



IBX

HUCAST.net
KONTECHS

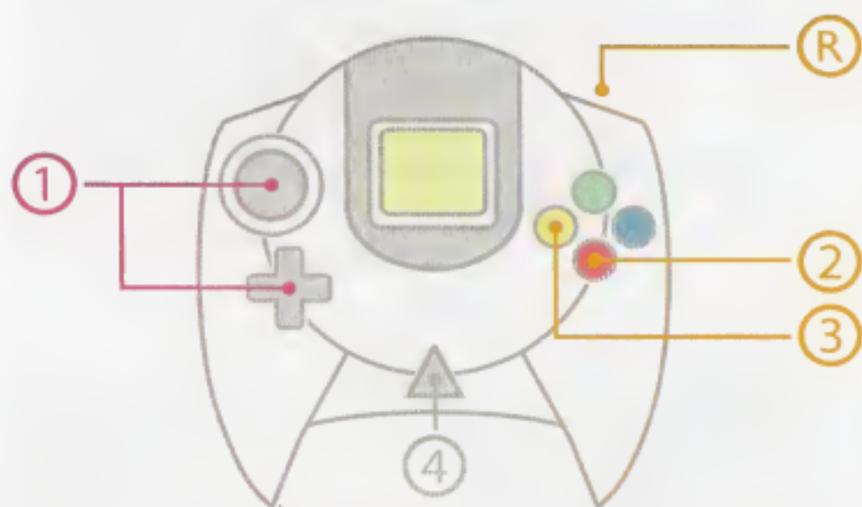
LIVES

SCORE



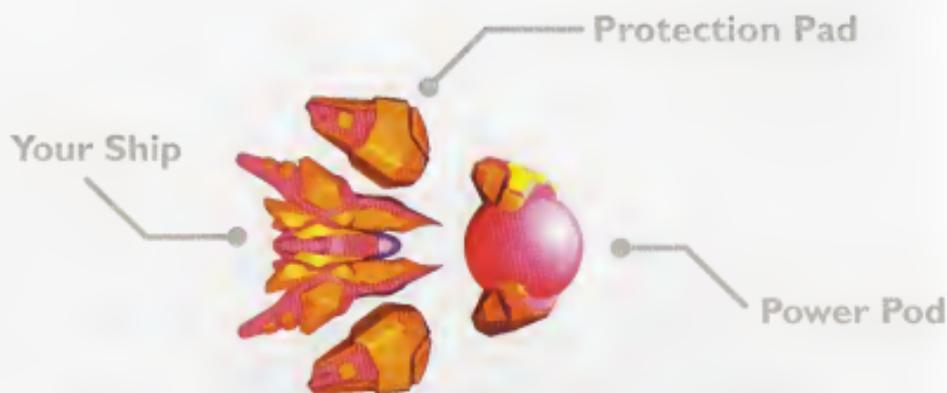
OBVIOUS ENERGY

BEAM GAUGE



- 1 Move your ship
- 2 Detach pod, press again to attach pod
- 3 Main shot, hold / let off for beam
- 4 Game Start

R Hyper Bullet Soaking



Hyper
Strong shot and
charge beam



Rockets
Air to Air



Bounce
Long bouncing
laser



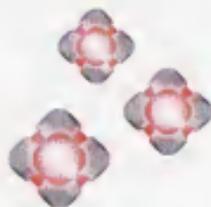
Bombs
Air to Ground



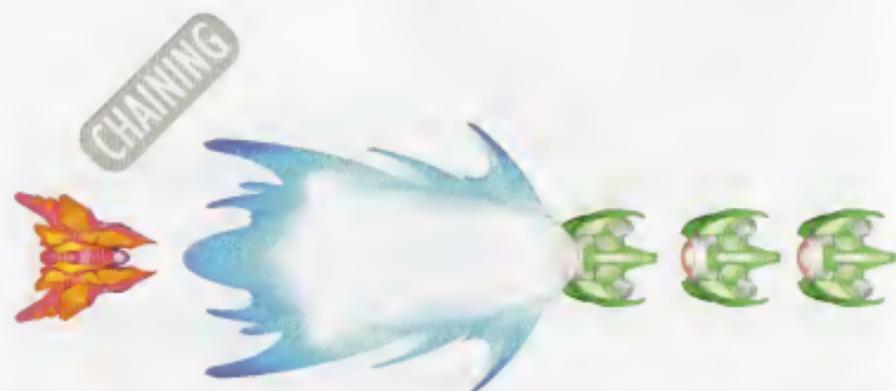
X-Ray
Cross lasers and
bouncing ability



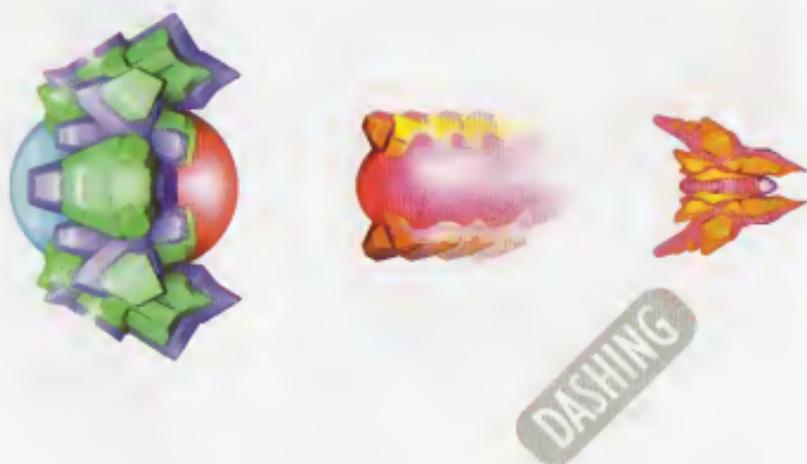
Power Upper
Contains Power Ups



Obvious Energy
Increases your Obvious Energy Bar
for being able to soak up enemy fire.



To chain enemies, you must hit a row of enemies within a short time frame to multiply your score. You can also chain bullets when you're taking them up with your pod.



You can dash your pod into enemies to eliminate them quickly from screen. Certain enemy types are defeatable in multiple ways such as Bully. This enemy just flies up and down and has its hitzone at its flip side. Now you can just snoot the Bully up at the behind it and shoot from there. The hitzone on its side is weird and gives you more score (10 Gals).

You can soak up bullets for increasing time. To activate Hyper-Soaking just press R, then your Obvious Energy bar decreases to the minimum while soaking up bullets. *Remember, the more bullets you soak the longer the hyper-soaking stays active.* Furthermore, you can collect Obvious Energy to keep this feature active.



During hyper-soaking enemy bullets *float* around you, so you can also use this feature as a bullet shield while playing for survival and/or scoring. Enemies themselves and their lasers can still defeat you.

STAGE 1

Entrance to Trance

Find the entrance to the space port captured by a Spiritual Spacer to begin this blazing space shooting adventure.



STAGE 2

An Waterfullfilled Cave

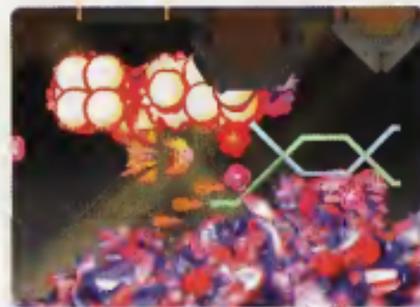
Dunk into a water fullfilled Cave. Be carefully - some of the enemies may want to be closer with you than you wish.



STAGE 3

Material Mine

In this mine the DUX material was found. Now find the way out to find the purple space zone.





STAGE 4 *Purple Spaces*

In between an epic space war, you have to escape the battle to head your way through Radiax's Den.



STAGE 5 *Radiax's Den*

Now you've reached the Den to contact Radiax. This creepy creature is dangerous, yet it has the ability to guide you to the obvious.



STAGE 6 *Obviously Obvious*

There's nothing known about this place, no human being could ever reach it before you.



Set the control method from horizontal to vertical and turn around your TV in 90° to play the game like a vertical scrolling shooter:



Be carefully when rotating your TV!



René Hellwig
Graphics and Game Design

Martin Konrad
Programming

Andre Neumann
Music and SFX

This product uses KallistiOS.

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DreamCast © SEGA Corporation

DUX © HUCAST.net



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KONTECHS

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