



Contents

- | | |
|-----------------------|---------------------------------|
| ① System Requirements | ④ Configuring the Game |
| ② Story | ⑤ FAQ |
| ③ How to Play | ⑥ Legal and Contact Information |

① System Requirements

Operating System	Microsoft Windows 2000 / XP / Vista / 7 / 8
Processor	Intel Pentium4 1.4GHz or better
Memory	128MB or more
Graphics	640x480/High color or above (32-bit color recommended)
Sound	PCM Audio
DirectX	DirectX 8.1 required
Sound Card	DirectSound compatible
Graphics Card	DirectX 8.1 or above and Direct3D with 64MB or more of VRAM

② Story

Raiwat Imperial Headquarters: Generals Meeting

"No, we've detected no sign that it is active. That's why we were unable to locate it until now."

"Presently, we control only three of the ZODIACS. It's too early for us to act."

"If the Yuda awakens, it will be too late. History will repeat itself."

"It may have evolved into something more dangerous, just like the ZODIACS and we ourselves."

"He's right. A great deal of time has passed."

"Also, the eradication of the Yuda is the manifest destiny of the Raiwat. Or so our public believes."

"This is our chance. We must act before it can become a threat once more."



Gehenna's Underground Cathedral

When the hymn ended, the archbishop began his sermon.

"Let join the White Serpent Angels in prayer for the advent of almighty God. We pray that He will lead us from this defiled world and on to the Holy Land. The Latter Day Sacred Air Knights, Valkyness, are living testament of almighty God's will and His love for us..."

"Good grief... religion really is deceit. All this pomp and droning is nothing more than a sell-job to justify the mass production of the White Serpent Angels."

"The state is playing the villain perfectly for us. The last religious war cost us dearly, but thanks to you, we've been able to wave the righteous flag of the revolutionary army and make this incredible comeback."

"And so religious nuts will overthrow a government of hypocrites. This situation would be ludicrous if it wasn't actually happening."

"We believe our cause is righteous, Professor. I must ask you to refrain from comments like that."

"The time may come when you will learn the truth behind the government's rampant militarization. Assuming you survive until then, of course."

With that, the Professor walked out of the cathedral.



Capitol City Artemis: Central Operations Room

"It seems the information was accurate after all. We've confirmed that the terrorist organization plans to attack tomorrow."

"Assign that to Captain Astraea. The other operation will go ahead as planned."

"But we have reports that the terrorists have completed development on their new weapon. Sir, we should also deploy Captain Antares from the 24th Airspace Orbital Base Aeneas."

"Antares is tasked with providing crucial support to the Chiron Fleet. Captain Astraea's skills and the Virgo's firepower will be sufficient to neutralize them."

Valkyness Splinter Fleet: The Flagship Ophiuchus

"Ship identified! It's the Pisces! Pisces Type-A incoming!"

Tension ran high inside the Ophiuchus.

"Ready the Clips Cannon and fire at will upon the rear fleet before they get any closer! Prepare the shield-equipped unit for immediate launch!"

(They discovered us too fast... How could they have known our plans?)

"Clips Cannon ready to fire, sir. Firing!"

The Buster Laser emitted from the Ophiuchus pierced the Pisces A-Type, melting through it instantly. Immediately after, the Ophiuchus was enveloped in an immense, intense burst of light.

Global Unified Army: The Virgo

The Virgo, captained by Spica Astraea, had the enemy battleship, the Ophiuchus, in its sights. The information had been accurate. The newly-made battleship was operating as a splinter unit.

At that moment, an enormous beam of light lanced out from the Ophiuchus. The Sagittarius-class Buster Laser punched through the army fleet. The aftershock that followed shuddered through the Virgo.

"Impressive... It vaporized the Pisces Type-A in an instant and damaged half of the Type-P..."

However, she was sure that there would be no second shot. Swooping down on the enemy flagship, she dropped the new, laser-based bomb and immediately retreated. The explosion of light expanded, swallowing the Ophiuchus.

"All right, let's mop up the remnants and flank the main force that's headed for the capitol."

Explosions ripped through the enemy flagship as it fell. From the carnage, a fighter craft flew out, narrowly escaping the destruction.



-Story-

New Calendar 0024. The resistance organization Valkyness arose in opposition to the tyranny of the rapidly militarizing global government. The fighting had gone on for almost two years, and the tide of the war was clearly turning against Valkyness. The situation began to deteriorate faster once the state deployed a number of strategic weapons that were originally intended to unify the world.

However, one of the developers of the strategic weapons and the world authority in particle dynamics, Professor Dennis, joined Valkyness. Once more, the tide of the war began to shift. The professor developed a new weapon. It was an optical reflective shield based upon particle acceleration fields. Following testing on a general-purpose fighter called the Phoenix, the shield was also equipped onto an officer-class fighter called the Serpent.

Operation RefleX began.

It was an operation that could completely reverse the desperate war situation. The plan was to transport the completed shield system to Valkyness' Moon Base and there begin mass production. If the shield-equipped craft were destroyed before they could make it to the Moon, then the entire operation would fail. Therefore, Valkyness' strategy, had two parts. First, all Valkyness' ground forces would launch a surprise attack on the capitol city of Artemis as a diversion. At the same time, an independent fleet carrying the shield-equipped craft would travel to the Moon via the 3rd Orbital Passage.

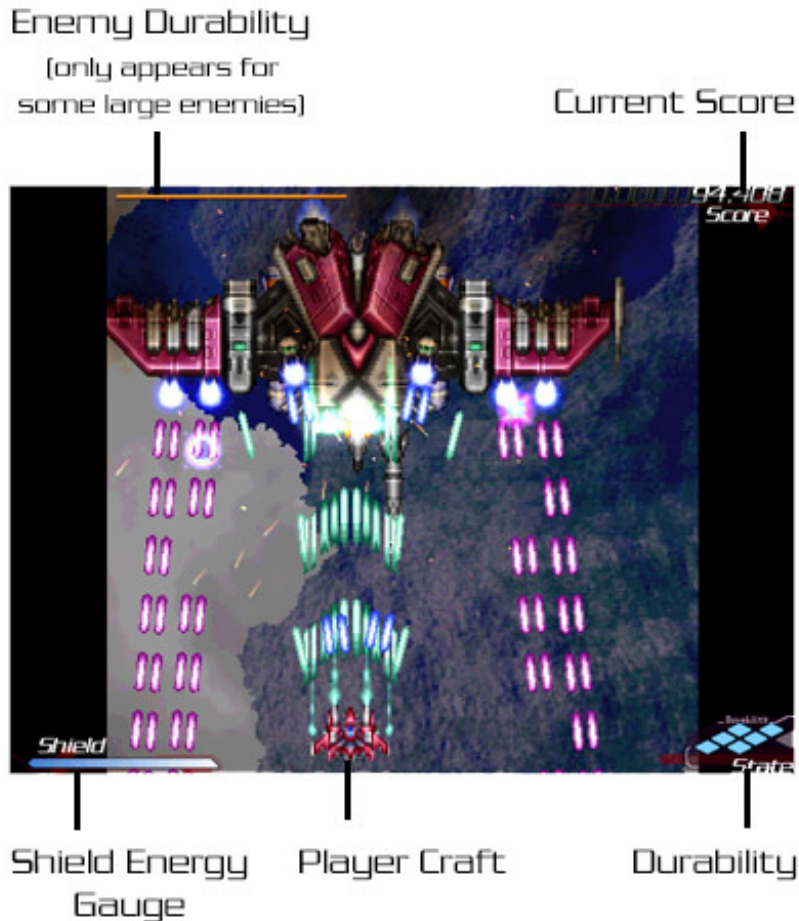
Thus, the operation went ahead. However, all did not go as planned.

③ How to Play

Overview

RefleX is a vertical scrolling shooting game in which you are armed with Standard Shots and a shield capable of reflecting enemy shots. RefleX uses a life gauge system: you can take up to six hits from enemies before your durability is reduced to zero. At that point, the game will end if you take damage once more.

Game Interface



Controls

The buttons on a gamepad/controller are mapped by default as shown below:

Keyboard	Controller	
Arrow keys Number pad	Direction buttons	Movement
Z key (Accept)	Button 1	Standard Shot <i>Does not consume energy, but attack power is dependent on the energy gauge</i>
X key (Cancel)	Button 2	Activate shield <i>Consumes energy</i>
Other	Other	The energy bar will refill when neither the shot nor shield are not being used.

All buttons can be changed via the Configuration option in the Main Menu or by using the standalone config utility, except the Accept and Cancel buttons, which are fixed as Button 1 (Z key) and 2 (X key) respectively.

Gameplay Basics

Button 1 (Z key): Regular Shot

When the Shield Energy Gauge at the bottom left of the screen is at maximum, the firing speed and the number of shots are also at their maximum level. As the amount of energy in the gauge decreases, the firing speed and the number of shots will also decrease.



*Weakest shot
(Shield Energy Gauge at 0)*

*Strongest shot
(Shield Energy Gauge at MAX)*

Button 2 (X key): Activate Shield

Activates a shield capable of reflecting enemy shots. The shield will protect you from lasers and optical weapon shots, but not missiles, ramming, or other physical attacks.



Shield activated

Reflecting laser

The Shield Energy Gauge will deplete while the shield is active and the shield cannot be deployed if the Shield Gauge is empty.

The Shield Energy Gauge will only replenish when your craft is not firing and the shield is not activated. The bar will not deplete while firing regular shots, but conversely it will also not replenish.

Game Over Condition

The game will end if you take damage while the durability indicator at the bottom right of the screen is at zero.

Scoring System

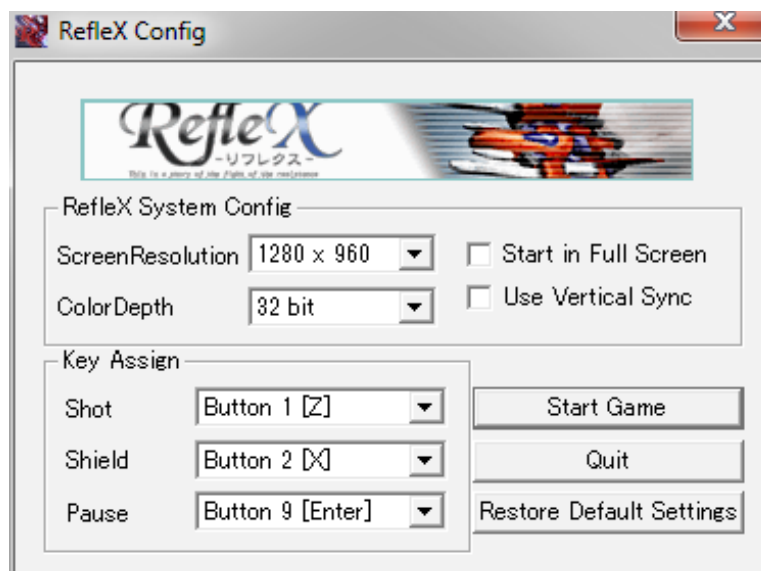
- Destroying an enemy craft will earn the enemy's basic score multiplied by the number of multiplier points available. The base multiplier is 1x.
- The multiplier increases when enemy crafts are destroyed with reflected shots, to a maximum of 64x. The multiplier will not change when enemy craft are destroyed with the regular shot.
- Destroying enemy craft within approx. 0.5 seconds of each other will maintain or increase the multiplier. If more than 0.5 seconds elapse, the multiplier will reset again.
- Regular shots will score points when they hit an enemy craft.

④ Configuring the Game

The settings for Reflex can be configured in two ways: via the standalone ReflexConfig.exe utility or by using the in-game Configuration option.

Using ReflexConfig.exe (standalone utility)

Running the utility will display the screen below.



Screen Resolution	Sets the resolution of the game screen. 640x480 or 1280x960 is recommended. At other resolutions, the text font may become hard to read.
Color Depth	Sets the number of colors used by the game. 32 bit is recommended. Please only use 16 bit if lag is experienced when using the 32 bit option.
Start in Full Screen	Sets whether the game starts in Full Screen or Windowed mode. If set to ON, then the game will start in Full Screen.
Use Vertical Sync	Sets whether vertical sync is used or not. If set to ON, then the game will use Vertical Sync.
Shot	Sets the button used as the Shot button.
Shield	Sets the button used as the Shield button in-game.
Pause	Sets the button used as the Pause button in-game.
Start Game	Saves the current configuration and starts the game.
Quit	Saves the current configuration and exits the utility.
Restore Default Settings	Restores each setting to its default option.

Using the Configuration Option (in-game)

Select 'Configuration' from the Main Menu to open the below screen. Only button mapping can be changed on this screen.



Shot	Sets the button used as the Shot button.
Shield	Sets the button used as the Shield button in-game.
Pause	Sets the button used as the Pause button in-game.
Return to Menu	Saves the current configuration and returns to the Main Menu.

⑤ FAQ

Here are some answers to some questions that are likely to come up.

Q: I'm experiencing some input lag.

A: Start up the standalone config utility, uncheck the 'Use Vertical Sync' option and then start the game again. If this does not resolve the problem, then the issue lies with the controller, your display or PC set-up and cannot be resolved by adjusting the program settings

Q: The game doesn't display properly on my secondary monitor?

A: Reflex does not support using secondary monitors or multiple monitor setups. Please play using your primary monitor.

Q: My number of continues has decreased!!

A: If you have left over continues, then you don't really need them, right?

Q: No matter how many times I try, I just can't clear the 7th Stage!

A: Don't give up! Keep trying!

Q: I don't understand the story...

A: You've escaped from your mothership and are heading to the moon. This is about all you need to know, but you don't even need to know this.

Q: I want to skip the credits.

A: If you watch them once, then the next time you will be able to skip them by pressing the Pause button.

⑥ Legal and Contact Information

This software is copyright of Ysuer (SITER SKAIN) and may only be used for personal purposes by users who have purchased it. Use, replication or rental of all or part of this software or manual without the permission of the copyright owner is prohibited. SITER SKAIN cannot be held responsible for any problems arising from the use of this software or manual.

Please direct any opinions, feedback, complaints or declarations of love to the below contact details:



Nyu Media

Email: info@nyu-media.com

Website: <http://nyu-media.com>



SITER SKAIN

Email: jirurun@siterskain.com

Website: <http://www.siterskain.com/>

© SITER SKAIN 1997-2013, © 2013 Nyu Media Ltd. All Rights Reserved.