



**This is one of those games that tries to be two games in one.**

**Does it succeed? You decide.**

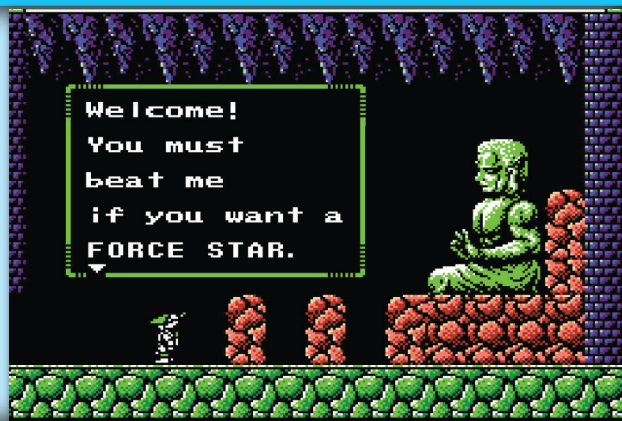
XEXYZ alternates between side-scrolling exploration and side-scrolling shoot-em-up segments.

Apollo will face bosses in both modes, and the shoot-em-up portions of the game are not as hard as most pure shoot-em-ups. But then again, is any type of game as challenging as a good old-fashioned shoot-em-up? We think not.

### Find the Force Star!

Before he can access each island's Mechanical Fortress, Apollo must locate and defeat Goruza's deputy devil for that island.

These devils are behind hidden doors that are revealed when Apollo shoots the correct block 5 times. Once he enters and defeats the devil, he will be awarded the island's Force Star and can access the Fortress.



### Humankind's Last Hope

It's the year 2777 and everything has changed. Natural disasters, triggered by centuries of reckless nuclear warfare, have left the earth ravaged and uninhabitable

except an archipelago of five tiny island nations.

Those islands - known collectively as Xexyz - have existed peacefully alongside the faerie spirits that help guide their path. But a new threat, Goruza, has come from the reaches of space to seize power.

Leaving a wake of murder and terror, Goruza has captured the princess of each island and hidden them in his mechanical fortresses.

The brave soldier Apollo has had enough. He suits up and sets out to defeat Goruza and save Xexyz.

### Welcome to the Island of Ruins.

The first island Apollo visits is the Island of Ruins. Along his way, and on every island, he will encounter faeries and other helpers.

Many will offer clues to help Apollo. Some give him weapon powerups, money, or sell items. It's important to explore every door in each level. And there are plenty!



### Enter the Mechanical Fortress. Defeat the boss.

Once it's unlocked, Apollo must battle his way through the Mechanical Fortress and find his way to the level boss.

Even within the fortress, he will find people willing to help him in his quest.



### Borrow a ride and it's off to the next island.

Once the level boss is defeated, you can steal his ship and fight your way to the next island.



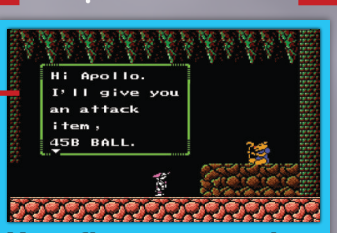
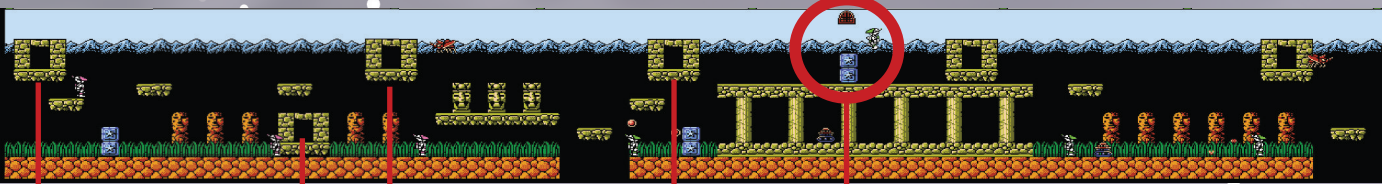
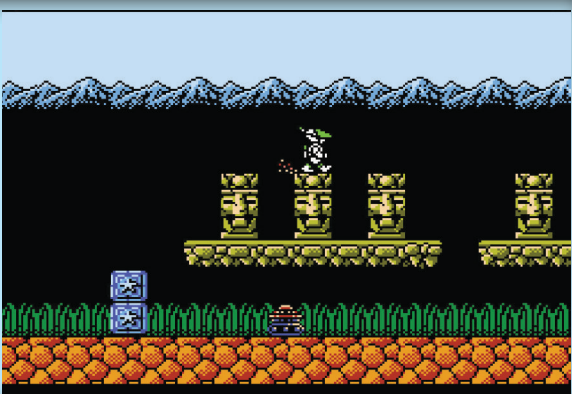
# The Island of Ruins

Spend the first level of Xexyz getting accustomed to the controls and environment.

The movement and jumping in this game can feel

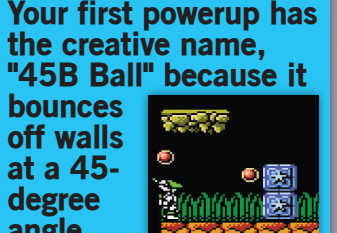
abrupt and clipped. It may take some getting used to. Oddly, if Apollo tries to jump from high, he can bounce his head off the status bar. There are a few places where this can cause him to fall into a pit.

Overall, level one is a nice introduction to Xexyz and you should have no trouble.



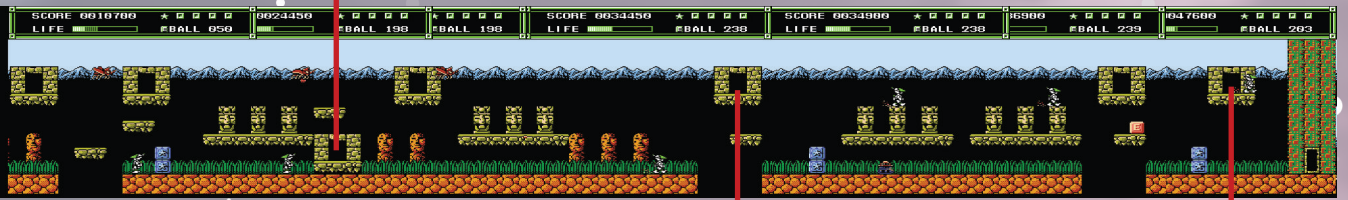
Shoot these blocks five times to reveal the hidden door to the demon's lair.

Win the battle, and get that Force Star!

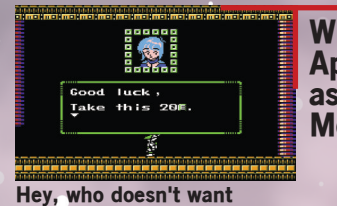
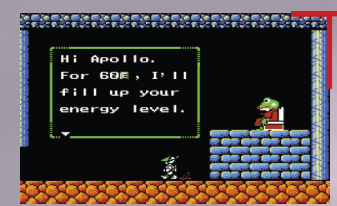


## Defeat the Demon

With the 45B Ball equipped, stand between the two columns. Between the demon's shots, jump and shoot. Your ball should bounce off the top of the column and right into the demon's face!



You're almost to the Mechanic Fortress. It's probably a good idea to fill up your energy level before you get there.



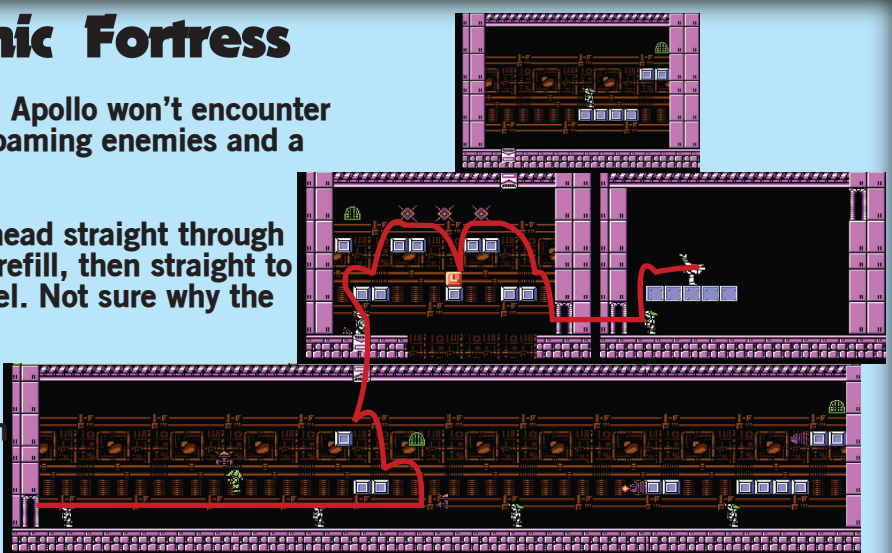
With Force Star in hand, Apollo is ready make his assault on Goruza's Mechanic Fortress!

# Inside the Mechanic Fortress

Once inside the Mechanic Fortress, Apollo won't encounter much resistance. There are a few roaming enemies and a shop.

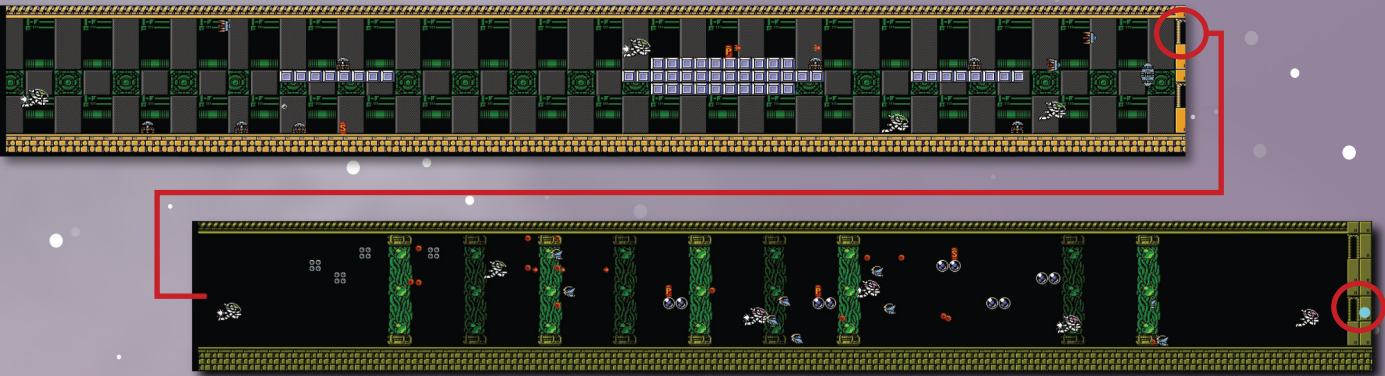
If Apollo has at least \$20, he can head straight through the first ceiling vent, collect a Life refill, then straight to the flying mech suit to the next level. Not sure why the suit costs \$20 to use. But it does.

Once you've secured the mech suit (called Vardex, by the way), you can exit through the top right door and you'll be on your way to the next area.



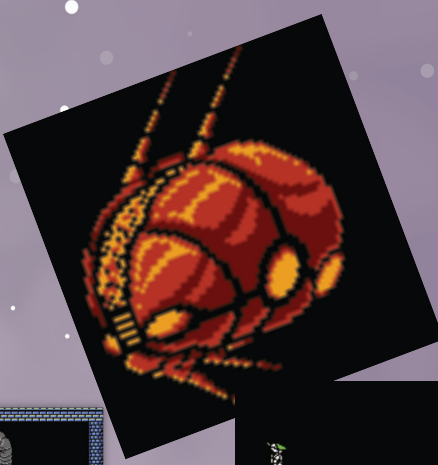
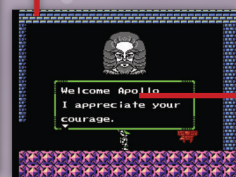
# Two doors

At the end of the first stretch, Apollo is faced with two exits. Many of Xexyz' shoot-em-up segments feature splitting paths. In this case, the top exit will move you to the next area, while the bottom one will take you back to the start. That might be useful if you want another chance to collect powerups.



# Braiza

Braiza is a giant brain-bug that fires bubbles and occasionally bug missiles. With the 45B Ball equipped, position Apollo just above Braiza to avoid the bubbles. The bug missiles can be shot out of the air. Keep dodging and firing, it doesn't take much to defeat this boss.



## Onward to the Island of the Forest

Apollo must now fly to the Island of the Forest on the back of some kind of robo-cyborg-fish rocket.

Get used to alternating between platforming and shoot-em-upping. Fortunately, Xexyz accomplishes this pretty well.

Once again, this segment is not too difficult and you'll be at the Island of the Forest in no time.



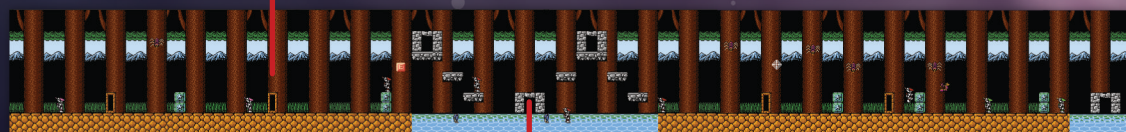
### Wave Ball

Apollo unlocks a new weapon that fires through walls and objects.

## Jeliza

This jellyfish monster is vulnerable while it enters the screen, so open fire immediately!

If you've powered up your weapon, you'll fire an additional, upward projectile. So position Apollo low and close, striking with both projectiles at once.

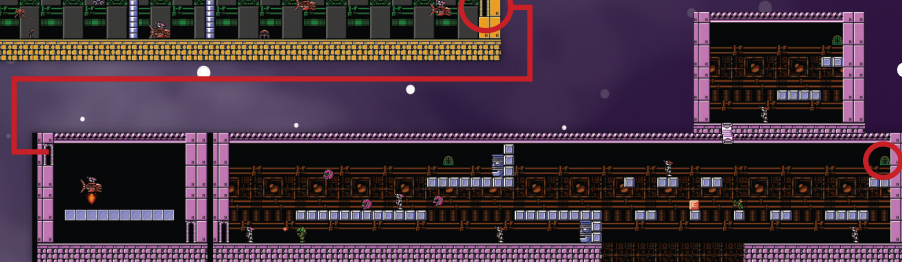
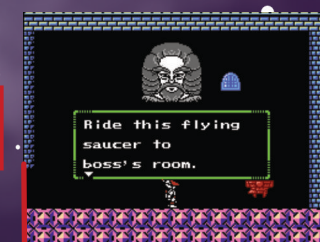
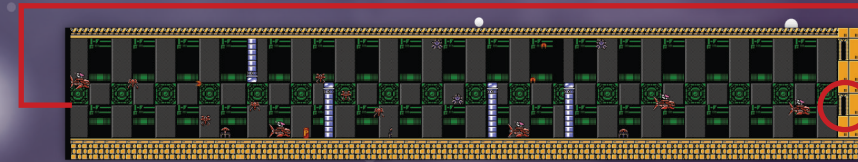
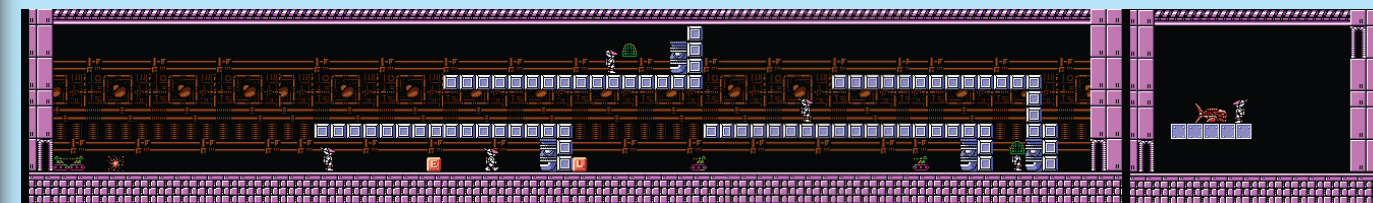


Goruzza has frozen this island's hot springs faeries. Apollo can thaw them by defeating a few mini-bosses. They are all in the bathtub though. So like, awkward...



Enter the Mechanic Fortress

## Inside the Mechanic Fortress



## We've only scratched the surface

Xexyz features 12 worlds to free, and they only get harder from here. Good luck, Apollo!



## Stinza

Stinza's weakness should be pretty clear: its his eyeball.

The 45B Ball works very well to blast Stinza's eyeball missiles out of the air.

