Apocalypso

Version 1.0, made by NeoTron Games

Story :

The world was almost completely destroyed hundreds of years ago, and civilization barely managed to recover. The remaining people hide in small cities trying to survive the harsh climate and the changed environments of this brave new world. However, a few daring ones travel around from city to city, trying to learn more about the world and about the old civilisation.
One such person is Dirk Dirtland. He recently arrived at a city under siege, which a relentless robot army tried it's best to destroy. Seeing no other option, he agreed to help defend the city, using only his skills and the advanced technology of old that he has salvaged during his journeys...

The Game :

In Apocalypso you play as Dirk Dirtland as he tries to defend the city from attacking robots. Enemies will appear both from within the city and from the horizon and each assault lasts 5 minutes. Dirk has both a weapon and a shield which he can use to defend himself. However, both cannot be used at the same time. There are two health bars, one for Dirk and one for the city. Should either of them reach zero, the game is over. Some enemies will fire towards the screen and, if their shots hit, will damage the city so Dirk will have to use his shield to block these shots before they hit. Some enemies attack from above and can not be defeated, only avoided. When the timer has reached 4 minutes a bigger, more dangerous enemy will appear and after five minuted the level is complete.

After each level, Dirk can chose two new upgrades that will take effect on the next level.
Each have it's advantages, so chose well! A complete list can be found below.



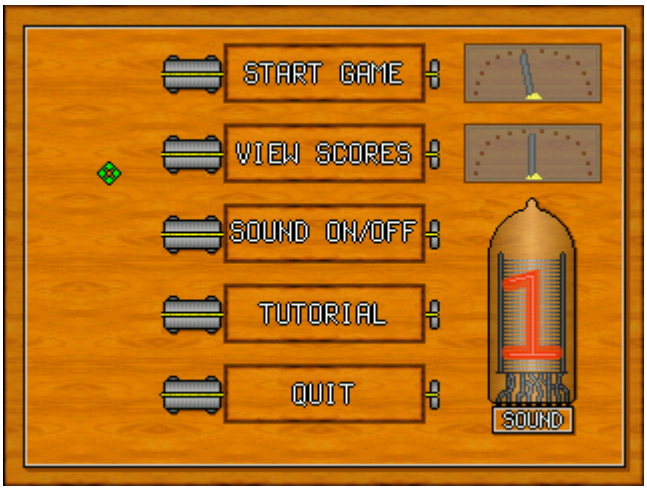
Controls :

Dirk can walk around and jump with either the A, Y and B buttons or the Arrow keys.
Aim using the touch screen. Both the gun and the shield can be aimed 360* around.
Click the screen to fire. Use L or R to activate the shield.
If you have the S-Bomb upgrade, hold L or R and keep pressing the screen a few seconds activate it.
MENU will return to the main menu.
Volume + and - will increase and lower sound volume.



Main Menu :

Start Game - Starts the game.
View Scores - Displays the top scores for each level and the full game.
Sound On/Off - Turns all sounds and music in the game on or off.
Tutorial - This starts an interactive tutorial which displays the basics of the game.
Exit - Quits the game.



Upgrades :

Body Upgrades :

HP Up 1 - Gives Dirk 10 more Health Points, making the total 20 HP.
HP Up 2 - Gives Dirk 10 more Health Points, making the total 30 HP.
HP Regen - HP will slowly regenerate during the game.

Weapon Upgrades :

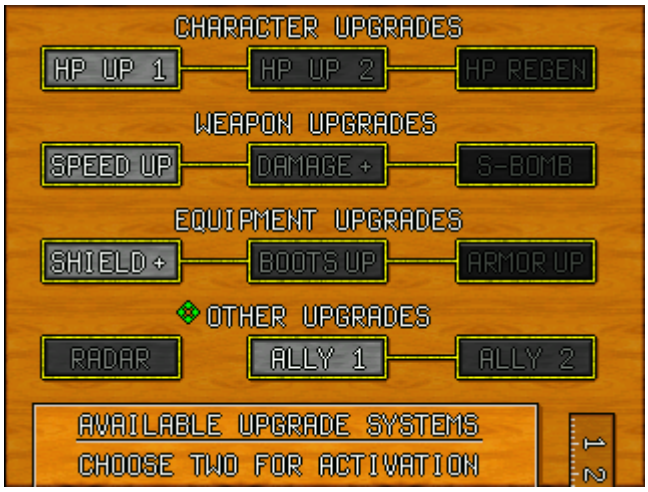
Speed Up - Increases the rate of fire.
Damage + - Incrases damage dealt by each bullet.
S-Bomb - Gives Dirk the S-Bomb. It can be used once each level to destroy all enemies on the screen.

Equipment Upgrades :

Shield + - Incrases the size of the shield and makes it possible for it to deflect air-bombs. (Not missiles, however.)
Boots Up - Let's Dirk move faster and jump higher.
Armor Up - Activates the Phase Shift Armor, which temporarily shifts Dirk out of phase for a few seconds when he takes damage, preventing any further damage during that time.

Other Upgrades :

Radar - Adds warnings whenever a bigger enemy or an airborne enemy enters the area.
Ally 1 - Gives Dirk a small support-bot that will follow him around and fire at nearby enemies.
Ally 2 - Gives Dirk a re-programmed enemy-robot that will help him fight. It will walk around and fire at enemy robots, but can be destroyed by enemy fire. Has 12 HP.



Usage :

Apocalypso is free, spread it as much as you want. You can also look and learn as well as improve on the included source code.
However, you may not change the content of this original version and you may not sell it or any program/game derived from it.
Anything made from this source code must remain free; it may not be sold and it's source must be open. The same is true for graphics and music.

If you like our games and want to encourage us to continue making free games, we'll gladly accept a donation. Any amount is appreciated and it can be done through paypal, to "imerion@gmail.com". Any questions goes to that adress as well.

NeoTron games is : **Daniel "Imerion" Eriksson, Marcus Fredriksson** and **Daniel Nilsson**.
Code, **Graphics** and **Ideas** by **Daniel Eriksson**.
Music, Ideas and **Testing** by **Marcus Fredriksson**.
Testing and **Ideas** by : **Daniel Nilsson** and **Josef Johansson**.

At last, thanks for trying out our game and thanks to everyone involved in the development of Bennu and Fenix!