

# DIGITAL MANUAL

The writing's tiny, but give it a read!

(This manual may change without notice.)

## GAME RULES

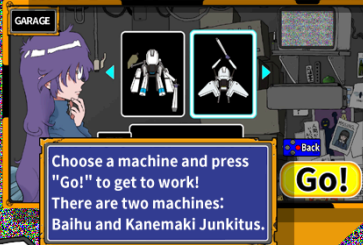


Collect items and reach an asteroid near the Moon. Fly far, score high, and keep on going. Everyone's counting on me... I mean YOU!

## CONTROLS

- |               |                 |               |
|---------------|-----------------|---------------|
| (+) <b>+</b>  | Player movement | ← → ↓ (WASD)  |
| (LB) <b>A</b> | Shot            | (NUM keys)    |
| (B) <b>B</b>  | Sword           | Z (K)         |
| (RT) <b>X</b> | ABS-NET         | X (L)         |
| (LT) <b>Y</b> | Change weapon   | Shift (Space) |
| <b>RB</b>     | Multi Attack    | (J/V)         |
| <b>LB</b>     | Pause           | C (H)         |
|               |                 | F (G)         |
|               |                 | Esc           |

## GARAGE



Choose a machine and press "Go!" to get to work! There are two machines: Baihu and Kanemaki Junkitus.

## ITEMS

Defeat enemies to get items. Items shuffle if you slash them with the Sword, but they vanish if you slash them too much.

- SIGNAL** - Increases reception.
- NET** - Fills the ABS-NET gauge.
- SHIELD** - Automatically activates your Shield for a while.
- POWER** - Raises your attack power.
- DEBRIS** - It's my job to collect this.
- SPEED** - Makes you go fast but alerts the enemies.
- ENERGY** - Keeps you alive. Don't miss it.
- POINTS** - Just points. Need I say more?

## JOB SCREEN

(In-game screen)



- 1 Orders. You get a nice stamp if you complete them.
- 2 Reception and score. Your multiplier goes up with better reception.
- 3 Time. Shows how long you've been on the job.
- 4 Wee-Fee and battery meters. Your reception goes up quicker with stronger Wee-Fee. Your battery depletes over time, or when you take hits or use ABS-NET. The game ends at 0%.
- 5 ABS-NET gauge. You can use ABS-NET when this is full.
- 6 Distance. Shows the distance traveled toward the asteroid near the Moon.
- 7 Machine. You control it, and I ride it! Attack with Shot, Sword, and ABS-NET. You can use Shot and Sword together, but each one is weaker than when used alone. A shield activates if you don't attack.

You return to my room if you pause with the **+** button, but you lose all Order progress and score from the current job!

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## STORY

I, Tadayo Aita, left school after the Umbra Incident, and I've been living in an abandoned station in Shinjuku for a few months. I make ends meet with my debris collection job. Another employee called Atla gave me a request that was odd, personal, and dangerous. I need to get in the Terminal Suit Baihu and go to an asteroid near the Moon... Wait, the Moon? In space!? What might I find there...? I'm kinda nervous on my own, so I want you to help me out!

## CHARACTERS

**Tadayo Aita**  
This game's 17-year-old protagonist. I'm controlling the machine this time. Not a fun job, but I've gotta get food on the table.

**Atla Ataka**  
Unknown age (late 20s?). A full-timer assigned to gruntwork in Collection Dept. Group 6 at Cream Corp. Her glasses are non-prescription.

## SETTINGS

Assign actions to buttons, adjust music/SFX volume, and toggle online rankings.

## MAILER

Check the messages you get on the job. Some are helpful, but most aren't. Use the D-pad or LB/RB Buttons to scroll.

## ABS-NET AND OVER STATE

ABS-NET is great; it makes you invincible and boosts the multiplier. Collect Speed items to enter the OVER state for high-speed high-risk shooting action! ABS-NET, Speed items, and OVER state are the keys for reaching the moon fast! At least, I think they are!



## RANKINGS

Network Rankings

Rank	Name	Score
1	ユーザー	0157030840
2	User	0110291260
3	TAK	0039124700
4	カキ	0027202260
5	カキ	0005069300
6	Test1	0000115030
7	User	0000114130
8	User1	0000069900
9	User2	0000043500

There are separate rankings for time, distance, and score, both locally and online.

## BONUS

Make progress in Orders to unlock bonus pictures! Funky!