Instruction booklet





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Dark Matters

The Colossal Outrage
Many years ago, a war erupted between all major civilizations in the Alpha quadrant. It was called The Colossal Outrage, it spanned over a decade, and countless lives were lost. Some species were wiped out completely, and other populations were so diminished that they had to form new alliances in order to rebuild their societies again. Past grudges forgotten, a new era began, which was known as *The New World*.

The Birth of The Galactic Union
To minimize the risk of a new war, the leaders of the most influential civilizations and star systems formed the Galactic Union, and in their mission to keep the peace, they declared that they would only use non-violent methods. This, however, quickly turned out to be far from the truth.

Worlds kept hostage

A time came when more and more worlds demanded an exit from the Galactic Union, and in response to this, extreme measures were taken. Quantum displacement technology was used to plant powerful dark matter bombs in the planet cores of each world belonging to the Union. Any world that opposed them, could now be annihilated in a matter of seconds.

The keys to destruction

To detonate a dark matter bomb, the Union's council would only need to enter a planet-specific code into their war mainframe. Each of these codes were kept in Info-bots, Blackstar storage units. The Info-bots also had a fail-safe routine – if anyone were to destroy an Info-bot, the bomb linked to it would detonate instantly.

The Heist

In a recent Union meeting, a motion was proposed that any planet which hadn't contributed to the growth of the new world in the last decade should be destroyed and made an example of. Zalina, a compassionate member of the Union's council, watched in horror as the motion was seconded, and the majority voted in favor. At this point, she knew she had to act, and together with a small team, she managed to break into the main vault, steal all the info-bots and escape on her warship.

The Gunborg

The theft of the Info-Bots did not go unnoticed, and the Galactic Union took action immediately, sending a ruthless Gunborg to catch the traitors and collect the Info-bots.

DIFFICULTY SETTINGS



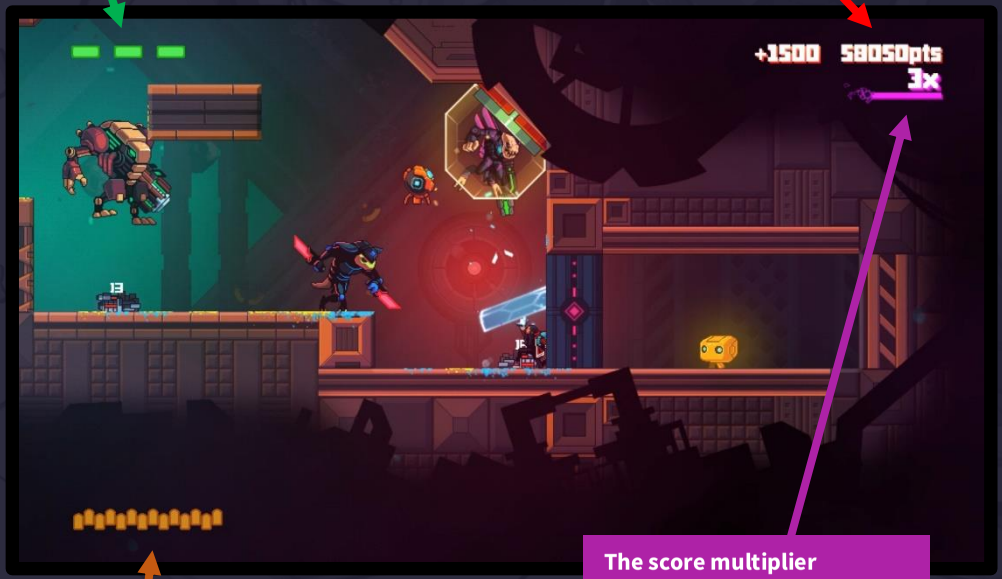
Three difficulty settings will be available on the level selection screen.

Easy – Four life-points, fewer enemies, less aggressive enemies and fewer environmental hazards. Recommended for players who are not used to platformers or twin-stick shooters.

Normal – Three life-points, a moderate amount of enemies, moderately aggressive enemies and a moderate amount of environmental hazards. Recommended for players who are used to platformers and twin-stick shooters.

Hardcore – This setting is unlocked after collecting 10 Info-bots. Three life-points, many enemies, very aggressive enemies and hazardous environments. Recommended for players who are highly skilled at platformers and twin-stick shooters.

THE HUD


Player lives
Your current score
+1500
58050pts
3x
Amount of ammo left
The score multiplier
When the multiplier reaches 3, Valeria will be powered up.

CHARACTERS

ZALINA



"We convince ourselves that 'sacrifices must be made on the path to success', but who are we to decide for the world which sacrifices need to be made? No, this insanity must come to an end, and I will stand by and watch no longer."

Zalina is the leader of one of the major sectors of the New World. She's never approved of the Galactic Union's extreme methods. But, unable to find another council member who felt the same way, she was forced to watch as the Union proceeded to plant dark matter bombs in the name of "peace and unity".

Zalina commands her own army, and a warship known as *The Nocturnal Narwhal*. She is a powerful warrior, skilled in using both long- and close range energy blasts.

RAAM



“Everyone may believe that they’re doing the right thing, but when you can’t tell the difference between sharpening a sword and breaking it in half, then there's a serious problem. The council has gone mad. The Galactic *Union must be stopped.”*

Raam is the General of Zalina’s armed forces and her most trusted subject. While somewhat sharing his boss’ kind manner towards those close to him, Ram has been known to lose his temper rather quickly. When Zalina told him about the Union’s plan to destroy worlds, he was furious.

Zalina and Raam agreed that the best way to stop the Union was to steal their Info-bots, but they still needed help from someone who could crack the security system, someone in intelligence, with access to the database, and most importantly - someone who wouldn’t be afraid to stab the Galactic Union in the back.

SHUGO

"Fools. I am surrounded by fools. Simple beings, too daft to grasp the simple concept of reciprocation: In order to achieve a certain result, certain things have to be done a certain way! I have tried my best to educate these simpletons, but I fear my efforts have not been positively received. I have made more foes than allies, and it is only a matter of time before I am no longer welcome here."



Shugo is a brilliant scientist who has managed to do impressive work at the Union's secret research division. However, he can be very disagreeable at times, often defiant, willful, and difficult to control. On several occasions, he even disobeyed direct orders, and this put him in a bad place with many of his superiors.

Shugo knew that it was only a matter of time before he pushed enough people to the end of their rope, and he was secretly trying to find a way to leave the Galactic Union. When Raam presented the plan to steal the Info-bots, Shugo immediately agreed.



VALERIA



"The world is a cold and twisted place. It doesn't matter what you do, people still suffer, and only those who look out for themselves have a chance to make it."

Valeria is a bounty hunter and a highly skilled cybernetically enhanced warrior. Once she's given a mission, she'll carry it out to completion regardless of the circumstances, and with little regard for anyone who might get hurt along the way.

Because of her outstanding track record working undercover for the Galactic Union, Valeria was given the mission to capture Zalina, Shugo and Raam and bring back the Info-bots.



The Galactic Union's Info-bots are high-security data storage units that contain planet-specific detonation codes. The destruction of an Info-bot will remotely detonate a dark matter bomb and annihilate a world.

Black-Beak Chompers are flying creatures that generally move slowly through the air. When close to their target they will speed up and start chomping.





Guard Veersye are genetically engineered bipedal creatures with powerful jaws that can bite through almost anything.

Green Vests are the most common soldiers in Zalina's army. They carry light armor and are skilled in using a range of weapons.





Tracer turrets are usually mounted in ceilings or walls. They have thick metal plating and fire homing projectiles.

Blue Vests carry medium armor and are proficient in using heavy weaponry.





The Z-AW Mutilator is a flying unit that will seek out its targets relentlessly. It's simple and trusty mechanical design has made it a peace-keeping classic.

Pyro Bots are small and fast airborne units that carry flamethrowers.





Diamond mines will move as close as possible to their target before detonation.

Bomb spiders crawl along ceilings and walls, and fire grenades down on their targets.





Winged troopers are flying units that carry Parabolt rifles. They use bright laser sights, and this often the last thing their enemies see.

Shield Orbs protect allied units with an energy shield. They will do their best to stay out their enemy's sights.

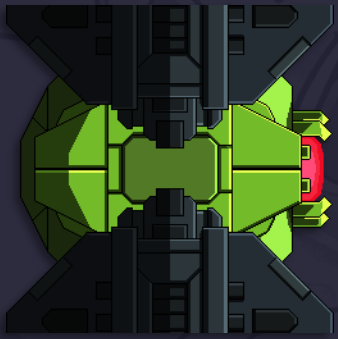




The Detonator Dogface is an all but unstoppable walking tank. In the unlikely scenario that it becomes severely damaged, a self-destruct sequence will be initiated.

Red-Blade Hacks are trained in the art of chopping their enemies to pieces.





Igniter orbs are huge defense units that fire homing plasma clouds. When damaged, they will release waves of enemies.

ITEMS



The Electron Saber is Valeria's standard weapon. It is well balanced and can slash through multiple enemies at once. When infused with Dark energy it's range and damage output is increased.

The shield will stop or reflect all ranged attacks, and it deals damage to enemies and crates on contact. It can even be used to bounce on spikes.





Health packs will restore one life point. These items can usually be found in crates with the health symbol. They will also be dropped by enemies that have a green glow around them.

Weapon crates contain ranged weapons. Valeria can break them with her shield to save ammo.





The Arc Uniblaster fires plasma projectiles in a wide arc trajectory. When infused with Dark energy the projectiles are more powerful, and will bounce twice before they break on impact.

The Reverse Beacon fires bursts of AI-controlled plasma cores. When infused with Dark energy the projectiles are faster, more powerful, and hunt their targets with greater precision.





The Neon Triblaster has a very high fire rate. When infused with Dark energy each bullet do more damage, and the fire rate and projectile speed are increased.

The Pentabolt Ripper fires blasts of superhot laser flares. When infused with Dark energy the number of projectiles is increased and they fire in a much wider, symmetrical pattern.





The Flamethrower will do a large amount of damage to all units caught in the flames. When infused with Dark energy the flames travel further and do even more damage.

The Red-mine dispenser is great for blowing up many enemies at once. When infused with Dark energy the mines do more damage.





The Parabolt rifle charges up a very powerful piercing shot that will go straight through most enemies. When infused with Dark energy, it fires a slow moving orb that will fry enemies nearby.

The Megabeam fires a laser that takes a bit of time to reach it's full damage output. When infused with Dark energy the beam is so powerful that it can clear out a room of lesser opponents in a matter of seconds.



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