SHMUP!

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IMANOK

MSX MSX2 .ROM 16K RAM

USER'S MANUAL

STORY

Once again, alien forces threaten the Earth. Now it's time for you to save the planet by launching a surprise attack while they get ready for the final invasion. You control two space fighters that work in tandem.

Collect enough fusion capsules to merge them into a super-fighter! Can you destroy the enemy forces before they launch their attack?

START THE GAME

Caution. First of all, follow the next advise not to damage your machine neither your game cartridge:

- Always be sure that your MSX computer is turned OFF when inserting and/or removing the cartridge.
- Don't touch slot connections.
- Avoid extreme temperatures, humidity and impacts.
- Don't try to open the cartridge case.

To start with the game, insert the cartridge properly and turn on your MSX.

At the title screen, press <**SPACE**>/ <**A BUTTON**> to start the game.

HOW TO PLAY

During the game, you guide two spaceships together, which can switch between two different attacking formations: horizontal and vertical.

Your main objective is to destroy the boss ships located deep inside the trenches of the enemy's territory. As you fly down the trenches, you will meet hostile resistance in the form of alien ships, missiles, mines and remotely-guided asteroids. Avoid contact with all enemy obstacles and their projectiles, and destroy them to score points.

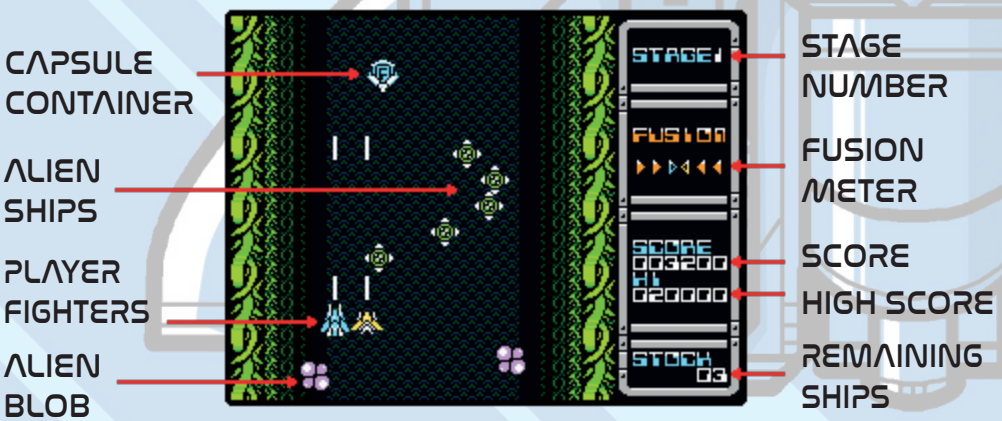
After destroying a boss ship, you must exit the trench to return to your base. Your ships will therefore make

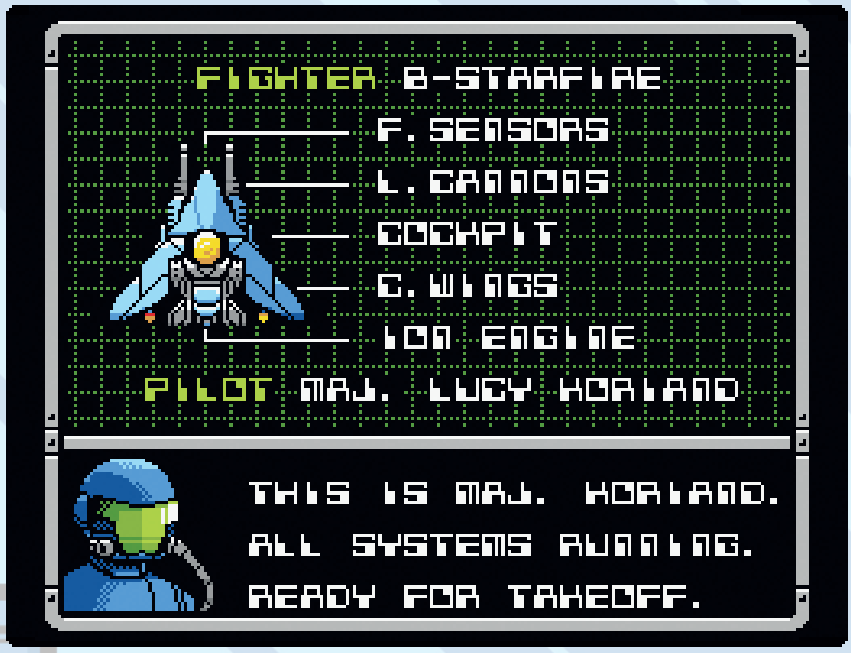
a 180-degree turn and go back the way they came. The enemy forces will try to avenge the destruction of their boss ship, so be ready for a tough fight! Once you exit a trench, your ships will be transported to the next trench with even more dangerous alien opponents.

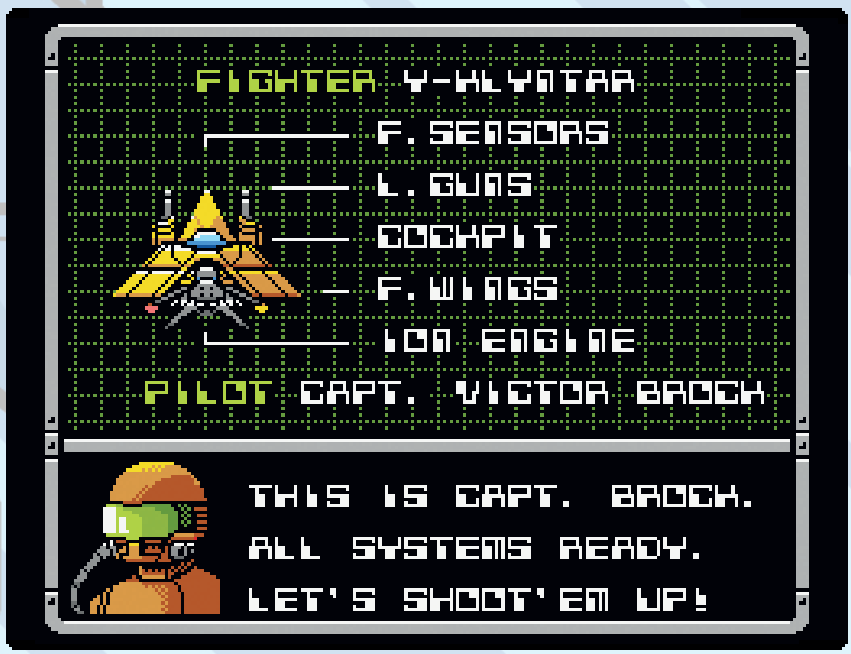
As you fight your way down the trench, you will encounter (F) containers which drop a fusion capsule after being destroyed. Each time you pick up such a capsule with one of your ships, the fusion meter on the right side of the screen will fill up by one notch. Once both ships have collected three fusion capsules, they will merge together into a super-fighter with greater weapon power. The unified super-fighter will last for some time, unless it gets hit by the enemy.

When one of your two ships is destroyed, it loses any fusion capsules it previously collected. If you have any ships left in stock, a new ship will appear, but will not be immediately controllable. You must first touch the new ship with the ship you are currently controlling in order to reset the dual formation.

You earn a new ship every 10000 points and you can have a maximum of 10 ships in stock.




FIGHTER B-STARFIRE
F. SENSORS
L. CANNONS
COCKPIT
C. WINGS
ION ENGINE
PILOT MAJ. LUCY HORIAND
THIS IS MAJ. HORIAND.
ALL SYSTEMS RUNNING.
READY FOR TAKEOFF.


FIGHTER Y-KLYNTAR
F. SENSORS
L. GUNS
COCKPIT
F. WINGS
ION ENGINE
PILOT CAPT. VICTOR BROCK
THIS IS CAPT. BROCK.
ALL SYSTEMS READY.
LET'S SHOOT'EM UP!

CONTROLS AND KEYS

Cursor Keys/Joystick (in any port): Spaceships control.

<**SPACE**>/<**SHIFT**>/<**A BUTTON**>: Shoot (keep pressed for autofire).

<**M**>/<**N**>/<**CTRL**>/<**GRAPH**>/ <**B BUTTON**>: Switch attacking formation.

<**STOP**>: Pause the game.

REQUIREMENTS

MSX1 or higher with a minimum of 16Kb RAM.

EXTRAS

If your MSX computer is equipped with a V9938 VDP or higher you'll be able to activate the following features by pressing these keys while loading the game:

<**SELECT**>: The game switches to 60Hz by pressing it while booting. Music will play at the same speed in any case.

<**HOME**>: The game will switch to MSX1 screen mode.

STAFF

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KAIJUSAMA

Thanks to our friends and relatives for their support.

Enjoy the game! ;-)

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COMMERCIALS

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