AGENT // 006

by

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Story

You're a secret agent working for the protection of the BIT (Basic Intelligence Treaty) and you've been send to a remote island in order to destroy the SPRITE (Secret Powerful Random Intelligent Terminator Engine). If you can't make it in time, CHAOS will spread around the WORLD!!!

Game and game mechanics

Agent 006 has more than 60 different screens divided into three different levels. Each level has its own artistic style, adds up difficulty to the previous levels and screens and introduces new enemies and mechanics. At the end of each level (or every 20 screens, more or less), Agent 006 will encounter a boss that he will have to defeat.

Throughout the game, Agent 006 will encounter different enemies and platforms he will have to overcome in order to advance, as well as some power ups and collectables that will help him out.

Agent 006 has only one hit point! So, every time he's hit by an enemy or falls down from a platform, he will be reset to the most recent checkpoint. There's a checkpoint approximately every 10 screens.

Controls

Agent 006 can be played with the keyboard or using the Joystick. No special configuration is needed for them to work.

Keyboard:

W: Jump

S: Kneel

A: Move left

D: Move right

Space Bar: Shoot

I + Space Bar: Shoot up

K + Space Bar: Shoot down

J + Space Bar: Shoot left

L + Space Bar: Shoot right

You can also combine I, J, K, L to shoot in diagonal

Joystick:

Joystick Up: Jump

Joystick Down: Kneel

Joystick Left: Move left

Joystick Right: Move right

Fire: Shoot in Joystick direction

Keep Fire pressed: Continuous shot while standing still, in Joystick direction

Additional controls:

M: Mute/Unmute music in-game

Enemies

Turret: stands still in its position. Colliding with it doesn't kill you. Shoots in loop in any direction all the time. Can be killed with one hit.
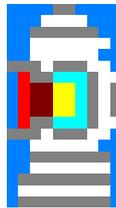

Image 1 - Turret

Obstacle: can stand still in its position or move in loop. Colliding with it kills you. Can't be killed.
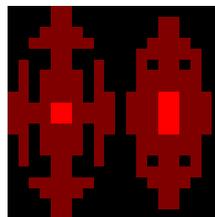

Image 2 - Obstacle

Shooting obstacle: can stand still in its position or move in loop. Shoots in loop in any direction all the time. Colliding with it kills you. Can't be killed.

Soldier: when he sees you, goes in your direction, shooting. Colliding with him kills you. Can be killed with one hit.
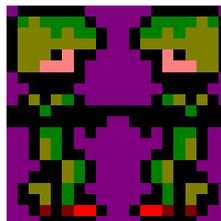

Image 3 - Soldier

Boss: shoots interdimensional great bullets from any position of the screen and in any direction. Can't be kill. Boss is defeated when you dodge all his bullets.

Power ups

Higher jump: your next 2-3 jumps are half higher than before

Image 4 - Higher jump

Invulnerability: temporally, you can't be hit by enemies

Image 5 - Invulnerability

Collectable characters

Throughout the game, you will encounter some single characters that you can pick up. Maybe something interesting happens at the end of the game, if you can collect them all…