GAME MANUAL

for Windows

STEEL STRIDER

★ASTRO SAGA GAME COLLECTION No.8 STEEL STRIDER
★REAL ROBOT ACTION GAME ★Product by ASTRO PORT

M.C.R GEMINI TYPE



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Height……5.7m
Width ……3.1m
Weight……37.8t
Crew ……1

nyu Media

ASTRO PORT

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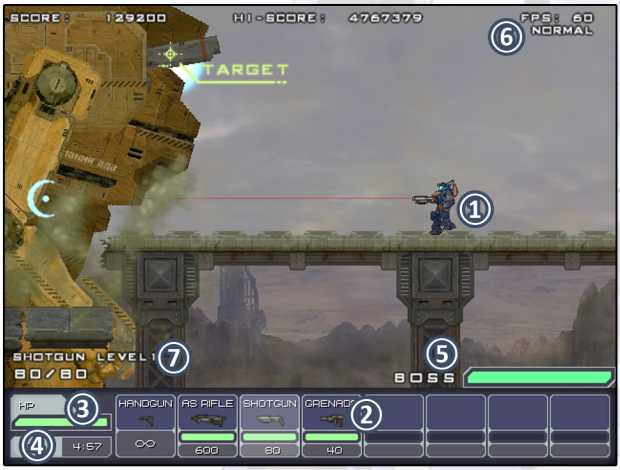
The Age of STEEL STRIDER

It is the second half of the twentieth century.
A long period of galaxy-wide conflict and turmoil is finally drawing to a close, but skirmishes and large scale crime are still commonplace, with some criminal operations possessing personnel and armaments equivalent to small armies. The official peace-keeping authorities are insufficiently equipped to tackle these threats, and the galactic military lacks the flexibility to effectively neutralize them.

There exists, however, a secret organization that protects the universe from behind the scenes: ARGO EXPRESS.
When ARGO EXPRESS receives word of emergencies such as distress signals or major crime outbreaks, they dispatch a carrier ship disguised as a freighter to rush to the scene and resolve the situation. STEEL STRIDER is the story of an ARGO EXPRESS operative and Gemini-class M.C.R. (Manned Combat Robot) pilot who troubleshoots emergencies in planets around the galaxy.

Game Screen



① **The Gemini**

The Manned Combat Robot (M.C.R.) piloted by the player. It does not receive damage from touching regular enemies. (Note: contact with explosive suicide enemies will cause severe damage!)

② **Weapons**

List of the currently available weapons and their ammo count. Once a weapon runs out of ammo, you'll switch back to the Handgun, which has unlimited ammo.

③ **Health Points (HP)**

HP decreases when your robot gets hit by enemy fire. When it reaches zero, it's game over.

④ **Time Limit**

Current mission's time limit. When this counter reaches zero, your robot will start losing HP until it's destroyed.

⑤ **Boss HP**

Displayed when an area boss appears. Attacking the bos will decrease this bar. The boss will be destroyed once it reaches zero.

⑥ **Framerate counter**

Displays the current framerate. (Set to 60fps by default. Caution: changing system settings can alter the frame rate and it's not recommended.)

⑦ **Weapon Level**

Displays the current weapon level and its ammo.

Controls

The controls can be adjusted through the Config menu inside the game.

The default control mechanism is mouse (controls aim, weapon switching, shot and melee weapon) and keyboard (WASD, jumping and system related commands).

Key config

Allows remapping all the keyboard inputs.

Mouse config

Allows to set the mouse sensibility.

Pad config

Allows to configure button prompts in a gamepad.

Default control settings

The following table showcases the default controls:

Motion	Keyboard・Mouse	Controller	Notes
Move	[←] and [A]※ [→] and [D]※	Left and Right buttons	
Jump	[↑] and [W]※ [SPACE]※	Button 2※	Press and hold for a jet-assisted jump
Crouch	[↓] and [S]※	Down button	Can be used to dodge incoming enemy fire
Aim	Mouse	Direction buttons	Move the aiming reticle to target enemies. The direction buttons on a controller can be used to change the angle of fire; the angle of fire will be fixed when the fire button is pressed and held.
Fire	Left click	Button 1※	Hold to continually fire. This is also used as the Accept or Fast Forward button while not in-game.
Blade	Right click	Button 3※	Performs a powerful melee attack. This is also used as the Cancel button while not in-game.
Change Weapon	Mouse wheel. [E]※ and [Q] ※ [1～8]※	Button 6※ Button 5※	
Take a Screenshot	[P]※	Button 7※	Screenshots will be saved in the \ScreenShots\ folder
Pause	[LCtrl]※	Button 4※	Press again to resume the game
Reset	[M]※	---	Returns to the Title Screen
Quit Game	[Esc]	---	This is only enabled at the Title Screen

Note: The button placement will vary from controller to controller.

How to play

Stages are cleared by either reaching the final checkpoint or by defeating the stage boss.
The game will reach zero if the HP reach zero or if the Gemini falls off the screen.

Difficulty level

Upon selecting **New Game** you will be able to select the difficulty level: **EASY** (for beginners), **NORMAL** (for seasoned users), **HARD** (for shooting game experts), **INSANE** (for the mentally prepared Argo Express masters).

Scoring System

At the end of each stage (comprised of several sections and boss encounters), you'll be awarded the following bonuses:
① Enemy Destruction Score
② Time Bonus (The faster you complete each stage section, the greater the bonus.)
③ HP bonus (The higher your total HP, the greater your final stage bonus.)
④ No Continue bonus (A score bonus is awarde if you complete stages without continuing or loading a previous save.)
① ~ ④ get multiplied X amount of times depending on the difficulty setting:
EASY: 1 times
NORMAL: 1.5 times
HARD: 2 times
INSANE: 2.5 times

Saving & Loading

The game automatically saves your progress at the end of each stage section. In addition, you can manually save and load at your discretion, but bear in mind that this will put you at the beginning of the stage section selected. The Save/Load menu appears when the game is paused.

Sound

Adjusts the sound effects and background music volumes.

Display

Set the game resolution and aspect ratio. (Default is 640x480 at 4:3). Set the game between Full Screen or Windowed Mode.

FAQ

Q: The game won't start.
A: Your DirectX, graphic card, motherboard, or sound drivers may not be up to date. Please update all relevant drivers to the most recent versions and run Windows Update.

Q: The game is slow / laggy.
A: Disabling antivirus software usually helps the game speed. Playing game in window mode will also very likely improve the game performance.

Warning

Certain system environments may prevent the game from running, even if the system requirements are met. The developer and publisher of this software accept no responsibility for malfunctions or damage that may arise from its use.

Special Thanks

This game uses DX libraries.
Sound effects are free assets available from The Matchmakers (http://osabisi.sakura.ne.jp/m2/)

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