System Requirements

Minimum Specs

Bullet Candy will run on any modern PC or Mac, but for adequate performance it is recommended that you have at least a 1.25GHZ processor.

Recommended Specs

For Bullet Candy to run at it's best, you should have a 2GHZ or better processor, and a dedicated 128MB graphics card, and 512MB RAM.

Playing Bullet Candy

Menu and setup screens

Main Menu:

The main menu lists the following options:

Play - Click this option to take you to the game select menu

Scores - Click this option to take you to the hi-scores menu

Setup - Click this option to take you to the game setup screen

End - Click this option to end Bullet Candy

Demo users will also see a **BUY** option here, clicking this will end the game and open a website allowing them to purchase the full version of Bullet Candy

Play Menu

This menu lists the following options:

Arcade Mode - Click this option to take you to the Arcade Menu

Extend Mode - Once unlocked, you can click this option to take you to the extend mode menu.

Coming Soon

Survival Mode - Look out for Survival Mode in a future update

Asteroid Mode - Look out for Asteroid mode in a future update

Setup Menu

Music - Click this option to turn music on/off

Sound - Click this option to turn sound effects on/off

Controls - Click this option to go to the control setup menu

Graphics - Click this option to go to the graphics setup menu

Back - Click this option to return to the main menu

Control Menu

Use this menu to setup the game controls to your liking

Keyboard and Mouse - Click this option to change the control type to Keyboard and Mouse, Keyboard Only and Joystick/Game pad.

Configure Keys - Click this option to take you to the keyboard config screen

Configure Mouse - Click this option to take you to the Mouse Config screen

Configure Joystick - Click this option to take you to the joystick setup screen

Back - Click this option to return you to the setup menu

Configure Keys Screen

In this screen you can re-assign the default keyboard buttons to your liking, simply click the button you wish to change, than press the button you wish to change it to. When you are done, click back to return you to the controls menu.

Mouse Config Screen

In this screen, click the various options until your mouse buttons perform the action you want. Click back when you are done to return you to the controls menu.

Joystick Config Screen

Bullet Candy has been designed to allow for just about every type of joystick/game pad to work with it, so this screen has plenty of options. The first one lets you choose between digital or dual analog controls, and clicking it changes the layout of the screen accordingly.

Dual Analog

Movement: the first box shows which axis are used to move the player in the game, by default these are joyX and joyY (usually the left hand stick on your controller), but you can change these by clicking on the text next to the box if they are not correct. You should see the blue dot move around the box when you move the joystick.

Shooting: the shooting box behaves in the same way as the movement box. Default joystick axis are joyZ and joyR, which is usually the right hand stick on your controller.

Suicide Button: to change this button, click on the box and then press the button you wish to assign suicide to on your controller. I recommend a shoulder button, as it is easier to press when you are busy concentrating on the action.

Pause button: change this button in the same way as the suicide button.

Digital

You can setup digital control pads in the same way as dual analog, but you will need to set up your shot direction buttons in the same way as the pause and suicide buttons.

Joystick Threshold: for players with slightly worn analog sticks, you can click the joystick threshold button to increase the size of the green box in the movement and shooting boxes. When you take your hands off both sticks, the blue dot should be inside the green box. This will stop the player moving and shooting by itself.

Joystick Modifier: If your blue dot does not move, or moves way too far you can adjust the joystick modifier setting until it behaves correctly. Typically this is only used by players using a console pad via a USB adaptor.

Joystick Port: if you have more than one joystick connected to your system, you can change this setting to select the joystick you want to use.

When you are finished, click the back button to return to the controls menu.

Graphics Menu

The following options are available on the graphics menu:

Screen resolution: by default, this is 1024*768, but you can change this to any other value available on your graphics card by clicking the numbers. Changes do not take place until you click apply.

Windowed/Full screen: swap between windowed and full screen by clicking this option. Changes do not take effect until you hit apply.

Shrapnel on/off: for those with faster systems, turning shrapnel on adds a few more graphical effects to the game, such as explosions as enemy bullets leave the screen.

FPS Count on/off: For those who are interested, you can turn on the frames per second counter to see how well the game is running. A capable machine should average between 30 and 60 frames per second, whilst a good   machine shouldn't go below 60.

Apply: applies changes to screen resolution and Windowed/full screen. Changes to these   settings will only take effect after you click apply.

Back: returns you to the setup menu.

Scores Menu

Click on available options to show the online scoreboards, if you are good enough, you might see your name there! An active Internet connection is required for this feature.

Click the back button to return to the main menu.

Starting the game

Arcade Menu

You will start with only this option available to you. Other modes become un-locked when you get further in the game. These new games also have menus that follow the following style.

Play

Click play to begin the game from the start.

Continue

Click continue to pick up the game where you left off last time, levels are saved every five levels, so you can choose which level to begin at for the list. Click back to return to the arcade menu.

Difficulty

Click this option to choose between Normal, Hard and Insane difficulty modes. The harder the difficulty, the more points you score.

Turbo

Once unlocked, you can choose to have Turbo mode enabled. This speed the game up to as fast as it can go on your machine.

Back

Click this to return to the game select menu

How To Play

The object of the game is to **clear each level of enemies** of various styles. Once you have destroyed them all, the level will end and a new one will start. Win enough waves and you will beat the game. Simple as that.

Your **player ship** starts each wave in the center of the screen, use you movement keys/joystick to move the player around the screen. Aiming your shots is done with the mouse or shooting joystick/joystick buttons. If you are using keyboard only controls, not that you can lock the direction of your shots by holding the lock button (by default this is space).

Along with you and the enemies, each wave has a number of small **collectable gold ships** (these have a silver ring around them), collecting these is the secret to getting big scores, as each one is worth 100 points, multiplied by your current score multiplier, again by the difficulty setting and then finally by the number you have collected so far. So if you have collected 2 ships in normal difficulty with a multiplier of 1 you would score 200*1*1=200 points, or if you collected 5 ships in insane difficulty with a score multiplier of 10 you would get 500*3*10=15000 points.

If you collect 1 over half of all the golden ships on a wave, you get the **Laser Shot power up**, which means much more powerful bullets

There are four types of **bonus** in the game, these are:

Yellow: a score bonus, 2000*difficulty*score multiplier

Blue: three way shots

Red: 1-up

Green: invincibility

Bonuses can be spawned at random when you shoot an enemy, but you can also count on them appearing when:

Every 20*difficulty enemies killed: a score power up is spawned.

Every 70*difficulty enemies killed: a 1-up power up is spawned

Every 10 homing bullets or generated enemies: a triple shot power up is spawned

Once your multi-counter reaches 0 your **score multiplier** will increase. Multipliers available are 2x, 4x, and 10x. Every point you score will be multiplied by the difficulty setting and your score multiplier. Shoot enemies without dying to increase your score multiplier

If you find yourself in a hopeless situation, you can use the **suicide button** to kill yourself manually. This way, you get to keep your three-way bullets and your score multiplier, but it comes at the cost of 2 lives instead of just 1.

Good Luck!

Cheers

Charlie

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Keep an eye out for updates at http://www.charliesgames.com in March 1st 2007

For any enquires about the game, please contact me at charlie@charliesgames.com or visit the forum at www.charliesgames.com