



Instruction Booklet



DANGER
6.2

Your Mission

To allow us win an intergalactic war with our battleships you need to attack six enemy planets and retrieve the hidden energy cores. We can then power up the battleships.

The steps needed to complete a mission:

1. Find the energy core
2. Use the tractor beam to grab the core
3. Get back up and escape to space

Extra points are awarded for no damage to the ship or the core, destroying the planet and not wasting fuel.

You have three reserve ships in your disposal. An extra ship will be awarded at 10,000, 15,000 and 20,000 points. The mission will be over if all of your ships are destroyed or you run out of fuel.

Good luck, pilot!



The energy core

Things You Will Encounter

Here is the data for known enemy defenses and other structures.



The **reactor** provides energy for the turrets, shoot it to disable the turrets for a short while. Shoot it one too many times and it will cause the whole planet to explode!



The **energy core** is your main target. Use the tractor beam to connect the towing rod to the core and escape the planet!



Use the tractor beam to beam up **extra fuel**.



In case you encounter any closed doors, it means there is a **switch** nearby that will open that door when you shoot at the switch.



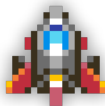
Turrets scan for nearby enemies (i.e. you) and shoot bullets at them. The green "eye" will flash right before the turret shoots.

Ship Controls

Controlling the ship can be tricky at first. As you would expect, when thrusting forward, the ship will accelerate towards its nose. However, just rotating the ship will not change its direction of movement – you need to thrust again to make the ship move towards the direction its nose is pointing.



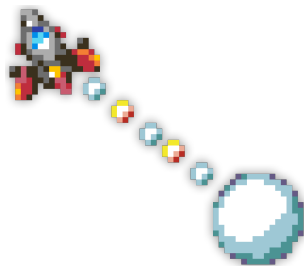
Easy Mode Ship



Classic Mode Ship

There are two modes of control: the **Classic Mode** (rotate ship and thrust) and the **Easy Mode** (move into the direction the joystick is pushed). You are also allowed to make a few mistakes thanks to the Easy Mode Ship having more armor. The Easy Mode is good for getting familiar with the gameplay but the Classic Mode has its benefits and is the choice of an advanced pilot.

Use the **tractor beam** to beam up extra fuel and to attach the towing rod to the energy core. To attach the tow, fly above the energy core, hold down the tractor beam button (the tow will appear when you are close enough) and thrust away from the core while keeping the tractor beam enabled. You can release the tractor beam key when the core has been detached from the holder.



The core in tow

Tip: Firing the engine and especially using the shield or the tractor beam use fuel. There isn't much joy in deflecting every enemy bullet when the fuel soon runs out.

Default Control Setup

You can use either of the following two keyboard setups:

Setup One

Left/Right	rotate ship in Classic mode
Up	thrust
Z	fire
X	shield/tractor beam
Cursor keys	move in Easy Mode and in menus and dialogs
Return	select menu item
Esc	go back/cancel in menus and dialogs

Setup Two ("Classic")

A/S
Shift
Return
Space

Any gamepads/joysticks should be usable automatically. Just make sure the controller is connected when you run Gravitus Minus.

Tip: You can change the control configuration (as well as a variety of other options) at any time from the setup menu, accessible by pressing the **F8** key.

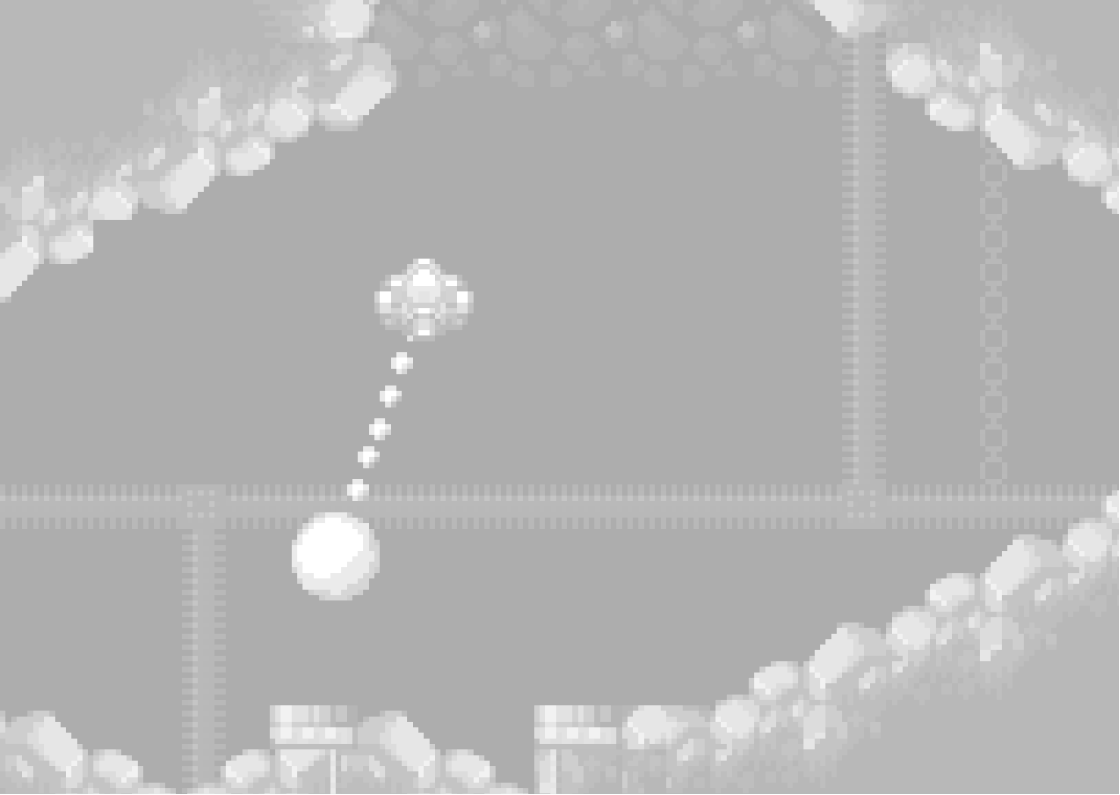
Challenges

You can challenge yourself by completing **challenges**. Access the challenges by selecting Challenges in the game mode selection screen. You will be represented a grid that shows which challenges you have yet to beat for each level.

Online Features

You can optionally sign in the **high score leaderboard** by pressing the **L** key in the main title sequence and entering your credentials (after you have registered as a player). When signed in, all played games will be posted on the leaderboard. Press the **H** key in the title sequence to browse high scores and to check how well you are doing.

Tip: There is a secret challenge that you can access after you complete all levels and finish the game.



Game by **kometbomb**

Music and sound effects by **n00bstar**

Additional graphics by **iLkKe**

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