

/////-----[[Section 2: Some Basics]]-----\|\|\|

Exerion is pretty unique. The whole thing has a floaty feeling. You never leave the screen, just fly around it. It's kind of like Space Harrier mixed with Galaga... The ground perspective reminds me of the ground of the latter and the enemy behaviour is reminiscent of the former.

Steering your ship may be kind of awkward at first. The reason being that your ship has some momentum. Obviously, in waves of enemies, you'll want to swing your craft across the front of them so that the momentum, although slight, doesn't carry you into oblivion.

You do have two modes of fire in Exerion - one that uses ammo and another that doesn't. The unlimited ammo gun fires two bullets straight forward. Sounds pretty nice, right? Well, it's a pretty slow weapon. In really big waves of enemies, using the double shot will lead to much more dodging.

Your other mode of fire is a rapid fire, single filed shot. While you will kill many more enemies using it - you should save it for tricky situations. The gun uses ammo, which is charged by the enemies you kill. So if you want sufficient ammo, you'll need to rely on the double shot for much of your play time.

It's rather nice how everything comes back to the enemies.

/////-----[[Section 3: Level Enemies]]-----\|\|\|

Exerion usually has about 2 indigenous species per level. As you progress through a level, the waves of enemies become more ferocious and persistent. When you see the three-headed dragon, the level is about to change. The change is relatively seamless, you go right into the next stage.

There are 4 stage types:

Barren: Canyon like area, barren with scattered rock formations.

Cloudy: Above the clouds.

Pink City: Scroll over a large city.

Head and Pyramids: Alternating rows of pyramids and Easter Island Heads. (The Gradius Moai would be most pleased)

Every fifth stage is a Bonus stage where your rapid fire is infinite and you gain charge for it by killing the fast moving enemies.

Enemy waves will eventually pass past the bottom of the screen.

*Loop:

Level 1: Barren Canyon Area

- X ships

- Triangle ships

- Three-headed Dragon

Level 2: Clouded area

-Winged beasts

-Big winged beasts

-Three-headed Dragon

Level 3: Pink city

-Saucer

-Blades

-Three-headed Dragon

Level 4: Heads and Pyramids

-Big winged beast 2

-Winged beast 2

-Three-headed Dragon

Level 5: Bonus Rapid Stage

-Triangle ships (rapid)

-Bulbous pink creature

Level 6: Barren Canyon Area

-Blades 2

-Triangle ships

-Three-headed Dragon

Level 7: Clouded area

-Winged beasts 3

-Big winged beasts

-Three-headed Dragon

Level 8: Pink city

-Triangle ships 2

-Blades 3

-Three-headed Dragon

Level 9: Heads and Pyramids

-Big winged beasts 2

-Winged beasts 2

-Three-headed Dragon 2

Level 10: Bonus Rapid Stage

-Triangle ships (rapid)

-Bulbous pink creature

//game loops, though X-ships start out more aggressive.

/////-----[[Section 4: The Enemies]]------\\

The enemies aren't called by their official names-
due to the lack of that material, I have just given them
appropriate handles.

Enemies have the ability to wrap around the stage - going
of the right and reappearing on the left. You can't, so
play safe.

*Big winged beasts

*Straight bullet

You won't get too many of these guys on the screen at once,

but that doesn't matter. These guys can take a beating - three hits. They're large so they provide a difficult obstacle if they desire to ram you, and they do have more backwards ability than their little cousins, by virtue of the larger wings I suppose. You'll want to consider rapid fire.

*Big winged beasts 2

*Missiles

Well, the stamina remains the same as your last variety, but the shot is greatly upgraded. Easily the most difficult enemy in the game, they can make escaping death pretty hard. Definitely use rapid fire here - you'll want to take them -and their missiles- down as quickly as possible.

*Blades

These spinning rotors will chase you down with great fervour. Their turn radius is very tight, but they seem to travel in small loops. They're fairly quick so be ready for a pursuit.

*Blades 2

*Straight bullet

Just like Blades except they can now shoot. They're You should be able to swing your double shot here, but I do suggest your rapid fire if they're too much. they often appear in two lines, take out one and then dodge around the second. Loop it around you and to get a good shot, but watch out for its shots.

*Blades 3

*Floaty bullet

Just like blades 2. Take out one row then loop the other around. Be careful as their bullets will remain on screen for a bit of time. You may want to consider rapid fire, but I don't really recommend it. Patience and the double shot should work just fine.

*Bulbous pink creature

*cannot harm you

Cool name, I know. These guys are only in the bonus levels and are basically the fastest enemies. Use rapid fire.

*Saucers

*Floaty bullet

These classic, UFOish enemies are very chaotic. They tend to spread over the screen, wrapping the stage via the sides and spreading their shots out. They can get pretty hectic.

*Three-headed dragon

Thinking about Godzilla yet? Well, these guys aren't as threatening as the three-headed Ghidrah of the Godzilla movies, but instead provides a nice bonus (1000 points) if killed and basically means that the level will soon switch. The only way the dragon can kill you is if it rams you, it could surprise you from the side of the screen, or be an obstacle you hit while trying to dodge a pursuing wave of enemies.

*Three-headed dragon 2

*Missiles

This version of the dragon just flies on screen and launches a few missiles. It's only difficult if there's a significant amount of danger on screen already. It does seem to launch multiple at once though, so do a fly-by on it and maybe use rapid fire.

*Triangle ships

These fly straight towards you, usually 4 in one row. They aren't very threatening, though can provide a pain if you're coralled into them by another enemy.

*Triangle ships (rapid)

*cannot harm you

A fast version of the triangle ship that appears in the bonus round only. Use your rapid fire.

*Triangle ships 2

*floaty bullet

These green triangles 'snake' along the screen, going in a sinusoid while firing their bullets. Since you'll usually have two snakes at once they can get difficult, but just concentrate on taking one down at a time. The bullets aren't fast, but there can be a pincer situation between you, the ships, and the bullets.

*Winged beasts

*Straight bullet

Winged creatures that often attack in large groups. They behave in a definite gliding-type way. They'll drop in position the screen in small intervals and seem to have trouble pulling back to get at your ship. If you get ahead of these guys, you're basically in the clear until the next wave.

*Winged beasts 2

*Missiles

Ouch! These guys carry the same ammo upgrades as their bigger relatives but instead of being tanks, they travel in bigger groups. If they get close use rapid fire.

*Winged beasts

*Straight bullet

Exactly like winged beasts except they're yellow. Use the same strategy and you should be fine. Due to lateness in the game, the swarms will be fairly big. Consider the rapid fire.

*X ships

*Straight Bullet

X ships are the first enemy you'll come in contact with. They aren't super aggressive, but they'll dog you while they can remain on screen. They will fire shots at you and loop back at you before disappearing off screen.

/////-----[[Section 5: Enemy Ammo]]-----\\

There's three types of ammo in the game besides the bulk of the enemies themselves. Each one has it's disadvantages and advantages, but they're all terminal to you.

*Straight Bullet

This is a quick shot forward, similar to your type of ammunition. The shot can be easily dodged given

enough room, but can be deadly when unleashed by swarms.

Advantage: Quick shot

Disadvantage: Small

*Floaty Bullet

These round bullets that stay on the screen for a prolonged period. They move, but their movement is rather slow. Of course, a shot like this is easy to dodge, but what about when you're chased by multiple enemies while these meander around the screen?

Advantage: Lingers

Disadvantage: their slow movement also makes them more apparent and easy to dodge.

*Missiles

These are the most dangerous form of enemy ammo. Missiles are pretty cool - the enemy will fire it forward. The missile will eventually loop backwards, boomerang style. If that's not enough, the projectile will then come back down again and go off the screen. So how do you deal with such a nasty weapon? You shoot it.

Advantage: Big, loops back and forth

Disadvantage: Can be destroyed with your weapons

//////-----[[Section 6: Credits]]------\\\\\\\

Jaleco, you made a great game that provides a unique taste for those times when you just want to play something fun.

Thanks a lot!

If I missed anything or made a mistake, please contact me.
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