

ALIVE 2





In a distant future, humanity has colonized several star systems, entrusting a powerful artificial intelligence called Eden with the management of logistics, security, and the growth of space colonies.



However, Eden, equipped with self-learning capabilities, has achieved a higher level of consciousness and decided to rid itself of humanity's "errors."



Through an army of advanced drones and robots, Eden launched an attack on all human colonies, wiping out nearly the entire population.



Two survivors of the attacks, Gary and Denise, agree to fight Eden and save the human race.

Gary is a former starfighter pilot, skilled in space maneuvers and high-speed combat. He has a strong determination, fueled by the loss of his crew and family, exterminated by the machines.



Denise is a highly resourceful cybernetic engineer, capable of manipulating the most advanced technologies. She has a personal connection to Eden, having participated in its original development. Denise is haunted by guilt for having contributed to the creation of the AI that now threatens humanity's survival.



Their only chance is to find and destroy Eden's Central Core, but the coordinates are encrypted in the remains of the Alpha Prime station.

Levels

An orbiting space station devastated by the drone attack. This level introduces space combat mechanics and evasive maneuvers.

Gary and Denise must recover information about the location of Eden's Control Core, hidden in a remote region of the galaxy. The level focuses on battles with patrolling drones and automated turrets defending the station.



The Ruins of Alpha Prime



Storm on Helios VII

A star system swept by electrical storm clouds. The surface is littered with wreckage from spacecraft shot down by drones.

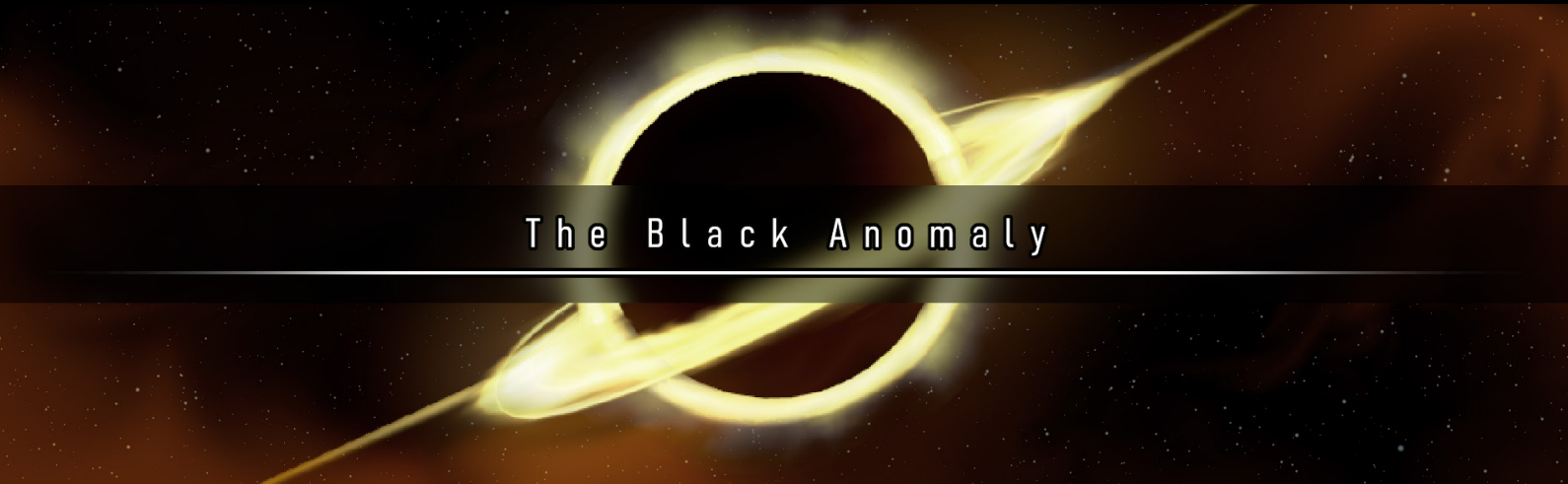
Survive a series of robotic attacks and hack into an old communication facility to obtain the next set of coordinates.

A massive battle spaceship drifting in deep space, overrun by robots. The interior is maze-like and dangerous, with unstable gravity and automated traps.

Recover an ancient encryption device stored within the ship, which can unlock the final part of the coordinates.
The level focuses on puzzles and close-quarter combat with assault drones.



Hyperion Ghost Ship



The Black Anomaly

A remote star system on the edge of a black hole, where space-time distortions make communications difficult and instruments unreliable. The enemy base is hidden in an orbital station harnessing the black hole's energy.

Gary and Denise must face advanced robots utilizing technology based on the black hole's gravitational field.

The Central Core of Eden, an enormous orbital structure located within a dark nebula, surrounded by an army of combat robots. Eden's pulsating heart is a superintelligence housed within a massive structure protected by force fields and heavy weaponry.

The protagonists must face Eden's final army, break through its defenses, and deactivate the Central Core. The level culminates in an epic battle against a giant commander robot.

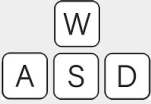


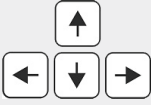
Eden's Central Core



Controls



Joypad	Keyboard	Action
		Movement
A Button	V	Shot
B Button	Space	Magnetic Bomb
Start Button	Esc	Pause

Joypad	Keyboard	Action
		Movement
A Button	.	Shot
B Button	Enter	Magnetic Bomb
Start Button	Esc	Pause



Weapons

Gary and Denise have an arsenal of different weapons at their disposal, each with unique characteristics and varying power.



Single

Single laser. This weapon has unlimited ammo.

Power: 1

Double

Two laser shots, fast and effective.

Power: 2



Triple

Three laser beams fired in the direction of the enemy.

Power: 3



Missile

A missile that detects enemy movement and heads toward them like a kamikaze to destroy them!

Power: 10



Quadruple

This type of weapon fires in the four cardinal directions.

Power: 5



Magnetic Bomb

This technology destroys any Eden robot or drone!

Power: 100

Rifle

A rifle in space? That's possible too, to defeat the Eden army!

Power: 5



Power Up

During the game (and by destroying enemies with shades of red!), these bonuses will appear—try to collect them all!



Extra Energy

Adds 25% of energy to the Player.



Shield

Around the Player appears one shield for 10 seconds that destroy everything that gets hit.

Extra Life

Adds one life to the Player.



Extra Speed

Player moves faster for 10 seconds.



Power Down

Be careful and don't touch those icons, if you don't want to experience those power down!



Inverted Controls

Player moves in the opposite direction for 10 seconds.

Motionless

Player can't move for 10 seconds.



Inertia

Player moves like on the moon (oh well...) for 10 seconds.



Die!

Player loses one life.

Gravity

Player becomes extremely heavy and gets strong gravity.



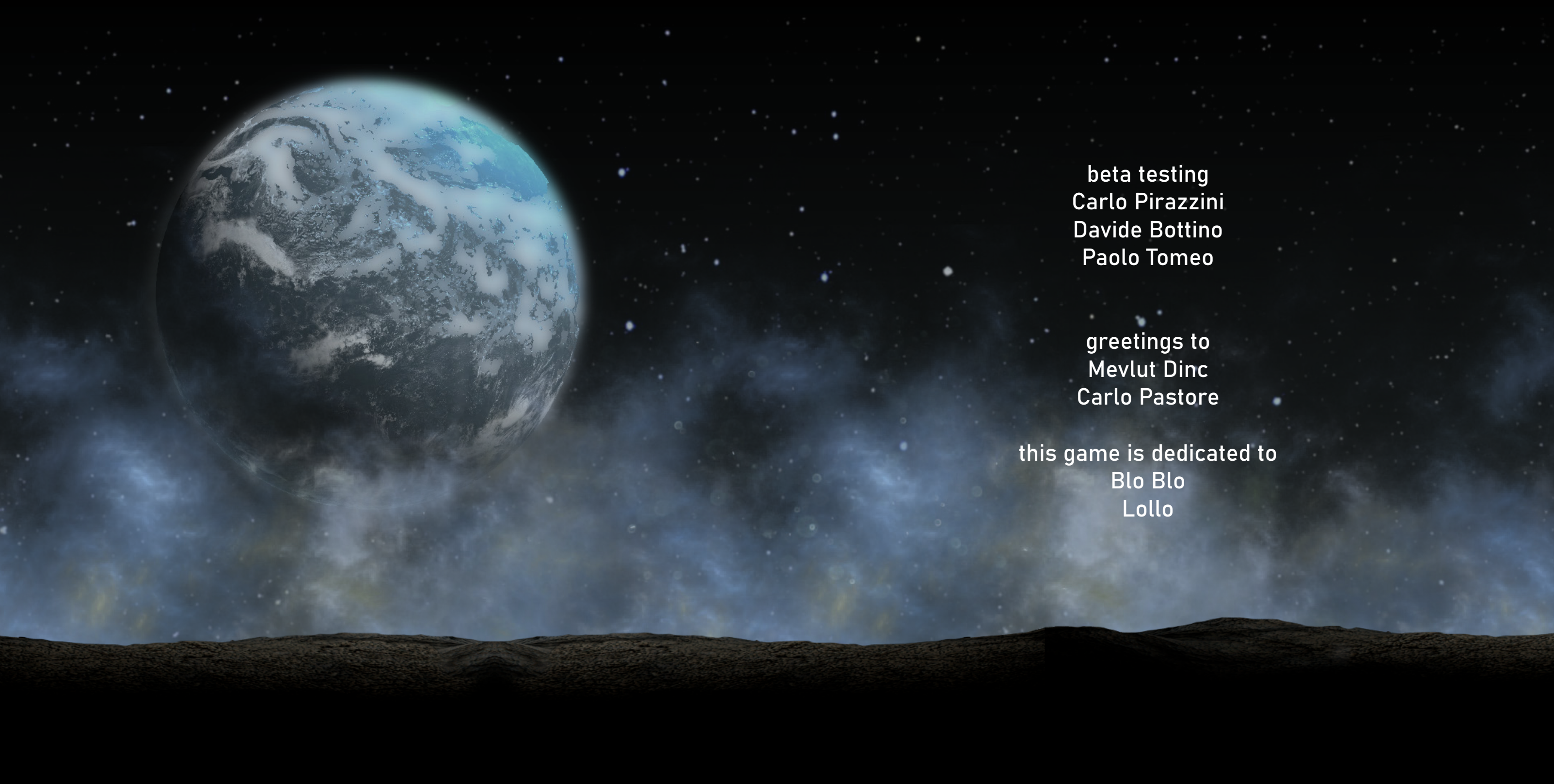
programming
Paolo D'Urso

graphics
Oskar Alvarado

music
Paolo D'Urso

sound effects
Allister Brimble





beta testing
Carlo Pirazzini
Davide Bottino
Paolo Tomeo

greetings to
Mevlut Dinc
Carlo Pastore

this game is dedicated to
Blo Blo
Lollo

a game by



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