

STUPID MARTIANS

Stupid Martians is a vertical shmup game, a bit bullet-hell .

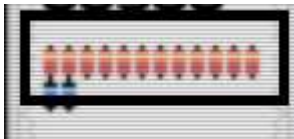
The purpose of the game is to eliminate the three races of Martians who intend to invade Earth.

The main mechanics of the game are:

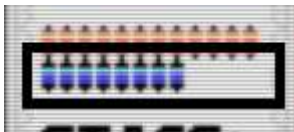
AUTOMATIC FIRE:The game has autofire, with the space key you change the shooting mode or stop shooting (3 positions).

ENERGY FIELD: If you stop shooting an energy bar will be charged (top right), when this bar is full the ship will blink. From this moment if you keep pressed the space bar you will release a force field that protects from enemy bullets.

The shield only lasts a few seconds but it is very useful. Bouncing bullets can harm enemies;)



ELECTROMAGNETIC PULSE: There is a second energy bar (just below the first one) that is charged 'Scratching bullets', that means passing very close to the bullets. When this second bar fills up an electromagnetic pulse is triggered. This Pulse causes all enemy bullets to change direction (this is really usefull with the bosses who fire many bullets).



CANCELLATION OF BULLETS: the game has 'Cancellation of Bullets', if you kill an enemy all the bullets that have been fired will disappear.

BOMBS: With the keys 'V', 'B', 'M' and 'N' you throw bombs.

You can use cursors or joystick.

I highly recommend to charge the ENERGY FIELD whenever you can (just stop firing). It can save you when you're surrounded by bullets.(remember that it charges by stopping shooting).

As an extra, you can load the salamander into the second slot to increase your life and bombs.