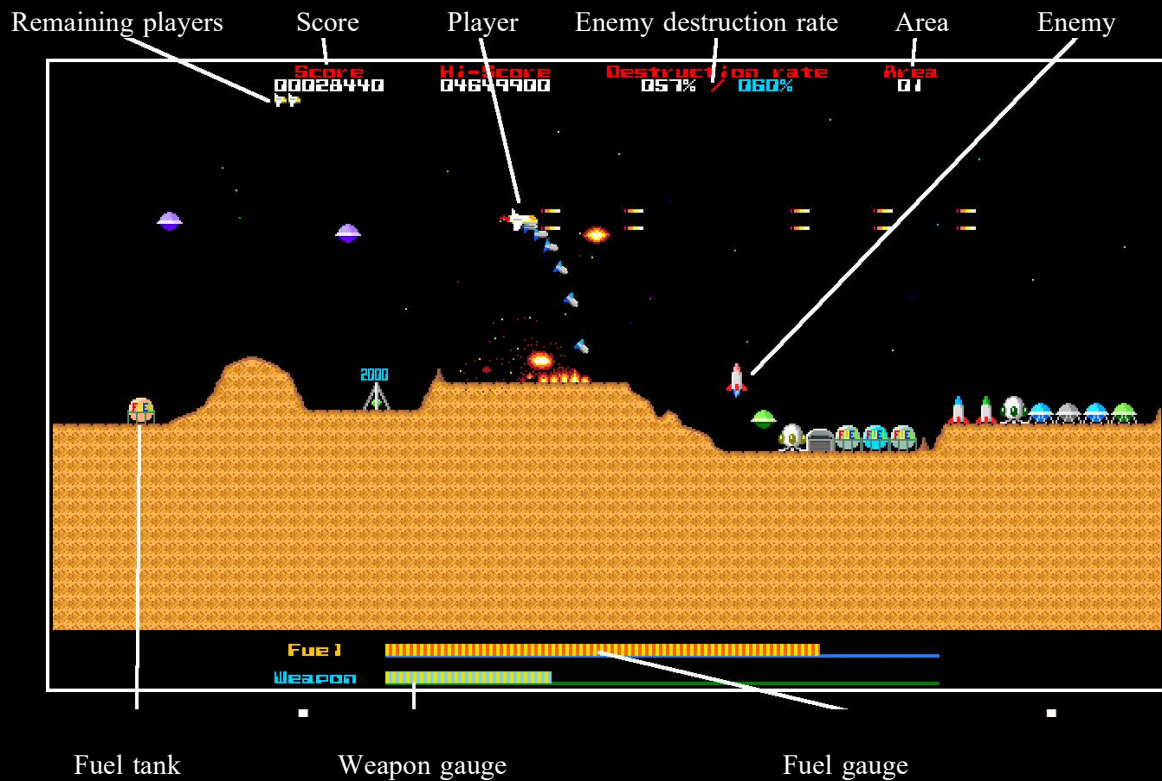


YOH-SHYU

1984

User's Manual














■ Game screen















■ How to play

- ① This game is for one person only.
- ② You can play with either keyboard or joystick.
- ③ You can select the difficulty level at the start of the game.
- ④ Operate the player and defeat the enemy.
The player's movement range is limited, so you cannot go to the right side of the screen.
- 8-way lever Player movement
- button1 (z) Bullet firing
- button2 (x) Change player movement speed (2 steps)
- ⑤ Fuel gauge will gradually decrease. It crashes when the fuel runs out.
You can recover the Fuel gauge by destroying the Fuel tank on the ground.
- ⑥ When the player stops firing, the Weapon gauge will increase.
- ⑦ When all Weapon gauges are filled, the player's bullets will power up.
- ⑧ Players make mistakes when they hit an enemy / bomb or terrain.
- ⑨ If there is no remaining lives, the game will be over.
- ⑩ Players increase by 200,000 points. After that, it increases by 200,000 points.
- ⑪ At the start of the area, the target value of the enemy destruction rate is displayed.
- ⑫ If the enemy destruction rate is below the target value at the end of the area, it will be a mistake.
- ⑬ There are a total of 11 areas. If you clear area 11, it will be an ending.
- ⑭ Button3 (c) can be used to pause the game.
- ⑮ Button4 (v) will bring up a menu screen during the game.
- ⑯ You can end the game with the Esc key.

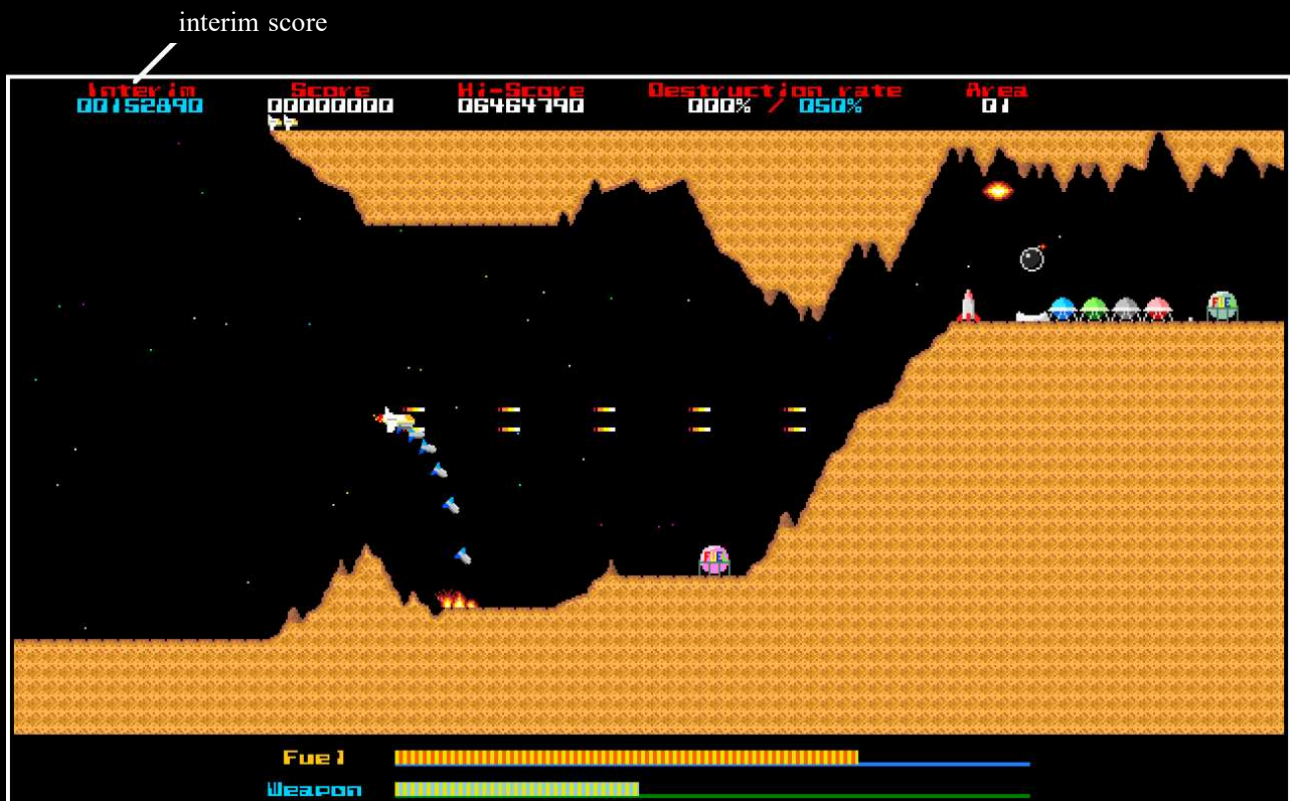
■ Character score table

	Name	Score	Explanation
	Fuel tank	500pts	Fuel gauge rises by destroying. Let's destroy it with priority.
	Tower	Appearance 2000pts After appearance ???pts	Buried in the ground. Indestructible. Even after the tower has appeared, the points will be added to the bullets. There is no hit judgment with the player.
	Missile	Before launch 300pts After launch (slow) 600pts After launch (fast) 800pts	The timing to fire is random. Score high when defeated after launch.
	UFO	Before flight 400pts After flight 800pts	The flight timing is random. The score is higher if you defeat after flying.
	Bomb launch apparatus	2500pts	Launch bombs into the sky at regular intervals. Very hard enemy but high score.
	Bomb	Timed expression 1000pts Other 500pts	Explosion affects a wide area.
	Building1 「Garage」	200pts	There is no attacking ability. However, let's destroy it because it affects the destruction rate.
	Building2 「House」	200pts	
	Meteorite	200pts	Be careful as it falls from the sky.
	missile (side)	300pts	Fly straight from the front. Be careful as it may come from behind.
	Flying object1 「Hexa」	300pts	Form a flight and fly straight.
	Flying object2 「Square」	300pts	Fly while drawing a curve.
	Flying object3 「Heli」	1000pts	Descends from the sky and stops once. Then leave with a bomb.

■ List of weapons

Lv1 Vulcan[front]	Lv2 Vulcan[front+rear]	Lv3 Vulcan[front+rear+slant]
		
Lv4 Laser[front]	Lv5 Laser[front+rear]	Lv6 Laser[front+rear+up]
		
Lv7 Wave(mini)[front]	Lv8 Wave(mini)[front+rear]	Lv9 Wave(mini)[front+rear+up]
		
Lv10 Wave(big)[front]	Lv11 Wave(big)[front+rear]	Lv12 Wave(big)[front+rear+up]
		

■ About the interim score display function



In ver. 12-16-2019, the display function of the interim score was added.
This is a function that displays the interim score of the high score.
The high score when the area is cleared in the corresponding area is displayed.
Please refer to when aiming for a high score.

The high score recorded before the upgrade does not include interim score information, so it is displayed as 0. Please note.

■ Road to high score

① Destroy the enemy

If the enemy's destruction rate increases, the bonus you can get when you clear the area increases.
Bonus is up to 50,000 points. Please actively destroy the enemy.

② Be sure to achieve the enemy destruction rate

If you achieve the target destruction rate in all 11 areas, you get 1 million bonuses.

③ Shoot the tower and earn a score

2000 points will be awarded if a tower buried in the ground appears.

If you hit a tower that appears, you can earn more points.

Keep hitting the tower if you can afford it.

④ Terrain and enemy placement are random

The terrain and enemy placement change from day to day.

⑤ There are few disadvantages even if you make a mistake

In this game, there is nothing bonus for the number of remaining players when you clear all.

Even if you make several mistakes, the possibility of a high score remains.

Please do not give up until the end.



「Yoko-Shyuu 198x」
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