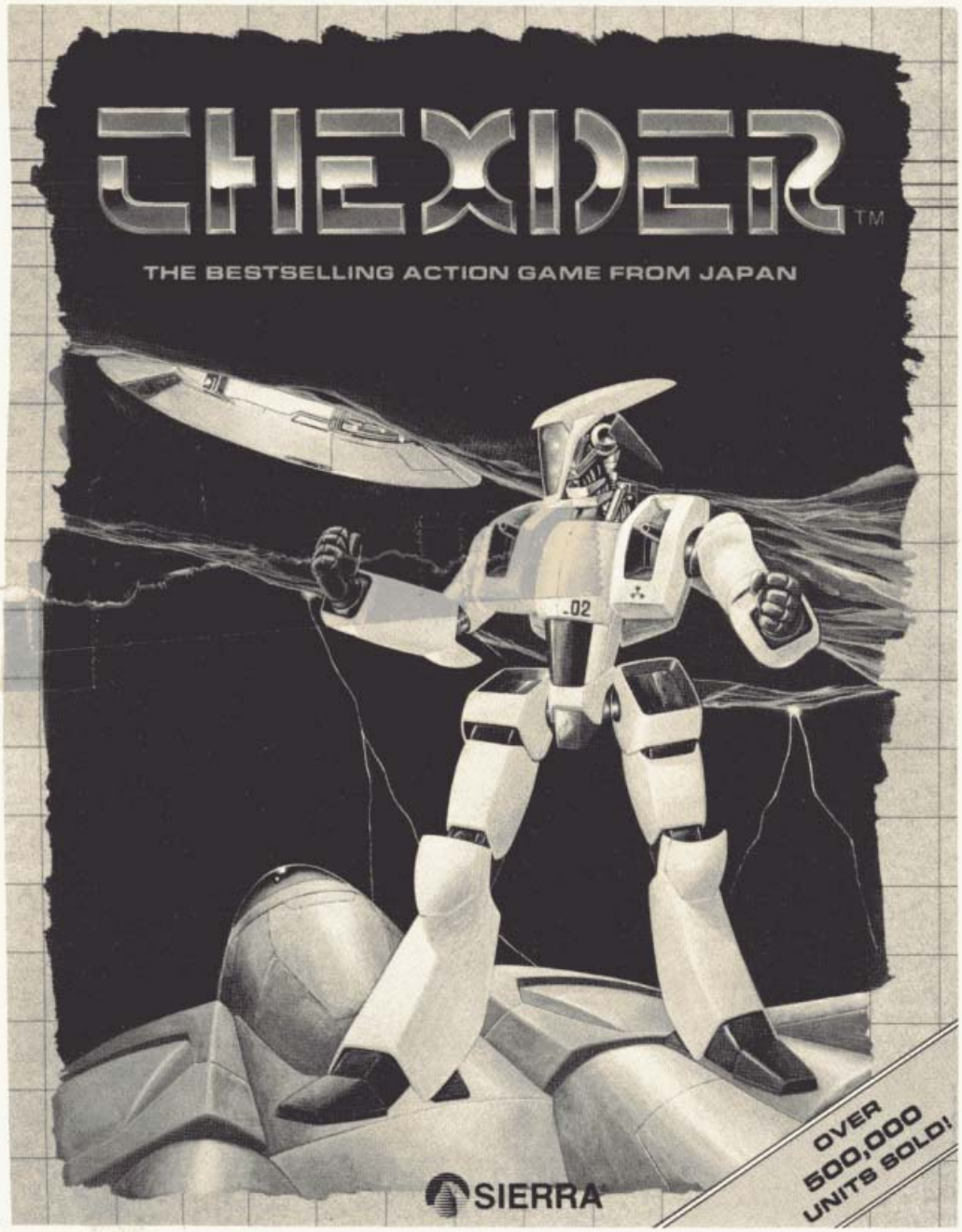


INSTRUCTION SHEET AND WALK-THROUGH MAP

LOADING INSTRUCTIONS

1. **Getting Started.**
   Insert the Thexder program disk into any drive and turn on your computer. If your disk drive is the designated start-up device, the program loads automatically. (To change your start-up device, refer to your Apple IIGS owner's manual.)

   To play Thexder when the computer is turned on, insert the program disk into the disk drive and press CTRL/OPEN APPLE/RESET simultaneously, releasing the Reset key first. The program will automatically load.

2. **Making back-ups of your original.**
   Before you do anything else, make a copy of your master Thexder disk to use as your game disk. Store the original in a safe place. If you're not sure how to copy disks, see your Apple IIGS owner's manual.

3. **Hard disk installation.**
   1. Boot system.
   2. Run Desktop.
   3. Open the hard disk (by double-clicking hard disk icon).
   4. Choose **New Folder** from the File Menu, and name the **New Folder.**
   5. Insert Thexder disk into your disk drive.
   6. Open Thexder disk by double-clicking on its icon.
   7. Drag the Thexder game icon and the Data Folder onto the **New Folder** just created on the hard disk.

4. **Running Thexder on hard disk.**
   Double click on the Thexder game icon installed on the hard disk. Press Return to start the game.

5. **Accessing the control panel.**
   While running Thexder you may access the control panel by pressing CTRL/OPEN APPLE/ESC. The control panel will allow you to adjust features such as sound, keyboard buffering, etc.

HOW TO PLAY

When the game opens, you are the pilot of a Thexder Super Assault Vehicle. You have been locked into the facility with no means of escape. You are currently in the Thexder Robot mode and your only direction of travel is to the right. There are 16 different worlds to explore. The Challenge: How far can you go?

YOUR MISSION

To survive all 16 levels and disable the central computer, which creates the monstrosities which dwell in this forbidden world.

THE FORBIDDEN WORLD

Here lies a land shrouded in mystery, with 16 different regions to explore. From underground caverns to vast cargo holds, you will constantly encounter strange and dangerous beings and bone-chilling environments. Beware! Danger lurks around every corner!

THE STATUS SCREEN

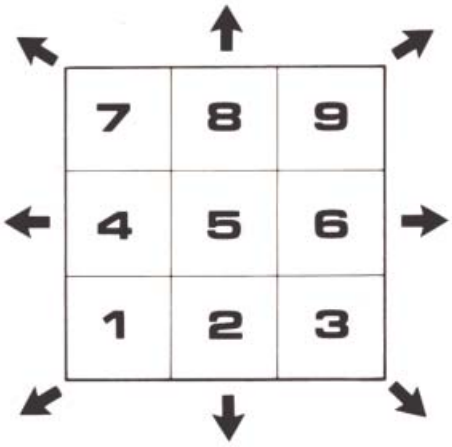
The status screen on your computer is the only tool you have available to keep track of your energy level, the level of the world you occupy, and your score. Learn to use this information wisely. It will help you determine when to fight, and when to flee.

THEXDER, SUPER ASSAULT VEHICLE

Thexder is a hyper dual-armor Robot-Jet transformer. Armed with heat-seeking lasers and touch-controlled flight mechanisms, Thexder is the ultimate fighting machine! There is only one Thexder in existence, and you are the proud pilot at its control. Be careful. If disaster falls upon your vehicle, there will be no replacements, and your mission will be terminated.

SCORE

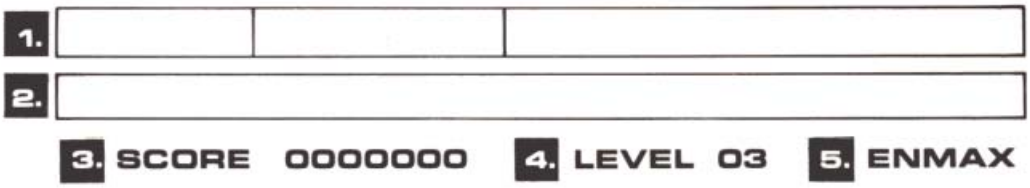
Your score will increase with each creature you destroy, depending on the type of creature. You do not get extra points for completing a level, but you do get an increase in your enmax and energy points (depending on whether you used your shield). See below.



TO FIRE: Press the Apple key. Hold down the Apple key for continuous fire.
TO ACTIVATE SHIELD: Press the Option key.
TO PAUSE GAME: Press the ESC key. Press ESC again to return to action.
TO QUIT GAME: Press the Q key.
TO BYPASS OPENING SCREEN: Press the Return key.
TO TRANSFORM INTO JET: Press any of the down arrow keys (1, 2 or 3).
TO TRANSFORM INTO ROBOT: Make contact with the ground OR press the arrow key opposite the direction you are flying (when you are flying horizontally).
TO TOGGLE MUSIC: Press the M key.
TO TOGGLE SOUND: Press the S key.

CONTINUE MODE
TO CONTINUE FROM LAST LEVEL COMPLETED: Press the L key. This special feature allows you to continue from whichever level you last completed. This key can be pressed at any time during play.

TO CONTINUE FROM HIGHEST LEVEL COMPLETED: Press the H key. This special feature allows you to continue from the highest level ever completed while playing Thexder. This key can be pressed at any time during play.



THE CONTROL PANEL

1. **ENERGY BAR:** Displays the level of remaining energy. The three indicator colors represent Thexder's current condition. Green = good, Yellow = serious, Red = critical.
2. **SHIELD BAR:** Displayed when shield is on. Shows the amount of shield protection remaining before shut down.
3. **SCORE:** Displays your current score.
4. **LEVEL:** Displays the current level of the facility you occupy.
5. **ENMAX:** Energy maximum. Registers the total possible energy points that are available to Thexder.

NOTES: Since the introduction of the Apple IIGS several versions of the System Disk have been released. It is recommended that Thexder be run with System 2.0 or newer.
Make sure your system has ROM 2.0 (B). If your system has ROM 1.0 (A) you can exchange it for 2.0 (B) at your Apple dealer (contact dealer for details).

Keyboard buffering. There is a feature in the options section of the control panel that allows you to turn keyboard buffering on or off. It is recommended that keyboard buffering be turned off when you play Thexder. Difficulties may arise if the buffer is left on.

ENERGY INCREASES:

1. When you destroy certain creatures. How many energy-releasing creatures can YOU discover?
2. When you complete a level without using your shield (energy increases by 100 points [up to enmax]).

ENERGY DECREASES:

1. When you make contact with any of the enemy creatures (except when your shield is activated).
2. When you make contact with any hazard areas (lava pits, acid lakes, etc.).
3. When you fire your lasers. Energy loss = 2 points for every 30 shots taken.
4. When you lock on shields. Energy loss = 10 points for each use of the shield.

ENMAX INCREASES:

1. When you destroy certain enemy creatures. How many enmax-bearing creatures can YOU discover?
2. When you finish each level.
   Level completed = 10 enmax points.
   Level completed without using shields = additional 20 enmax points.

Enmax never decreases. Maximum enmax allowed in the game = 500 points.

ADDITIONAL TIPS:

1. Map each world. Trace down the various mazes as you travel through each level. Take note of the booby traps and hidden creatures. Follow the most accessible and least dangerous path to the next exit.
2. Try to build up your enmax capacity whenever possible. Find the creatures that will boost enmax. Refrain from using your shields for additional enmax bonuses! See **ENMAX INCREASES.**
3. Shields can become an effective weapon, as enemy creatures are destroyed when they make contact with your shield. Beginners may want to use the shields extensively. However, an advanced player should choose not to use the shield (on early levels), as bonus energy is rewarded if you survive a level without activating the shield.
4. Don't shoot at everything. Avoid the creatures which provide no energy or enmax increases. Only eliminate the creatures that will benefit Thexder.

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THEXDER

THE BESTSELLING ACTION GAME FROM JAPAN



YUGAZOGY



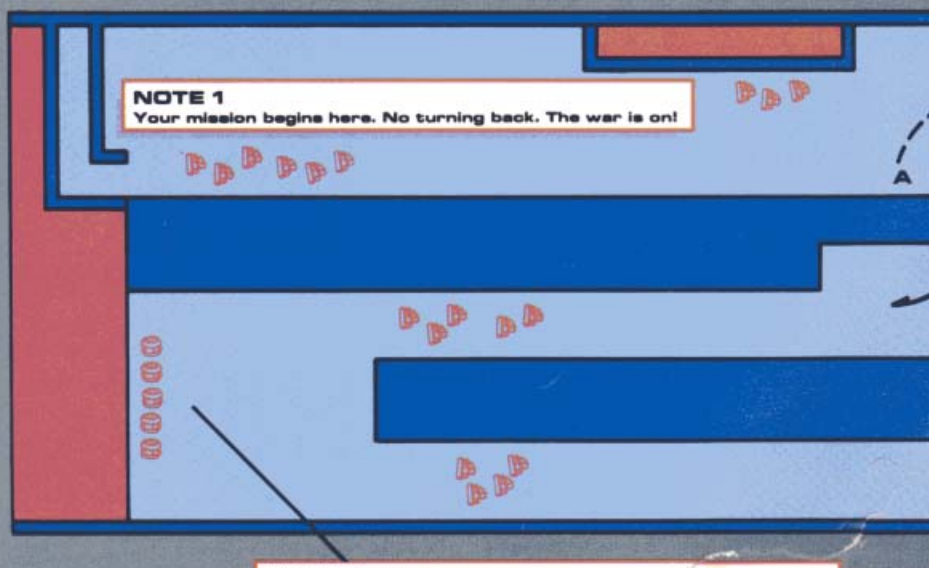
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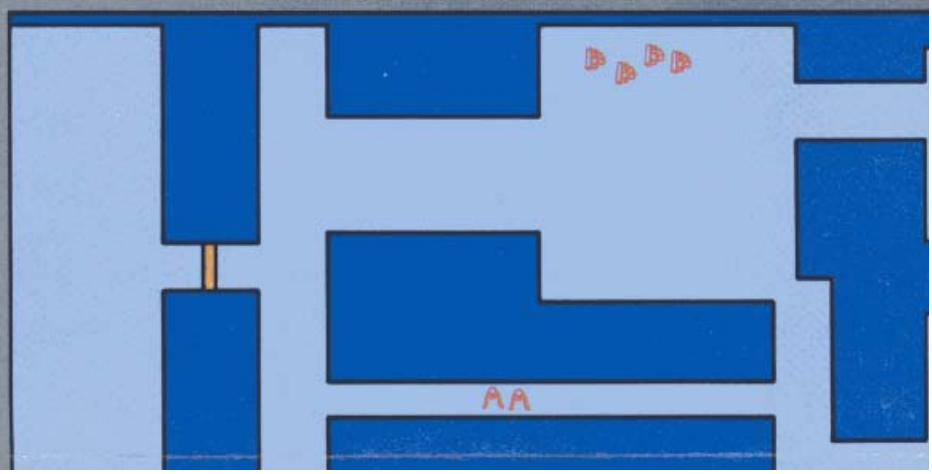


RIMQUART



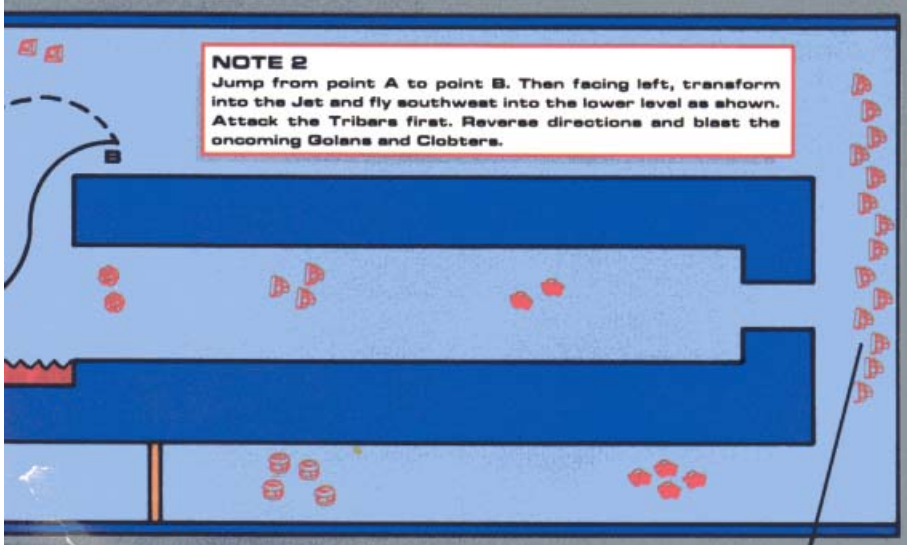
MISSILE





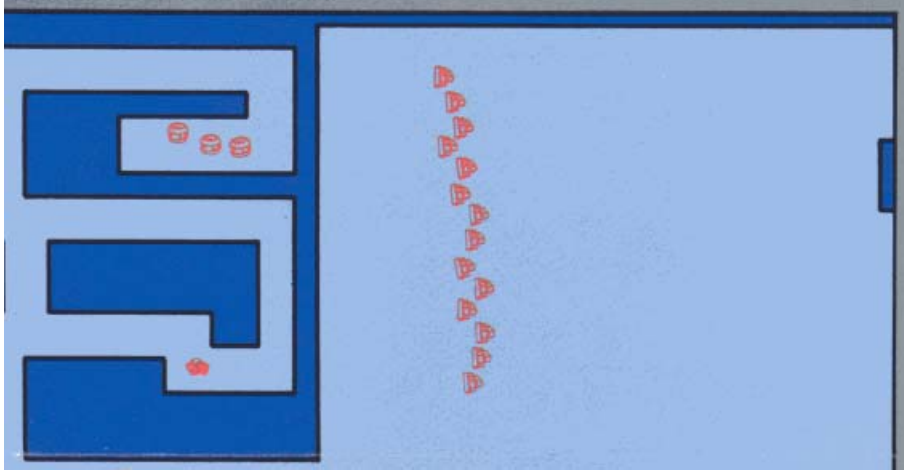
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NOTE 2
Jump from point A to point B. Then facing left, transform into the Jet and fly southwest into the lower level as shown. Attack the Tribars first. Reverse directions and blast the oncoming Golans and Clobters.

NOTE 4
You may be tempted to use your shields here. But, with a little practice, and the courage to stand still and fire, you may acquire the skill to destroy all of the Tribars without suffering any damage.





ARBALEST



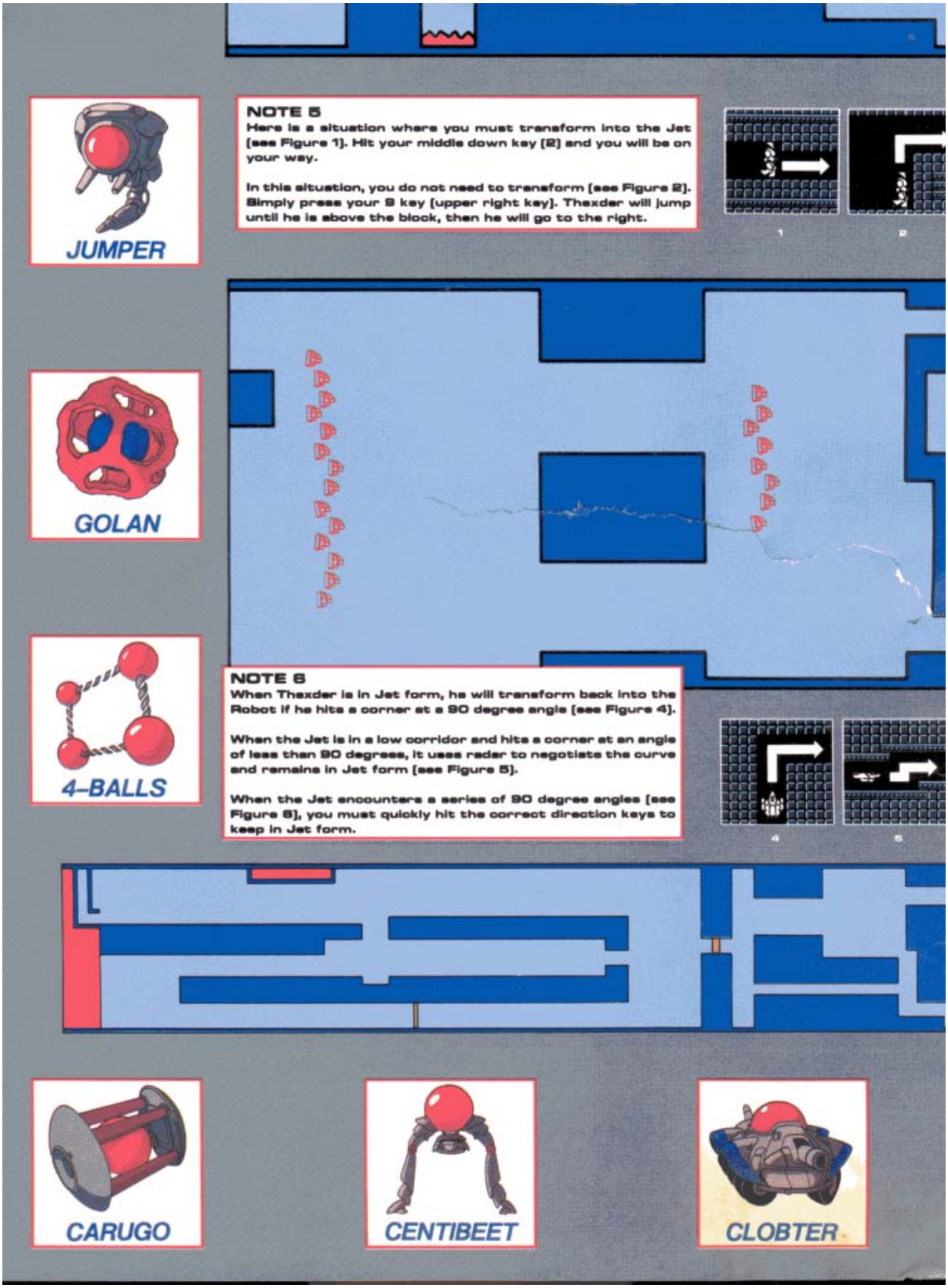
BAFFIN



BALDER



BAUA

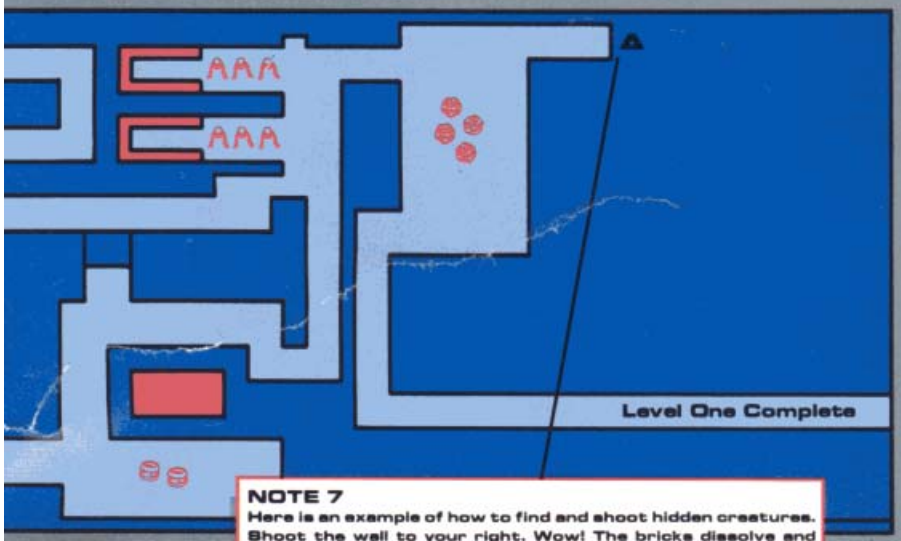

JUMPER
NOTE 5
Here is a situation where you must transform into the Jet (see Figure 1). Hit your middle down key (2) and you will be on your way.
In this situation, you do not need to transform (see Figure 2). Simply press your 9 key (upper right key). Thexder will jump until he is above the block, then he will go to the right.
1
2
GOLAN
4-BALLS
NOTE 6
When Thexder is in Jet form, he will transform back into the Robot if he hits a corner at a 90 degree angle (see Figure 4).
When the Jet is in a low corridor and hits a corner at an angle of less than 90 degrees, it uses radar to negotiate the curve and remains in Jet form (see Figure 5).
When the Jet encounters a series of 90 degree angles (see Figure 6), you must quickly hit the correct direction keys to keep in Jet form.
4
5
CARUGO
CENTIBEET
CLOBTER



When you fall into a pit (see Figure 3), you must jump using your 8 key (top middle key). Once Thexder is in the air, quickly press the transform key (2). Thexder will transform into the Jet in mid-air and will proceed to fly out of the pit.



BELLMETA





BLADEMILL

NOTE 7
Here is an example of how to find and shoot hidden creatures. Shoot the wall to your right. Wow! The bricks dissolve and out comes an angry creature. Drop to the ground. The creature will stay directly above you at the top of the screen. Using either the Robot or the Jet, you can now demolish this creature with repeated hits.



CARDS







EIPS



EYE WALL



FOTON