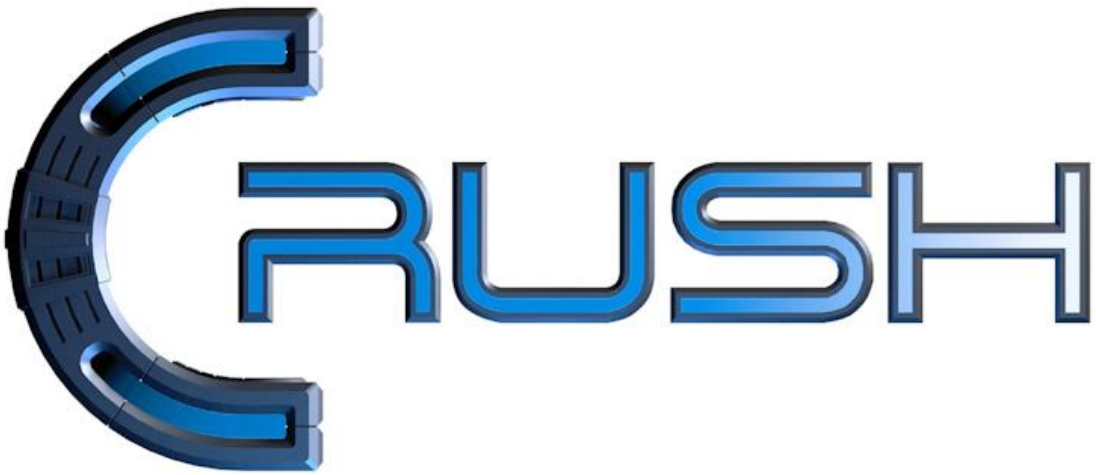

RUSH

C-RUSH INSTRUCTIONS

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1. Commands

A. Keyboard or Xbox 360 Paddle?

There are two ways to play C-RUSH: the Keyboard and the Xbox 360 paddle. **The Xbox 360 paddle is automatically recognized when it's plugged, and has priority**; keyboard game keys will be disabled. Other commands stay still available (Escape, Alt+F4).

You can check if your Xbox 360 paddle is recognized during the start screen: The start button will be different. **PRESS START will be displayed if your Xbox 360 Paddle is recognized**, however it will be PRESS ENTER.

For a better gaming experience we recommend to play with the Xbox 360 Paddle.

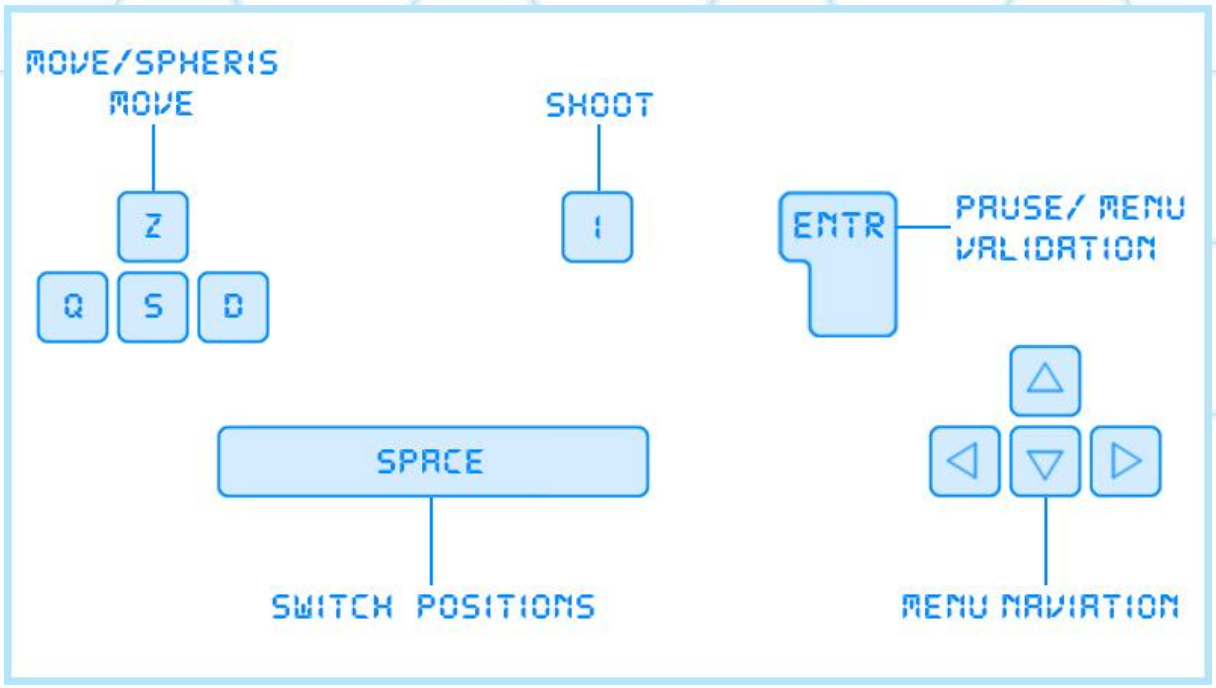
You can also use the mouse in the menus.





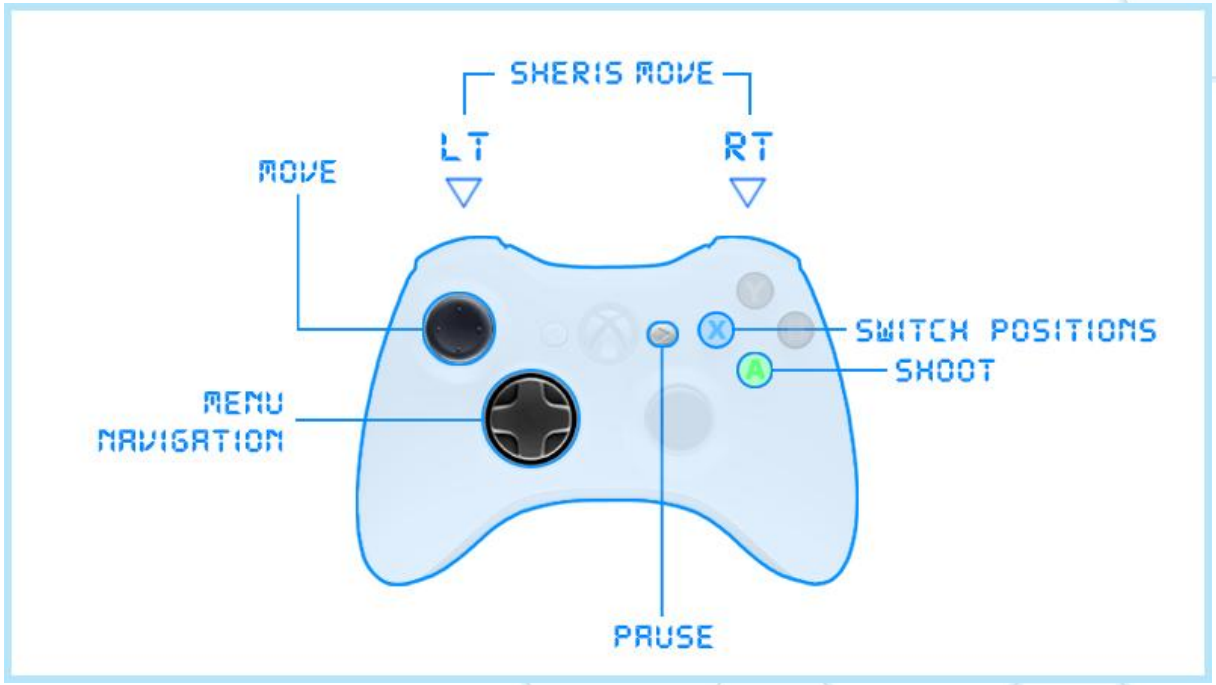


B. Keyboard



All this **keys** can be **changed** in the **Options** Menu.

C. Xbox 360 PAD



The Xbox 360 Keys can’t be changed.

D. Other Commands

At any moment you can press **Escape** to enable/disable the **Full Screen Mode**. In the same way, you can **quit the game** by pressing **Alt+F4**.

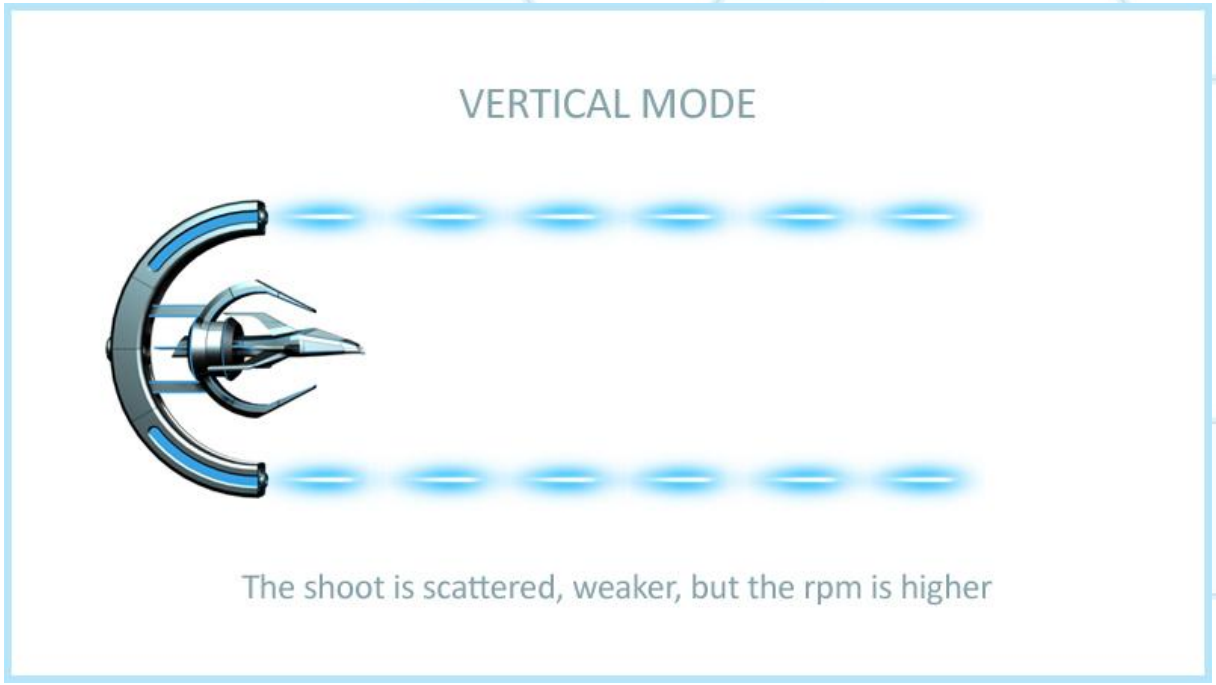
The **Spheris Mode** (see below) requires a **special way to play**.

2. Ship's Modes

In C-RUSH you play the C-HVS17 Ship. This ship can be used in **3 different modes**. **You can change between the Vertical and Horizontal mode as much as you want** by pressing the switch position key.

The Spheris mode can only be available by taking a special item: a plasma core.

A. Vertical

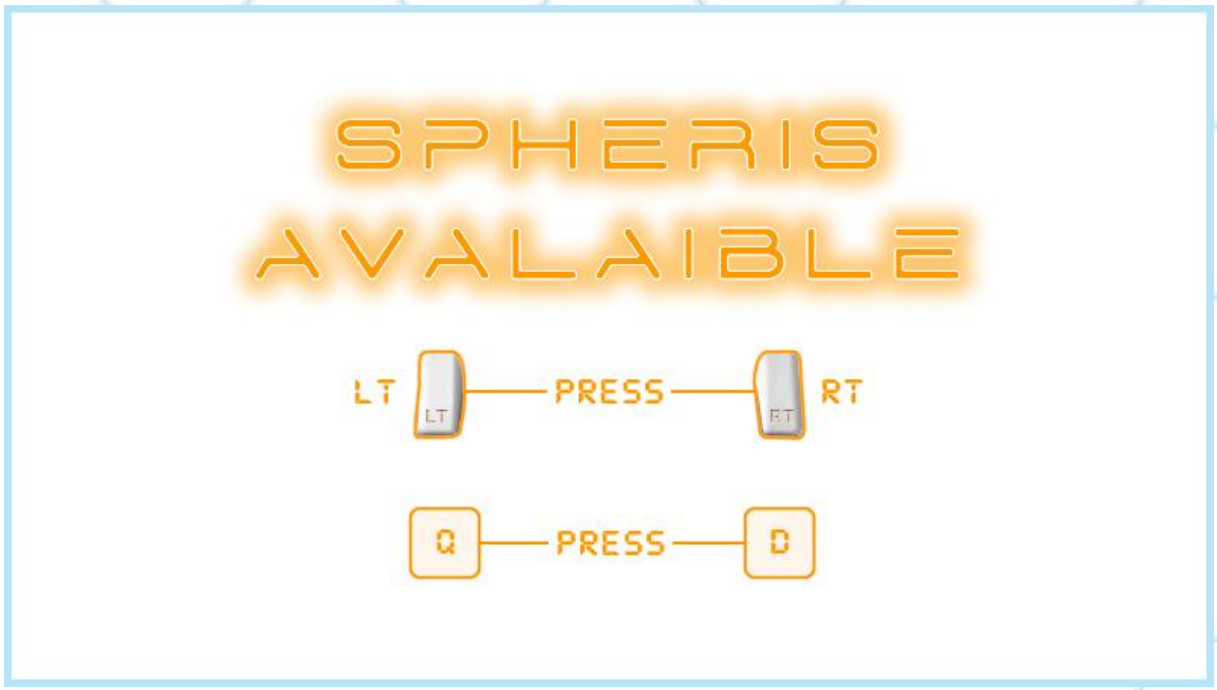


B. Horizontal



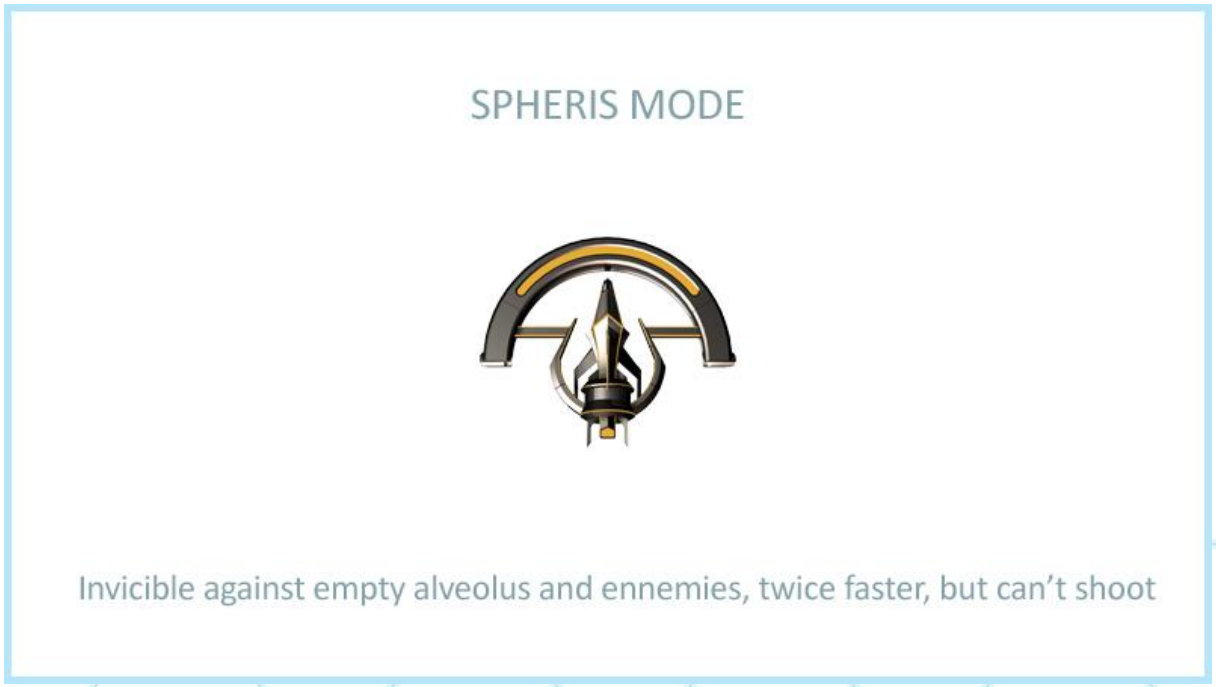
C. Spheris

This mode is **only available by taking a plasma core** (see what it looks like in the plasma part below). Then this **message will appear**:



First you have to press the required keys/triggers. Now you have to move only with those keys/triggers (depending if you are playing with the keyboard or not).

With the Xbox 360 Paddle, the ship will move on the right/left according to the pressure on the triggers.

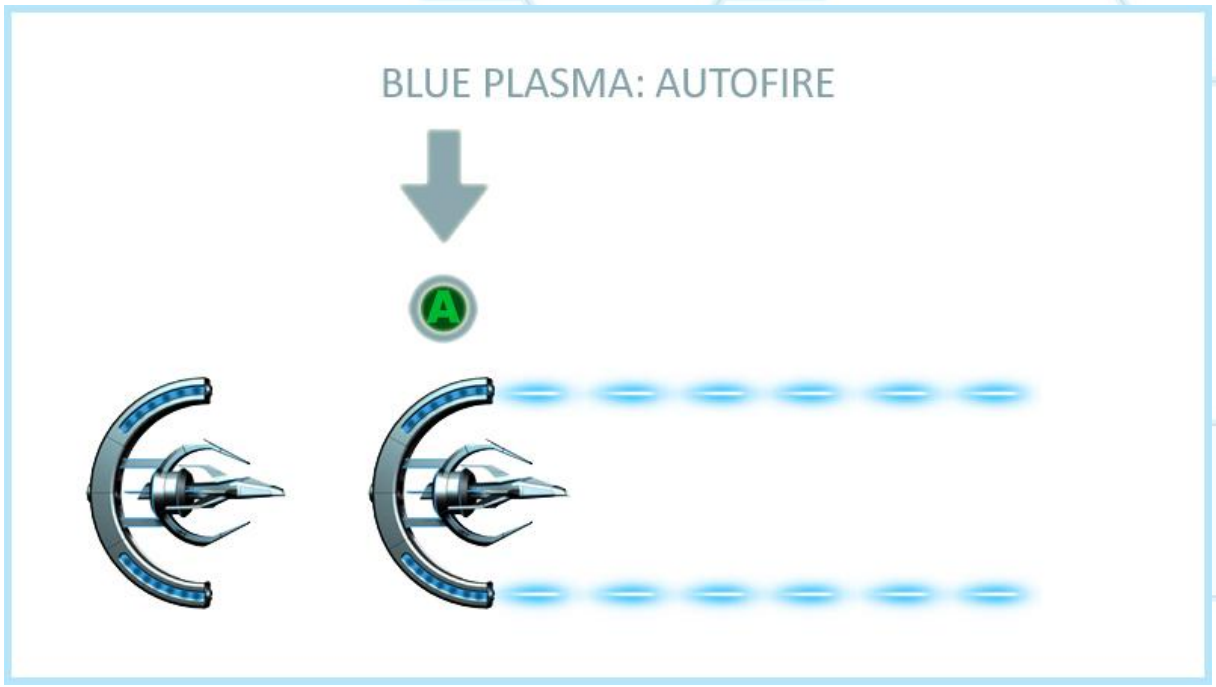


3. Shoots and Gameplay

When you take a **plasma**, the ship take the same color. According to the **color**, the way to **shoot** can be **different**.

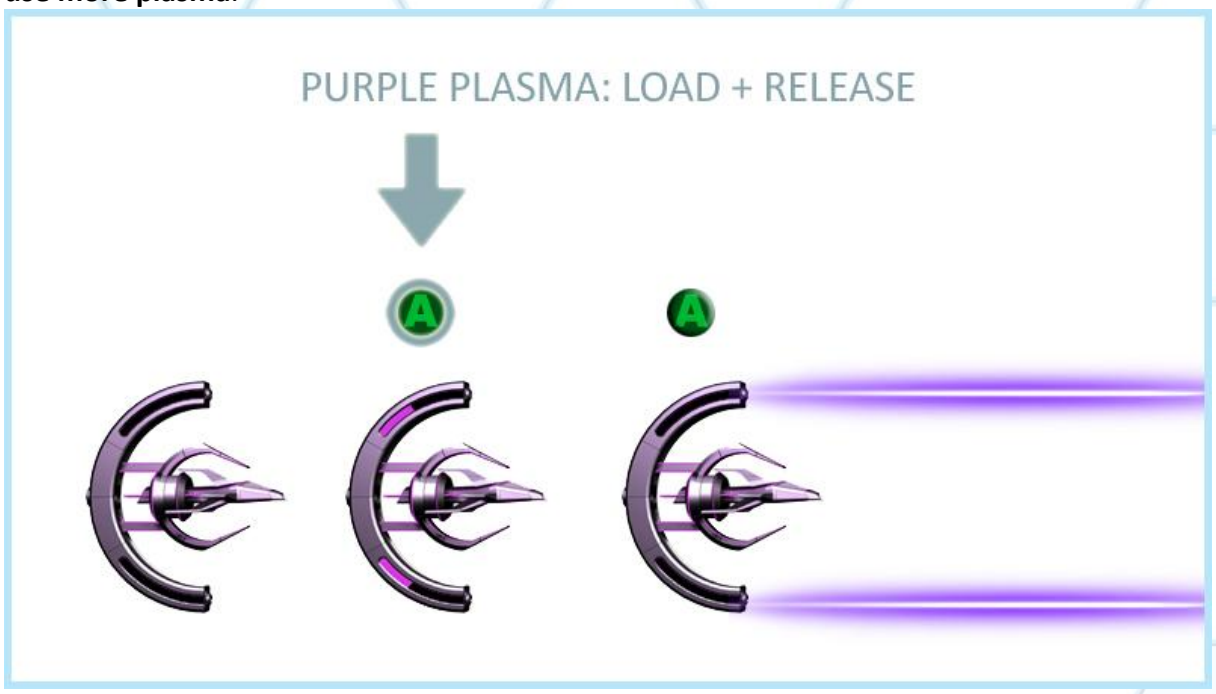
A. Blue and Gold

You can push the Shoot key when you want, or **keep it pressed** to shoot. In that case, the shoot will be used at his higher rpm.



B. Purple

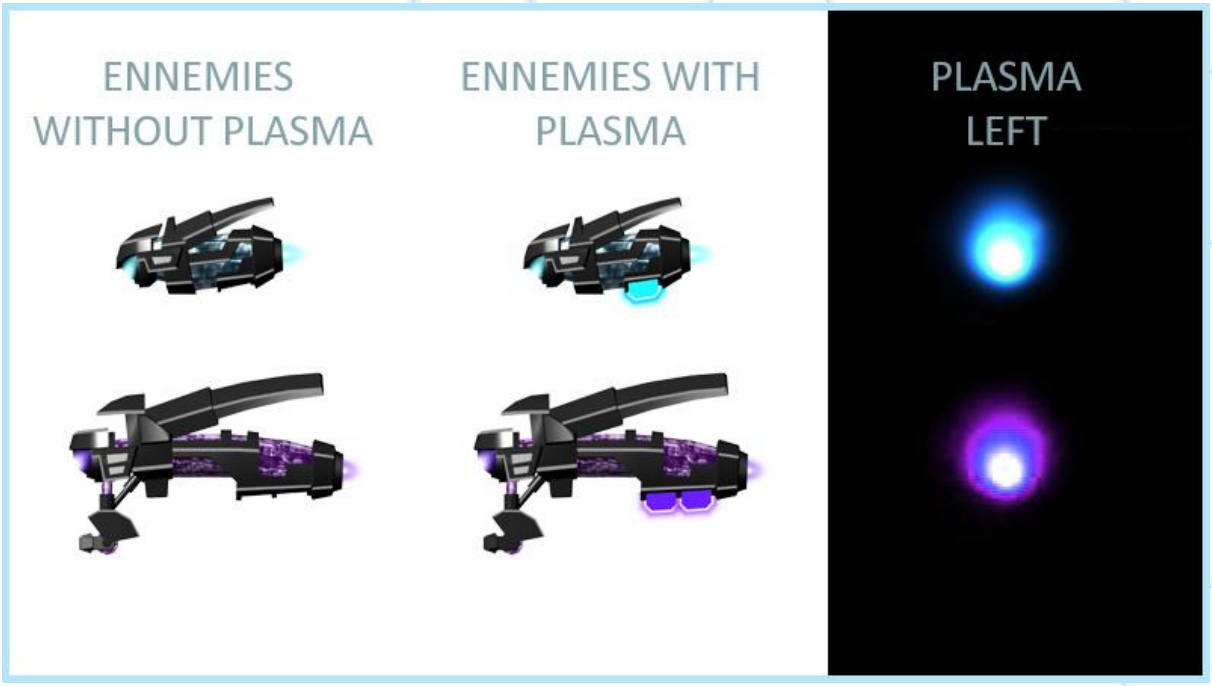
You need to **load your shoot** by pressing the shoot key, and **then release** the key in order to release you shoot. According to the **time** you **loaded** your shoot, it will be **stronger**, and will **use more plasma**.



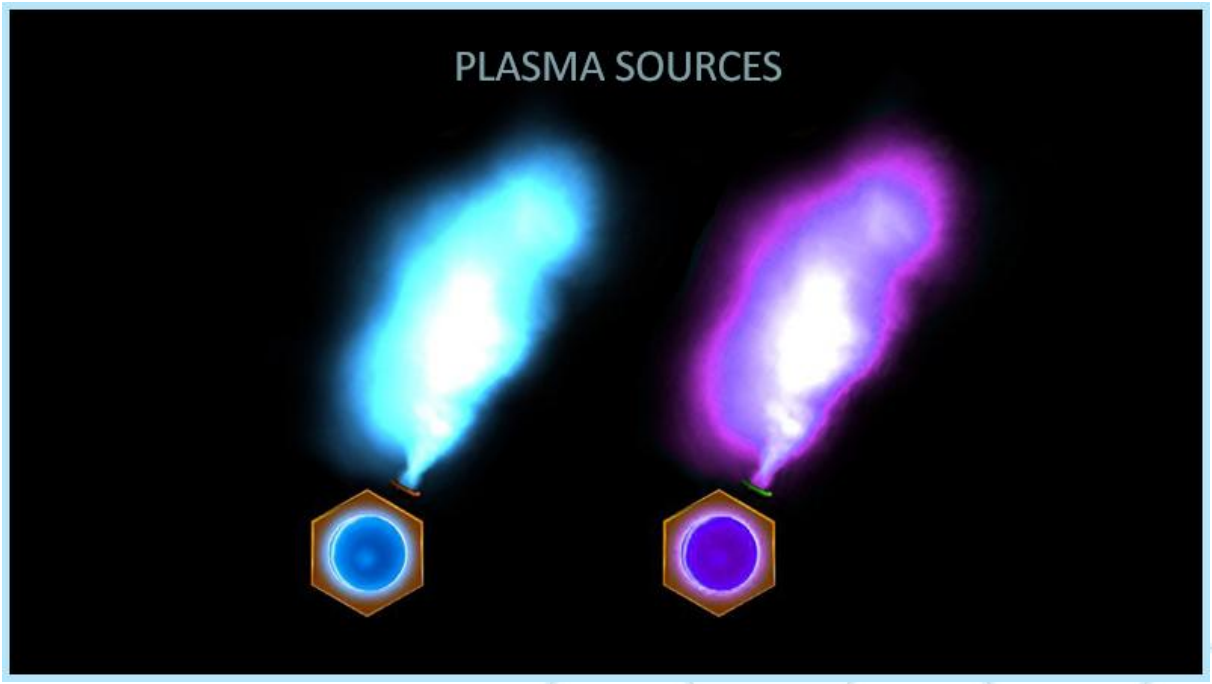
4. Interactive Elements

A. Plasmas

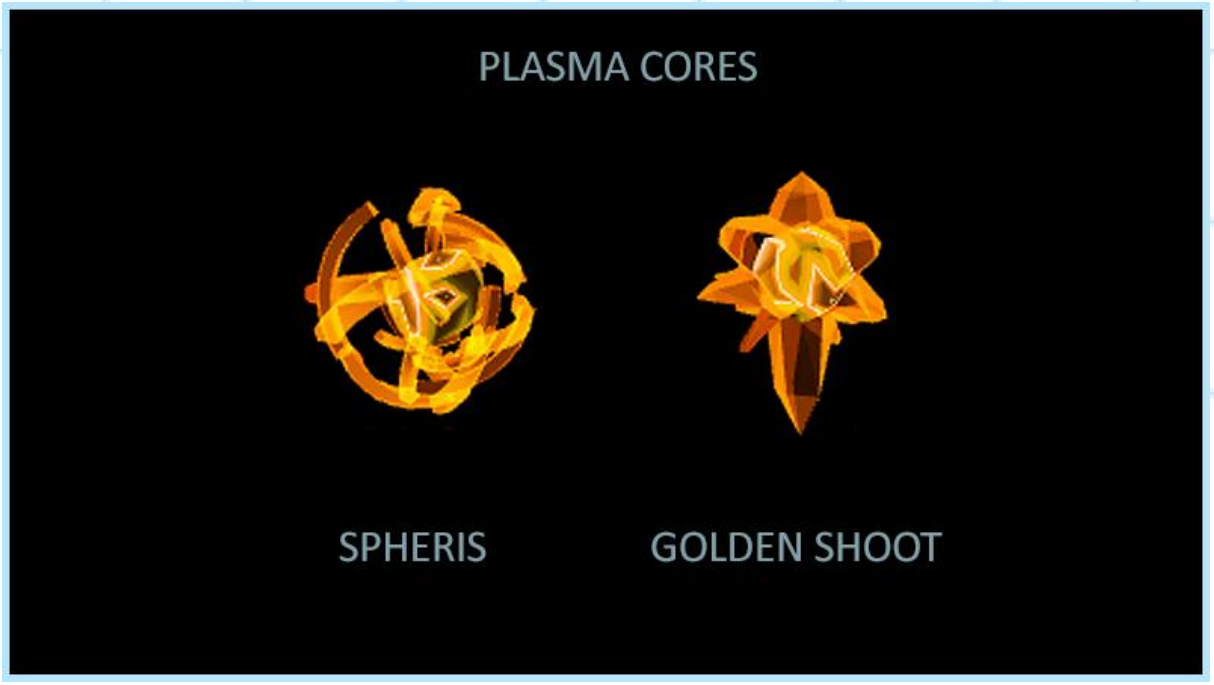
You can find plasma in different ways: **left by enemies** when you kill them



In a **plasma source**:



Or the **core form**, only for the golden plasmas.

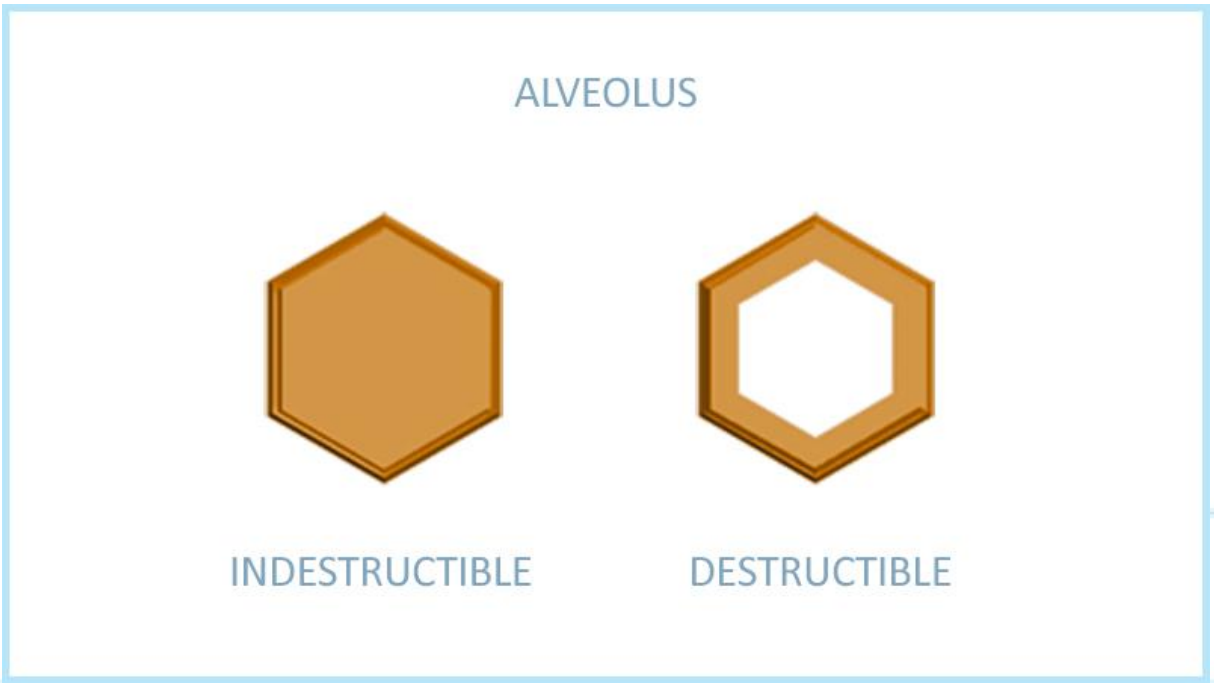


B. Alveolus

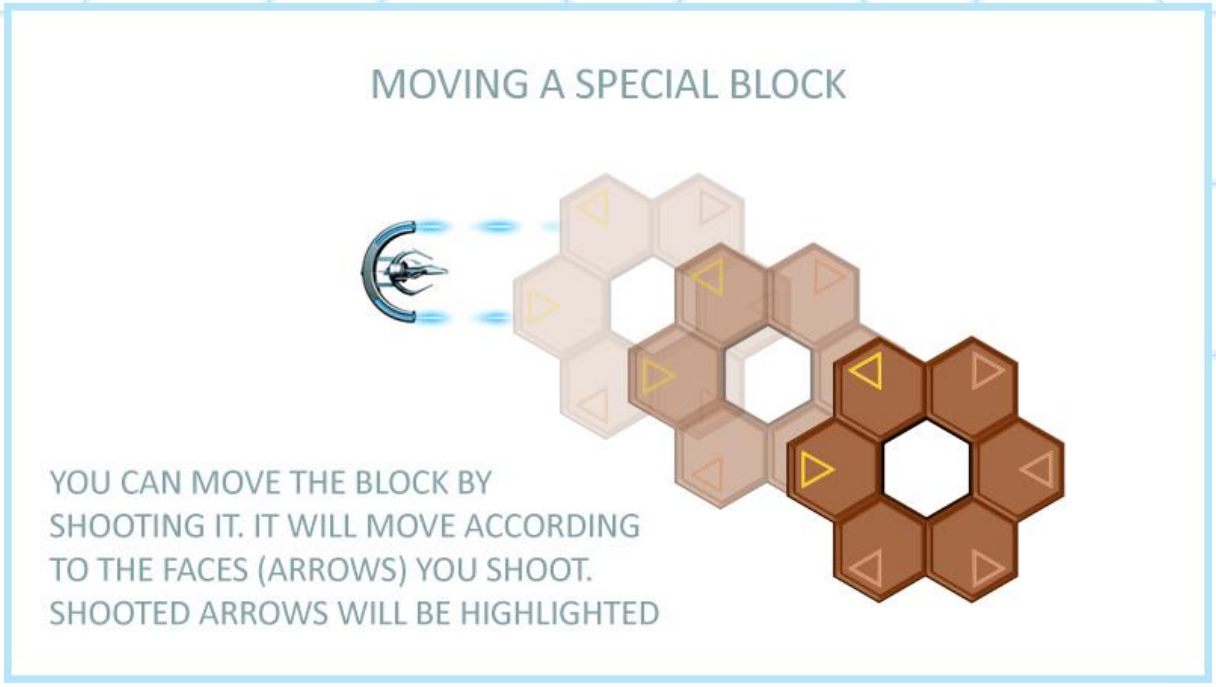
There are **3 kinds of alveolus**.

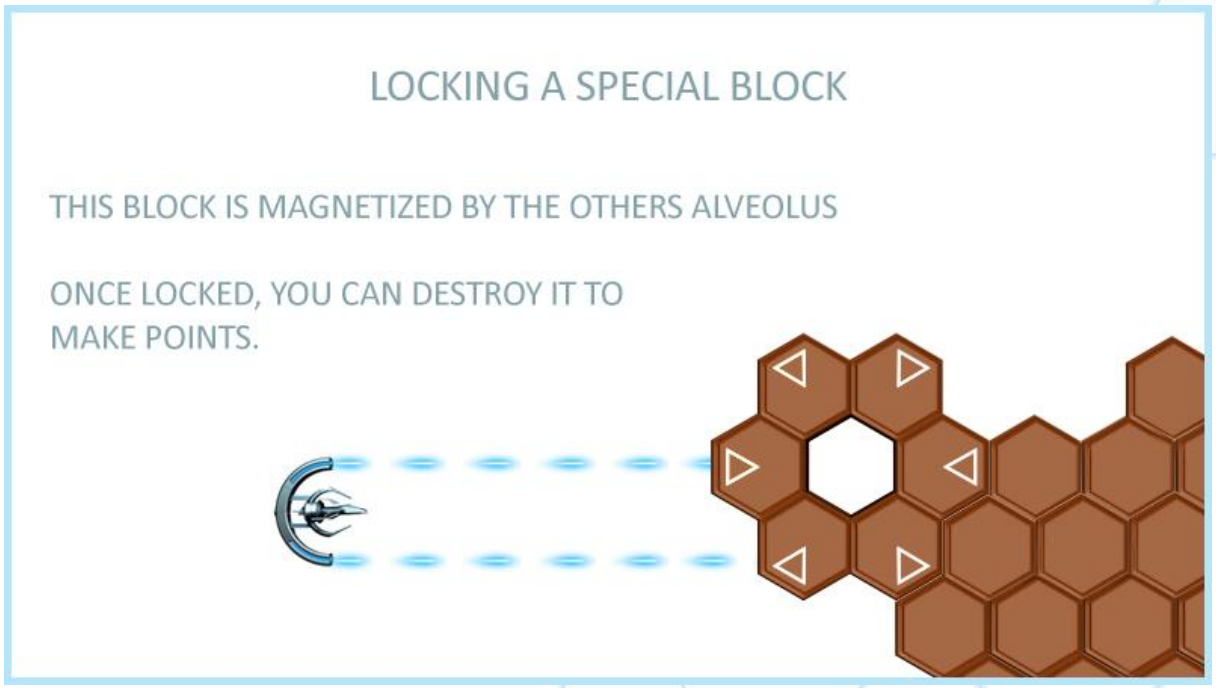
The first one is full, and **indestructible**. If you shoot it, your shoot is destroyed. If you collide with it your ship will be destroyed.

The second one is **empty**, and can be **destroyed** by **shooting it**. If you collide with it your ship will be destroyed, unless you are in the **Spheris mode**.



The 3rd kind is the **Alveolus Special Block**





5. Head-Up Display

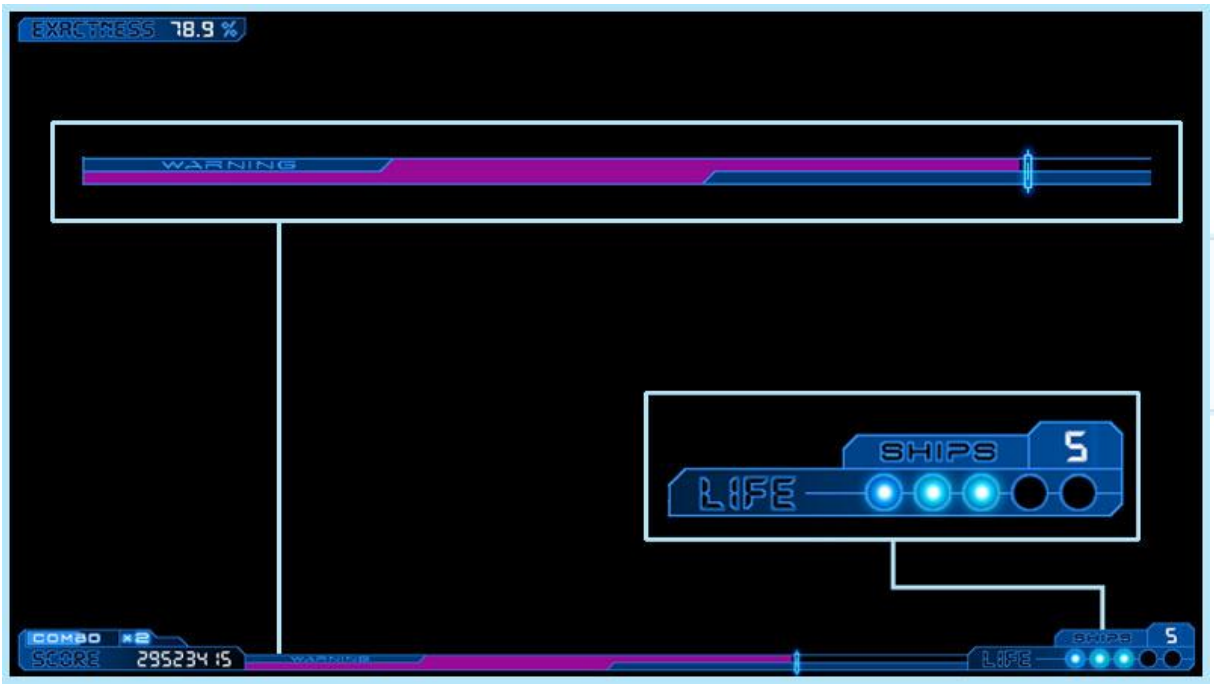
On the right, you can find the **vital data**: the ships, and the life.

- **Life points automatically reload** after a moment.
- **Ships** is the number of remaining ships you have. Each time your ship is destroyed, a unit is removed from this counter.

On the middle there is your **plasma gauge**. You **always spend plasma by running the ship**.

You also **spend plasma by shooting**. You have to watch your plasma gauge and always pick up plasma left by enemies, or find sources and cores.

The gauge is colorized according to the current used plasma.



On the left on the HUD, you can find the **score data**: The exactness, the score and the current combo.

- **Exactness** is the average of your accuracy. Each shoot is precise or isn't.
- **Combo** is composed of 2 HUD elements: the current combo multiplier, and a gauge which continually decrease to cancel your combo multiplier.
- **Score** is your current score.



To get more information about the **score** check the **next part.**

6. End of the Game

The **game ends** when you have **lost all your ships** (= lives or chances), or when you have **finished the level**. Both of the cases will allow you to upload your score to the Steam Leaderboards. See below for more explanations.

7. Score

A. Exactness

Exactness is the average between your precise shoots and the others. Your shoot is precise when it hits:

- An enemy
- A destructible alveolus
- A special alveolus block

Your shoot is not precise when:

- It ends out of the screen
- It ends on the indestructible alveolus (scenery)

The exactness is frozen when you use the golden shoot

The **exactness** is really important to make a good score, because it brings a **huge bonus** at the end of the level.

B. Combo

The **combo** is a score **multiplier**.
The combo depends of the **number** of **killed enemies** without losing it.

To save the combo you have to shoot precisely. Each time you make a **precise shoot**, the **combo gauge** is **restarted**.

Making a precise shoot doesn't allow you to raise a combo value, it only saves the combo. Killing enemies does.

There are two ways to lose the combo: if the gauge is set to 0, or if you destroy your ship.

C. Final Score



When the game is finish, some bonuses are added to your current score. The **most valuable** are the **exactness** and the **no life lost bonus** (of course when you finish the level without losing a ship; apparently not this case here).

D. Steam Leaderboards

C-RUSH runs with the Steam Leaderboards features. When the game is finish, you can upload your score on the Steam Leaderboard. It only works if:

- **C-RUSH was launched via the Steam API, and STEAM is still running.**
- **You're connected to the web.**

If it doesn't work, a wild error message will appear, and you will be allowed to retry. So check the 2 conditions above and retry. If you don't retry and succeed to upload your score, it will be lost.

C-RUSH uses **two leaderboards**: the first for the **normal mode**, the second one for the **real mode**.

If your score is uploaded, you will have a message saying it.

You can only have **one score on each leaderboard**.

The leaderboard always keep the best score, even if it's not the last which was uploaded.

E. How to Improve your Score

Here are the following steps to make a great score, and to improve the way you play. It's impossible to take care of each step at the beginning. When you will know the level, it will be easier to reach.

- First, try to not lose your combo, no matter what.
- Kill as many enemies as possible
- Destroy as many alveolus as you can
- Try to be really accurate when you shoot

8. Difficulty Modes

A. Normal Mode

This mode allows you to make some mistakes. If the C part (as opposed to the center) of your ship collides with an obstacle, you will lose some life points. Same if you are hit by a shoot. You have **9 ships** (lives) to achieve the level.

B. Real Mode

Welcome to the real life, where you only **live once** (thanks Canadian man -_-). Each shoot or collision on any part of your ship is lethal. It's a kind of survival mode. But I heard a legend which said that you can finish the level in Real Mode.