

彈丸GB

D A N G A N

Story:

For decades the Dangan Empire and the Houdan Confederation have been at war. As the front line sees most of the action, small remote outposts like the one found on the planet Eshus are often undermanned and overlooked. The Eshus outpost has in fact only got an old pre-war spacecraft, one inexperienced pilot, and a spirited technician stationed there.

The two are going about their daily business when a screen suddenly flashes the message "**RED ALERT! The Houdan Confederation is attacking!**" The incoming data states that 6 dreadnoughts have come out of hyperspace near the moon of Eshus.

The odds are stacked against them but surrendering the outpost would give the enemy a backdoor into the Dangan systems. There's no helping it, the Houdan Confederation must be stopped!

Although not brimming with confidence, they ready the spacecraft. Tally the technician offers her support as the pilot takes off.

Game controls:

D-PAD: steer your ship

A BUTTON: hold to fire your laser

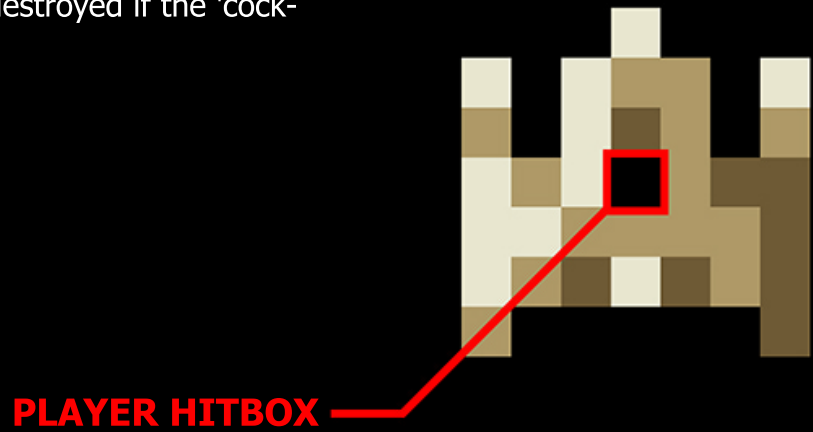
B BUTTON: press to activate a bomb

START BUTTON: pause the game

Pressing START+SELECT+A+B during gameplay will reset the game.

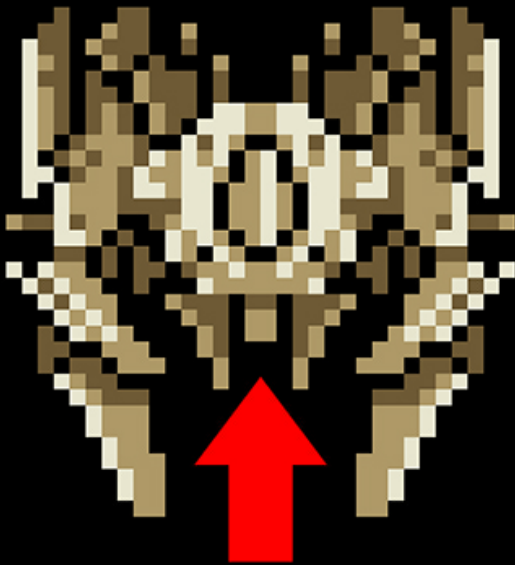
Player Hitbox:

The player's ship will only be destroyed if the 'cock-pit-pixel' is hit.



Dealing Damage:

In order to destroy each dreadnought you must fire at its core, located in the middle. Hitting the rest of the hull deals no damage.



Getting Score:

The closer the player is to a dreadnought, the more score will be awarded.



+129



+366



Difficulty levels:

There are three difficulty levels to be chosen from in the options menu.

Easy – Start with 6 extra lives, 6 bombs and gain an extra life every 50,000 points

Normal – Start with 3 extra lives, 3 bombs and gain an extra life every 50,000 points

Hard – Start with 3 extra lives, no bombs and gain an extra life every 100,000 points

(Extra lives are awarded at the end of each stage, see '**Score Tally**'.)

Player speed:

The player can choose their speed between **Normal** and **Fast** in the options menu. Although the game was designed with the **Normal** player speed in mind, an expert player might want to change it to **Fast**.

Bombs:

When playing on the **Easy** or **Normal** difficulty levels the player can use a limited supply of bombs to totally rid the screen of bullets. It's not possible to gain any additional bombs during gameplay so the player should use them wisely.

Score Tally:

Tally will award a player bonus points at the end of each stage. She will appraise their accuracy, time remaining and whether they lost a life or not. If a player does particularly well she might even award them with an extra life.



Tools used in the creation of this software:

Carillon Player

FX Hammer

RGBASM

BGB

GBTD

GBMB

GBTDG

Credits:

Code, Graphics and Design: snorpung

Music and Sound FX: nordloef

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