


THE EXPIDER

THE BESTSELLING ACTION GAME FROM JAPAN



 SIERRA

OVER
500,000
UNITS SOLD!

**INSTRUCTION SHEET
AND
WALK-THROUGH MAP**

QUICK START INSTRUCTIONS

LOADING INSTRUCTIONS:

Insert the System disk in Drive A. After the System disk loads, insert the Thexder disk in Drive A, click on disk and then double-click "Thexder." Press any key to bypass the opening sequence.

HOW TO PLAY:

When the game opens, you are the pilot of a Thexder Super Assault Vehicle. You have been locked into the facility with no means of escape. You are currently in the Thexder Robot mode and your only direction of travel is to the right. There are 16 different worlds to explore. The Challenge: How far can you go?

YOUR MISSION

To survive all 16 levels and disable the central computer, which creates the monstrosities which dwell in this forbidden world.

THE FORBIDDEN WORLD

Here lies a land shrouded in mystery, with 16 different regions to explore. From underground caverns to vast cargo holds, you will constantly encounter strange and dangerous beings and bone-chilling environments. Beware! Danger lurks around every corner!

THE STATUS SCREEN

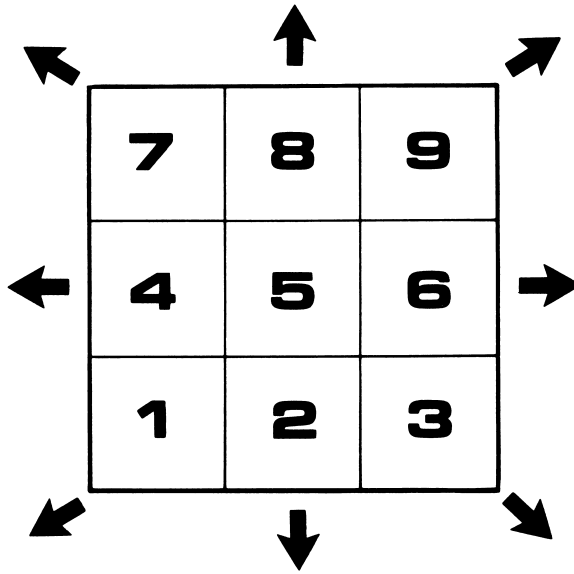
The status screen on your computer is the only tool you have available to keep track of your energy level, the level of the world you occupy, and your score. Learn to use this information wisely. It will help you determine when to fight, and when to flee.

THEXDER, SUPER ASSAULT VEHICLE

Thexder is a hyper dual-armor Robot-Jet transformer. Armed with heat-seeking lasers and touch-controlled flight mechanisms, Thexder is the ultimate fighting machine! There is only one Thexder in existence, and you are the proud pilot at its control. Be careful. If disaster falls upon your vehicle, there will be no replacements, and your mission will be terminated.

SCORE

Your score will increase with each creature you destroy, depending on the type of creature. You do not get extra points for completing a level, but you do get an increase in your enmax and energy points [depending on whether you used your shield]. See below.



TO FIRE: Press the Apple key. Hold down the Apple key for continuous fire.

TO ACTIVATE SHIELD: Press the Option key.

TO PAUSE GAME: Press the ESC key. Press ESC again to return to action.

TO QUIT GAME: Press the Q key.

TO BYPASS OPENING SCREEN: Press the Return key.

TO TRANSFORM INTO JET: Press any of the down arrow keys [1, 2 or 3].

TO TRANSFORM INTO ROBOT: Make contact with the ground OR press the arrow key opposite the direction you are flying [when you are flying horizontally].

1.

2.

3. SCORE 000000 4. LEVEL 03 5. ENMAX

THE CONTROL PANEL

1. **ENERGY BAR:** Displays the level of remaining energy. The three indicator colors represent Thexder's current condition. Green = good, Yellow = serious, Red = critical.

2. **SHIELD BAR:** Displayed when shield is on. Shows the amount of shield protection remaining before shut down.

3. **SCORE:** Displays your current score.

4. **LEVEL:** Displays the current level of the facility you occupy.

5. **ENMAX:** Energy maximum. Registers the total possible energy points that are available to Thexder.

ENERGY INCREASES:

- 1. When you destroy certain creatures. How many energy-releasing creatures can YOU discover?**
- 2. When you complete a level without using your shield [energy increases by 100 points [up to enmax]].**

ENERGY DECREASES:

- 1. When you make contact with any of the enemy creatures.**
- 2. When you make contact with any hazard area [lava pits, acid lakes, etc.].**
- 3. When you fire your lasers. Energy loss = 2 points for every 30 shots taken. Exception: When shields are on, there is no energy loss for shooting lasers.**
- 4. When you lock on shields. Energy loss = 10 points for each use of the shield.**

ENMAX INCREASES:

- 1. When you destroy certain enemy creatures. How many enmax-bearing creatures can YOU discover?**
- 2. When you finish each level.
Level completed = 10 enmax points.
Level completed without using shields = additional 20 enmax points.**

Enmax never decreases. Maximum enmax allowed in the game = 500 points.

ADDITIONAL TIPS:

- 1. Map each world. Trace down the various mazes as you travel through each level. Take note of the booby traps and hidden creatures. Follow the most accessible and least dangerous path to the next exit.**
- 2. Try to build up your enmax capacity whenever possible. This is the key ingredient to your prolonged existence. Find the creatures that will boost enmax. Refrain from using your shields for additional enmax bonuses! See ENMAX INCREASES.**
- 3. Use your shields sparingly. Remember--You receive bonus points if you can survive a level without activating the shield. Also, you do not receive energy points for eliminating creatures while your shield is activated.**
- 4. Don't shoot at everything. Avoid the creatures which provide no energy or enmax increases. Only eliminate the creatures that will benefit Thexder.**

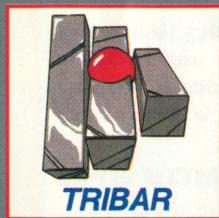


THE XIZER™

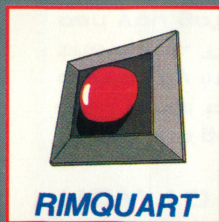
THE BESTSELLING ACTION GAME FROM JAPAN



YUGAZOGY



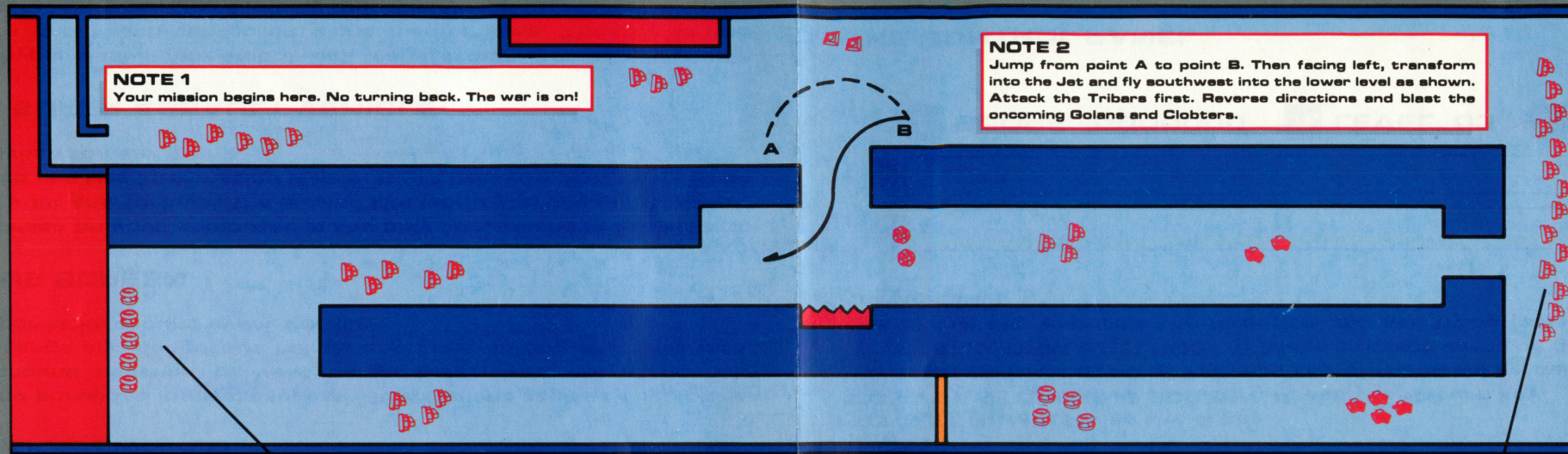
TRIBAR



RIMQUART

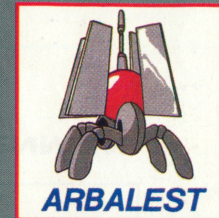


MISSILE

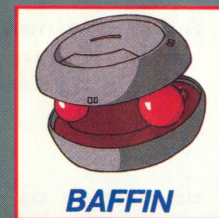


NOTE 3
Shoot the stationary Baffin. They won't attack and they give you bonus energy points as well!

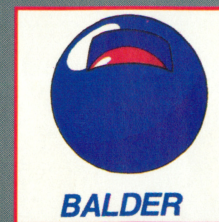
NOTE 4
You may be tempted to use your shields here. But, with a little practice, and the courage to stand still and fire, you may acquire the skill to destroy all of the Tribars without suffering any damage.



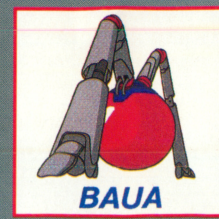
ARBALEST



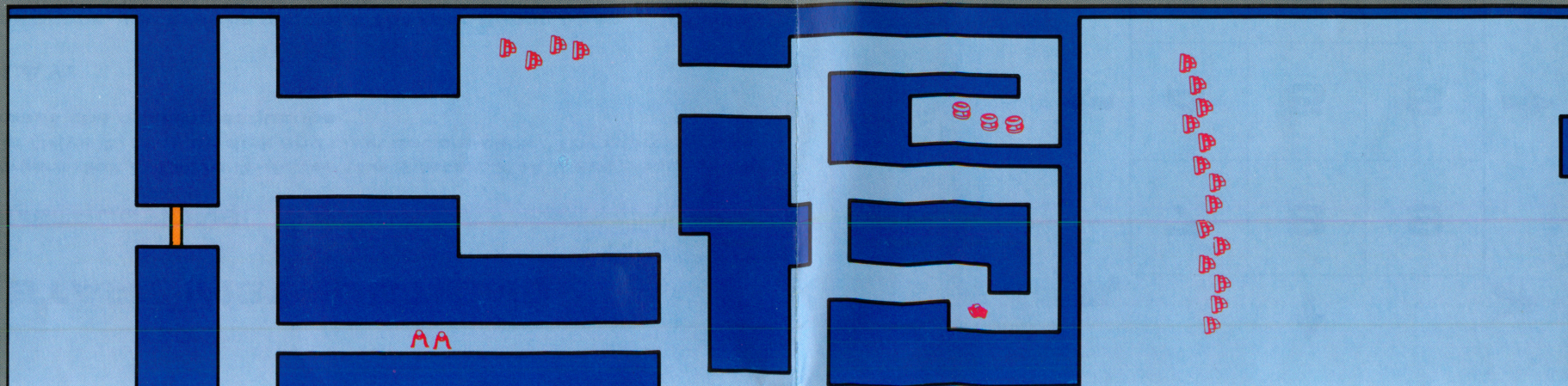
BAFFIN

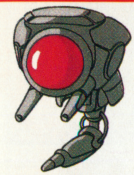


BALDER



BAUA



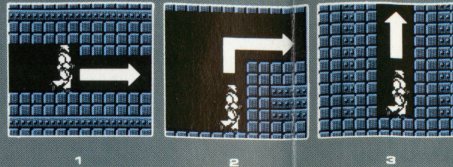


JUMPER

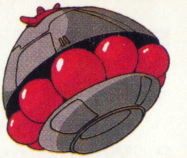
NOTE 5

Here is a situation where you must transform into the Jet [see Figure 1]. Hit your middle down key [2] and you will be on your way.

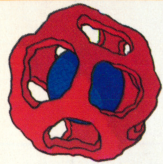
In this situation, you do not need to transform [see Figure 2]. Simply press your 9 key [upper right key]. Thexder will jump until he is above the block, then he will go to the right.



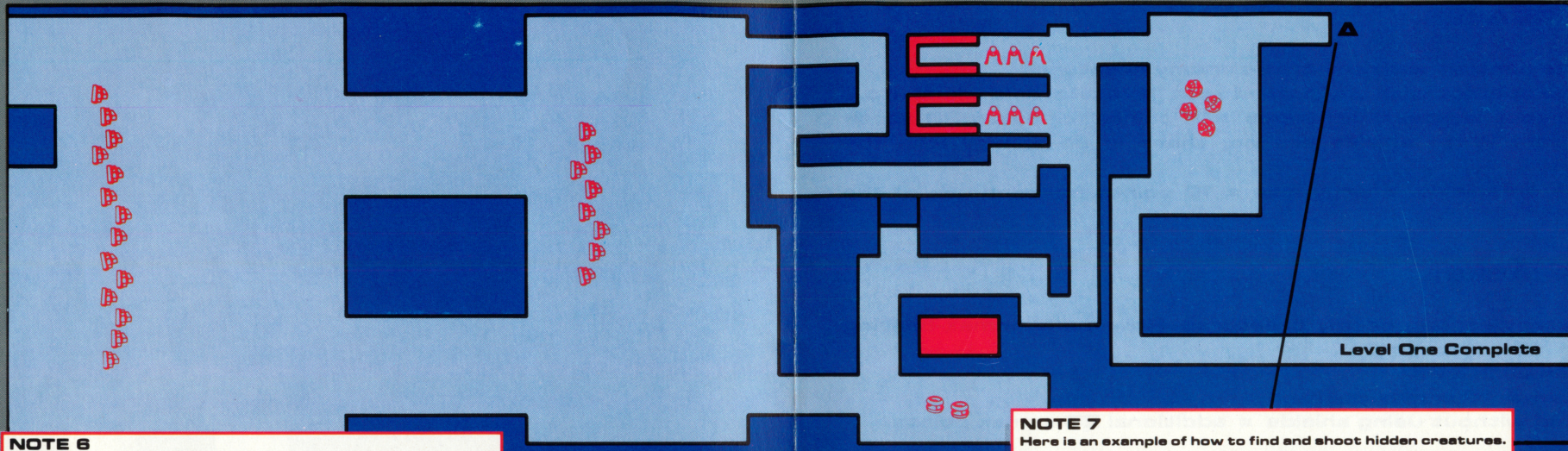
When you fall into a pit [see Figure 3], you must jump using your 8 key [top middle key]. Once Thexder is in the air, quickly press the transform key [2]. Thexder will transform into the Jet in mid-air and will proceed to fly out of the pit.



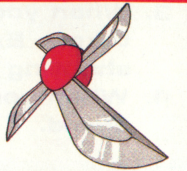
BELLMETA



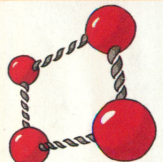
GOLAN



Level One Complete



BLADEMILL



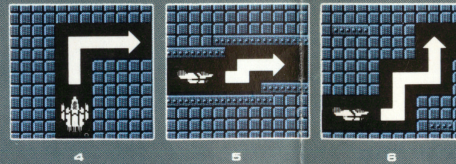
4-BALLS

NOTE 6

When Thexder is in Jet form, he will transform back into the Robot if he hits a corner at a 90 degree angle [see Figure 4].

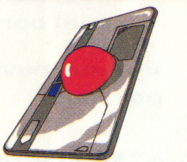
When the Jet is in a low corridor and hits a corner at an angle of less than 90 degrees, it uses radar to negotiate the curve and remains in Jet form [see Figure 5].

When the Jet encounters a series of 90 degree angles [see Figure 6], you must quickly hit the correct direction keys to keep in Jet form.

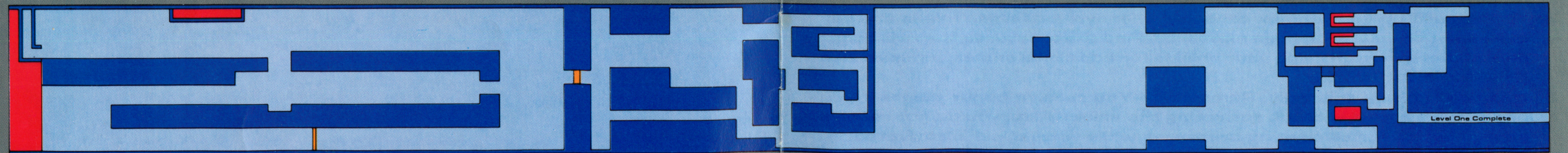


NOTE 7

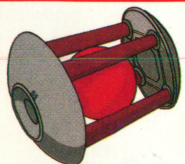
Here is an example of how to find and shoot hidden creatures. Shoot the wall to your right. Wow! The bricks dissolve and out comes an angry creature. Drop to the ground. The creature will stay directly above you at the top of the screen. Using either the Robot or the Jet, you can now demolish this creature with repeated hits.



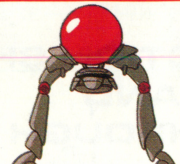
CARDS



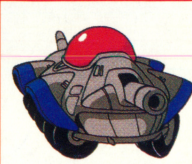
Level One Complete



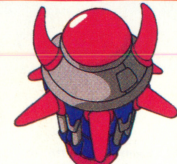
CARUGO



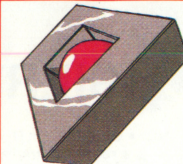
CENTIBEET



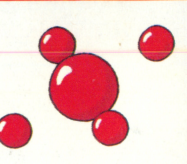
CLOBTER



EIPS



EYE WALL



FOTON