

SUPERVISION

TASAC 2010

I. Game Introduction

In A.D. 2010, human beings are fighting against the TASAC Empire, one of alien bionic mutants clones. You a member of the Earth Defense Arms and is encountering a tough war. Your mission is to destroy TASAC and save Earth. If you fail, human beings will be slaved under the TASAC terrorism.

II. Game Description

When the power is turned on, the SUPERVISION logo is displayed. Then comes the game title screen. In the title screen you are allowed to select a particular stage to start off a new game. To do this, use the UP or DOWN key to move the pointer (STAR) to the STAGE row and use the LEFT or RIGHT key to select the stage number you want to enter for the game. LEFT decrease the stage number by 1 and RIGHT increases the stage number by 1. There are only 10 allowed stages, numbered 0 to 9. Having decided on the stage number to enter a new game, you should move the STAR pointer to the START row and press START to begin the selected game. After having pressed the START button to begin a game, a status screen will give information on the stage number and the number of fighters. Then the actual game starts, your objective is to destroy the Enemy Stage Base in each stage. Use the direction keys to move your fighter and pressing the A-key to fire. Each Base is well protected by numerous number of fighter cruisers and it becomes more difficult to approach the Bases at higher stages.

Initially, you are given 9 fighters to complete your mission. During the game, you may collect 4 types of Supply Ships which can be distinguished by a letter (L, F, P and S) on their main body. These ships will enable you to fight with more energy and power. You must be warned that the higher the stages, the more difficult it is to destroy the Stage Base since the enemies become more powerful and have more destructive weapons. After you have destroyed the Base in the current stage, you will enter the next stage. However, you will get one more fighter life for every 5000 points you scored. If you are destroyed by the enemy, then one fighter life is lost. When no more fighter lives are left, then the game is over and a record screen showing details of your performance will be displayed. The record screen will also be shown temporarily when you are hit.

III. Supply Ship Function

The 4 Supply Ships have the following characteristics. These features become be effective once the corresponding ship is collected.

- L Supply Ship : Change weapons
- F Supply Ship : Change weapons
- P Supply Ship : Increase firing power
- S Supply Ship : Increase mobility

IV. Game Score

There are eight different type of enemies in this game. The record screen gives the following information: the stage number, a listing of the number of enemy fights destroyed by type, the points awarded for each enemy type and the total score obtained so far.

- ENEMY TYPE I : 10 points
- ENEMY TYPE II : 5 points
- ENEMY TYPE III : 10 points
- ENEMY TYPE IV : 10 points
- ENEMY TYPE V : 10 points
- ENEMY TYPE VI : 5 points
- ENEMY TYPE VII : 10 points
- ENEMY TYPE VIII : 5 points

V. Game Controls

- | | |
|-------|--|
| UP | 1. Select the STAGE option in the STAGE/START option of the title screen |
| | 2. Move your fighter upwards |
| DOWN | 1. Select the START option in the STAGE/START option of the title screen |
| | 2. Move your fighter downwards |
| RIGHT | 1. Increase the Stage number when the STAGE option is chosen in the title screen |
| | 2. Move your fighter rightwards |
| LEFT | 1. Decrease the Stage number when the STAGE option is chosen in the title screen |
| | 2. Move your fighter leftwards |
| A-KEY | Cause fighter to fire |
| START | Start / Pause or Resume a game |

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TASAC 2010 說明書

(壹) 前言：

公元2010年，龐大宇宙帝國，以大批武器侵略地球，與地球防衛軍展開一場大戰。JOHNSON 為防衛軍一員，在一次戰役裏，喪失所有弟兄，爲了維護“地球防衛軍”光榮傳統，於是他決定獨闖敵陣，誓死達成任務。

(貳) 操作規則：

- (一) 玩者操縱向上射擊之自機攻擊敵機，並向帝國攻擊性戰機挑戰，直到消滅敵方前進基地爲止。
- (二) 玩者須不斷攔截敵方補給艦，以求得經驗值提升自身等級。
- (三) START 鍵——>：遊戲開始和暫停。
- (四) SELECT 鍵——>：選擇關數(STAGE)。
- (五) A 鍵——>：發射子彈。
- (六) UP 鍵——>：主角太空船上下左右移動控制。
DOWN 鍵——>：主角太空船上下左右移動控制。
LEFT 鍵——>：主角太空船上下左右移動控制。
RIGHT 鍵——>：主角太空船上下左右移動控制。

(參) 補給艦功能解說：

- (一) L 補給艦 更換太空船武器種類。
- (二) P 補給艦 增加太空船子彈破壞力。
- (三) F 補給艦 更換太空船武器種類。
- (四) S 補給艦 增加太空船活動力。

(肆) 其它功能解說：分數每超過5000分，自動加壹飛機。

(伍) 敵人攻擊力解說：

A. 每一種敵機攜帶各種不同武器轟炸地球。

- (一) 第一種敵機攜帶炸彈，破壞力 1，屬最弱轟炸機。
- (二) 第二種敵機攜帶強力炸彈，破壞力 2。
- (三) 第三種敵機攜帶生化武器，破壞力 3。
- (四) 第四種敵機攜帶電子炸彈，破壞力 4。
- (五) 第五種敵機攜帶粒子彈，破壞力 5。
- (六) 第六種敵機攜帶細菌炸彈，破壞力 6。
- (七) 第七種敵機攜帶質子彈，破壞力 7。
- (八) 第八種敵機攜帶核子炸彈，破壞力 8。
- (九) 第九種敵機攜帶強力火燄彈，破壞力 9，屬最強轟炸機。

B. 帝國前進基地解說：前進基地會不定時向主角發射死光炮。

- (一) 第一種前進基地，攻擊力較差。
- (二) 第二種前進基地，攻擊力次之。
- (三) 第三種前進基地，攻擊力次之。
- (四) 第四種前進基地，攻擊力次之。
- (五) 第五種前進基地，攻擊力次之。
- (六) 第六種前進基地，攻擊力次之。
- (七) 第七種前進基地，攻擊力次之。
- (八) 第八種前進基地，攻擊力次之。
- (九) 第九種前進基地，攻擊力最強。