

## Graditor Help Index

The Index lists all Graditor Help topics. Scroll to see more entries.  
To learn how to use Help, choose Using Help from the Help menu, or press F1

### How to Play

[Overview](#)

[Playing the Game](#)

[Scoring](#)

[Fuel](#)

[Shield](#)

### Commands

[Game Menu Commands](#)

[Options Menu Commands](#)

### Controls

[Keyboard](#)

## Commands

[Game Menu Commands](#)

[Options Menu Commands](#)

## Overview

Graditor is an action game. You fly with a spaceship over an hostile planet and shoot enemybases on it.

Game ends if an enemybullet hits you, or if you crash into the ground,

Related topics

[Playing the Game](#)

[Keyboard](#)

[Scoring](#)

[Fuel](#)

## Playing the Game

The object of Graditor is to destroy as many enemybases as you can.  
The game is over when you crash into the ground, or if an enemybullet hits you.

To control the spaceship:

Use the appropriate [Keyboard](#) controls. You can rotate the spaceship left or right. You can accelerate the spaceship pressing throttle. You can also press [Shield](#)

To practice controlling spaceship:

From the Options menu, Skill options dialog box, choose PracticeMode. You can practice controlling the spaceship, without game-over messages. In this mode you don't get scores.

To choose a skill level:

From the Options menu, choose Skill options dialog box.

To start a new game:

From the Game menu, choose New, or press F2.

Destroying enemybases:

Fire bullets using [Keyboard](#) controls.

Avoiding ending the game:

Keep the spaceship off the ground

Don't get hit by an enemybullet.

If you are short on [Fuel](#), don't use [Shield](#) .

If you are short on fuel, try not to fire unnecessary bullets.

Getting to new level:

After there are no enemybases left on a level, you get to the next level, when you drive the spaceship over the left or right end of the playing area.

## **Game Menu Commands**

NEW starts a new game.

PAUSE Pauses or resumes the game.

HIGH SCORES displays the top 5 Graditor players.

EXIT ends your Graditor session.

## **Scoring**

Score display is on the upper left corner of the Graditor window.

Each destroyed Enemybase is worth 1-10 points, depending on the level.

In PracticeMode, you don't get scores.

## Fuel

Fuel display is on the upper right corner of the Graditor window.

Fuel decreases, if you  
press Throttle  
Fire Bullets  
Use [Shield](#)

Each time, you destroy an enemybase, you get more fuel.

## Shield

Pressing S-key puts Shield on.

Shield protects you against enemybullets only.

**Shield doesn't protect you against crashing to the ground or running out of fuel.**

Shield uses much Fuel



## Options Menu Commands

SKILL OPTIONS dialog box lets you

- Change Starting Level of a new game.

- Change mode of play.

  - In PRACTICE MODE you can practice controlling the spaceship without game ending. In this mode you don't get scores.

CONTROL OPTIONS dialog box lets you

- Change the Acceleration of the spaceship.

- Change the Rotationspeed of the spaceship.

DISPLAY OPTIONS dialog box lets you

- Change the Size of all objects in the display.

  - After changing the Display Size start a new game to see the result.

    - ( Changing Display Size changes also the amount of free memory Graditor needs to run, 250 - 400kB)

SOUND turns sound on or off

## Keyboard

**Key** \_\_\_\_\_ **Action**

### **Spaceship controls**

LEFT ARROW	Turns spaceship Left
RIGHT ARROW	Turns spaceship Right
UP ARROW	Throttle
F	Fire bullets
S	Shield

### **Display controls**

SHIFT+LEFT ARROW	Scrolls window left
SHIFT+RIGHT ARROW	Scrolls window right
SHIFT+UP ARROW	Scrolls window up
SHIFT+DOWN ARROW	Scrolls window down

### **General Keys**

F1	Opens the Help Index
F2	Starts a new game
F3	Pauses or resumes the game
ESC	Minimizes the Graditor window to an icon.