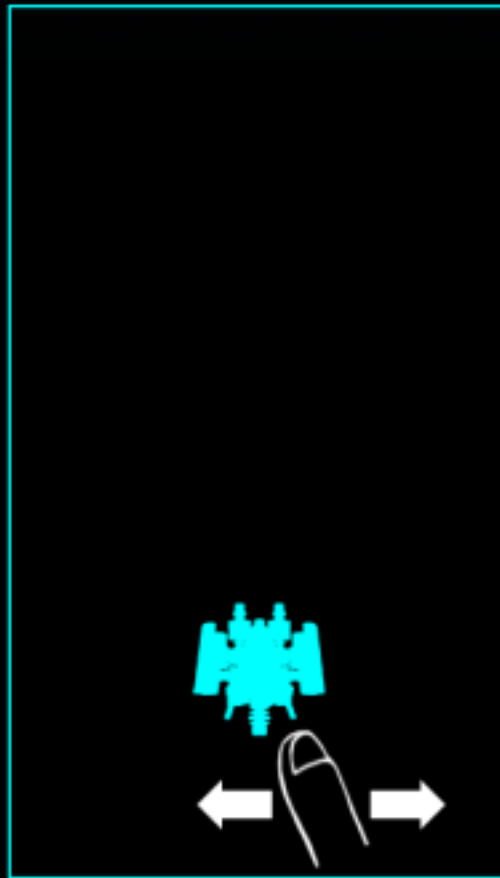


SorCerial Blade Cannon

Playing Manual

Method of Operation



MOVE

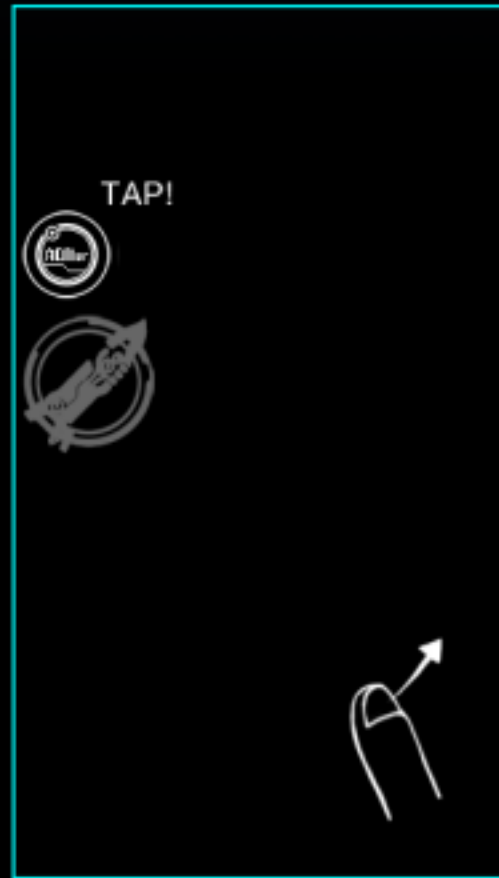
Swipe the screen to move Aircraft



SHOT

Normal Shot

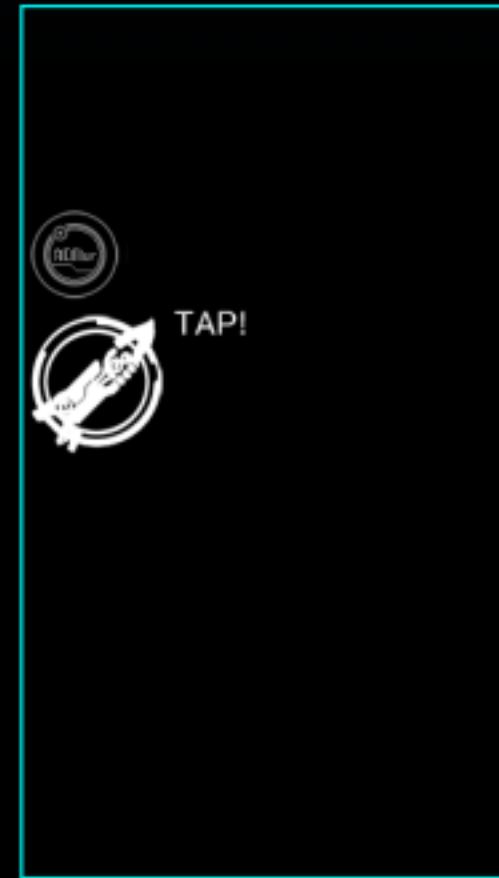
Normal Shots are fired automatically



W-CHANGE

Weapon Change

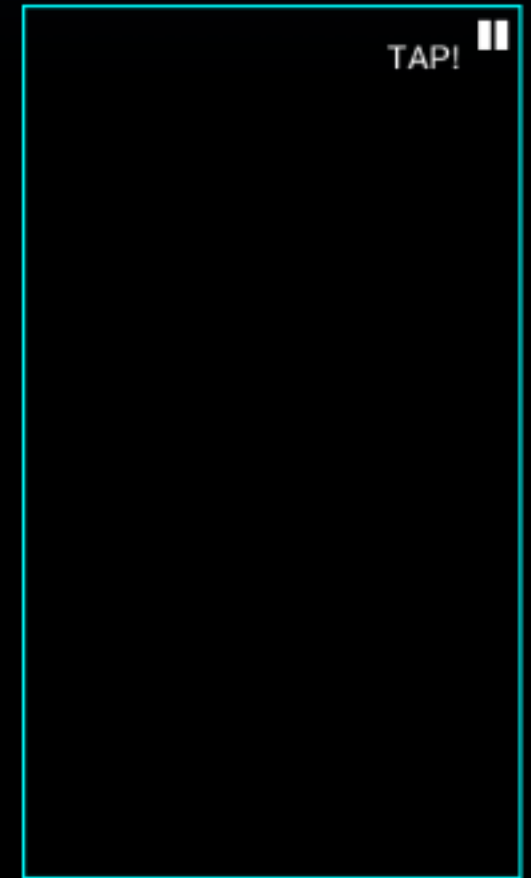
Flick the screen or Tap the W-Change Icon



SWORD

Activation Sword

Tap the Sword Icon



PAUSE

Tap the Pause Icon



Menu Explanation

Main Menu



Game	Play Game
Tutorial	Play Tutorial
Area Practice	Play Select Stage
Controller	Icon Layout 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

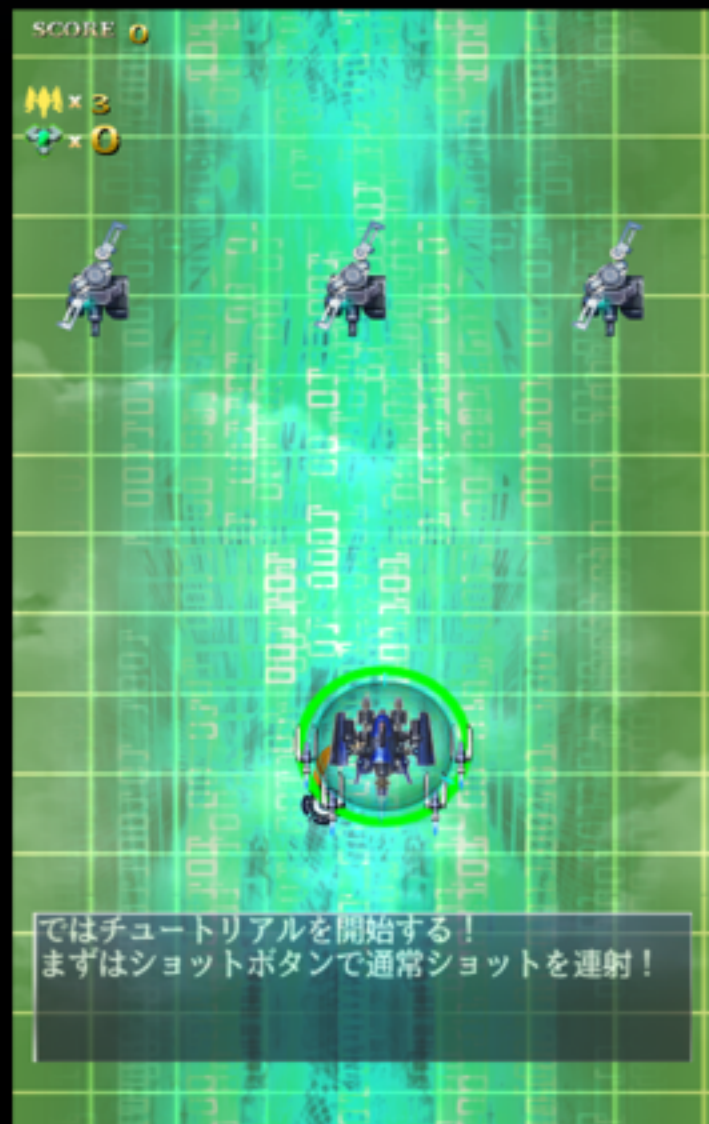


SorCerial Blade Cannon

Playing Manual

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

Icon Layout



Type-A
Icon places on the left side of the screen



Type-B
Icon places on the right side of the screen



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)



SorCerial Blade Cannon

Playing Manual

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 high aptitude

Type Wide Shot



ARICIAS NB312

Sacred Kingdom of DirVaia Sorcerial Knights 3rd Battalion

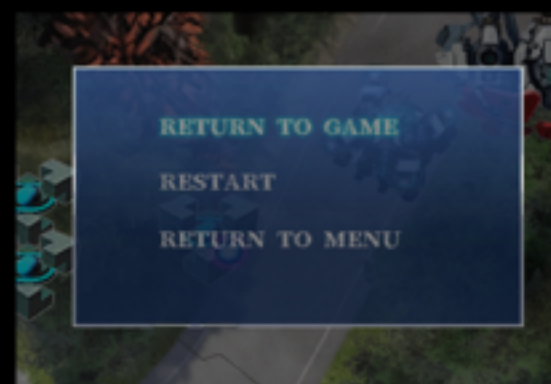
In the development team
She was selected for this mission
Because She was the most qualified



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 ⇄ Sorceria Golem)



Normal shot is
Can damage normal enemies



Special Armor usually blocks shots.
cannot do damage!

If Normal shot hits parts other than Special armor,
You can do damage enemy!



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

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

Summon a Sorcerial Golem with W-Chane



SorCerial Blade Cannon

Playing Manual

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 AutoSword is activated, and you can avoid miss!

However, it consumes all the Gauge.

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 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 Golem and break off the barrier again



SUPPORT

Inquiries regarding defects, etc.

support@machinecode.jp

