



Introduction

The year is 50X9 and you're posted to the most remote, backwater planet in the Galaxy – the type of place where nothing ever happens and you spend your days flipping feeds on the video stream. You were half asleep with your feet on your desk when suddenly you were awoken by a loud klaxon alarm blaring at you in 120 db. It was the proximity alert! Normally, these just mean a smuggler took a wrong turn at the nearest star base, and all you have to do is give them a stern warning over the chat before you send over your drones to give them a bad day. You flick a switch to stop the noise, take a quick look at the radar, and... uh-oh. There's no calling a ship to tell them to get lost today – there are millions of blips on the radar heading right for you, and fast, and you're about to face the worst meteor storm the galaxy has ever seen. What's worse, the chatter in the comms is full of aliens blaming you for the calamity! Only one thing to do – suit up, and get yourself in to your Ion Cannon, and start blasting some rocks! Welcome to VectorSmash!

VectorSmash! is an homage to the 2nd Generation of Video Game Consoles, and is written as a custom C++/SDL Game Engine. All game objects are drawn via code; there are no bitmap resources in this game. VectorSmash runs in an 800x600 Window to capture that classic 4:3 ratio from the days when we had to flip a switch at the back of the television to switch from "Antenna" to "Game" and make sure our TV was on channel 3, and to make sure that most computers can run this game and not just the state-of-the-art rigs pushing jaw-dropping frame rates.

How To Play

When you first launch the game, you'll be greeted with a title screen meant to pay homage to the old second generation console games, which gives you a quick and dirty version of the instructions:

To Move: Use the Arrow Keys on your Keyboard or your Joystick / Gamepad.

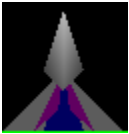
To Fire: Press the Z key on your keyboard or Button 0 on your Joystick / Gamepad.

To Warp: Press the X key on your keyboard or Button 1 on your Joystick / Gamepad.

The Goal

The Goal of VectorSmash is simple: Stay alive, keep moving, keep firing, and defend your planet from the onslaught of meteors, meteorites, your own planetary defense system, heatseekers, and even angry flying saucers! Shoot targets for points, miss targets and you lose points, and go for the high score! As you gain points, you'll gain additional Ion Cannons, and you'll advance to higher levels. However, at the higher levels the stakes get higher – you can gain or lose more points, and the objects are more numerous and coming at you faster and faster!

Game Objects

Image	Name	Description
	Ion Cannon (This is you!)	A state of the art Ion Cannon meant for planetary defense. It's powered by the green ion layer, channeling that energy to provide limitless ammunition. However, if that ion layer were to get overloaded...
	Meteor	Randomly generated shapes tumbling and flying towards the surface of the planet at variable speeds. Shoot and destroy for points, but if you miss, you lose points. Be careful though, many of the meteors are unstable and if you shoot them they will fragment into meteorites! But then again, if they do, it's a chance to raise your score...
	Meteorite	Randomly generated shapes tumbling and flying towards the surface of the planet at variable speeds. Shoot and destroy for points, but if you miss, you lose points.
	Drone (Large)	Ionized and radioactive drones now spinning out of control. They were supposed to help protect your planet, providing a deterrent to anyone or anything that might want to stir up trouble, but thanks to the storm they've been knocked out of orbit. Shoot them for points! If they land, the Ion Layer is overloaded, and your cannon will explode!
	Drone (Small)	In theory these smaller drones were meant to serve as a deterrent, and swarm a hostile target to overload their targeting system. Now, they've been knocked out of orbit, spinning uncontrollably. Shoot them for points, but if they land, just like their larger brethren they will overload the Ion Layer and your cannon will explode!
	Heatseeker	The alien head of the regional shipping lane is blaming you for all this nonsense, and as a result is firing off his private arsenal of Heatseekers at you. These pulsating, chirping missiles will zero in on your location, so you better shoot these down fast.
	Flying Saucer	Did I mention the alien head of the regional shipping lane? Well, he's not the only one after you. He put out a huge bounty on you and these aliens are out to collect it. These saucers will blaze across the sky firing neutron blasts at you. Fortunately, you can destroy these blasts with your Ion Cannon, but can you hit them all? One good hit from your Ion Cannon will destroy these bounty hunters for points. Appears at Level 3 or higher.

Devices Supported

VectorSmash! uses the SDL 2 libraries, so if your gamepad or joystick is supported by SDL (and there's a great chance it is) then it'll be supported by VectorSmash!

Tips

- Prioritize your targets. If the drones land, you lose a cannon. If you miss a meteor or meteorite, you just lose points.
- Be careful firing at a large meteor too close to your cannon. Some of them can split, and just because the meteor was moving slow is no guarantee the meteorites will be slow!
- Once the Heatseeker touches the Ion Layer, it can't change directions... if you can wait long enough, and if you're lucky enough, the Warp function just might get you out of harm's way – or it might teleport you right into harm's way!

In conclusion...

VectorSmash! Was a lot of fun to write, and we think it's a lot of fun to play, and we sincerely hope you enjoy this game. Please follow us on X at @mindlittersoft to keep up with future Apps and Games that we create. And if you need an app to help you find your car, check out "Where Did I Park?" by Mindlitter Software, LLC on the Google Play Store.

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