

Game Manual

To play Survival, you sit at the bottom of the screen moving to the left or right attempting to avoid getting hit by the pieces that fall from above. Pressing up fires off a weapon that reacts to the timeline that sweeps across the screen. The goal of the game is to survive for as long as possible and watch your 'score' increase as you progress upwards towards each successive difficulty.

Survivor is a simple game of dodging the blocks that fall from the sky, but with a twist that comes from the continuous timeline that crosses the screen. This timeline affects some obstacles whenever it comes into contact with them. Having to always keep track of where that line is, along with all the falling blocks, creates a new sort of challenge from such a simple design decision.

The player comes equipped with a weapon that can be continuously upgraded to provide protection against the falling blocks. The ammunition in turn is affected by the timeline, therefore creating an interesting new take on applications of guns. Using your weapon and your spatial reasoning, players must navigate around the blocks, as the level design gets tougher and tougher.

The game ends when you're hit by a block and when you only have the most basic weapon equipped at the time. If you had collected one or more crystals, getting hit will make you lose all your special abilities, but you will stay alive. When your bullet is activated by the timeline, any block that is hit by the green blast will be paralyzed.