

SPACE PRISONER

Version 1.4 Copyright © 2009 by Tom Spreen

Project Website: <http://spreenblog.blogspot.com/>

Background

It is the far future. The Rek are an enemy race which have been warring with the humans for years. In the latest round of battles, many human prisoners were captured. They are being held in several massive Rek Prison Cubes. These Cubes are floating in space in many different locations.

Your Mission

Rescue the prisoners! You will be warped to one Prison Cube after another. In each Prison Cube, all of the allied prisoners are trapped within the asteroids that you see floating around. You must release the prisoners by pulverizing the asteroids with your laser until you find the small, gold-colored "prison asteroids".

When you blow up a prison asteroid, the prisoner will be free - he will float to you and jump into your ship.

When all of the prisoners in that Cube have been accounted for (either rescued or killed), your mission is complete, and you will be sent to the next Prison Cube.

Naturally, the Rek have prison guards. Their wall guns, guard ships and sentinel ships will attempt to stop you from completing your task.

Space Prisoner – Keyboard Controls

(Note: limited **joystick** support is also available. If you have problems with your particular joystick, let me know.)

Spaceship Controls

[A]	Forward thrust
[Z]	Reverse thrust
[Spacebar]	Fire Laser
[Left Arrow]	Swivel ship left
[Right Arrow]	Swivel ship right
[Up Arrow]	Pitch ship up
[Down Arrow]	Pitch ship down
[Q]	Roll ship left
[W]	Roll ship right
[Y]	Reverse pitch controls

Camera Controls

[1]	Chasecam view (default)
[2]	Flight deck view
[3]	Corner Cam view
[4]	Other ship or prisoner view
[5]	Lookback view (to see behind you)
[6]	Right side view
[7]	Left side view
[<]	Bring view closer to ship (views 1, 5, 6 and 7 only)
[>]	Bring view further away from ship (views 1, 5, 6 and 7 only)

Other Space Prisoner Keyboard Controls

[N] Toggle Newtonian Modeling On / Off

OFF: (recommended): The game's physics model includes a small amount of artificial friction. This makes maneuvering easier, but it is a less realistic simulation.

ON: completely friction-free physics model. This simulates outer space more accurately, but makes your spaceship much more difficult to control. You might get dizzy!

[M] Toggle Music On/Off

[H] Erase High Score (splash screen only)

(While on the splash screen, hit "H" several times very quickly to erase the existing high score and reset it to 0.)

[I] More Info (splash screen only)

[ESC] End current game

[CMD-Q] Quit Space Prisoner

Hints for playing Space Prisoner

Remember - you're in space, so there is no gravity, and there is no “up”... get used to the idea of tumbling, swiveling, being “upside down.” Try not to get disoriented.

If you are getting hit a lot by the enemy, **MOVE!** Do not just swivel around looking for your attacker. Hit your forward (or reverse) thrust and get out of there!

Use reverse thrust! It will really help to get you out of sticky situations. If you are getting hit from behind, you can often hit reverse and suddenly see your enemy come into view.

If you have released all of the prisoners, but you still have some more gold asteroids floating around, shoot them up before letting the last prisoner board your ship. The gold asteroids could contain powerups – or better yet, another Allied Ship like yours!

Other Allied Ships are of enormous help to you in completing your mission. Any Allied Ships that you release will fly with you to successive missions (assuming they survive, of course!)

Worldwide High Score List

If you score 10,000 points or more, Space Prisoner will give you a code at the end of your game. Send this code, your score, and your desired name to tspreen@gmail.com and I will post your score on the project blog. Good luck!