

# ADVANCED INVADERS — MANUAL

*An unknown alien armada from deep space is advancing through the Solar System. Defenders, stop this invasion before Earth falls.*

## MISSION OBJECTIVE

As a member of the Terran Solar Defence unit, known as **Defenders**, you must provide cover against invaders to many Terran outposts and colonies in the Solar System. By controlling the advanced all-purpose D-1 ground vehicle, you must destroy many alien formations and capital ships in order to ultimately stop the invasion before it hits Earth in full power!

## THE GAME

Advanced Invaders is a game made in the spirit of the classic shoot 'em up Space Invaders, with the feel of retro arcade machines.

The player is in control of a ground defence vehicle, with the task to shoot down all invading formations on the battlefield. The vehicle's armor, while powerful, is still of very limited use against an impressive destructive force of alien fire, and the number of vehicles is limited. If none remains, the invaders will win and the game will be over. Battlefields are various orbits, moons, and planets, all around the Solar System. To aid the battle, the Tactical Command will be deploying various systems on the battlefield, depending on Defender's performance. For example, for each 1000 tactical points earned, a mobile self-gravity force shield will be deployed (unless one is already present). The more powerful an alien invader is, the more tactical points its elimination yields. Only when all swarms of invaders are destroyed, the player can proceed to the next phase of this all-out defence... but one should beware the alien capital ship, that won't wait for long to join the invasion should the defence prove to be efficient.

In the main menu of the game, the player can start a new game or play the special spacewatch game, which will be available only after the main game is finished.

The options menu (accessible from both the main menu and the in-game menu) consists of general, video, audio and control settings.

In the general settings, the player can enable an FPS counter and, in the Android version, also switch on the never-sleep mode for the device. In this mode, the mobile device will never go to sleep while the game is running.

In the video settings, the player can set the resolution (only on PC), full screen (only on PC), the overall quality of graphics and the vertical sync. Vsync limits the frame rate to 60 fps even if refresh rate of the screen may be higher than 60hz, but it's recommended that this option is always enabled. On Android with vsync disabled, frame rate is limited to 30 fps. This means that enabling vsync on Android will actually rise the amount of frames to 60 fps, improving overall fluidity, but also stressing more the battery and performance.

In the audio settings, the player can tweak three volume sliders: master volume for everything, sound volume for in-game SFX and music volume for all game music.

On PC, controls include a moving axis and three buttons.

- Left, Right, Up, Down — used for controlling the vehicle. Default keys are: WASD/Up-Down-Left-Right on keyboard or joystick axes. Unfortunately, these controls are not rebindable.
- Shoot button — used to fire the current weapon. Default key: left mouse button.
- Thrust/Alternative Shoot button — used to activate vehicle thrusters in order to jump or, in a very special case, shoot from an alternate weapon. Default key: right mouse button.



- Pick/Brakes button — used to pick up weapon boxes on the battlefield or to activate vehicle's brake for faster stopping. Default key: middle mouse button.
- Menu button — used to pause the game and call the in-game menu. Default key: Escape. It is a non-rebindable key.

On Android, control settings in the options menu are disabled and instead a touch based virtual joypad is present on the screen. It shows an axes panel and four buttons, with the same functions as on PC.

The game tracks and automatically saves the status of the main game, invasion hiscore and spacewatch hiscore. The file with this data is stored at following location:

- Windows: [username]\AppData\LocalLow\Just Gameware\Advanced Invaders\
- Linux: ~/.config/unity3d/Just Gameware/Advanced Invaders/
- Android: internal storage/Android/Data/com.JustGameware.AdvancedInvaders/

## REQUIREMENTS

Windows/Linux:

- OS x64: Windows 7 SP1+, Ubuntu 12.04+, SteamOS+
- CPU: SSE2 instruction set support
- Graphics card with DX10 (shader model 4.0) capabilities

Android:

- OS 4.1 or later
- ARMv7 CPU with NEON support or Atom CPU
- OpenGL ES 2.0 or later

## SUPPORT

If you have any questions, you can visit our website <http://www.justgameware.com> and fill the contact form there, or contact the warehouse directly.

Support email: [justgameware@gmail.com](mailto:justgameware@gmail.com)

## CREDITS

Advanced Invaders is made by the Just Gameware indie studio-warehouse on Unity engine.

Just Gameware address:

<http://www.justgameware.com>

Unity Engine address:

<https://unity3d.com/>

**The full list:**

Code, design and a little bit of art

Stefan Ilic

External resources

## VISUALS

"Space Ship Construction Kit"

by Skorpio, CC-BY-SA 3.0, GPL 3.0,

<https://opengameart.org/content/space-ship-construction-kit>



"Muzzle Flash"

by Aech, CC-BY 3.0,

<https://opengameart.org/content/muzzle-flash>

Textures of Earth

by Tom Patterson, public domain,

<http://www.shadedrelief.com/natural3/pages/textures.html>

Texture of large Jupiter image

by Francesco C. (Master-Bit), CC-BY-SA 4.0,

<http://www.deviantart.com/master-bit/art/16K-Jupiter-texture-map-695831452>

Texture of Moon surface

by NASA, public domain,

[https://commons.wikimedia.org/wiki/File:\(Tsander\)\\_Large\\_Impact\\_Crater,\\_Lunar\\_Surface.jpg](https://commons.wikimedia.org/wiki/File:(Tsander)_Large_Impact_Crater,_Lunar_Surface.jpg)

Image of Moon

by Gregory H. Revera, CC-by-SA 3.0,

<https://en.wikipedia.org/wiki/File:FullMoon2010.jpg#file>

"Sci-Fi Texture 140"

"Sci-Fi Texture 169"

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<https://www.deviantart.com/Ilexandro/gallery/54632558/SCI-FI-TEXTURES?coffset=10>

"TXR - Sci-Fi"

"TXR - Metal"

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## AUDIO

"Insane-Gameplay Looping"

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"The Triumph of Technology"

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"Obliteration"

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"Space Fighter Loop"

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This game uses following sounds from freesound.org

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<https://freesound.org/people/metrostock99/>

rocket-launch.wav

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clean-explosions.flac (<https://freesound.org/people/unfa/sounds/352143/>)  
by Tobiasz 'unfa' Karoń, CC-BY 3.0,  
<http://unfamusic.com/>

sci-fi-force-field-impact-15.wav  
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<https://freesound.org/people/StormwaveAudio/>

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<https://freesound.org/people/211redman112/>

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## THANKS TO

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Audacity  
Blender  
GIMP  
Inkscape  
LMMS  
OpenShot

And a BIG thanks to Unity, a game engine that simply makes sense.



## COMPENDIUM

Advanced Invaders, PC/Android 2D game, by Just Gameware

Category: Arcade, Action, Space Invaders

Keywords: 2d, arcade, shoot 'em up, sci-fi, space invaders, retro machine

Rating: <PENDING>

