This is a help window.   To remove it, use the ALT-F4 combination.

Vocabulary

English	Deutsch
Maneuver	Manoevieren (lassen)
Bugger	Kaefer, Schreckgespenst
Mother Ship	Haupt Anlage, Mutter Schiff
Missle	Wurfgeschoss, Fernlenkgeschoss
Telepathic	Telepathisch
Wave	Kampfegruppe (?)
Swarm	Stroemen

EG HELP!!!

What is the object?

The object is simple, destroy the Mother Ship. About 10 waves of buggers protect the Mother Ship. These must be destroyed in order to reach the Mother Ship.

What are the rules?

There are no real rules. You have a ship (the cursor) which can fire missles (with the LEFT mouse button).

To combat each wave, you are given a supply of missles. Use them wisely. When a missle explodes, it destroys a bugger ship.

What strategy can be used?

When a missle explodes, it destroys all bugger ships within a small radius. When a bugger ship explodes, it creates a fireball and destroys bugger ships within a much wider radius.

The optimal strategy then, is to maneuver the buggers into a small area and launch a missle into the middle of it.

Bugger Notes

Although Buggers have telepathic abilities, they are not very smart - in fact, this tends to work against them in combat situations where the ability to maneuver quickly is important. As you approach the Mother Ship, they get tougher and smarter.

Buggers tend to attack in swarms, usually about two swarms per wave. Maveric ships move extremely fast and usually remain hidden until the entire wave is destroyed.

Because of its very nature, the Mother Ship has extrememly limited offensive and defensive capabilities. It can usually be destroyed with a single missle.

Recognizing the Mother Ship should be no problem...

Earthling Notes

Your missles are heat sensitive, a maneuver that brings you too close to one of your own missles can result in a very undesirable effect - your demise!

Depending upon your shields, you can survive several direct hits from the buggers. When your shield level reaches zero, be careful.

You can maneuver your ship anywhere within the combat arena - the screen. Maneuvering outside of the screen is considered to be a retreat - you lose.

Due to many political factors too complex to describe here, you have a limited number of missles for each wave. When these are gone the buggers break through - you lose.

General Background and Understanding

EG stands for "Ender's Game", a science fiction novel where I got the idea for a game of this sort - I recommend it as great reading for anyone into computer gaming. In the interest of making a pure black/white game, I departed from the main theme of the novel in several areas - perhaps leaving an opening for EGII?

The game was originally developed as a mechanism for my daughter to learn "Mouse/Eye" coordination, and the combat was simple. In this version, the combat is tougher - more to the "EG" concept. It is possible to win - I worked especially hard on the Mother Ship sequence for those who stick with it.

EG is freeware - use, abuse, peruse, and do's you like. The risk, liability, and so forth are yours alone. There is no registration - no money involved - and you can pass it around as much as you want. Individuals seeking to obtain the C++ source code should send DM 100 (within Germany) or US $100 (outside of

Germany) to Garry Vass, Gundhof Str 18, D6000 Frankfurt 71,
Germany, before December 31st, 1992 - indicate that you want
"EG".