

# -AZURE STRIKER- GUNVOLT

- Manual -

## Contents

Table of Contents	1
Controls 1	2
Controls 2	3
Controls 3	4
Controls 4	5
Gunvolt's Abilities	
Weapon Fire	6
The Flashfield	7
Prevasion	8
EP	9
Special Skills	
Skills	10
Learning New Skills	11
Speedrun Mode	12
Custom Layout Mode	13



## Mission Controls

Left trigger/Right trigger: Change Weapons

Start button: Open Pause Menu

Left bumper : Dash

B button/Right bumper :  
Use Flashfield

Left stick : Move

Double tap left stick ← → : Dash

Double tap left stick ↓ : Recharge EP

Left stick ↓ + A (while standing on a thin floor) : Drop down

A button : Jump

A button (while next to a wall) :  
Wall jump

X button : Shoot

Directional pad ← → : Move

Double tap Directional pad ← → : Dash

Double tap Directional pad ↓ : Recharge EP

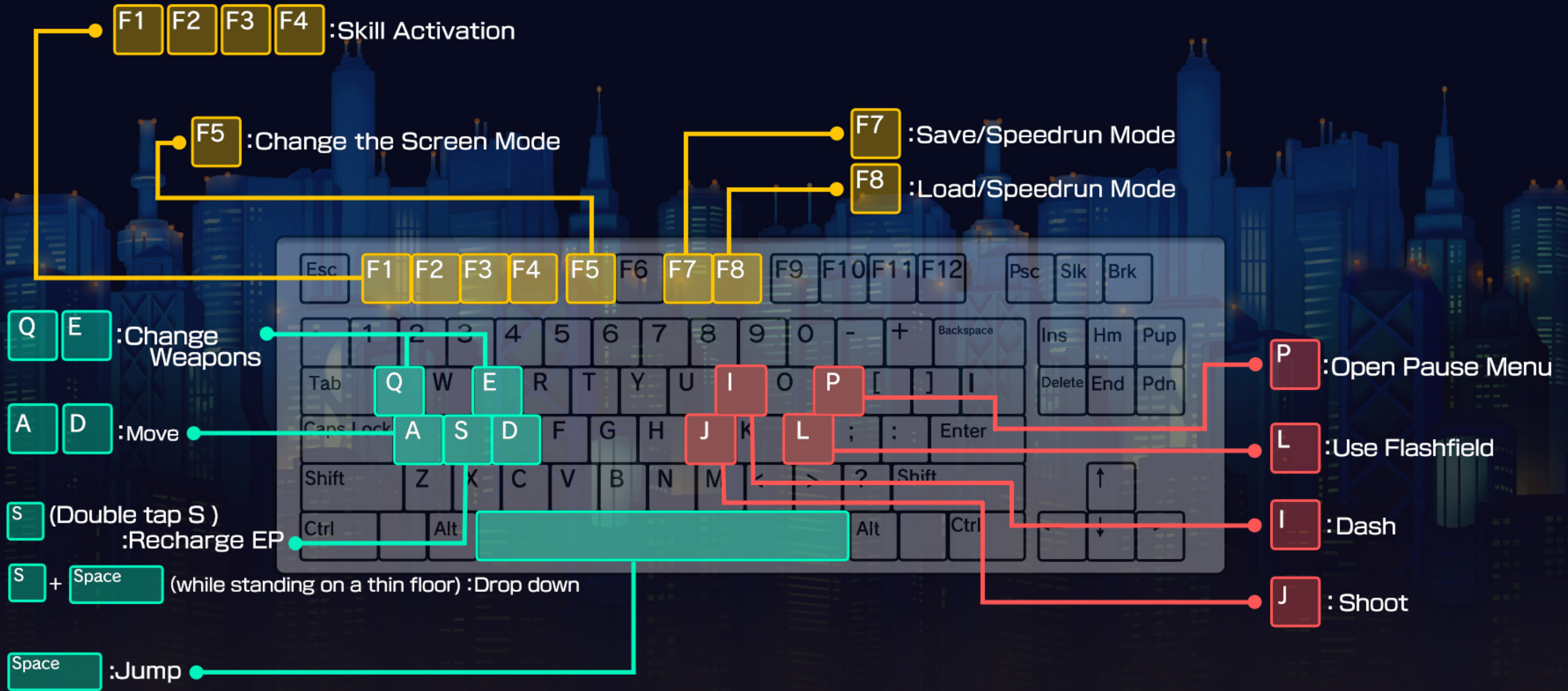
Directional pad ↓ + A (while standing on a thin floor) : Drop down

Right stick ↑ → ↓ ← : Skill Activation

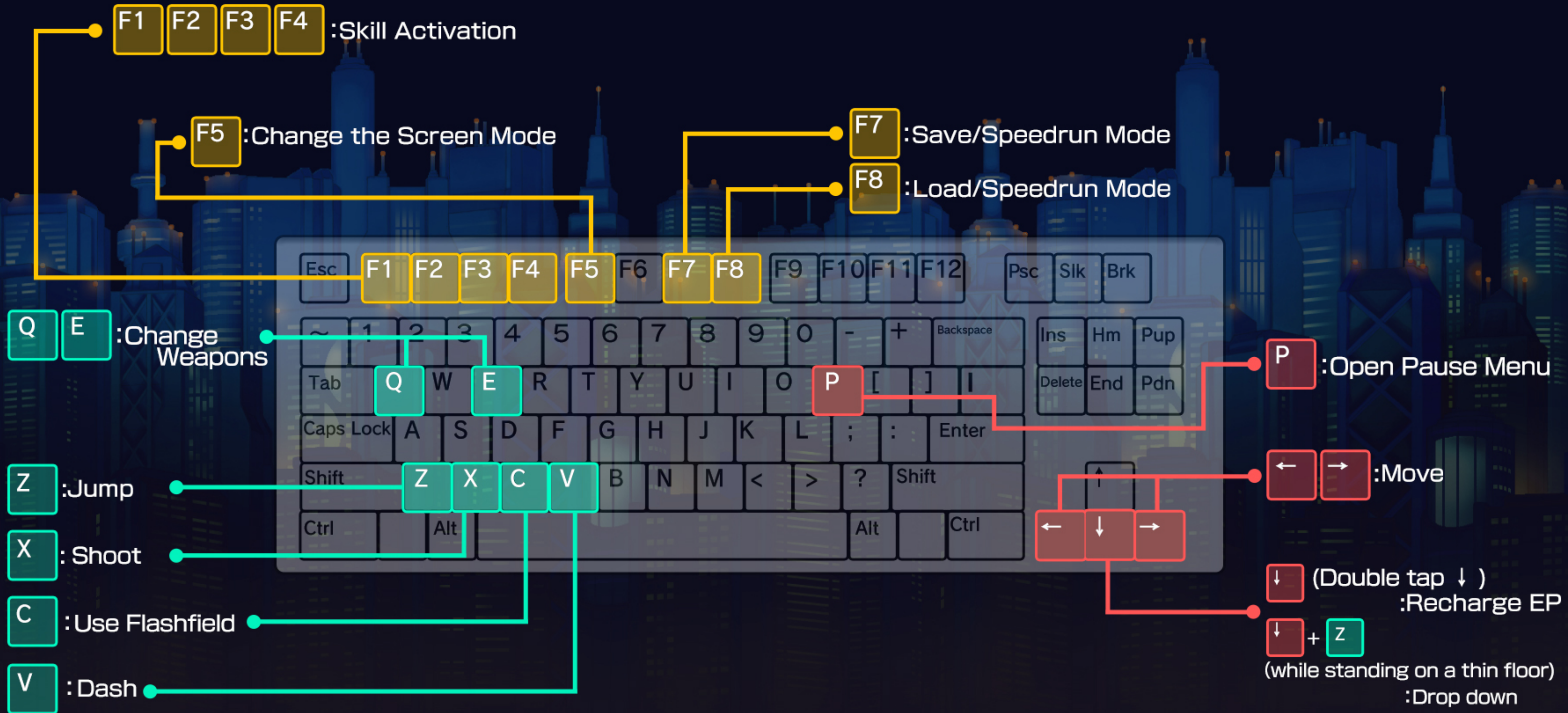
This manual explains the default controls.

You can customize the control settings while in the Base Menu by pressing Left bumper and selecting the green wrench icon.

## Mission Controls



## Mission Controls



## Pause Menu Controls

Move cursor	Directional pad/Left stick
Confirm	B button
Cancel	A button
Switch panels	Left bumper/Right bumper

## Base Menu Controls

Move cursor	Directional pad/Left stick
Confirm	B button
Cancel	A button
Open Menu panel	Left bumper
Open the Guide	Right bumper
ERASE DATA	Y button

## Pause Menu Controls

Move cursor	W S A D ↑ ↓ ← →
Confirm	Enter
Cancel	Backspace Space
Switch panels	I L

## Base Menu Controls

Move cursor	W S A D ↑ ↓ ← →
Confirm	Enter
Cancel	Backspace Space
Open Menu panel	I
Open the Guide	L
ERASE DATA	Delete

Gunvolt's weapon fires special bolts which are used to tag enemies.



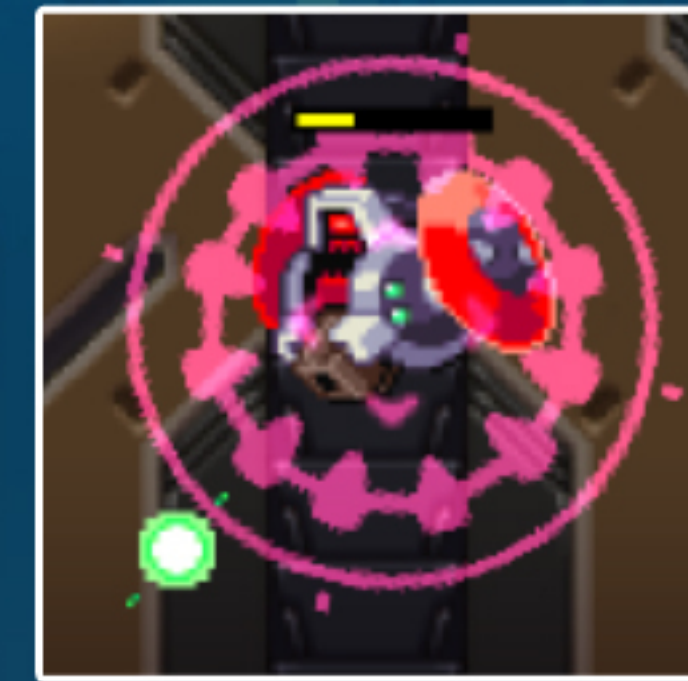
You can stack up to three tags on a single enemy, which causes the marker surrounding the enemy to change color.



Single tag



Double tag



Triple tag



Gunvolt's Flashfield automatically deals damage to tagged enemies regardless of their position. The more tags stacked on an enemy, the more damage the Flashfield will deal.



The Flashfield also deals a small amount of contact damage to enemies who enter it, whether they are tagged or not. It can even block some incoming projectiles.



When using the Flashfield in the air, Gunvolt will hover, slowing his descent and allowing him to reach otherwise inaccessible areas.



When Gunvolt isn't using the Flashfield, an electrical barrier will surround his body and automatically nullify incoming attacks in exchange for EP. This is called **Prevasion**.

Prevasion is a **pendant** ability, and can be disabled by removing Gunvolt's pendant or equipping a **pendant that doesn't support it**.





When Gunvolt uses abilities like the Flashfield or Prevasion, he will expend **energy called EP**. If his EP drops to 0, Gunvolt will **Overheat** and won't be able to use abilities that require EP until it has fully recharged.

## Recharging EP

You can (and should) prevent Overheats by recharging Gunvolt's EP before it runs out. EP charges naturally over time, but you don't have to wait; you can fully **recharge** it in an instant by simply double-tapping Directional pad ↓ .

### Tip

Since Prevasion uses EP, **you can nullify most attacks** as long as you want just by standing still and rapidly pressing Directional pad ↓ .

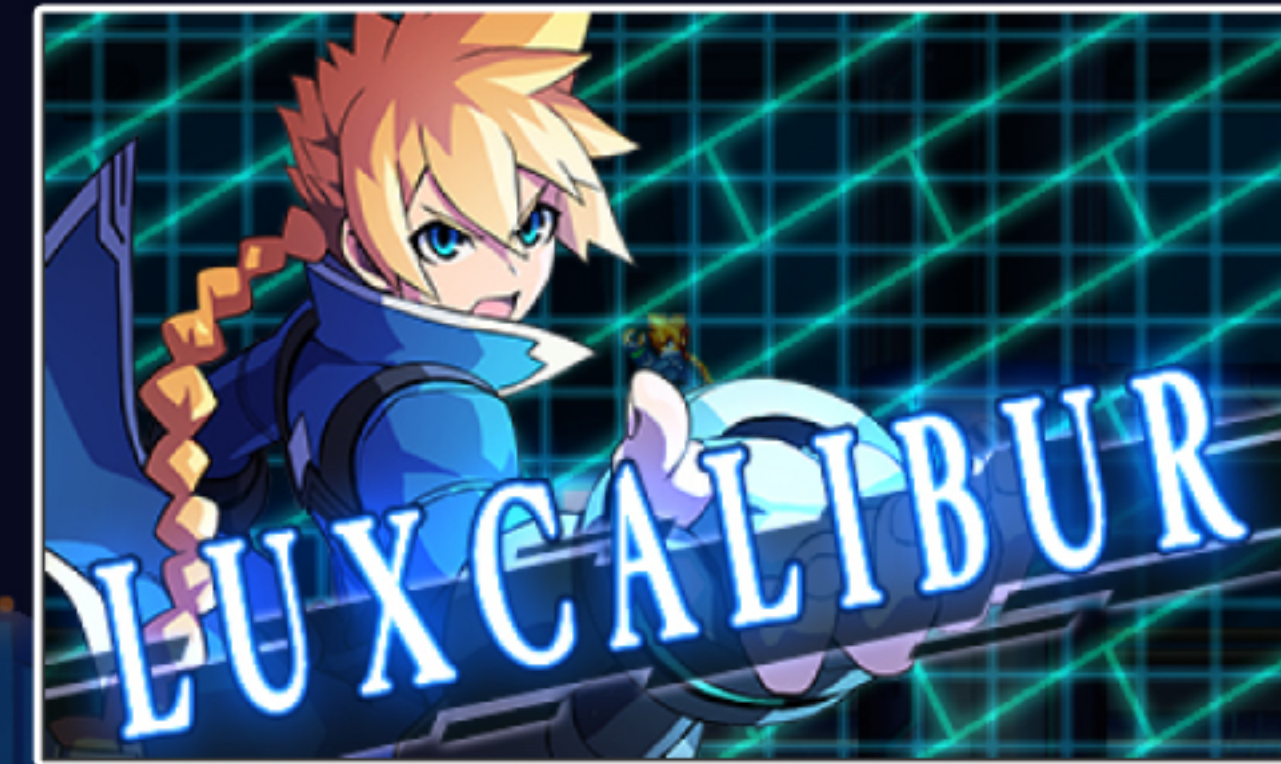
When you press the F1-F4 keys, you will activate one of **Gunvolt's special skills**. These will use up 1-3 Skill Points (SP).



Skill Points

Skills are divided into two categories: **Offensive Skills**, which are used to harm enemies, and **Support Skills**, which heal or buff Gunvolt. Skills consume SP, which is gradually replenished over time.

Skills also have **a brief cooldown period**, which prevents you from being able to use the same Skill twice in quick succession.



### Tip

While using an Offensive Skill, **Gunvolt becomes briefly invincible**. When all else fails, you can try using this to avoid an incoming attack.

## New Skill notification

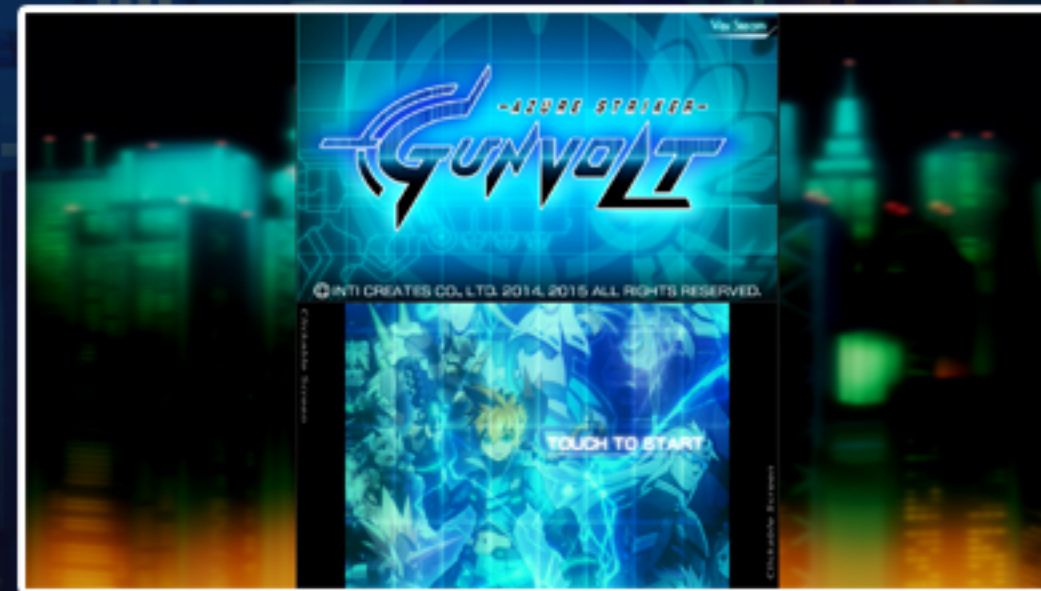


New Skills are learned during missions when you level up. However, **Skills cannot be changed in the middle of a mission.** You'll need to modify your loadout back at base before you can try out your new tricks. **See the Menus page for more info.**



F7 key	Save
F8 key	Load

Strive to get the fastest clear time possible in this mode. To keep the flow of gameplay going, no mid-stage events will occur. You won't be able to save your game from the base menu, but you will be able to use a Save State at any time during gameplay by pressing the F7 key.  
(\*A Save State will be initialized whenever there is a scene change in-game)



Press F5 to change the layout of the screens.



From this screen, you can freely adjust the layout of the two game screens.

**Click and drag the mouse while holding the Alt key** to adjust the size.