

地獄季節感

JIGOKU KISETSUKAN



Jigoku Kisetsukan: Sense of the Seasons

In a world similar to ours, Tenshi, a nature deity, is searching for the source of evil that is disrupting the natural balance of the planet. Will Tenshi and the weird bunch of girls she is going to encounter on her journey find the origin of the menace and end the threat?

Keyboard Controls

Z : Shoot / Confirm

X : Special attack / Back / Skip dialogue

SHIFT : Focus mode

Arrow keys : Movement

F5 or Alt+Enter : Toggle fullscreen

ESC : Menu / Skip dialogue

Gamepad Controls

A : Shoot / Confirm

B : Special attack / Back / Skip dialogue

LB : Focus mode

Start : Pause

Gameplay

Shoot: Press “Z” to shoot down enemies while dodging their bullets.

Focus mode: Press “SHIFT” to move slowly when you have to dodge difficult bullet patterns.

Drops: Killed enemies drop red, blue, green and purple scrolls. Get near to them to pick them up to increase the power of your character, the score, get extra lives and increment the multiplier.

Auto pick-up: If you move your character to the top of the screen all the currently visible scrolls will be automatically picked up.

Aura gauge (bombs): Killed enemies also reward aura points which fill the aura gauge.

When it is at 100% or more (up to 200%) you can use a special attack with “X” that kills most enemies, cancels their bullets, grants invincibility for a few seconds and automatically collects the scrolls dropped.

Death bomb: If you are hit by an enemy’s bullet when you could have used a special attack you will have a brief moment — longer the more aura you have — to do so, this will also prevent your character from dying.

Boss bonus: When you complete a boss pattern without getting hit you get extra drops and bonus points based on how time was left.

Score multiplier: Purple scrolls increase the multiplier which is applied to the whole stage score at the end of the level. At the start of every stage the multiplier is set back to 1.00x.

Death: When your character dies the character’s power level will decrease by one stage.

Music credits

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