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GETTING STARTED

START-UP AND TITLE SCREEN

When the game has loaded the main title screen will appear providing you with the following options:

START GAME
Starts or continues a game

OPTIONS
Customize Interstellar Flames' video, audio and game controls. See '**Options screen**' for more details

TUTORIAL
For a brief explanation of the game concepts

HIGHSCORES
Allows you to view the top ten high scores achieved

CREDITS
Game credits

QUIT
Exits the game

OPTIONS SCREEN

Before you start playing you can make adjustments to the game controls, difficulty, or detail level in the options menu.

DIFFICULTY (easy/normal/hard)

Adjust the general difficulty level

PARTICLE EFFECTS (on/off)

Particle effects add extra detail to the game including explosions and smoke effects. Turn off to speed up the game.

UP/DOWN (normal/reverse)

Reverse the up and down controls

AUTOFIRE (on/off/toggle)

Switch between having auto fire on, off or toggle in game on/off using the fire button

WEAPON HUD (on/off)

The weapon Heads Up Display (HUD) allows you to view the power level your currently active weapons are at.

SOUND (on/music/fx/off)

Toggles sound between all sounds on, music only, sound effects only and all sounds off

SHOW INTRO (on/off)

Select whether to show the introduction movie when Interstellar Flames is started

CONTROLLING THE GAME

OVERVIEW

The evil Fomori empire are wreaking chaos and destruction across the galaxy, enslaving whole systems under their cruel, oppressive domination. As a pilot for the rebellion you are sworn to defeat them at any cost.

Your mission is to defend earth against the alien invasion threat, before going on the offensive and destroying the alien threat once and for all. This is achieved over twelve increasingly harder missions split into three zones of four each.

BREIFING SCREEN

Before the start of each zone you will be presented with a short briefing screen to inform you of the primary target. In order to progress between levels all primaries must be eliminated.

IN-GAME CONTROLS

**Pocket PC, Smartphone and Series 60 Devices**

Use the directional pad to steer your ship up, down, left or right. Read the in game tutorial for device specific key information. If you hold the fire button down your weapons will fire continuously. You can turn around by pressing the turn key, this is sometimes an essential maneuver if you have missed any primary targets and need to go back in order to destroy them.

Palm and Symbian UIQ

Use the stylus in the 'control area' of the screen (the area above the red line in the illustration), your ship will follow the stylus in the direction relative to the central crosshair. To turn your ship around tap within the 'turn' area indicated by the white box (below the red line in the illustration). Your ship's weapons will automatically fire continuously.

Crosshair   Control Area

                                             Turn Area

Palm and Symbian UIQ in-game controls
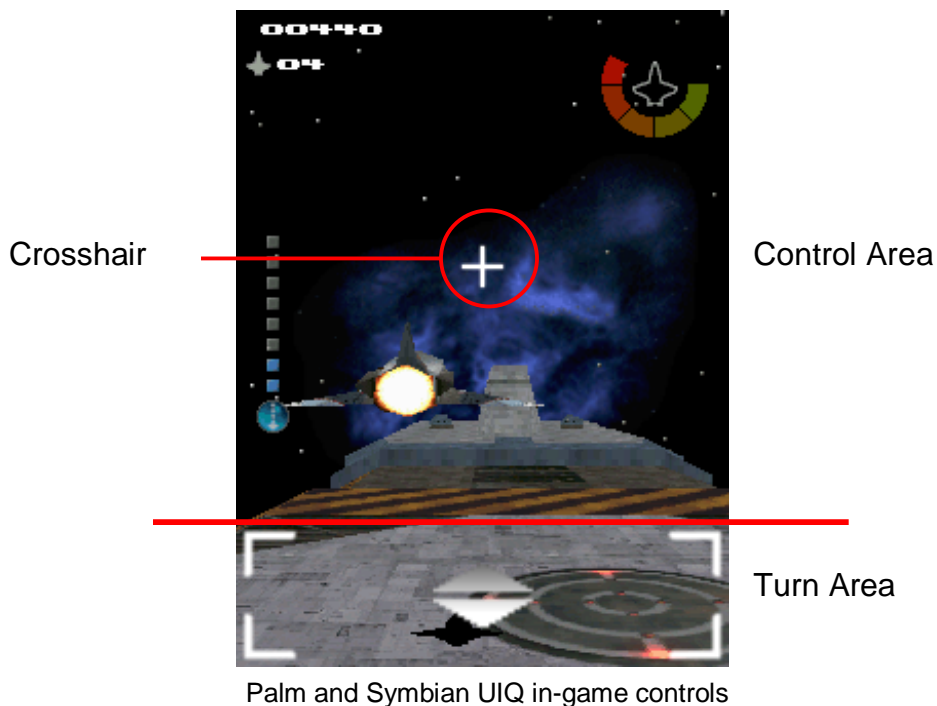
IN-GAME DISPLAY
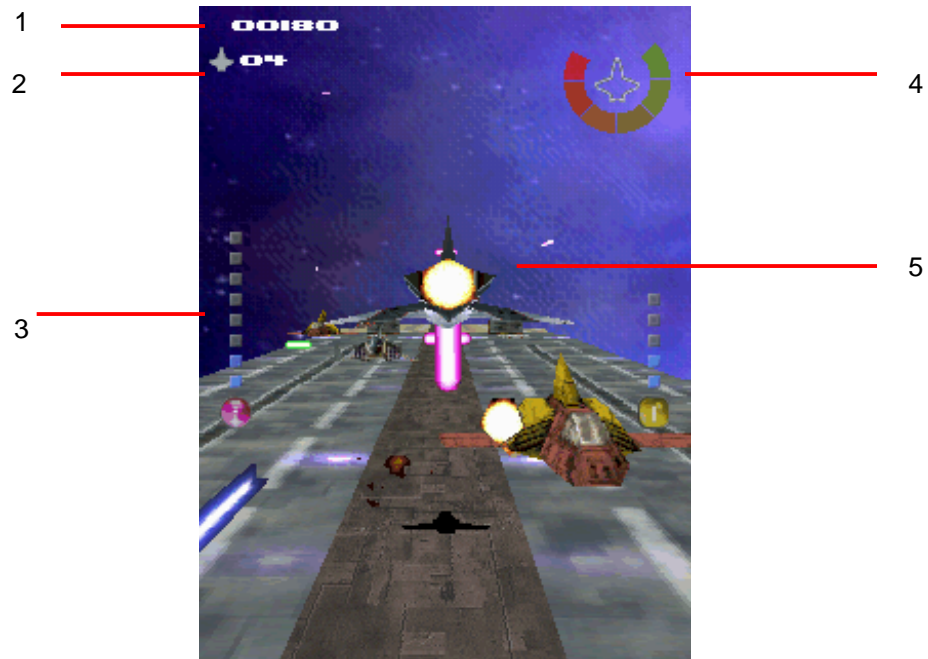
1 Score
You are awarded points for destroying enemy ships and targets as well as a bonus for completing levels

2 Life Counter
Shows the number of lives you have left. If you run out of lives the game is over

3 Weapon HUD
Displays the power level of your weapons (primary on the left, secondary on the right). The greater the number of blue squares the higher the level.

4 Energy Bar
Indicates the power of your ships shields. Your craft will be destroyed when completely depleted

5 Your Ship

POWER-UPS

Some enemy ships release power-ups when destroyed. These fall into three categories: Primary weapon, Secondary weapon, or Extra bonus. You can collect these power-ups to obtain new weapons or special bonuses such as extra lives or energy by flying into them. Your ship can hold both a primary and secondary weapon at once, collecting a weapon power-up automatically switches your current weapon to that type, weapons are upgraded each time you collect a power-up.

Primary Weapons

Particle Cannon

Your standard armament, the particle cannon fires white hot bursts of energy at high speed and can be powered up 8 times. Each power level either doubles the strength of the shot or adds an extra bullet. The particle cannon when fully powered up has the widest spread of any of the weapons, however you may find it to be under powered against later enemies

Laser

A single highly charged laser beam which can strike at multiple enemies in a line. The laser has to recharged between bursts which can leave your craft vulnerable, powering up reduces this delay.

Plasma

Spinning plasma is more powerful than the particle cannon, it can be powered up 6 times and each level increases the power and fire-rate.

Secondary Weapons

Smart Torpedo

The smart torpedo uses the tactical scanners on your ship to target the closest enemy fighter craft, exploding on impact.

Anti-matter Bombs

This unguided weapon is very effective for destroying deck armaments

Extra Bonuses

Speed Up

Slightly increases your crafts speed and handling responses. Can be powered up 5 times.

Extra Life

Gives you one extra life.

Energy Replenish

Restores your shields to maximum

CREDITS & THANKS

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Simon Burgess

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Jason Surguine

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