# ZAMARIAN™

**Instruction Manual**

Thank you for purchasing Zamarian. Be sure to read this instruction manual before you start playing.

# Contents

# Story

On the year 2500, humans have depleted Earth's resources. The ISG (International Socialist Government) deployed a new space program in hopes of harvesting gems on other planets to save a dying Earth. While reaching the outer edge of the solar system, several space harvesters were annihilated by a mysterious threat. The ISG sent several space battalions to investigate the destruction of the harvesters. They discovered the brutal alien species, the Zamarian, was exterminating innocent lives. The Zamarian have been planning to annihilate the human species for centuries because they desire to keep the space gems for themselves. Now that they see humans have grown technologically advanced, the Zamarians want to wipe the humans out permanently. The ISG proceeded to commence war against the Zamarians. This grueling struggle between the two species caused a great toll on humanity.

The year is now 2510, desperate times call for desperate measures as the Zamarian are in the final stage of destroying and finishing off the human race. The ISG is counting on you as you are the last grind-it-out super-quick warrior to defend Earth's final hope.

The world is counting on you, captain!!!

# Controls

## PC

Use the mouse to control the space ship and navigate the menu.

## Mobile

Use your finger on the touchscreen to control the game and navigate the menu.

# Menu Screen

## Continue

Continues your mission of saving the world on single player mode.

## Multiplayer

Blast away the Zamarians in this competitive 2-4 player mode.

### New Game

Starts a new single player game.

### Leaderboard

Ranks your score with other space cadets in the world.

### Credits

List of people who contributed to this game.

# Single Player

## Maneuvering Your Space Ship

Zamarian has an innovative control scheme that allows the player to control the space ship to circle and move in and out in a tubular fashion. This allows the game's controls to be as good as the player playing the game. To move the ship, simply use a mouse or finger (depending on the platform) to drag or point the ship at any desired location on the screen.

## Shield Bar

On the top right corner of the screen is the location of two shield bars. The bigger one indicates the shield of the ship. Green indicates safe, yellow indicates warning, and red indicates danger. The capacity of the ship's shield bar only increases when buying more advanced type of fighters (see Purchasing Ships). The smaller on indicated the shield of the weapon. It works the same as the ship's shield bar. However, the biggest difference is that the capacity is always the same (two tiers of shield or 6 hits) no matter what fighter or weapon you have.

## Score and Gem Count

On the top left corner of the screen is the location of the score and gem count. The score ranks your progress in the game and will be submitted to the leaderboard to be compared to other people's score. The gem count is crucial to the game for the amount of gems enables you to purchase better weapons and ships. It can also save you from an untimely death.

## Purchasing Ships

On the lower left corner of the screen is where you can purchase three different types of fighters, each with increased amount of shield and price. The cheapest is the light fighter, which only grants you only one tier of shield (3 hits). The medium priced is the medium fighter, which

offers you two tiers of shield (6 hits). Last but not least, the heavy fighter is the most expensive but offers you an impressive three tiers of shield (9 hits).

*Important Tips**

When purchasing a new weapon or ship, you will be momentarily invisible to the Zamarians, who won't be able to hit you.

Buying a new fighter not only replenished the shield of your ship, it will also fully replenish the shield of your purchased or picked up weapon.

You can save yourself from an untimely death by purchasing a new ship before your current space ship loses all of the shields.

## Purchasing Weapons

On the lower right corner of the screen, you can buy new weapons that are a substantial upgrade from the regular rainbow shot. Each fighter has different types of weapons that can aid in your crusade against the Zamarians. Keep in mind that the light fighter has the cheapest and weakest weapons, while the heavy fighter has the most powerful and expensive weapons.

## Levels

Each level is divided into two sections. The first part of the level comprises of the regular enemy ships that will go against you. The second part contains the main commander or boss of that particular Zamarian battalion. Each level increases in difficulty, so stay on your guard.

## Power ups

In addition to purchasing weapons, you can also pick up power ups that float in space. This usually comprises of shield packs which increases your ship's shield by 1/3 of a shield tier. Sometimes, you will encounter weapon power ups. If you have a different weapon from the power up, your current weapon will change to that of the power up's. If you have the same weapon as the power up, it will fully replenish your weapon's shield bar.

## Pause Menu

Above the purchasing weapons button (lower right of the screen), is the pause button. Clicking or tapping this button will trigger a menu that enables you to mute the music or sound effects, exit the game, or resume it depending on the corresponding buttons.

# Multiplayer

The multiplayer mode of Zamarian allows players to join with other players in the world by the internet. The objective of this competitive multiplayer is to obtain the most points in a single multiplayer game by means of collecting more gems and destroying more Zamarians than the other players. A multiplayer game will consists of two regular single player levels, a special stage, and a final boss. The player with the most points will automatically have his or her points converted into gems that will benefit them in the single player mode.

## Join Random

This mode forces the player into a random room where he or she will fight the Zamarians with 1-3 other random players in the world.

## Private Room

This is for a private group of players. In order to create a private room, simply type the name of the room and click or touch the create room button. Players must enter the same room name in order to join the private room.

## Booster

In multiplayer, pick up the green booster to upgrade to a heavy fighter. You will have the heavy fighter for a short period of time. If you manage to stay as a heavy fighter, you will be rewarded with a medium fighter at full shield; otherwise, the ship will return into a light fighter.

## Saving Yourself

Like the single player mode, you can save yourself in multiplayer by buying either a light or medium fighter before your ship loses all shields.

## Challenge Stage

The objective of the challenge stages is shoot down as many of the Zamarians as possible. If you shoot down more Zamarians than the other players, you will obtain a bonus of 10,000 gems.

# Credits

## Game Design

Michael Ngo, Tung (Mike) Ngo, Thomas Espinoza

## Programming

Tung Ngo

## 2D Arts

Michael Ngo, Zuhria Alfitra, Kristiyan Kraychev

## 3D Arts

Tung Ngo, 3DRT, Stephane Chasseloup

## Music

Andy Sitkov, Kristijan F., GoLayerStudio

## Zamarian Voice

Michael Ngo

## Sound

Unlock Software

**Developed By**

Quarter Pound Studios


**Publisher**

Black Shell Media