

SOFT VISION

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## Embargo Agreement

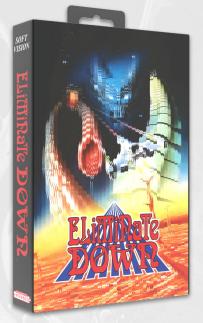


#### **Retro-Bit Editorial Launch Calendar**

11/28/2023\*: Gameplay Trailer with Pre-Orders Open

1/2/2024\*: Pre-Orders Close

Products images, copy, and more can be found within the Press Kit. If you have further questions, please contact <u>richardi@innexinc.com</u>.





**PLEASE NOTE:** As is with all of our Retro-Bit Publishing releases, this is a **limited run** only available for purchase during the pre-order window and product will arrive several months after the pre-order window closes.

<sup>\*</sup>Dates subject to change.

<sup>\*\*</sup>Physical samples will not be available until after production is complete.\*\*

## The Unknown Developer



Not much is known about **Aprinet**'s early years though it is assumed that they were would be contracted by other developers and publishers for various tasks. Their only credits were *Lords of the Rising Sun*, a tactics game released on the Amiga in 1989, and *F1 Super License*, released in 1992 on the Mega Drive. It is speculated that some of their work went uncredited on other titles. Their only fully developed game would be *Eliminate Down*. Afterwards, the studio would then form Planning Office Wada, which folded in 1999, and then merge into VR-1 Japan that would work on the *Sonic Mega Collection* for the Gamecube in 2002.

**Soft Vision,** who themselves were not well known, would publish *Eliminate Down* in Japan and later in South Korea. Prior to *Eliminate Down*'s release, they would have been better known on the Mega Drive/Genesis for publishing several golf titles. The game would see a limited release in Japan (suspected to be in the thousands) and South Korea where it would be published by Samsung. Soft Vision would go on to publish more games up until 1996.



Released in 1989 on the Amiga



Released in 2002 on GCN



Released in 1992 on the Mega Drive



Aprinet logo from Eliminate Down

## Reception



The heyday of arcade shooters was in full swing and *Eliminate* **Down** would be put up against strong competition. Upon its release, Japanese publications would give it mixed reviews where it would receive praise for its design and action but get middling scores. Still, it made its case with its gameplay despite being on a console filled with acclaimed shooter titles by Toaplan, Masaya, and Konami. Gamers could not deny its stunning graphics, inspired gameplay mechanics, varying stage layouts, and its increasing challenge. It's legend would grow among shoot 'em up fans over the years.

In Japan, the Dengenki Mega Drive reviewers would praise the features but wanted more from the story while Famitsu would appreciate the graphics and sound quality but bemoan the attack patterns of the enemies. Once the West became aware of its existence, many praised the game for being an exciting and challenging shoot 'em up game. While the sensibilities differed between Japanese gamers in the 1990s versus Western shoot 'em up fans today, there was no doubt that this game was special and interest in it has increased massively.

ターンなど あちこちにかつて の名作ソフトの影が見えますが 逆にいうとそれだけ手堅く仕上 がっているともいえます。気合 いの入った背景グラフィックが ころによってはかえってゲー ム画面を見にくくしている部分 があって残念です。 各ステージの演出や構成がスゴ

弾よけも熱いし、慣れると 自分のテクに砂える満足成りま ップの続出にはムカついた 而白い!! 攻略パターンを覚え すが初めてプレイした時の映画 (対応わられる)! グラディウス 系なんだけど次から次へと驚か れる敵の攻撃が歪白くて、ど アムハマって行けます。スピ

クチャ高い、それに前の攻撃も (ジワルで、家庭用には南いて ・気が…。 だが各ステージの 富田、ボスのあっと驚くような 攻撃などが盛りだくさんで、先 見たい一心で、ついハマって まった 神奈STGマニアに

Dengenki Mega Drive review of Eliminate Down

Publication	Date	Score
Dengenki Mega Drive	05-1993	78
Sega Saturn Magazine	08-1995	71
Beep! MegaDrive	06-1993	68
Famitsu	06-1993	60
<u>Honest Gamers</u>	11-2010	5/5
Sega-16.com	01-2008	9/10
<u>classic-games.net</u>	05-2019	9/10



武然进报可能。学習想3: a - 7 ィングゲーム、やたらハデハデ メナヤジナヤたくさん成が出て っぽく見えるけど、さにあらず。 リーズナブルにクリアーできる ま、覚えられたらの話だけどね

も奇麗だ。メガドライブのシュ ーティングではいちばんかも、 横スクロールのシューティング にありがちなパターンゲームな 私は激しすぎる敵の攻撃を避け るだけで強れちゃったけど。モ

ばい、ま、それをうまく活かし て自分のモノにしているから、 気に入る人は気に入るハズなの

いくタイプは個人的に好まし Famitsu review of Eliminate Down

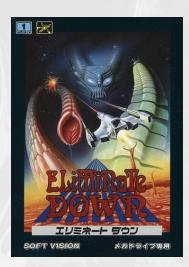
系統の人は超けて通るのが無難。 とても手に負える難易度でない ところもマニア向け、操作性や

## An Expensive Hidden Gem

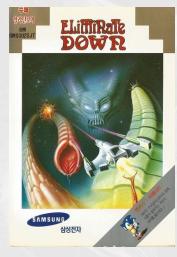


Due to its obscure release, the game itself is hard to track down, making loose or complete sets of the game gain value since the new millenium. Where a loose cart may have set you back \$50-100 in the 2010s, that price has almost increased ten times over in today's market. Sales of new, unopened copies go even far beyond that with those sales reaching up into the thousands. If someone who had never heard or played this game before, the odds of happening upon it were drastically reduced over the years with its high price on top of its low production. It is widely considered one of the most rarest titles on the JP Mega Drive and is highly valued.

This is where we step in! We began Retro-Bit Publishing to re-release games like this that deserve to be experienced without being priced out and/or locked out because it was a region exclusive. A game like *Eliminate Down* provides us a chance to showcase one of the best shoot 'em up games on the console in a new collector's edition while being fairly priced in today's market.



JP Mega Drive cover



KR Super Gam\*Boy cover

Title	Loose	Complete	New
Eliminate Down	\$500-1000	\$1000-1250	\$2000-5000

Pricing estimates from Pricecharting.com for confirmed sales in North America.

# Story and Gameplay



In the far flung future of 299X, humanity has advanced enough to master space travel and have settled on across the galaxy. However, deep space scans have revealed a living organism within the Amulet Nebula. Dubbed the "Amulet Monster" by scientists, it emerged from the nebula and began consuming and taking over various nearby systems. It has now made its way towards the Sol System. With waves of the space fleet helplessly failing to destroy or delay the invading force, it is now down to the experimental Steel Pylon space fighter to take on the enemy!

**Eliminate Down** was inspired by other popular titles in the genre. Similar to Hellfire, players are given three modes of fire to cycle through from the start: forward cannons, rear cannons, and diagonal missiles. While firing these, your main forward cannon also fires so you are not left totally defenseless. Like many other games such as Gaiares, your weapons are able to level up to three times while the main cannon goes up to level four. You'll encounter massive boss encounters comparable to those in *R-Type*. Each stage is split into two parts with a midboss and stage boss as the end of each round ready to challenge your skills.



















### SOFT VISION

FULL-COLORED INSTRUCTION MANUAL

REVERSIBLE CARTRIDGE INLAY SLEEVE







EMERALD NEBULA CARTRIDGE FOR SEGA GENESIS®/MEGA DRIVE

INDIVIDUALLY NUMBERED LENTICULAR CARTRIDGE SLIPCOVER

## Collector's Cart



A strange lifeform born from the distortions of outer space begins to consume and take over entire worlds as it continues to expand. It seeks a new target, one that is teeming with life... Earth. The united forces of Earth were unable to stop it and confrontations would result in heavy defeats against these life forms that have evolved into destructive creatures. All of humanity's hopes are entrusted to a newly developed space fighter that has been named the "Steel Pylon". You must fly into the unknown carrying humanity's final hope for a future!

- Never officially released outside of Japan & South Korea
- Emerald Nebula Cartridge for SEGA Genesis®/Mega Drive
- Full-colored instruction manual including an unreleased code to make gameplay easier
- Individually numbered lenticular cartridge slipcover
- Reversible inlay box art featuring original and new covers



MSRP \$54.99 / €69,99

**ETA Q2 2024** 



### **VIDEO GAME HISTORY FOUNDATION**



The **Video Game History Foundation** is a non-profit organization dedicated to preserving, celebrating, and teaching the history of video games. The organization was founded in 2017 by historian, journalist, and game developer Frank Cifaldi.

Through our shared values and respect for the history of our industry, Retro-Bit is proud to partner and support the VGHF by donating a portion of the Gaiares re-release to their continued efforts.

"Video games are one of the largest and most influential mediums in modern culture, yet its history is rarely studied or understood. We're bridging the gaps between video game fans, historians, academics, institutions, collectors, and the industry in pursuit of a world where people are inspired to discover and share the stories of video game history."

A portion of the proceeds generated by this re-release will be donated to the Video Game History Foundation, a non-profit organization dedicated to preserving, celebrating, and teaching the history of video games. Visit <u>gamehistory.org</u> for more information.





## Reception



All reviews are based on the original Japanese release of *Eliminate Down*.

The highlight of the game is its level design, as many of them are unique and features omnidirectional scrolling. These winding levels add a lot to the overall feel of the game, especially since they put your skills with the various weapons to the test.

Nick Zverloff

Twitch shooter fans should rejoice as well: when the trial-and-error based planning is behind you, there will still be copious bullets to slip. Despite its cost and obscurity, shooter fan, find *Eliminate Down*. It's a nasty piece of work, but you'll love the way it hurts.

Marc Golding

There's no other way for me to explain how good *Eliminate Down* is. It's amazing to look at; it's amazing to listen to, and it's amazing to play. It's also amazing to know that *Eliminate Down* was developed by an unknown company called Aprinet (this was its only game), while Soft Vision published it (another unknown company).

Uri Cohen







# Media Support





live often ambanna anda Vidas fila is included in the Dress Vi

Video will be live after embargo ends. Video file is included in the Press Kit.

**FAQs** 

**Press Kit** 

Press Release







### SOFT VISION

## Check out the latest news and updates!

retro-bit.com/eliminate-down/

Click below to follow us on social media!











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