

# ASHGUINE – FLAME of REVENGE

Micro Cabin



**NEW GAME**

Start a New Game

**CONTINUE GAME**

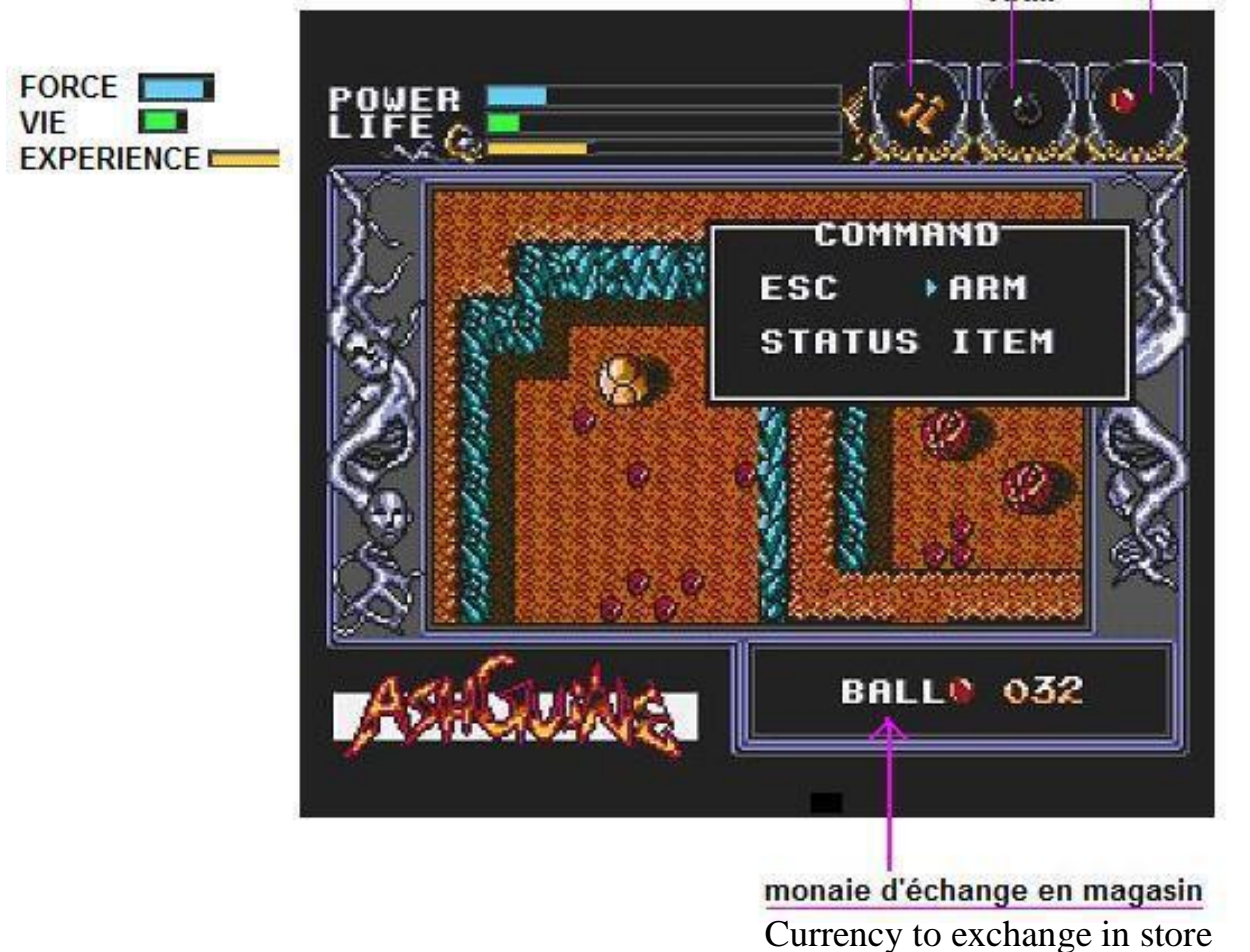
Load backup of a K7 or S-RAM

## Useful keys:











Enter = Menu

Space = Shoot

F5 = Change the music



## ITEM

	Eye ball C9	Allows you to teleport
	Health D1	Gives 15hp of life (VIE)
	Coil	
	Oil	Power +1
	Key	Opens door
	Red Ball	
	Flash	
	Electric Zinc	
	Boot a	
	Boot b	

The ARM menu selection is only available in combat mode.



## THE STORY

Seven years ago, the father and mother of the Reptile-Human ASHGUINE were killed by the Ghouls. But now, changing his appearance with the help of an old machine, Ashguine is the only one to launch a counter-attack on the enemy armies. It's time for revenge.

## ADVICE

- To get the « Eye Ball », go down, then left, then travel up.
- This will allow you to teleport to the flashing spheres.
- Visit the store to buy « Oil » to increase your Power.
- Go find the Ghoul warrior who is located in the far left. Enter the cave above, kill all the enemies, and then teleport. He gives you « Oil ».
- Get out and now enter the cave just to the right, walk through the halls until you find the "KEY" by killing all enemies.

## DJANGO TRANSLATION

*Django's French help guide translated to English by Zandig Slaytanic.*