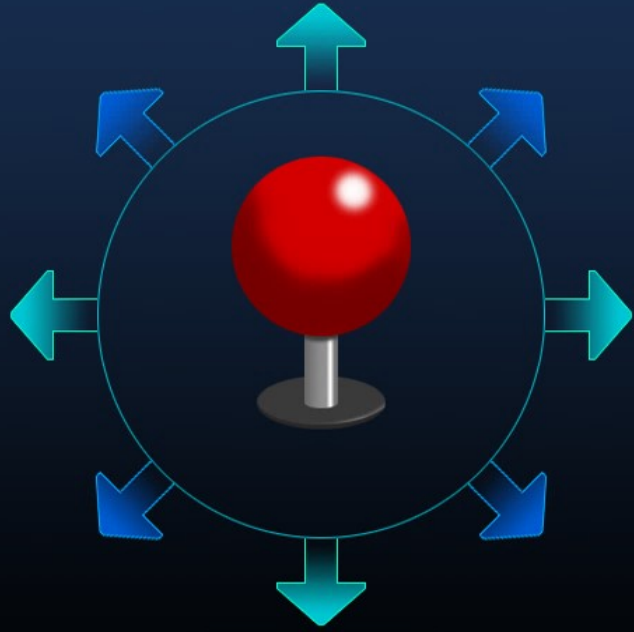




Playing Manual

Method of Operation



MOVE



SHOT

Normal Shot

X



W-CHANGE

Weapon Change

A



SWORD

Activation Sword

B

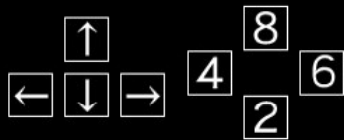


START
PAUSE

CONTROLLER



KEYBOARD



C

X

Z

SPACE



Menu Explanation

Main Menu



Game	Play Game
Tutorial	Play Tutorial
Area Practice	Play Select Stage
Controller	Controller Key Setting
Sound	Sound Volume Setting
Quit Game	Close Game App

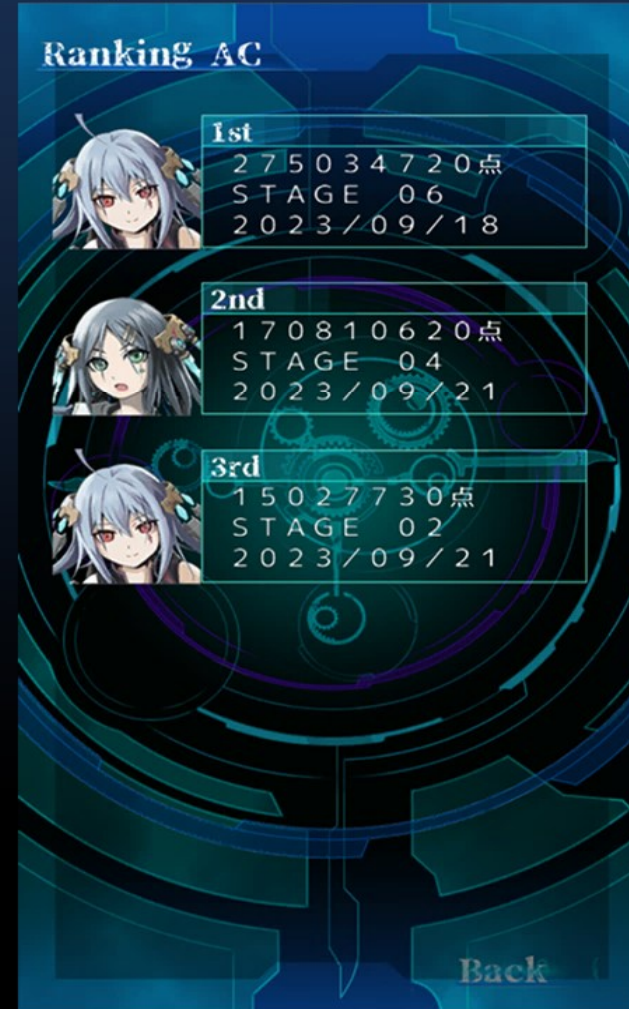
Menu Explanation

Game



AC Mode	Arcade STG Mode Consists of 6 stages
EX Mode	High Difficulty Level
Ranking AC	Score Ranking Board of AC Mode
Ranking EX	Score Ranking Board of EX Mode

Ranking Board

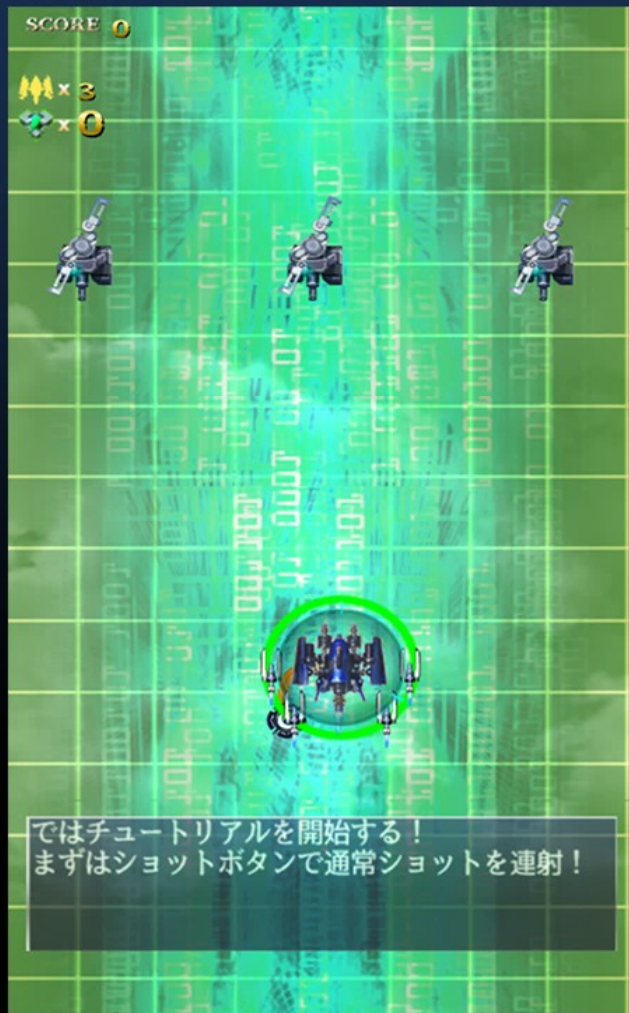


You can see the score history of each mode

- Gunner Type
- Score
- Reaching Stage
- Date

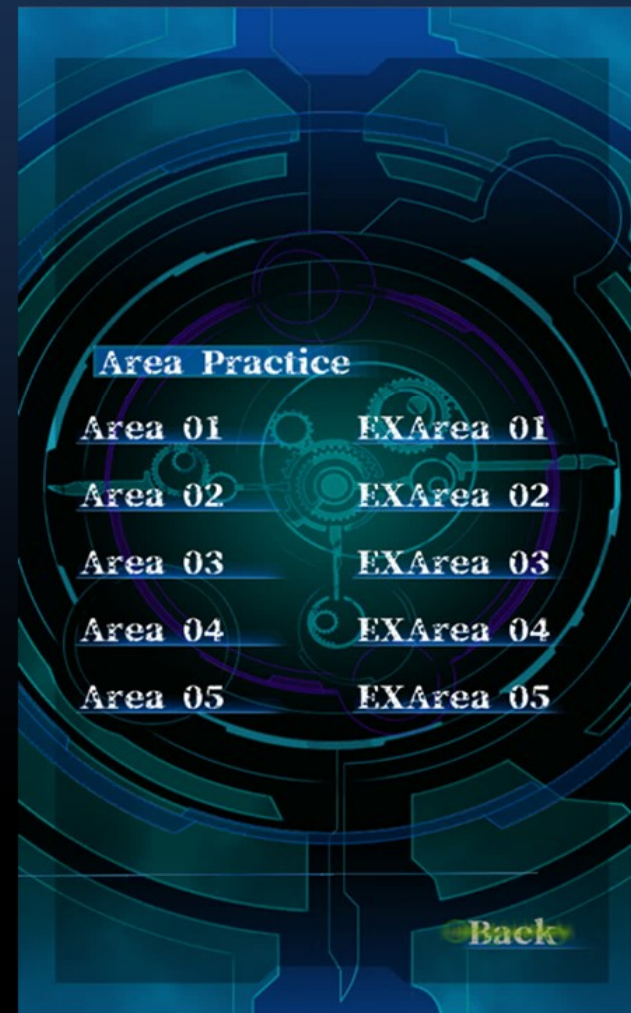
Menu Explanation

Tutorial



You can see the basic operations and systems while moving your own aircraft

Area Practice



You can choose the stage and play

Menu Explanation

Controller



With the frame displayed on SHOT

Press the key assigned to the SHOT

The button number will be displayed in **Green** and the frame will move down.

SHOT, SWORD, W-CHANGE, START

If you set these four, the cursor will be placed at the "Back" location

Press the SHOT button to complete the setting

To exit the menu without changing buttons

Press the down arrow key without pressing the button to move the cursor to "Back"

You can exit the menu without setting by pressing the SHOT button.



Menu Explanation

Sound



You can adjust the volume of BGM and SE

After selecting each item
Adjust the volume (value) with left and right
Please move it up and down

0 (minimum) to 100 (maximum)

GUNNER

When you start the game, You will be taken to the Gunner select



The shot of your aircraft changes depending on the Gunner Type.

Type Straight Shot



Rein Kururi

Sacred Kingdom of DirVaia Sorcerial Association
Inquisitor of the Category of 6th SIN

She descended from a Shrine Maiden
from a Small country far to the east

She was selected for having the high aptitude

Type Wide Shot



ARICIAS NB312

Sacred Kingdom of DirVaia Sorcerial Knights 3rd Battalion

In the development team
She was selected for this mission
Because She was the most qualified



Game Screen



- ① Score
This is the current Score
- ② Number of aircraft remaining
The number of aircraft remaining
- ③ Score Counter
The Score increases when you take items.
Related to the Score multiplier when defeating an enemy
- ④ Score Item
If you take it, you will get points
and the Score Counter will increase.
- ⑤ Sword Item
If you take it, the Sword Gauge will increase.
Appears when you destroy the Enemy's Special Armor or Special Weapon



If you press the START button during the game, the game will pause and a menu will appear

RETURN TO GAME
After count 3, the game will resume

RESTART
restart the game from the beginning

RETURN TO MENU
Exit the game and return to the Menu

Game System

Differences in Shot characteristics due to Weapon Changes (Aircraft \leftrightarrow Sorceria Golem)



Normal Shot is can damage normal enemies

The Enemy's Special Armor and Weapon usually block Shots
Cannot do damage!

If Normal Shot hits parts other than Special Armor and Weapon,
You can do damage enemy!

When switching weapons at W-Change button,
Special Armor and Weapon shown in **Green**

Switching weapons causes a Dimensional Shift,
Effects will be applied to the screen

Summon a Sorceria Golem with W-Change

Game System

Notes on Sorcerial Golem form and AutoSword



You can damage Special Armor and Weapon by changing the shot, but cannot attack normal enemies

Hit by the enemy will result in a mistake

Please be careful!

When the gauge is **Green**

If you take miss, an Auto Bomb is activated, and you can avoid miss!

However, it consumes all the Gauge.



Game System

Kishin-no-Tsurugi (SWORD)



When the gauge is **Green**,
you can summon a Sword(Kishin-no-Tsurugi)

The Sword can damage to normal enemies and
Special Armor and Special Weapon
Completely invincible while summoning a Sword

You can control the sword in conjunction with
the operation of aircraft

When summoning a Sword, press and hold
the button,

By consuming a lot of Gauge,
extend the summoning time of the sword

If you are hit while holding the button,
an AutoSword will be activated

When the gauge is **Yellow**,
you can summon a Limited Sword

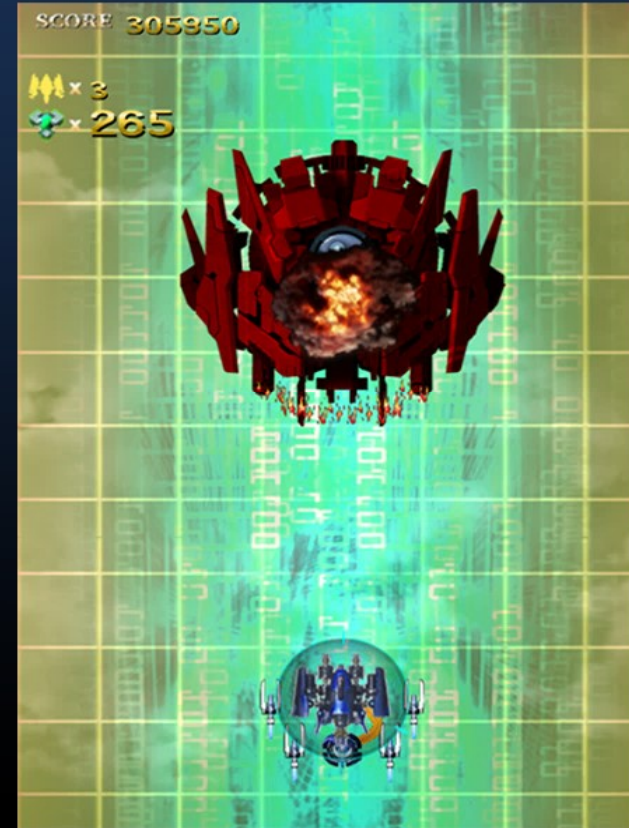
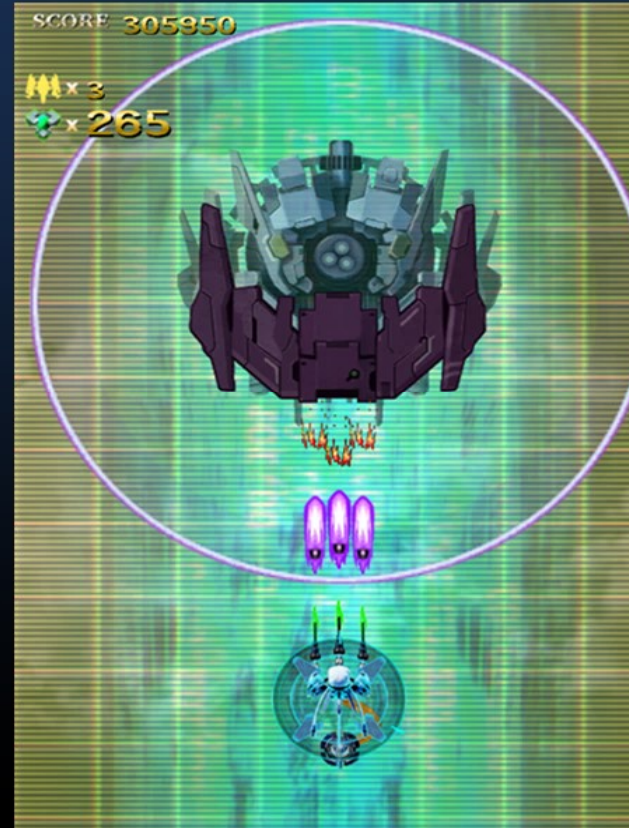
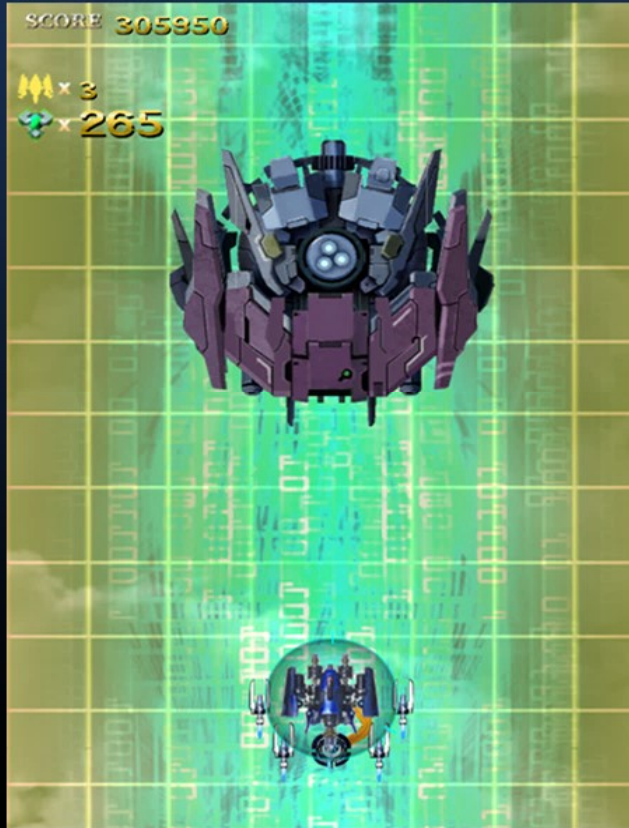
Activate the sword for a short time to erase surrounding bullets.
Can damage enemies

Completely invincible while summoning a Sword



Game System

System changes during the Final Battle



To counter the enemy armor in the final battle
Weapon effects change!

Enemy armor cannot be damaged with
a Sword(Kishin-no-Tsurugi)

Be careful !!!

Shoot with a Sorcerial Golem to remove
the special barrier that covers the enemy armor

Effect occurs when barrier is removed

After this, damage will be dealt by
normal shots for a certain period of time

Switch to normal shot and damage to enemy

After a certain period of time, the barrier will
be restored

Switch to a Sorcerial Golem and break off
the barrier again



SUPPORT

Inquiries regarding defects, etc.

support@machinecode.jp

