

PREVIEW SAMPLE

Air Twister

GAME BOOK

STAGE 1: SEA

The very first “Air Twister” stage starts you off in a comfortable way: This is where you will get accustomed to the heart and soul of the gameplay, the controls of the game, the way the imaginatively designed enemies enter the screen, how to target and ultimately eliminate them, and how to interact with the surreal world around you. Don’t worry - the real challenge will quickly follow over the course of the next 11 stages. We promise to keep you on your toes!

But first, let’s enjoy the ride across the tranquil sea during the calm of the sunset: You will fly over gently lapping waves, through dimly lit caverns and past dozens of gigantic flying mushrooms of all colors! You will face four types of enemies that will make you acquainted with “Air Twister’s” unique fighting system:

- Shiny dodecahedrons called “Dodecabeen”
- Floating jellyfish with purple bodies and red tentacles (“Pahl”)
- Giant flying insects with elephant-like faces and trunks (“Bellua”)
- Spaceship-like diamond shapes swiftly moving across the screen (“Octron”)



These enemies do not offer much resistance which makes them perfect for first contact. You, on the other hand, have your trusty “Cross Seeker” by your side: “The forebearer of all weapons, a vintage piece passed down for 300 years within the Royal Family”. The Cross Seeker is a four-sided crossbow that either fires straight or in graceful, enemy-tracking arcs, making short work of your surreal first opponents.

After a short flight you will encounter your first boss monster: “Gaira”, a gigantic, red-eyed, flame-spewing monstrosity, held aloft by ten pairs of titanium wings. This intimidating creature’s body is made up of ten parts, which Princess Arch, riding her beloved swan “Garnet”, must target individually as the monster flies in wild circles around her, throwing fireballs in her direction.

Gaira may look terrifying and intimidating, but it is actually the perfect first boss encounter: Taking her down is a bit of a challenge, but not too taxing. Targeting her individual parts is a piece of cake, and after a few solid hits, the creature vanishes in a series of fiery explosions.

BOSS: GAIRA



Phases and Patterns





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HERO CHARACTER

“Air Twister” follows the daring adventures of Princess Arch - a strong-willed and fierce member of the royal family of a very strange world called “AIR” A world full of flying elephants, floating cathedrals, fireworks in outer space, lush fields of enormous roses in full bloom or giant mushrooms - or even a gigantic laser octopus, gliding effortlessly through the air.

It is a world that is under heavy attack by a bio-technological alien force called “Needles” These bizarre creatures, often built like shiny geometric shapes or nightmarish crossbreeds of robots and insects, have almost destroyed AIR. Now it is up to Princess Arch, a descendant of the royal family that has always protected the planet, to stand in the way of the attackers, send them back to where they came from, and to restore peace to her homeworld.

Fortunately she is not alone in this monumental task, as there are four “Royal

Guardians” who rush to her side in times of need: The most important of them all is Garnet, the Swan Royal Guardian, and one of the last few giant white swans on the planet. She and Princess Arch have a very special bond for life, as Princess Arch was the one who warmed and hatched Garnet as an egg. Over the course of the game’s twelve stages, Garnet will assist Princess Arch in four of them.

Next in line is Ga’Reon, Lizard Royal Guardian, and Captain of the Chameleon Corps - an elite unit of soldiers for enemy reconnaissance and stealth incursions. Ga’Reon may look a little strange (and often in two different directions, for that matter) but he is a most loyal friend and a fierce fighter. He will assist Princess Arch in three missions.

Swigart is a Fish Royal Guardian, and not just any kind of fish: He can fly, and he has very sharp talons - you should really think twice before mentioning the word



“sushi” in his presence! He will use all of his immense power to assist Princess Arch against two of the most difficult bosses in the game.

Last but certainly not least, not by any definition of the word, is Phang - the Elephant Royal Guardian. She used to be the star performer of the Royal Circus, but the alien invasion changed everything. Despite her advanced age, she immediately enlisted in the Royal Reserve Force to do her part to repel the invaders - for the good of the planet, for the circus, and for Princess Arch, whom she will be assisting on one mission.

These four brave warriors will come to your aid against the huge and dangerous boss enemies that will stand in your way. And while they will be of great help, the brunt of the defense will fall on you and the five weapons in your arsenal: The game begins with the “Cross Seeker” - a mighty crossbow that shoots magic bullets and has been in the Royal Family for many centuries. Convenient and easy to use for first-time players as well as professional Air Twisters. The “Lightning Chaser” fires a bolt that automatically chases and destroys all enemies within its current field of vision, making it another great choice for all beginners. “Sparky” on the other hand requires a bit more finesse and experience as it unleashes a powerful volley of lightning strikes in a continuous burst - but it has no lock-on or tracking ability, so it must be used with great precision and foresight to determine where enemies will be moving in a few moments in order to hit them head-on.

The “Witch” is quite the crafty device as it produces a shimmering image of Princess Arch to draw enemy fire - and while they focus on that “shadow”, you

have the chance to wipe them out in one fell swoop. The decoy is invincible but not particularly long-lasting - so you need to time your Witch action precisely for maximum efficiency. Definitely a weapon for the more experienced “Air Twister” players. Last but not least there's the “Star Burst”, a flash of green explosions that can take out entire squadrons of enemies at once being powered up for a short period of time.

Each weapon is very easy to use, but they all have different strengths and weaknesses and perfect opportunities to use them. It is there highly recommended to try out each and every weapon in different levels to find out which one suits which play style and game situation best. All weapons can be upgraded to increase their efficiency and power, or to reduce their recharge time.



A black and white portrait of Yu Suzuki, a man with short, spiky hair and a serious expression, looking directly at the camera. He is wearing a dark jacket. The background is dark and textured.

鈴木 裕

Yu Suzuki

BIOGRAPHY

Suzuki's ability to push the boundaries of technology and design was further exemplified with 1988's *Power Drift*. As a programmer and director on the project, he introduced a unique rotating cockpit that gave players a dynamic perspective as they raced through twisting tracks. *Power Drift* showcased Suzuki's innovation and reinforced his position as an industry leader.

During these early days, Suzuki demonstrated a unique blend of technical prowess, design acumen, and a deep understanding of player engagement. His games were not only visually stunning but also offered gameplay experiences that were ahead of their time.

Suzuki's contributions during his early years in the video gaming industry have had a lasting impact not just on Sega, but on the industry as a whole. His innovative designs and groundbreaking concepts set new standards for arcade games, inspiring future generations of game designers and establishing Suzuki as a visionary and highly influential figure in the game industry.



Shenmue II, the highly anticipated sequel to the original *Shenmue*, would continue to innovate and capture the hearts of fans around the world. Under Suzuki's guidance, the game exceeded expectations and delivered an extraordinary experience that captivated players with its meticulous details, provocative story, and ambitious scope.

Continuing Ryo Hazuki's quest for vengeance, *Shenmue II* expanded upon the fascinating world and intricate gameplay established in its predecessor. Suzuki's unending perseverance to his artistic vision drove the project and shaped every aspect of the game's development.

Suzuki's vision was evident in the game's rich storytelling. *Shenmue II* deepened the narrative, revealing new layers of mystery surrounding the Phoenix Mirror and Ryo's fate.

Through Suzuki's impressive storytelling skills, players were captivated by a compelling, emotionally resonant journey filled with memorable characters and surprising twists.

As director, Suzuki ensured that *Shenmue III* reached new levels of immersion. The game's open world, intricate design that represented the vibrant city of Hong Kong, became a living, breathing world. Suzuki's adherence to cultural authenticity was evident through the game's accurate depiction of Hong Kong's landmarks, architecture, and cultural nuances, providing players with a realistic and culturally interesting experience.

Suzuki's influence extended to the game's evolving gameplay features. Building on the foundation of the first game, *Shenmue II* refined and expanded the experience.

