

# ESCHATOS

エスカトス



Qute  
CORPORATION

 Degica

# Controls

## Menu Controls

	Keyboard	Xbox 360® Controller
Menu selection, Move cursor	Directional key	Directional pad, Left stick
When prompted to PRESS START	Enter	START button
Confirm, Next	Enter	A button
Cancel, Back	ESC	B button

## In-game Controls

Move ship	Directional key	Directional pad, Left stick
Open pause menu	ESC	START button
Frontal Shot	Shift (Left)	A button
Wide Shot	Z	X button
Shield	X	Right trigger
Change speed	Tab	RB

Frontal Shot, Wide Shot, Shield, change speed can be reconfigured individually via the OPTIONS -> CONTROLLER SETTINGS menu.



# ESCHATOS Game System 1

## About the Game System - Original -

### Basic Rules

The Player will be able to switch between 3 shot types: "Frontal Shot", "Wide Shot", and "Shield." Control your ship and defeat enemies that appear in the area. Different shot types cannot be used at the same time.

When you lose all lives, then it is game over. Eliminate all the enemies in the area or stay alive for a certain time to move to the next area.

Defeat the final boss to complete a game. Choose the most effective shot type for each situation to eliminate the enemies.



### How to Start

Select GAME START at the title menu, and move left or right to select ORIGINAL mode. Move up or down to select difficulty. ORIGINAL mode is the simplest game mode.

### Screen Details



- ① ... **Ship**
- ② ... **Shield Meter**  
Remaining shield
- ③ ... **Ship's current speed**  
Pressing the Change Speed button will change speed in this order:  
Fast > Medium > Slow > Medium > Fast
- ④ ... **Current Game Mode**
- ⑤ ... **Score**  
Current score. Will reset when using Continue.
- ⑥ ... **Elapsed time of current enemy wave**
- ⑦ ... **Bonus Score**
- ⑧ ... **Time Bonus**
- ⑨ ... **Remaining Lives**
- ⑩ ... **Score Multiplier**

## Shot Types - Original -

### About Shots

#### Frontal Shot



Concentrated fire in front of the ship with long range and fire power.

#### Wide Shot



Fan-shaped spread fire. Short range but wide area.

#### Shield

A defensive weapon that appears at the nose of the ship. It cannot block attacks from the side or the rear. The shield can also damage enemies that come in contact with it. The Shield will gradually deplete the Shield Meter while it is deployed.



Shield Meter

The Shield Meter will decrease faster when it blocks an enemy bullet, when it's switched off, and when changing speed. When the Shield Meter is almost empty, the shield will turn red. When the Meter is completely empty, the shield will be turned off and cannot be used for a while. The Shield Meter will replenish with time. Shield Meter will replenish with time.

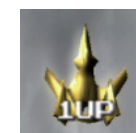
### About Items

#### Item Carrier and Flash Item



Item carriers will frequently appear. Shooting down these carriers will drop a flash item. Collecting the flash item will clear enemy bullets on the screen and cause damage to enemies.

#### 1UP Items



1UP items will occasionally appear. Collecting a 1UP item will add 1 life.

# ESCHATOS Game System 2

## About the Game System - Advanced -

### Basic Rules

ADVANCED mode is based on ORIGINAL, but is more complex with 7 different shot power levels and Bonus Point Items. It's a more challenging mode.

### How to Start

Select GAME START at title menu, and move left or right to select ADVANCED mode. Move up or down to select difficulty.



### Screen Details | \*Differences from ORIGINAL mode



#### ① ... Shield/Power Meter

Remaining shield and Power level. At higher power levels, the shield depletes more quickly.

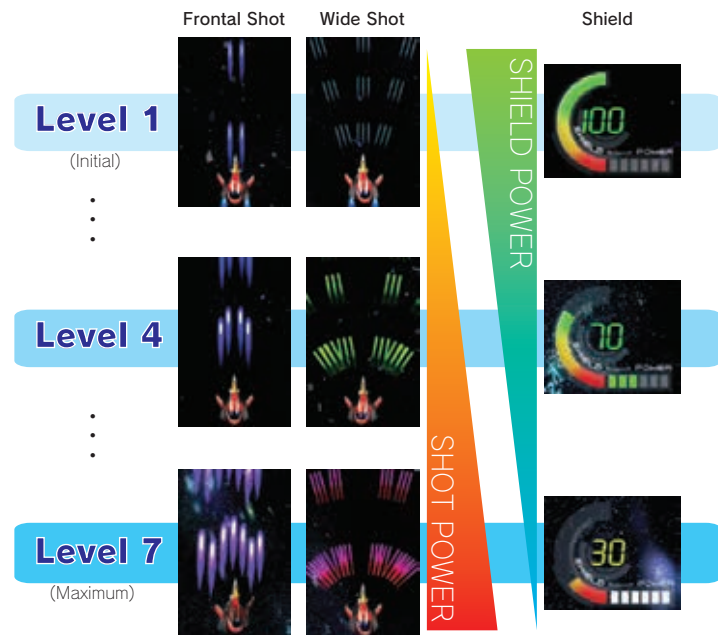
#### ② ... Bonus Point Items

These items appear when blocking enemy bullets with the shield. Bonus Point Items will follow the ship while the shield is deployed. Enemies hit by Point Items take damage. However, Point Items will not block enemy bullets.

When the shield is turned off, the Bonus Point Items are collected and will add points to the score. Bonus Point Items will become bigger as the Power level rises.

## Shot Types - ADVANCED -

ADVANCED mode uses a power up system for the shots. Collecting each Power Up Item will upgrade the shots by 1 level each. However, each shot power up will make the shield meter smaller. Shot power can be upgraded to a maximum of level 7. Adjust the amount of power according to the need for shields.



### About Items

On ADVANCED mode, item carriers drop one the following three items.



#### Power Up

Upgrades shot level by 1.  
Makes the ship invulnerable for a short time.



#### Blue Flash

Decreases shot level by 1.  
Erases all enemy bullets and deals damage to enemies on screen.



#### Yellow Flash

Decreases shot level by 1.  
Deals damage to enemies on screen and converts enemy bullets to Bonus Point items.



# ESCHATOS Game System 3

## About the Game System - Time Attack -

### Basic Rules

TIME ATTACK mode is based on ORIGINAL mode, except players compete to finish the game in the shortest time. The Player is given a 90 second time limit initially, and keeps extending the time through time bonuses awarded for finishing each area. If time reaches 0, it's game over. When the player loses a life, 5 seconds is deducted as a penalty.

The quicker the game is completed, the higher the score on Rankings. If the player does not finish a complete game, players that have survived longer will be listed on the Rankings.

Results for TIME ATTACK will not be added to the TOTAL SCORE within the player Report submenu.

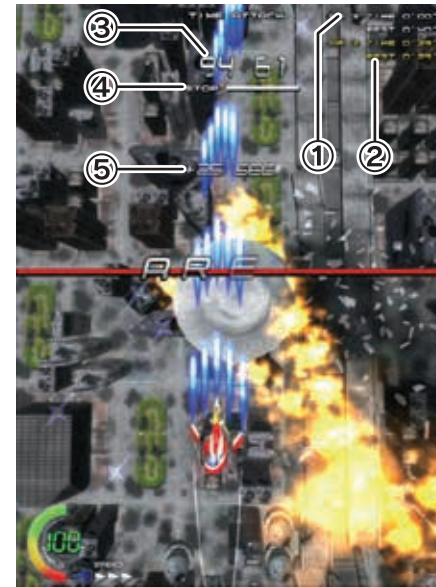
### How to Start

Select GAME START at the title menu, and move left or right to select TIME ATTACK mode.

There are no difficulty options for this mode.



### Screen Details | \*Differences from ORIGINAL mode

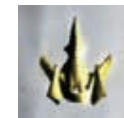


- ① ... Elapsed time on current area and best time.
- ② ... Result time of previous area and best time.
- ③ ... Time Limit
- ④ ... Count Down Paused  
Appears when the count down is being paused for certain cutscenes.
- ⑤ ... Time Bonus  
Displays the bonus time added for finishing an area.

### About Items

#### Time Bonus Items

Time Bonus items will occasionally appear. Collect a Time Bonus to add 15 seconds to the time.



# Credits

**DIRECTION**  
**GAME DESIGN**  
**GRAPHICS CONCEPT**

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**MAIN PROGRAM**  
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