

SUPERVISION™

MAGINCROSS

I. GAME INTRODUCTION

2300 AD: Scientists of the alien Saya Empire began their experiments on Extra Intelligent Beings (EIBs) at the Frontier Post research station on Moon. Their success prompted an increase in EIBs population.

2400 AD: The Sayatians began their invasion of Earth by secretly replacing humans in military and political posts with EIBs. To counter this plot, human scientists created a Biochemical Defender whose goal is the eliminations of all EIBs.

As the Biochemical Defender, your mission is to seek out and destroy all EIBs before they can enslave the human race.

II. GAME CONTROLS

DIRECTION KEYS	: Move the Biochemical Defender in the 8 allowed directions
START	: 1. Start a game in the title screen 2. Pause & Resume a game during a game session
B-KEY	: Cause Biochemical Defender to fire
LEFT + A-KEY	: Change the shape of the Biochemical Defender
RIGHT + A-KEY	: Change the shape of the Biochemical Defender

III. GAMES DETAILS

To win this war, the Biochemical Defender will need to obtain weapon reinforcements by collecting the prize objects. These weapons will make him perform better, and thus having a greater chance to complete his mission to save Earth.

At the title screen, press START key to start a game. If no key is pressed for a while, then the game introduction of the Saya Empire story will be displayed. Use the direction keys to manoeuvre Biochemical Defender, avoiding enemy fires and any collisions with enemy fighters. The top status line shows the current score, power and the time limit. The game is over when the Biochemical Defender is killed. The game over screen will display with your performance score.

IV. PRIZE OBJECTS

There are 3 prize objects. They have the following characteristics:

1. P object : By collecting this object, the Biochemical Defender can fire out more powerful shots.
2. M object : By collecting this object, the Biochemical Defender's power increases.
3. S object : By collecting this object, the Biochemical Defender will become more agile.