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mighty  
GUNVOLT





# Introduction

P2

## Introduction



Take control of one of three playable characters (Gunvolt, Egoro, and Beck) as you blast your way past the baddies in stage after stage of side-scrolling action!

Each stage ends with a boss encounter. Defeat the boss to complete the stage.



## Story



The nation was spellbound. Every Thursday night, they had to watch it. Their sons and daughters dreamed of being ON it. It was a poison wringing the life right out of society...

Sumeragi Idol.

But Gunvolt had had enough. He was tired of kids busting out showtunes in the hallways. This "I wanna be the next Muse" business had to stop, for real.

He wasn't alone. An angel-in-training named Egoro had stumbled upon a terrible secret: the Sumeragi Idol judges were actually evil scientists! She darted toward Earth to put an end to Sumeragi once and for all...



# Controls (XInput Controller)

P3

## Universal Controls

Run	D-pad/Left stick ←→
Climb	D-pad/Left stick ↑↓
Shoot	X button
Jump	A button
Pause	Start button

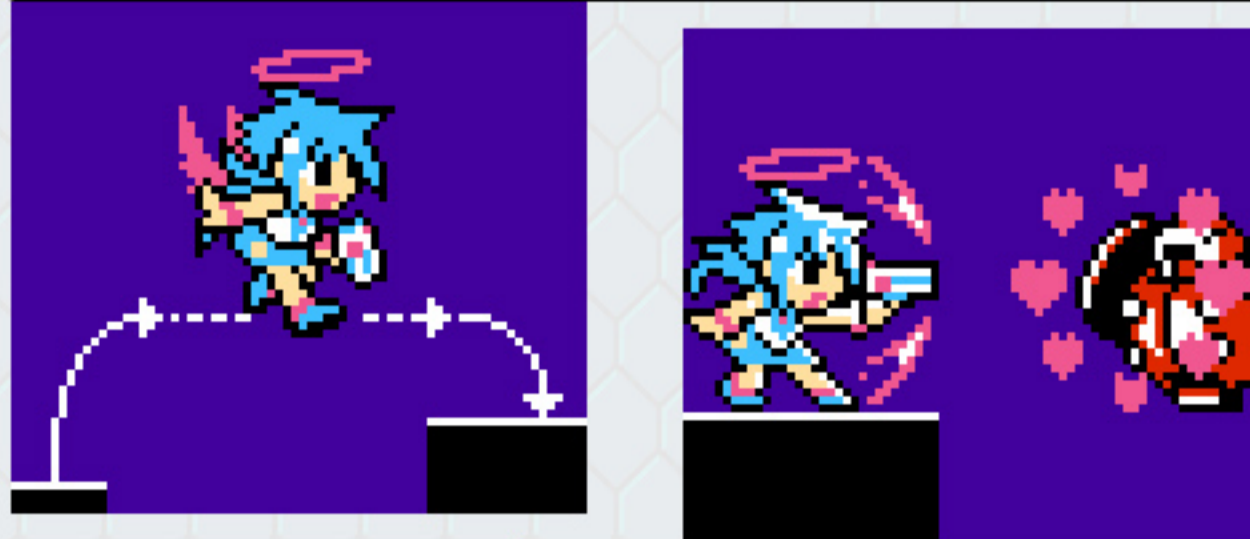
## Menu Controls

Move Cursor	D-pad/Left stick
Confirm	A button
Cancel	B button

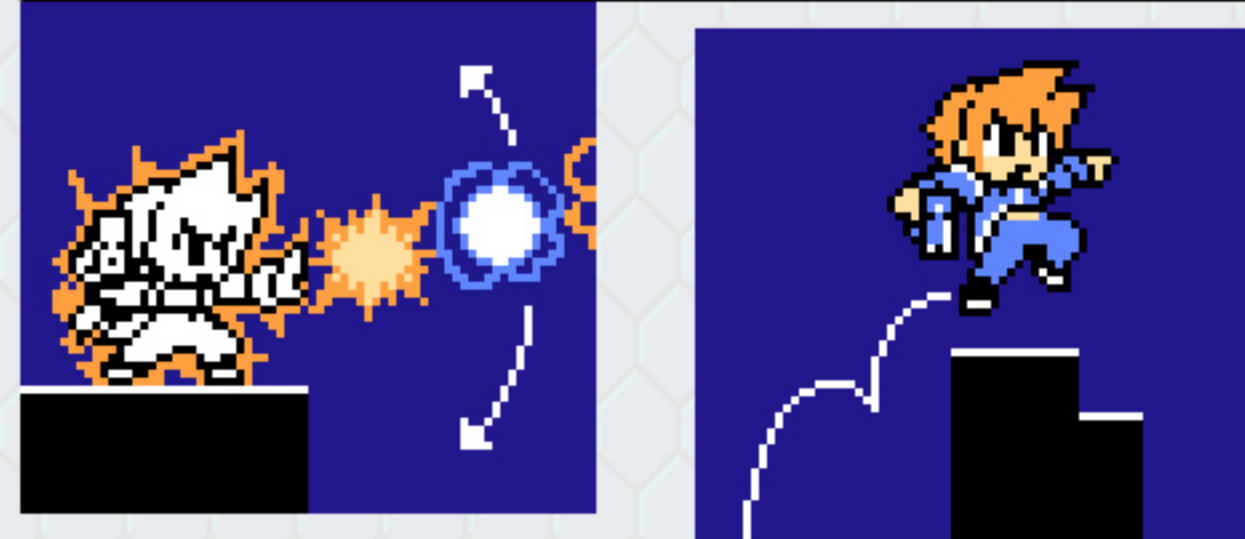
## Special Controls

Hold the Left bumper and press the Right bumper to change the screen aspect ratio.


## Egoro Controls

Lock On	Hold the X button, then release
	
Hover	Hold the A button

## Gunvolt Controls

Charge Shot	Hold the X button
	
Double Jump	Press the A button in mid-air

## Beck Controls

Charge Dash	Hold the X button, then release
	
Slide	Hold the D-pad or Left stick, and press the A button



# Controls (Keyboard)

P4

## Universal Controls

Run	A D / ← →
Climb	W S / ↑ ↓
Shoot	X / K
Jump	Z / C / SPACE / J / L / ENTER
Pause	P

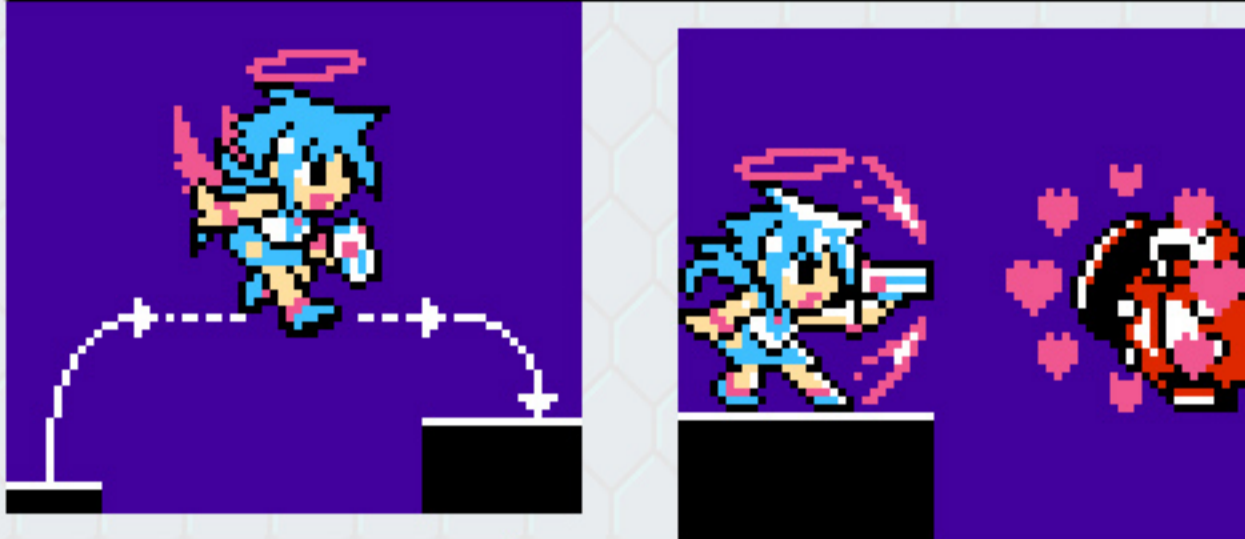
## Menu Controls

Move Cursor	W S A D / ↑ ↓ ← →
Confirm	Z / C / SPACE / J / L / ENTER
Cancel	BACK

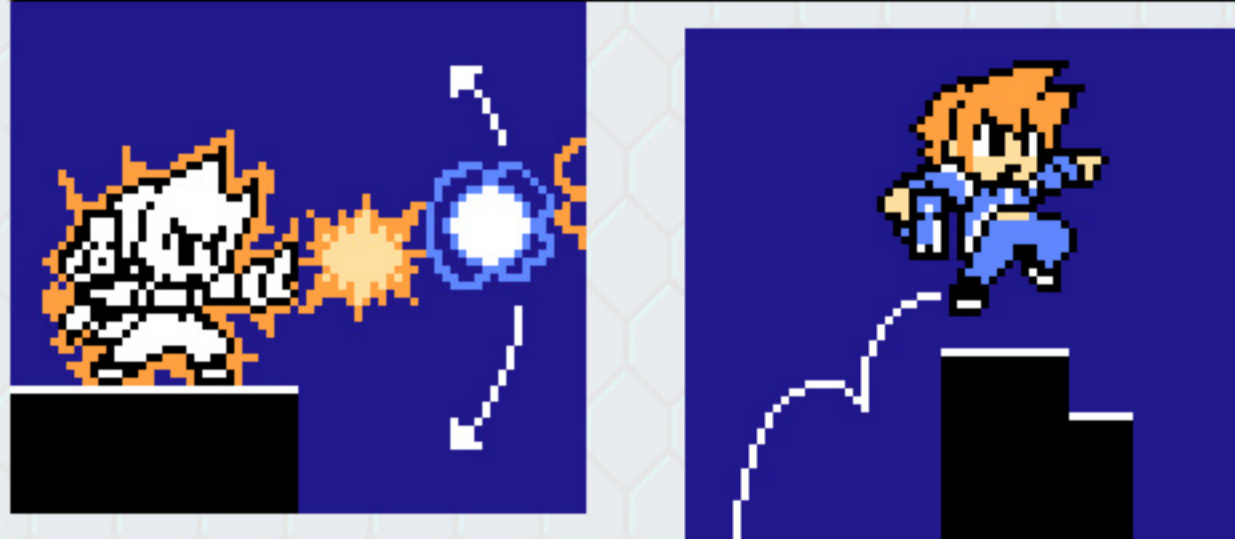
## Special Controls

Press **F5** to change the screen aspect ratio.


## Ekorō Controls

Lock On	Hold the Shoot button, then release
	
Hover	Hold the Jump button

## Gunvolt Controls

Charge Shot	Hold the Shoot button
	
Double Jump	Press the Jump button in mid-air

## Beck Controls

Charge Dash	Hold the Shoot button, then release
	
Slide	Hold <b>S</b> or <b>↓</b> , and press the Jump button



# Getting Started

P5

## Start the Game

From the Title Screen, choose Start Game and press the Start Button or B Button to proceed to the File Select Screen. If you have no save data, you can play the game from the beginning. If you have existing data, choose that file to play from where you last left off.

## Erasing Data

On the File Select screen, select a file with a stage icon, then choose "ERASE DATA." You will need to confirm and then reconfirm by selecting "YES" twice.

Warning: Once you erase your data, you can't get it back!

## Starting a New Game

On the File Select screen, select a file labeled "NO DATA" and press the B Button. Choose "PLAY USING THIS FILE" to proceed to the Character Select screen. Choose one of the three playable characters and press the B Button to start the game.

## Viewing the Playlog

On the File Selection Screen, select a file with a stage icon, then chose "VIEW PLAYLOG." A screen showing various game stats such as high scores and fastest times will be displayed.

## Continuing a Game

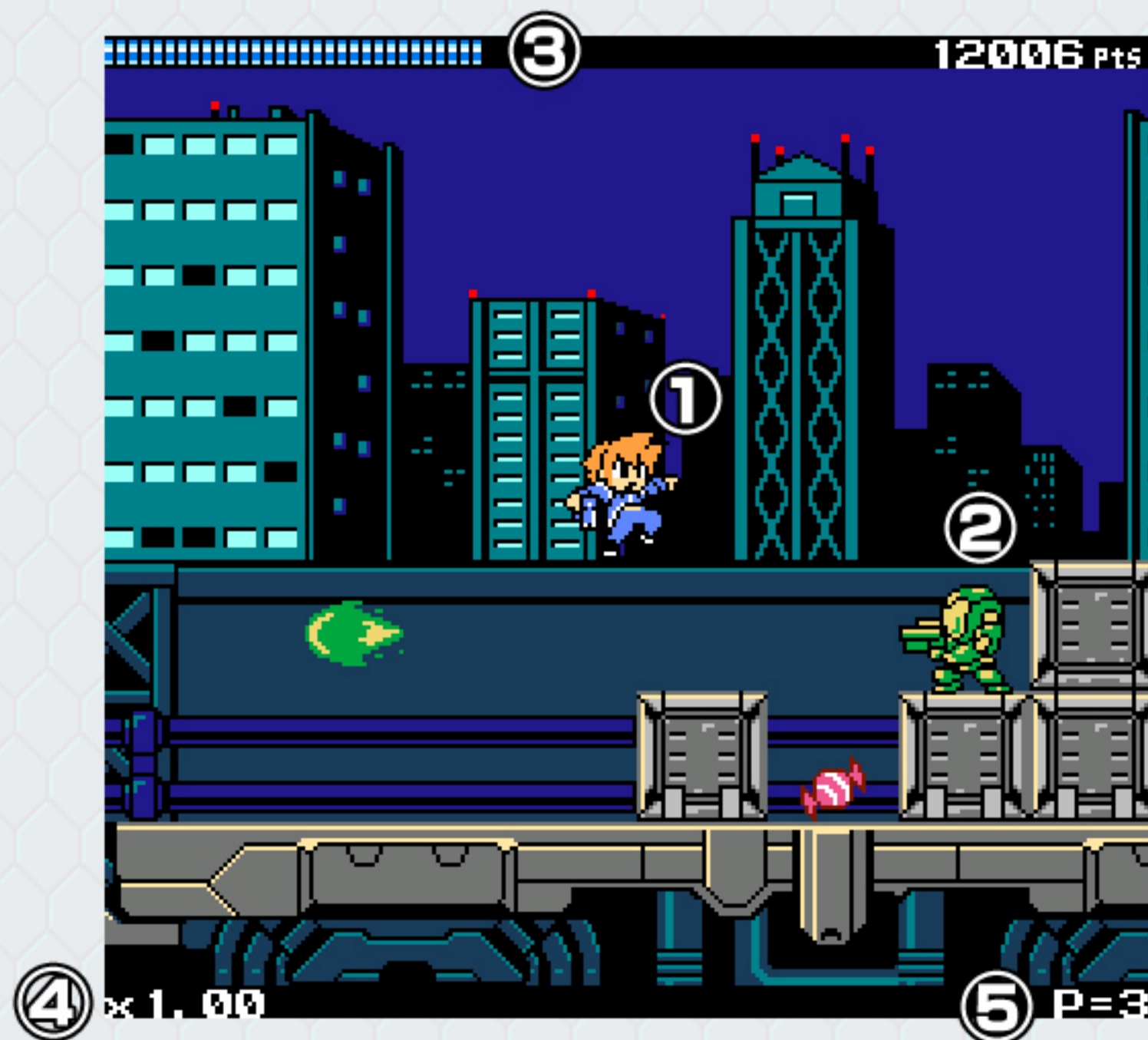
On the File Select screen, select a file with a stage icon, then choose "PLAY USING THIS FILE" to proceed to the Stage Select screen. (The icon on the File Select screen will show the last stage you played.)



MIGHTY  
GUNVOLT

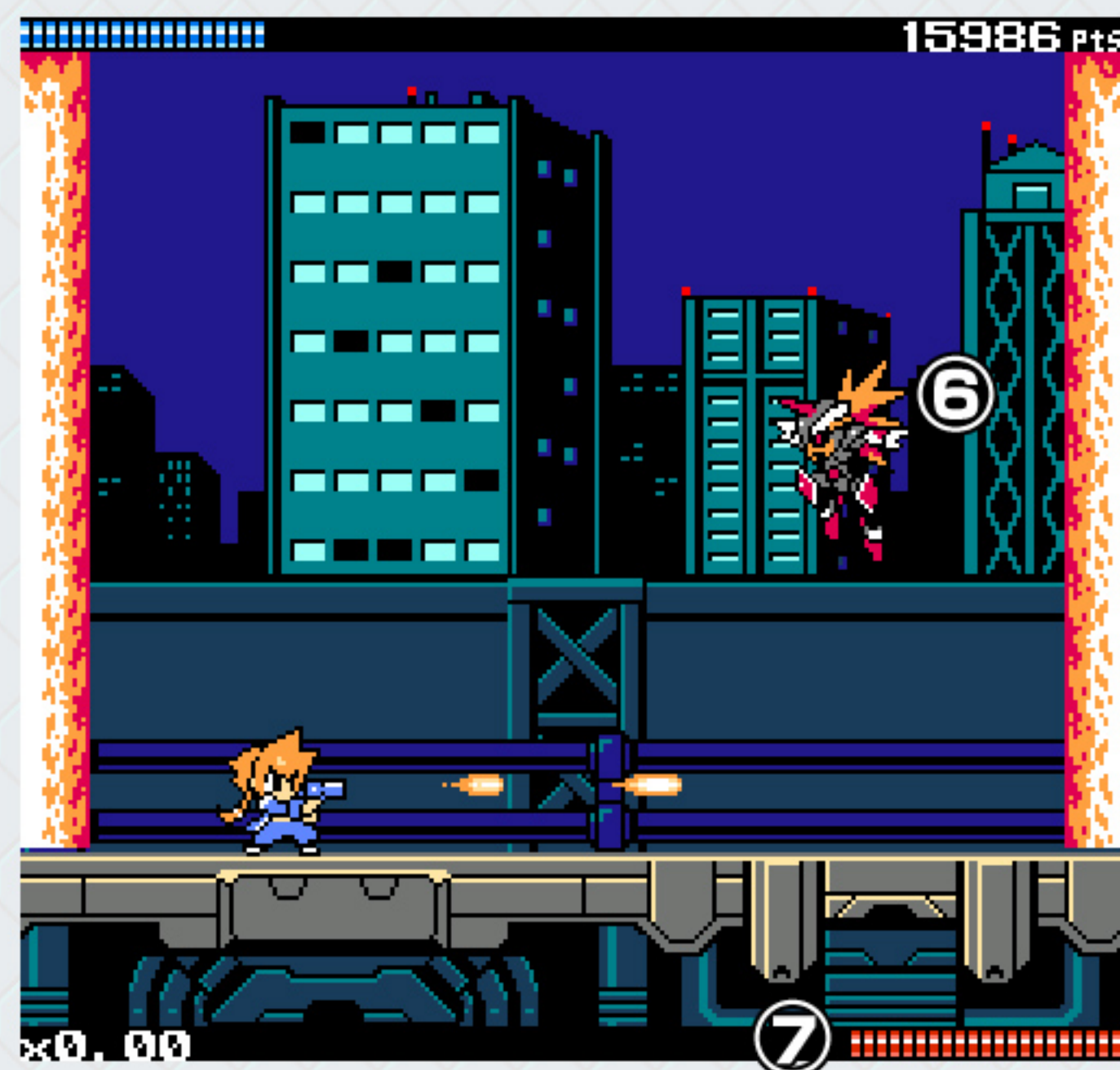


## Screen Layout



- ① Player
- ② Enemy
- ③ Player health
- ④ Combo gain
- ⑤ Lives remaining

The gauge in the upper left corner of the top screen shows how much health you have left. Your health decreases as you take damage, and when you run out of health you will lose a life. The number of lives you have left is shown at the lower right corner of the top screen.



- ⑥ Boss
- ⑦ Boss health

During boss encounters, the boss's health is displayed in the lower right corner of the top screen.

## About Combo Gain

The multiplier in the lower left corner of the top screen is your "combo gain."

As long as you continue to score points (by defeating enemies or picking up items) without allowing 10 seconds to elapse, your combo gain will rise (x1.00, x1.01, x1.02...) and increase the number of points you score.

If you allow too much time to pass in a stage, your combo gain will drop to x0, and you will stop earning points for defeating enemies or picking up items.



## Support Information

Support Information for  
MIGHTY GUNVOLT

INTI CREATES CO., LTD.  
Customer Support.

[support@inticreates.com](mailto:support@inticreates.com)

Customer Support is available in English only.

We do not provide gameplay tips.

