

HOW TO OPERATE

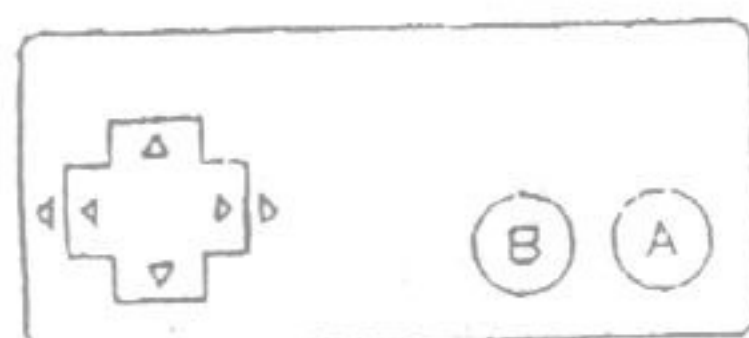
Key Board(Cursor keys for MSX2 instead of Ten Keys)



Use key4, and key6 for transfer, command mode, and choice of command. The decision making is keyX. 8 is for shooting the power voice upward obliquely, 2 if for downward obliquely.

Xkey....release the power voice
Zkey....jump
Akey....command mode
Zkey +2(ten key)....Psychic voice

Joystick



The arrow signs for transfer, command mode, and the choice of RPG command. The decision making is button A.

ButtonA... jump
ButtonB...release the power voice (+A, +V for diagonal ways.)

A+V Release Psychic voice
A+B+V ...Command mode

*X1, MSX2 ...joystick port 1

ATTACK AND WEAPONS

When you are in the real time action mode, you have "power voice" and "psychic voice." When it is the role play mode, you use ESP power to attack the enemy according to the situation.

1)Power Voice

Press the key or the button, it will be shot at the moment you release the key. The longer you press, the more energy the voice will have. It can also gain more power with leve-ups and items.

2)Psychic Voice

Although there is a little time lag, the power is very effective and there are many variety. The number of variety depends on the number of items you have. Explained below are some examples of the variations, but there are many more. Try to find for yourself.

Big voice.... a loud voice does straight.

Double big voice... two big voices formed in vertical way.

Wide power voice...four power voices in vertical way to sweep out the enemy.

ATTACK AND WEAPONS 2

Occasion of "Call play mode"

If you choose "challenge," you can attack the enemy with ESPpower. The ESPpower can be strengthened when the player becomes skillfull enough to make the character bigger(grow). How does the power change? Find out for yourself.

1) Psychoshock

It is the way to transmit the voice directly to inside of enemy's body to cause the death from the shock. One shot is effective enough to kill the enemy, but difficult to catch the good timing.

2)Psychokinesis

It is the way in the early stage of ESPpower, but it is capable to take away the enemy's H.P. for sure.

3)Psychogoemon

It is the way to seal in the enemy inside of the power recovery unit and radiate the electromagnet wave to produce the super-high temperature, which takes away the enemy's H.P.. But it depends on the enemy.

4) Burning Attack

It is the way to compress your own energy and accelerate it against the enemy. It considerably can give damage to the enemy.

EXPLANATION OF EACH MODE

Commandmode

Press down Akey or the joy stick lever. Simultaneously, press A and B buttons. Then it will be the command mode.

The choice

- 1) GAME.....It returns to the action mode.
- 2)RPG....It will be RPG mode when the enemy is in the picture.
- 3)GOEMON....It can bring back the physical strength. But it will be defenseless to the enemy and time goes quicker.

RPGMode

In this mode, enemy-appearing sign and the name of the enemy appear. The number of the enemies and H.P.(Hit Point) will also be shown.

The choice

- 1)watch...You see the enemy, and what he is doing.
- 2)squeeze....You use this when the enemy might have items, etc..
- 3)flattery...You may use this when the enemy might have important hints.
- 4)challenge... You attack the enemy with ESPpower(cf. ATTACK AND WEAPONS).

5) exit.... You go back to command mode.

*Some enemies put up ESP barrier not to let you in RPGMode, and some enemies have different characteristics in night time from those in day time.

EXPLANATION OF ITEMS AND EFFECT

Necessary items

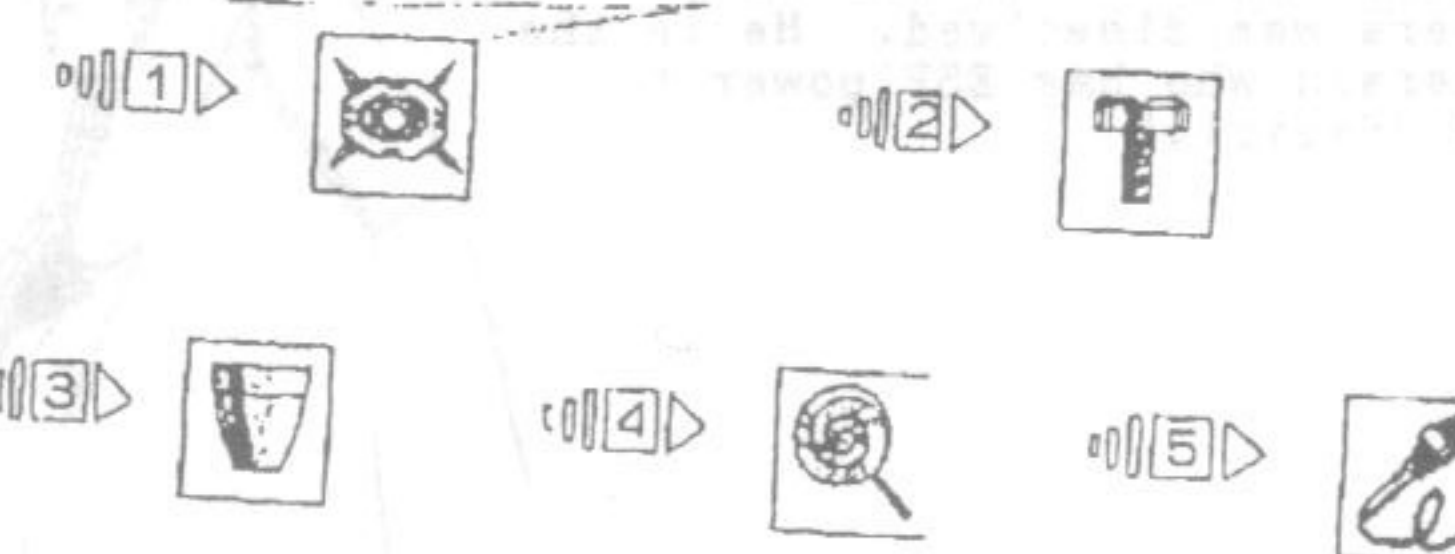
- 1)force unit... It can escape from the Zap barrier set up with the transmit system. Without this, you will be blown off to a position in the stage.
- 2)joint screw... It is the necessary item to repair the destroyed parts of gravitational-magnetism-confinement-shuttle. Unless you have all of them, you cannot finish the stage. (You will be sent back to the starting position of the stage.)

Power up items

- 3)water unit... It will make the shooting of power voice efficiently.
- 4)candy unit...It will make the rank of Psychic voice higher. The number of the item you have decides which variation you can take.
- 5)microphone unit... It will make the power of psychic voice bigger. The damage to the enemy will be bigger.

*Enemies might have power up items

hiding them from you.



STORY:

The Galaxy-Unification War was over. The union was made among the highly civilized stars, and the whole space was in peace. But at the same time, they had several problems such as the postwar rehabilitation of the planets destroyed by the war, helping developing star systems, and so on.

Oneday, "Deom," a colony planet in the colony star system 807 in Forth Galaxy, stopped its function completely all at once. So many investigation parties were sent to Deom, but every one of them go lost. At last the Galaxy Army themselves made their own investigation party and rushed into the planet with arms. But again, the party got missing.

The headquarters of Union were seriously in trouble with this extraordinary situation they have never experienced, which they hesitated to make the formal announcement of. Very soon, whole the star system 807 became as same as Deom. And also, the star ship Princess Reanna was on board got missing, which let all over the space know what is going on. "If this is caused by "that", it is like to announce death to the whole space." Saying so, Larkman, the ex-commander of V-numbers started to operate the transmitter.... "Go there to put the end to your destiny and memory." It was Ark Jess Ryever that Larkman addressed the message to. Receiving the message, Ark disappeared into the transmit system.

THE GOAL OF THE GAME:

Ark has to collect the parts of gravitational magnetism confinement shuttle and repair it, seal the root cell of "Saziri" again, and dispose of it. For that, he has to have all the necessary joints per parts, knock down the boss in each planet or dimension to regain the parts from the boss. Then he can repair the shuttle. But each parts already has the self-explosion device for emergency, which will explode unless you finish the stage within a certain time. If you let it happen, there will be no way to seal "Saziri." Also, the bosses are in different dimensions from where Ark is. He cannot get them unless he finds some kind of special way and timing. To find them, he has to collect the hints and solve the riddles of the game. Can Ark on earth save the Princess Reanna, and solve the riddles of revival of "Saziri," and become the saviour of the space?

PROCESS OF THE STAGES:

The game consists of eight "worlds." Except the last "world," the "worlds" are divided into two stages(stage 1 and stage 2) from "the visual scene." The key to the "visual scene," is "the force unit." If Ark finishes stage " by the limit of time, and knock down the boss of the world, Ark can get the parts and proceed to the next world. The world he finished will be saved automatically.

THE CHARACTERS:

Ark Jess Ryever

Age and the birth place are unknown. During the War, he was a member of the ESPpower special unit (V-numbers) and he was no.V7. He was outstanding ESP with clear head which led this planet to the victory and the war to the quick end. After the war, V-numbers was dissolved. He is the only person who has ESP power to defeat "Saziri."



Reanna May Elroad



The first princess of Elroad family. During the war, Ark guarded her. After the war, she is respected as the symbol of the peace in the Galaxy Union. She helps reconstructing the planets destroyed by the war.

Walty Dereama

She is a colleague of Ark's. She is also a V-number. During the war, she worked with Ark as his partner. Since the dissolution of V-numbers, she has been missing. Princess Reanna treated her just like her own sister.



"Saziri"

It is super-fear-mutation-life that substantiate the most terrifying memories. It is the worst creature found in the space history with the ability to transform to anything including substances, animals, phenomena, etc., and to have the same capability as the memories. No weapons can defeat it except the special ESP power.

HOW TO START

If you are having the mouse and the expansion board connected, please shut off the power and disconnect them from the P.C. unit before starting.

How to start the program

- 1) Make sure the power is off, and put the game disc in the first drive.
 - 2) Put the power on, then it will start automatically.
- * This type of disc includes all programs in one disc.

To start the game

- 1) During the opening demonstration, press the keys that you use for the game. (Ten Key 2, 4, 6, or Z, X)
- 2) If there are no worlds you finished, start from the beginning.

When you wish to omit the worlds you finished(saved)

- 1) During the opening demonstration, press the key Z or Button A, on the joy stick.
- 2) Start from the one you have not finished, yet.