



SLIPVECTOR

Instruction Manual

STORY:

A virus known as Zanikore has infected the SlipVector system. A virus protector application has been initiated to protect the system grid.

The Zanikore can be tricky and may infect other grids along the way.

GOAL:

The goal of the game is to destroy every Zanikore that infects each grid. Collect powerups to aid in victory while trying to reach the highest score possible.

Can you find the hidden secret?

Hint: Grids 5 through 9.

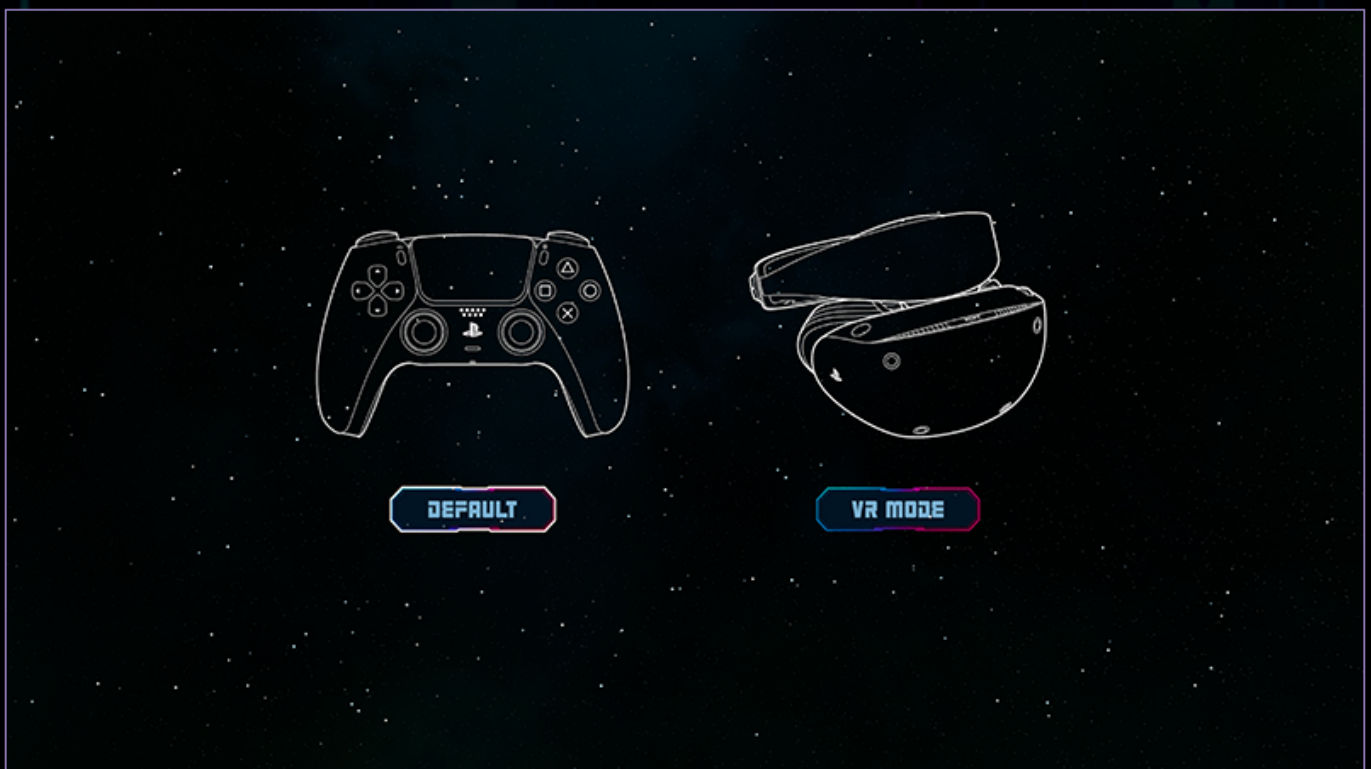
MODE SELECTION:

When you start the game, you will be presented with the Mode Selection screen. This allows you to choose between Default Mode and VR Mode.

Default Mode is the regular version of the game and only makes use of the controller.

VR Mode is for use with the PlayStation VR2. This mode is the most immersive experience.

Choosing either mode will take you to the Main Menu.



NOTE: Please put on your PlayStation VR2 and set it up before launching VR Mode to ensure your VR experience is uninterrupted.

—SLIPVECTOR—



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MAIN MENU:

The Main Menu contains all the title and buttons for starting the game and adjusting some options.

START:

The Start button brings up the Zone menu and let's you select which Zone to play. Zone 1-3.

OPTIONS:

The Options button brings up the options screen where you can adjust the volume for Music and Sound Effects as well as adjust the Player Movement Speed.

MANUAL:

The Manual button brings up the manual menu. This is (what you're reading right now) and explains everything about the game.

SOUNDTRACK:

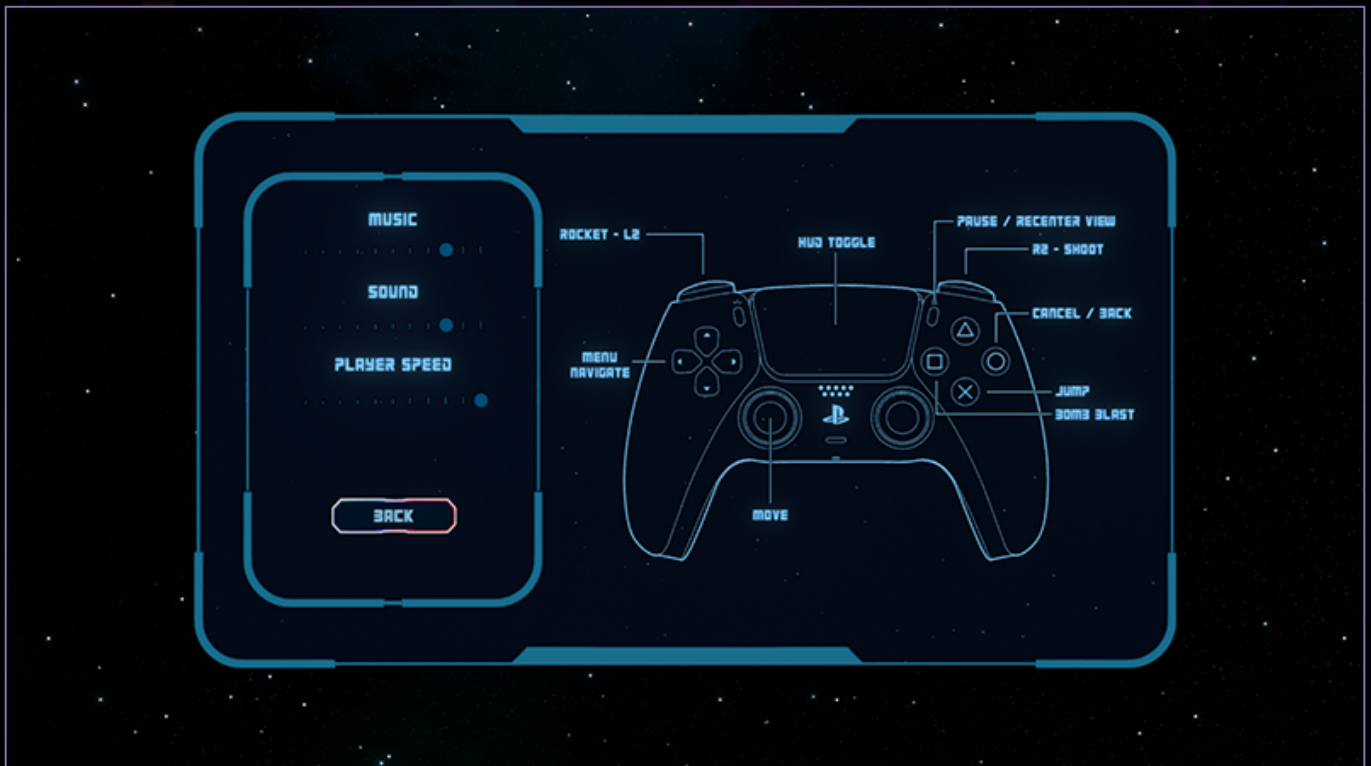
The Soundtrack button brings up the soundtrack menu. This is where you can listen to every music track from the game.

HI-SCORE MENU:

The Hi-Score menu will display the hi-scores achieved on each zone. During play, if a hi-score is achieved, beating a zone or exiting a zone to the main menu will save any hi-score and will be displayed on this menu.

OPTIONS MENU:

The Options Menu displays sliders to change the volume for Music and Sound Effects as well as the the Player Speed. This screen also displays the game controls and can be view from the Main Menu or during gameplay by pressing the Options button.



MANUAL MENU:

The Manual Menu displays th entire game manual (which you are now reading). This explains everything about the game from player controls, point system, rewards, enemies etc.



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GOAL:



BACK



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SOUNDTRACK MENU:

The Soundtrack Menu let's you listen to all of the music tracks in the game.



BACK

SLIP VECTOR

ZONE 1

ZONE 2

ZONE 3

BACK

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ZONES:

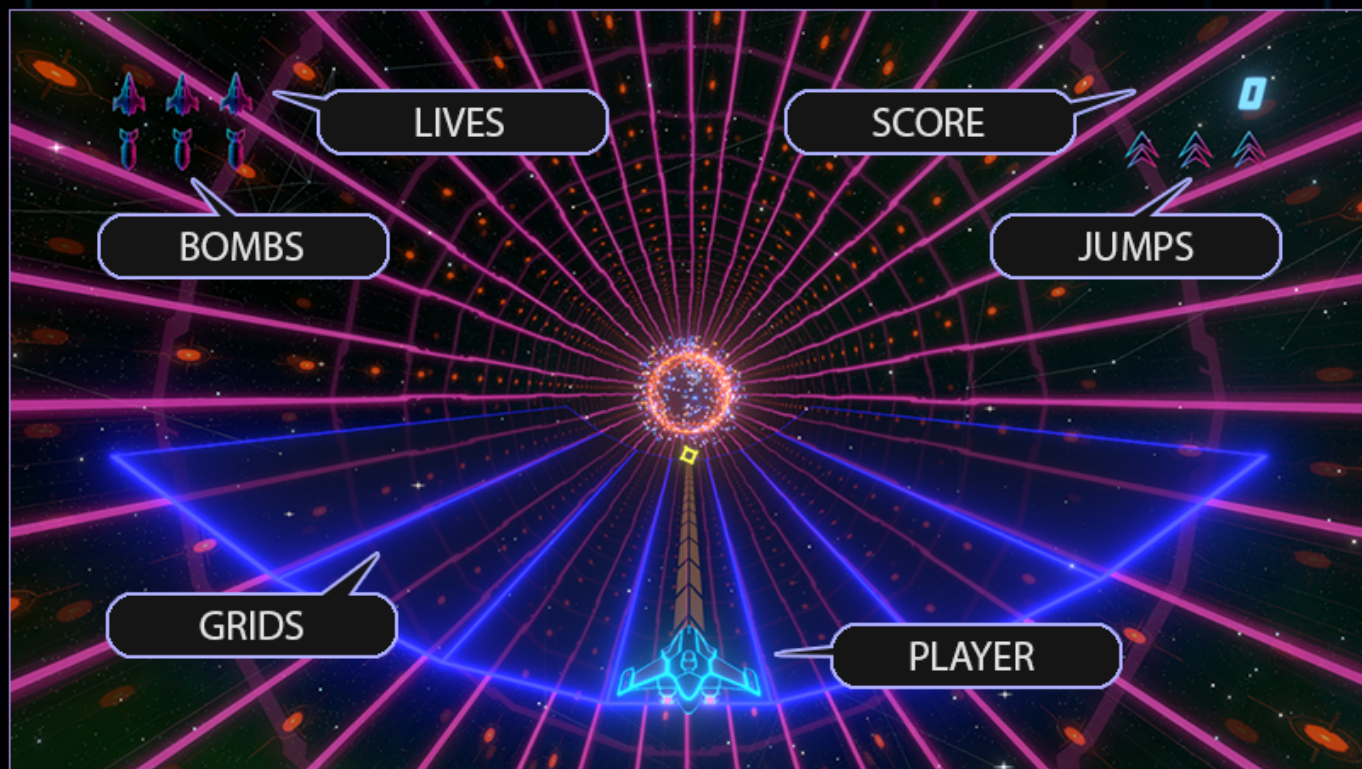
There are 3 Zones to choose from. Each slightly different. Some have unique grids, some have more enemies, etc.

Each Zone contains 50 grids and each grid contains 50 enemies. Once enemies of a grid are cleared, the player moves to a new grid.

There are various enemies and hazards found on the grids. From fast moving enemies, to obstacles, flying enemies, tower enemies, tricky enemies, meteors etc.

HUD:

The HUD displays the information of various game and player stats. Lives, Bombs, Jumps and Score.



PICKUPS:

These are the pickups that you can collect on the grid.



Ring Blaster



Laser Weapon



Extra Life



Jump



Invincibility



Bomb

RING BLASTER:

The Ring Blaster weapon does 2 points of damage and fires slightly faster than the Laser Weapon.

LASER WEAPON:

The default weapon does 1 point of damage. The Laser Weapon does 2 points of damage and fires slightly faster.

EXTRA LIFE:

The Extra Life pickup will give you an extra life with a max total of 6. If you try to pickup another when you are at max level, you will anger the game, get scolded and lose a life.

JUMP:

The Jump pickup will give you an extra jump with a max total of 4. These are used to avoid any close by hazards.

INVINCIBILITY:

The Invincibility pickup will give display a protective shield around the player that will protect them from being destroyed. This will last for 20 seconds.

BOMB:

The Bomb pickup will give you an extra bomb with a max total of 4. Bombs can be used to destroy every enemy on the grid at once. This doesn't include any hazards or obstacles such as meteors, etc.

SCORE:

Your score increases as you destroy each enemy which ranges from 20 points to 60 points depending on the enemy type. Another 100 points can be earned for each pickup you grab. The player can also gain 500 bonus points if they destroy every enemy on a grid.

Reaching certain point milestones will also unlock trophies.

ROCKETS:

The Rocket weapon is equipped by default and there is no pickup for it. Certain enemies need to be destroyed with rockets which the rocket will home in on them automatically when fired.

RECENTER VIEW:

In VR Mode only, to recenter the view to make the game camera face the direction you're looking, at any time during gameplay, press and hold down the options button.

This can be done when the game is running or paused.

GAME OVER:

When a player collides with any enemy or obstacle, they will lose a life. If all lives are lost, you will get a Game Over notification and will be taken back to the main menu.

TROPHIES:

There are various trophies to unlock by performing different tasks such as clearing zones, achieving certain scores etc.

ENEMIES:

There are various enemy and hazards in the game. Enemies you can destroy for various points but hazards you must avoid and cannot destroy.

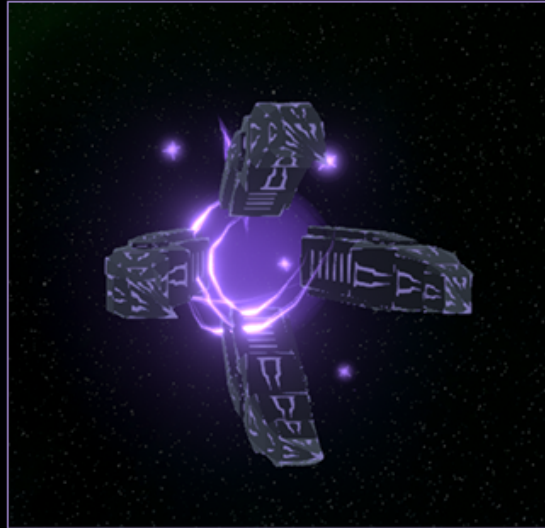
ZONER:

The Zoner enemy is a common enemy that just moves slowly down the grid lanes rotating left or right.



BARRIER SPAWNER:

The Barrier Spawner enemy moves slightly faster than the Zoner enemies and harder to destroy. When destroyed, they will leave behind a small electric barrier that will destroy the player if touched.



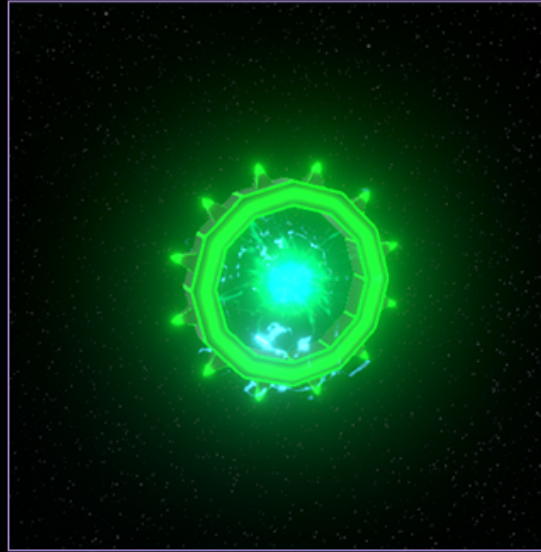
STOMPER:

The Stomper enemy stomps their way down the grid lanes while rapidly firing projectiles at the player. If they reach the grid edge before being destroyed, they will explode in a large radius so don't be near them when they do.



ZIGZAG:

The ZigZag enemy appears with warning on the edge of grids where the player is. They will rotate moving back and forth along the edge.



BLAZON:

The Blazon enemy is a flying enemy that can only be destroyed by rockets. They can appear as a single enemy or in groups.

