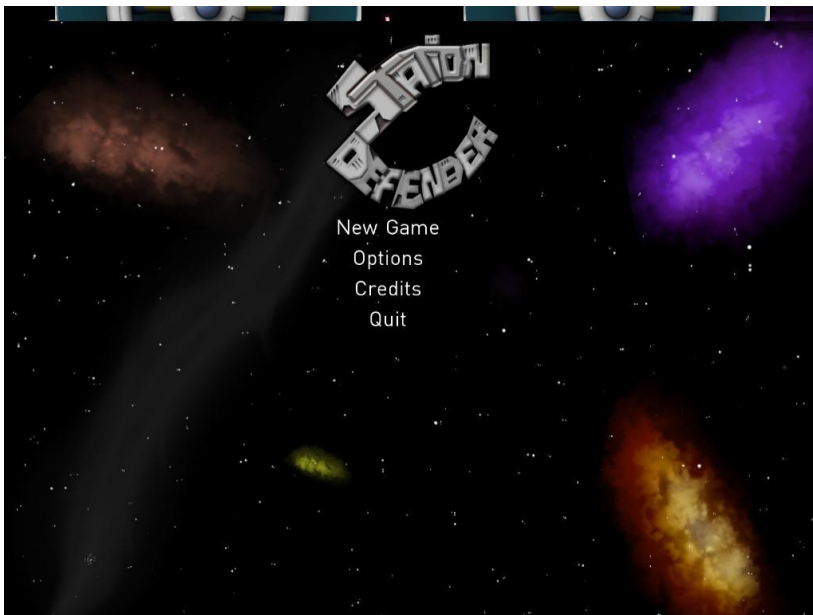


Station Defender Manual

Station Defender is a game where you are bound to hold enemy fire for as long as possible. Your station that you defend will begin with 100hp and a constant protection against GÜD is needed. GÜD is the being of total annihilation and will stop at nothing for your destruction; GÜD is also known to be indestructible and will not be able to take any damage.

So how do you defend your base? With walls of course, these walls are built by hand and are drawn when you release your finger from the screen. There are three different walls that can be built and each has a counterpart in weapons that can be reflected by the wall. This will be more explained in the game section.

So this is what you do until! Until what? Yeah the game goes on and on and has no end; the point with the game is to survive longer then the others, your time that you have lived will be shown to you after your destruction. After a base is destroyed you may create a new one buy a simple touch on the screen. The last thing about the game is that you may “steal” health from your so called “partners”, this is done by reflecting the shots from GÜD on your “partners”.



Here is the menu screen with 4 choices:

1. New Game: This will start the game and the action will begin at once. The game will start and 6 players are already placed; now it is open for 6 players to start.



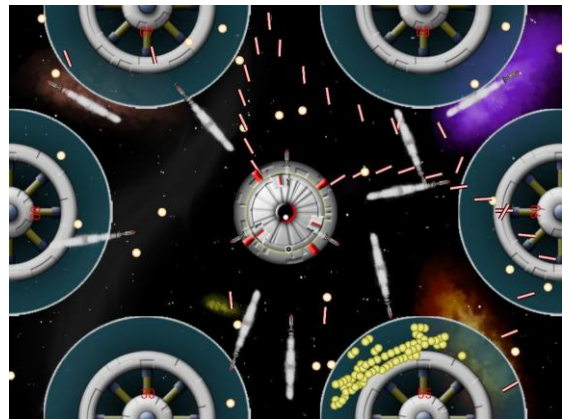
2. Options: There are two available options to change. You can toggle sound on/off and the edge bouncing are available to turn off/on
3. Credits: The creators of the game are imprinted here
4. Quit: This shows a picture of the NUI sign, this is used to quit the game

The Game

The game starts with 6 players already active and the players have to hurry to build walls for protection.

As said the base have 100hp and will be destroyed if it will go down to or below zero. The weapons that are being shot is the

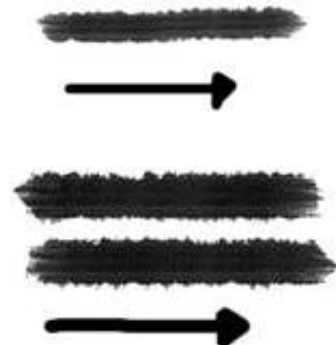
- **Plasma:** Small round yellow balls that come in masses but don't do much damage (10) to the base.
- **Laser:** The long red beams are the lasers, they does heavy damage (25) to the base.
- **Missile:** The flying dangerous missile is easily spotted by the large smoke trail they left behind. It does heavy damage (25) to the base.



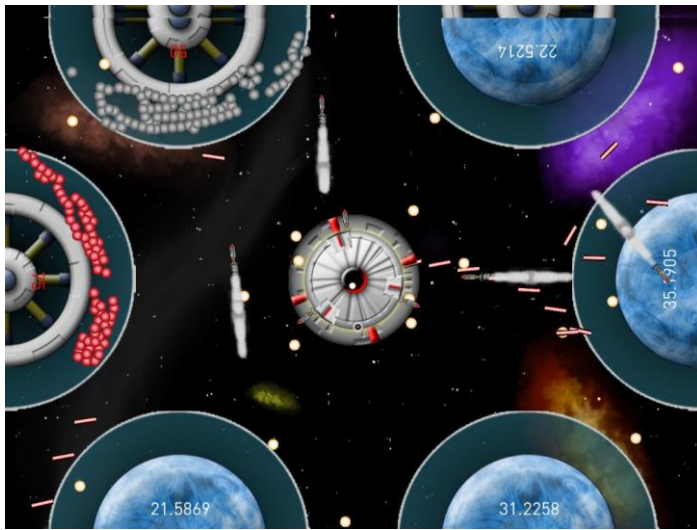
GüD going wild on the players

The walls are built by using different amount of fingers:

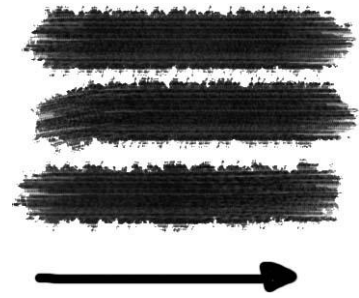
- **Anti-Plasma wall:** These walls are built by drawing with a single finger. These walls reflect the plasmas, get destroyed by the missile and are run through by the laser (those walls that are run through are destroyed too).
- **Force Field:** You use two fingers to make this wall. This wall reflect the missiles, get destroyed by the lasers and are run through by the plasmas



- **Mirror Wall:** You use three fingers to make this wall. This wall reflect the lasers, get destroyed by the plasmas and are run through by the missiles



Here we see the mirror wall and the force field being used



Life

The soul part of the game is to survive longer than your opponents and you will do that by building walls to defend. But you can also use the walls for attacking, if you succeed in using the right wall on the right weapon the shot will reflect on the wall and go for another target. If you now succeed on hitting an opponent you will steal his life. Using this technique will give you an upper hand on your opponents.