

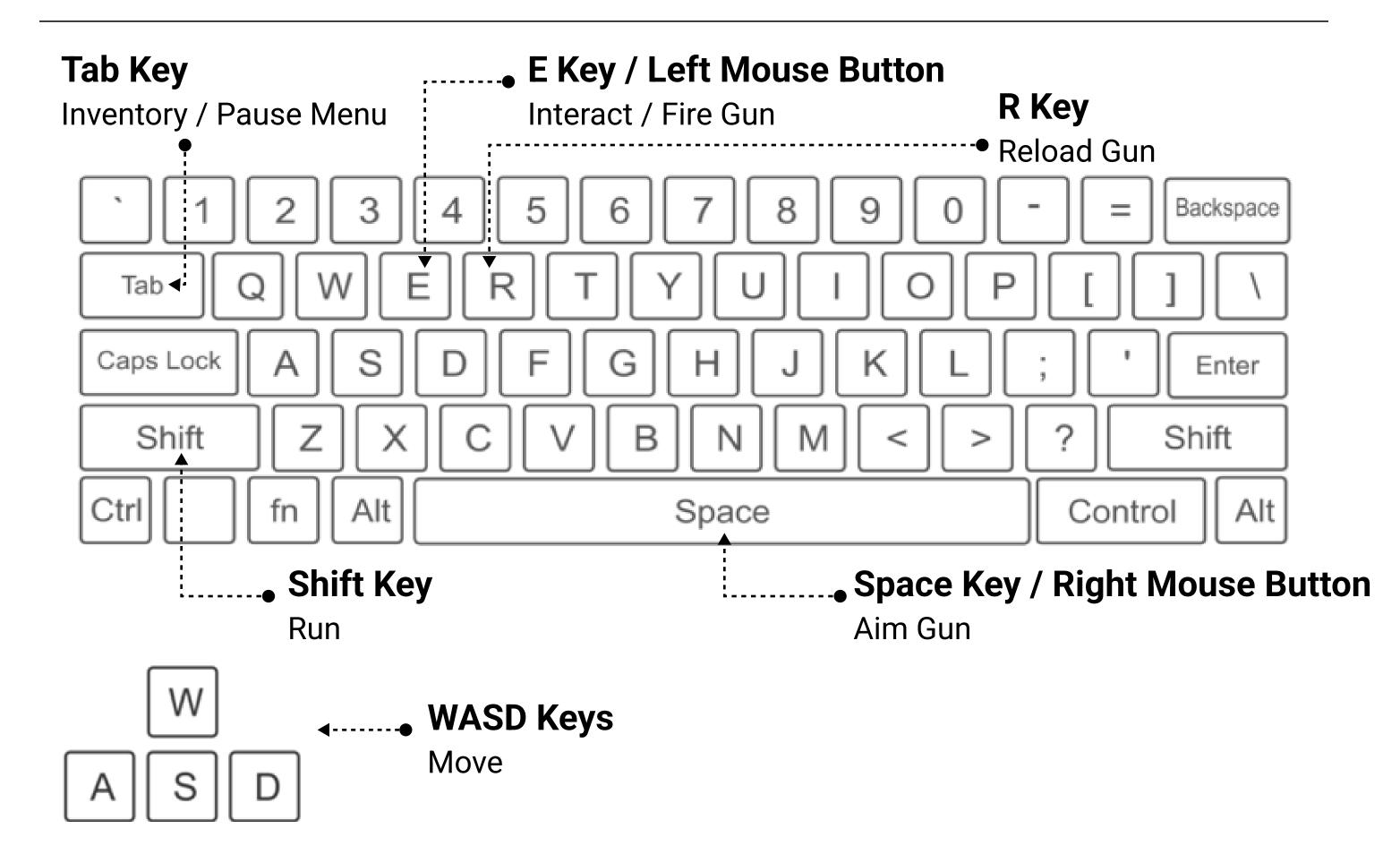


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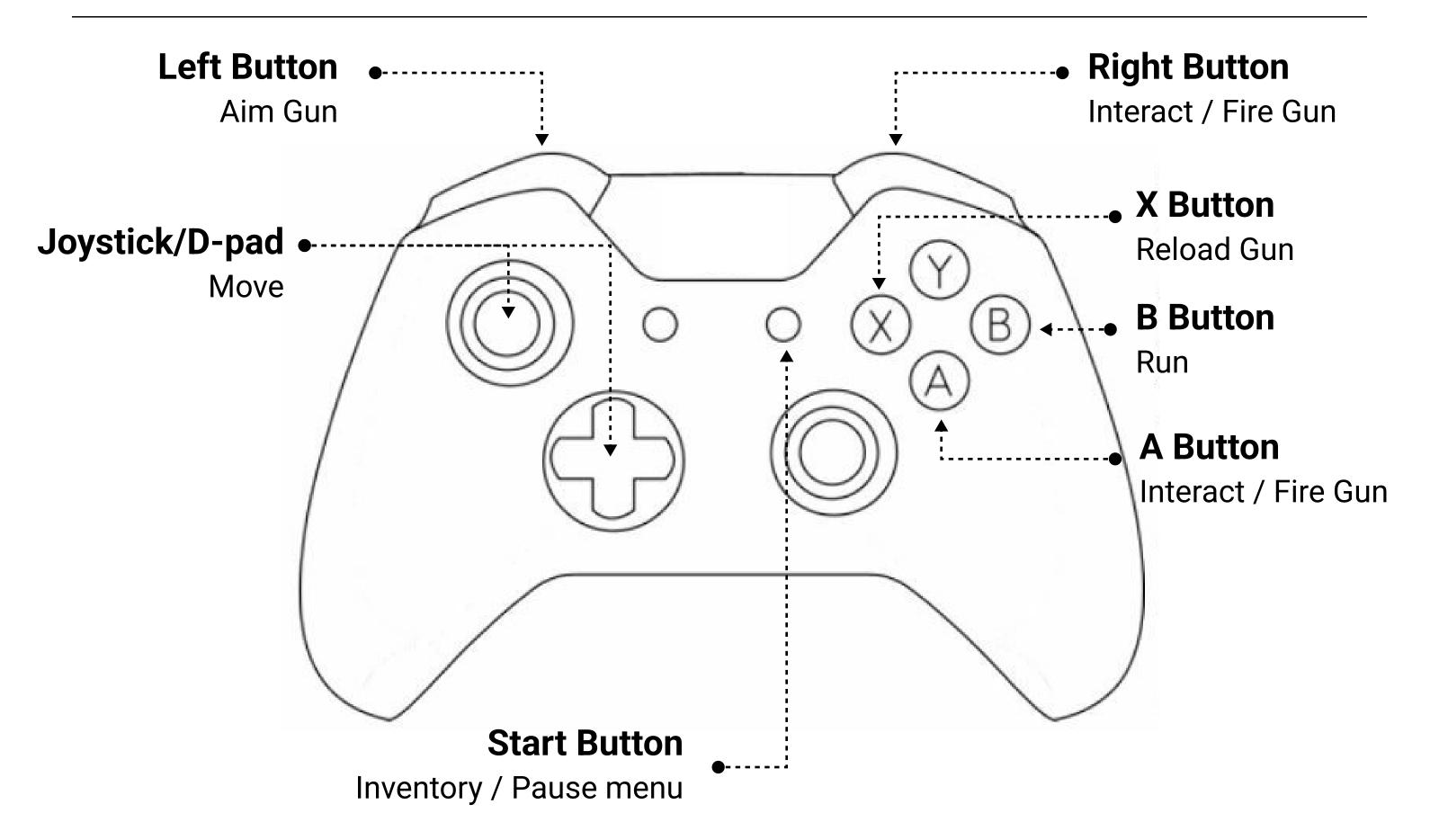
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Please read this instruction booklet thoroughly to ensure maximum enjoyment of the game.

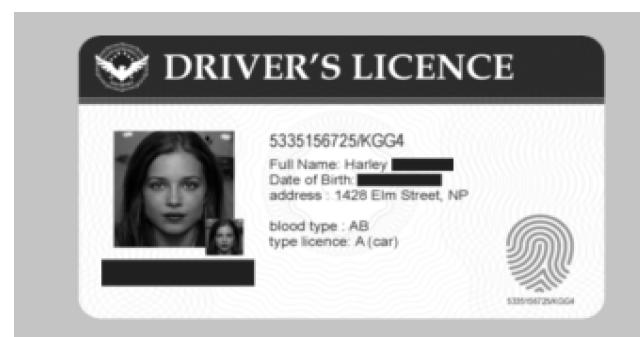
## KEYBOARD CONTROLS



## **JOYSTICK CONTROLS**



#### CHARACTER PROFILES

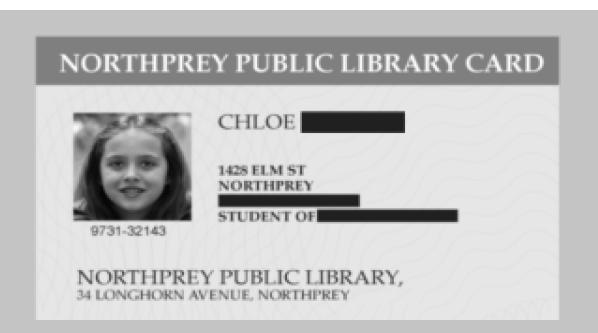


Name: Harley

Age: 19

Occupation:

Bio: Harley has always been a troublemaker, often snooping into things she should have stayed out of. Despite this, her father taught her how to use all kinds of weapons, which, combined with her unpredictable behavior, makes her a dangerous personality.



Name: Chloe

Age: 12

Occupation: Student

Bio: According to her parents, Chloe was always a good-natured obedient kid — the polar opposite of her older sister, Harley —.
Despite their differences, the two sisters got along very well and were inseparable.

## **USEFUL TIPS**



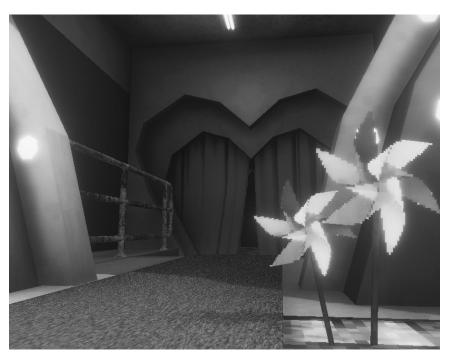
#### **Combat**

When aiming with your weapon, a laser will appear, indicating where Harley is targeting. If you aim at an enemy, a dot will appear at the end of the laser, confirming your target. You don't need to aim up or down; shorter enemies below the laser will still be hit. If an enemy sneaks up behind you, press the "S" key while aiming to perform a 180-degree turn.



#### **Save Rooms**

Save Rooms are where Harley can take a breather from the chaos. Scattered around the theme park, these rooms provide a safe haven — enemies won't follow you into these rooms, and they cannot spawn inside them. You can save your progress at Fortune Teller Machines and store unused items in the storage box.



# If you get stuck

If you find yourself wandering around the theme park and notice colorful pinwheels, it means something important is nearby. This could be a key item or an enterable building you need to explore, so pay close attention to your surroundings — you never know what you might miss!

### **CREDITS**

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