

RELEASE DATE: 13/11/20



OVNI SAMURAI

REAL BACON STUDIO

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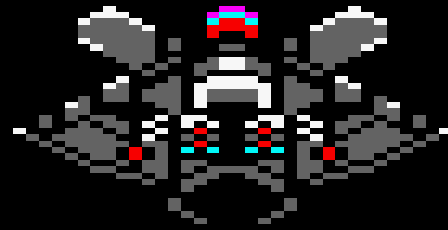
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History



Evil forces have arrived, and they are planning to end with every kind of life around the galaxy.

The human efforts to finish with these forces have been in vain, their more technological ships and armament added with their colossal beats, make them unstoppable for any army.

In this chaos of darkness, only one spaceship rises his flight to end with them alone, moving up without any fear.

This is the ship of ancient legends, this is the OVNI SAMURAI.



Controls

Menu Controls

Change the menu option pressing the SPACE and select one option with the enter key. Also, for knowing the option selected, a red border is activated in the option.

- Play game -> For starting a new game with a new score.
- Controls -> **Check the game controls in game, press Space to turn back in the menu.**



Game Controls

Movements:

O -> Moves the player to the left

P -> Moves the player to the right

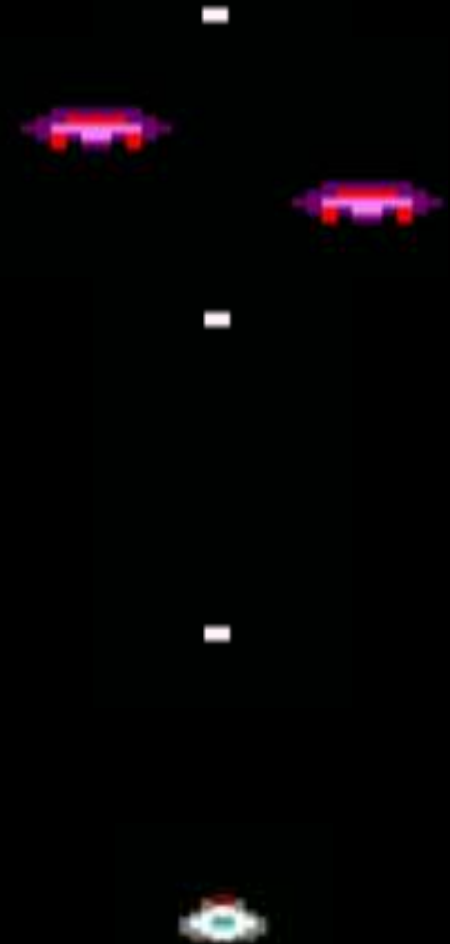
Q -> Moves the player up

A -> Moves the player down

Shoot:

SPACE -> The player's spaceship shoots.

* It's possible to keep shooting when holding the space



Pause:

ESC -> Pause the game, with a pause screen included.

At the pause screen:

ENTER -> Leaves the game and returns
to the main menu

SPACE -> Returns to the actual game



PAUSE



Press SPACE to CONTINUE
Press ENTER to EXIT

Main objective and how to play

The main goal of the spaceship, OVNI SAMURAI (the player) is based on:

- **Avoid being damaged.** He is the only hope for the human race, being destroyed by the evil forces is not a possible way.

The number of spaceships showed at the hub, represents the number of shots that you are able to support. Furthermore, you can only hold five lives.

When being shot by the enemies, the spaceship becomes invincible for a few time, making more easier the scape from the enemies. This is represented in game with a flickering in the spaceship.



The spaceship appearance will be changed depending on his number of lives:



When you pass over an item life, another life will be added to your hub, unless, you have already filled your 5 lives before

Be careful, each enemy has his own behavior.

Some of them, can chase you:



Tenta Boy



Guided Missile

- Shooting enemies for ending with the threat.

You will get some score points for every enemy killed.

Don't let them scape.

Some enemies will die with only one shot, but others will stay for a long time...

Don't be afraid and enjoy with the destruction



- Take advantage of the items

- Item life:

Adds a life in your life counter before arriving to five lives.



- Invincible item:

Turns you into an invincible player for a few time. The spaceship changes to a gold color and flickers until the new status ends.



- **Bosses.**

Before a level ends, you will have to fight against a big enemy with big powers in order to pass the level.



If you defeat every boss enemy, the human race will be saved, and you will win.

Every boss have different skills:



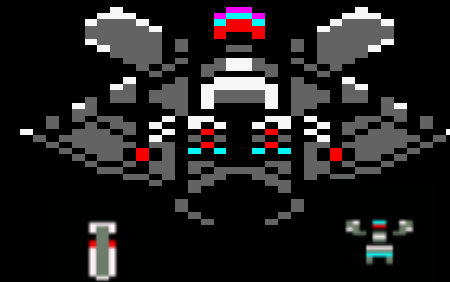
Shooting in every direction



Armor / Laser rays / Meteor falling



Explosive Missiles



Guided Missiles

Reference to Prince of Persia

The game makes a reference to the Prince of Persia's game of Broderbund from 1989, with one of the items used for helping the user.

In the difficult situations, an hourglass will appear in the level, which is the same hourglass that can be found in the final screen of the original game, being embraced by the queen.

This item makes you invincible.



OVNI
SAMU

