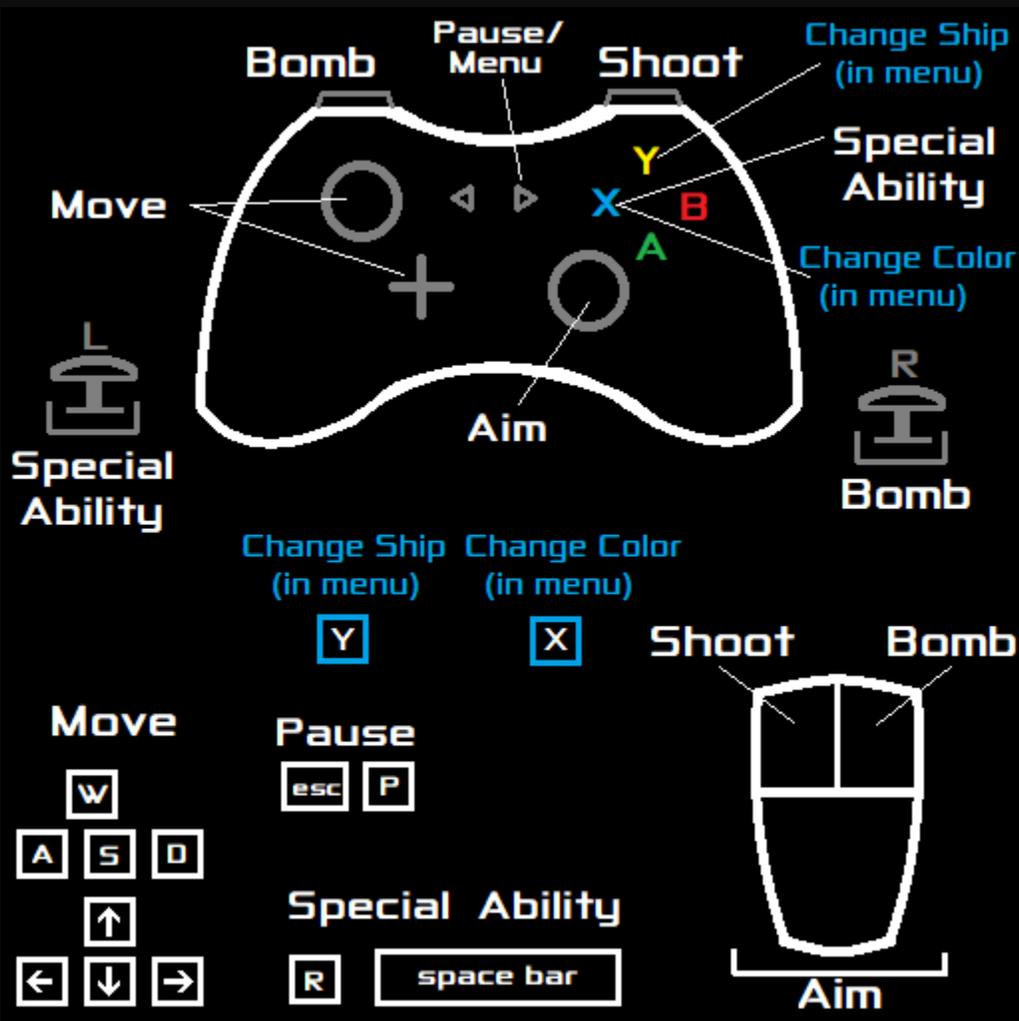


POLY GONE

PolyGone is a twin-stick shooter with Local Coop/Multiplayer, up to 4 players; Arcade Mode (Coop) and Battle Mode (vs) are best enjoyed with a couple friends, so grab some controllers.

Controls



Ships



Defender

Special: Drogue Mine

Tows a Mine behind the ship, absorbing damage for a short time. Mine will then detach and seek out enemies and detonate.



Science

Special: Decoys

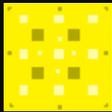
Creates 3 Decoys that confuse other players and have a high chance of redirecting missiles. Decoys deal very little damage but will absorb some damage. Decoys will also seek out powerups on behalf of the real ship.



Blackbird

Special: Lightning

Shoots a bolt of lightning that will target missiles and other ships. In Arcade Mode, ships get a speed boost. In Battle Mode, ships get stunned and drift uncontrollably.



Cube

Special: Warp and Boost

Warpes a short distance, then has a speed boost for a short time. Will also affect the Special Ability cooldown to a near by ship (positively, in Arcade Mode; adversely in Battle Mode).



Grip

Special: Grappling Hook

Sends out a Grappling Hook to handle a variety of situations. Missiles and Asteroids are destroyed. Powerups are picked up. In Arcade Mode it restores HP to a ship. In Battle Mode, it hooks a ship and reels it back in.



Stubby

Special: Ram

Ramming speed grants temporary invulnerability. Great for dealing damage to the Boss or clearing out several missiles. In Arcade Mode it adds shield time to allies. In Battle Mode it deals extra melee damage.



Shadow

Special: Shadow Pulse

Emits a pulse that slows down all objects, with a greater effect to nearby objects. In Arcade Mode it grants a short speed boost to nearby ships. In Battle Mode, it slows nearby ships.

Game Setup



Player Mode

Human/AI/No Player

Click the Player Mode Icon to cycle between Human, AI 1-5, or No Player



Ship Selection

Click the Ship Selection Bracket to cycle between each Ship, or press 'Y' on the keyboard, or 'Y' on the Controller.

Ship Color

Press 'X' on the keyboard, or 'X' on the Controller.

Arcade Mode

1-4 Players. Play local co-op with friends or AI to take on consecutive waves of bosses. Collect Powerups to stay ahead of the Boss. Additional stage hazards are introduced as you progress. Work together to survive as long as you can!

Powerups



Utility (Ship Speed, Snake, Easy Target)



Defense (Restore HP, Increase Max HP)



Offense (Spread, Damage, Missiles, Rapid Fire, BFB, Bombs)



Score

Boss



The Boss has a downward spread attack and an attack that will sequentially target each player. In later waves, the Boss also fires missiles at each player. Each wave, the Boss will change movement patterns. Sending a Bomb up the middle deals a lot of damage but is risky. Approaching from above may avoid the spread attack but causes the targeted attack to fire more frequently.

Battle Mode

2-4 Players. Fight your friends or AI with local co-op on several pre-built stages to fight on, with their own set of hazards and strategies. There are 3 win conditions:

Stock: You have a limited number of lives. Be the last one standing.

Time: Get the most kills in the time limit.

Kills: Be the first to reach the kill count.

Challenge Mode

1 Player. For an extra challenge, battle the toughest elements of the game!

Asteroid Belt: More and more asteroids continue to spawn. Blast as many as possible.

Missile Dodge: Missiles continue to chase the player, unrelenting. Dodge them until then end

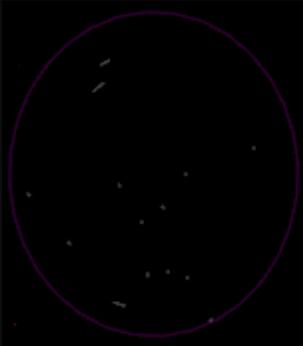
Boss Mania: Fight Boss after Boss

Penelope Mode

1-4 Players. A fun casual mode for learning letters and spelling. Penelope approved! Shoot the Letters/Numbers in the right order to get colorful explosions. Change the text you play with in the Gameplay Options.

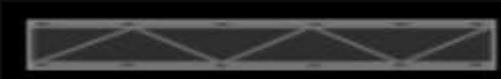
Stage Hazards

Stage Hazards will pop up in Arcade and Battle Mode. Some aspects of them can be used as an advantage.



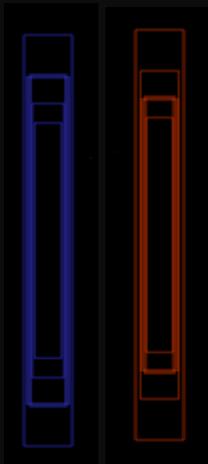
Black Hole

Black Holes either suck or blow. They will divert bullets and missiles from their normal path. Black Holes that suck will also drain a ship's special ability cooldown.



Wall

Walls reflect bullets and block missiles. They work great as a defensive tool. Ships, Asteroids, Powerups, and Bosses can freely pass through them, however.



Warp

Warps have an entrance (Blue) and exit (Orange). Objects like Ships, Bullets, Asteroids, Powerups, and Missiles are transported from the entrance to the exit.

PolyBot



PolyBot

After clearing 5 Bosses, PolyBot is ready. All Human players must hold 'B' to form PolyBot.

The sides of PolyBot will protect the ships from damage. After PolyBot takes enough damage, the sides may be destroyed. After a lot of damage to all sides, PolyBot will be destroyed.

PolyBot is steered by all Human occupants. They must work together to navigate space.

Credits

Play Testers

Arnaud Gain

Linda Gain

Joshua Klees

Josh Smith

Seth Stewart

Open Source Code

FreeGLUT (library) (<http://freeglut.sourceforge.net/>)

GLEW (library) (<http://glew.sourceforge.net/>)

SDL2 (library) (<https://www.libsdl.org/index.php>)

SDL2_mixer (library) (https://www.libsdl.org/projects/SDL_mixer/)

Open Source Texture

Osmic (texture) {[CC-BY 3.0](https://creativecommons.org/licenses/by/3.0/)} (<https://opengameart.org/node/7970>)

Open Source Sound Effects

n_audioman (SFX) {CC-BY 3.0} (http://freesound.org/people/n_audioman/sounds/275901/)

n_audioman (SFX) {CC-BY 3.0} (http://freesound.org/people/n_audioman/sounds/276342/)

alphatrooper18 (SFX) {CC-BY 3.0} (<https://freesound.org/people/alphatrooper18/sounds/362422/>)

LloydEvans09 (SFX) {CC-BY 3.0} (<https://freesound.org/people/LloydEvans09/sounds/185849/>)

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(<https://freesound.org/people/benjaminharveydesign/sounds/315918/>)

mugurm (SFX) {CC-BY 3.0} (<https://freesound.org/people/mugurm/sounds/82097/>)

johnaudiotech (SFX) {CC-BY 3.0} (<https://freesound.org/people/johnaudiotech/sounds/346629/>)

Open Source Fonts

xolonium-fonts-4.1 (font) {SIL OFL} (<https://fontlibrary.org/en/font/xolonium>)

threefourtwo (font) {SIL OFL} (<https://fontlibrary.org/en/font/threefourtwo>)

anita semi-square (font) {SIL OFL} (<https://fontlibrary.org/en/font/anita-semi-square>)



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<https://www.greenpepperonisoftware.com/polygone.html>