

DELTARION -Versus- manual

- Stage Layout
- Title Screen
- Player Unit Control
- Enemy Units
- Stage Structure, Conditions, etc.

- Stage Layout

- * The area inside the track-like lines is the main battle field. (Infield)
- * The area outside is the outfield, where the pause button and information are displayed. Unit movement is possible depending on the conditions.
- * Stage time is displayed in white on the upper left of the screen.
- * Laser timer is displayed in red on the upper right of the screen. However, this is only displayed when the laser is active.
- * The pause button is located at the upper left of the screen (lower left on iPad).
- * If a red number is selected on the title screen, "PRACTICE" will be displayed in yellow at the top of each stage screen.
- * The stage number is displayed in the center of the screen at the start, and the win/loss status is displayed at the end.

- Title Screen

1. Zone Selection

- * There are a total of 6 zones. Select using the + and - buttons on the left and right. However, zones that have not yet been reached cannot be selected.

2. Stage Selection

- * There are 4 stages per zone. Select using the + and - buttons on the left and right. Similar to zones, stages you haven't reached cannot be selected.

- * The first option is "ALL," which starts the game from the first stage of that zone. Normally, you play from here.

- * Stages you lose are displayed with white numbers, and you can continue.

- * Red numbers are for practice; you can only play the selected stage. Therefore, to aim for a high rank, you need to choose either "ALL" or a white number.

3. Start Button

- * After selecting a zone and stage, press "GAME START" to begin the game.

4. Full Game Purchase Button

* This button, displayed in yellow, is for purchasing the full game (stages 13 and beyond). It disappears after purchase.

5. Restore Button

* This is a restore button for users who have already purchased the full game. It allows charges to be reflected after reinstallation, etc. (If necessary)

- Player Unit Control

* Unit Selection

The unit with a white selection ring around them are the controllable unit.

Tapping another unit (ally) when not firing a laser will move the ring to that unit, changing it to the controllable unit.

* Movement

1. Tap the desired location on the screen (anywhere within the displayed game area) to move towards that location. Once movement begins, it generally does not stop, bouncing off enemies, allies, and walls, and continuing to move.

2. After firing the laser, drag to move your unit. (Dragging towards the destination will result in smoother movement.)

3. Generally, movement is limited to the infield, but your active unit can move beyond the line into the outfield.

* Stopping

1. At the start of the stage.

2. When firing the laser, both the firing unit and the receiving unit stop.

3. When caught in an enemy trap, the unit remains stopped even after disarming the trap unless further action is taken.

*Tackle

A technique to knock an opponent away by ramming into them. Hitting an object will knock the opponent away. However, the way the opponent is knocked away varies depending on their mass. Allied unit can also be knocked away in the same way as enemy unit. The operation is the same as movement.

*Laser

1. 1st Laser

The laser is fired from the control unit towards an allied unit.

The laser is fired by double-tap the space between your unit and an allied unit. At this time, the double-tap location must be in a straight line between the control unit and the enemy unit.

However, if there are two or more enemy unit in between, it cannot be fired.

This initial laser color is yellow and is the 1st laser.

When the 1st laser connects with an allied unit, the movement of both unit

stops.

It is possible to move the control unit in this state. However, the laser length is fixed and movement is limited to that range.

2. 2nd Laser

When the 1st laser comes into contact with an enemy unit, the laser changes to red and stops the movement of the contacted enemy unit. This is the 2nd laser. At the same time, a countdown (8 seconds) is displayed in red numbers on the upper right of the screen.

Movement is possible as with the 1st laser. The length of the 2nd laser is also fixed.

Simultaneously with the activation of the 2nd laser, a flashing yellow triangle point is generated, and the gray line that forms the background when the triangle laser is completed is displayed. Flashing points are generated based on the unit's position, but generally only in the infield. However, they are generated on lines in the same way as in the infield.

3. Triangle Laser

When the control unit is moved to the flashing point while the 2nd laser is active, a triangle laser composed of three yellow lasers is activated, obliterating the target.

The red number countdown stops and disappears simultaneously with activation.

4. Laser Deactivation

When the 1st laser is activated, an 8-second countdown begins, displayed in red in the upper right corner of the screen. When this number reaches 0, both the 1st and 2nd lasers are deactivated unconditionally.

When the 2nd laser is activated, if an enemy unit other than the captured unit touches the laser, the laser is deactivated. (It is not deactivated if an allied unit touches it.)

When the 1st or 2nd laser is active, tapping the receiving unit will deactivate the laser.

The triangle laser cannot be deactivated by any means until processing is complete.

The red number countdown stops and disappears simultaneously with deactivation.

5. Laser Firing Conditions

Only one laser can be activated on the screen at a time.

Therefore, when the player's laser is activated, enemy unit cannot fire their lasers.

Similarly, when an enemy unit's laser is activated, the player cannot fire their laser.

- Enemy Units

1. Types

There are four types. Each has different abilities depending on its color. Furthermore, even with the same color, there are also special unit...

2. Movement

Enemy unit have different movement speeds. Basically, there are differences based on the unit's color.

Some enemy unit have movement patterns, while others do not.

Unit with movement patterns repeat a fixed set of movements assigned to them.

Unit without movement patterns...

3. Rebound

The strength with which units bounce off each other varies by unit type.

This is also affected by the unit's color.

4. Lasers

Enemy lasers follow basically the same rules as the player's, but their 1st and 2nd lasers activate simultaneously.

5. Laser Disabling

The method for disabling the player's laser is the same.

However, enemy unit will not intentionally disable their lasers.

- Stage Configuration, Conditions, etc.

Boundary Lines

- All unit will bounce off the boundary depending on the angle of incidence upon contact.
- When the laser is activated, the control unit can pass through the outer frame. The same applies to enemy unit.
- When passing through the outer frame, it is possible to remain in that location, but there is a mechanism that periodically pushes the unit back into the infield.

Stage Configuration

- All 24 stages are divided into 6 zones, with 4 stages per zone.
- Two or three player's unit appear in each stage, and 3 to 7 enemy unit appear.

Stage Time

- 90 seconds per stage.

Stage Clear and Game Over

- Clear the stage by defeating all enemy unit until only one remains within the stage time. Conversely, if the player's unit is destroyed until only one remains, it

is game over.

Zone Rank Conditions

- A: Total time for 4 stages is 3 minutes or less (5 minutes for Zones 5 and 6) and with 0 player units lost.
- B: Player unit's are lost at 1 or less, or even with 0 player units lost, the time exceeds 3 minutes (5 minutes for Zones 5 and 6).
- C: Player unit's are lost at 2 or more.
- + (after rank): Clear the zone without continuing.

Medal Conditions (Ending Screen)

- Gold: All zone ranks are A.
- Silver: All zone ranks are B, or the number of A ranks is greater than or equal to the number of C ranks.
- Bronze: If the conditions for gold and silver are not met.
- ? ? ? ? : When all zone ranks become "+"...

Pause Button

- The pause button is in the top-left corner of the screen on iPhone and the bottom-left corner on iPad.

Tapping it pauses the game; tapping it again resumes play.

Note: You cannot pause while a laser is active.