

# Radical Rebound

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## **1 Introduction**

Hi!

Welcome to the world of Radical Rebound, one of the coolest games in the last millennium, one of the most revolutionary in history.

This game is free!! This means that you may use as much as you like and, even if you wanted to, can't send me money!

Instead, if you like the game, I would very much appreciate if you sent me an e-mail to this adress: radicalrebound@libero.it .

## **2 The Manual/FAQ!**

### **2.1 What is Radical Rebound?**

Radical Rebound looks like a shooter at first, but it is not.

### **2.2 Why isn't it a shooter?**

Cause you can't shoot!

### **2.3 Wow, that's weird... how do I destroy enemies if I can't shoot?**

You can rebound shots with the shield in front of your ship.

### **2.4 What should I do?**

The aim of the game is to achieve the highest score you can manage before, well, eventually, dying. To do this you must complete levels: destroying enemies or frying the bosses. Your score depends from the difficulty of the level, from the energy you spare and from your shield size (the smaller it is, the more points). You can change it in the options.

### **2.5 What options?**

Check them out! You can change the difficulty and other cool stuff.

### **2.6 What about the controls?**

They are written in the controls screen...

### **2.7 I have problem...**

It's you're problem, not mine...

## **2.8 Who wrote the game?**

Me, of course, the divine Matteo Guarnieri.

## **2.9 In what was the game written?**

The game is written in Assembler... Only 6 months of work and 30000 lines + 60000 for the graphics engine... Only kidding: The game is written in a cool language called TNT Basic: Check it at [www.tntbasic.com](http://www.tntbasic.com)

## **2.10 Who did the artwork?**

Almost everything by the superb Carlos Camacho by kind permission of iDevGames ([www.idevgames.com](http://www.idevgames.com)). Thanx a LOT! Your spaceship design by Danlab. Thanx! The titles by me. Hurray!

## **2.11 What about the sounds?**

No sounds, just cool music!

## **2.12 What about the music?**

A gorgeous theme by the legendary Estrayk.

# **3 Legal information**

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## **4 Contact**

For anything concerning the game you can contact me at [radicalrebound@libero.it](mailto:radicalrebound@libero.it)