

# SUPERVISION™

## THUNDER SHOOTING

### ENGLISH

#### **I. GAME DESCRIPTION**

The universe armour finds a planet suitable for human beings to live in. And it is going to transfer some people to this planet. However, the people must successfully avoid the galactic strangers and kill the space creatures before it can abroad.

#### **II. GETTING STARTED**

After the power is turned on, the SUPERVISION logo and the title screen will be displayed. An introduction screen will follow if you do not press the START key immediately. Otherwise, pressing the START key will bring you to the level selection screen where you can select one of the four stages by pressing the SELECT key. Press START key again to confirm your selection. Four lives are given initially. The number of lives left and the life force are shown on the game playing screen.

#### **III. HOW TO PLAY**

Six weapons are available for collection during the game. At the very beginning, you will be equipped with an ordinary gun. As you collect prize M consecutively, you will be given the following weapons in the ascending order of

- i. three head synchronic gun
- ii. three head diverging gun
- iii. six head diverging gun
- iv. two directional three head gun
- v. super six head diverging gun.

However, getting a prize B will lead to a change in weapon in the reverse order. Besides, getting a STAR token will increase the rotational speed of the secondary synchronic planes. And lastly, obtaining a prize S will increase the speed of the main plane.

There are four stages in the game. You will be promoted to the next stage after you destroy the big planes of each stage. You can ruin them by firing at them for several times. You should use the DIRECTION keys to control the movement of the plane and use button B to fire.

On the other side, a life is finished when its life force vanishes. The life force is reduced whenever it is hit by opponents' weapon.

#### **IV. SCORING**

1. Scores 5 marks and gains one point of life force for destroying a galaxy.
2. Scores 10 marks and gains two points of life force for firing an opponents' planes.
3. Bonus for passing stage one : 5,000 scores and 100 points of life force
4. Bonus for passing stage two : 1,0000 scores
5. Bonus for passing stage three : 20,000 scores and 150 points of life force
6. Bonus for passing stage four : 30,000 scores

#### **V. KEY ASSIGNMENT**

<u>KEY</u>	<u>FUNCTIONS</u>
START	Start/pause a game
SELECT	Select the game stage
UP	Move the plane upward
DOWN	Move the plane downward
LEFT	Move the plane to the left
RIGHT	Move the plane to the right
A	Not in use
B	Fire