



Game Manual

Story

IT IS THE YEAR 210X,
AND OUR SOLAR SYSTEM
HAS BEEN INVADED BY
ALIENS WHOSE PLANS
ARE TO COMPLETELY
DRAIN OUR PLANETS OF
THEIR RESOURCES.

THE ALIENS HAVE
ALREADY TAKEN DOWN
ALL OUR INTERPLANET -
ARY BASES. NOW, THEY
ARE HEADING TOWARDS
EARTH.

WE HAVE TO FIGHT TO
PROTECT OUR SOLAR
SYSTEM. THE PLAN IS
TO DESTROY THE ALIEN
MOTHERSHIPS. WE WILL
USE A TRANSPORT SHIP
CALLED K16 TO
TRANSPORT OUR MAIN
BATTLESHIP.

A stylized blue logo consisting of the letters 'K', 'E', and 'E' in a bold, blocky font. The letters are filled with a blue color and have a white outline. The 'K' is on the left, and the two 'E's are on the right, with the second 'E' being slightly larger and more prominent. The logo is positioned at the bottom center of the page.

Controls



UI



How to play

Shoot your way through levels and collect items to help you on the way. Keep an eye on health and fuel. At the end of each level you'll have to fight the alien mothership to complete the level.

Items:



Heart: increases health by 1



Fuel: increases fuel by 1

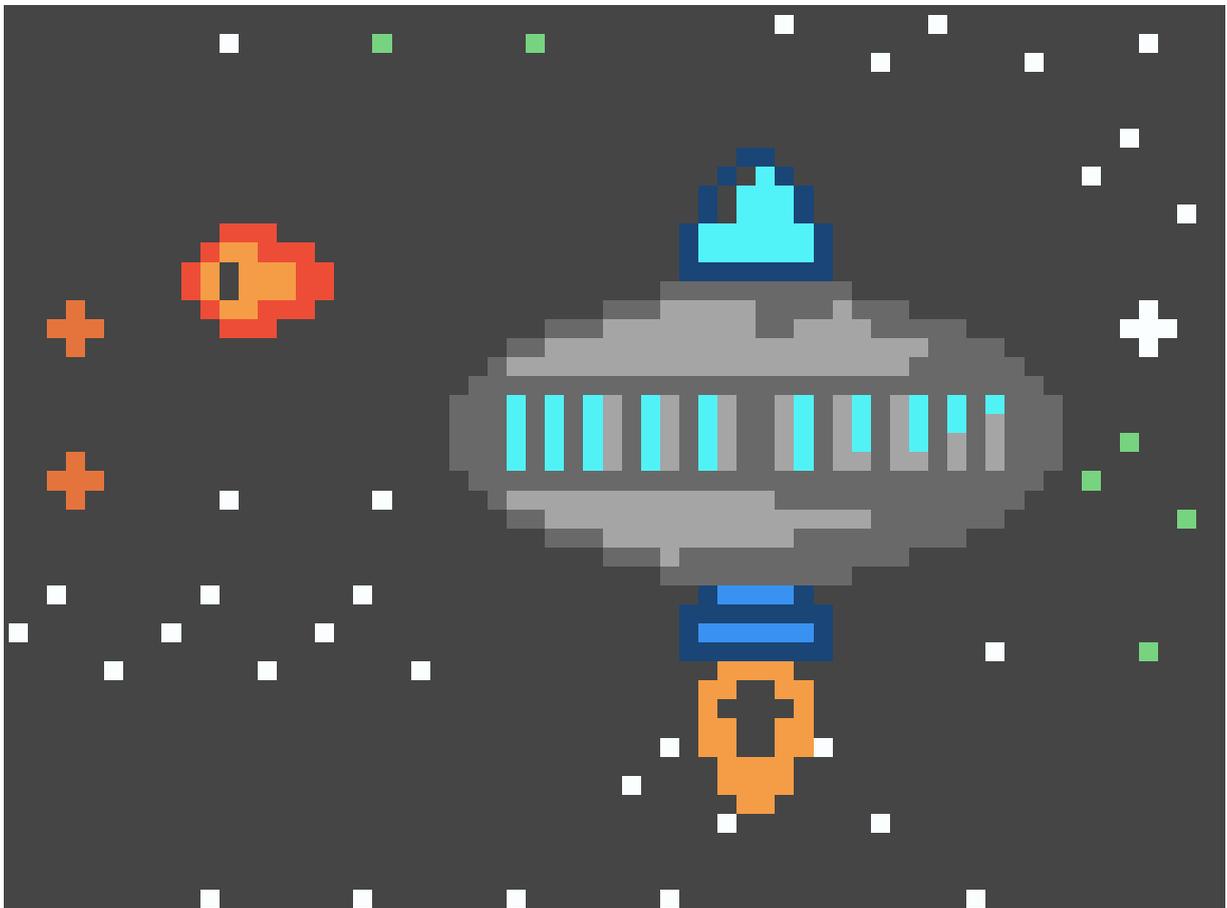


Bomb: increases the amount of bombs by 1



Max health: Completely refills your health bar

Mothership: At the end of each level you'll have to fight the mothership



Levels

There are 8 levels in total:

1. Earth orbit
2. Mercury
3. Venus
4. Mars
5. Jupiter orbit
6. Titan orbit
7. Uranus orbit
8. Neptune, final boss

OST

Levels 1, 4, and 8-----Jona32u4
Levels 2 and 7-----T0FUU26
Level 3-----Jona32u4
Level 5-----T0FUU26
Main Theme, Level 6-----Jona32u4
Last Boss Theme-----Jona32u4

Enemies

-  Asteroid: Don't crash into these. You can shoot them with bombs.
-  Alien: Hurts you if you touch it
-  Ship1: Tries to crash with your ship
-  Ship2: Shoots small "lock-on" projectiles
-  Ship3: These try to crash with you but they're worse than ship1
-  Rocket: Shoots up when your ship is above it
-  Metaloid: These are very strong and fast
-  Skullien: These try to "bite" you
-  Satellite: These are kind of slow, but they're big
-  Arrow: Shoots up or down depending on where your ship is
-  Mothership: Appears at the end of each level; this is the main target.



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<https://jona32u4.itch.io/k32superrocket>

<https://github.com/jona32u4hm/K32>