FORTRESS DEFENDER

OPMREGISTERS

-Story-

This is Liath, a planet of water and greenery.
It has been twenty years since an unidentified enemy took control of the FORTRESS defense system in orbit around the planet, forcing the people to live like slaves.

There is no way to end the long reign of the enemy, except to destroy the deepest part of the FORTRESS and take it back. The only hope was a fighter found deep underground on a remote planet, which was to be mounted on the FORTRESS, and hopefully called the FORTRESS ATTACKER.

Chloe, a thirteen-year-old boy, is the only one who has passed a secret simulation test of a mission to destroy the enemy fortress. He has a special ability to see the future and rewind time around him, but no one else knows about it.

In this mission, he must navigate around meteorites and orbiting satellites and use their gravity to break into the FORTRESS shield in 20 minutes. Will you be able to carve out your own destiny in this mission where failure is not an option?

-How to play-

1) This game is for one player.
2) You can use either the keyboard or joystick.
3) On the title screen, you can choose to start the game, continue, configure, high score mode, or end the game.
4) The default number of players is three. The default number of players is three (one in Highscore mode).
   The first time you play, 30,000 points increases the number of players by one.
   After that, one more players will be added for a certain score.
5) If the player is hit by enemies, enemy bullets, or terrain, he will explode and lose a plane.
6) Power-up items appear when you destroy a certain number of enemies.
   Power-up items will also appear between boss battles, so don't miss them and collect them.
7) When you collect five power-up items, a shield for enemy bullets will be replenished.
   You can stock up to three of them.
8) Collecting power-up items will increase your stock by one. When the stock is full, you can use powerful special weapons for a certain period of time.
9) The player advances through the stage by dodging enemy attacks. When a stage boss appears, destroy it by attacking its weak points. If the boss is destroyed, the player can proceed to the next stage.
10) The player's attack can be changed by collecting power-up items.
    If you want to pause the game, press the ESC key or the button assigned to Pause.
    If the game is over, select "CONTINUE" on the title screen to resume the game from the beginning.
    If the playing time has exceeded the time limit, you will not be allowed to return to that stage.

-How to operate-

1) The following are common operations.

Press and hold the attack button to shoot bullets.

If you hold down the shot button, the game will auto-fire.

If you do not shoot for a certain period of time, you will be able to accumulate bullets and destroy the enemy bullets approaching in front of you.

Press the hold button to fix the position of the option, or the shooting angle in the case of variable direction bullets.

2) When using the keyboard, use the **cursor keys** or the numeric keypad to move in eight directions.

To shoot, use the **Z key** or the **spacebar**.

The **X key** is used for hold operation.

If your ship is equipped with -TYPE-3-, you can use the **C key** and **V key** to switch the shot direction.

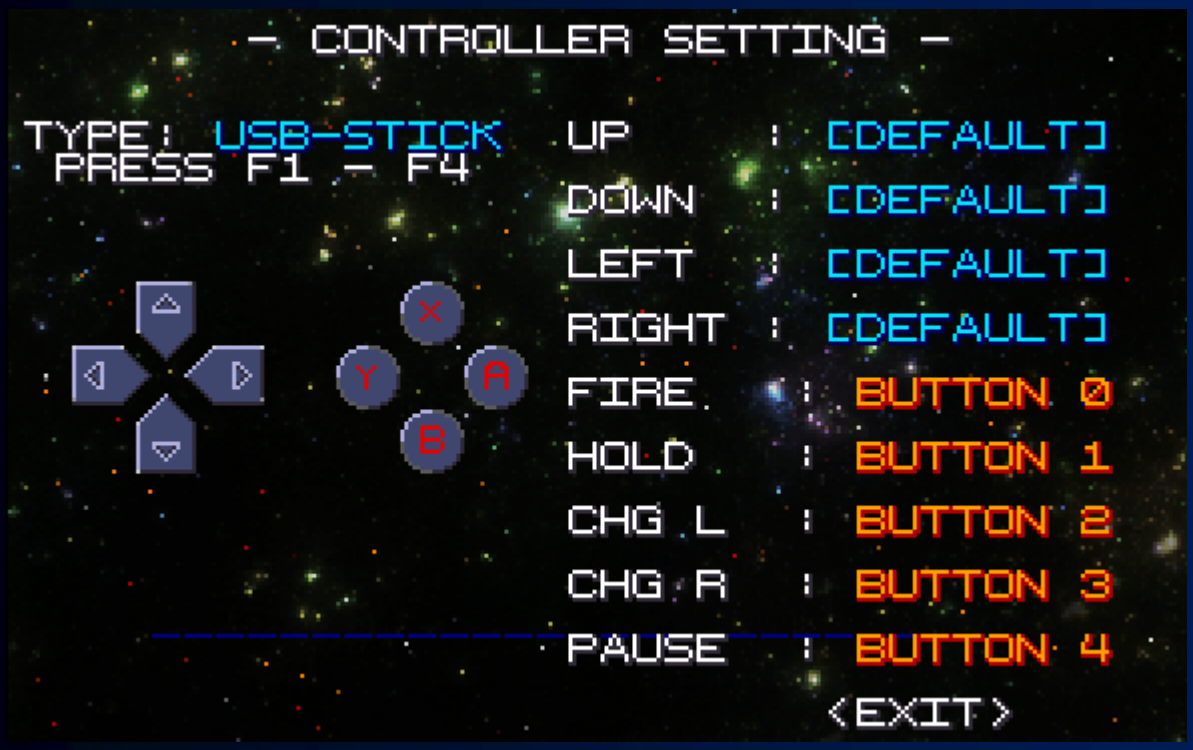
3) When using the joystick, use the **lever** to move in 8 directions.

FIRE (**trigger A**) for shot.

Hold is with HOLD (**trigger B**).

If your ship is equipped with -TYPE-3-, you can use CHG L (**trigger L**) and CHG R (**trigger R**) to switch the shot direction.

4) From the configuration screen, you can change the key assignments using **-CONTROLLER SETTING-**.



The F1 to F4 keys can be reverted when the wrong mapping has been made and the operation is no longer possible.
If you press **F1** key, it will be mapped with the default setting of USB-STICK.
Pressing the **F2** key will map with the STICK's button assignments.
Press **F3** key to map with the default setting of PS4.
Pressing the **F4** key will map to the default settings of XBOX.
By default, up, down, left and right are mapped to XY of the **analog stick**.

-Other key operations-

To pause the game, press the **ESC** key or the **P** key.
Press **F9** to **F12** to switch the resolution (default is **F12**)
The **F6** and **F7** keys allow you to fine-tune the screen position to the left and right.
In the key configuration, you can reset the controller settings with the **F1** to **F4** keys.
The **I** key reverses the top and bottom of the controller.

-Selecting equipment for your ship-

At the start of the game, you can select one of three types of equipment.
Take advantage of the power-up features to conquer the stage.

TYPE-1:

The optional weapon will be attached to your ship.
You can use shields against enemy bullets.
Weapons are main shot and upper/lower spread missiles.
Special weapons have the effect of destroying enemy bullets.

TYPE-2:

No optional weapons, but the main shot will be powered up to 2 or 3 cannons.
The main shot will be powered up to 2 or 3 cannons, and the enemy bullet shield can be used.
Weapons are main shot and homing missiles.
Special weapons can slow down the progress of time.

TYPE-3:

Your ship will be equipped with optional weapons.
There is no shield against enemy bullets.
The only weapon is the main shot.
You can counter enemy bullets.
The counter is triggered by snatching enemy bullets from your ship.
As a counter to enemy bullets, a powerful homing missile will be fired.
In addition, when you perform a counter attack, you will accumulate a stock.
The special weapon is a bomb with a wide frontal area.

-Shot Power-

You can stock up on Shot Power by taking items that increase your rate of fire.
Up to 5 levels of Shot Power, the number of rounds you can fire will increase.
Up to 5 levels of Shot Power, the number of bullets you can fire will increase. 6-8 levels of Shot Power, the rate of fire will increase.

Your shot power will decrease by 1 level in 20 seconds.
Acquiring an item will reset the shot power down timer.

-Power Up-

When you destroy a certain number of enemies, power-up items will appear.
The following power-up items are available.

	missile unit(1)	Equip missile units.
	missile unit(2)	Equips additional missile units. TYPE-1: Spread missile for ground attack TYPE-2: Homing missile for both ground and air attacks.
	rapid-fire power(1)	Increases the firing rate by one level.
	rapid-fire power(2)	Increases the rate of fire by two levels.
	Weapon Change	The weapon being used changes. TYPE-1 Normal → Thin Laser → Thick Laser → Variable Direction 2WAY → Spread Shot → Thin Laser TYPE-2 Penetrator → Red Laser → Blue Laser → Spread Shot → Red Laser TYPE-3 Main Shot does not change.
	Optional Weapon	Optional weapons will be attached. Maximum of 2
	2 cannons	Your ship's main shot becomes two shots in a row.
	Triple cannon	Your ship's main shot becomes three in a row.
	Bonus Items	You'll get 1000 pts. for collecting it.
	speed up	Scroll speed increases for Stage 6 only. Can stock up to 10 pieces.

-Stock and Special Attack-

Collect power-up items or use counters (equipment TYPE-3 only) to accumulate 15 stocks.
If you collect 15 stocks, you will be able to use powerful special weapons for a certain amount of time after you collect them, giving you an advantage.
The special weapon depends on your ship's equipment.
If you accumulate stocks during activation, the activation time will be extended.

TYPE-1:

Your ship's bullets and missiles will be enhanced, and in addition to increased power, they will be given the power to obliterate enemy bullets.

TYPE-2:

The progress of time around your ship will slow down.

TYPE-3:

Shoots out a huge bomb in front of you.
The bombs will stay on the screen for a certain amount of time and have attack power. While the bomb stays in the screen, you can eliminate enemy bullets.

-Stage Introduction-



<Stage 1>

Planet Liath

Many of the highly maneuverable weapons created by FORTRESS have been deployed here.
At the end of the stage is a fighter called the Fighter Crusher, and there are three of them.

<Stage 2>

Asteroid Zone

In order to get close to the FORTRESS in a short amount of time, you'll need to use the Asteroid Zone to avoid collisions. To get closer to the FORTRESS in a short time, enter warp navigation in the asteroid field, although there is a risk of collision.

<Stage 3>

Snow Planet

A marine creature-shaped mother rises from the depths of the earth to take control of the enemy armies on land and sea. The goal of the game is to break through by raiding and destroying the "Tentacles," a marine creature-shaped mothership that controls enemy forces on land and sea.

<Stage 4>

Aerial Fortress

Destroy the enemy fortresses on the route to supply.
The boss is the prototype of Stage 5, but it is a strong enemy with long arms that block most attacks.
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<Stage 5>

In order to reach FORTRESS, you must pass through the active volcanic area of Iota, a planet with powerful gravity.The boss "Wheel Core" with two machine guns and a main gun, and the most powerful firepower, is blocking your way.

<Stage 6>

An accelerator area that exists on the perimeter of the FORTRESS shield. The facility has a loop structure, and by accelerating to a certain speed, you can enter the FORTRESS shield.

<Stage 7>

The route from the entrance to the FORTRESS to the engine room.
Many mechanical tentacles are placed inside the FORTRESS to intercept and quickly eliminate intruders. High energy has been observed in the deepest part.

-Game progress-

This game progresses by attacking the stages in order and defeating the enemy boss at the end of the stage.
When you clear a stage, you will receive points for the number of shields you have, the number of bullets you have been hit with, and the number of times your ship has been shot down.
Points are awarded.
The highest rating is "S" rank.
Please proceed in order from Stage 1 to Stage 5.
Stage 6 has an infinite loop structure.
Accelerate your scrolling speed to the maximum speed to break through.
In stages 7 and 8, **eliminate all threats nesting in the "FORTRESS"**.

-Technique-

1) When you collect a power-up item, **your ship will become invincible for about one second**.
   This can be used for emergency evasion.
2) If you are hit by enemy bullets while holding a shield, the shield will be lost.
   However, if you are hit by enemy bullets in succession within 0.5 seconds, you will only lose one shield.
3) When the gauge is full without firing a shot, your ship and optional weapons will emit lasers that can destroy enemy bullets.
   The laser will be emitted from your ship and optional weapons.
   The duration of the laser is not very long, so don't use it too often, but it may give you an advantage in boss battles.
4) The TYPE-3 ship has a very small hit detection instead of a useless shield.
   You may have an advantage over other types of ships.
5) While activating special weapons, the score you earn will be tripled.
   In the score attack mode, adjusting the timing of the special weapon activation is an essential technique to get a high score.
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-Configuration-

<LANGUAGE>
JAPANESE / ENGLISH
You can select the language for the demo.
<DIFFICULTY>
CASUAL / NORMAL / HARD / HARDER / HARDEST
You can select the difficulty level from CASUAL, NORMAL, HARDER or HARDEST.
<PLAYER STOCK>
The number of remaining planes can be selected in the range of 3 to n.
The maximum value of the stock will increase according to the difficulty level you have cleared.
<HOLD TRACERS>
ON / OFF(TOGGLE)
When ON, the button is locked when it is held down.
When OFF, the lock is toggled each time the button is pressed.
<STICK-AXIS>
NORMAL / Y-REVERSE
Select Normal or Y-Reverse.
<SE VOLUME>
Select the volume of the SE over the BGM from 10 to 100%.
The BGM volume is fixed.
<MUSIC TRACKS>
BGM can be viewed.
Music tracks marked with <LOCKED> will be released when the song is played in the game.
Songs marked "01 DEMO" will be released when you clear the game on Hard difficulty or higher.
<EXTRA SETTINGS>
NORMAL / MUTEKI You can choose between normal and invincible mode.
Invincible mode will be released after clearing the CASUAL rank.
Invincibility mode will be released when you clear an aspect.
Please use it as a last resort when there is an aspect that you just can't get through.

-Staff-

Producer opmregisters

Main Programmer Zoo

Graphic Designer: eichan & Zoo

BGM Gorilla vs Taiyaki

takahiroK

Raiyou

Hironori Ohno

SE & Sound

SE & Sound Designer Zoo

Advisors Yasu. & Hideki.

-From the producer-

This game, **FORTRESS DEFENDER**, is an indie game that I created as a tribute to the side-scrolling power-up shooters that boomed in the 80s and 90s.
It is based on a predecessor game created for the X68000 PC, which I reworked for the PC platform.
The shooting game world has developed in the arcades.
The shooting game industry developed in the arcades, but as a result of the emphasis on income and avoidance of high difficulty games, vertical scrolling, on-the-fly revival, and bullets became the norm. Nowadays, the combination of side-scrolling, terrain elements, and resurrection is shunned because of its high difficulty and hammers, and the hot rock music is also going against the times.
At the time, we were obsessed with the game, dreaming of a game that would expand on its worldview and eagerly awaiting its release, but we realized that the game we wanted to play would never come out unless we made it ourselves, and we were inspired to produce it.
If you can give us feedback, we will make use of it in some way and reflect it in our next work.
Please copy and paste the following into an email. To: opmregisters@gmail.com

-Questionnaire-

1. How did you feel about the contents of this software?
   (a) First impression Good (5・4・3・2・1) Bad
   (b) Degree of satisfaction Satisfactory (5・4・3・2・1) Unsatisfactory
   (c) Game contents Interesting (5・4・3・2・1) Boring
   (d) Difficulty Difficult (5・4・3・2・1) Easy
   (e) Graphics Good (5・4・3・2・1) Bad
   (f) Music Good (5, 4・3・2・1) Bad
   (g) Sound effects Good (5, 4・3・2・1) Poor
   (h) Instruction manual Easy to understand (5・4・3・2・1) Difficult to understand
   (i) Price High (5・4・3・2・1) Low
   (j) Overall evaluation Best (5・4・3・2・1) Worst
2. Why did you buy this software?
   ( ) Seeing the video on youtube, etc.
   ( ) Looking at twitter.
   ( ) Looking at the steam site
   ( ) Seeing the review on steam
   ( ) Other ( )
3. Are there any games you would like to play in the future?
   ( ) Side scrolling STG
   ( ) Vertical scrolling STG
   ( ) Other ( )

Please write down any opinions, impressions or wishes you have.
( )

Thank you for your cooperation.