

## Introduction

Project Ignis is a side-scrolling space shooter game. You take control over a small spaceship and solve various missions and quests, destroy enemy ships and upgrade your ship and it's hardware in space docks between the missions.

## Story

The story takes place in distant future. Nearly whole human civilization is united under rule of the Empire with strong central goverment of one party. Who doesn't desire for freedom enjoys happy life within the system of the Empire. However, there are many who refuse this kind of submission. The Empire is rotten inside, groups of rebels and separatist forces are struggling against the tyranny as well as against each other. The "free" market is controlled by Trade Alliance, powerful and insidious society of wealthy merchants and nobility. It is them who supply all with weapons and ammunition.

Up to now the Trade Alliance has held its neutrality, but now one of the groups of the rebels has attacked trade convoy. A battle has started! A battle which soon became a war! The chaos spread through the Empire and one more side comes to play - fanatical followers of the Order of New Sunrise with unknown motives.

You are a bounty hunter and a freelance pilot. Your job was to protect the trade convoy - and it is now under attack! So the story starts...

## Menu

### A) Main menu

- New game: Starts a new game
- Load game: Loads a previously saved game
- Save game: Saves current game status (mission, money, ship etc.)
- Story: Allows to watch previously seen story parts once again
- End: Quits the game

### B) Docks

You can get to docks from main menu. You can improve your ship at this place. First you choose a part you want to improve. It may be:

### **a) Generator**

Generators are necessary equipment of each and every ship. They determine the energy capacity of your weapon. It influences only primary weapons (front, side, rear).

### **b) Weapon**

- Front gun
- Side gun (same principle as front gun)
- Rear gun (shoots backwards)
- Secondary (special weapon which shoots special projectiles and has its own battery independent on the main generator. Examples: mines, missiles etc.)

### **c) Armor**

Physical endurance of the ship.

### **d) Shield**

Shield protect the ship against enemy weapons. If the shield is depleted, ship armor starts taking the damage. Shield recharges itself automatically. Quality of the shield influences its capacity (how much damage it can take) and speed of its renewal. Some shields have special abilities as well.

### **e) Engines**

Engines influence speed and maneuverability of the ship (they do not speed up the game, just the speed of the ship on the screen).

## **C) Technologies**

You can pick up technology points from some of the destroyed enemy ships or you can get points as a reward for some missions. If you acquire enough technology points, you get a new technological device which means a special bonus for the game.

## **Campaing**

There are thirteen missions in the game divided between three chapters. The game saves automatically after each mission and you may upgrade/buy/sell parts of your ship and have a look at available technologies.

## Mission

### A) Controls

- arrows - movement
- CTRL/Mouse-left - primary weapon
- SPACE/Mouse-right - secondary weapon
- E/Mouse-middle - EMP
- R - return to last checkpoint

### B) Basic attributes

Your ship has several basic attributes. It is especially: health (armor), shields, generator for main weapon and ammo for secondary weapon.

#### 1. Health

Health of your ship is its most important feature. If it falls to zero, you fail the mission and you have to play again from the last checkpoint. You can upgrade health by buying a better armor.

#### 2. Shields

Shields are the first barrier protecting the ships. They recharge themselves slowly. Health decreases only when shield is down.

#### 3. Generator

Energy in the main generator is a kind of ammunition for the primary weapons of the ship.

#### 4. Secondary ammunition

Storage of ammunition for you secondary weapon. It is independent on generator and energy of the primary weapons.

### C) Game objects

#### 1. Credits

Credits are necessary for ship upgrades. There are several ways to get them:

### **a) Coins in missions**

You can pick up gold or silver coins from destroyed enemy ships. If you pick them up, you get credits. There are two kinds of coins:

- Golden (worth 2 credits)
- Silver (worth 1 credit)

### **b) Bounty hunter's licence**

If you get technology "Bounty hunter's licence", you may get extra credits for destruction of specially marked enemy ships.

### **c) Selling ships parts**

If you choose cheaper weapon or cheaper weapon level than the original, you get back all the cash difference. You can therefore buy and sell as long as you want to try different stuff.

## **2. Bonuses**

There are several bonuses which you can pick up after destruction of enemy ships. There are technological points, coins (credits) and some one time bonuses - ship repair or some special power-ups for example.

## **Development team**

- Jan Jirkovský (Sysel) - game design & programming
- Jaroslav Růžička (JRun) - main graphic artist
- Peter Kahoun (Kahi) - 2D graphics & webdesign
- Prokop Smetana (NeoWorm) - story artworks
- Václav Vymětalík ml. (DualHead) - level design
- Peter Kováč (Peto) - music/sound
- Petr Mikeska (Mipex) - music
- Rastislav Vejo (Deepmind) - music
- Petr Majer (Major) - czech voice acting
- Adam Rowe (TheCheetoBandito) - english voice acting
- Betatesters: Amunak, Artman, Govrid, Phob