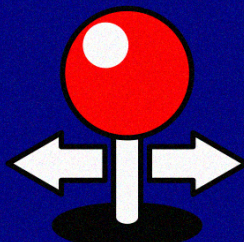


COUNTER BLOCKS

INSTRUCTIONS

- Hit the ball and break all the blocks!
- Blocks are rebellious guys. If it's destroyed, they'll fire bullets.
- Even if you fail to reflect the ball, it is not a miss, but ball is rebellious too. It'll fire bullets from floor.
- If the ▲ hits a bullet, it's a miss.

CONTROLS

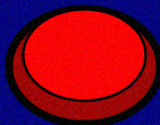
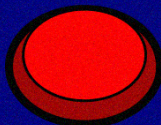
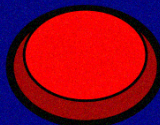


Move
Left-Right

[Z]/(X)
Eraser

[X]/(A)
Slow Move

[C]/(B)
Fast Move



Can be changed in settings.

SHIP TYPES

Shield Type

- By getting the shield item, you get a shield that disable hit only once.
- The shield button is not used for the shield type.

Erase Type

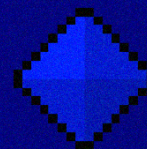
- Press eraser button to activate eraser.
- By using the shield gauge, you can add the ability to erase bullets.
- The more erase bullets, the more level up!

What's Shield Gauge?

- You can accumulate your shield gauge by destroying blocks or getting point items.
- For shield type, on standby a spare shield.
- For erase type, the activation time of the effect.

ITEMS

Point Item



- The more you take, the higher your score and shield gauge will be.

Shield Item



- For shield type, you get a shield.
- For erase type, shield gauge will increased significantly.