ReadMe File

PROLOGUE

The story takes place in the Milky Way-Andromeda galaxy millions of years from now as the two galaxies began to merge. The tidal forces of the galaxial merge created many tunnels in space that were discovered to be navigable by your ancestral home Insectoid world, Xandor, allowing for space travel at untold distances and to previously unreachable worlds. Theirs' was a period of prosperity, and the Insectoid race flourished, colonizing many new worlds, including Xanthu VII, your place of birth, on the outskirts of the Xandor Consortium Federation of Worlds.

Unfortunately for you, Earth also discovered the space-tunnels and too was in a period of expansion. The SETI project had long since been abandoned, never having received a signal of other life, so it was thought that humans were the only intelligent life. Being an expansionist race, humanity soon took advantage of "space-tunnel" travel, expanding into the outer reaches of space.

Twenty years earlier, Humans and Insectoids made first contact. Although the Insectoids had never met humans before, they were excited by the encounter of a new species and naively sent a fleet of ships to greet the humans in peace and friendship. However, humans had been raised to dislike insects and mistook the approaching fleet as an act of aggression and immediately opened fire. This started the Xando-Earth war, a war that has lasted 19 years. Now, however, both sides have reached an uneasy peace, although tensions are at astronomical levels.

Not everyone agreed with ending the war, especially many humans that did not believe in negotiating with the "bugs". In their view, bugs are to be exterminated, not negotiated with in any form, thus were thought of as things to be destroyed. The radical group of "bug haters" formed the Race Against Insectoid Dominion, or R.A.I.D. for short. The foundation has many followers, and through many secret projects and covert operations, they assembled a fleet and developed an Insectoid bio-weapon. The foundation then decided to secretly test this weapon on planet XR-271-B, which is Xanthu VII, your home world.

The fleet has deployed the weapon with devastating effects. To save its people, the Xanthu VII government has employed your services to deliver vital supplies to neutralize the effects of the bio-weapon, while destroying as many spacecraft as possible to clear the way for other supply vessels (not shown in the game). The game begins as you are on your way back to Xanthu VII and must blast through the R.A.I.D. fleet to save your people.
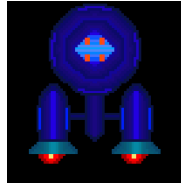
SHIPS

**Insectoid Blockade-Runner**

1.1.1.1.1 Blockade Runner Details
Weapons
- Primary: Dual Lasers
- Secondary: Guided Rocket System
    - Capacity: Limited

The player (You) pilot an Insectoid Blockade Runner, especially designed to blast through enemy ships. The blockade runner has more armor than any of the enemy ships and is equipped with a dual laser system and guided rockets. The dual-forward firing laser system has a high-rate of fire. However, the rocket is the more powerful weapon. A hit from one of these will destroy virtually every craft in the game, but only carry a limited number.   Once fired, it will target the nearest ship in front of the blockade runner. There is no re-load so you must take this into consideration.

R.A.I.D. Attack Fighters
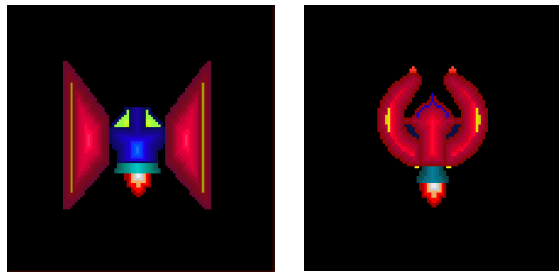
Attack Fighters (F1 and F2)

Fighters are the fastest, yet weakest of the enemy craft in the game. Enemy fighters can only fire energy bullets. Energy bullets do the least amount of damage per shot in the game, but should not be taken too lightly.
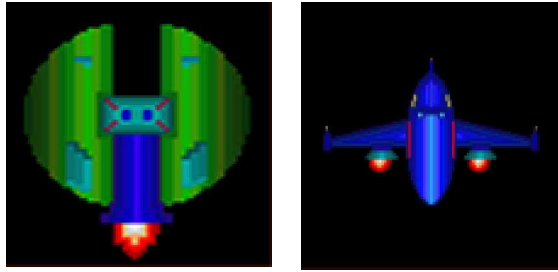
R.A.I.D. Fighter Details
Points
- F1 – 100 Points
- F2 – 200 Points

R.A.I.D. Superiority Fighter-Bombers

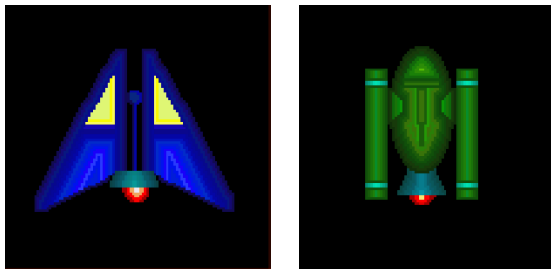**Superiority Fighter-Bombers (FB1 and FB2)**

Fighter-Bombers are the general purpose spacecraft. In addition, fighter-bombers can take more damage than fighters. Fighter-bombers can also fire energy bullets and photon bombs.

R.A.I.D. Fighter-Bomber Details
Points
- FB1 – 100 Points
- FB2 – 300 Points

R.A.I.D. Heavy Bombers

Heavy Bombers (A.K.A. B1 and B2)

Bombers are the heavy-hitters purpose craft. Bombers only fire photon bombs, but at a faster rate than fighter-bombers, making them lethal when attacking in groups.

R.A.I.D. Bomber Details
Points
- B1 – 100 Points
- B2 – 300 Points

PLAYER CONTROLS

- Start Game – Launch the Defender application. The name of the application is Defender.exe

- Move Ship – The blockade-runner moves via the arrow keys allowing for 8-directional movement of the ship on screen. However, the ship always faces forward (towards the top of the screen) since it is imperative the supplies must reach Xanthu VII. To move the ship the following keys are used.
    - Up: Up arrow or 'W'
    - Down: Down arrow or 'S'
    - Left: Left arrow or 'D'
    - Right: Right arrow or 'A'
    - Diagonal Directions: Combination of directional keys

- Fire Weapon – To fire the lasers, press the space bar. There is unlimited laser ammo. Rockets however are more powerful than lasers, but limited in number. To launch a rocket the press and release the ENTER key.

- Pause The Game - To temporarily halt the game, Press the "P" key. The game will display "Game Paused" at the center of the screen. Switching away from the game will place the game in a paused state upon return.

- Quit Game – To stop playing Defender, the player can quit by pressing the ESC key.

- Show Credits – The screen can either be displayed on demand by the player by pressing the 'C' key or will display automatically when the player either beats the game or the game ends.

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-------------- Forwarded Message: --------------
From: bbelcher02@comcast.net
To: epithika@aol.com
Cc: bbelcher02@comcast.net
Subject: Game music
Date: Wed, 17 Oct 2007 00:31:50 +0000
I was checking out your site and I like the music you have. I think you state they are MP3. Can I buy them and covert them to WAV format for my school project?

I will list your name in the credits of course. Is there any away of crediting your work you have?

Barry Belcher
(734)502-8805
bbelcher02@comcast.net

I need to know fairly soon since the program is due in two weeks <Further Enquiry>

==

From: Epithika@aol.com [mailto:Epithika@aol.com]
Sent: Wednesday, October 17, 2007 2:02 PM
To: bbelcher02@comcast.net
Subject: Re: Game music

Yeah feel free to do whatever you like to the tracks! (apart from selling them to anyone else!)

If you want I could send you the tracks that you like in WAV format and you can pay me through paypal? its up to you.

Liam Bradbury

===
I have a converter to go from MP3. Thanks

Barry Belcher
10181 Diane Drive, Apt. 27-201
Romulus, MI 48174
bbelcher02@comcast.net
(734) 502-8805

===
ok, just place my name and website in the credits.

Liam Bradbury
www.blastmymusic.com/liambradbury

Thanks!

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Credits and References

Storyline: Barry Belcher and Aaron Curley

Lead Programmer: Aaron Curley

Lead Graphics and Sound: Barry Belcher

Game Documentation: Barry Belcher

Graphics References

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Sound References

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