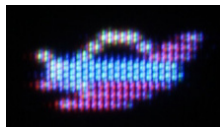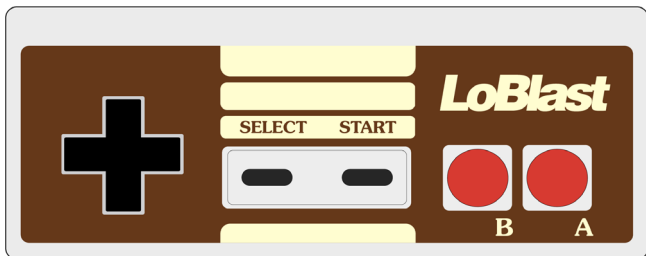# GUNTNER

Artisanal Instructional Manual

The Rudy is a heavily modified Class C GunTneR [ax]1147 short-range fighter adapted for interdimensional travel. Commonly ridiculed for its forward-swept wing design and jetsonian bubble cockpit, not one soul denies its pivotal role in the Battle of Yandori-11 that ultimately stopped the seemingly inevitable Interstellar Desegmentation. Fueled by dark matter amulite, the turbo encabulator propulsion and displacement system feeds surplus energy to the shield capacitor while still providing perfectly cromulent thrust. In a questionable choice of engineering, a valve between said capacitor and the quark cannon was installed. Opening of said valve results in unpredictable, rapid fire that quickly drains the shield system. Lack of operating shields results in absolute cabin depressurization and death. Also featured are a corduroy-lined dashboard and a cargo bay of extradimensional space accessible through a trunk sized hatch located on the underbelly. The intrepid Rudy has been rigorously tested, performing courier missions across the galaxy, surviving pirates, mercenaries, and ne'er do wells throughout hostile space for the past 0.237 Terran life cycles.

"The 13th Dimension" was first coined by Ensign 6th Class Harold Bonderson while accidentally aboard the bridge of the Kutonkan Flag Ship, Dianonsodary, during a military retreat. "Is anything in this wormhole real? It's like we're collectively facing each other's worst fears through a nightmare of the thirteenth dimension!"

Table of Contents

HOW TO CONTROL THE RUDY

SELECT
Iterate Speeds

START
Pause Toggle

B BUTTON
Fire Chaos Cannon
Drains Shield Capacitor

A BUTTON
Fire Quark Cannon
Hold for Autofire

DIRECTIONAL PADDLE
Towards the left end of the input controller device exists this plus-shaped (✚) interface. Depressing one of the paddle's four terminal protrusions will move the Rudy in that relative direction. By combinationally depressing a directional terminal while also simultaneously depressing a perpendicular neighbor terminal, the Rudy will move in a relative direction that is neither of the depressed terminals, but rather an unerring approximation between the two. Attempts to contemporaneously depress polar opposing terminals may result in damage to the directional paddle interface and is highly ill-advised.

UNDERSTANDING THE SCREEN

The Rudy and all other rigid bodies move through the 13th dimension's transgalactic pathway at ludicrous speeds. The stars quickly become a blur, and the horizon splits open like a banana peel.
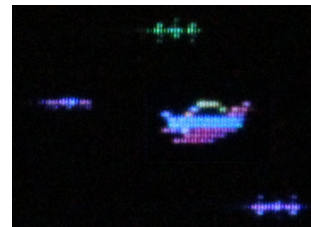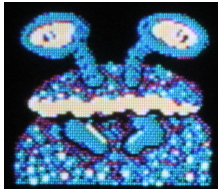

The Dashboard is a heads-up display (or hud) located at the bottom of the screen. It contains pertinent information such as how far and long you've traveled in addition to the Shield Capacitor Meter.
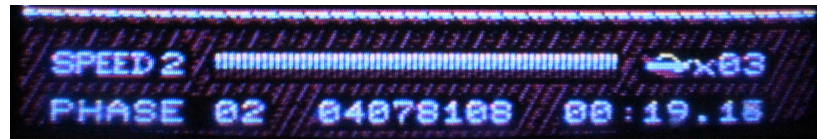
The hexadecimal display in the lower middle gives the following four data points: phase enemies, kill counter, x position, and y position.

FRENEMIES

Distraught Alien
By slim chance or providence, you found yourself emotionally entangled by egregious eyestalks. Mesmerized, you agree to chauffeur a sickly pet dingle through the 13th dimension without pay.

Starglasses
Benevolently cheering you on, the only folk in the 13th dimension that want you to succeed, and they show it by trading their own lives for powerup droppings; slaughter on your hands.
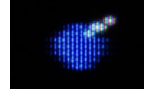
Sassy Veterinarian
After your harrowing journey through the 13th dimension, this helpful healer will alleviate the dingle's ailments. That is, if you don't take too long trying to survive the 13th dimension.
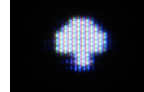
POWERUPS

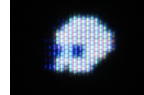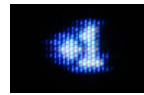|		
	Batteries	Extra juice injected directly into the shield capacitor.
	Bomb	BIG BOMB GO BRIGHT BOOM OUCH %*?$#@
	Mushroom	Euphoric invincibility. Use the chaos cannon with impunity!
	R Bag	Sudden bursts of bullets and a Rapid autofiRe Rate incRease.
	Skull Shield	Orbits, bludgeons enemies, and safeguards against death.
	Extra Life	A chance to try once more.

Birb
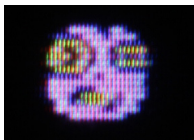Flippity. Flappity. Plumage.
Colourful and mostly harmless.
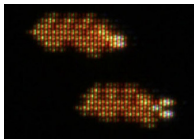
Maggs
What happens when a tardigrade transmutates to the size of a grizzly bear with a razor-sharp beak that can cut through any debris or scrap?
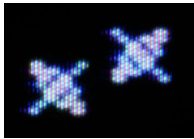
Galger
They fly in a continuous formation operating as a single hive mind. Beware: they shoot!
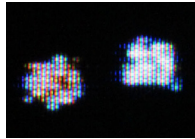
Dumb Face
No purpose in life; a wandering ignorant bliss.

Skully
Spinning skull propulsion systems harken back to the wretched white dwarf witch wars, which was a highly innovative era for psychological weaponry advances.

Sparks
Self-assembling plasmatic electron field automata phenomena; small fission-based organisms feeding on negative space, thusly radiating damage.

Chomps
Machiavellian machinations masticating massive imbibements of dank vacuum until they sink their mechanical incisors into your hide.

Ant
Walking along the floor and the ceiling, they can lift eighty hundred times their own weight, and they shoot darts from their bodacious butts.
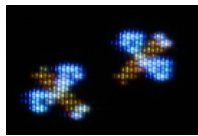
ZigZag
Defying the cardinal cartesian directions;
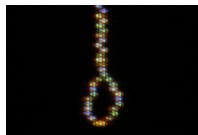diagonal they go! Traveling verily.

Throber
Spacefaring jellyfish originally born in orbit around
black holes. They are hungry.
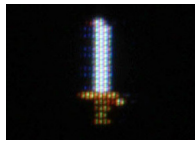A very special invader bred to exterminate!

Skeet
Zip. Zoob. BZZT! ... bzzt Bzzt BZZT!!!
These little buggers swarm your windshield.

Lasso
Some see a rodeo clown's laureate, while others see
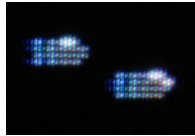a hangman's noose. Don't get roped!

Muya
Accelerating ascension from below thrusts a true
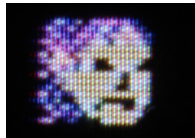blade upwards, lacerating those along the trail.

Uzi
This operator-free utility device sprays bullets in your
approximate proximity that you can also shoot.

Bullets
These are the bullets that an Uzi shoots at you that
you can also shoot at too, as well.

Ike's Mom
Don't leave the cabbage on the counter hrrmm..
And, no matter what, don't even think about eating
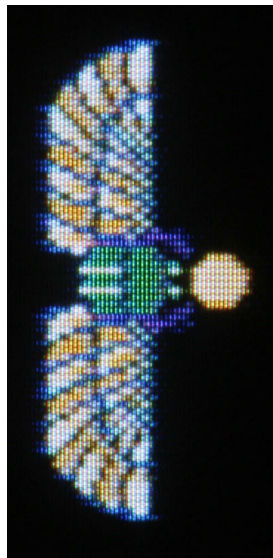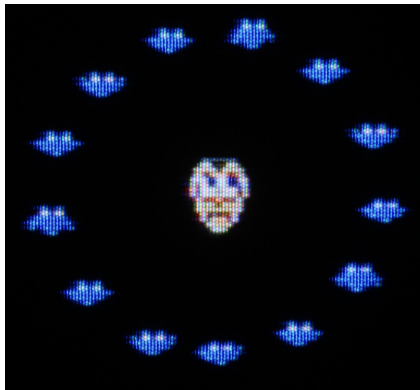all the toaster pastries¡†‰ HRRRMMM!!!

Moufs

An amalgamation of lips, teeth, and eyeballs spewing an onslaught of projectiles in your general direction whilst parabolically taunting.

Scarab Sun Sentinel

Know thyself deathless and carry a big stick. Work them gaps.

Intergalactic Space Vampire

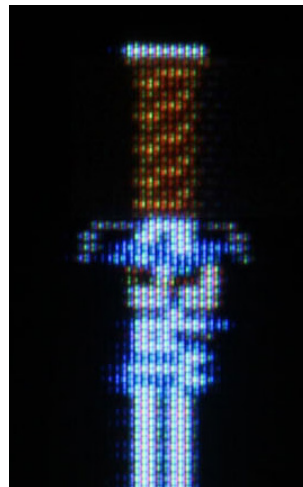Isolated within a respawning circle of thirteen bats; a short shake and a lunge — your very lives' blood drawn.

SwordTneR

The accursed phantom ghost of yesteryear's antiquated glinting weaponry returns for a rematch!

32 Lives (20 in hexadecimal) at the start of any game is possible by using that old crusty common code that appears on some apparel: UP UP DOWN DOWN LEFT RIGHT LEFT RIGHT B A START.

Boundless Mode is enabled after playing through the whole game. This mode can also be enabled when starting a new game by holding SELECT and then pressing START on the Title Screen.

Enemies are spawned by phases and interval timers. Clearing all phase-spawned enemies advances the player to the next phase.

Powerups can be reserved for optimal future use with some juggling management. Each shot that ricochets a powerup to the left is another screen that powerup falls right before despawning.

Swordtner propels harmful projectiles disguised as powerups.

Published by Mega Cat Studios
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