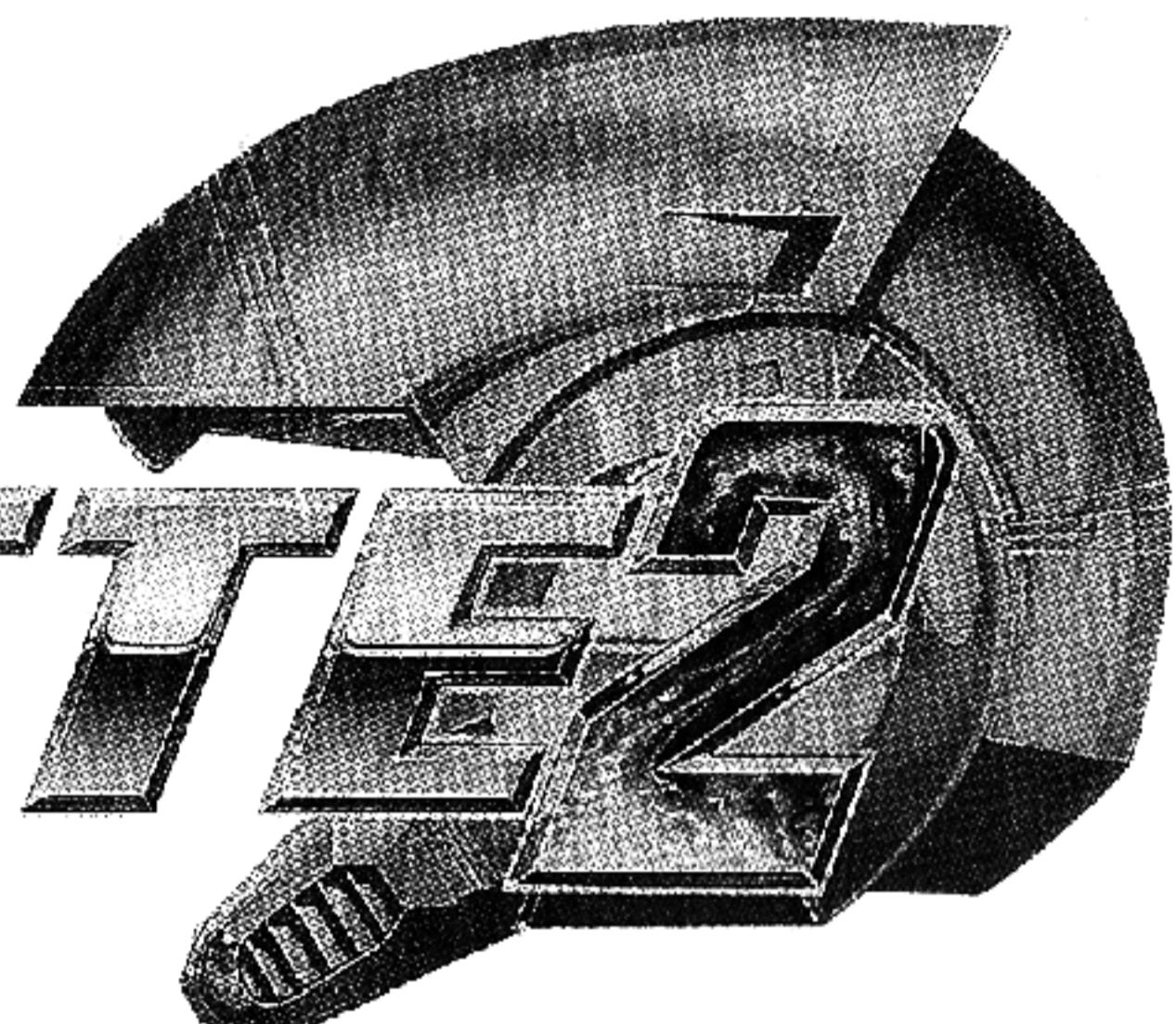


MSX 2 2+



NEO BIO CYBER SHOOTING

ALFESTE 2



USER'S MANUAL



COMPILE

Thank you for
purchasing the
Arrester 2.

What's included in this package

| | | |
|--|-------|---|
| 3.5 Disk | | 3 |
| Demo disc (1) | | |
| Game disc A (2) | | |
| Game disc B (3) | | |
| 1 piece each | | |
| Arrester 2 User's Manual | | |
| Arrester 2 setting material collection | | 1 |
| Arrester 2 paper model... | | 1 |
| Arrester 2 sticker... | | 1 |
| Questionnaire postcard/ | | 1 |

Please read this instruction manual carefully so that you can have more fun playing with it.

Arrester 2 can be played on personal computers with MSX 2 and MSX2+ standards, VRA M128K, and 2DD disk drives.

If you also use the FM Pana Amusement Cartridge, you can enjoy an even richer sound.



Please be careful when storing and handling diskettes.



When playing games for a long time, take 10 to 20 minutes of rest every hour.



"Arresta 2" is an original work developed by Compile Co., Ltd. Copying or renting the images, sounds, programs, printed materials, etc. of this software without permission from our company is prohibited.



USER'S MANUAL

CONTENTS

THE OUT SET 4•Story

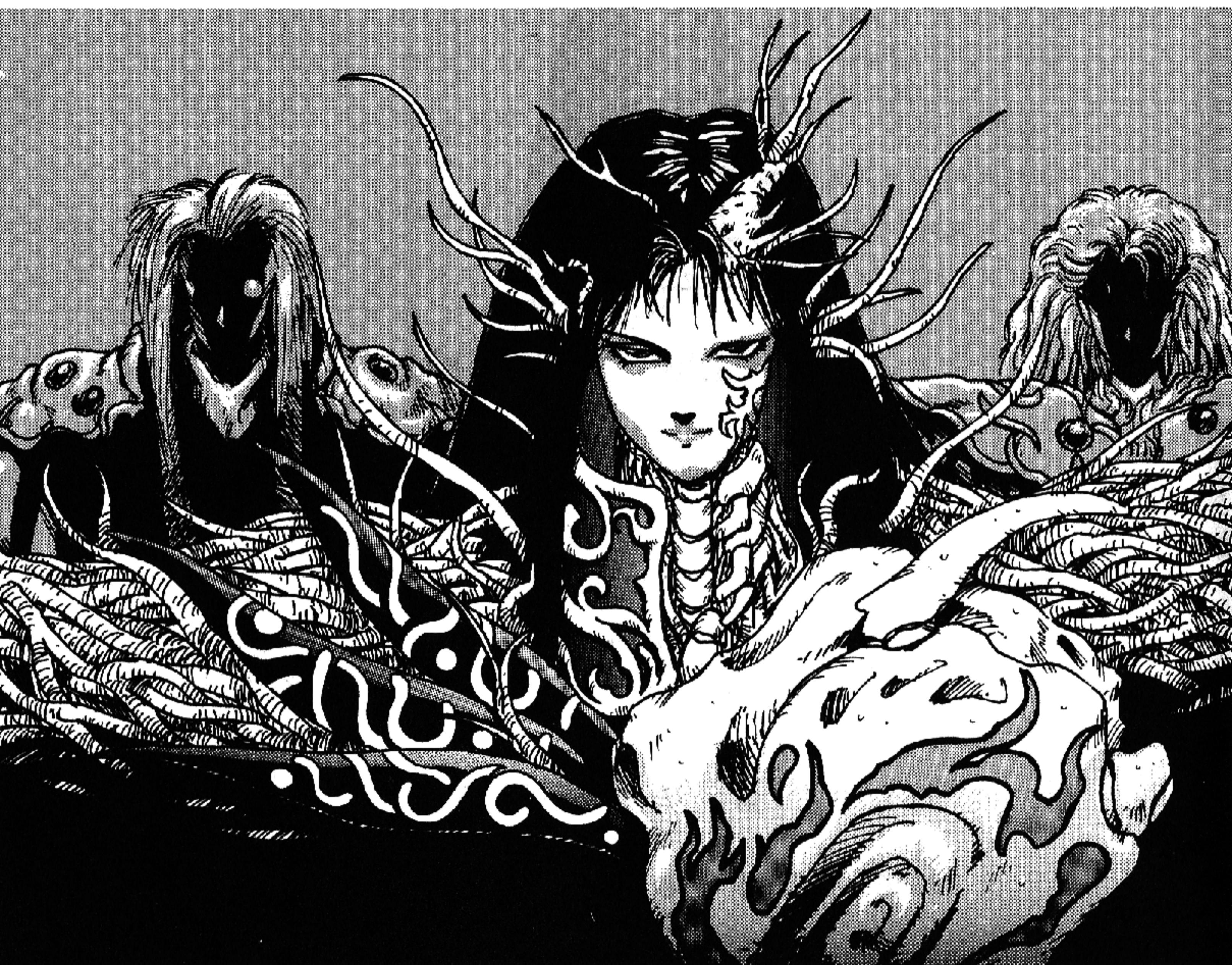
TAKE OFF 6•How to play and control

POWER UP 8•Power Up

THE SCENE 10•Area Introduction

APPENDIX•12•Paper model assembly instructions

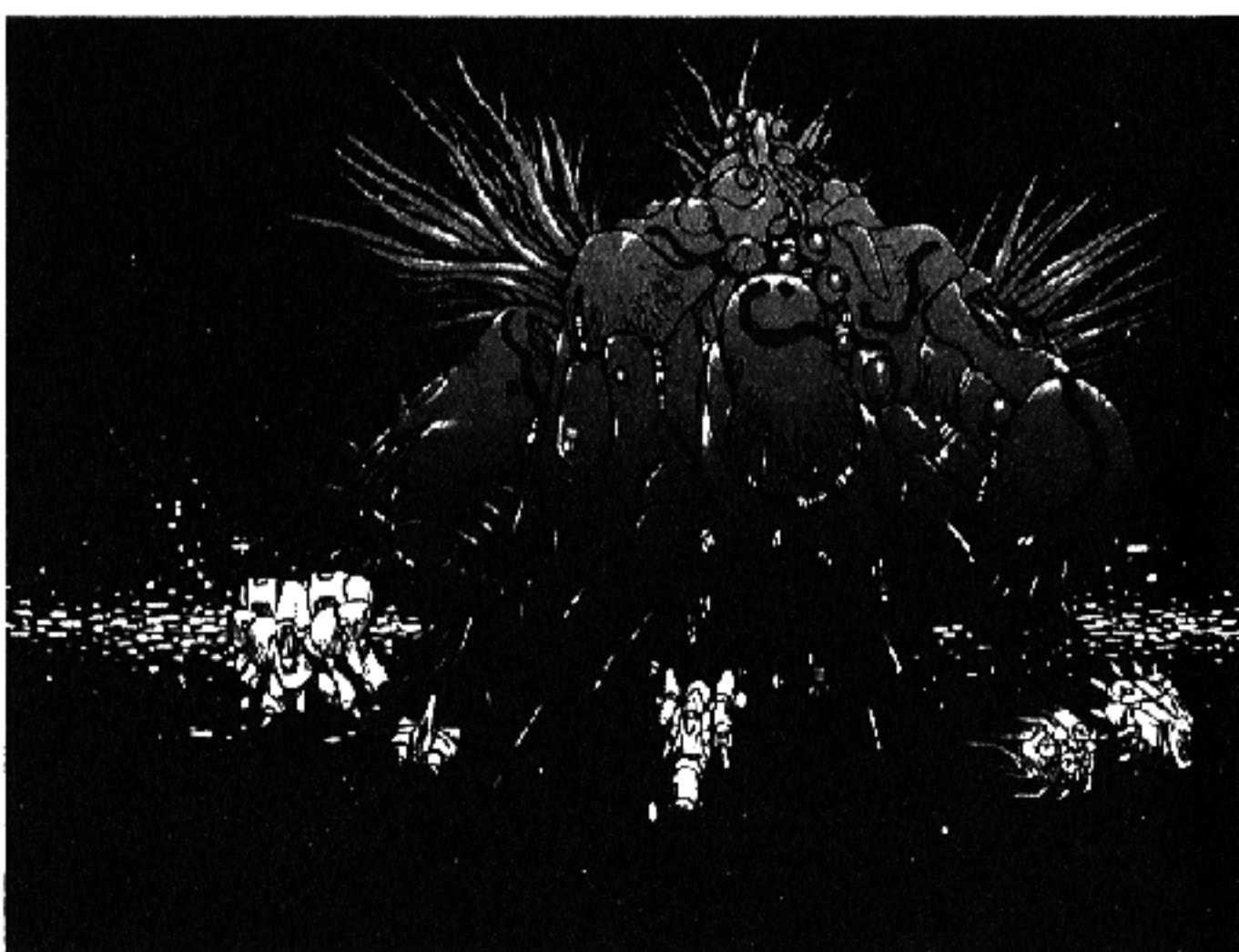
NAZE NANI BOX 14•The Weissen couple's classroom 2



Vargant, a plant-evolved human race.

They are lifeforms that wander through space, planting life on planets believed to be capable of supporting life, and continuing to function by using the regenerated organisms as a food source.

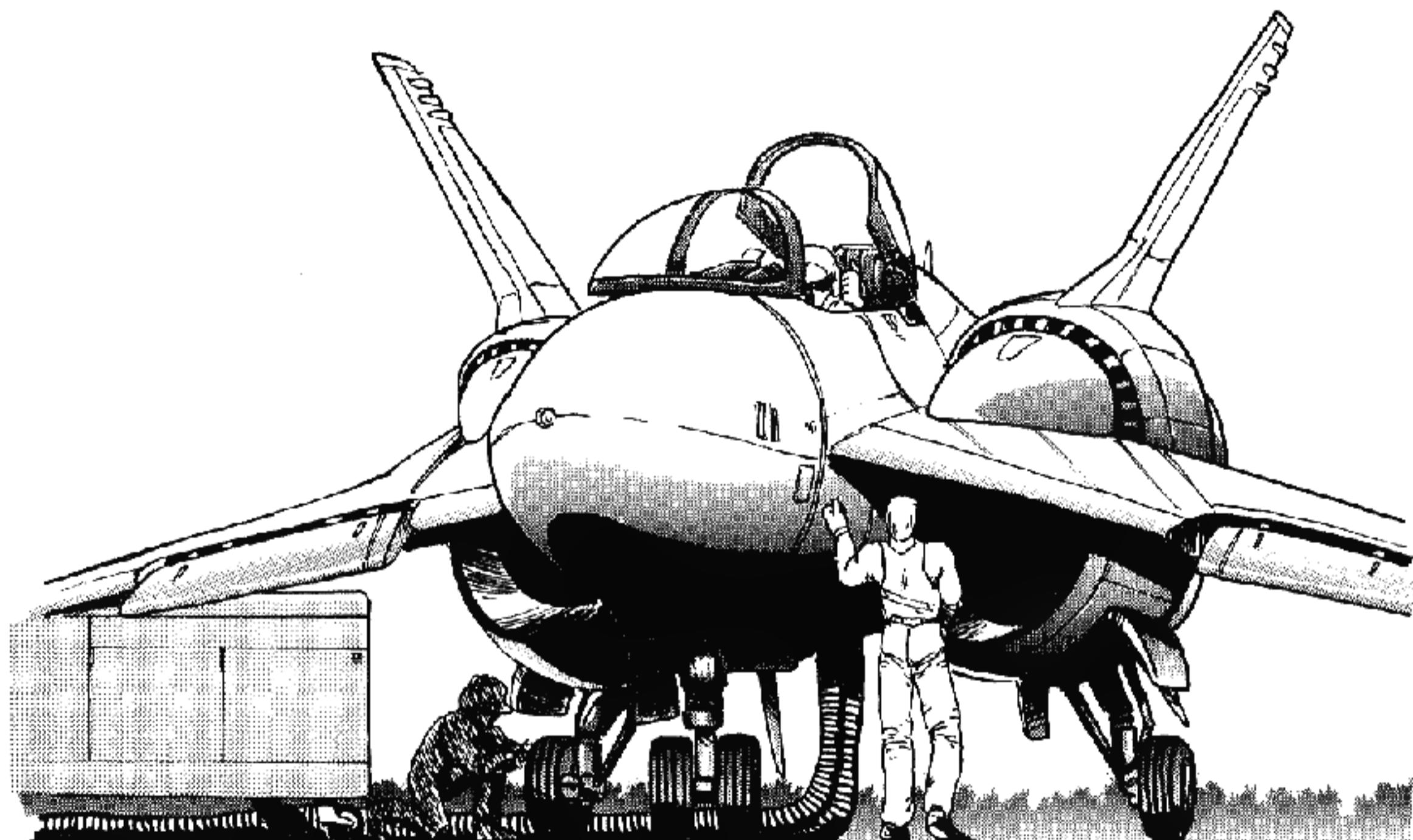
In the midst of the chaos caused by the deformed plant population that broke out in 2019, the Vargants perceived the powerful ESP waves emitted from the center of the environmental restoration system DIA-51 as a sign of harvesting mature Earth organisms, and approached the Earth sphere. However, the evolution of Earth organisms far exceeded their expectations.



In the year 2039, the Vargant invasion force drops powerful mobile weapons and parasitic plants on Earth, and their fleet also begins to descend.

The Earth Defense Agency's response was weak, and even the Arresta forces led by former hero Colonel Ray Wisen himself were defeated, and it became only a matter of time before the Earth's environment was destroyed.

However, the Defense Forces' Central Research and Development Department selected Lieutenant Elinor Weisen, a test pilot for the experimental SDAS project, to pilot the Arresta 2, and decided to carry out a solo operation.



The SDAS has been repeatedly tested up to this point, using Lieutenant Elinor Weisen's reaction patterns as the learning standard, so only the Lieutenant can utilize the Arresta 2's performance to its fullest.

And now, Aleste 2 sets out, risking the fate of the Earth.

opening demo

When you insert the "Demo Disk(1)" into drive A and turn on the power, the opening demo will start.

Start the game How to play

Insert "Game Disc A.(2)" into drive A and turn on the power to go to the Weapon Select screen.

The game starts when you select one of seven types of special weapons. The special weapon you select here will be installed in your remaining lives as your standard equipment during the game.

The player controls Aleste 2, avoiding the attacks of the enemies that attack and moving through the area. When the scroll stops, a boss appears. If you destroy the boss before the timer in the upper right reaches 0, you will receive bonus points.

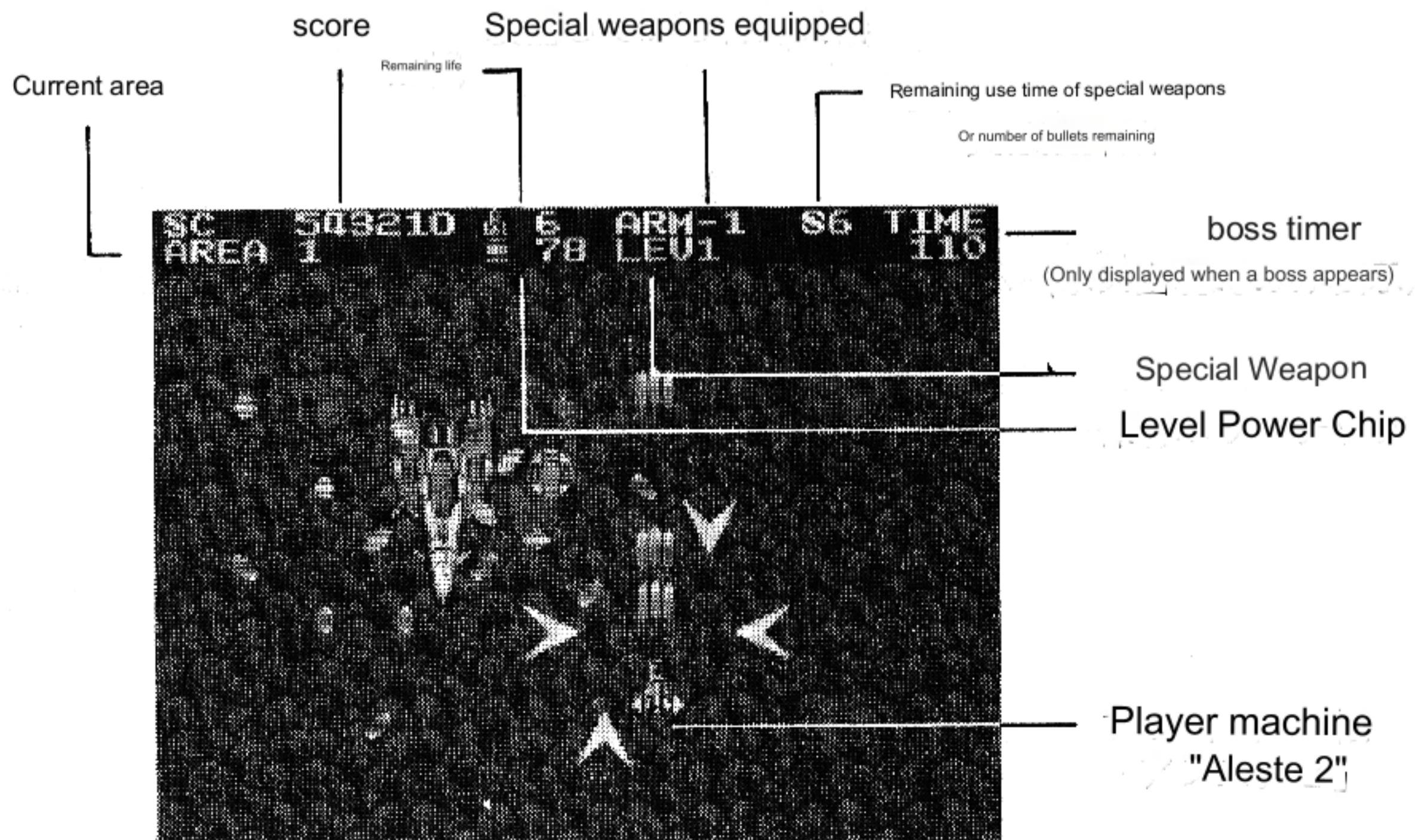
Aleste 2 starts with three planes. One more plane will be added when you reach 20,000 points, 80,000 points, and every 80,000 points thereafter. In addition, one more plane will be added when you collect 100 power chips.

When certain characters are destroyed, power-up items will appear. By picking them up, Aleste 2's attack power will increase and its attack method will change.

When Arresta 2 comes into contact with an enemy or enemy bullets, it explodes and one unit is destroyed. If all Arresta 2s are destroyed, the game is over.

After the game ends, the select menu will be displayed. Use the cursor keys or stick to select, and the space bar or trigger to confirm.

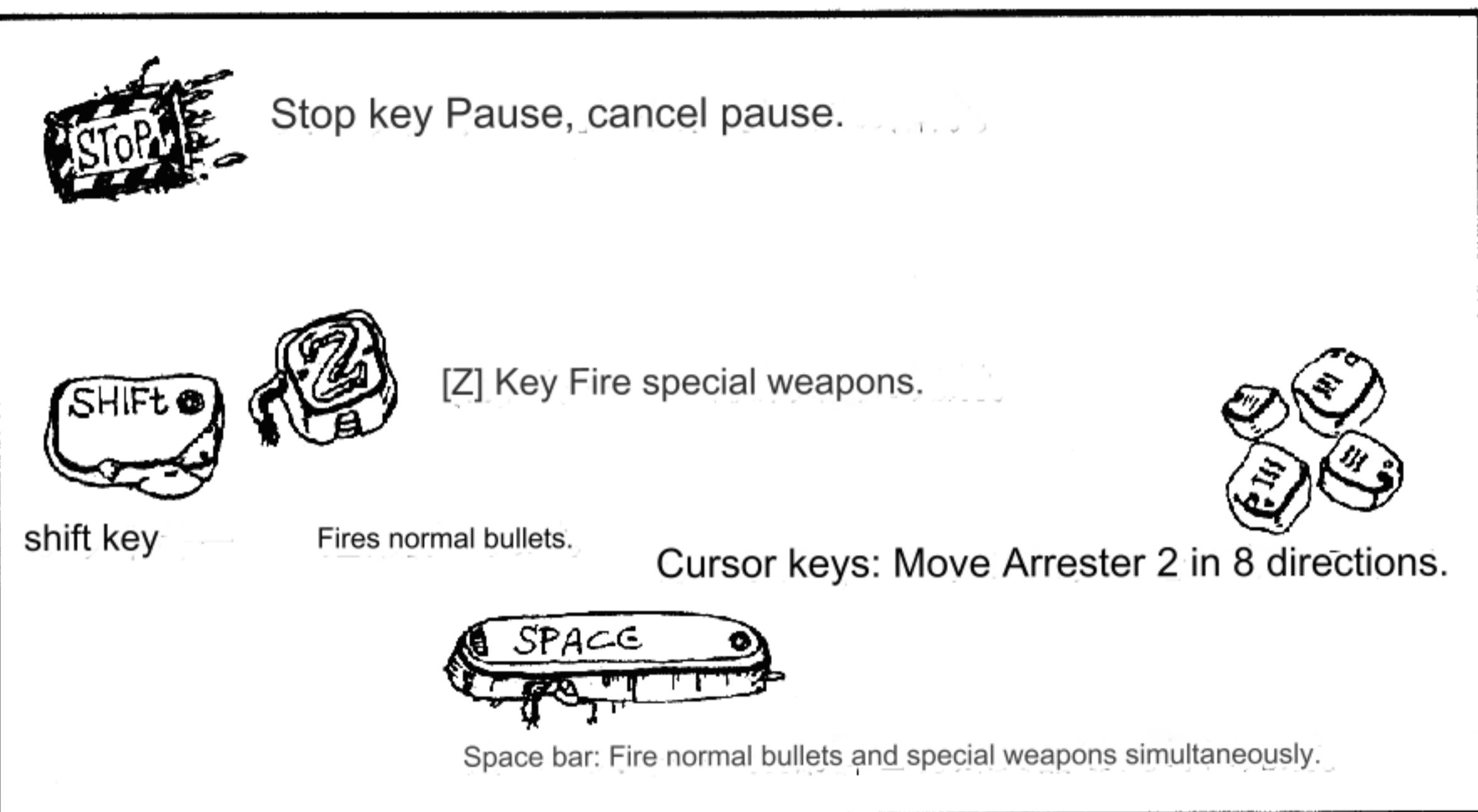
If you select "CONTINUE" here, you can try again from the area where you lost the game. Good luck. If you select another option, follow the instructions on each screen.

game screen

OFF

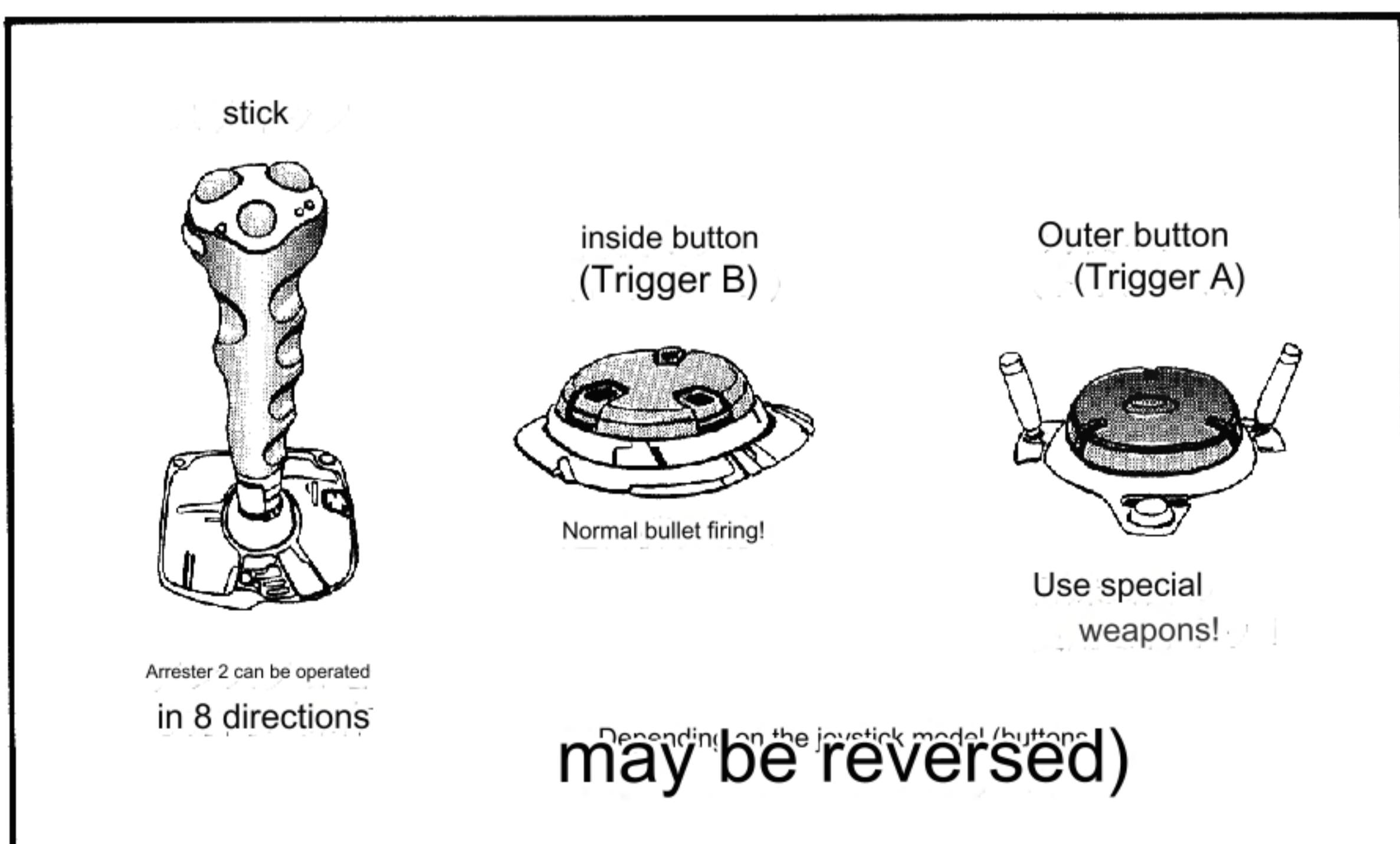
How to operate

Operation from keyboard



- You can also cancel pause using the Shift key, Z key, or space bar.

You can also use a joystick, just plug it into the port.



To pause, use the stop key on your keyboard. To cancel pause, use the trigger.

Normal bullet

SEAL CLUSTER BEAM

It will be strengthened by taking a "power chip". When Arrester 2 explodes, it returns to its starting strength.

special weapons

Free Option Weapon System

When you pick up the "weapon selector", the special weapon with the number displayed there will be equipped. Only one item can be equipped at a time. If you pick up items with the same number in succession, they will level up and become more powerful, and the usage time and number of remaining bullets will also be added.

If you take something with another number, your level will go down.

When the remaining usage time or number of bullets remaining reaches 0, the special weapon becomes unusable.

I will. In that case, the display will be "ARM-0, LEV-1 (normal bullet)". When Arrester 2

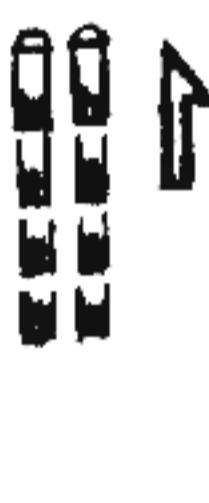
detonates, it will be equipped with the special weapon you selected before the game started.

Special weapon number 0 does not use the outer button (trigger A).



BEAM BOOSTER

unlimited



ROUND CUTTER

hour system



THUNDER BLAST

Bullet count system



3

THE
time

Normal bullet reinforcement unit

rotating shot

piercing bomb

try option



TRY OPTION

Protects Arrester 2 from enemy attacks. There are four types, each with its own function. You can equip up to three at once. It disappears when Arrester 2 causes an explosion.

"Shield Yellow" - Defense only. It has a durability of 250. "Support Red"

Durability 200. When attacked by a boss character, it becomes a guided bullet and damages the boss character.

Masu,

"Assist Blue" -- Durability 150. Turns normal bullets into penetrating bullets.

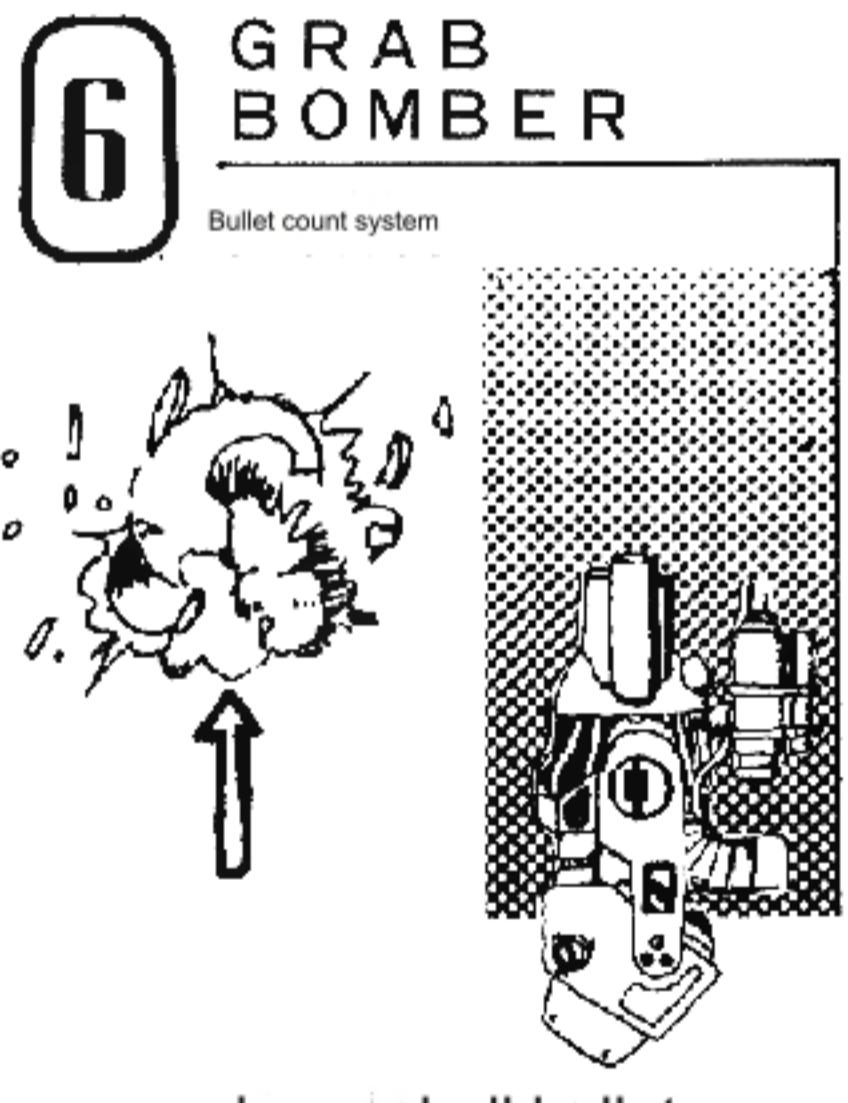
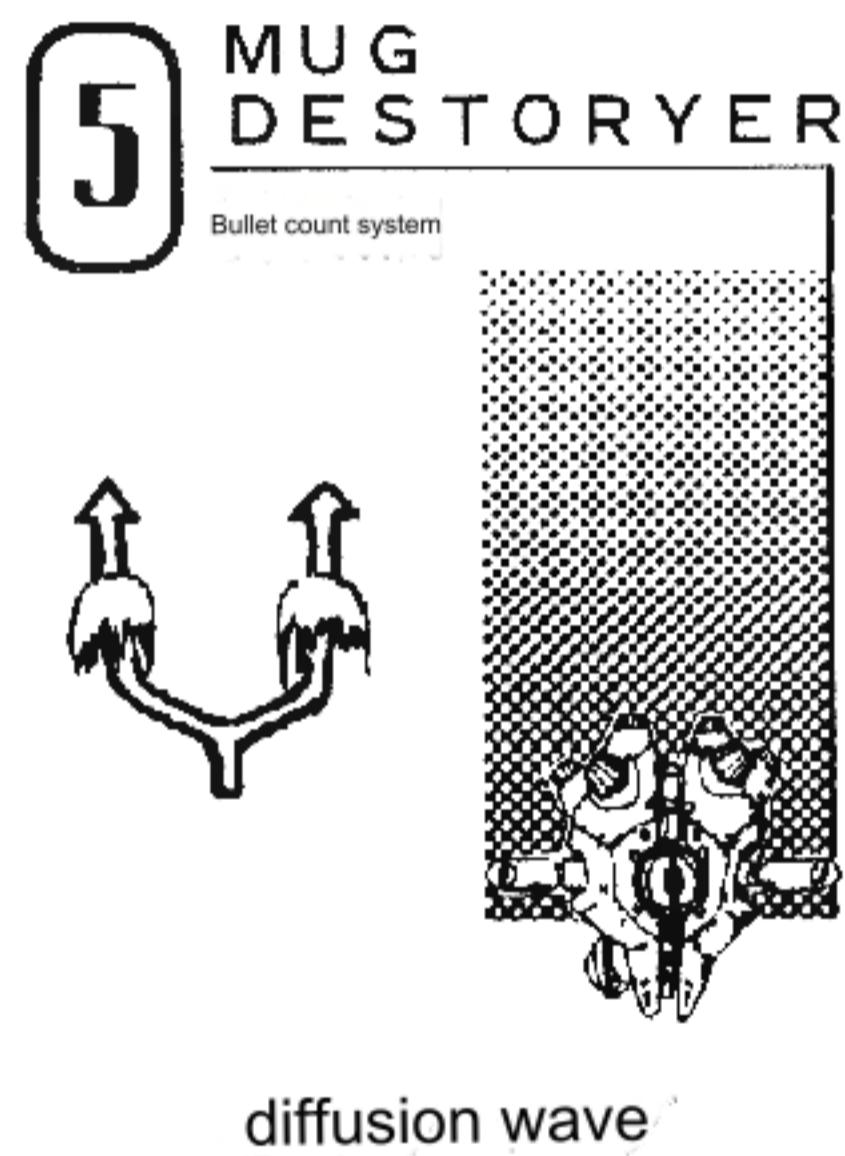
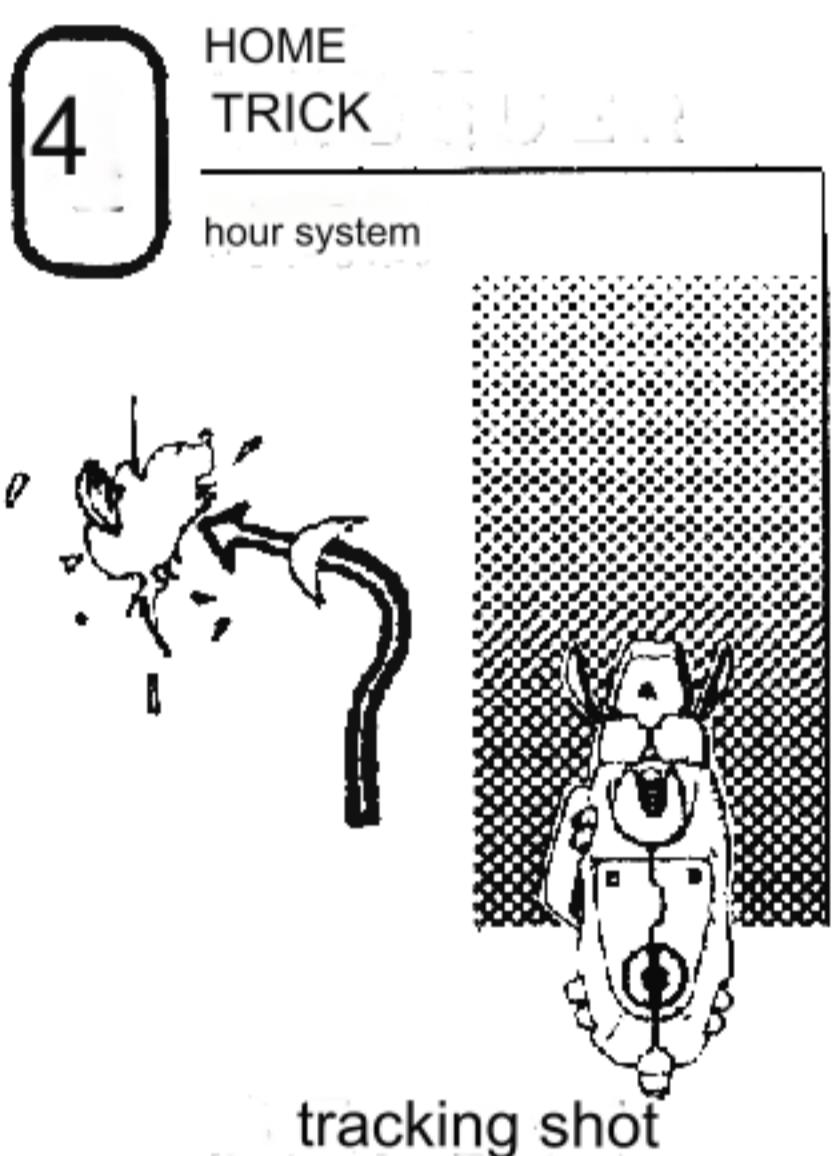
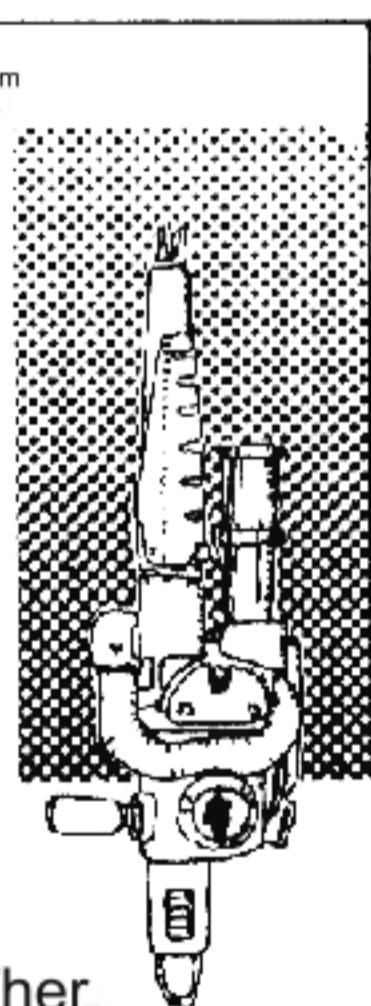
"Gravity Black" - Durability 120. Attack power of Arrester 2 is 50%.

I'll upload it.

R UP



TO BE



Ther

tracking shot

diffusion wave

large shell bullet

energy breaker → → →

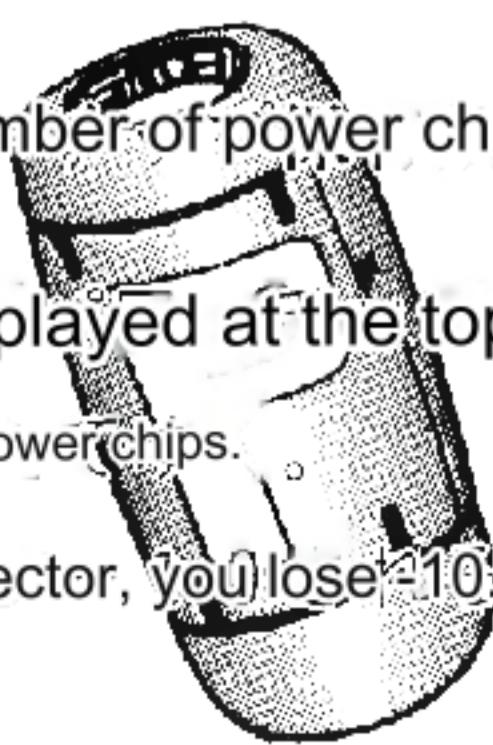


DIVINE BREAK

It deals damage to enemies on the screen and also erases enemy bullets.

Number of power chips held

1. The "One Chip Holdings" displayed at the top of the screen is 30 at the start of the game, and increases as you acquire power chips.
2. Each time you pick up an Arm Selector, you lose 10. When it reaches 3.100, it's 1up.

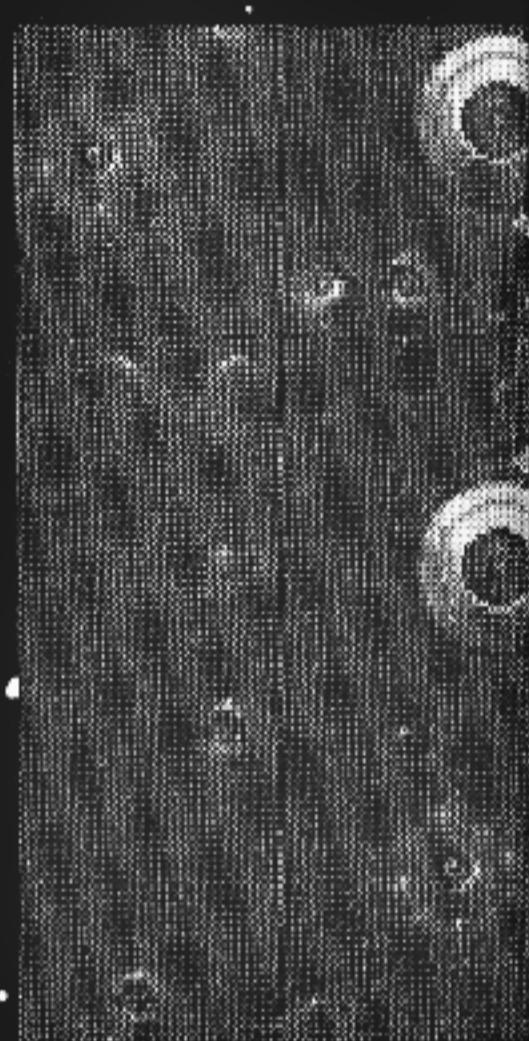


THE S

The Aleste 2 sets out to destroy the Vargant base built in the Pacific Ocean! As the Aleste 2 flies through the mountainous terrain, it is confronted by the enemy's vanguard forces.

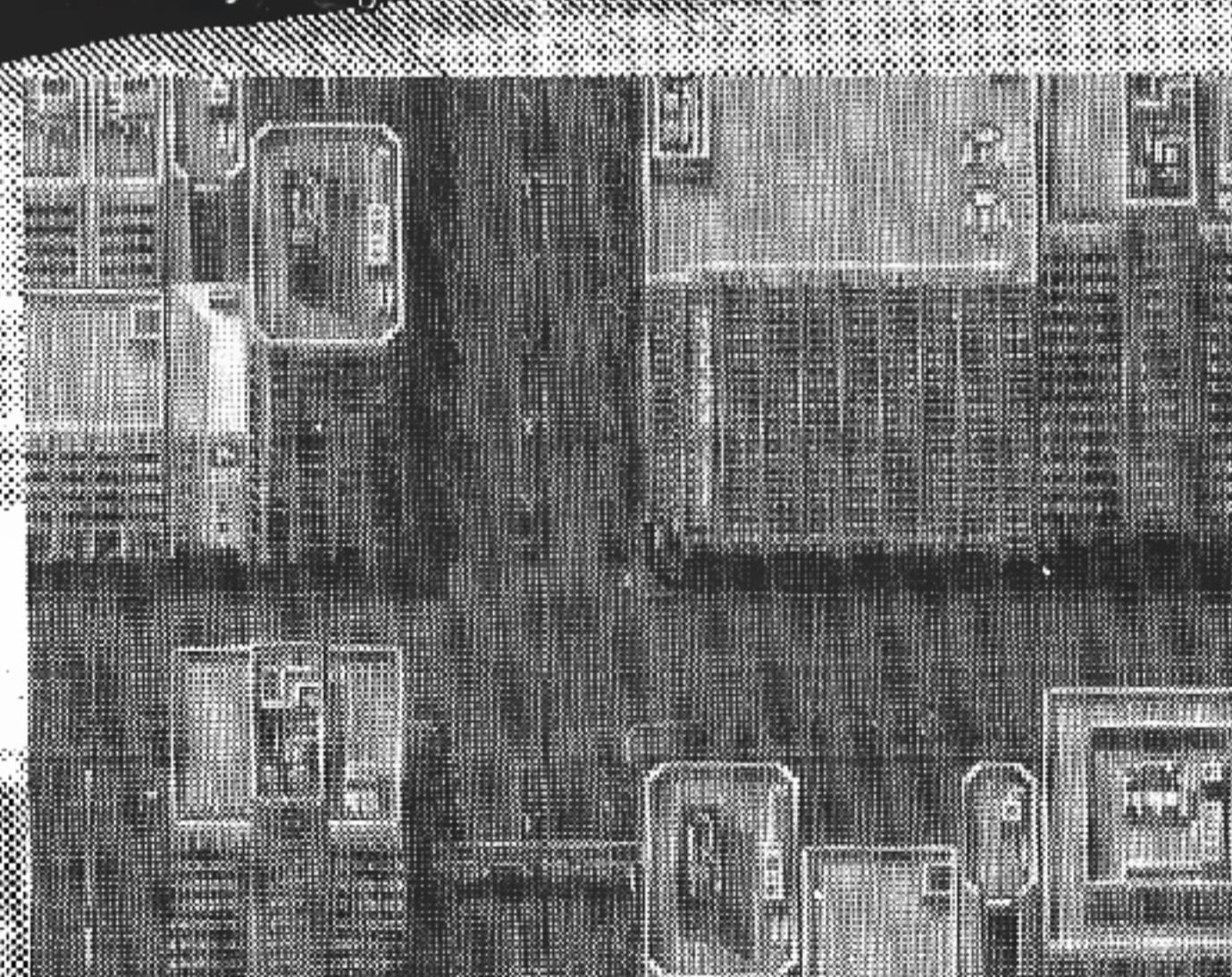


AREA 1 CARNIVORE



AREA 3

A large city. Plant weapons and mobile mechas fight back. A large bomber, the B90-Gigant, appears in the sky.

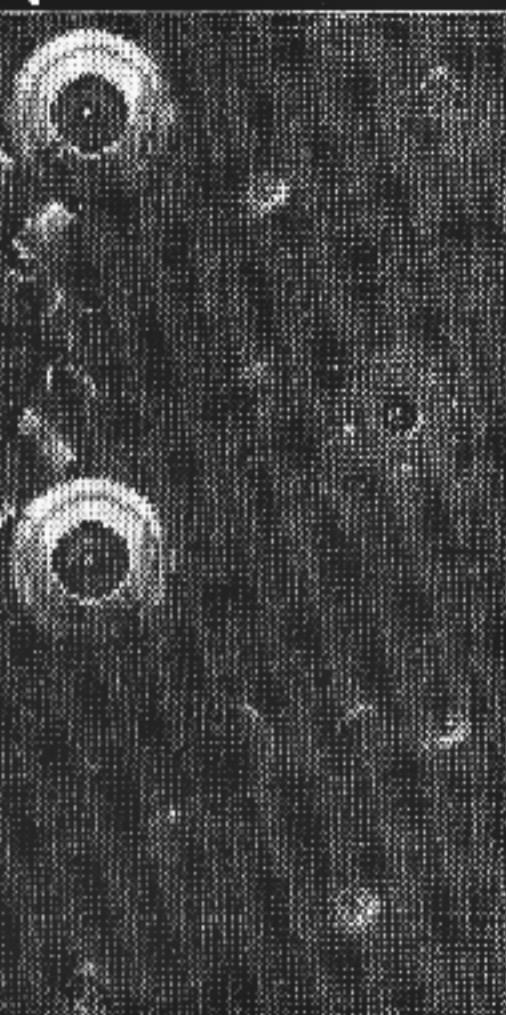


AREA 2 CITY BATTLE

PRICES

Aleste 2 advances through the "Western" world.

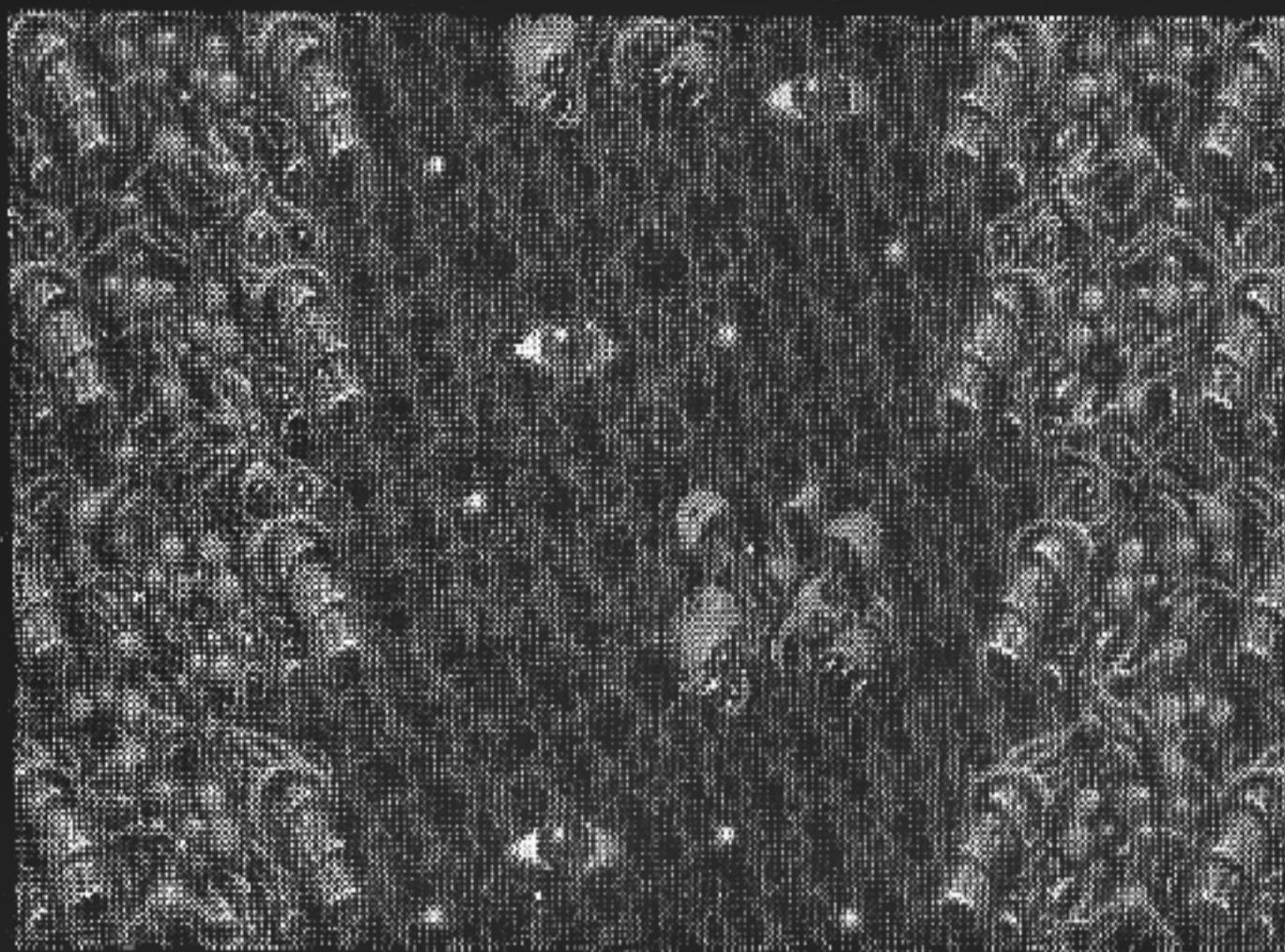
Every time, parasitic plants are replaced.



CORRUPT SEA

Inside the fortress is a different kind of space where enemy boats lurk.

It was a world beyond imagination. Vaganto had the technology to make space fit into a fixed size.



AREA 4 CONVECTION

AREA 5 CRUEL SEA

When viewed from Aleste 2, which had escaped from the concrete space, it appeared as if the world was filled with strange and mysterious things, and was a very peaceful place.

AREA 6 CANCEROUS CITY

It scatters parasitic spores, but pursues the wound candy and once again enters the sky above the city.

AREA 7 CONSPIRACY

We will continue to study the true lineage while enjoying the scenery.

AREA 8 CULMINATION

The flow of the ship had weakened, but inside was a vast expanse of space and an infinite number of colonies.

arrester 2

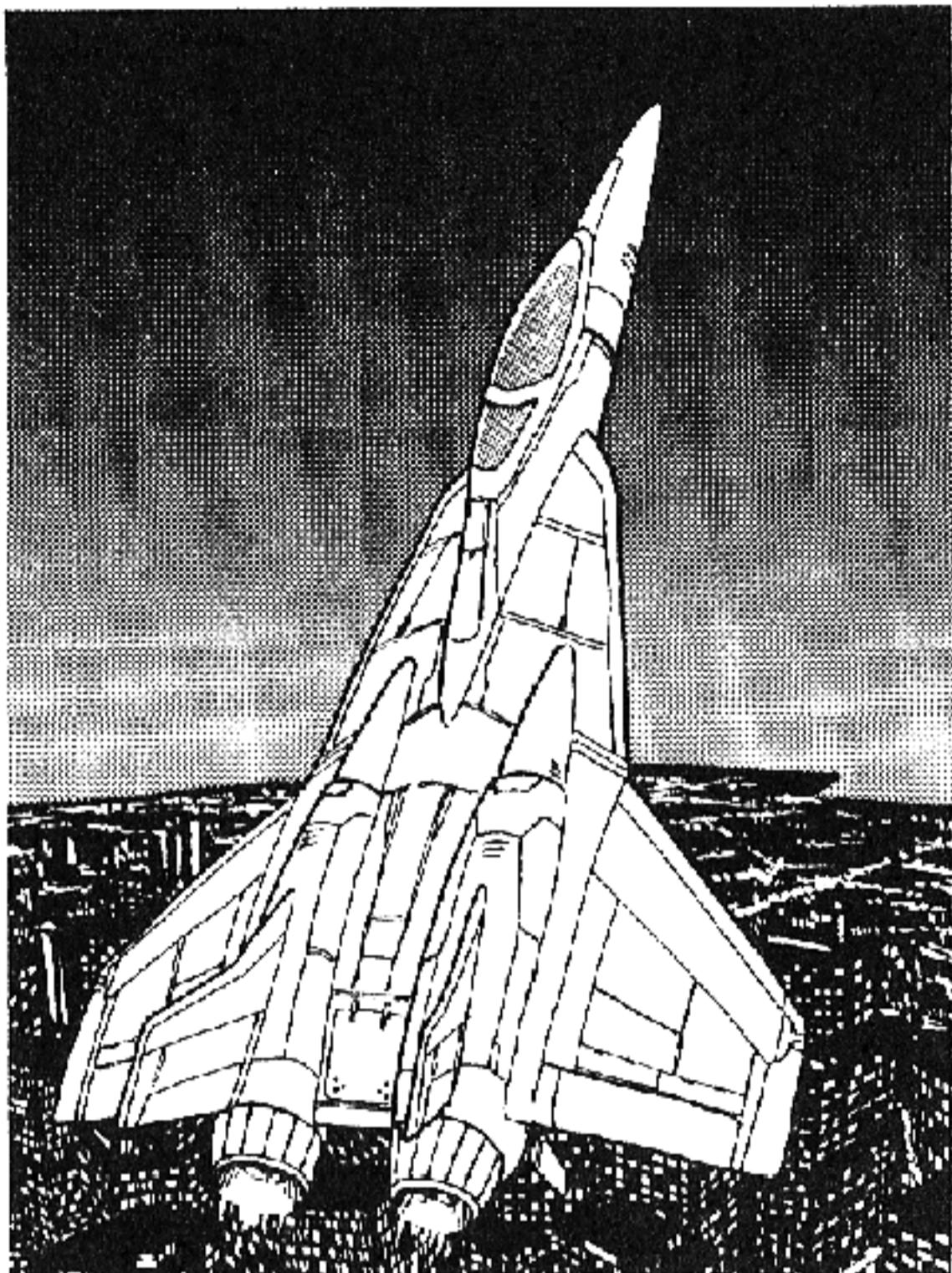
V F - 8 0 2 8 6

Group

stand

theory

bright



Basic working methods

When attaching each shape such as the fuselage or engine, the seams are all facing down unless otherwise specified.

- When gluing parts together, except where specified, they will be glued with a separate adhesive margin, so please do not overlap each other.

◎ How to make a glue tab

To make it, cut a thin piece of paper, such as a scrap of notebook paper, into strips of a suitable thickness and then cut these into pieces about 1 cm long.

- The rounded part will look better if you wrap it around a pen barrel or a round pencil first.

Precautions when assembling

It is recommended that you perform surface treatment before assembling, referring to the setting materials in a separate magazine.

Check the part numbers and neatly cut them out with scissors or a knife, carefully scraping off any unnecessary parts.

Before gluing the parts, assemble them together and adjust them to ensure they fit properly.

- The solid line parts (-----) are where you cut, and the dotted line parts (·) are where you fold.

- This paper model requires a fair amount of skill to complete, so if you are not good with hands, it is not recommended that you try making it.

- When you have completed it nicely, take a photo and send it to Compile. We will all praise you.

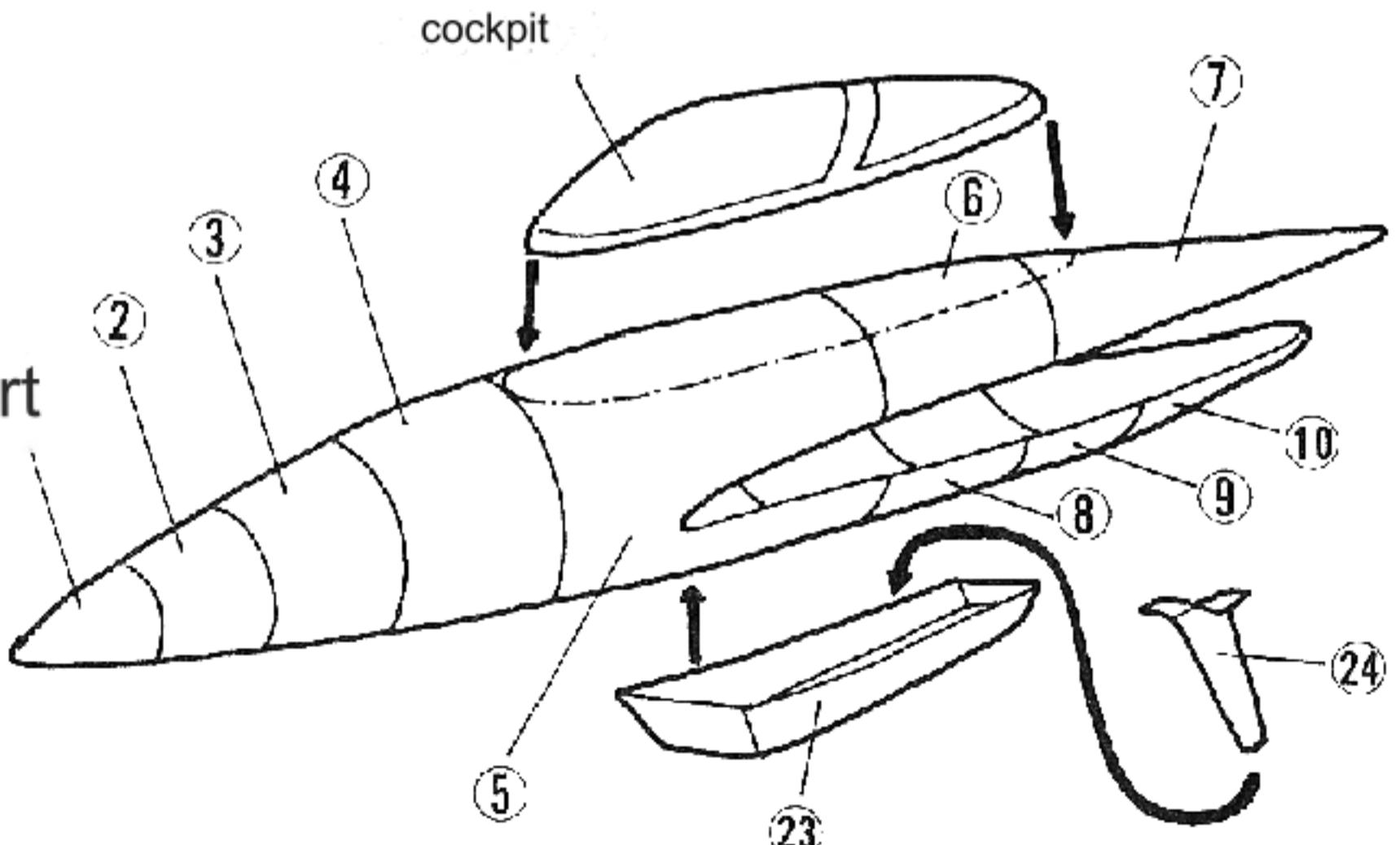
• 《Assembly of the nose》

The cockpit parts are attached within the dotted lines.

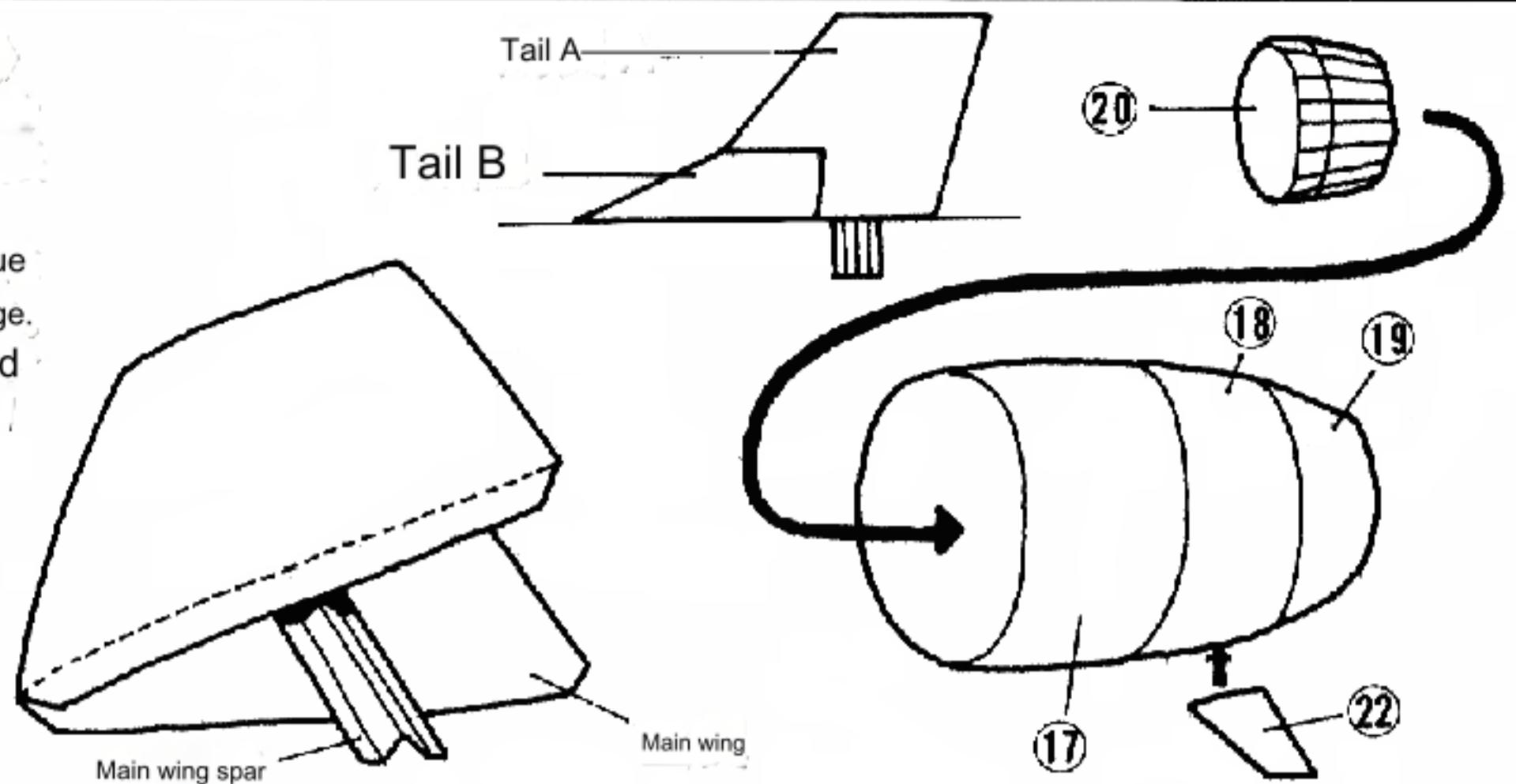
* Fix it on the dotted line and glue around it.

► For part ⑫, first glue part

② ① from the inside, then attach it to the nose.



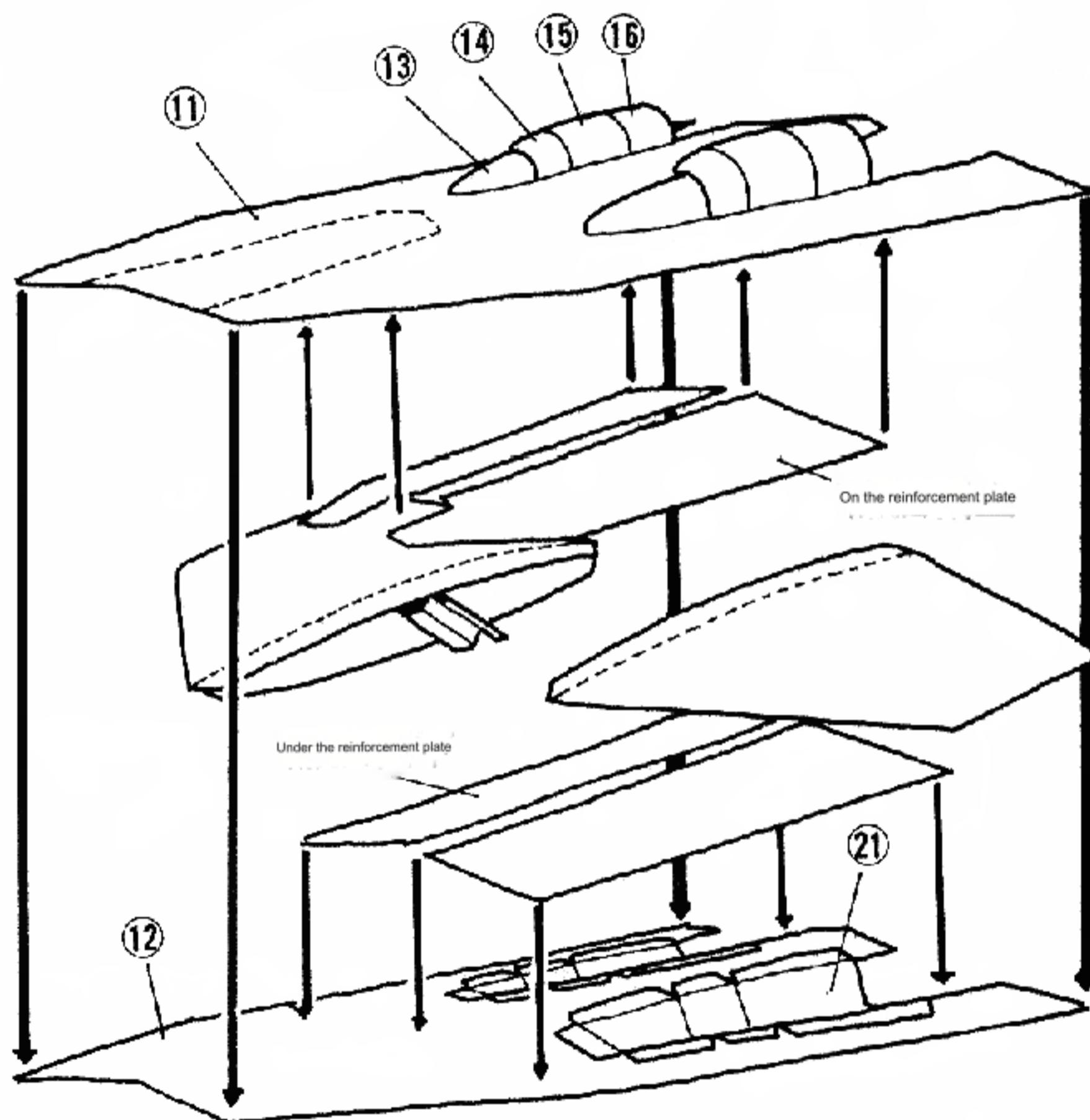
- **《Assembly of main and tail fins and engine》**
- First, the reinforcing spars are attached to the main and tail sections, and then the top and bottom sections are attached together at the rear end.
- The dotted parts of the main wing are the glue areas where they will be attached to the fuselage.
- When viewed from the side, parts A and B of the tail should be in a straight line.
- The engine parts marked @ are glued from the inside after all other parts have been glued in place.



- **《Assembly of the fuselage》**
- ▶ Make mountain folds on the top of the body and valley folds on the bottom.
- ▶ For the engine on the top of the fuselage, glue part ⑯ 1.4 cm from the rear end, then glue each part in order.

*Part ⑬ is glued inside part ⑩.

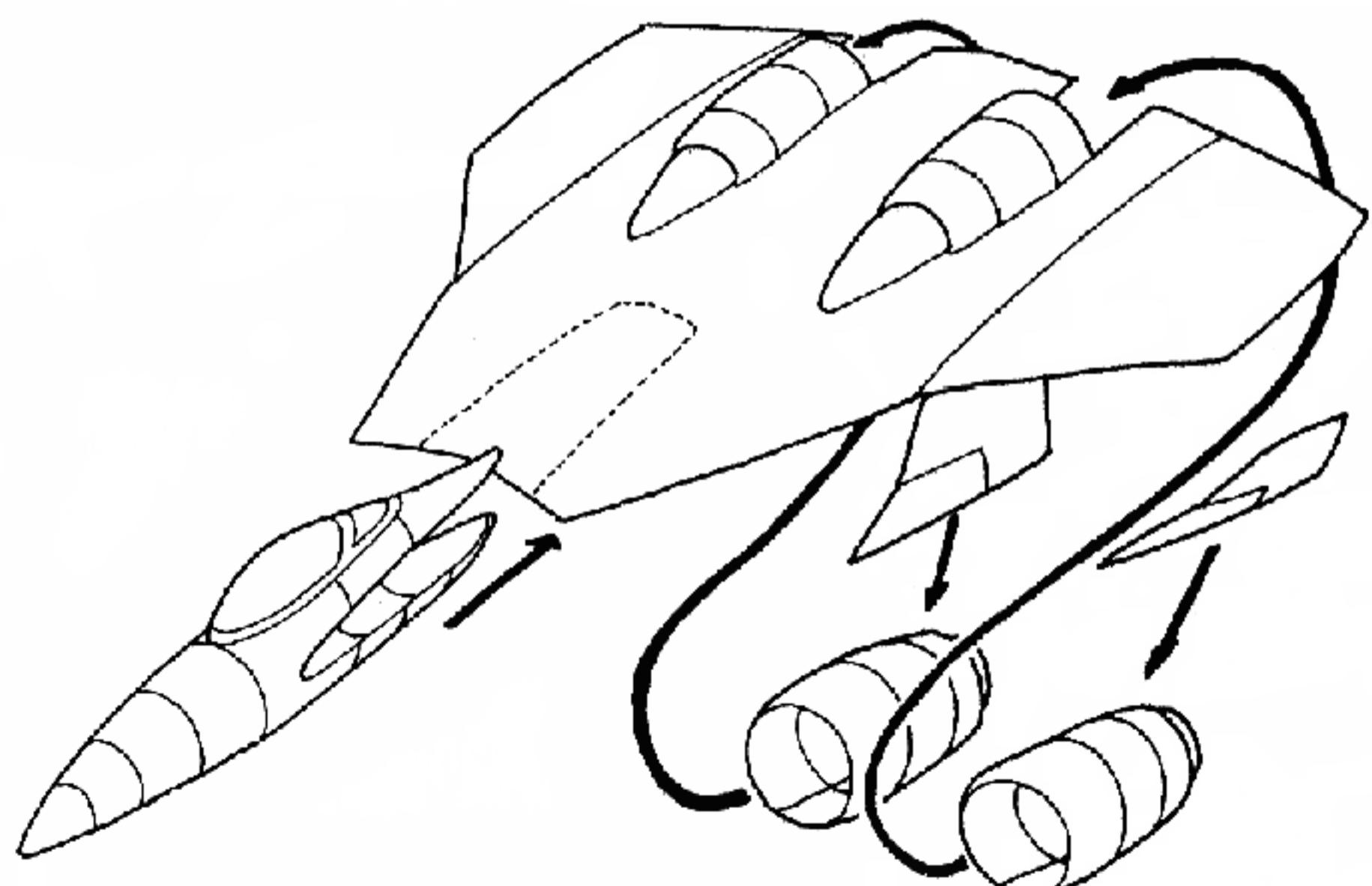
- ▶ After gluing the top and bottom engines, glue the reinforcing plate from the back to prevent the glued parts from coming off.
- Once all the parts are glued together, glue the main wings and then the upper and lower panels.



- "Finish"
- ▶ For the nose, glue the rear ends of parts ⑦ and ⑩ to the fuselage so that they form a gentle slope.

*Glue around the nose, lining up with the dotted line at the front of the fuselage.

- After checking the installation position of the tail unit, drill a hole so that the tip of the tail spar can fit in, insert it into the hole, and then glue around the tail unit.
- The engine is glued to match the engine parts on the top of the fuselage.



NAZE NANT BOX



Q. The disk won't go into the disk drive.

A. Have you inserted the disc upside down or facing the wrong way?

Q. The screen doesn't show anything even when I turn it on.

A. Are the power plugs of the main unit and display firmly inserted?

Are the main unit and display properly connected?

Q. I can't hear the music or sound effects.

A. Is the TV volume turned down?

Q. I'm interested in what's inside the disc. Can I open it?

A: Do not disassemble it.

Q. I don't have a hammer, so I'm thinking of using a disk to hammer in the nails. What do you think?

A. Do not shock the disc.

Q. I'm going to participate in the Paris-Dakar Rally. Can I bring the Aleste II with me since

it's a fun car?

A. Please be careful as discs are sensitive to dust.



Q. I love collecting magnets.

A. Do not place magnetic objects near the disk.



Mail order notice

We currently sell the following products via mail order:
disk station

| Issue preparation number | |
|--------------------------|---------------------------|
| First | 980 yen (excluding tax) |
| issue No. 2~4 | 1980 yen (excluding tax) |
| 5th~7th | 1,980 yen (excluding tax) |
| No. 8 | 1,940 yen (excluding tax) |
| | 2940 yen (excluding tax) |

disk station special

| | |
|---------------------|----------------------------------|
| Spring issue | 3,980 yen (excluding tax) |
| Early summer number | 4,800 yen (excluding tax) |
| Summer vacation | issue: 3,880 yen (excluding tax) |
| Autumn | issue: 3,880 yen (excluding tax) |
| Christmas Edition: | 3,880 yen (excluding tax) |

True Demon Lord Golberias 7,800 yen (excluding tax)

Add 3% consumption tax to the total amount of the product you wish to purchase, plus 210 yen for shipping, and send it by registered cash or postal money order, along with the name of the product you wish to purchase, your address, name, and phone number in easy-to-understand characters.

Please send it to the "Oyaji Mail Order
Beard Empire" department. It will be delivered to you within about a week after arrival.

Thank you for playing Aleste 2.

Compile will continue to create fun games, so please continue to support us.

Join the Compile Club!

CLUB Aleste 2 The designers and manual staff also participate in the magazine "Compile Club". This guy comes to me in the mail once every two months, so I can't just leave it alone.

Joining the Compile Club will give you the following great benefits:

1. Membership card
 2. Random Talk "Compile Club"
 3. Conclave Underground
 - Edition 4. Luxurious Presents(!?)
 5. In addition, the application form for joining
- LOMPILELUB can be a fixed amount postal money order or
- * Annual fee of 1,000 yen can be paid with stamps of 100 yen or less.

"As of today, Contra Member Mode"
send it to ② (There is no membership fee!) We will send you a membership card in return.

All destinations are

32 Hiroshima City Minami-ku Osuka-cho 17-5 Chambord Hiroko 210 (15

To "Sorezore no Kai" by Compile Publishing Co., Ltd.



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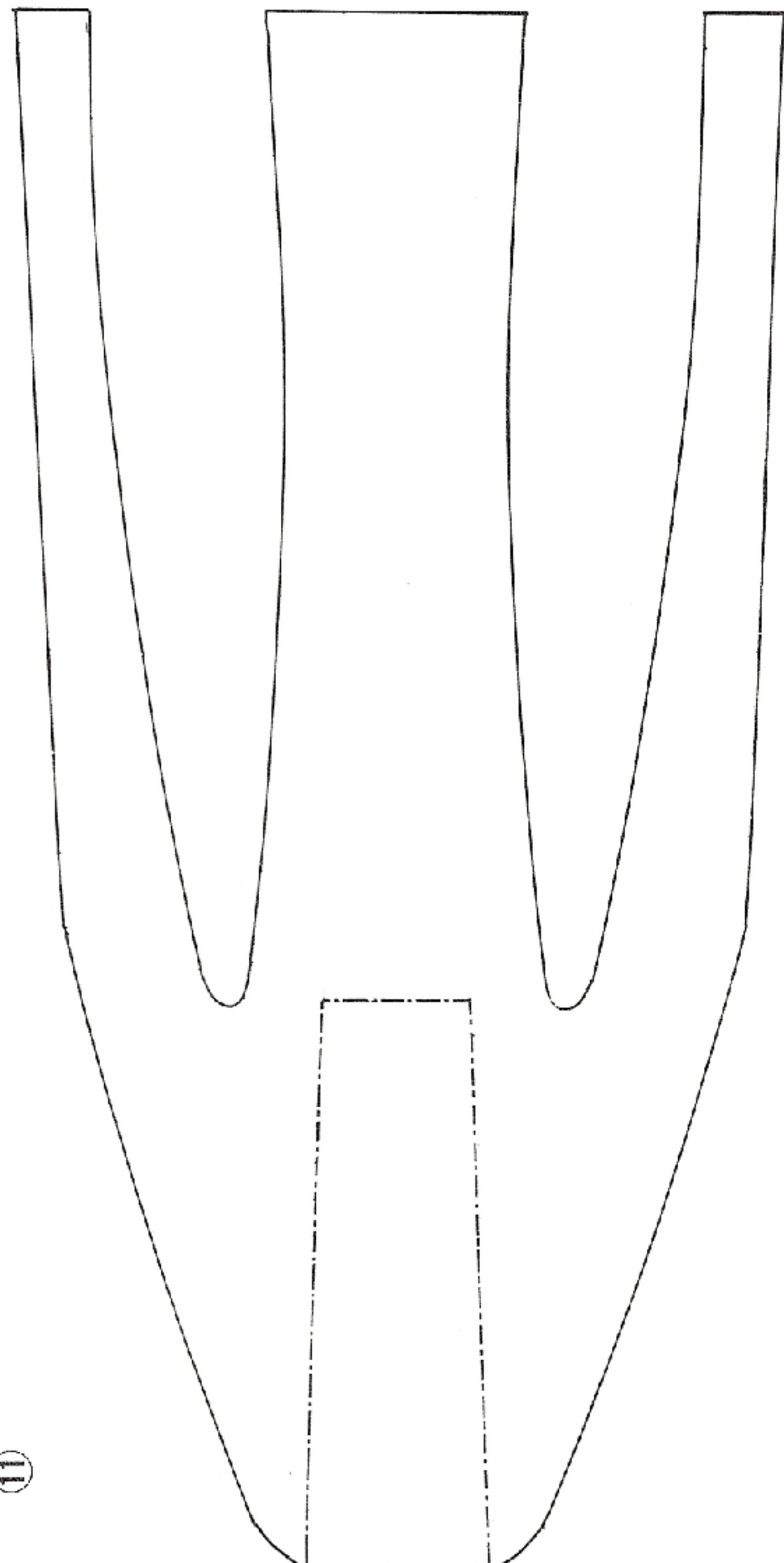
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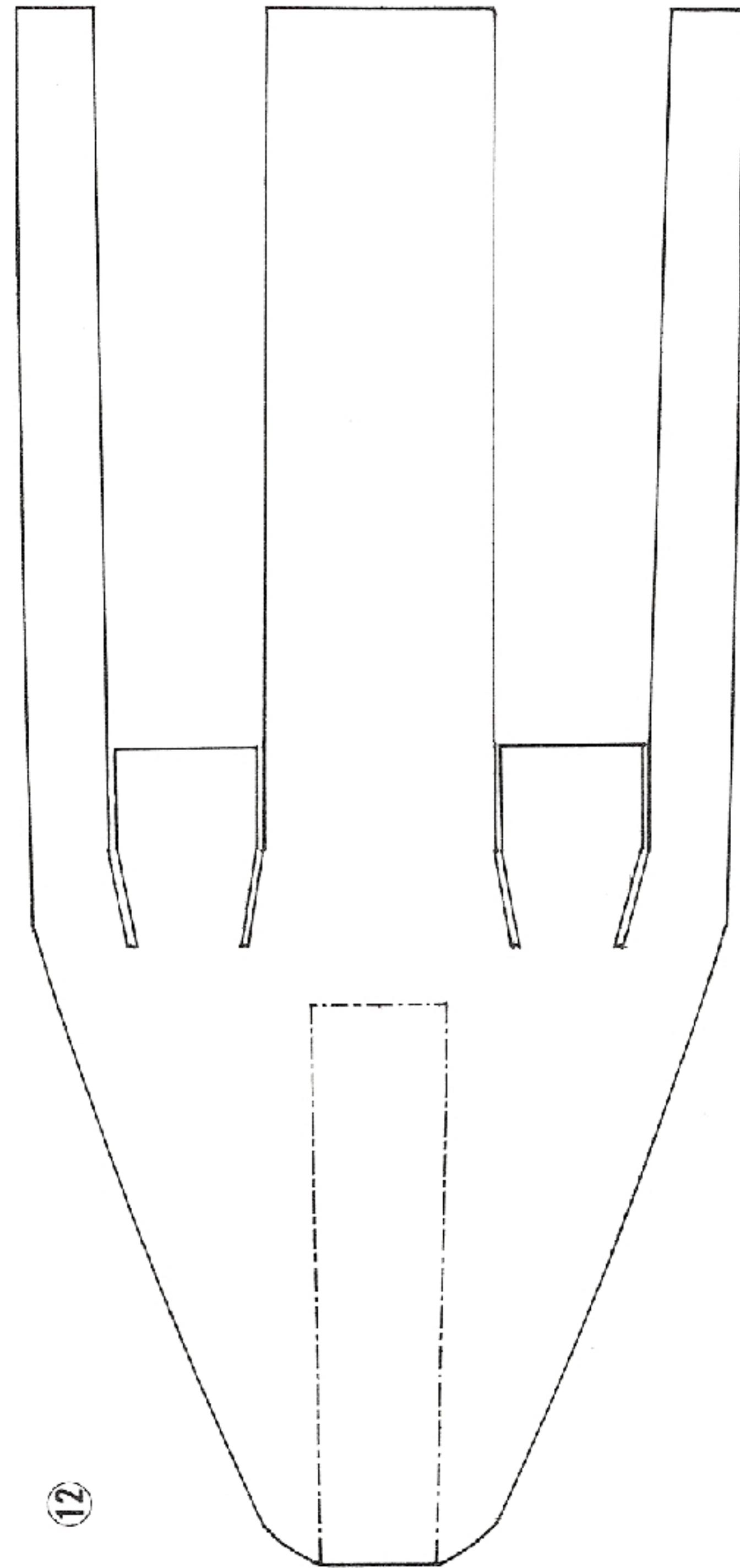
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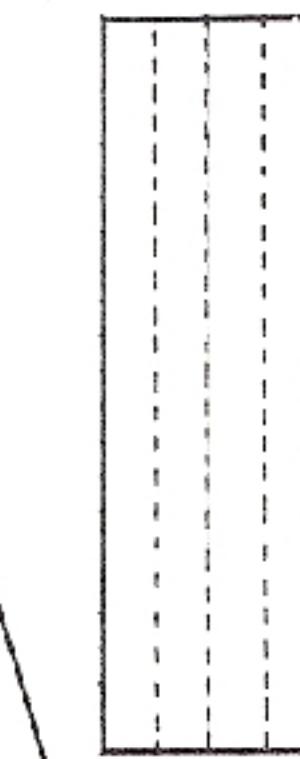
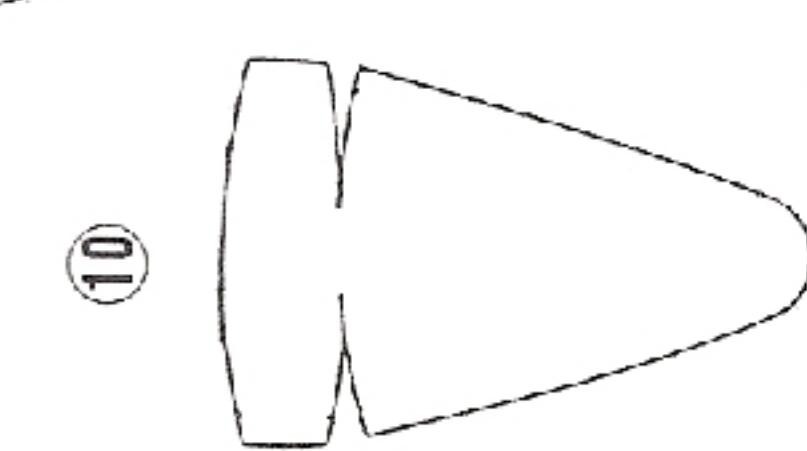
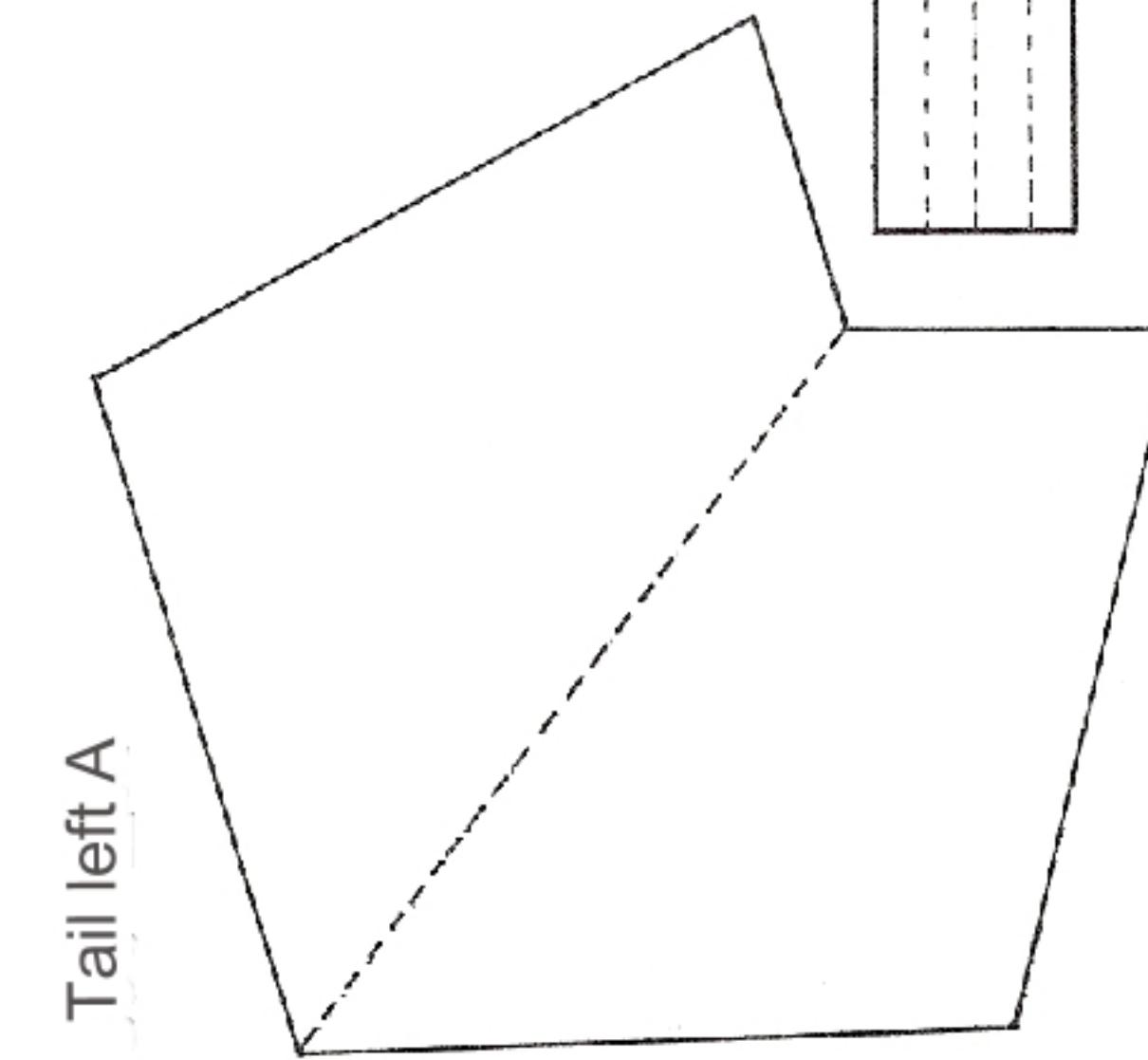
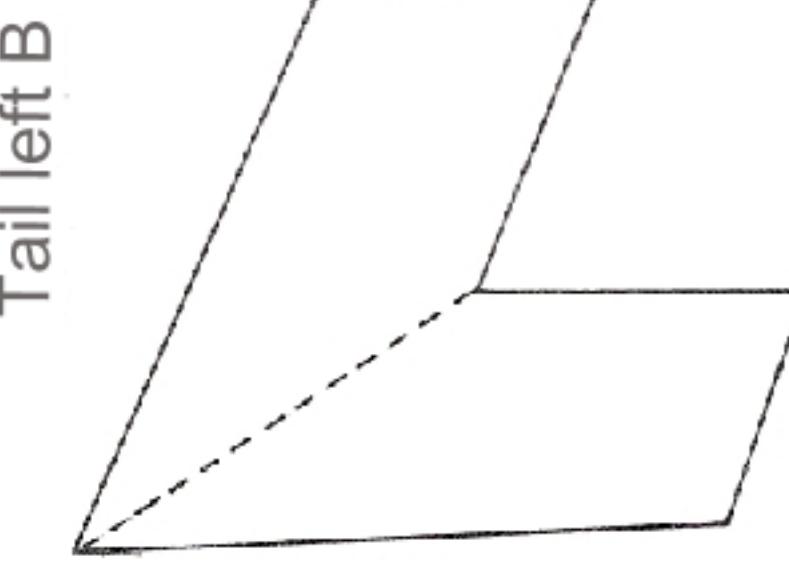
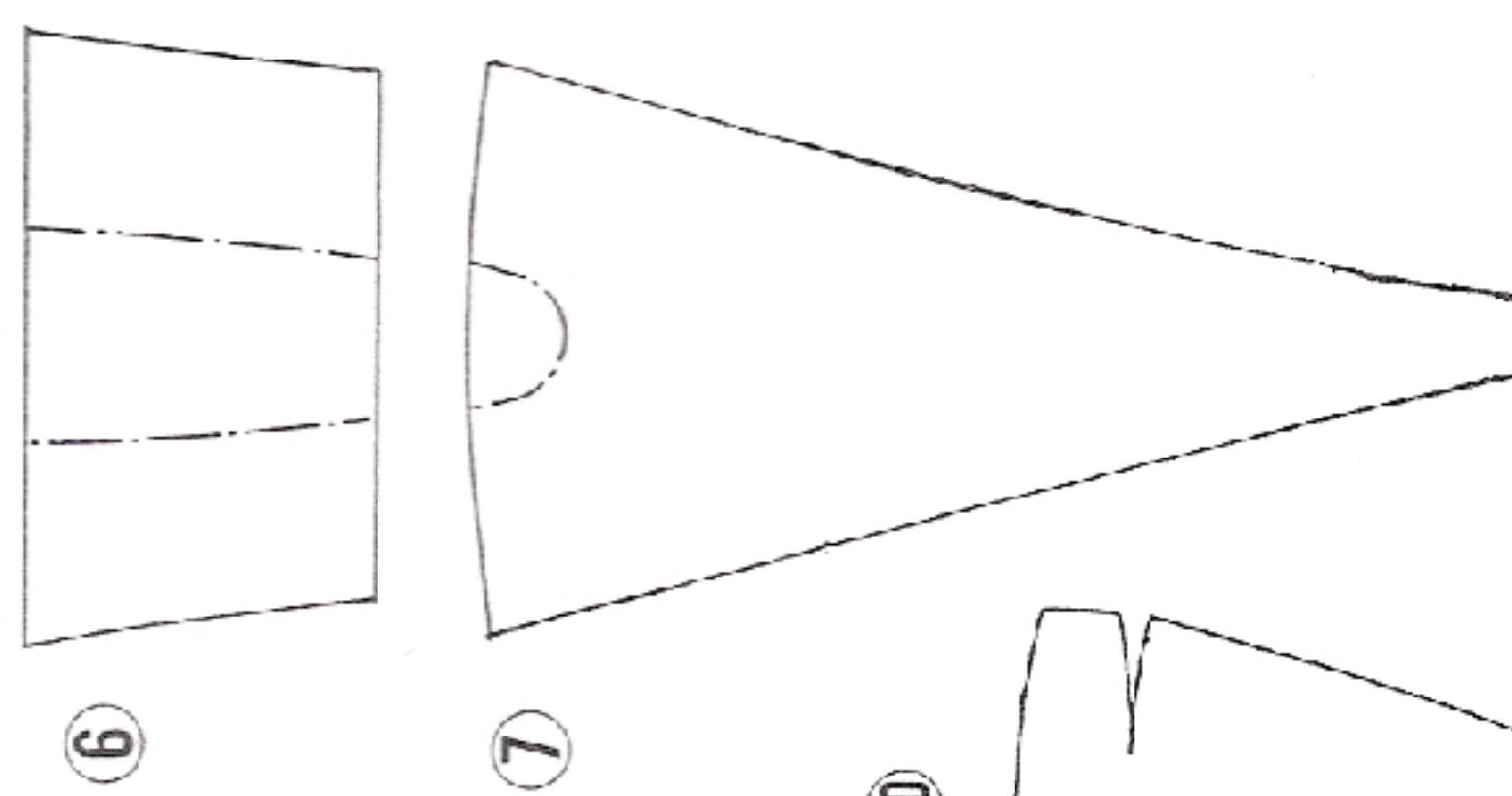
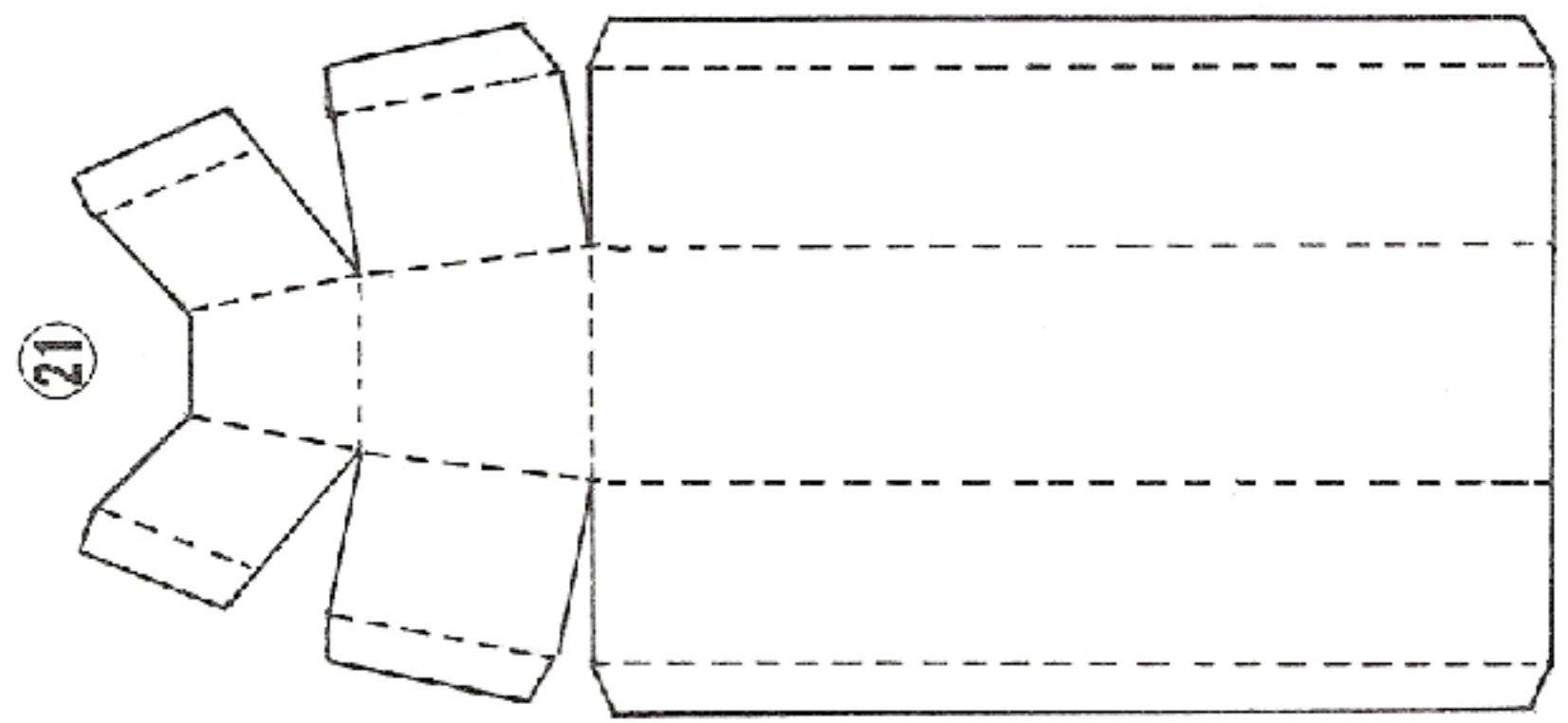
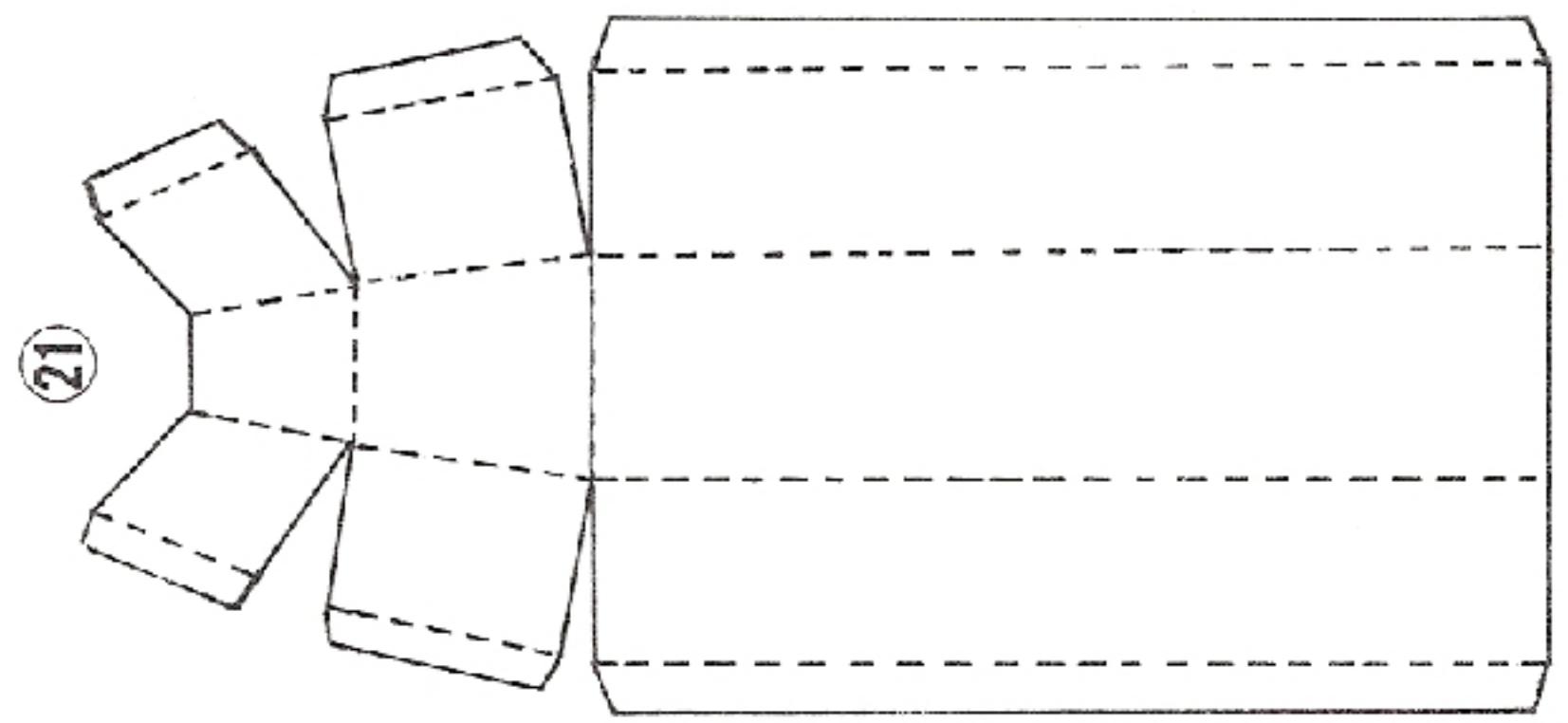
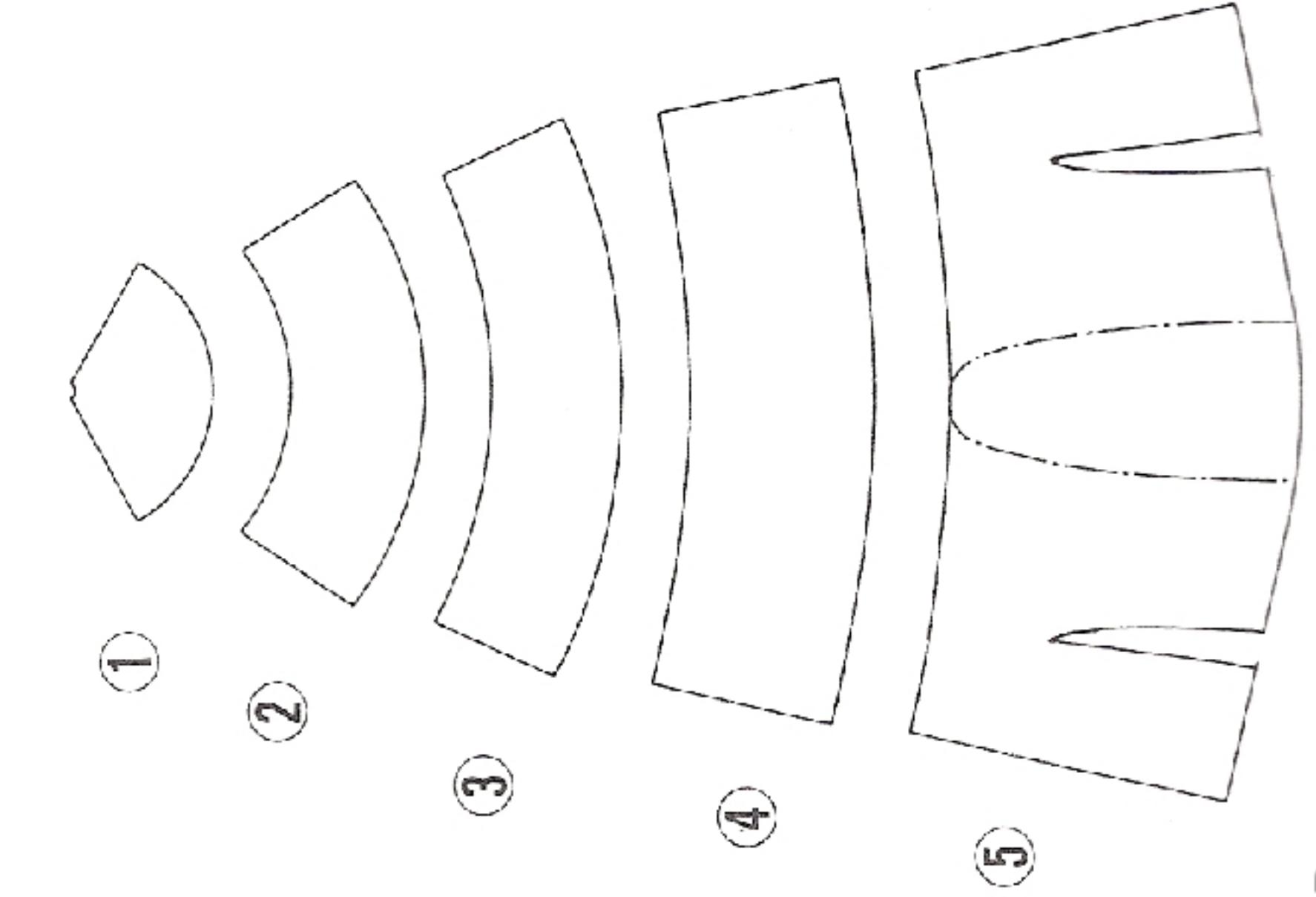


Aleste 2 Paper Craft

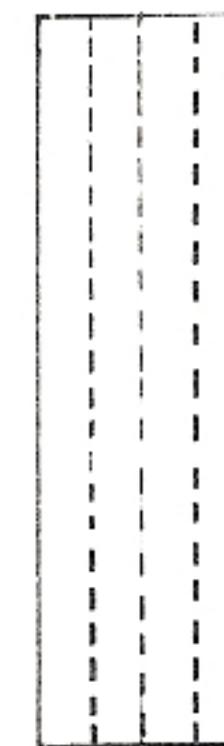
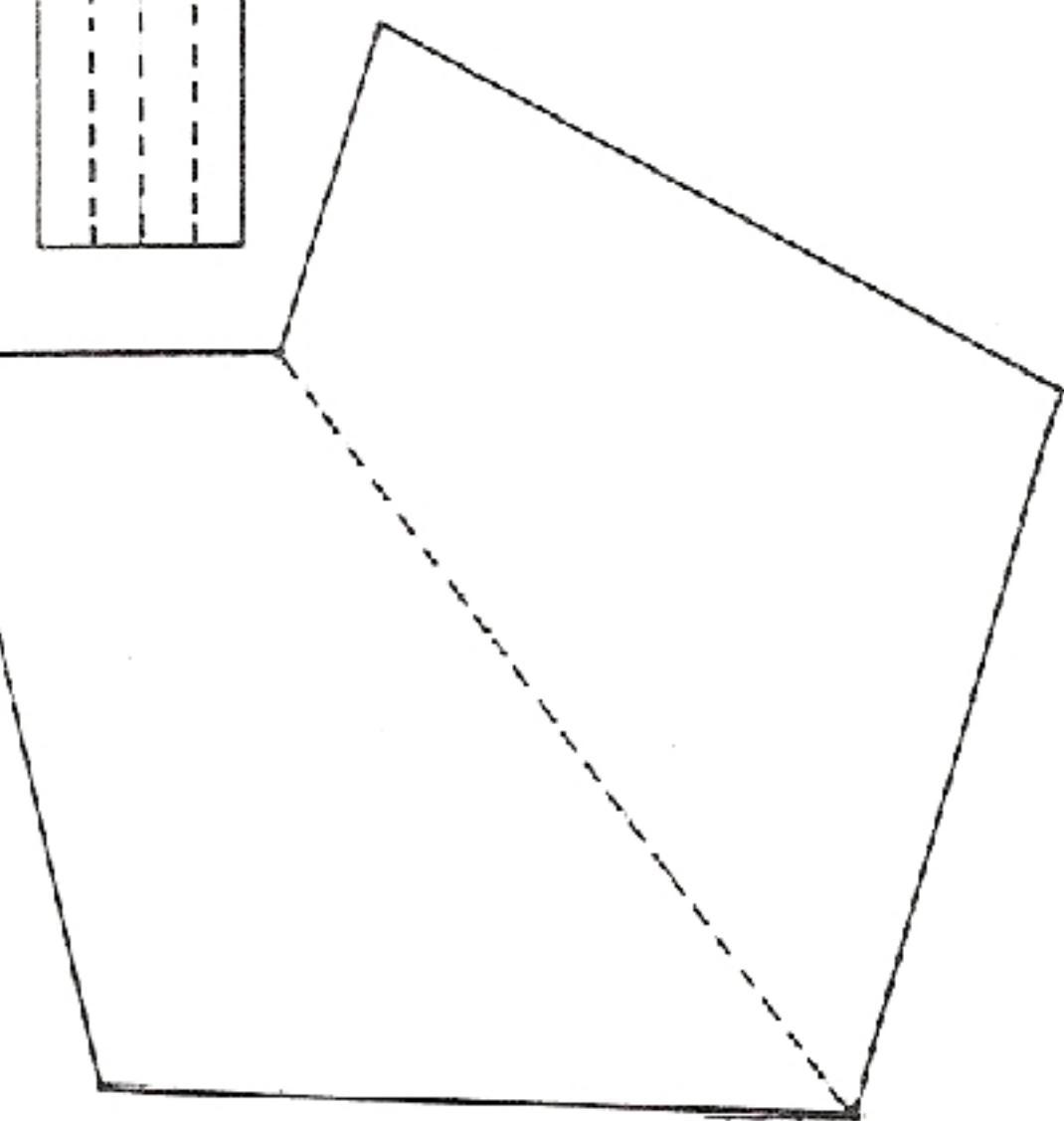
NEO BIO CYBER SHOOTING "ALESTE 2" SPECIAL APPENDIX

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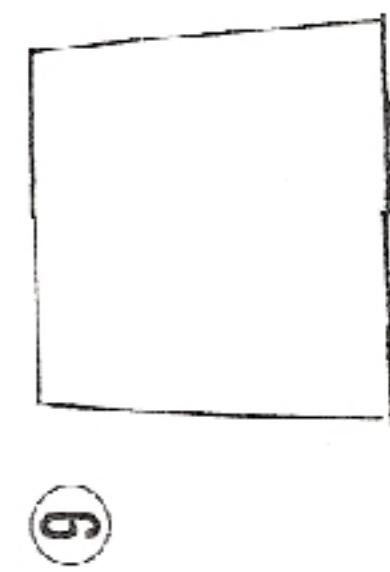


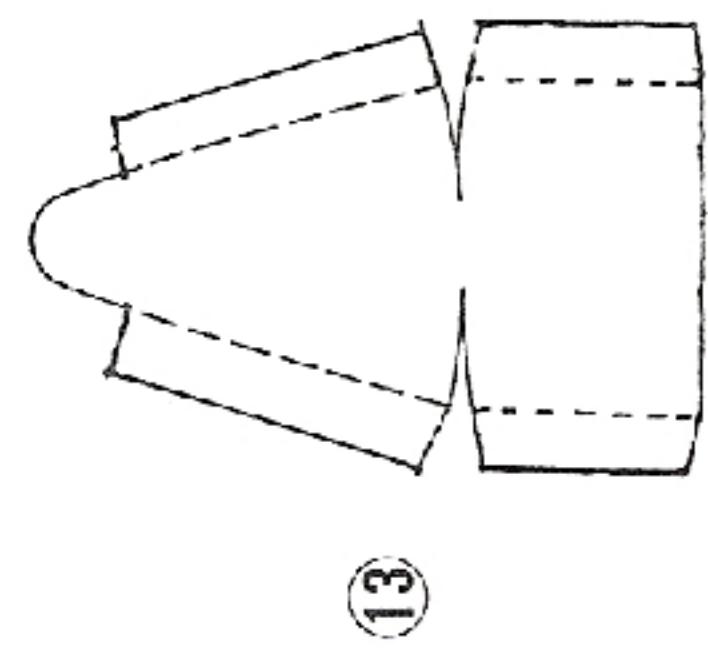


Rear Wing Right A



Tail Left B

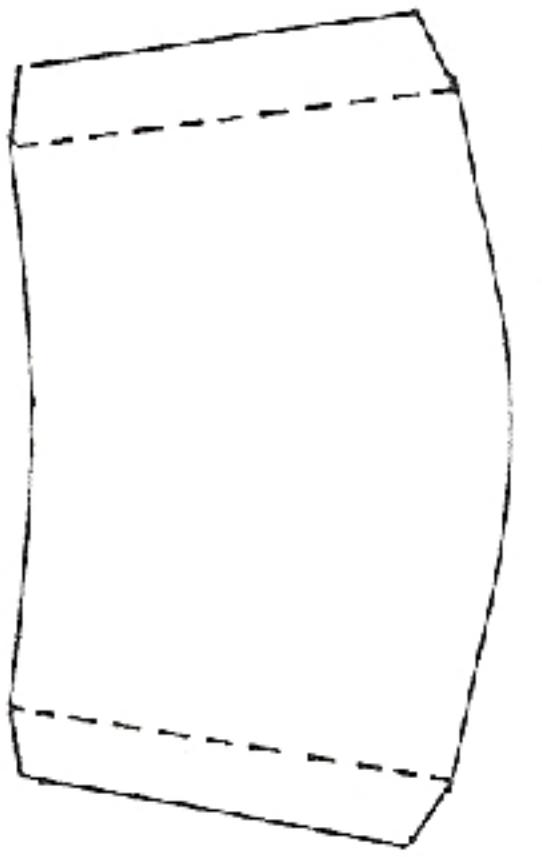




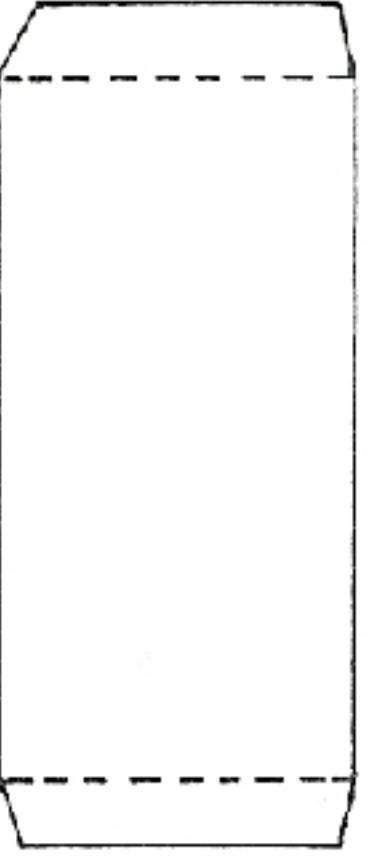
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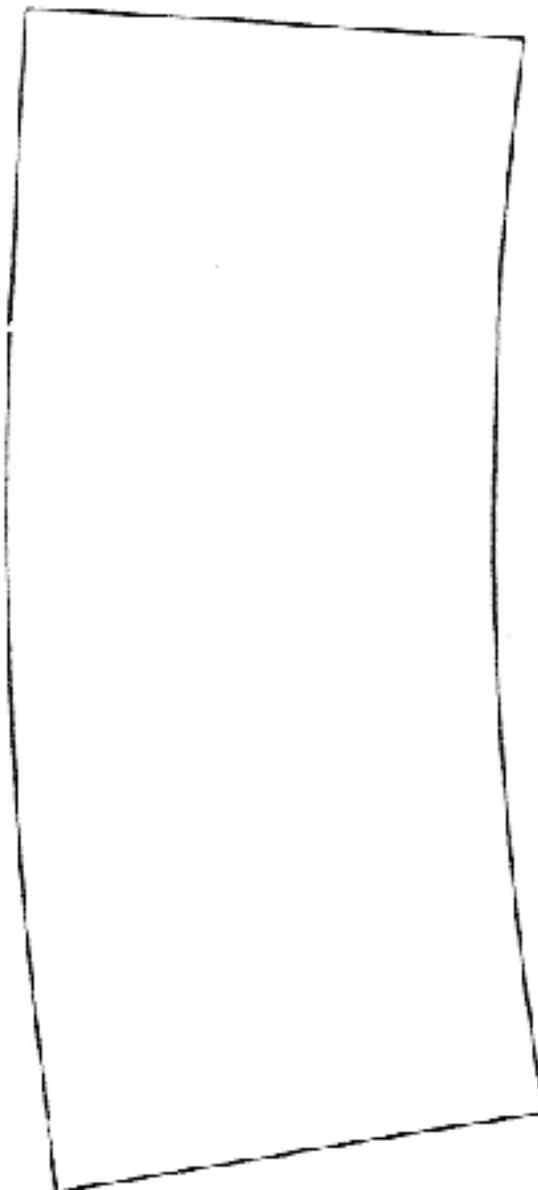


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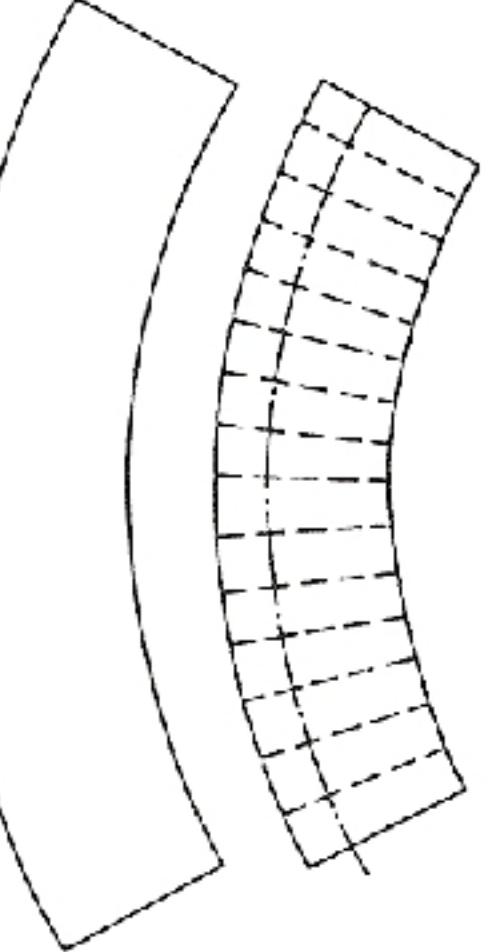
cockpit



(17)

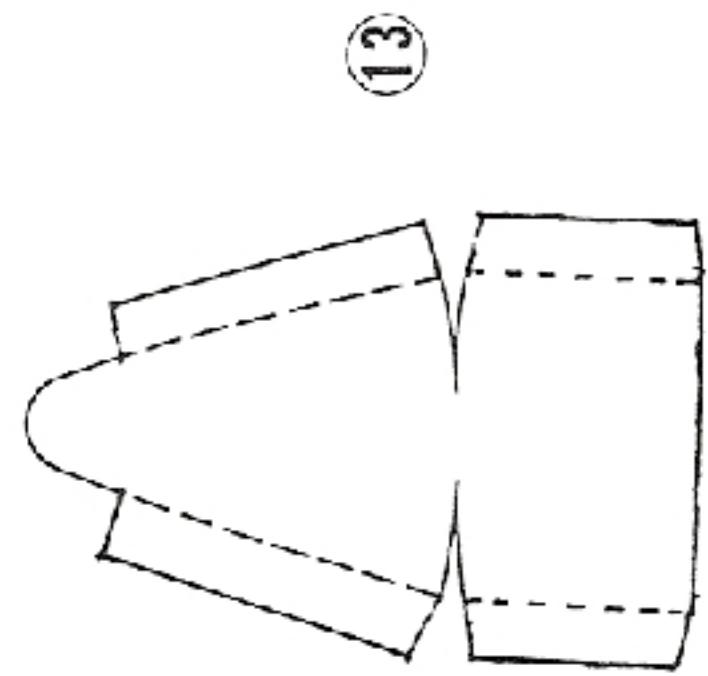


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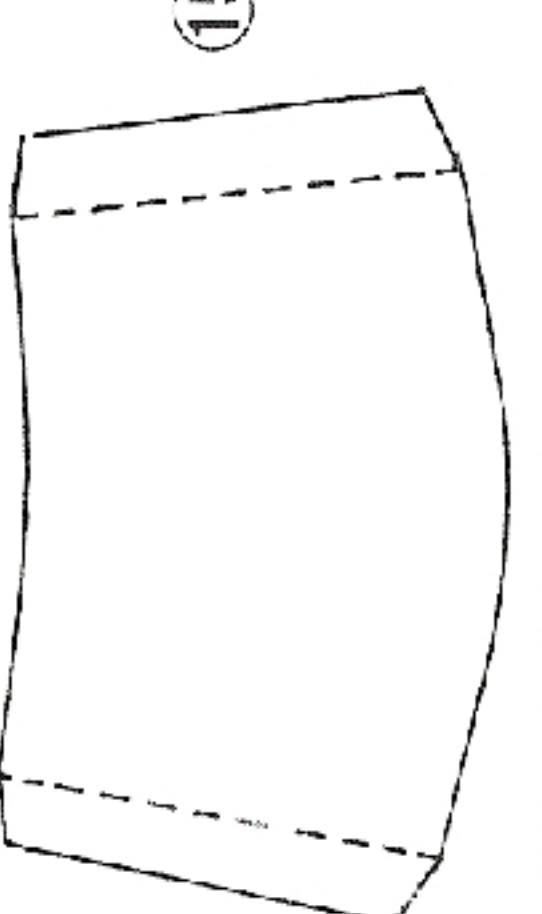
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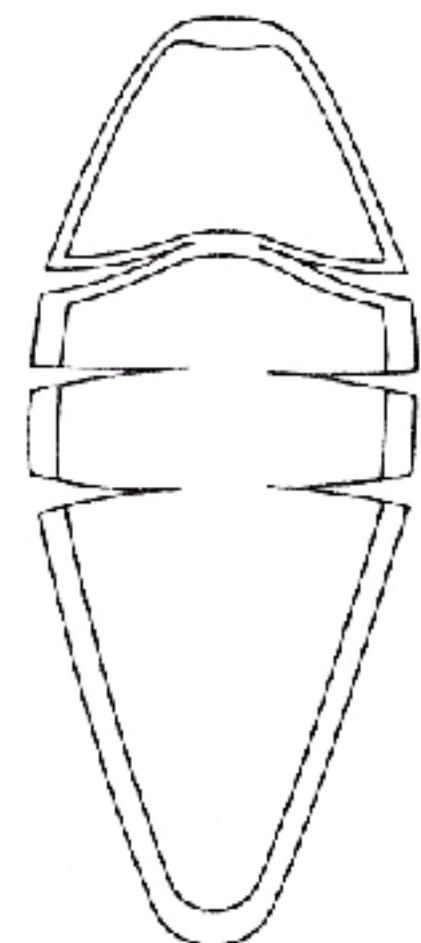
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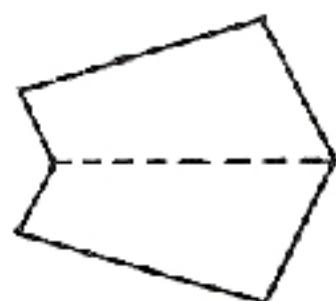
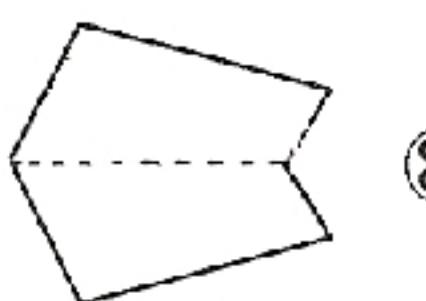
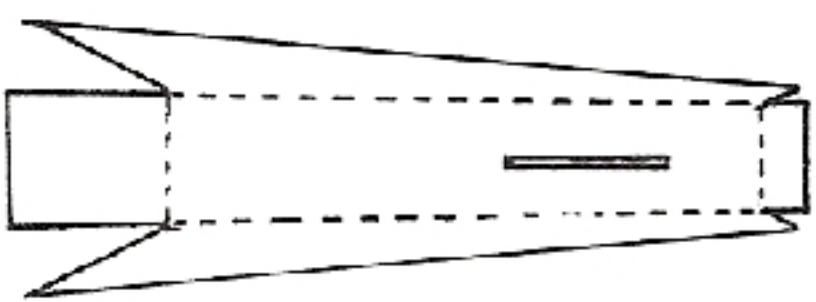
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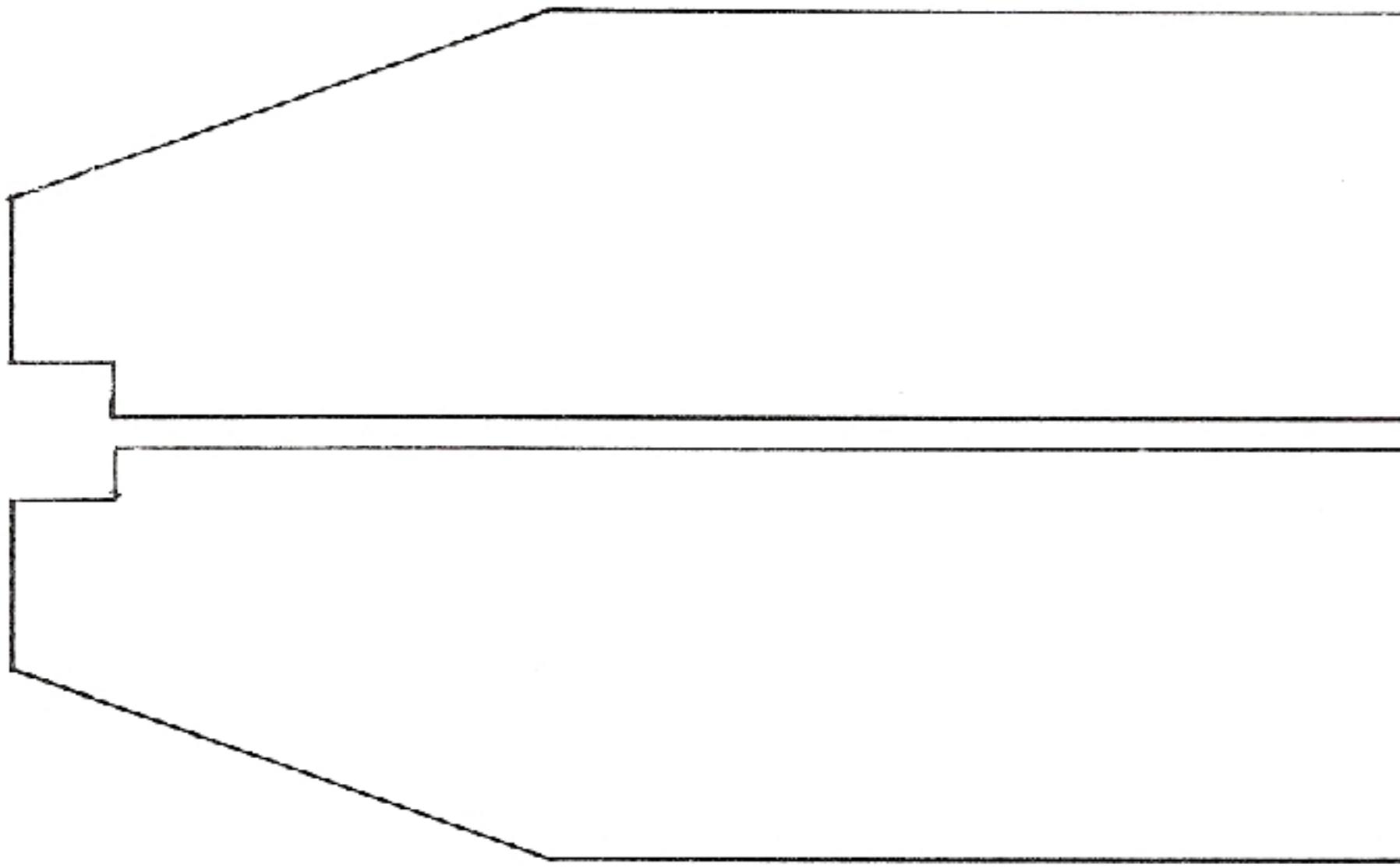


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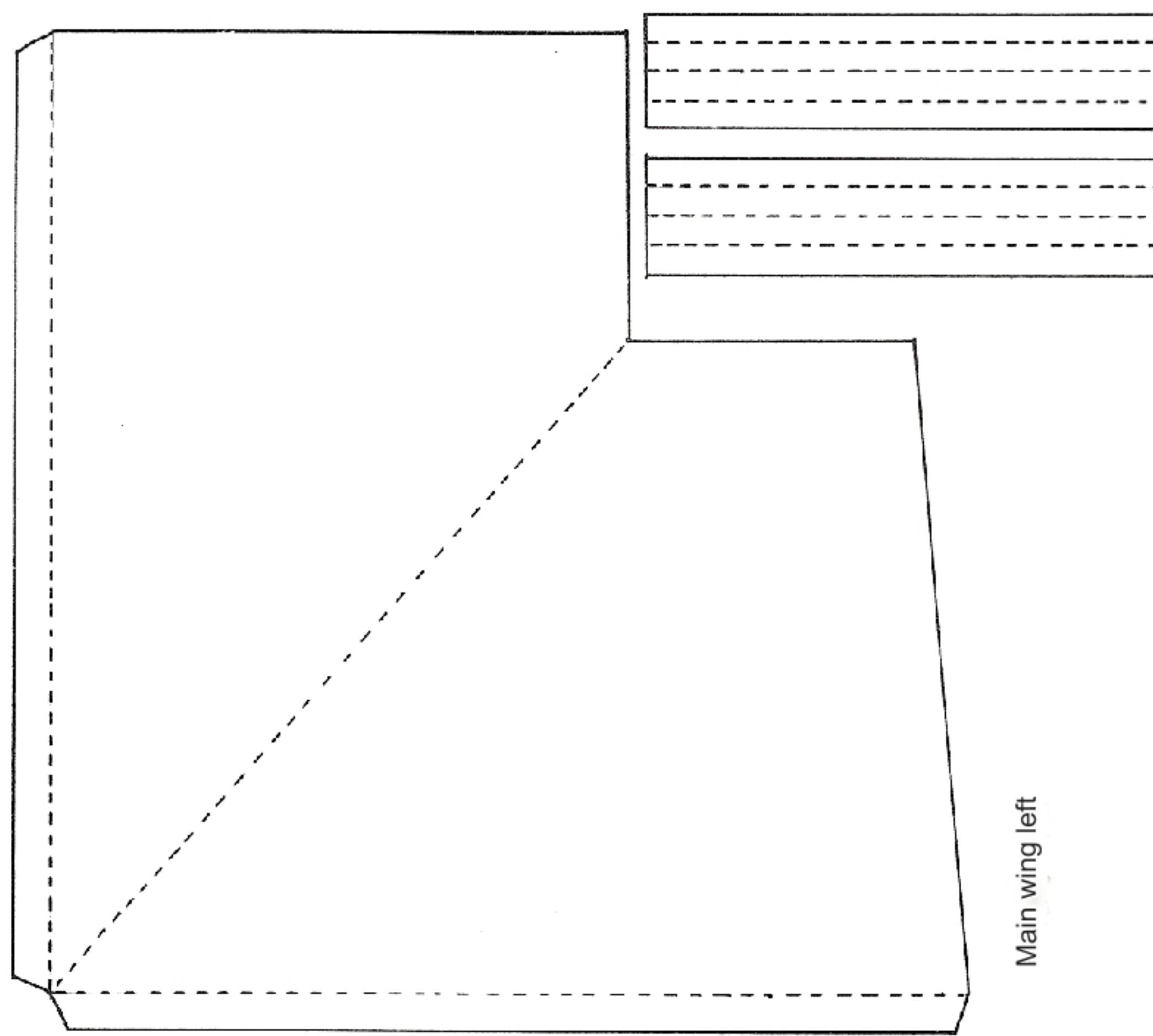
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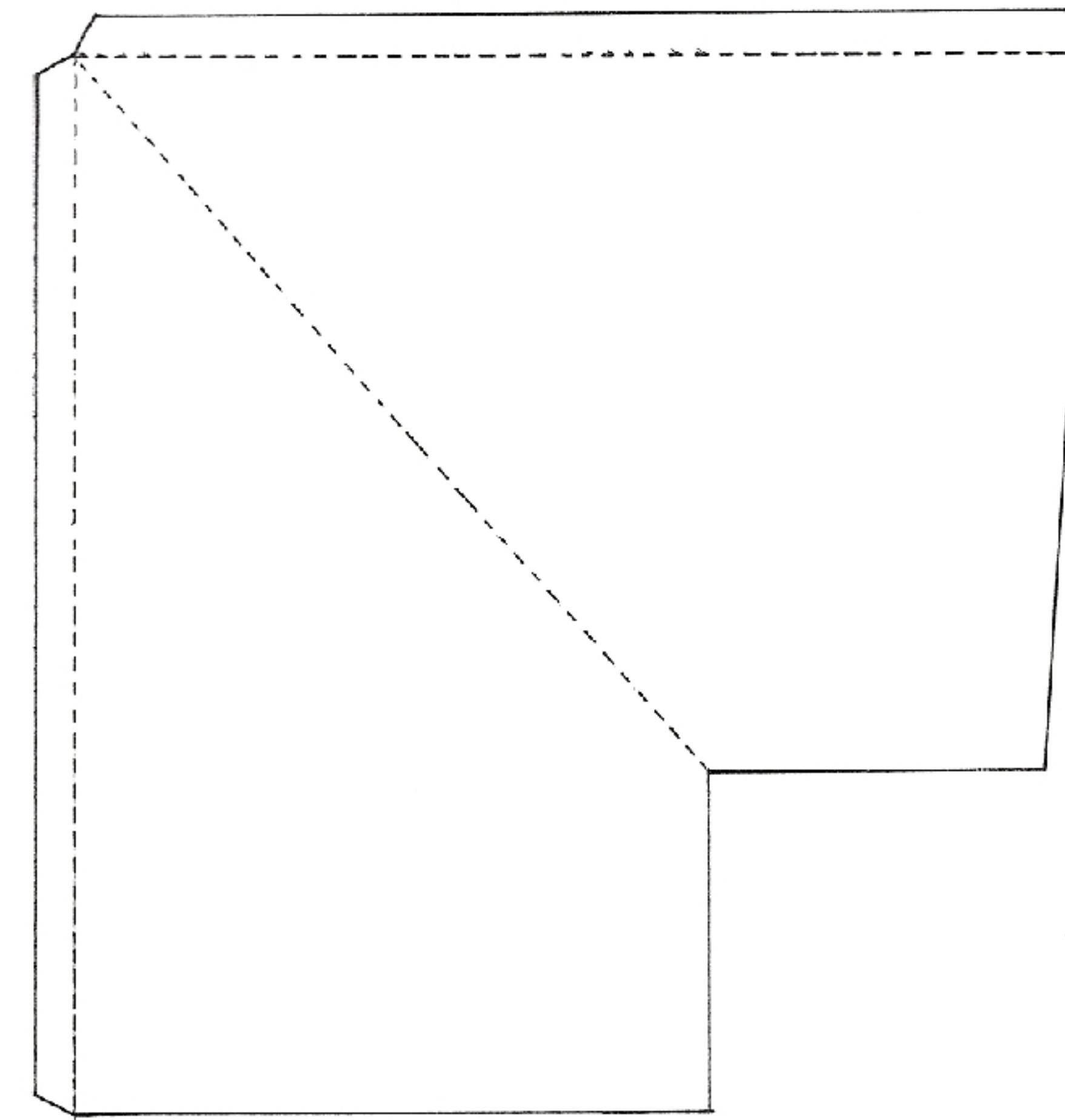


On the reinforcement plate

Main wing spar



Main wing left



Main wing right

Under the reinforcement plate



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