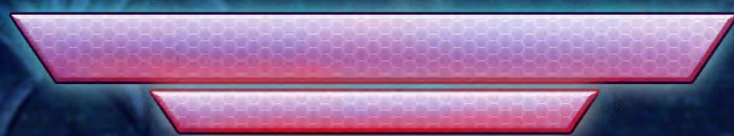


SKY MERCENARIES



MANUAL

CONTROLS



MODE 1 (MODE 2)
W,A,S,D
(ARROW KEYS ◀▶):
DIRECTION
SPACEBAR
(RIGHT SHIFT / ALT):
FIRE
SHIFT (CTRL):
CHANGE FIREMODE



LEFT BUTTON:
FIRE

RIGHT BUTTON:
CHANGE FIREMODE



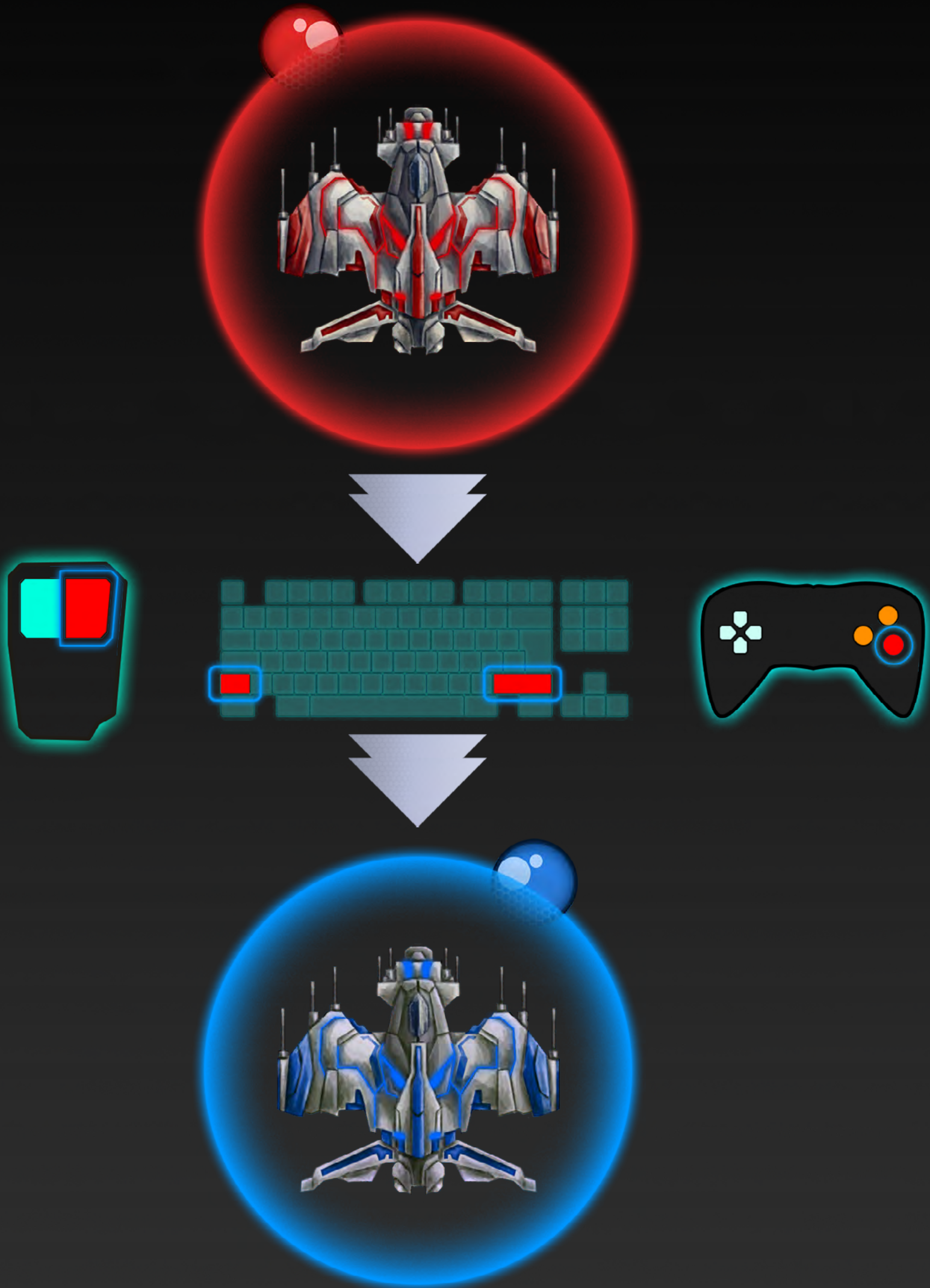
DPAD OR
ANALOG STICK:
DIRECTION

BUTTONS 1(X),3,5,7:
FIRE

BUTTONS 2(O),4,6,8:
CHANGE FIREMODE

COLOR SYSTEM

ONE OF THE BASIC ELEMENTS IN SKY MERCENARIES IS THE COLOR SYSTEM. THERE ARE 2 MAIN FIREMODES FOR EACH FIGHTER, RED AND BLUE. THE PLAYER IS FREE TO CHANGE THE FIREMODE AT ANY TIME IN THE GAME.



COLOR SYSTEM

EACH BULLET AND ENEMY HAS A COLOR TOO. IF A BLUE ENEMY BULLET HITS YOU, WHILE YOU'RE IN RED FIREMODE, A PART OF YOUR FIGHTER TAKES DAMAGE. IF THE BULLET AND YOUR FIGHTER HAVE THE SAME COLOR, IN THIS EXAMPLE RED, YOU ABSORB THE BULLET AND CHARGE YOUR OVERLOAD ABILITY. ONCE THE OVERLOAD BAR IS FULL, YOUR SHIP SENDS OUT AN EXPLOSIVE WAVE, DESTROYING BULLETS AND DAMAGES ENEMIES NEAR YOU.

IF YOU HIT YOUR ENEMIES, IT'S ALMOST THE SAME. IF YOU HIT A BLUE ENEMY WHILE IN BLUE FIREMODE, HE CAN ABSORB UP TO THE HALF OF THE INFLICTED DAMAGE. SOME ENEMIES EVEN MORE. IF YOU HIT THE BLUE ENEMY WITH A RED BULLET, YOU INFLICT MORE DAMAGE AND GAIN INCREASED CRITICAL HIT RATINGS.



SOUNDS SIMPLE SO FAR.. NOW IMAGINE, 50 ENEMY TYPES THAT REACT TO YOUR COLOR AND MOVEMENT. SOME TANK FIGHTERS, CHANGE COLOR IF YOU DO. SOME OTHERS GENERATE A SHIELD ABSORBING ONE COLOR. THERE ARE LASERS AND RAPID FIRE ENEMIES, THAT ALLOW AND SOMETIMES EVEN REQUIRE YOU TO CHANGE TO THE WEAPONS COLOR TO SURVIVE. WE PLAYED AROUND WITH THIS IDEA IN MANY PARTS AND DETAILS OF THE GAME AND THERE IS ALWAYS MORE THAN ONE WAY TO SURVIVE A SITUATION. THE PLAYER HAS TO ESTIMATE THE DANGER LEVEL AT ANY TIME AND HAS TO DECIDE BETWEEN MORE DAMAGE AND SURVIVAL EVERY SECOND. THIS ADDS A LOT OF SPEED TO THE VARIETY OF GAMEPLAY ELEMENTS.

DAMAGE SYSTEM

IF A BULLET HITS A TARGET, THERE ARE DIFFERENT FACTORS TO CONSIDER:

- BASE DAMAGE (MINIMUM DAMAGE - MAXIMUM DAMAGE)
- HULL ARMOR & ARMOR PIERCING (% PERCENTAGE)
- CRITICAL HIT RATING / DAMAGE (% PERCENTAGE)
- BULLET TYPE (ENERGY, EXPLOSIVE / RED, BLUE)
(X MULTIPLIER)

EACH FACTOR DEPENDS ON PILOT LEVEL, SKILLS, SHIP LEVEL, UPGRADES AND DRONES.

A NEW AND UNIQUE ELEMENT IN SKY MERCENARIES IS THE PLAYER DAMAGE MODEL. EACH PLAYER FIGHTER HAS PARTS THAT CAN BE HIT AND DESTROYED BY ENEMY FIRE. EACH PART HAS IT'S OWN HEALTH DISPLAY IN THE UPPER LEFT OF THE GAME INTERFACE.



IF A PART GETS DAMAGED, IT TURNS RED IN THE INTERFACE AND STARTS TO BURN.

DRONES CHANGE FORMATIONS AS YOU CHANGE FIREMODES AND ABSORB DIFFERENT AMOUNTS OF DAMAGE UNTIL THEY GET DESTROYED.

IF A MAIN PART OF THE FIGHTER GETS TOO MUCH DAMAGE, THE FIGHTER GOES DOWN. FIGHTER PARTS AND DRONES CAN BE REPAIRED WITH REPAIR POWER UPS. THE PLAYER CAN KEEP GAINED EXPERIENCE AND CASH TO POWER UP FOR BETTER CHANCES WITHIN THE NEXT TRY.

COMBO SYSTEM

INCREASE THE COMBO LEVEL BEFORE THE TIMER ENDS AND EVADE ENEMY FIRE TO FINISH FULL STAGES IN ONE-COMBO TO CLIMB THE ONLINE LEADERBOARDS. UNLOCK BONUS STAGES TO REACH ULTIMATE COMBO LEVELS AND COMPETE ONLINE.

BONUS STAGE

AFTER EACH WORLD BOSS YOU HAVE THE CHANCE TO GET ADDITIONAL COINS AND EXPERIENCE IN THE BONUS STAGES. A SPECIAL BOSS IS CHASING YOU AND YOU CONTROL YOUR REAR GUNS WHILE THE SHIP IS FLYING ON AUTO-PILOT. YOU CONTROL A BIG CROSSHAIR TO SHOOT THE BONUS BOSS AND INCOMING ENEMIES. IF AN ENEMY IS FIRING AT YOU, YOU CAN ABSORB THE DAMAGE BY CHANGING TO THE CORRECT COLOR. IF YOU FAIL IN A BONUS STAGE, THE GAME WILL CONTINUE IN THE NEXT WORLD. TO REPEAT A BONUS STAGE, YOU HAVE TO BEAT THE WORLD BOSS AGAIN.