

5. Events

The game has two kinds of elements randomly floating around in the game levels, generic elements and fantasy elements. These elements range from simple objects found in space such as meteoroids, as well as more advanced objects like a manned space station. Some of these objects intervene with the players.

Most objects are circular shaped, which means there is a default formula for it's behaviour. Some of the fantasy elements are not however.

5.1. *Generic elements*

Generic elements are objects floating around in the playing field. The objects range from simple asteroids to worm holes. Generic elements are static objects that generally don't intervene with the players, except when colliding with it.

5.1.1. **Generic Planets**

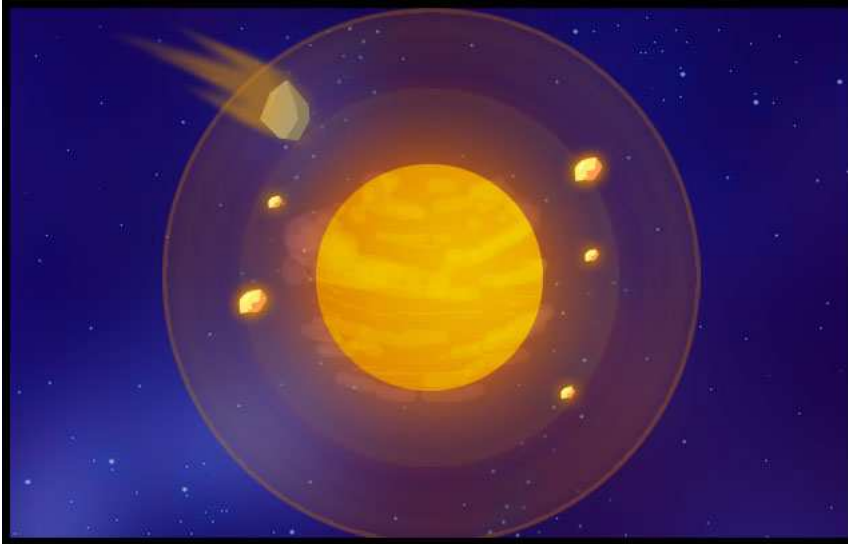
A generic planet is a supersized rock, which can be used for momentum and as a projectile. Projectiles can be thrown into an orbit of a planet, to give the projectile a speed boost. This will result in higher damage if the projectile hits.

Every normal planet has a standard gravity-radius around its core. The normal planets have no special power or ability and all they do is suck everything that gets into their radius. If the player is strong enough, he can use the planet as a projectile as well.



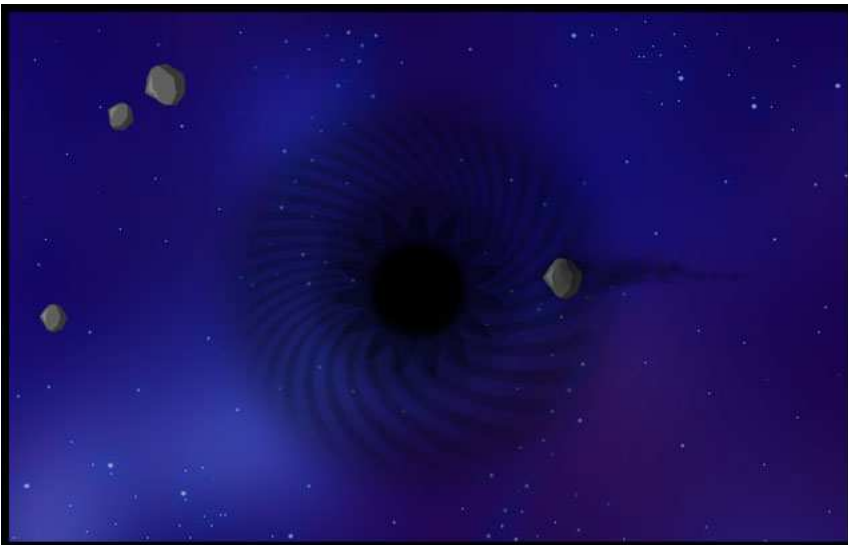
5.1.2. Sun

This planet will combust objects that are in it's radius. A sun will also attract space ships, and space ships that get too close, will burn to a crisp and be destroyed. It kills players immediately if they get to close. The planet will also shoot projectiles at a regular interval (in the form of magma chunks). Players can grapple the magma chunks.



5.1.3. Black hole

A black hole sucks anything in that comes close. The range of a black hole is large, as is its force. Whenever something is sucked in, it is automatically destroyed. A black hole can suck anything in, as long as it is not a part of the border. After a while, a black hole shrinks till there is nothing left. At a certain size, the black hole will have no effect anymore. The power of the black hole power will decrease when shrinking.



5.1.4. Meteor

A meteor can smash anything with a great force. Players can create meteors by flinging a asteroid into the orbit of a sun, or they can grab a passing meteor. Passing meteor are always faster than created ones and are hard to handle. General ships can only use it as a means of hitchhiking.