GAME MANUAL

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Introduction

This is the official Sun Blast Game Manual.
Here you will find the information you need for a better understanding of the menus, options and gameplay.

Changing Display Resolution

Sun Blast supports many display resolutions, including the HDTV video modes. This enables you to get the best quality, even if you use a monitor or a new-generation TV.

If you want to change the game's display resolution, run the *Display Setup* application.

Press the buttons or the arrows on the screen to select the preferred resolution. If you want to run the game in full screen mode, check the *Fullscreen* option.

When you finished updating your preferences, press the *Save* button.

Menu Navigation

Menu navigation can be made using either the keyboard, mouse or remote.

Keyboard:

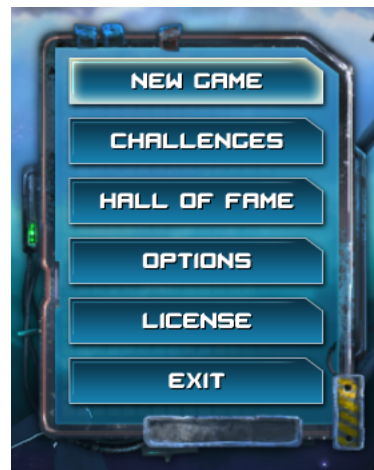> **Arrow Keys** – switch between menu items
> **Enter** – Accept
> **Escape** – Back

Mouse:

> Point and click the buttons to navigate

Remote:

> **D-pad** – switch between menu items
> **A** or **2** Buttons – Accept
> **B** or **1** Buttons – Back

Game Controls

The ship can be controlled using a keyboard or a compatible remote.
You can select the preferred control method from the *Options* menu.

Keyboard:

Arrow Keys or **WASD** – move the ship in the specified direction

Space or **X** or **Left Ctrl** or **Right Ctrl** or **Left Shift** or **Right Shift** – Fire

TAB or **U** – Enable / Disable the autofire option

Escape or **P** – Pause the game and enter the *In Game Menu*

Remote Style 1:

The remote is oriented towards the screen.

Rotate the remote – move the ship in the specified direction

A or **B** Buttons – Fire

- Button – Enable / Disable the autofire option

+ or **Home** Buttons – Pause the game and enter the *In Game Menu*

Remote Style 2:

The remote is held with the D-Pad in the left and the 1 and 2 buttons on the right.

Rotate the remote – move the ship in the specified direction

1 or **2** Buttons – Fire

- Button – Enable / Disable the autofire option
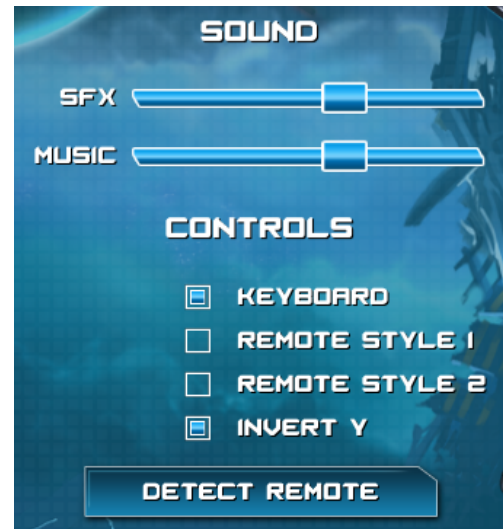
+ or **Home** Buttons – Pause the game and enter the *In Game Menu*

Options

From the *Options* menu, you can:

- Adjust the **volume** for the sound effects and music

- Change the **control method** for the game

- **Invert the Y axis** for the keyboard control. If you check this option, the UP and DOWN keys will be reversed.

- **Detect a remote** connected to your computer. The process differs between operating systems and hardware. Consult the online Remote Connection Tutorials.
  http://www.sunblastthegame.com/support.php

- Activate / Deactivate the **vibration** for the remote.

Ship Selection

Press the *Start Game* button in the *Main Menu*, to enter the *Ship Selection* screen.

Here you can choose your ship, its color and set the *Autofire* option as you prefer.

Note. The *Autofire* option can be enabled and disabled while playing the game using the **TAB** or **U** keys for keyboard control, or the "**–**" button when playing with the remote.

The ships are unique, so you will probably play with each of them to see which is the best for you.

When you are ready, press the *Ok* button.

How to play

In each level, you must fulfill your tasks, ranging from destroying a number of asteroids or enemy ships (sometimes in a short time), to surviving in dangerous situations.

Your progress is always displayed on the interface.

The *Hits* indicator on the right side of the interface shows how many asteroids or enemy ships you need to destroy in order to complete the level.

If instead of *Hits*, there is a time indicator on the right side of the interface, it shows how much time you need to survive to complete the level.

If you see a time indicator displayed in the left side of the interface and a *Hits* indicator on the right, this means that you have to bring the *Hits* indicator to 0 before the time runs out.

On short:

- When the indicator from the right side of the interface reaches 0, it means you fulfilled the task and the level will be completed.

- If the indicator from the left side of the interface displays a time, you must complete the level before that time runs out.
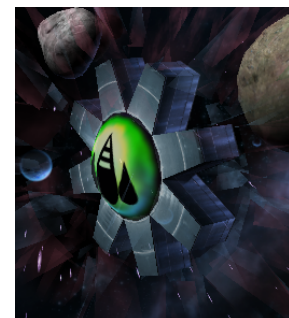
Power-ups

In Sun Blast there are four power-ups that you can collect to improve the abilities of your ship.

Power-ups appear after destroying asteroids and enemy ships.

When you collect a power-up, it will automatically upgrade your ship and its effect will last until you lose that power-up.

If your ship gets hit, you lose the last collected power-up.

The four power-ups are:

Speed. Improves the ship's maneuverability.

Weapon Upgrade 1. Increases the weapon's fire rate.

Weapon Upgrade 2. Adds a sinusoidal movement to the bullets.

Shield. Makes the ship invulnerable for one hit.

You can see the collected power-ups lit on the interface.

Challenges

The *Challenges* menu provides access to new game modes, designed to improve your skills.

You will unlock challenges by completing certain levels within the game.

Either you play a hit-based or a time-based challenge, there is no limit of the result you can achieve.

You will earn bronze, silver and gold medals based on your performance.

Wallpapers

By playing the game you will obtain passwords for downloadable wallpapers.
Memorize or write them down, then go to http://www.sunblastthegame.com/media.php and enter the passwords in the appropriate fields.

Tips

Here are some tips for better playing the game.

- Fragments are easy to destroy if you quickly fire many bullets toward an asteroid.

  The first bullet will break the asteroid into fragments and the remaining bullets will finish off most of the fragments. This technique is very useful in timed asteroid levels.

- Using more than one fire button can improve the rate of fire.

  Each control type has at least two buttons which you can use to fire. If you press them alternatively, you can obtain a better rate of fire than pressing just one fire button.
  This helps if you can't shoot quick enough with one fire button, but don't want to enable the *Autofire* option.

- The *Autofire* option helps a lot, but it doesn't do all the work for you.

  When playing with the *Autofire* option enabled, you may sometimes need to improve the rate of fire by repeatedly pressing a fire button. For example, this helps when shooting wooden planks in tunnel levels.

- The key to avoid starship missiles is patience.

  A good strategy to avoid missiles is to wait near the center of the screen until they can become threatening, then quickly head toward the opposite corner of the screen (relative to where the missile was fired).

  For example, if the missile was shot somewhere in the bottom-left part of the screen, you should wait some time near the center of the screen while shooting the starship, then fly toward the top-right corner.

  Remember to return your ship near the center of the screen after avoiding a missile, to prepare for the next one.

FAQ

Q: What are the <u>minimum</u> system requirements for playing Sun Blast?
A: Minimum system requirements:

- **OS:** Windows XP SP2 / Vista / Mac OS X Leopard / Linux / PC-BSD
- **Memory:** 256 MB RAM
- **Processor:** 1.8 GHz
- **Video:** 128 MB, OpenGL compatible video card with latest drivers installed
- **Disk Space:** 200 MB

Q: What is the <u>recommended</u> system for playing Sun Blast?
A: Recommended system:

- **OS:** Windows XP SP2 / Vista / Mac OS X Leopard / Linux / PC-BSD
- **Memory:** 1 GB RAM
- **Processor:** 3 GHz
- **Video:** 256 MB, OpenGL compatible video card with latest drivers installed
- **Disk Space:** 500 MB

Q: How can I connect my Wii Remote to the PC?
A: Check out our online remote connection tutorials. Download the file from
http://www.sunblastthegame.com/support.php

Q: The game runs very slow. What should I do?
A: Install the latest video card drivers. Make sure your video card is OpenGL compatible.

Q: The game has small freezes or slows down from time to time.
A: For the best performance, make sure that no other application (web browser, download manager, movie player etc.) is running when playing Sun Blast.