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About Laserstrike

Welcome to Laserstrike for Windows. This is a strategy/puzzle game featuring full animation and digitised sound. It is also possible to create your own levels.

Idea of the Game

The idea of the game is to shoot out the power source of the level, which is shielded by an iris.



The Iris Block

This is the iris power block. One laser shot will force the iris to open, revealing the power source. A second shot will destroy the power source, thus completing the level.

To shoot at the power block, you will have to find a way to clear a path for a laser beam to hit it. There are various other blocks such as mirrors and gates that will help or hinder your progress.

Blocks

Blocks can both hinder and help you. From level to level you will be slowly introduced to new blocks all the time, and the descriptions below may be useful to you. Note there is also a quick guide key to all the blocks when you first load it up.

The Track Tank

Track Tanks fire lasers but can't be turned. As the name suggests, the tanks can move along tracks. To move a track tank, you must use an arrow block. Click with the left mouse button on the tank to shoot out a laser beam. Beware that it is possible to destroy a tank by shooting it.

The Track Block

The tank can move along these tracks. There are always arrow blocks at both ends of the track to move the track tank with. Track Blocks can also be destroyed by laser fire.

The Mirror Block

These are one of the most commonly used blocks. They deflect laser fire 90 degrees when hit on the slanted golden mirror side. When hit on a flat non-mirror side, they will be pushed along.

The Movable Block

Moveable blocks do one thing only, they move when they are hit by laser. Most of the time they are used to obstruct a laser path, so you may have to find a way to move it out of the way.

The Steel Block

When a laser beam strikes a steel block, the block absorbs the energy and the laser can go no further. Steel blocks serve only as a permanent barrier.

The Brick Block

Brick blocks are weaker than steel blocks and can be totally obliterated by two shots from a laser cannon.

The Iris Power Block

Shoot these twice to complete the level. One shot will open the iris, revealing a vulnerable power source, the second shot will destroy the power source and complete the level.

The Pod Tank

These shoot laser beams just like a track tank. The difference is that pod tanks are not mounted on a track, they are welded in one place. However, if you shoot one, it will not be destroyed like a Track Tank, it will turn 90 degrees clockwise. This is very useful in some situations. Click with the left mouse button on the tank to shoot out a laser beam.

The Gate Block

You might notice that Gate Blocks look like Steel Blocks but with two channels cut into them. This is to let lasers through. However, when a laser beam passes through a gate block, it closes up and then acts like a steel block. In other words, gate blocks will only allow one laser beam to pass through.

The Arrow Block

Click on an arrow block to move a track tank along a track in the direction the arrow itself is facing.

The Acid Block

These slimy acidic puddles are strong enough to eat through anything, and that includes iris power blocks, so be careful! It can be pushed around using laser fire. To make it eat a block, push it in to a block. However, once the acid puddle has eaten through a block, it will disappear, having been used up. Of course, acid blocks can't eat through other acid blocks.

The Rotating Gate Block

These are similar to normal Gate Blocks, but when you have shot through it, it will rotate 90 degrees. You can fire as many times as you like through a rotating gate block.

This guide to the blocks may seem quite a lot to take in at once. It is far better to just play with the blocks on screen than to read about them. You can print this guide out anyway as a handy reference sheet.

Levels

Laserstrike is made up of different levels. To load a level, go to the "Game" menu and select "Load Level...", then select the level you wish to play. When you complete a level you will not get straight to the next one. This is because Laserstrike was not designed solely as a sequential game. You can skip a level and go to the next one if you are having difficulties. It is less infuriating for someone if they can play any level they like, instead of being stuck for days on the same level.

But playing the levels is only half the game. Much fun can be had creating your own levels, and creating levels for other people to solve adds a competitive element to the game. Level creation takes place in the [Level Editor](#).

The Timer

There is a timer on the right-hand side of the screen on the panel. This times how long it takes you to finish a level.



The Level Editor

What does it do?

With the Level Editor, you can create levels from nothing, or edit and customise other levels.

How do I load the Level Editor?

The level editor is built into the game, so you don't have to load it. To change to edit mode, go to the "Options" menu and select "Edit Level". A window full of every different type of block will appear on screen, and the menu will change.

How can I make a level from scratch?

Simply go into edit mode, and then if there is already a level loaded, go to the "File" menu and select "New". You are now presented with a blank screen, ready for you to build your level.

How do I add blocks?

Select a block from the palette by clicking on it. It will then be highlighted, and a zoomed-in copy of the block will appear in the palette. Now just click with the left mouse button on the screen where you wish to place the block. If you want to place a whole load of the same block quickly, hold down the left mouse button and drag around the screen.

How do I delete blocks?

Delete blocks by clicking on the block you want to erase with the right mouse button. You can hold and drag with the right mouse button down for quick erasing.

How do I load and save the level?

You will find full load and save options in the "File" menu. Click on one of these to load or save. If you are loading a level, find the level you wish to load and double-click on it. If you are saving, then you will have to name your level if you haven't saved it before. Names up to eight characters are allowed.

