

# SUPERVISION™

## GALACTIC CRUSADER

### I. GAME INTRODUCTION

In 2082 A.D., Deharnum Villains of the Biochemical Empire begin their intruding mission in attempt to take control of the whole galaxy. The Defending Counsel of the Galactic Crusader decides to send out the B-9 Fighter to stop Deharnum Villains' unfriendly mission.

### II. GAME CONTROLS

DIRECTIONKEYS:	Move the B-9 in the allowed 8 directions
START:	1. Start a game in the title screen 2. Pause & Resume a game during a game session
B-KEY:	Cause B-9 to fire
A-KEY:	Throw bomb to cause explosions

### III. GAMES DETAILS

There are 5 stages in this game. The B-9 Fighter will need to obtain weapon reinforcements by collecting the prize objects. These weapons will make B-9 perform better and have a greater chance to complete its job.

At the title screen, press START key to start a game. Use the direction keys to manoeuvre B-9, avoiding enemy fires and any collisions with the enemy fighters. If you are under a very dangerous situation, then press the A-KEY will bomb your opponent fighters into ashes. You are given 5 bombs initially, this information is displayed on the top right hand side of the status line. The status line also shows the number of B-9 fighters left and the current score. Under normal conditions, all you need is to press the B-KEY to fire, this is enough to destroy most of your enemies. The game is over when no more B-9 Fighter is left. You can then decide to continue the game by pressing any key within the 9-second countdown in the game over screen.

### IV. PRIZE OBJECTS

There are 5 prize objects. They have the following characteristics:

1. M object: By collecting this object, the B-9 will fire out short bursts of bullets.
2. L object: By collecting this object, the B-9 will fire out tubular type of laser beams.
3. Empowered object: By collecting this object, the B-9 can radiate out more lines of fire shots in a larger angle. When the B-9 is already equipped with the most powerful rays of fire shots, then 5000 points will be added to the score when this is collected.
4. Wing object: By collecting this object, the B-9 will be equipped with a double-barrelled wings which can fire out more shots. If B-9 is already equipped with these wings, then 5000 points will be added to the score when this is collected.
5. B object: By collecting this object, the extra bomb will be added to B-9. The B-9 can have a maximum of 9 bombs. If it has the maximum number of bombs already, then 5000 points will be added to the score when this is collected.