Object of the Game

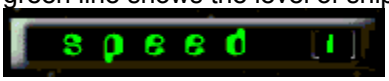
The space garbageship patrols the space. His object is to shoot all the asteroids located in the playing area. After all the asteroids on the current level are shot down, the garbageship warps to the next level.
There are too many levels in the game.
The player gains score for the each destroyed asteroid (Scoring). On finishing the game the player can achieve the best players list.

See also Information Pane.

Information Pane

There are four information output areas located in the information pane.

The ship status area: After entering the game you have five ships.When your ship explode in the collision with the asteroid, the number of ship pictures in this area will reduce by one. Under the ship pictures there are two coloured lines . The yellow line shows the amount of the energy for firing, and the green line shows the level of ship damage.



The gear number area: the ship engine has five gears numbered from 1 to 5.

The score area: shows the gained score

The level area: shows the achieved level.

See also Object of the Game.

Scoring

The score gained when the player destroys an asteroid depends on asteroid type and ship damage level.
There are three different types of asteroids in the game:
The first type, the biggest and the cheapest one.

The second type, the smaller and more expensive one.

The third type, the smallest and most expensive one.

The gained score is shown in the information pane(Information Pane).

See also Object of the Game.

Controls

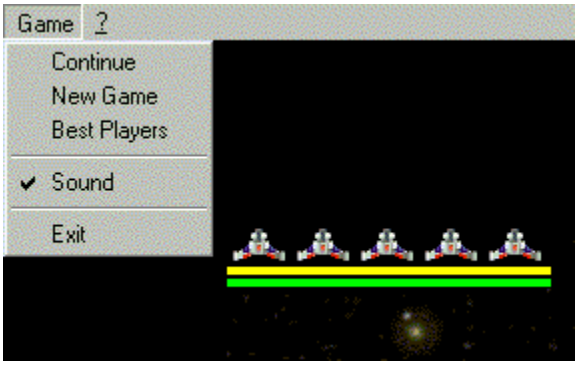
The space garbageship is controlled using the cursor keys. The 1, 2, 3, 4 and 5 keys are used for gear switching (i.e. for maximum speed level changing). The firing is controlled using the space button.

See also Object of the Game.

Accessing the Menu

You can use the Esc button to access the menu or to exit.
The list of menu items:

1. Continue - Exits the menu and continues a game.
2. New Game - Starts a new game
3. Best Players - Shows the best players list
- Sound - Turns the sounds on and off



See also Object of the Game.