MODRETRO CHROMATIC®

INSTRUCTION BOOKLET

ModRetro has carefully assessed this product, confirming it meets our exacting standards for quality craftsmanship, reliability, and unadulterated fun.

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PRODUCT

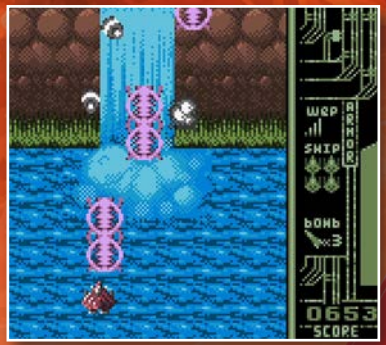
Contents

Story	4
Chromatic Controls	6
Starting the Game	8
Game Screen	11
Items	12
Game Levels	14
Hints and Tips	18
Notes	20

PROJECT S-11

Story

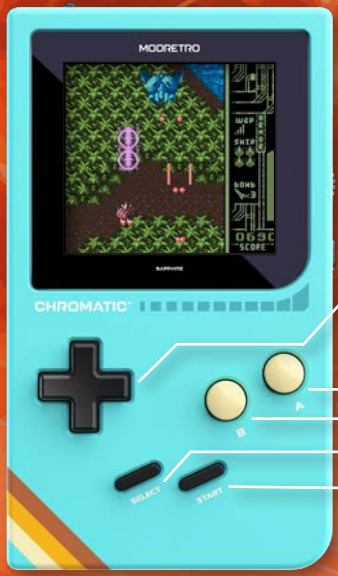
You are part of a top secret project called S-11. This project was set up as a last line of defense against emergency terrorist and alien attacks. During the lifetime of this project, it has been discovered that an alien race is building a weapon powerful enough to destroy mankind's entire army.



Your mission is to pilot a specially outfitted and modified ship, capable of penetrating the enemies battle lines, and to deliver tactical information concerning their operations to your defensive base in Lewap Forest.

Normal transmission methods are not viable due to the aliens' powerful interception and decryption technology. Once there you will be informed of your next mission. Good luck, pilot...

PS 11 Controls



Control Pad
- Navigate ship
- Move cursor around menu screen
- Select characters on password screen

A Button
- Bomb
- Confirm selection

B Button
- Fire current weapon
- Cancel selection return to main menu

Select
- Pause

Start
- Pause
- Confirm selection on menu and password screens.

Starting the Game

When you turn on the power the **'MAIN MENU'** *screen will appear.*

If you want to start a new game select **'START'.** *If you want to continue a game select* **'PASSWORD'.** *If you want to change the game options select 'OPTIONS'.*

Move the Control Pad Up or Down to select an option, and press **START.**

If you select **'PASSWORD'** *then the Password Entry screen appears.*

Move the Control Pad Up and Down to select a character, and Left and Right to move the cursor. When you have entered all four password numbers, press **START,** *or the A Button. You will be able to resume the game from the last level you got to.*

If you select **'OPTIONS'** *you can do one of two things.*

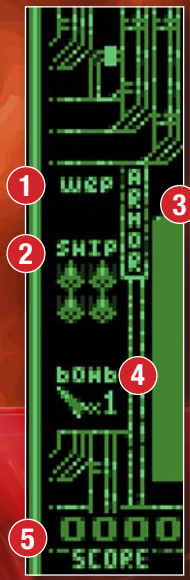
If you want to listen to the songs from the game then move the Control Pad Up or Down to select the **'PLAY SONG'** *option. Move the Control Pad Left or Right to select a song and press the A Button to start listening to it.*

If you want to change the difficulty of the game then use the Control Pad to select the

'LIVES' *option. Moving the Control Pad Left or Right changes the number of lives you start with.*

Selecting the **'MAIN MENU'** *option returns you to the Main Menu screen. Alternatively, press the B Button at any time.*

Game Screen



1. WEP - *Shows the power level of your currently selected weapon. There are six levels of power-up.*

2. SHIP - *Number of ships you have remaining.*

3. ARMOR — *This is your ship's energy level. If this meter runs out then you lose a ship. If you have no remaining ships and this meter runs out, the game is over.*

4. BOMB - *Shows the number of bombs you have left. The maximum is six.*

5. SCORE - *Your score so far.*

Items

When you destroy certain enemies in Project S-11 they will drop power-up items.

There are many different types of items. Correct use of the items is your key to success.

Laser
This is your default weapon. Once powered up it can become quite useful.

Sonic
A weapon of mass destruction once fully powered up. Has the best coverage of all the weapons available.

Falling Flame
Flame-thrower like weapon. Perfect for eliminating large waves of enemies.

Sinus
Destroys ships with its interlacing rings. When at full power it's hard to beat.

Missile
Most damaging weapon of all. Only drawback is its slow reload time.

Bomb
Eliminates all enemies within its explosion radius.

Extra Life
Player gains an extra life.

Game levels

Project S-11 consists of eight levels in total, each with its own unique enemies and boss.

Level 1 - Ekans Desert

Battle through the midday heat and numerous alien formations to reach your forest base. Alien resistance will become stronger from this point on, so get used to it. Beware of the established ground attack in this area.

Level 2 - Kenhull Badlands

This formerly flourishing area has become an utter wasteland due to rampant over-commercialization. This, combined with the recent alien invasion, has made this area one of the most unforgiving on the planet.

Level 3 - Lewap Forest

With the Badlands already completely overrun, this beautiful rainforest is beginning to feel the effects too. Penetrate the lethal alien stronghold developing here in order to deliver the tactical information.

Level 4 - Bern Jungle

With news that the aliens have begun construction of a new base inside the volcano you must head out again swiftly. This area is still relatively unaffected, but one or two small bases are developing.

Level 5 - Ma'akai Volcano

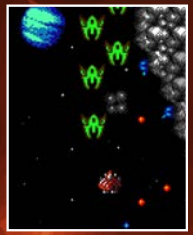
And you thought the desert area was hot! There's more here to handle than just the enemy formations, be careful of the volcanic lava too. Somewhere in this area is the new alien base, and only you can make sure of its destruction.

Level 6 - Giel Glacial Park

From one extreme to another. With news that the aliens are after you and your ship it's time to take the fight to them. Dig deep, and don't give in. A true pilot shows his best in the most adverse conditions.

Level 7 - Notav Space Quadrant

You've fended off attack after attack on your home planet. Now, can you take it to the next level? With your newly fitted warp drive it's time to turn the table on these alien scum and hit them where it hurts.



Level 8 - Planet Cephei

WARNING ... WARNING... No data available on this planet. Suggest use of extreme caution at all times.

Good luck, pilot...

Hints and Tips

- *Be sure to conserve your missiles for the end bosses.*

  This will help you in destroying them efficiently.

- *Watch and learn the enemies attack patterns to maximize your chances.*

- *Change your weapon frequently. Different weapons are more effective against certain types, and formations, of enemies.*

- *If you encounter an enemy type that is especially aggravating, a kamikaze attack can be a valid course of action.*

PROJECT S-11

Notes

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.

WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.

WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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CHROMATIC

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