



GameManual

MENU

CONTROL EXPLANATION	2P
GAME MENU EXPLANATION	3P
ITEM EXPLANATION	4P
GAME SYSTEM EXPLANATION	5P
OPTIONS EXPLANATION	6P

CONTROL EXPLANATION

SLOW MODE

{C}

MOVE

{↑}{W}

{↓}{S}

{←}{A}

{→}{D}

USE BOMB/CANCEL

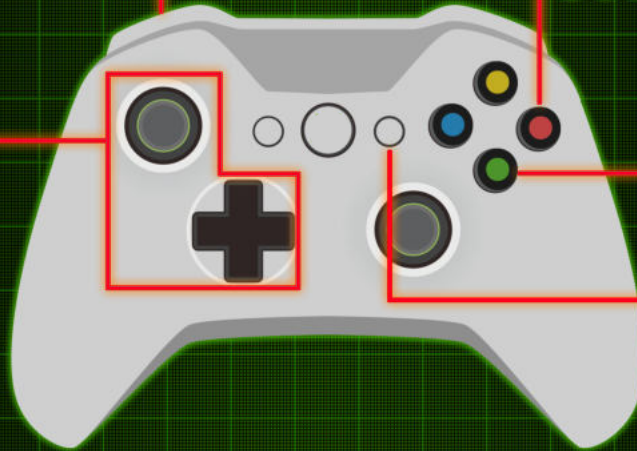
{X}

FIRE/SELECT

{Z}

MENU

{Esc}



*DEFAULT SETTINGS

*DEPENDING ON YOUR GAMEPAD, THE CONTROLS MAY BE DIFFERENT

SHOT

Pressing the Fire button will continue your rapid fire.

When Bots are available, pressing the button will also launch Bot attacks.

BOMB

Pushing the Bomb button will unleash a special attack that will grant invincibility during animation and will also erase enemy attacks.

Collecting Bomb Items will increase the number of bombs in possession by 1.

MOVE

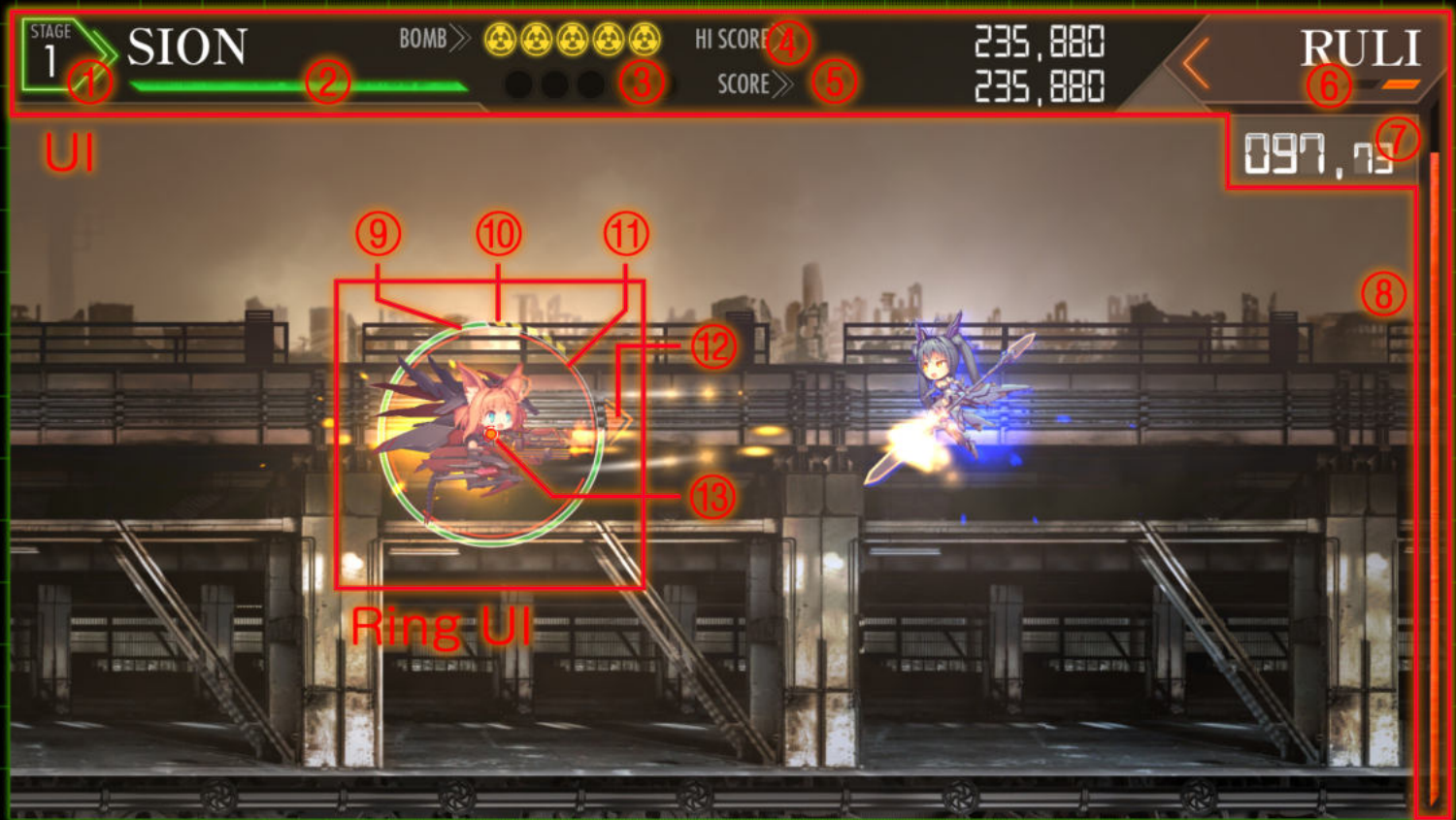
You can freely move your unit.

SLOW MODE

The following will occur while pressing the "Slow Speed Mode" button:

- Your unit's movement speed decreases and it becomes easier to evade enemy attacks.
- Your attacks increase in damage.
- A Ring will appear to display your unit's HP, number of bombs and collision detection area. During boss fights, the directional arrow pointing to the boss will also be displayed.

GAME MENU EXPLANATION



① Stage Number

Current Stage

②, ⑨ HP Bar

If the HP Bar reaches 0, it is Game Over.

③, ⑩ Number of Bombs

Number of Bombs in possession. Can carry up to 10 bombs.

④ High Score

Player's Highest Score

⑤ Score

Player's Current Score.

Scores only increase through Point Items, Graze and Bonuses.

⑥ Boss Phase Number

Player's Current Score.

Scores only increase through Point Items, Graze and Bonuses.

⑦ Remaining Time for Boss Phase

The remaining time for the current Boss Phase.

When the time reaches 0, Boss Phase will decrease by 1 but no Score Items will be given.

⑧Boss HP Bar

Boss' Current HP. Decreasing this number to 0 will decrease the Boss Phase Number by 1 and the Boss' attack patterns will change.

⑪Bot Count

Current Level of Homing Enhancement for Bots. Can be enhanced to 3.

⑫Boss Directional Marker

A marker that points to the direction of the Boss.

⑬Self Collision Detection

Damage received when enemy attacks hit this ring.

ITEM EXPLANATION



Point Items

Collecting this item will increase your score by 500.
The faster you defeat your enemies,
the more Point Items they drop.



Bomb Item

Adds 1 Bomb to the Number of Bombs in possession.
Can carry up to 10 Bombs.



Bot Item

Using a Bot launches a missile attack along with your
standard attacks. You can have up to 2 Bots equipped at once.
Collecting more Bot Items will increase
the homing ability of the missiles.



Recovery Item

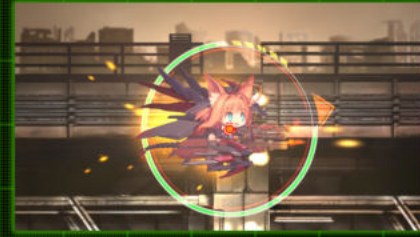
Recovers HP when collected.

GAME SYSTEM EXPLANATION

SLOW MODE

Your unit's movement speed decreases and it becomes easier to evade enemy attacks.

Your attacks increase in damage and a Ring displaying different stats will appear. Since there are no demerits in using "Slow Speed Mode" we recommend that you actively use it when you can.



BOT

Using a Bot launches a missile attack along with your standard attacks. You can have up to 2 Bots equipped at once. Collecting more Bot Items will increase the homing ability of the missiles. Receiving an attack will remove 1 Bot and decreases the homing ability of the missiles.



BOMB

Unleashes a special attack that will also grant invincibility during animation. Because the special attack cancels enemy attacks, it can also be used as an evasive maneuver.



Damage Decrease

Your attacks decrease in damage the further you are from the enemy.



Knock Back

When your collision detection area hits the enemy unit, you will be knocked back and left defenceless and immobile for a brief moment. You won't receive any damage from being knocked back.

Graze

When your collision detection area grazes an enemy's attack, an effect is shown and additional points are added to your score.

Auto-collect Items

When you release the Fire button and the Slow Speed Mode button at the same time, items on the screen are collected automatically.

OPTIONS EXPLANATION

Language

Select Language (Japanese · English · Chinese)

Key Config

Change Keybindings for Keyboard and Gamepad

Stick Sensitivity

Select Analog Stick Sensitivity for Gamepad

Effect Level

Lower Effects for smoother gameplay

BGM Volume

Adjust BGM Volume

SE Volume

Adjust SFX Volume

VOICE Volume

Adjust Voice Volume

Text Speed

Lower scrollthrough speed for story text

RingUI

You can choose to hide your Ring while "Slow Speed Mode" is activated during combat.