

赤い夕焼け

RED SUNSET



Playing instructions

esp soft



Year 2125. New Kyoto

As every afternoon, Takeshi, after leaving the school, goes home to help his sister Sakura to take care of her grandfather's garden, but this time it will be very different. When approaching the garden, Takeshi finds a note, nailed with a knife, in the tree:

"Sakura is in our power. If you want to see your sister, safe and sound, come to the base of The Red Hand before the sun sets."

Clenching his fist, Takeshi throws a curse and heads for Grandpa's hangar.

Akiyama Azuma, Takeshi's grandfather, is a renowned aerospace engineer. Until his retirement he has been involved in the most advanced projects related to air carriers and space cruisers. In his personal hangar he has two Earth ships designed and built by himself. Gritting his teeth, Takeshi looks at the two ships:

Slider P14n37

The Planetary Slider P14n37 is a transport ship with interesting features for its small size. It allows the inclusion of a series of interchangeable modules that facilitates its adaptation to different environments and, in addition, supports external hardware of open development, except for military modules.

Akiyama Azuma has included a series of offensive improvements that make its slider light, maneuverable and with a firepower worthy of respect. In addition, it is able to adapt external enhancements instantly, thanks to the universal modules that are fully compatible with the slider.

The P14n37 can vary its firepower depending on the version of the firing module purchased: single, double, quadruple and perforator.

Viper T3r3x

The T3r3x Ground Viper is a military ground flight vehicle used by the Kyoto security forces. It includes advanced offensive weapons with external Unitex adapters, allowing you to expand your firepower with compatible modules. This particular unit has several improvements in its stabilizers and inertial dampers implemented by Takeshi himself.

The Viper T3r3x also has a number of particular features in its firepower, depending on the level of the firing module purchased: single, single power fan, double power fan, quadruple power fan.

Likewise, both ships can include common improvements by acquiring different modules:



Trigger power: Increases updates in the trigger module and increases its energy depending on the chosen ship.



Extra bomb.



Energy shield module of limited duration.

The mission

To reach the Red Hand base, Takeshi will have to cross the Shirakawa sector in the Gion district, enter the caves under Shijo Dori and finally enter the dangerous area of Hashimoto, the domain of the Red Hand.

Unfortunately, the mission will not be so easy. Each of the sectors is protected by a Jōshi and you will have to fight a duel to get through its domain.

Try to arrive at the confrontation with enough energy and resources to be able to defeat him.

Some of these Jōshi will, in turn, have a dangerous subordinate who will try to annihilate you before reaching the end of the sector.

The game

From the game's options menu you can select several initial options before embarking on the adventure. You can move through the menu using the cursor keys and SPACE.

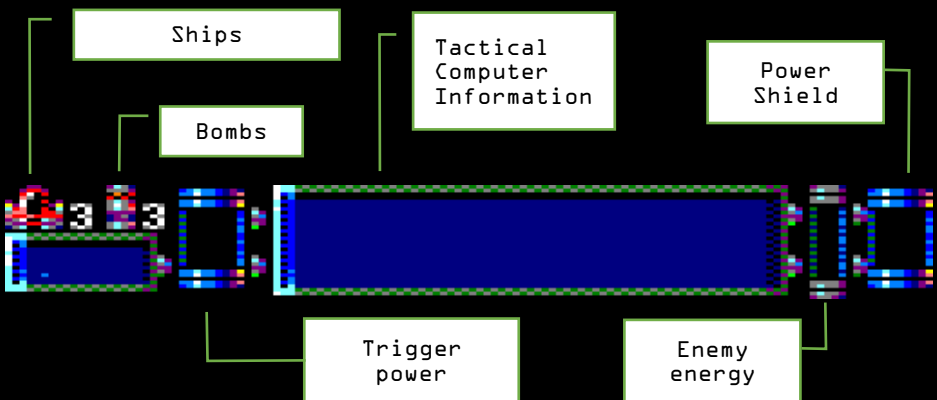
The default game keys, if you have not redefined them before, are :

DIRECTION: *Cursor arrows*; **TRIGGER:** *Z*; **BOMBS:** *X*

Choice of ship (SHIP): Select the ship that best suits your game style.

Phase selection (STAGE): In case you have managed to overcome some phase, from here you can select at which point you want to start.

Game panel and information



- You have 3 ships to complete your mission and each one of them will be eliminated if you receive a hit.
- The loss of one ship includes all the modules that were implemented at that time.
- You can get an extra ship if, when you pass a level, you get two different power-ups or modules in the level you have passed.



To get the different power-ups or extra modules that will power up your ship, you must keep an eye on one of the enemy squads. One of the ships in the "delta squad" is a resource and repair distributor. If you finish with it, together with the squad, you will be able to get the item it carries and improve your ship.

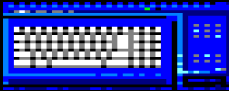
Keep an eye on this ship. You will be able to find it throughout the game and its extra modules will be of great help.

You can pause the game, or exit it, by pressing the ESC key.

Your sister is in the hands of the Red Hand, rescue her and put an end to this dangerous organization!

Development Team

Cover Illustration: **Ricardo Machuca.**



Programming: **Raúl Simarro.**

Graphics: **Sad1942.**

Music & Sound effects: **McKlain.**

History & Editing: **Litos.**

Testers: **Blackmores y JGonza.**

Extra contributions of **MiguelSky** and **6128.**

English manual reviewed by **MiguelSky**

Thanks to

targhan/Arkos by [Arkos Tracker 2](#)

metalbrain/Antonio Villena by [Unexo](#)

Einar Saukas, metalbrain and Antonio Villena by [zx7](#)

Loading instructions



Insert the side A of the disk into the disk drive.

Type in RUN "sunset and press ENTER.

Keep the disk, unprotected, into the drive. The program will need to read and write as the game progresses..

Virtual tape with soundtrack included



The Red Sunset disc includes a virtual cassette with the amazing game soundtrack, created by McKlain!

Type in RUN "bso and press ENTER. The Walkman will play the songs from all the levels you've unlocked so far.

Game statistics

Know the game's stats history whenever you want!

Red Sunset saves your game statistics after every game. Know your scores, records, times played and more by running the statistics viewer included on the disk with RUN "stats

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