Beast Modon Manual

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I. Background

I've lost track of time again. My bed is too soft for me to remember to do anything anymore. What's the sense in cleaning an empty space station with nobody to dirty it? I never cared then nor do I care now. Nothing ever happens here anymore, anyway. At least not since I lost Loni. That was the day I decided I was done with the Space Defense Force. Nothing else to fight for but my own bloodlust. I was the best of the best, unlike any other being to walk the streets of Beast Modon. In the skies I decided who lived and who died. In my own home, however, I wasn't so powerful, so smart, so contained... Maybe that's why I stay up here... Can't be stupid if there's nobody here to take the short end of the stick. Easiest way to destroy a marriage is to fail to protect your significant other.
I've got no friends anymore. I've got zero souls to protect. It's just me now, nonexistent to the people I fought for... By choice. Life is better when you're alone. Nothing to lose, nothing to desire from anyone else, just quiet. Emptiness. Space... I don't ever want to leave my bed. Maybe I'll rest my eyes a little mo-
...
.....
The Modon is shaking. Time to clean house. I've got a job to do.

II. Controls

The original mappings are as follows:
WASD - Move Around
SPACE - FIRE, Upgrade Ship at pause menu
F, G - Cycle Weapons
TAB - Change Speed
V - Rank Up
R - Beast Mode
SHIFT - Charge Shot
ESC - Pause Game

III. Special Abilities

1. If you hold SHIFT down, Sylvester's ship will begin to charge a shot. Once the RED light is on, release SHIFT to unleash a devastating wave of energy.

2. The BLUE light represents your Beast Modes. If you have at least one Beast Mode PowerUp, this light will be on, prompting you to use this special ability at any time.

3. In order to perform the Floor Slam, fly straight up until the BLACK light comes on (before upgrading your ship, it will take about 3 seconds). This is useful for destroying some types of enemies and breaking down parts of the environment like walls, asteroids, etc.

IV. Tips and Tricks

- UPGRADE YOUR SHIP! You get points for everything you destroy in the game, and at the end of each level they are added to your current score. Use them with great care; you'll have your first shot at upgrading something after the first few levels.(Pause the game, navigate to your desired perk, and press the FIRE button)

- There is no health bar in this game. If Sylvester looks like he's having a hard time, chances are he's one collision away from death.

- Use your Rank Ups wisely. Each level starts you off with a new weapon, so it is strongly encouraged you learn how to use each one of them.

- Everything in Beast Modon takes time to master. Dying is normal, and you shouldn't feel bad when it happens. You have 32 different ways to take out your enemies, don't be afraid to experiment.

- DO NOT let enemies pile up on you. Once you see them, take them out and watch out for more.

- There are 4 difficulties: Easy, Normal, Hard, and Arcade.
  -In Easy Mode, you can be hit 3 times before death.
  -In Normal Mode, you can be hit 2 times before death, and Beast Mode power ups are no longer there.
  -In Hard Mode the enemies (including bosses) recieve 30% more health, and you can only get hit once before death.

-Arcade Mode is the same as Hard, except you can only die six times before the game resets and you have to start all over

- You have five save files to choose from. The game autosaves after each level, no need to stress.

V. Notes from the Developer

- Enjoy the soundtrack. I imagined a dancing butt to every one of the songs in the game. You're welcome.

- Modon is synonymous with 'power'.

- I haven't added controller support for Beast Modon yet. I intend to do so in the future, as that can make the experience a lot more fun.

- Don't be afraid to email me questions or even review my game. This is my first project, and I need all the help I can get to become a better solo video game developer.

- It's not pronounced "Beast Mode On", but more like "Beast Modawn".

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