

HAVE LOOK TO OUR OTHERS DREAMCAST GAMES











PIXELHEART.EU

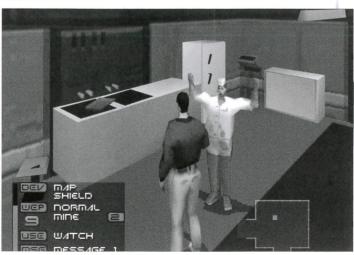
西暦2190年。太陽系は異星人の侵略を受け、暗黒の時代を迎えていた。 彼らは、姿形を自在に変えられることからモーフ人と呼ばれた.....。

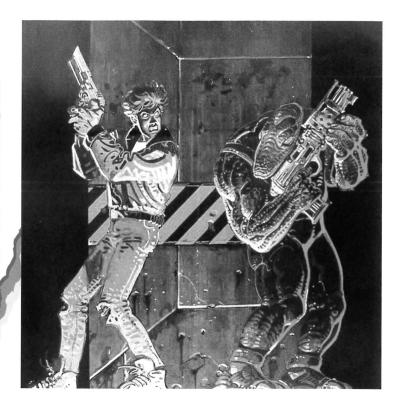
宇宙の片隅をさまよう一隻のシャトルが、モーフの戦艦に拿獲された。そのシャトルには一人の地球人が眠っていた。コンラッド・B・ハート。低温サイクルから目覚めさせられた彼は、なすすべも無くモーフの捕虜となってしまう。

いった何が起こったのか.....。モーフは不死身なのか.....。

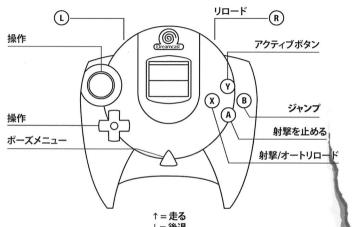
収容所でうずくまるコンラッドに、突然見知らぬ男からのメッセージが飛び込んできた。マンドラゴラ革命軍のジョン・オコナー? 収容所からの脱出?!

コンラッドがモーフの侵略を知ってからすでに50年。すべてが謎につつまれたまま、再び戦いのときはおとずれた。手元に置かれた銃を手に、コンラッドが未来をかけて動き出す。





コントローラー基本操作説明



↓ = 後退 ← ou → = 方向転換

A + ↑ = 歩く

A+←=左サイドステップ

A+→=右サイドステップ

L+A=しゃがむ

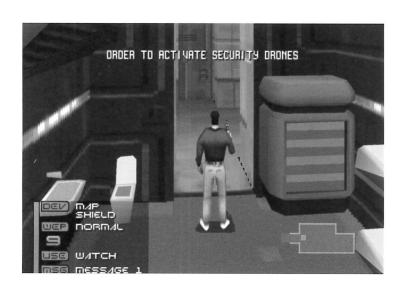
L+Y=マインを投げる

L+B=インベントリー

L+X=アイテムを使う

Y=アクティブボタン/パネル・ボタン・エレベーター・ロッカーなど

5





HAVE LOOK TO OUR OTHERS DREAMCAST GAMES











PIXELHEART.EU

INTRODUCTION

As fans of video games, we have all had the dream that one day, we would work in a video game store. Being lucky enough to have realised that dream, it is also quite normal to wish to create one's very own video games. JoshProd, editor and producer of independent video games is born out of that desire. We invest in the development of new titles, as well as classic titles that have marked the history of video games, and also independent games. Paul Cuisset, Bitmap Brothers, Invictus, Orionsoft, Duranik, Visco, Hucast, Senile Team have already joined us and we deeply thank them for trusting us.

"Alone, I go faster; together, we go further", this African saying got its proper meaning when RushOnGame, the leading private video games selling platform, became our partner for the development and distribution of our games.

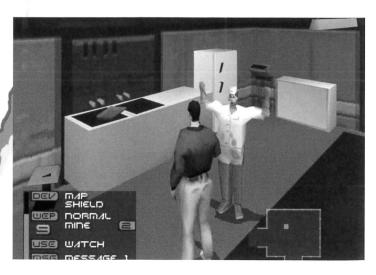
But without you, the gamers who play these games day after day, over generations, all that would not be possible! So I have one piece of advice to give you: PLAY IT! BUT PLAY IT WITH YOUR KIDS! Make them discover our pixels and share the moment!

Pixelly regards, JoshProd.

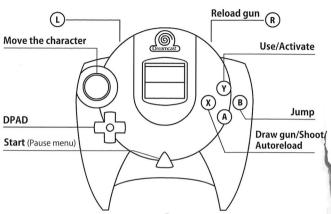
2190 AD. The solar system is in the clutches of an alien race, a race beyond control. Morphs—all surface, no substance—are able to replicate any shape at will. Controlled by auxiliary-master brains, this breed of impostors has systematically reduced mankind to a whimpering quagmire of indecision and paralysis.

Enter Conrad. Plucked from a cryogenic slumber, the hero is installed in a moon based penitentiary where he befriends dissident leader John O'Connors, also a prisoner. The pair escape to an orbital base occupied by Mandragore, the rebel organization with whom O'Connors is affiliated.

Thus Conrad is recruited—his mission, as saboteur, to run covert missions for Mandragore in attempt to destroy the Morph empire. One by one Conrad knocks down the walls, until he discovers the true meaning of a sick mind.



CONTROLS



↑ = Run \downarrow = Back up

 \leftarrow ou \rightarrow = Turn left/right

 $A + \uparrow = Walk$

 $A + \leftarrow = Left step$

 $A + \rightarrow = Right step$

L + A = Crouch/Duck

L + Y = Throw a mine

L + B = Open inventoryL + X = Use item

Y = Use/Activate buttons/Elevators/Open lockers

CREDITS

Publisher:

JoshProd.com www.facebook.com/joshprod Skype: Joshprod VGP

Distribution:

PixelHeart.eu RushOnGame.com bit-games.com

Designer:

Illustration cover by Philippe Dessoly: www.golgoth71arts.com Graphics and layout by Raistling: www.raistling.com

Programmer:

DELPHINE SOFTWARE Paul Cuisset Daniel Lancha Garcia

Special Thanks:

Gregory Montoir



