

# Uchūsen Gamma

The Emperor has died without a direct heir, and a military junta has taken over the Galactic Empire. Without the strong hand of the old order, the cyborgs of the Mions system have been ruthlessly raiding the Outer Worlds, leaving behind a trail of death and destruction.

The Empire has ignored the cry for help for too long. When everything seems lost, only one combat spaceship model GAMMA can stop the advance of the cyborgs and put the imminent war to a halt.

This game cartridge is designed to use with MSX computers with at least 16K of RAM. Be sure that your MSX computer is turned off when inserting and removing the cartridge.

## How to Play

In order to complete the game you must reach the end of each stage and destroy the final enemy: a Mion war machine. There are 5 stages.

The GAMMA includes one main weapon, controlled with your primary fire, and Nova bombs, triggered by the secondary fire (or M key if you are using cursors or a one button joystick).

The main weapon can be upgraded up to 8 times. Each upgrade provides an improved weapon, although their speed and power varies, so you may decide to stick with your favourite. When you lose a life, the weapon will be downgraded one level.

The Nova bomb is an intelligent energy weapon that will cause enough damage to destroy most enemies and all the bullets on screen. The GAMMA can store up to 9 bombs.

At the end of each stage, bonus points will be awarded for the number of enemies destroyed, the number of full chains (9 enemies destroyed in a row), and for not losing a life on that stage.

Every 50,000 points you will get an extra life.

## The chain power up system

The power ups appear when 9 enemies are destroyed in a row. If no enemy is destroyed after some time, the chain counter will reset.

Not all the enemy waves will have enough targets to complete a full chain so you may want to wait until there are enough enemies on screen before starting a chain. The longer the chain, the more points will be obtained per destroyed enemy.

## Controls

The game can be controlled with the keyboard cursor or a joystick. Select the control method on the menu screen by pressing space for cursor or the fire button for joystick.

Action	Joystick	Keyboard
Move left	←	Cursor left
Move right	→	Cursor right
Move up	↑	Cursor up
Move down	↓	Cursor down
Weapon	Fire 1	Space
Nova bomb	Fire 2 or M	M

Press fire or space to exit the intro.

Press 'STOP' to pause/resume the game.

Press ESC to end the game or exit the demo.

On the menu screen, press F1 to enter the jukebox where you can listen to the music of all 5 stages.

## Credits

- **Code, graphics and sound:** Juan J. Martínez
- **Testers:** Antxiko, José María Velo, Fran Loscos and Guindako.
- **Thanks to:** Santi Ontañón.

This game is powered by Arkos 2 Player by Targhan.

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