

Fire



Aeros

The universe contains many unknowns. One thing that is certain though is that when a distress call is sent a true hero will answer it. An unknown galaxy lost in time has sent it's call for help.

The Binomians are asking for help in their battle against the Trinomians. The Trinomians have depleted all of their natural resources. They now seek to acquire the same from Binomia by any means possible. The Binomians have been judicious in their use of resources and always recycle on trash day. The Trinomians meanwhile use what they can when they can giving little thought to tomorrow.

It is your destiny to help the Binomians in their epic struggle against the machinery of the Trinomians. With their technology and your brains we have a team that can work together to hold back the Trinomians.

The controls for the spaceships loaned to you depend on the hardware you have available. Reference cards for each type of supported controller are located in Appendix A.

You must both avoid being hit by the Trinomian missiles and use your own missile to recycle their spacecraft. The Binomial technology only enables you to have one missile in flight at a time. If you are able to hit one of their craft then any missile it had in flight will disintegrate before it hits you.

You allocated three spaceships. Each ship starts with the shield charged to the highest level - four. The Binomians are able to send one shield charger pack, at the most, each time a new fleet of Trinomians are transported. They are not always able to send a shield charger due to skirmishes at the charger center.

Due to the unstable nature of the charger packs there is no guarantee of the exact location they will arrive. Flying the ship over the pack will automatically pick it up.

Your own missiles can not harm your ship. If the ship you are flying has no shield and is hit by a missile then it will be recycled. If your ship is recycled and there is still one available your control will be transferred to the remaining ship.

Grab your controls and good luck!

CREDITS

Thank you to my family for their patience.
Thank you to Tim Massaro for reviewing much of the writing.

Appendix A: Controller Layouts

Touch Devices (iOS based iPhone and iPad)

If it is a touch device then you can use the onscreen controls or a MFI controller(extended gamepad). The onscreen controls include arrow buttons to fire missiles and another set of arrows to move the ship in the direction indicated. One can also swipe in one of four directions on the screen to change the direction of the spaceship.

Apple TV

One can use the standard Siri remote or a MFi controller.

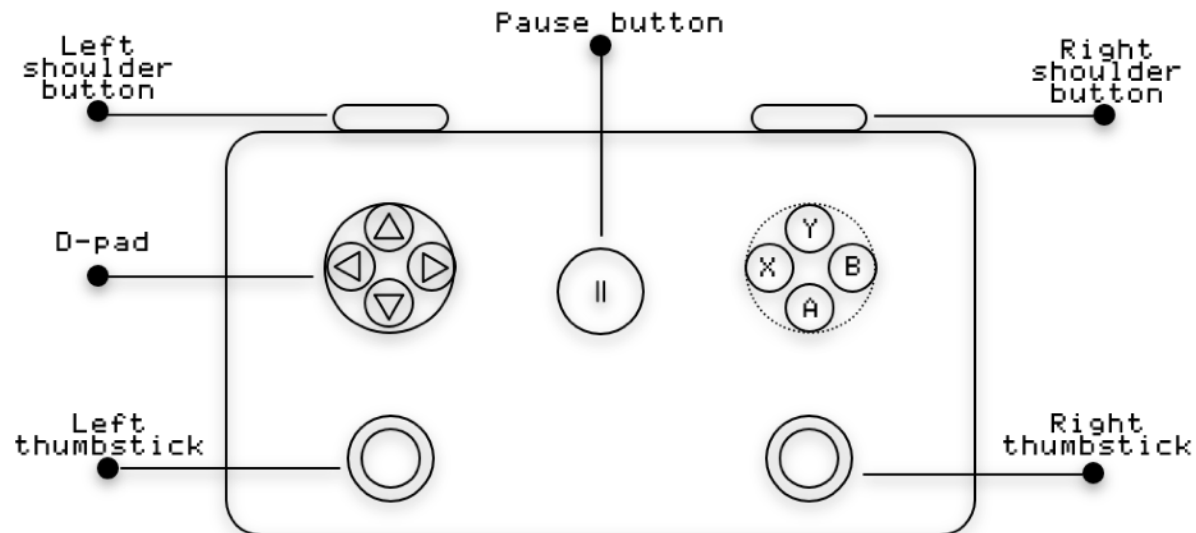
Computer (Mac™)

One can use keyboard controls or a MFi controller.

The remote and controller specifics are detailed on the following pages.

FIRE ACROSS

extended gamepad controls



Summary of Controls

Right shoulder button - FIRE FORWARDS

Right trigger - FIRE FORWARDS

Left shoulder button - FIRE BACKWARDS

Left trigger - FIRE BACKWARDS

D-pad - FIRE in direction pressed

Left thumbstick - MOVE in direction pressed

Right thumbstick - FIRE in direction pressed

A button - FIRE FORWARDS

X button - FIRE FORWARDS

Y button - FIRE FORWARDS

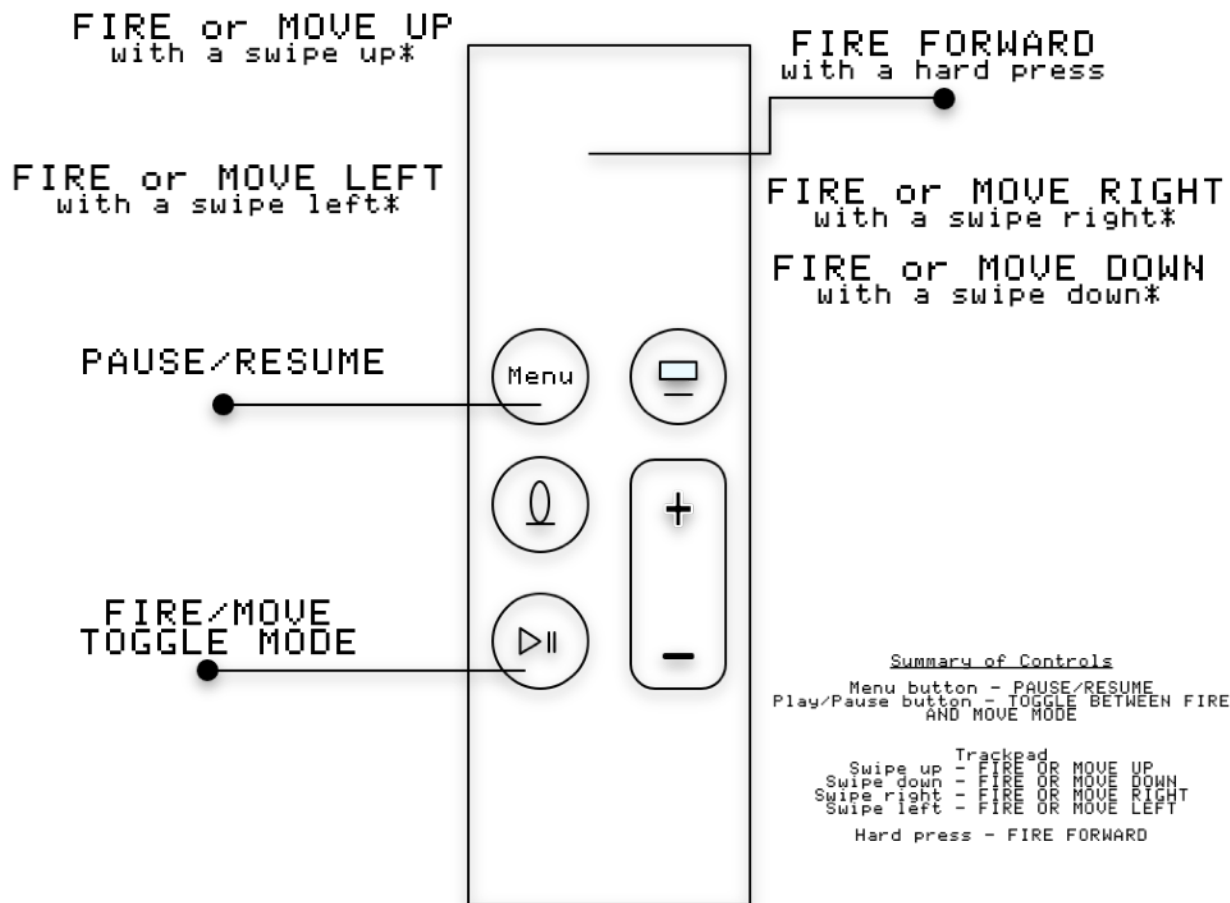
B button - FIRE BACKWARDS

Pause button - PAUSE/RESUME

*Left and Right triggers are not visible. They are below the left and right shoulder buttons.

FIRE ACROSS

micro gamepad controls



*Swiping up, down, right, or left on the trackpad will fire missile in that direction or move in that direction depending on the mode.

Appendix A: Controller Layouts

FIRE ACROSS

KEYBOARD CONTROLS

ACTION	KEY
MOVE UP, DOWN, LEFT, RIGHT	W, S, A, D, ARROW KEYS
FIRE MISSILE UP, DOWN, LEFT, RIGHT	I, K, J, L
ALL SOUNDS ON/OFF	CTRL-S
PAUSE/RESUME	P, ESC
FIRE FORWARD	RETURN, LEFT MOUSE BUTTON
FIRE BACKWARD	RIGHT MOUSE BUTTON