

# ICE

## Introduction

ICE is a vertical shoot-em-up in tradition of Raptor and Tyrian with vector style graphics written in the D programming language.

Note that ICE requires OpenGL 2.1 to run; all modern PC graphics cards support this but some older netbook Intel integrated graphics do not. This also means that you need up-to-date graphics drivers to run ICE.

## Play

Gameplay of ICE is similar to traditional shoot-em-ups like Tyrian or Raptor: Call of the Shadows. You play through a campaign made of multiple levels, which gradually get harder towards the end. In each level, you get attacked by a variety of enemy ships. You can use three weapons; the main weapon (`spacebar`) has infinite ammo. Other weapons (`J`, `K`) have limited ammo and recharge after their ammo is spent. Each weapon is different in nature and you might need to combine them to survive the harder levels.

Currently, there is only one 4-level "demo" campaign; however, more levels and campaigns can be added by modding (no need to touch the source code). The main campaign will likely get longer in the future.

## Controls

W, Up	Move up
A, Left	Move left
S, Down	Move down
D, Right	Move right
Space, NumPad 5	Fire weapon 1.
J, NumPad 4	Fire weapon 2.
K, NumPad 2	Fire weapon 3.
Scroll Lock	Take screenshot (in <code>~/.ice/main/screenshots/</code> if installed on Linux, or <code>user_data/main/screenshots/</code> in the game directory)
Escape	Exit the game while playing.

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Please note that this game is based in part on the work of the LodePNG library. Any derived works, source code or binary, must preserve lodpng copyright notices, which can be found in lodpng based files (e.g. `./png/pngdecoder.d`).

Source distributions and repositories of DGames also include source code of the Derelict multimedia D bindings for convenience. Derelict is also released under the Boost Software License. Source distributions of any derived works must preserve derelict copyright notices, which can be found in the `./dependencies/` directory.

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## Contact/Credits

ICE was created by Ferdinand Majerech aka Kiith-Sa [kiithsacmp\[AT\]gmail.com](mailto:kiithsacmp@gmail.com), Libor Mališ, Dávid Horváth and Tomáš Nguyen.

Main menu music by [Osmic](#). Level music by [Alexandr Zhelanov](#) and [FoxSynergy](#).

Parts of code based on the D port of the LodePNG library.