

Shooting Blaster Big Bang Boom

Manual



Table of Contents

Introduction	3
Summary	3
Note	3
New Game.....	4
Choose Your Ship	4
Ships List.....	5
Game Mechanics.....	6
Player Ship.....	6
Movement.....	6
Survival.....	6
Weapons	6
Enemy Weapon.....	6
Enemies.....	6
Weapons List.....	7
Power Ups	8
Power Ups List.....	9
Special Options	10
Game Menu	10
Use Auto Fire.....	10
Borders Kill	10
Show the Sun	10
Tips.....	11
Troubleshooting.....	12
General.....	12
Steam	12

Introduction

Summary

A shoot 'em up / bullet hell game you can play (maybe want or even need to play!) when you got nothing better to do, you're just bored and want to kill time, or you're waiting for something special... like Mass Effect 10 or Baldur's Gate 9, or maybe just the booming party you'll have tonight.

This game is meant to be relaxing and easy going with a nice collection of soft music included. There's also a rock soundtrack if you'd like to dive into a more upbeat tune. Get to your ship and blast those aliens out of the sky... or space!

Enjoy this fun little take on a good ol' arcade game of a not-so-distant era...! Shmup it up!

Note

WARNING! This manual contains SPOILERS. If you do not wish to have the contents of the game revealed to you, do not read this manual.

New Game







Planet Earth has been conquered by alien invaders! Your mission is to reach your home and reclaim it for the human race. Beware! The alien force is numerous, and survival will be a difficult task. Good luck, pilot! The fate of the human species rests in your capable hands.

Choose Your Ship

Shooting Blaster Big Bang Boom features six different ships, each with different attribute values. This section outlines each ship's attribute values.

When first starting the game, only the first ship, the XP Gunboat will be available for play. The other ships are unlocked as you progress through the game's levels. Every 20 levels, the next ship in line unlocks, i.e. Omega Fighter is unlocked when you reach level 20, DDF Fighter is unlocked when you reach level 40, and so on.

Ships List

Icon	Name	Hull	Shields	Weapons	RoF delay*	Velocity	Turning	Nukes
	XP Gunboat	3	0	1	0.5	4	160	0
	Omega Fighter	4	1	1	0.45	7	320	1
	DDF Fighter	5	1	2	0.3	5	260	2
	Maruk 55	6	1	2	0.2	6	200	1
	Veeger X6	7	1	2	0.1	8	340	0
	DDS Corvette	8	2	3	0.01	2	40	4

*RoF delay: time between weapon fire in seconds

Game Mechanics

Player Ship

Movement

The player ship has a maximum ship speed, denoted as *Velocity* in the table above. The ship can slow down to a minimum velocity of 1 unit and can never completely stop.

There are instances where the player can lose control of the ship for a temporary amount of time. These instances included bouncing off the edges of the screen when the “*Borders Kill*” option in the *Options* menu is disabled, and when there are collisions with other ships.

Survival

Every ship has a certain number of “Hit Points” as denoted in the table above in the *Hull* column, as well as a “Shield” value as denoted in the *Shields* value in the table above. These two attributes of the player ship can be damaged in a few ways.

- 1) **Weapon damage:** an enemy has fired a weapon that has collided with the player’s ship. In this scenario, if there is no shield left, the hull value deduction is equal to the weapon’s hull damage value. If there are no hit points left, the player ship is destroyed and the game ends. If there are shields left, only shields get deducted even if the enemy weapon can do hull damage, or even if the damage to the shields from the weapon is greater than the amount of player shields left.
- 2) **Enemy collision:** if the ship collides with an enemy ship, the player ship loses 1 shield point if there are shields left, or 1 hit point if there are no shields left. The enemy ship loses 1 shield point if there are shields left, however, if there are not shields left, the number of hit points lost equal to the amount of the player’s remaining hit points.
- 3) “**Borders Kill**” option is turned on in the *Options* menu: if this setting is turned on, the borders will fry the player ship if the player’s ship touches the borders. Turning this setting on offers additional score value, rewarding the player’s difficulty choice.

Weapons

There are eight weapons in the game. The player starts the game with the Standard Gun which has 100 ammunition rounds to carry them to their first enemy termination. From then on, enough power ups should drop to carry the player to final victory.

Enemy Weapon

Enemy weapons travel half the speed of the player’s weapons.

Enemies

Each enemy has a 2.5% chance to shoot directly at you (except if they’re shooting beam weapons). So, watch out!

Weapons List

Icon	Name	Type	Shields Dmg	Hull Dmg	Velocity
	Standard Gun	Projectile	1	1	30
	Rail Gun	Projectile	2	3	80
	Laser	Beam	2	1	N/A
	Phaser*	Beam	300	200	N/A
	Standard Missile	Explosive	3	3	15
	Homing Missile	Explosive	4	4	10
	Plasma Shock**	Exotic	3	1	35
	Electro Shock	Exotic	4	2	N/A

*Phaser: The perfect weapon to destroy capital ships which have a tremendous amount of shields/hp. However, it takes the Phaser a long time to score a hit. Most fast ship get out of line of fire before the Phaser can inflict any damage.

**Plasma Shock: This weapon has a special ability: when it explodes, it creates a temporary black hole that sucks in any nearby powerups. Since powerups bounce off the edges of the screen, this weapon can be used to bounce power ups across the screen to the advantage (or not!) of the player.

Power Ups

There are three types of power ups: health, shields, weapon. The health power up restores your health (between 1hp to max hp). The shields restore 1 sp. The weapon power-up drops correlate with the current level the player is on.

Power ups can drop from three different sources.

- 1) Destroying an enemy. The power up received varies by level. For example, the weakest weapon, Standard Gun, has a much higher chance to drop at level 1 than at level 200; likewise, there is a low chance for an Electro Shock or Phaser weapon to drop early on than later on.
- 2) Destroy debris. The same drop chance applies here as destroying an enemy.
- 3) Out of ammo and no weapon power up in sight. If you are out of ammo and there are no weapon power ups on the screen, the game will automatically spawn a weapon powerup next to you within a few seconds.

Power Ups List

Icon	Name
	Health
	Shield
	Standard Gun
	Rail Gun
	Laser
	Phaser
	Standard Missile
	Homing Missile
	Plasma Shock
	Electro Shock

Special Options

Game Menu

Shooting Blaster Big Bang Boom has three special options: Use Auto Fire, Borders Kill, and Show the Sun. They can be found in the Options > Game area of the Main Menu.

Use Auto Fire

The ship will auto fire if this is enabled. If not, you must manually shoot your weapons.

Borders Kill

The borders of the screen will destroy the ship if they are touched. You can disable this for easier difficulty, however there will be a scoring penalty of 15% for each kill.

Show the Sun

If you feel the Sun is too distracting, you can toggle it on or off using this checkbox. This is a purely cosmetic choice. It does not impact scoring.

Tips

The following points are some tips that you may find useful in your journey back to Earth.

1. Remember that each enemy has a 2.5% chance to shoot their next weapon right at you (unless it's a beam weapon). Keep that mind!
2. Enemies' weapons usually move at half the speed yours does. That gives you a certain edge over them.
3. Remember! Your enemies have missiles too, even homing missiles. You can shoot enemy missiles down with any weapon.
4. Enemies can destroy your missiles too, so make sure you have finished off an alien before moving on to the next.

Troubleshooting

General

Q: Where can I submit bugs for you to fix?

A: Please head over to www.srmgames.com and use the Contact form provided on the page. You can also use Steam to send us a message, or you can e-mail us directly at support@srmgames.com or sbbbb@srmgames.com. Please ensure you include "Bug Found" in your subject line, as well as the name of the game if you are e-mailing to the support e-mail. Thank you!

Steam

Q: My controller is acting weird! What's the deal? Unacceptable!

A: For some controllers, Steam seems to be altering input based on a predetermined template. To fix this issue and have the controller behave normally, try following these steps:

- 1) In your Library list, right click **Shooting Blaster Big Bang Boom**.
- 2) Click *Edit Steam Controller Configuration*.
- 3) Move your mouse to the bottom of the screen to reveal two new buttons.
- 4) Click "*Browse Configs*".
- 5) From the right-hand side menu, click "*Templates*".
- 6) Select the first "*Gamepad*" template from that menu.
- 7) Run the game – the issues exhibited should no longer occur. You may also experiment with different templates.

Note: The default template is Keyboard (W, A, S, D) + Mouse, which most likely accounts for this strange behavior.