

STARS Gumi

Stars(Gumi)

Hey! It is Gumi and he really likes to find blinking stars anywhere in the Space. You can meet them in old nonworking stations, among black holes and even in the broken space constructions.

Anyway, it is not so simple to pick up stars, but Gumi is the best one in this business. Gumi is really brave and clever – there are no dangers he can't to overcome. Unfortunately, he felt bad recently and has no power to do what he likes. Let's try to help him with this hard problem?

P.S. You know, his spaceship is yours. For a while...

The main goal of the game:

You have to pick up blinking stars every level you are.

Use "Gumi" spaceship  to push the star  into the "star trap"-



Remember, you have only 30 seconds for it! **TIME: 30**

Control keys:

Keyboard ◀ - O P - ▶ Δ - Q A - ▽
Kempston joystick
Sinclair joystick

DETAILS:

Caution! There are several obstacles on your way:



- The guardian "Sharover". Protection 90%, Attack 10%

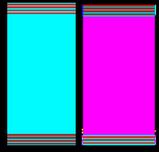


- The hunter "Sharover". Protection 80%, Attack 20%

S/A/E/S Gumi

 - Static laser gun. Protection 70%

 - Dynamic laser gun. Protection 90%

 - Streaming laser. Protection 50%

During the game you can find some useful things.

 freezer  laser  life  portal

What will happen if you take them:

 - Frozen of the timer ¹ and sharovert² (about 7 sec).

 - Switching off laser guns ³ and streaming laser (about 7 sec).

 - Add life and time (plus 1 life, plus 5 sec).

 - Going to the next level.

¹ Stop time counting.

² Sharovert is disable to move. You can go through.

³ Laser guns are switched off. You can go through.

Attention! Things can work vice versa!

If Sahrovert picked up the things:

 - Spacesheep is disabled (for about 7 sec)

 - Guns shooting for all the time, laser activated for 100% (for about 7 sec)

 - Losing time (5 sec)

 - Destruction of the portal.

Do not forget about working time of things!

SHARES Gumi

Sahrovert's description:



Sharover – is a space creature who can be active  and passive 
Activity – 50%

Try not to meet sharover when he is active.
At the same time, you can not afraid of him while he is in passive state,
You can go through.

His activity grows up to 100% if he takes this thing: 
Do not forget, that sharover will hardly try not to let you rich the target.

Sharover is unpredictable and quite wily! Be in attention!

Laser gun's description:

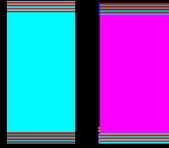


Laser gun – is high quality space gun, switching on when spaceship is coming.
Activity – 50%

There are two types: static  and dynamic. 
Static laser gun shooting in a random way or automatically when the spaceship is in diagonal opposition.
Dynamic laser gun is equal to static, but can move in the vertical way.

You can deactivate laser guns using this thing: 
Sharover activate laser guns when pick up them. Laser gun's activity will be the same like sharover's – 100%

SHARES Gumi



Streaming laser description:

Streaming laser – is a laser, which can cyclically move up or down vertically.

Activity – 50%

You can deactivate streaming laser using this thing: 

Remember:

Sharovert can pick up it. Laser activity will be the same like sharovert's – 100% and you can't go through!

Star description:



Star like a girl, bit capricious :)

A star pushes away from everything it meets on the way, except of “soft walls”, sharovert and streaming laser. Do not hurry up, think before you move it into “star trap”, you can lose a life.

Spaceship description:



It is start moving after pressing the control key. If you want to stop it – press two buttons of opposite direction.

Points:))

1 moving of the star – plus 5 points

1 caught star – plus 100 points

1 caught thing – plus 50 points

SXAS Gumi

Add

Life + Time is equal to:  + TIME: 30

Max lifes = 8

Adding time +5 seconds without limit. But not more 30 second.

Disabling the timer: press "GUM" at any level.

Disabling life: press "C" on the splash screen.

Control:

Recommend to use the keyboard!

THANKS:

- Maxim Nikitin aka WBR^NOT-Soft - beta – testing.
- Konstantin Nikitin - text translation.
- Evgeny Kolesnikov aka Buddy^ERA Creative Group - saver for the game.
- Yakov Ochakivs'kyi aka Alex Clap - AY music.
- Sergey Sirotenko aka Blade - finalization of the material, cheat, AY music in the game.
- Jonathan Cauldwell – Arcade Game Designer (AGD)

Good luck!

SPECTRUM FOREVER!

