ship engines on, accelerating the ship in the direction it is pointing in. Pressing again will turn off the engines.

The A, D, L, and apostrophe keys are the rotate keys. Pressing one of these keys will rotate the ship a few degrees to the left or right. It is recommended that you not continuously hold down one of the rotate keys, but instead press it rapidly to get your ship to the desired angle.

The S and semicolon keys are the fire keys. Pressing once will shoot a bullet from the front of the ship, that travels directly away from the ship. Each bullet travels about 2/3 the length of the window before it self-destructs. Each player can have five shots active at once. Watch out, because it is possible to be destroyed by one of your own bullets.

The Z and period keys are the hyperjump keys. Pressing once will teleport your ship to some random location on the window. This is useful for getting out of tight spots, but there is a 25% chance per teleport that your ship will not survive the hyperspace journey, and will explode on re-appearance.

There is a problem with the keyboard interface for this game -- if one player holds down a key, the other player will be "locked out" of the keyboard, and thus won't be able to control his ship. Therefore, try to make an effort to not continuously hold down any key, so that both players can play equally.

## Menu Commands

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## Game Information

SpaceWarZ is a two-player game. Each player tries to destroy the other player's ship, without getting his own ship destroyed. If you destroy the other player's ship, your score goes up by one; the first player to reach the agreed-upon high score wins the game.

Ships can rotate and they can accelerate by using their engines. If the gravity option is being used, then ships can also move by being attracted to the sun (or black hole, if it is present). The game tries to realistically simulate motion, such that if you accelerate forwards for five seconds, its going to take another five seconds of acceleration in the opposite direction to stop your motion.

Each ship can fire bullets. Each player can have up to five bullets in action at once. Bullets travel for approximately  $2/3$  of the horizontal length of the window before they self-destruct.

A ship can be destroyed by being hit by a bullet (even by one of your own bullets!), by being sucked into the sun or a black hole, or by ramming into the other player's ship.

## **New**

When you want to start a new game, you select the **New** command from the **File** menu, or press F2. This resets both player's score to 0, and starts the game. The game ends when one (or both) player(s) reach the high score.

## **Close**

If you want to quit a game in progress, but don't want to exit the SpaceWarZ program, you can select the **Close** command from the **File** menu. This stops the game action and brings back the opening display.

## **Exit**

When you want to exit the SpaceWarZ program, you can select the **Exit** command from the **File** menu, or press ALT-F4. When the game exits, it writes out a "spcwrz.ini" file to the Windows directory. This file contains all of your configuration settings, so that you don't have to reset all of the options each time you start up the game.

## Configure

When you want to see or change any of the options of SpaceWarZ, you can select the **Configure** command from the **Options** menu, or press F3.

There are a number of options for SpaceWarZ:

**Gravity:** If you set this to "None", then there won't be any gravity used in the game. If you set it to "Sun", then the sun will exert a moderate amount of gravity. If you set it to "Black Hole", then the sun will become invisible (but still exist, and still destroy you if your ship runs into it) and will exert a lot of gravity.

**Ship Thrust:** Each ship's engines can be made to put out a low, moderate, or high amount of thrust.

**Sun's Velocity:** If you set this to "Stationary", the sun (or black hole) will be located at the center of the window. If you set it to "Moderate" or "High", the sun will start out on some random direction, and continue to move in that direction at a moderate or high velocity. This can be really dangerous if the sun is a black hole, because then it is invisible and you have no idea where it is!

**Gravity Affects Shots:** If this check box is checked on, then bullets will be affected by the gravity (if any) exerted by the sun or black hole. Because bullets move so fast, the gravity from the sun will only barely perturb the original path of the bullet. However, the black hole exerts more of an influence on bullets. With either sun or black hole, there is a chance that if a bullet appears directly on top of the sun, it will reverse direction! This happens infrequently but can be really surprising when it does happen.

**Keys:** This button brings up another dialog showing the command keys used by both players. You can't change the keys you use (yet!) but this is good as a quick reference during play.

**Final Score:** You can use the slider to set the final score -- how many points a player must get to before he wins the game. The final score can range from 1 to 10.

**Ship Size:** Before you start a game, you can choose whether all the objects in the game will be drawn small or large. Usually I recommend small, because that way there is a lot more space to fly through.

**Screen Edge:** You can control whether ships, bullets, and moving suns bounce off the edge of the screen, or "wrap around" to the other side of the screen.

**Number of Stars:** You can set the number of stars in the background. This can range from 0 to 100. If you have a slower computer, you might want to set this to 0, so that the game action proceeds at the highest possible pace.



## **About**

If you want information about the SpaceWarZ game, you can select the **About** command from the **Help** menu. This displays the copyright notice. There is also an "Info..." button; selecting this will display the distribution rules for the program.