

X3V0LuX

The Story So Far...

The Edge of a Dream

Awakening from a dream, we are not sure which world we belong in. Our senses trick us into thinking the dream world is so close. There is a state that exists between the real world and the dream world ...or is there?

Time Stands Still

Imagine a world between dream and reality. Imagine that the state of this world exists in an indeterminate continuum so incomprehensible to man that the very essence of time has no meaning. Everything happens on a scale where whole civilizations rise and fall within mere moments.

East of The Moon

In the state between dream and reality there exists a world just east of the moon. It was formed and destroyed in a blink of an eye, yet, from the perspective of the inhabitants of this world, the earth has died and become an inhospitable place in a series of evolutionary cycles. This process has taken place several times over.

The 5th Dimension

On this world, there existed a tribal colony known as the Negnet beings. The forefathers of the Negnet tribe, the Syzygy, founded this colony and named it Irata long before any other being had laid claim to this world. Unknowingly to the Syzygy people, Irata was a key element in controlling the 5th dimension.

Peace and Prosperity

Long before the oppressive Odnnetin (Odd-net-nin) and screaming Ages beings appeared on the scene, there was harmony between the various races. Soon after the Syzygy arrived and laid claim to Irata, they discovered that an ancient and nearly extinct culture had managed to barely survive. The primitive tribe, known as the Yessydo (Yes-see-do), were the forefathers of this planet. The Syzygy and Yessydo were joined soon after by the noisi-villet-ni (noise-valet-knee). The noisi-villet-ni were overly complex and were too far ahead of their time and failed to realize their full potential. For years all three tribes co-existed peacefully with only minor skirmishes. The Syzygy grew strong and were able to fend off all hostile takeovers. In fact the Syzygy people were beginning to show signs of a mighty, undefeatable

empire. The power of controlling the 5th dimension from Irata was beginning to take shape.

Outside Influence

In the transition times, turmoil fell upon the 5th dimension and the world of Irata. The evil Oceloc empire came out of nowhere and attempted to defeat the Syzygy in a hostile takeover of the 5th Dimension. The Ocelocs realized that Irata was a key strategic hub in controlling the 5th dimension. The battle was short, but deadly. When the dreaded fallout from the short war was realized, the Ocelocs were defeated, and the noisi-villet-ni and the last descendants of the Yessydo were nowhere to be found. The Syzygy, however, were severely weakened and nearly exterminated.

A New Alliance

When all seemed hopeless for the Syzygy race, the Odnnetin beings arrived. News of Irata's near destruction hadn't travelled to the other dimensional worlds yet. The Odnnetin beings were hoping to form an alliance with the Syzygy people. The hope was to create a strong and undefeatable presence to jointly control the 5th dimension. The Syzygy were hesitant and scared at first. The scars of the Oceloc assault had left them apprehensive and they were preparing to leave Irata altogether. In the end, however, the Odnnetin offer was accepted and the Syzygy race was beginning to heal.

Betrayal

Early on the relationship with the Odnnetins appeared to be a solid alliance. This alliance was short-lived as the Syzygy soon discovered that the Odnnetin had formed a partnership with the Oceloc empire. The Syzygy questioned the partnership and terminated the alliance, asking the Odnnetins to leave Irata at once. The memories of the Oceloc hostile takeover was too much for the Syzygy to handle. However, the Odnnetins were determined and unknowingly had an effective weapon at their disposal called the SEN. With the power of SEN, the Odnnetins quickly realized that they could easily defeat the Syzygy race and control the 5th dimension alone.

A New Enemy

In time, the Syzygy race nearly disappeared into obscurity as the oppressive Odnnetin people systematically converted key Syzygy leaders to help them control the 5th dimension. The Odnnetin empire grew fast and strong. However, a new foe was

emerging. The Ages empire had made inroads early on trying to control small vestiges of the 5th dimension unsuccessfully. All was quiet until a new weapon appeared.

Project Genesis

Over time the Syzygy people reorganized themselves and began to try pan-dimensional co-existence and became known as the Negnet race. Their goal was to try and reclaim Irata and the peace they had once known. The Odnnetins were repressive and refused to let the Negnet race prosper. They were soon forgotten as all hell broke loose when the Ages launched their new weapon which was known as Project Genesis. The effect was subtle at first, but soon the power of Genesis was unstoppable. The Ages were slowly gaining power and soon the war for the 5th dimension heated up once again as the Odnnetins were caught off guard.

SENS Evolved

To counteract the Genesis effect, the Odnnetins developed a counter offensive weapon called SENS. SENS was an evolution of early Odnnetin SEN technology. SEN was used to effectively control the Negnet tribe and was successful at nearly destroying the Syzygy people near the dawn of 5th dimensional exploration. At first SENS had major successes in slowing the Ages. In the end, however, they weren't enough and soon, the screams of Ages victories were heard across the entire 5th dimensional world. In the end, it was stalemate as both the screaming Ages and Odnnetins controlled equal portions of the 5th dimension.

Strange Bedfellows

In the interest of conquering the 5th dimension once and for all, the Odnnetins enlisted the help from a mighty empire known as Ynos (Y-nose). The Ynos were a powerful force in the 6th dimension and seemed to have little interest in controlling the 5th dimension. Rather, they were interested in benefiting from partial control of it while letting the Odnnetins do all the work. The alliance was agreed upon and it seemed that the Odnnetins had the upper hand with the strong Ynos empire on their side.

What Goes Up...

Before they could conquer the 5th dimension, the leaders of both Odnnetin and Ynos empires had to agree upon a strategy. The Ynos had a new weapon in development that they agreed to share with the Odnnetins. However, the empires could

not agree on a definitive partnership for controlling the 5th dimension. Soon the relationship was strained. A strong indifference was formed between the two races and the Odnetrins believed the Ynos would leave, allowing them to form a new strategy.

The Birth of XsP

The Ynos empire refused to leave the 5th dimension. Once there, they saw the power that the Odnetrin empire had achieved, and they wanted a part of it. Though the alliance with the Odnetrins was through, the technology Ynos developed was nearly done and looked to be a viable weapon in the new order. Thus, the Ynos race went ahead with plans to launch an offensive with the new weapon code named XsP. While the XsP technology was by no means vastly superior to other weapons being developed at the time, there was so much chaos in the 5th dimension that an organized attack by a dominant empire, such as Ynos, went relatively undisputed. There was continued warring between the Ages and Odnetrin empires. To make things worse, fringe empires from other dimensions appeared such as the 0-D3 and the Cen-Obrut-GfX empires. The lack of an organized defense against the powerful Ynos doomed nearly all of them.



The Forgotten Race

In all the confusion, it was never realized by anyone the strategic importance of the Irata world. The Negnets have long since been forgotten. All they wanted was their home world back. To this end, they began to quietly occupy Irata and soon became the dominant race of this little corner of the 5th dimension. To do this they had to change their identity and secretly chose the name of an ancient religion, known as X3V0LuX, practiced by the Yessydo, the first inhabitants of Irata. Because of the strategic importance of Irata within the entire 5th dimension continuum, rogue attacks are still carried out on this holyland.

Dreams Will Be



To this day the X3V0LuX race vows to defend Irata. The fate of the X3V0LuX people lies in your hands. Join the X3V0LuX race and help them defend Irata. As you pilot the X3V0LuX defense cannon among the temple ruins of Irata, you will see remnants of the great civilization and develop a deep respect of their culture. Only then will you understand why they came to the 5th dimension in the first place.

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X3V0LuX

For Your Atari® Video Game System

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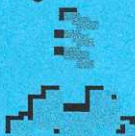
INSTRUCTIONS

(1 Player vs. Computer)

Hit as many attacking rogue enemies as you can. Move your X3V0LuX cannon to avoid being hit yourself. Keep shooting as long as your cannons last, and try to achieve a high perseverance rating.

THE GAME

You start with 10 X3V0LuX defense cannons. Several rogue enemies descend upon you: Ages ships, Odnetrin attack hawks, as well as Odnetrin penetrator ships, "tracking" guided bombs and (when your perseverance rating goes over 20,000) an Odnetrin mother ship attempts to blast your X3V0LuX defense cannon. If your defense cannon is hit OR an Odnetrin penetrator lands, you lose that cannon. You get another cannon whenever your perseverance rating goes up 1,000 points. As your rating gets higher, the enemy attacks more vigorously.



NOTES ON SCORING AND THE X3V0LUX NUMBER SYSTEM

Your score is your perseverance rating. Every time an enemy is able to land or destroy a cannon, your rating will decrease. Because alien beings, such as the X3V0LuX race, have their own language, it is understandable that their alpha-numeric language would be different as well. You will notice that the perseverance rating system is displayed using their counting system. Can you figure it out?



CONTROLLERS

Use joysticks or one paddle controller. The paddle moves the cannon faster. Plug paddles or joystick into LEFT CONTROLLER jack.

DIFFICULTY SWITCHES

RIGHT SWITCH:

Set at "B" to play game at regular skill level. Set at "A" to fend off a stronger attacks.

LEFT SWITCH:

Set at "B" for manual weapons discharge mode.

Set at "A" for automatic weapons discharge.

NOTE: Switches can be changed during the game.

ACTION!

TO START THE GAME, DEPRESS RESET SWITCH, THEN PRESS CONTROLLER BUTTON.

Move your cannon to get directly under attack targets, then fire your cannon. Avoid being hit by any attacking enemy.

The number at lower right shows how many cannons you have. You get a new cannon whenever your peak perseverance rating goes over 1,000 points.

NOTE: If your perseverance rating goes down, then rises, you don't get an extra cannon when you pass your old peak level. You must gain another 1,000 perseverance points to gain a bonus cannon.

WHEN ALL CANNONS ARE LOST, THE GAME ENDS AND YOUR FINAL PERSEVERANCE RATING APPEARS.

PERSEVERANCE RATING IS NEVER LESS THAN ZERO.

DEFENSIVE STRATEGIES

Whenever you have a choice between big Ages ships and small attack hawks, shoot at the smaller hawks.

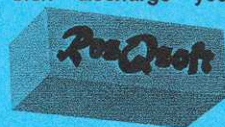
Don't shoot large ships very close to you as the explosion can blow up your cannon.

Remember: If any Odnetrin penetrators land, you lose a cannon. Shoot at them as soon as they appear.



Don't try to run away from homing bombs and mother ships. Get directly underneath them, fast, and then discharge your weapon!

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CREDITS

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