INFINITE SHOOTER

user manual
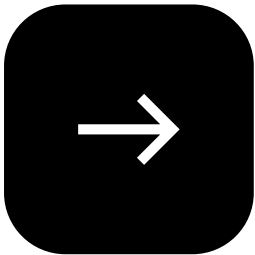
controls

↑   **move up / select upper main menu element**

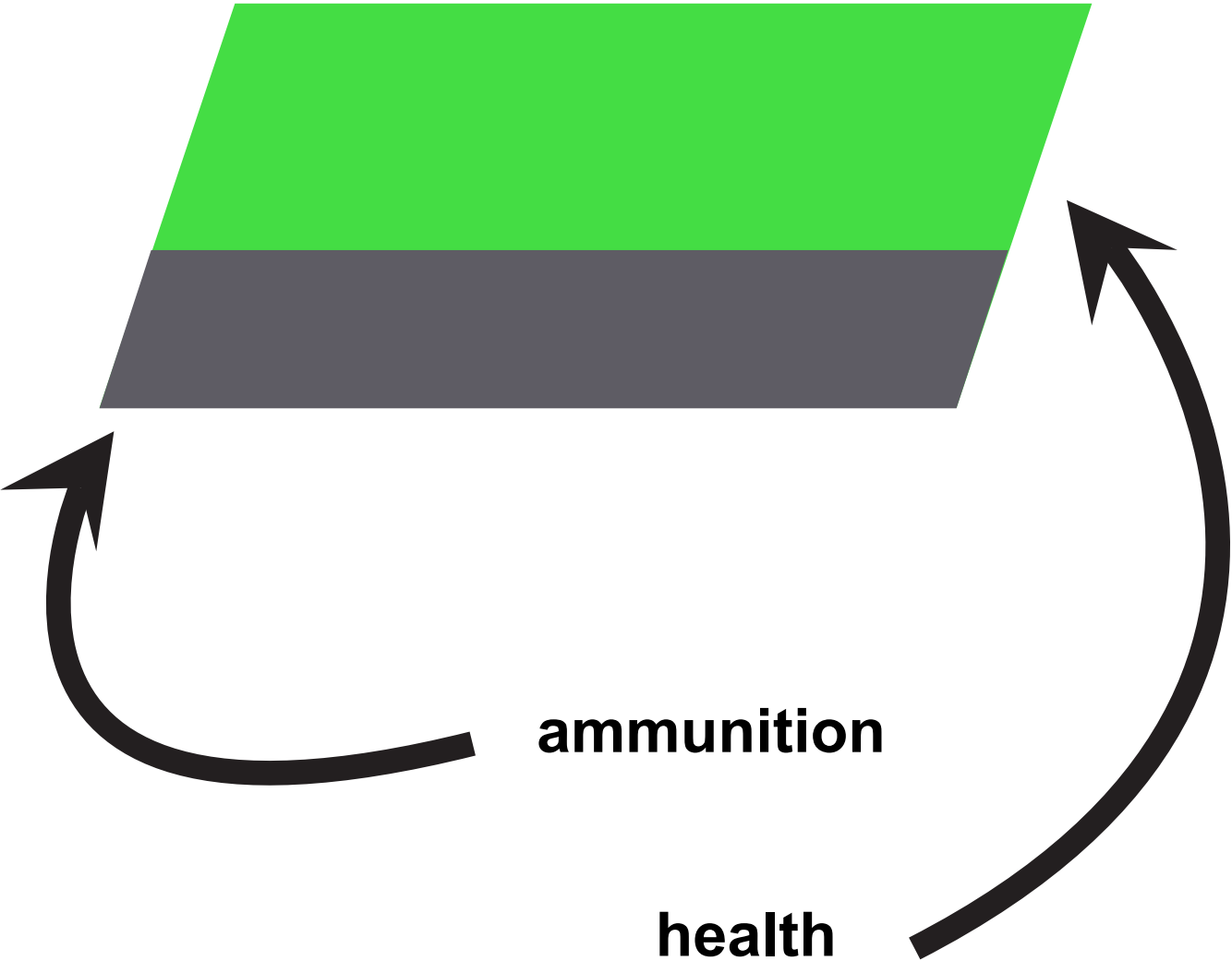←   **move left**

→   **move right**

↓   **move down / select lower main menu element**

⎵   **shoot / use selected element**

hud

ammunition

health

gameplay

- shoot things with red health bars

- score depends on duration of survival

- as levels increase, so does difficulty

- the bottom bar shows score, the current level, and frames per second

- do not let enemies go past the bottom of the screen

upgrades

- upgrades use the currency of points (PTS)

- every time you die, your score is added to your value of points

- once all purchases on the screen have been bought, a new set is generated.

- on the top of the upgrades screen, there is a status bar showing current points (PTS), damage (DMG), and health (HP).

- data is automatically saved when you exit the game through the main menu/pause screen/game over screen

powerups

powerups have a 1/5 chance to drop after killing an enemy ship.

adds ammunition

adds health

kills all enemies on the screen

an

EGGHEAD

PRODUCTIONS

game