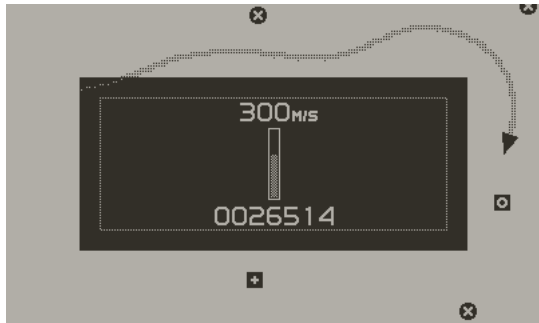


*Super*  
**ICARUS**



# *Super* ICARUS

In an eternal struggle between opposites—love and hate, good and evil, yin and yang—endless battles have left only a void.

As the final *Intergalactic Cosmic Analysis & Reconnaissance Unmanned Surveyor*, your mission is to venture as close to the edge of the Universe as you dare... but don't get too close!

With only a few opposites of your own to help—fast and slow, inside and outside, full and empty—you must plug the gap between everything and nothing to restore the cosmic balance.

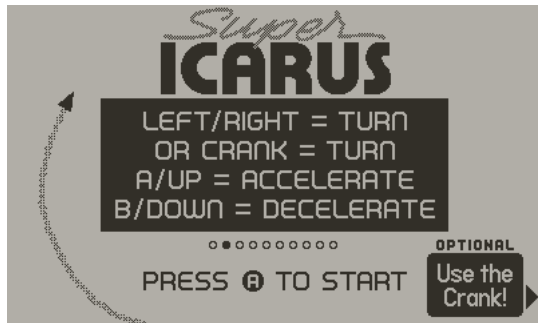


## GAMEPLAY

Score points by flying close to the edge of the screen, but not too close! Colliding will drop mines & make things more difficult. Fly through the centre area to regain energy and generate power-ups. Turning uses up energy, and your total energy is limited, but there are multiple ways to recover or replenish energy.

The game could be considered a racer where the track gets narrower as you progress. Or maybe it's an endless runner. Or even an avoid-'em-up.

Perhaps it's all of those?



## CONTROLS

This game uses the D-pad and the A and B buttons. The Crank is completely optional but can be used instead of D-pad left/right.

### Menu

**A** START

**B** SCORE BOARD

**+** PAGE

### Game

**+** **I** TURN

**+** **A** ACCELERATE

**+** **B** DECELERATE



## TUTORIAL

The game launches with an *interactive tutorial* enabled. Events in the first game you play will trigger tutorial messages to inform you about what has just happened, and most of the action pauses whilst the message is on screen. In that first game *you'll only see each of those messages once*. Further events of the same type will show a different message and the action will not pause, and these are the messages that show when the tutorial is not active.

The tutorial can be toggled at any time by *locking your Playdate twice* whilst the game menu is displayed.

## FLOW

- fly near the edge
- charge power-up
- release power-up
- collect/destroy power-ups
- avoid/destroy mines
- keep the edge clear
- conserve your energy
- regain energy
- survive for as long as possible

## OPPOSITES

Many of the game mechanics were designed around the concept of opposites, here are some examples:

Edge	Centre
Speed up	Slow down
Score points	Don't score points
Charge power-up	Release power-up
Risky	Safe

## COLLISIONS

When you hit the edge of the screen your *direction is reflected*. If you hit it at an angle you'll generally keep going the same way but moving angled away from the edge. This means if you hit the edge straight on you'll turn around and go the back in the opposite direction.

Hitting the edge also *reduces your energy*, and drops a mine on the play area. Mines pollute the play area and make it more difficult to get close to the edge. And mines will explode if they are hit by *anything*!

Hint: after a collision you are temporarily invulnerable for a short while.

## POWER-UPS

After you've charged a power-up your ship will start to *twinkle*. This means you can return to the centre area and release a *power-up*.

However, the type of power-up released will depend on *how many power-ups* are currently on screen. Their order is revealed below.

Shield ➡ Speed Up ➡ Slow Down ➡ Cloak ➡ Invert ➡ ?

Each power-up can be considered both *good and bad*, having both *pros and cons*, in keeping with the *opposites*.

## Shield

- can prevent energy loss in edge collision
- can destroy mine, recovers energy and shrinks centre
- can destroy other power-ups
- prevents pick-up and release of other power-ups

## Speed Up

- increases your speed by 50 m/s
- minimum speed is 200 m/s

## Speed Down

- decreases your speed by 50 m/s
- max speed is 399 m/s

## Cloak

- allows you to pass through a wall, one-time use

## Invert

- this one is purely cosmetic



## POWER-UP PROGRESSION

If you get a shield and use it immediately, the next power-up will also be a shield. This seems reasonable as the shield is quite useful, but some of the later power-ups are key to higher scoring.

So, you need to *juggle the power-ups* to get the later ones. You might even want to strategically *destroy a power-up* rather than use it.

Be sure to *explore and understand* the abilities and effects of each power-up.

## SCORE SYSTEM

Score calculation is *dynamic* and based on your current speed and proximity to the edge. So, you score most by *going very fast, very close to the edge*. If you go slow, very close to the edge, you won't score as much. And if you go very fast, far from the edge, you also won't score as much. So there is *risk and reward* and a fine balance that needs to be achieved.

## SCORE BOARD

*New best scores* are submitted to an online score board. You can view the score board from the game menu.

## STRATEGIES

The game can be played in a number of ways, using a number of strategies. Below are a few examples, which have been given memorable names. There are more!

### Bomb Diffuser

- get shields
- clear mines
- slow and steady

### Dare Devil

- max speed
- avoid mines
- fast and reckless

### Treasure Hunter

- move between edge and centre frequently
- be picky about power-ups
- use the shield and cloak



## TIPS

- Let go of the controls to let the ship correct its course
- Power-ups release at your current direction and speed

## MUSIC

The music is *dynamic* and evolves as you play. The longer your game lasts the more of the music you'll hear. The currently unlocked amount of music is remembered between games, but not between game launches.



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## CREDITS

A game by Matt Sephton

With music by watson @ MusMus

Some sound effects by Sound Effect Lab

## THANKS

Cover/promo artwork by Vxcl

<https://www.instagram.com/vxclhd/>

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A GAME BY MATT SEPHTON