

incube **B** GAMES

GENESIS



DMG-901E-USA

INSTRUCTION BOOKLET

This game was developed with passion by an independent developer. It was thoroughly tested and approved by our team at Incube8 Games to ensure it meets or exceeds our standards of quality.

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HOW TO PLAY

GENESIS CONSISTS OF 4 ACTION PACKED LEVELS.

YOUR MISSION IS TO MAKE YOUR WAY TO THE END OF EACH LEVEL, WHILST SHOOTING DOWN ENEMIES AND AVOIDING BEING HIT BY ENEMY FIRE.

THROUGHOUT THE LEVEL YOU WILL FIND POWER-UPS, WHICH WILL CHANGE YOUR WEAPON TYPE AND GIVE YOU AN ADVANTAGE IN CERTAIN SITUATIONS (MORE INFO ON POWER-UPS ON PAGE 5).

AT THE END OF EACH LEVEL YOU WILL COME FACE TO FACE WITH A BOSS, WHO YOU MUST DEFEAT TO CONTINUE YOUR MISSION.

* YOUR HIGH SCORE WILL BE SAVED UPON DEATH OR AT THE END OF THE GAME.

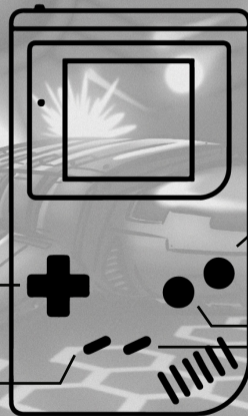
CONTROLS

CONTROL PAD:

MOVES THE SHIP
IN 8 DIRECTIONS

SELECT BUTTON:

(HOLD TO RESET
HIGH SCORE DURING
INCUBEB INTRO)



A BUTTON: FIRE
(KEEP HELD DOWN
FOR AUTO-FIRE)

B BUTTON:
NUKE RELEASE

START BUTTON:
START GAME/PAUSE

SCREEN LAYOUT



SHIELD ENERGY

WEAPON ENERGY

TOTAL SCORE

POWER-UPS



DOUBLE SHOTS : HIGH FREQUENCY BUT LOW DAMAGE



TRIPLE SHOTS : WIDE RANGE, ESPECIALLY GOOD AGAINST WEAK ENEMIES



FUSION SHOTS : VERY HIGH DAMAGE, BUT LOW FREQUENCY; BEST AGAINST BOSSES



SHIELD : RESTORES SOME LOST SHIELD ENERGY



NUKE : CAUSES A NUCLEAR EXPLOSION THAT KILLS ALL ENEMIES ON SCREEN

ENEMIES



FORCEPS

WEAKLY ARMoured UNIT THAT FLIES IN A SLIGHT ARC.



PONTEM

WEAK UNIT THAT MOVES TO CENTER SCREEN BEFORE CHANGING DIRECTION.



DISCUS

THESE MOVE TO CENTERSCREEN THEN SPLIT LEFT AND RIGHT ALTERNATELY.



PAPILION

MEDIUM ARMoured OPPONENT THAT FIRES MISSILES.



OBSTRUCT

HEAVILY ARMoured SHIP THAT WILL PAUSE TO FIRE THREE MISSILES.



QUADRON

HEAVILY ARMoured ENEMY THAT MUST PAUSE TO FIRE A MISSILE.



OCULUS

WEAK UNITS THAT MOVE IN A SINE CURVE.



VOLANT

SMALL SHIP THAT APPEARS FROM ALTERNATING SIDES, AND MOVES IN A STRAIGHT LINE.



APES

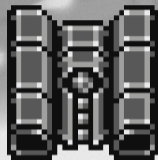
AN OPPONENT THAT APPEARS IN GROUPS FROM OPPOSITE SIDES, FIRING MISSILES.



SPHERA

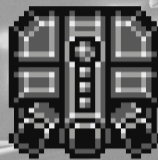
MEDIUM ARMOUR UNIT THAT FIRES TWO MISSILES.

BOSSSES



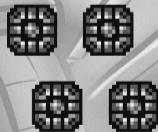
COPTRON

LARGE SHIP THAT MOVES LEFT AND RIGHT, FIRING DOUBLE SHOTS.



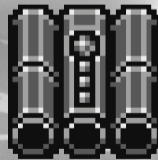
LUCUSTRA

HEAVILY ARMoured UNIT THAT FIRES TRIPLE SHOTS.




QUAGIMUS

FOUR STRONG OPPONENTS MOVING SIDWAYS AND RANDOMLY FIRING MISSILES.



TRICULAT

LARGE ENEMY THAT MOVES LEFT AND RIGHT FIRING AT A HIGH FREQUENCY.



CREDITS

MUSIC, SPRITES, AND PROGRAMMING BY ANDREAS WINHARD

COVER ART BY LUCAN

PRESENTED BY SPACEBOT INTERACTIVE

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