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minigame
motion

FUNCTION08



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Moonlight Studios

Astropong

for

jf.hu minigame motion

and

function 2008

Welcome to Astropong!

Moonlight Studios proudly presents you our latest game, Astropong. This game was made for the hungarian game developer portal's, Jatekfejlesztés.hu's minigame competition, called „Minigame Motion”. The object was to make a game where every single object is in motion, without any standing objects. The game itself presents this in outer space, where you are in control of two anti-asteroid space stations. Because of the same sized objects, the stations started a circle shaped movement around each other. If it wasn't bad enough, it all happens in an asteroid zone. Because of several reasons, stations cannot harm each other with their anti-asteroid rockets, but you can use the asteroids as your advantage, to take the enemy station down.

The game can be played in 3 difficulty modes: Easy (Earth), Medium (Mars), Hard (Jupiter).

The game is sort-of a mix between the grandfathers of all games, Asteroids and Pong – which gave the name of our project. Because of the lack of Single player mode, two players are required to play the game, where can use XBox controllers, or a keyboard.

Here are the controls:

Action	XBox Controller	Keyboard 1	Keyboard 2
Movement	Up	Up arrow	W
	Down	Down arrow	S
	Left	Left arrow	A
	Right	Right arrow	D
Start	Start	Enter	E
Back, Exit	Back	Escape	Q
Fire, Apply selection	A	Right Control	Left Control
Resume selection	B	Right Shift	Left Shift

We hope that you will enjoy this game, and don't forget to vote! J

Best regards, and have a good time!

László „Latka X-treme” Savanya – Graphical designer

Tamás „Orphy” Honfi – Coder

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