

Space Pilot

Version 1.0

Starting the Game & System Requirements

Run the game by double clicking on the SpacePilot.exe icon in the extracted folder.

A modern PC (Pentium or higher) running Windows XP or later is required.

Concept

Fly through space with a spaceship while avoiding and destroying as many asteroids and enemies as possible. There are 10 Levels of gameplay.

Game Introduction

You control a spacecraft in the bottom part of the screen. Your spacecraft can move side to side. Space objects move from top to bottom and various other directions.

Controls and Controlling

Key	Function
Cursor Keys	Control ship
Ctrl	Fire weapon
S	Toggle Sound On/Off
ESC	Exit Gameplay / Exit Game
F11	Toggle Fullscreen/Window Mode
F12	Advance to next level (up to level 6)

Scoring

Points	Name	Graphic
5-20	Asteroids	
50	Enemy Fighter	

You lose points for every object that passes by your ship. The number of points lost is equal to half the amount of points for the specified object in the chart above.

You also lose 100 points every time your ship is destroyed.

Game Features & Hints

Avoid being hit. Destroy as much as you can.

Explosion particles will not damage your ship.

Your ship can only be moved left and right.

An extra life is gained for every 1000 points earned without dying. Unlike with scoring, objects that pass by your ship do not impact point accumulation for an extra life.

Advance to the next level for every 1000 score points. The game consists of 10 levels. The game will continue in level 10 as long as you can stay alive, thus, there is no end to the game.

Saving and Loading Games

The saving and loading of games is not available.

Comments & Feedback

Your comments are welcomed.

Credits

Game Design & Programming by David Falksen

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This game is public domain.

Version Update Information

Version 1.0

- Game released.

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