



System Requirement

This software requires MSX2 with 128KB VRAM or higher. Keyboard and Joypad connected to port-1 or 2 is available. You just have to make use of only trigger-A. Trigger B is also functional as same as trigger-A.

This program automatically distinguishes VSYNC by reading IDBYTE(002Bh) and adjusts its own speed. It may show an unexpected result if IDBYTE discards from VSYNC.

Story

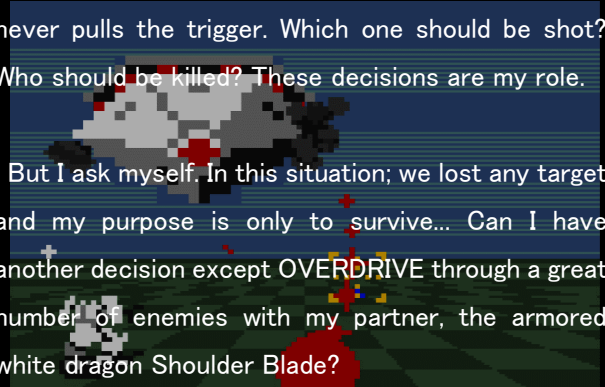
Now I'm in a fetal failure of an airborne operation.

The over-technology was suddenly brought from the unknown, we have been under the war since then. This early morning I got into the seat of my partner; a brand-new AI supported man-silhouette assault weapon, and joined to the almost daily airborne operation for surprise-attack to an enemy base. Unfortunately it might have been leaked. The low-level flight freighter was brought down by an unexpected interception. My huge iron suit saved my life. But it was just the beginning of tragedy. The crash landing point seems to be almost the center of an enemy battalion.

ALL I NEED IS YOUR DECISION.

She always says in cool machine voice. That is exactly a truth. Politics didn't give AI any authority to kill anybody. She is devoted to go forward to a strategic point and avoid any danger, however doesn't know staying nor retreating. Of course she never pulls the trigger. Which one should be shot? Who should be killed? These decisions are my role.

But I ask myself. In this situation; we lost any target and my purpose is only to survive... Can I have another decision except OVERDRIVE through a great number of enemies with my partner, the armored white dragon Shoulder Blade?



How to play

1. Use a joypad, or cursor keys and a space bar. Triggered device at starting a game will be your control one.
2. The white robot appearing from left side of the screen at a game start, is your boarding machine. Your primary purpose is surviving as long as possible, and shoot enemies down, especially the huge air fortress.
3. Your role is a gunner or commander; bringing the target marker on enemies, pulling the trigger at the best timing, and evoking emergency evasive actions in critical situations. Refer also to the next chapter; how to control Shoulder Blade.
4. The maneuver except emergency evasive actions is automatic. Even if you don't give any order to the machine, it keeps going forward, meandering, and avoiding most of bullets and objects. However you can't survive on only leaving these AI control.
5. Watch out two gauges at the bottom of the screen. The left blue one is protection shield. You will be destroyed if the gauge gets all red by enemies' attack. The right yellow one is thrust power. An evasive action costs a quarter of the gauge at each of evoke.
6. While releasing a trigger, these gauges are automatically recovered. Shield is primary done, Thrust is only recovered if shield is full. Therefore it is not the best way to keep holding a trigger all through the game.
7. Losing all of shield gauge means game is over. While surviving, the game is endless. The game consists of 8 areas. After breaking though 8th area, you will enter to the higher loop of the game; a little more difficult than the previous one.

How to control Shoulder Blade

Use 4 directions; left, right, up, and down, and a trigger.

1. Hold left or right, and the yellow target marker will move to the direction.

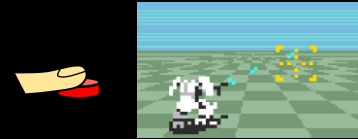


2. Push up, and your attack mode switches to anti-air. This mode is required for shooting enemies flying in the sky.



3. Push down, and your attack mode switches to be for the ground. This mode is required for shooting enemies casting its shadow on the ground.

4. While holding a trigger, your gun keep firing. The bullets fly to the target marker.



5. Double-tap left or right quickly, and the robot will make a dash to the direction. You can separate any danger to the opposite side. While dashing, you can't shoot any bullets.



6. Double-tap up or down quickly, and the robot will make a jump. You can avoid critical attacks, furthermore keep firing while the jump in the air.



Armory

Shoulder Blade

Power: **
Defense: ****
Speed: ***



The AI supported man-silhouette assault weapon a player rides on. Its nick name comes from force field generators mounted on each of shoulder.

MICV - Mechanized Infantry Combat Vehicle

Power: *
Defense: *
Speed: **



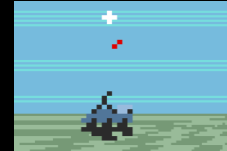
MBT — Main Battle Tank

Power: **
Defence: ***
Speed: *



MRLS - Multiple Launch Rocket System

Power: ***
Defense: *
Speed: *



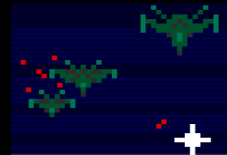
AH - Attack Helicopter

Power: ***
Defense: *
Speed: ***



MRCA - Multi Role Combat Aircraft

Power: ***
Defense: *
Speed: *****



UNKNOWN based on over-technology



Enemies' Bullets

Enemies use several types of bullets. You are required to choose tactics against each of them.

Strafe

Power: *

Severity: *

Equipped: MICV, AH, MRCA



Tank gun

Power: **

Severity: ***

Equipped: MBT

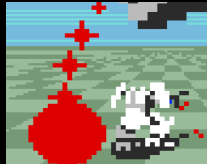


Homing beam

Power: *

Severity: **

Equipped: UNKNOWN



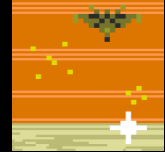
Guided Missile

CAUTION – Direct hit makes you die by one-shot.

Power: *****

Severity: *****

Equipped: MRLS, MRCA



Obstacles

They don't give you any attack, but artillery troops often hide behind there and launch guided missiles.

Bush

Doesn't make any contact.



Rock

Make you slip as a contact.



Barricade

Unbreakable.



Hits & Tips

1. Priority of actions

The first purpose is to survive. You should avoid enemies' attack and keep shield power rather than shoot them down. As the result you can get to higher area and score.

2. Risk of keeping a trigger

Shield and thrust gauge are recovered while releasing a trigger. Therefore you should not keep firing all the way, but ensure time for recovery.

3. Guided missile can be shot down

It's better to avoid a guided missile by jump or dash soon after warning. To save thrust, you can also shoot it down. Both anti-air and for-ground are available against it as long as the bullet hits it.



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