

DEAD_{on}TIME

Instructions

Your goal is to last as long as possible in Arcade mode, or score as much as possible in the Score Challenge mode.

Shooting an entire wave will drop a CAPSULE of the same colour as the wave. Collect the CAPSULE for a 3 sec time extension. Collect 3 of the same colour in a row to trigger the Bullet Field.

The Bullet Field allows you to absorb enemy bullets of the same colour for an 8 sec time extension. The Bullet Field lasts 10 seconds.

FIRE Or SPACE To Continue

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Being shot by a bullet you cannot absorb costs 2 sec. Colliding with an enemy or a super bullet costs 5 secs.

The time modifiers apply to game time in Arcade and to the run time of the Bullet Field in Score Challenge.

An active Bullet Field also boosts the score MULTIPLIER. Starting a new Field doubles the MULTIPLIER. Absorbing a bullet increases it by one. MULTIPLIERS stack if a new Field starts while a Field is already active.

FIRE Or SPACE To Continue

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Instructions

As you shoot enemies, your gun POWER meter increases. When the meter reaches a new colour segment, your gun will gain a higher rate of Fire.

Collisions with enemies will reduce the meter by a whole segment. Being shot by a bullet you cannot absorb will reduce the meter by half a segment.

FIRE Or SPACE To Exit