# Contents

Introduction

    This Game Editor allows you to modify and create customized saved games.   You may alter any aspect of your ship's configuration as well as give yourself additional ships or jump to a specific wave.   The newly modified game can then be opened from within the game and played just as any other saved game.

    **NOTE:   THIS PROGRAM WILL ALLOW YOU TO CREATE "ILLEGAL" CONFIGURATIONS WHICH ARE NOT NORMALLY POSSIBLE TO OBTAIN WITHIN THE GAME ITSELF.   EVERY ATTEMPT HAS BEEN MADE TO ASSURE THAT THE EDITED SAVE GAMES WILL WORK WITH THE GAME - HOWEVER EDITED SAVE GAMES ARE NOT SUPPORTED.**

    It is assumed that you are familiar with the terms used in the game to describe the ship, so only minimal explanation is provided here.   For more information about the ship's systems and capabilities, refer to the online help file from within the game.

The Menus

    The File menu allows you to open and save your save game files, or exit the program.
    The Edit menu allows you to restore all parameters to their default values.
    The Help menu allows you to view this help file and view version and copyright information.

Editing A Game

**Global settings, which affect both players:**

    GAME TYPE - Selects whether this save game defines a single- or two-player game.

    WAVE SET - Selects which set of waves you are playing.   Double-click on the wave set name in order to change it.

    WAVE -   Determines which wave you are currently playing.

**Player settings, which are unique per player:**

    PLAYER 1/2 - Press the "View Other Player" to select which player's settings are currently displayed.   The values in this panel determine how many ships you have left and your total score.

    ENERGY - Maximum energy is the total amount of energy available for that system.   Charge rate is the speed at which that energy is restored after being depleted.

    ENGINES - Friction controls the amount of "drag" on your ship, higher values cause you to lose velocity more quickly.   Auto-Braking will cause your ship to stop immediately when thrusters are disengaged.   Recoil Dampers will prevent your ship from recoiling during weapons fire.   Turbo engages the turbo booster.

    WEAPONS - The checkboxes allow you to enable/disable the various weapons ports.   The drop down lists allow you to select the type of ammo for each weapons port.   You may even assign "illegal" ammo types (including the alien ammo, or mine spike fragments).   Note also that you may supply a weapon port with ammo without activating the port itself - the weapon port will retain the ammo but will become active only after a corresponding bonus has been collected within the game

itself.

    AMMO - These controls affect the speed and distance which all weapons travel.   You may also adjust the base amount of damage caused by your weapons (adjust this value cautiously).   You may also adjust the number of grenades.

    SHIELDS - You may select between the Nudger and Repulsor shields, enable or disable the Destructo shields, and set the amount of armor.