

### ◆ Rules of the game

The player's mecha will take damage if it is hit by an enemy attack.  
The game will end if the player's armor goes to zero.

### ◆ Levels of Difficulty

**NORMAL** :First, try to pass this level of difficulty. Clear all six stages to finish the game.

**HARD** :For a tougher test of your skills, try the HARD setting. Pass the first six stages to reach the final mission.

**EXPERT** :The highest level of difficulty. For players who found HARD too easy, try beating this.

### ◆ Controls(default)

Move mecha



Auto-shot



Change weapon



O/D (Overdrive)



## ◆HUD & display explanation

### ①Player information

Top row : Score

Middle row : Remaining number of armor

Bottom row : O/D (Overdose) gauge

" O/D"can be used when the gauge reaches MAX

### ②Player mecha

The glowing cross that intersects the craft shows the center of the collision detection.

### ③Weapons display

Left: Weapon armed in the player's left hand.

Right: Weapon armed in the player's right hand.

Center: Weapon kept in stock.

### ④Information area

Points earned for destroying an enemy is shown here.

### ⑤Weapon items and guidelines

When collecting an item, the new weapon will replace the weapon on the side following the guideline.



## ◆Weapons

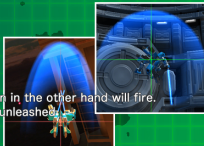
- \* By pressing the "Shot" button, the player will attack with weapons armed in both the left and right hands.
- \* The player can hold a maximum of three weapons simultaneously. Weapon items will appear after destroying a set number of enemies or by destroying an item carrier.
- \* If the player collects a weapon item on the right side of the mecha, the new weapon will be armed in the right hand. If collected on the left side, it will be armed in the left hand.
- \* By pressing the "Change Weapon" button, all three weapons, including the weapon held in stock, will rotate position.

VULCAN	Fires a wide shot in the forward direction
MISSILE	Small homing missiles
ROCKET	Causes an explosion upon impact
BOMB	Drops small bombs in the downward direction
LASER	High-power long range laser
DIRECTION	Direction of shot can be manipulated by player
REFLECT	Shot that bounces off of terrain and the edge of the screen
SIDE	Shoots to the left and right of the craft

## ◆Swords

Swords differ from ranged weapons in the following manner:

- \* If a sword is armed in one hand, Holding down the shot button - the sword will strike once and the weapon in the other hand will fire. Repeatedly pressing the shot button - a rapid sword combination will be unleashed.
- \* If swords are held in both hands, Repeatedly pressing the shot button - special two swords style attack.



### ◆O/D Overdrive

When the O/D gauge is at MAX, pressing the "O/D" button will initiate the system. While O/D is activated, the player is invincible for a set period of time and points for enemies destroyed in the duration will be added with a multiplier. The player can raise the O/D gauge by destroying enemies.





### ◆Story:Stranian Forces

From mankind's birth, they had watched a distant star that mysteriously glimmered in the night sky. At times, it was nearly invisible, a pitch black. At others, it gleamed brilliantly. Tales of the enigmatic star, passed on from generation to generation like prophecies from mythical times, continue to be told in modern times.

And the star was named "Vower."

Stranian civilization progressed rapidly over the ages, soon reaching levels of scientific achievements that allowed them to understand the true nature of Vower. They found that the star was actually an artificial planet, some three light-years away, created by a far more sophisticated and advanced race of artificial beings. Completely mechanical, the planet was testimony that the alien culture was vastly superior to that of Strania.

The discovery instantly caused panic throughout Strania. Did mankind exist on Vower? If so, what would become of their home planet?

However, for the Stranian people, and likely for those of Vower as well, the distance between the two planets was immense.

Time passed and several hundred years later, because of the knowledge of Vower's existence, Stranian civilization advancements surged, even more quickly than before.

## ◆Story:Stranian Forces

### The dawn of the space exploration era

Mankind departed Strania in order to explore the space around it, and successfully landed on nearby moons and planets. In the year 380 PD (Post Discovery), scientists completed research that would become the foundation of developing "quantum jump" technology, which would allow high-speed, long-distance space travel. Stranians had finally taken a step toward reaching Vower.

Just five years later, however, Strania would confirm the presence of a mass of colossal magnitude coming closer and closer to their home planet.

Vower and Strania had overcome the abyss of time and made contact.

## Stranian Forces



### SOUICHIROU TOUMA

Pilot in Stranian special task force Stella Machina. With minimal experience in actual battleground conflict, it may be too early to call Souichirou an ace pilot. However, superiors and peers have given recognition to his abilities, selecting him for participation in the operation. Though typically mild-mannered, Souichirou tends to show instability when in extreme situations.



### YU BEATRIX BARRETT

Leader and ace pilot of Stranian special task force Stella Machina. After being killed in action three times, 70% of Yu's physical body has been recomposed using cultivated cells. Her steely mental strength is symbolic of the elite nature of the task force.

### ◆Story:Vower Forces

We are the chosen ones-  
the servants of the gods.  
We gladly will offer our lives  
to fulfill our destiny  
and protect the sacred planet.

We are the people of Vower.

A seemingly impassible distance separates Vower and the holy planet of Strania. Its surface is the epitome of technology – completely artificial – the embodiment of advances unmatched by mankind. Yet shrouded beneath the impressive façade is a barren and impoverished land. The creator and purpose of the mechanical surface is unknown even to the planet's inhabitants. Over the course of an unknown number of millennium, that knowledge eventually transformed into legend, remaining in the form of scripture – the Shinsho. According to these gospels, the Vower are to revere the creator as god and the teachings are to be the foundation of their lives.

Humanity on Vower accepted this fate and evolved as a deeply religious state.

Living by the word of the Shinsho scriptures, the people of Vower believed it was their responsibility to watch over Strania. The creator endowed them with a variety of tools, called Shinki, which they used to dutifully record their observations. The data was passed on to the Daisoushu, the civilization's elite, who were entrusted to decipher the signals.

Until just a few hundred years ago, the observation and ceremonies continued without interruption. Then, an incident that would forever change the fabric of Vower life occurred – the sudden discovery of humanity on the planet they had watched for eternity.

### ◆Story:Vower Forces

The Vower were led to believe from the teachings of the Shinsho that the newly discovered humans posed a tremendous threat to their civilization. However, they were divided on the course of action they should take. For generations, the Vower had been a unified society, but the development of factions resulted in their first armed conflict – a brutal civil war.

Ironically, it was that experience that would ready the Vower for their military operation to Strania. Among the ashes of the civil war, the sects successfully applied technology left from the creator to manufacture machinery that would allow intergalactic travel. Moreover, the once peaceful civilization now possessed complex military organization capable of high-level martial tactics. Through the bloodshed of their own brethren, the Vower had inadvertently prepared to take on their new foe in Strania.

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A few years ago, a new signal, unlike any observed in the duration of their watch over Strania, was detected from the holy planet. The Vower deciphered it as a message from their creator-

Destroy the power that dares to defy god

And it was thus that Vower forces departed their homeland, embarking on the long journey to the sacred planet.

# Vower Forces

## YOSEMITE

Elite warrior in the Vower forces.

Typically a man of few words who does not outwardly express his emotions, his fighting spirit and conviction in his beliefs are clearly illustrated in the heat of battle – no cost, not even his life, is too much for the success of the mission.

Nicknamed "Berserker," he is taken to be a reckless, war-hungry man, feared by those around him.

His disposition has slowly changed, however, since meeting Su.



## SU QUADRA

Originally a part of the faction that believed in moderation toward Strania, her people were annihilated by the opposing militaristic faction. Still a young child at the time of the war, Su was one of the few survivors of her clan. It was decided that Yosemite, who had been among the group of conquerors, would look after her. Despite that history, as time passed, Su grew to feel indebted to her guardian and was determined to follow him on to the battlefield to protect him.

