THANK YOU
YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THE QUALITY HUDSON SOFT PRODUCT

Thank you for selecting KEXYX™. In order to assure your full enjoyment of this game, we recommend that you read this manual carefully and follow its instructions and suggestions.

WARNING

- Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
- Avoid soiling the connector terminals by handling or spilling liquids. Soiled connection can cause system break down.
- Do not clean this device with alcohol, thinner, benzine or other volatile substances.
- Always turn the power off before inserting or removing the cassette from the main system.
- We recommended that you play this game at distance from the television screen.
- When engaged in prolonged bouts of game playing, we recommend that you rest for 10 or 20 minutes every two hours in order to avoid strain in your vision and general health.
In the year 2777, the earth existed in a totally different atmosphere. Due to nuclear war and natural disasters, the population decreased dramatically and only five small islands existed on the surface of the earth. Those five islands formed a nation and for hundreds of years people lived peacefully. The new nation is called XEXY2. At XEXY2, aside from human beings, there exist fairies and spirits who lived under the ruling of King Xexu Star. But one day, XEXY2 was attacked by the mechanic fortress, GORUDA, from outer space. XEXY2 did not have many weapons to fight back and was forced to surrender. GORUDA built mechanic castles on each island, captured a queen from each island and confined them. King Xexu Star was murdered and his only daughter, Maria Star, has been missing since then. Battle-soldier Apollo could not endure the cruel treatment of GORUDA any longer. So he put on his space battle suit and challenged the mechanic beasts' empire.

GAME MODE: This game consists of two different playing modes. They are ACTION MODE and SHOOTING MODE. Both of them will alternate as the game progresses.

- "UP" and "A" button to jump higher
- "UP" to enter doors and entrances
- Jump
- Shoot
- Start the game or pause the game
- Move the cursor
- Proceed with conversation
- Pause the conversation
- Select
**TITLE SCREEN**

Use SELECT button to choose START or CONTINUE.

- **START** Start the game from the beginning.
- **CONTINUE** Input the password to start the game from where you ended.

**GAME OVER SCREEN**

When you lose all the players and the game is over, this screen will appear.

- **CONTINUE** Game will start from the beginning of the area you have just ended the game at. The score will be stored to “0” and half of 1 ball will be taken away.

**END**

When END is selected, the password will be displayed on the screen. Be sure to write them down.

**PASSWORD SCREEN**

Input the password as explained below. Move the cursor in the box to choose a number or a letter and press “A” to input. When a wrong number or letter is input, use “B” button to move the cursor back to where you want to make a change and re-input. Press START after completing the password to start the game. When CONTINUE is selected after the game is over, you will be able to continue the game but you will lose the items you possessed. However, by using the password to continue the game, the items will remain the same as when the game ended.
ITEMS IN ACTION MODE

1. Energy Ball: Equivalent to money.
2. Life Ball: Recovers life level by one mark.
3. Energy Box: Box of five L Balls.
4. Life Box: Box of four L Balls.
5. FORCE STAR: Works as a key to get into the mechanic castle. It can be found somewhere on the islands.

ITEMS IN SHOOTING MODE

1. Power Capsule: Will strengthen the attacking force.
2. Speed Capsule: Will strengthen the mobility.

(1) SCORE BOARD — 1 up for every 50,000 points
(2) Number of FORCE STARS collected
(3) LIFE GAUGE — Whenever Apollo’s level is upgraded, 4 additional levels will be added.
(4) Number of L balls collected (Max. 99)
(5) MESSAGE ROOM
(6) AIR WELL
(7) EXIT
POWER UP ITEMS

**HAND BEAM**
Use "B" button to shoot. + "B" to shoot upward. Power up makes it shoot in longer range.

**4SB BALL**
Use "B" button to shoot. It will bounce off any objects at 45" angle. Power up makes 4SB BALL to travel faster.

**LASER**
Use "B", button to shoot. Keep pressing the "B" down to shoot the LASER continuously. Power up makes double LASER.

**FOOT WING**
You can jump high by using "A" and keep pressing "A" to walk on the air. Lose effect if hit by enemy 3 times.

**WAVE BALL**
Use "B" to shoot. WAVE BALL will go through walls and objects. Power-up makes it shoot double WAVE BALL.

**MIRROR**
Add other self at Apollo on top of him to boost the attacking force. Lose effect if hit by enemy 5 times.

**MOON BALL**
Use "B" to shoot. Power-up will add extra moon which works as a shield. + "B" makes Apollo to whip.

**TYphoon**
TYphoon will make Apollo's body to turn into a tornado and become invincible for 9 seconds.
<table>
<thead>
<tr>
<th>CYBORG RIDERS</th>
<th>MOBILE ARMORS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FOUND AT THE HANGAR</strong></td>
<td><strong>OF THE MECHANIC CASTLE</strong></td>
</tr>
<tr>
<td>VARDEX</td>
<td>DEEXEX</td>
</tr>
<tr>
<td>GARDEX</td>
<td>JENNEX</td>
</tr>
<tr>
<td><strong>GIVEN BY</strong></td>
<td><strong>QUEENS</strong></td>
</tr>
<tr>
<td>ZOBOX</td>
<td>SHRIEX</td>
</tr>
<tr>
<td>DOORAX</td>
<td>CADKEX</td>
</tr>
<tr>
<td>DOLFIX</td>
<td>XEXEX</td>
</tr>
</tbody>
</table>