



- Anima has woken up in a strange place. She didn't remember what had happened. Travel through 4 worlds, and defeat all the enemies to progress in this adventure.
- You can move Anima with cursors, QAOP keys, or Joystick, whichever you decide. When you stop moving, you'll shoot automatically, in the last direction you moved. Also, you can try **DUAL STICK MODE**. Press key **D** on Main Menu and you can control both movement and shoots. WASD keys or Joystick 1 for moving Anima; Cursors or Joystick2 for shooting at the desired direction.
- After some screens, you can get some "power-ups" that will help you. Try them all to discover which ones are better for you.
- Scoring is not only important for the high score. When you reach a certain score (1000, 5000, 10000, 20000) you level up; your attack damages more, and your health bar grows. Maintain the multiplier high to score more points (defeating enemies without being harmed; if you don't defeat enemies quickly, the bonus will also decrease)
- If you beat a screen without being touched, you'll get a small heal (provided not having health bar already maxed)
- Press key C on Main Menu if you want to change the original color palette.
- **RUN" (and Press PLAY, to load tape version)**
RUN"DISC (to load disk version)
- Code: @cperezgrin
Graphics: Ricardo Oyón
Music and FX: Antonio J Pérez