

GUNDEMONIUM RECOLLECTION

STEAM EDITION WINDOWS GAME

INSTRUCTION MANUAL



ROCKIN'
ANDROID™

GUNDEMONIUM RECOLLECTION

ガンデモニア

リコレクション

WINDOWS PC GAME

INSTRUCTION MANUAL

Thank you for buying Gundemonium Recollection.

We recommend reading this manual before playing to get the most enjoyment out of the game.

ABOUT THE GAME

In the Japanese indie-gaming scene, very few developers are as respected as Platine Dispositif. Their games provide plenty of solid white-knuckle-intense gameplay, and ageless retro-gaming style, with an aural and visual sheen rivaling big-budget games. Now, Rockin' Android brings you the crown jewel of Platine Dispositif, the *Gundemonium* trilogy. This trilogy of bullet-hell shoot-'em-ups includes *Gundemonium Recollection*, *GundeadliGne*, and *Hitogata Happa*.

If "steampunk," alchemy, and dodging unhealthy doses of flying lead (while dishing plenty back out) sounds good to you, the *Gundemonium* trilogy has got you covered. This is retro arcade-style shooting and dodging action, no quarters required, no quarter given. Bullet-hell shoot-'em-up fans, don't blink. You'd better hope you're not susceptible to shell shock. Alchemical mayhem isn't all these games have going for them, not by a long shot. The beauty and ferocity of the *Gundemonium* games are unforgettable in both their mythology and aesthetic. With a deep storyline and Rockin' Android's meticulous translation, you'll be sucked in immediately. With the dazzling audiovisual prowess and innovative gameplay those in-the-know have come to expect from Platine Dispositif, you won't want to leave.

Gundemonium Recollection is the first game in the *Gundemonium* trilogy, and tells a story of alchemy gone wrong in an alternate 18th century. Its galvanized and finely tuned side-scrolling bullet-hell shoot-'em-up gameplay sets it well above most other games in the genre. The game is deceptively simple from the outset, but has very well-thought-out gameplay mechanics. There are multiple playable characters, expertly crafted enemies and bullet patterns, a variable-difficulty "Phase Level" system, a risk-and-reward bullet "Friction" system, a "Demonic Shift" ability that's not for the faint of heart, and much more.

GAME STORY

In the 18th century, mankind's rapid advancement had slowly led them to disaster.

With the powerful Philosopher's Stones, also known as the Matrixes, there were great advances in alchemy, bringing about a new age. These advancements came at a cost, however - The Matrixes were found in the Spring of Yord, deep within a Hell known as Que Pholith. Destruction poured out from Que Pholith and the Demonium army attacked in full force.

People eventually learned to control the Matrixes in an attempt to counter the demons. Those people are called Matrix Masters, though even they weren't enough to stop them.

When the 7th Demonium emerged, known as Gundemonium, an artificial Matrix was created to counter this threat. Her name was Elixirel, the Chrome Matrix Proxy.

Then it happened . . . Elixirel was captured by Gundemonium, and turned against against mankind. The Rosenkreuz Foundation rushed into action to stop the demons and put an end to this, marking the beginning of Mission Gundemonium.

MINIMUM SYSTEM REQUIREMENTS

Operating system: Windows 7 (32/64-bit)/Vista/XP)

Processor: 1 GHz Processor (Recommended: 2 GHz)

Memory: 256 MB RAM (Recommended: 512 MB RAM)

Hard disk space: 150 MB (for each game, total of 500 MB recommended)

Video: DirectX® 9 level Graphics Card

Sound: DirectSound-compatible Sound Card

DirectX®: DirectX 9 or above

GAMEPLAY CONTROLS

This game is controlled using the arrow keys (or an analog controller) and three or more buttons. Below are the details for the default configuration.

MENU CONTROLS

- [Arrow keys / Analog control]: **Select from menu options**
- [Button A] (Z key by default): **Confirm your selection**
- [Button B] (X key by default): **Cancel your selection or go back**
- [ESC key]: **Exit the game**

GAMEPLAY CONTROLS

- [Arrow keys / Analog control]: **Move your character**
- [Button A] (Z key by default): **Shot** - Also assigned to Slow Movement Mode by default
- [Button B] (X key by default): **Mana Action** - A special attack
- [Button C] (C key by default): **Bomb** - A last resort attack for clearing out enemies
- [Button P] (A key by default): **Pause menu** - Allows you to change controls or restart the game

You can also assign four other buttons, detailed below. The last two are not assigned by default.

- [Button X]: **Slow Movement Mode** - By default, this is set to the same key as Shot
- [Button Y]: **Rapid Shot** - Shoots faster than holding Button A, but may have a different effect depending on the character and weapon
- [Button Z]: **Demonic Shift** - Same effect as pressing Button B and Button C simultaneously; Changes your Phase Level to 11 until you are hit, or until you cancel it by pressing Button C or Button Z
- [Button S]: **Snapshot** - Takes a picture of the game in progress and saves it to the "replay" subfolder

You can change the button assignments in the Key Assign menu.

Simply select the function you wish to change and press the button or key you wish to assign to it. You may also press Right to disable the function. However, you may not disable the Shot or Mana Action keys due to their use in menus.

We suggest reassigning the controls to suit your needs.

If you are using a controller, the default button may not be suited for you at all, so feel free to change them. We cannot control the way the default settings correspond to your controller. If you are unable to set up your controller easily, use the keyboard controls to help you.

MAIN MENU

When you press Button A on the title screen, the Main Menu will appear.

START GAME: Start the game from the beginning.

CONTINUE: Continue from the last area you played.

PRACTICE: Select a single area to play. Only areas that you have played are available.

MISSION MODE: Undertake various special missions. Available once the game has been completed under specific conditions.

GAME RESULT: Contains the Score Board, Replay Mode, and Play Orders.

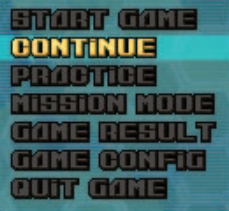
-Score Board: Displays your highest scores for each difficulty and character. Also contains a list of every Earl Type you have used to complete the game. Your scores are automatically uploaded to Steam, and you may view the online leaderboards here.

-Replay Mode: Allows you to play back recorded plays.

-Play Orders: Contains a list of special objectives within the game, all of which are considered Steam Achievements. If you want to complete all 32 Play Orders, good luck — You will need it!

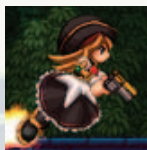
GAME CONFIG: Contains various settings and key configuration. See the Game Configuration section for more details.

QUIT GAME: Exits the game.



SELECTING A CHARACTER

After selecting a game mode, you must select the character you wish to use. For more in-depth details on the characters and weapons, see the Characters & Weapons section.



ERYTH

A high-mobility character who uses dual guns. She can be a bit difficult to use, but she is a character for "average" players, as strange as that may sound in this case.

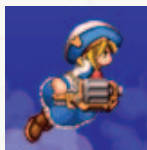


Tips

- Hold down the Shot button. If you mash the button or use Rapid Shot, you will do more damage, but you should not need to for the less important enemies. Be careful not to mash the button or use Rapid Shot too much.
 - You should use your Mana action for larger enemies. If the enemy is really hard, you can always use it more than once.
 - Use a Bomb if you are about to get hit. They are most effective when your Mana is low and there are a lot of enemy attacks on the screen. It will give you a breather to recover some Mana.
-

EARL TYPES

These are general-purpose characters with various customized weapon types. There are 4 default setups, but if you select the "Custom" option, you can switch the weapons around however you had like.



[RIG 111] SEIKA

This type is armed in a similar way to Elixirel. She is easy to use, but very slow on her feet. If you want to play in a calm, slow way, this is the type for you.



Tips

- Hold down the Shot button. The center of the shot is very powerful, so try to hit as many enemies with it as you can.
 - Her Mana Action is most effective when there are many enemy attacks on the screen, but it consumes a lot of Mana when you use it. Be wise not to use it too often - save it for defeating larger enemies more quickly.
 - Use a Bomb if you are about to get hit. They are most effective when your Mana is low and there are a lot of enemy attacks on the screen. It will give you a breather to recover some Mana.
-



[RIG 222] PRIMULA

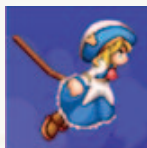
This is a type that has penetrating shots and fixed shots. She has a peculiar style, but you can quite expect some high performance with some exciting results.



Tips

- Hold down the Shot button. Since this type's shots penetrate, you will find it more powerful to pierce through the center of large enemies instead of shooting the edges.
- For larger enemies, you should use your Mana Action. If the enemy is really hard, you can always use it more than once.
- This type's Bomb increases your attack power, so use it with care.

SELECTING A CHARACTER - EARL TYPES (continued)



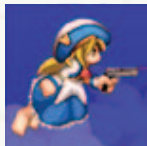
[RIG 333] ELIZABETH

A high-mobility type armed primarily with lasers. She is easy to use, but is also quite fast. The perfect type for speed maniacs.



Tips

- Hold down the Shot button.
 - This type's Mana Action penetrates, so you will find it more powerful to pierce through the center of large enemies instead of shooting the edges. Try not to waste your shots, however. It consumes a LOT of energy.
 - Use a Bomb if you are about to get hit. They are most effective when your Mana is low and there are a lot of enemy attacks on the screen. It will give you a breather to recover some Mana.
-



[RIG 444] CARINA

A powerful type with a single-shot weapon and close-range Mana Action. Peculiar, but effective if you can handle her. Perfect for those who prefer to tread a thorny path with only their bare feet.



Tips

- There is a large gap in time between your shots with this type, so you should take good aim and fire carefully.
 - The Mana Action is extremely powerful, but it is horrible to miss. Be very careful to aim it, but take joy in its power.
 - Use a Bomb if you are about to get hit. They are most effective when your Mana is low and there are a lot of enemy attacks on the screen. It will give you a breather to recover some Mana.
-

SELECTING GAME DIFFICULTY

After choosing your character, you must also choose the game's difficulty.

NOVICE

A simple mode that limits your Phase Level to 2. This mode is most suitable for beginners who are not used to the game. When you get hit in this difficulty, you will automatically use a Counter Bomb. However, you cannot use Demonic Shift in this mode. If you do not want to beat the game on your first try, or would prefer a more challenging experience, you should select a different level of difficulty.

REVISED

A fairly easy mode that limits your Phase Level to 5. Almost everything is available to you here. You could say that this is the "standard" difficulty.

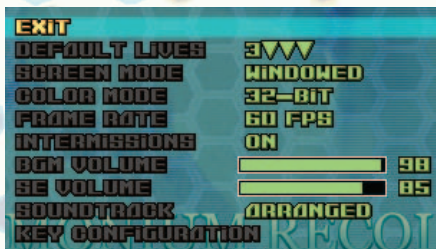
UNLIMITED

A difficult mode without a Phase Level limitation. Everything is available to you here. This is the mode for players who wish to experience the game in all of its glory.

DEMONIC

An insanely difficult mode where Phase Level is set to 11 at all times. This might be the mode for those of you who want to die by every means possible.

GAME CONFIGURATION



DEFAULT LIVES: Allows you to change how many Lives you have when you begin the game.

- If you change this to anything other than 3, your scores will not be recorded.

SCREEN MODE: Allows you to choose between Full Screen or Windowed modes.

- Depending on your PC, you could have some problems with one of the modes. If that's the case, you can work around it by changing to a different mode.
- It probably will not change the game's performance, but you should also make sure your video drivers are up to date.
- The game will automatically restart if Screen Mode is changed.

COLOR MODE: Allows you to choose the amount of colors used in the game.

- The game will run faster and use less video memory if you change this to 16-bit color, but the display quality will be reduced. The game will default to 16-bit color if your system has less than 64MB of video memory.
- When the game is running in Windowed mode, it will use Windows' setting for this instead.
- The game will automatically restart if Color Mode is changed.

FRAME RATE: Allows you to choose the amount of frames displayed each second.

- The maximum frame rate is 60 FPS. Movements will become more jerky if the frame rate is decreased, but performance may increase

SOUNDTRACK: Allows you to choose between the game's original soundtrack by Aeju Murasame and a brand-new arranged soundtrack by DM Ashura.

INTERMISSIONS: Allows you to choose if Intermissions are displayed.

- Intermissions are brief story scenes at the beginning or end of every stage.

BGM VOLUME: Allows you to choose the volume of the game's background music. Default is 98.

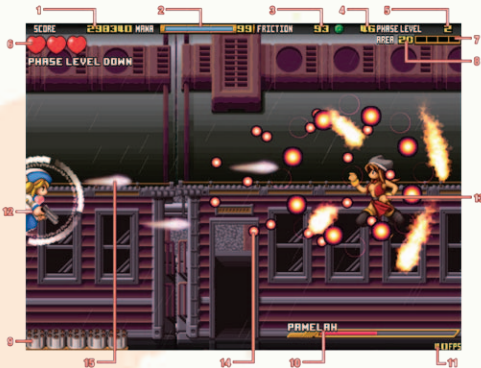
SE VOLUME: Allows you to choose the volume of the game's sound effects. Default is 85.

KEY CONFIGURATION: Allows you to choose the control configuration. See the Controls section for more details.

EXIT: Allows you to return to the Main Menu and accept your changes.

A few more advanced options are available for experienced users in `gundrec.ini`, located in the game's folder.

DESCRIPTION OF GAME SCREEN



- [1] Score
- [2] Mana Gauge
- [3] Friction Counter
- [4] Gem Counter
- [5] Phase Level
- [6] Lives
- [7] Remaining Time
- [8] Area Number
- [9] Bomb Stocks
- [10] Enemy Name / Health Bar
- [11] Game Performance Counter (Frames Per Second)
- [12] Player's Character
- [13] Enemy Character
- [14] Enemy Attacks
- [15] Player Attacks

BASIC SYSTEMS

PHASE LEVEL

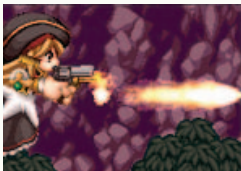
- A multiplex frequency that rules over the world. In the game, this represents the current level of difficulty. It changes within a range of 1 to 11.
- The higher the Phase Level, the more dangerous the world is. You will need more strategy and skill as it rises.
- If you get hit or use a Bomb, the level will decrease. Items may also change your Phase Level, so be sure to read their descriptions in the Items section.
- Do not worry about the Phase Level too much at first. It rises easily and is difficult to control.
- The game is easier with lower Phase Level, but expect a very challenging ride if you are ready to take the risks.

FATAL POINT



Your character's Fatal Point is indicated by a red accessory on their chest. If you are hit in this spot, you automatically lose a Life. If you are hit anywhere else, the attack will pass through you harmlessly.

SHOOTING



Pressing the Shot Button fires a shot, and damages your enemy if it makes contact. The more damage you inflict on your enemy, the faster you will destroy it.

RAPID SHOT AND OVERHEATING

Some weapons have higher power when you use Rapid Shot. This can be done either by mashing the Shot button rapidly or using the Rapid Shot button.

- There is a set **heat rate** for these weapons, and it goes up every time you trigger a Rapid Shot.
- You will overheat if your **heat rate** goes too high, though, denying your ability to shoot for a short period of time.
- Overheating also increases your Phase Level by 1.

BASIC SYSTEMS (continued)

MANA ACTION



Pressing the Mana Action button allows you to use your secondary weaponry, with a variety of possible effects depending on the weapon.

- Mana is recovered by collecting Mana Gems or Blue Gems, though there are several other ways to recover it.
- You will always begin a stage with 99% Mana.

BOMB WEAPON



Your Bomb Attack activates when you press the Bomb button with **at least 1 Bomb Stock**.

- Bomb Attacks transform on-screen enemy attacks into Blue Gems and decrease your Phase Level by 1.
- If you press the Bomb button right as you get hit, it will become a Counter Bomb, preventing you from dying as it goes into effect.

SLOW MOVEMENT MODE

- Holding down the Slow Movement button slows down your movement and makes it more precise.
- This button is assigned to the Shot Button by default, but can be assigned to another button for convenience.

LIVES

- By default, you begin the game with 3 Lives. If you get hit, you lose a Life. The game ends when you run out of Lives.
- Your Phase Level decreases by 1 every time you get hit.
- You can recover lost Lives by obtaining Life Extends or items, but will not be able to collect more than the maximum amount of 5 Lives.

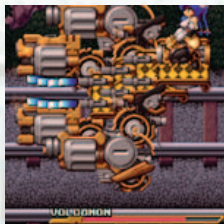
LIFE EXTEND

- Every 1,000,000 points grants you an extra Life. Beware, though, this is harder than it seems.
- If you already have the maximum amount of Lives when you get a Life Extend, your Phase Level will decrease by 1.

PLANESHIFT

- A special field that slows time based on certain conditions.
- Time passes slower during a Planeshift, but the stage's time limit will not slow down.

NAMED ENEMIES



- Named enemies are generally enemies with strong defenses. Their name and health bar will be displayed.
- When you defeat a Named Enemy, your Phase Level will increase by 1 and all onscreen attacks will be transformed into Small Gems.

CHARACTERS & WEAPONS

ERYTH MILLFALL

AAA agent of the Rosenkruz Foundation, also known as the Black Grim Reaper of the skies. Eryth's weapons cannot be changed.



SHOT: Golden Dawn & Nameless

- Fires shots one after another, one gun at a time. It has average power.
- If you use Rapid Shot, you can fire both shots at a time, doubling your firepower. The power of the shots themselves stay the same, though. Be careful not to overheat when using Rapid Shot with this weapon.



MANA ACTION: Fortune Wheel Shot

- Throws an accelerated flying Celtic cross forward. It slows down when it hits an enemy.
- Also causes a Planeshift while it is hitting an enemy.



MANA ACTION: Babel Range

- Drops a support attack unit from the sky.
- It shoots repeated 7-way shots once it reaches Eryth.

EARL TYPE E (Extender Type)

Earls are mass-production dolls based on Elixirel. The Type E is made specifically for special missions. There are 4 Earl weapon setups to choose from. You can also customize them to have your own set at your disposal.



SHOT 1: Star Fire

- Fires a wide 5-way shot with a large range.
- The shots are most powerful if an enemy is caught in the center of the shot. Otherwise, it is rather weak.



SHOT 2: Twin Drill

- Fires a twin shot that penetrates enemies. It has average power.
- You can change the angle of the shots by holding Up or Down.



SHOT 3: Lucky Ray

- Fires an optical laser that hits enemies instantly.
- It is not very powerful, but the longer it hits an enemy, the more damage it will do.



SHOT 4: Photon

- Fires a high-speed missile that explodes on impact. It is very powerful, but it is also very slow to charge, so you cannot use it for rapid attacks. Still, you can fire your next shot as soon as the previous shot has hit a target.
- Has a strange style, but can be extremely powerful if you can get used to it.



MANA ACTION 1: Daath Whisper

- Causes an instantaneous Planeshift. Toggles on and off every time you press the Mana Action button.
- When toggled on, it consumes 33% of your Mana very quickly. After that, it consumes your Mana at a slower rate. The effect runs out when your Mana reaches zero. Be careful not to use up all your Mana!



MANA ACTION 2: Derringer

- Releases reliable automatic attack equipment.
- Consumes 33% of your Mana each time you use it.

CHARACTERS & WEAPONS - EARL TYPE E (continued)



MANA ACTION 3: Rising Sword

- Fires a penetrating beam of light.
- Requires at least 33% Mana and drains it gradually over time. Use this one wisely!



MANA ACTION 4: Hell Spike

- Uses a hellishly ultimate punch attack with a super-short range - an ultimate weapon of violent power.
- Feels awesome to use, but uses up all of your Mana in one shot. Heaven forbid if you were to miss.



BOMB 1: Blood Rain

- Calls a persistent ranged attack that does damage across the entire screen.



BOMB 2: Overdrive

- Increases your attack power for a while.



BOMB 3: Shooting Star

- Summons a rampaging fire dragon to attack the entire screen.
- The dragon targets enemies automatically.



BOMB 4: Rosenkruz

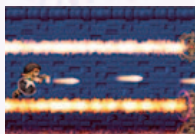
- Creates a rushing explosion of cross-shaped flashes in front of you.
- You can guide the attack by moving up or down.

GAME PROGRESSION

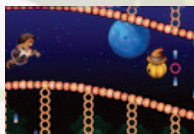
AREA A



AREA B



AREA C



AREA D (Boss Area)



Every stage (Area 1, Area 2, etc.) consists of 4 sub-areas (Area 1A, Area 1B, etc.). When you defeat the boss in the last area, you complete the stage.

- Each sub-area has a 40 second time limit. If you fail to clear the area in this time, the area will end.
- If you run out of time while fighting against a boss with multiple forms, it will move on to the next form, and Phase Level will increase. This will put you at a disadvantage, so it is best to defeat bosses within the time limit as soon as possible.
- If the boss does not have multiple forms, the boss will simply leave. This makes it impossible to completely finish the stage, and you will automatically move on to the next stage.
- Failing to clear the area in time also prevents you from getting a bonus for clearing the stage, so it is best to pay close attention to the time limit.

GAME PROGRESSION (continued)

AREA BONUS: When you finish an area, your bonus score is calculated.

PHASE LEVEL: Your current Phase Level.

SHOT DOWN: The amount of enemies you killed. Named Enemies are counted as well.

BASIC BONUS: The basic bonus points of an area.

- The formula: $(\text{Phase Level}) \times (\text{Phase Level}) \times (\text{Shot Down}) \div 100$
- The score calculation is a bit different for boss areas.

BOMBS LEFT: Your current amount of remaining bombs.

TIME LEFT: The amount of time left when you defeated the boss.

PHASE LEVEL: Your current Phase Level.

BASIC BONUS: Total Bonus points given for a boss area.

- The formula: $(\text{Bombs Left}) \times (\text{Time Left}) \times (\text{Phase Level}) \div 10$
- Various modifiers are applied to your basic bonus points from the above-stated formula.
- If your Area Bonus is below Phase Level x 10 points, it will be raised to exactly that much. Also, the maximum score of Mana Gems increases based on your Area Bonus.

MAX HITS: Your maximum combo within the sub-area.

GEMS: The amount of Gems you acquired in the sub-area.

FRICTION: The amount of Friction you have gained throughout the stage.

MAGNIFY: The total sum of $(\text{Max Hits}) + (\text{Gems}) + (\text{Friction})$, which is applied as a modifier to the Basic Bonus.

- It stops at the maximum rate of 999.

AREA BONUS: Your basic bonus points for each area, modified by the previous multipliers.

- The formula: $(\text{Basic Bonus}) \times (\text{Magnify})$

GAME ITEMS



MANA GEMS: Crystals of Mana released from your enemies upon their destruction.

- Collecting just one of these recovers Mana and earns you 10 Gems.
- Your default maximum amount of Gems begins at 1,000, but increases based on your Area Bonus in each sub-area.



SMALL GEMS: Crystals of pseudo-Mana transformed from enemy attacks under certain conditions.

- These Gems earn you Phase Level x 10 Gems, but do not recover any Mana.



BLUE GEMS: Gems or enemy attacks may sometimes turn into Blue Gems under certain conditions.

- These recover your Mana, but take away 10 Gems.
- They appear when you get hit while using a Bomb or during Demonic Shift.



BOMB CYLINDERS: Items that increase your Bomb Stock by 1.

- If you already have the maximum of 5 Bombs in stock, you gain 50,000 points instead of an additional Bomb Stock.



LIFE EXTEND: Increases your maximum amount of Lives by 1, and recovers your Lives fully.

- Your maximum number of Lives will not go above 5.



TETRABLOBS: A Medal that appears when you satisfy certain special conditions known as Play Orders.

- Each Medal is worth 50,000 points. Any Medal you acquire will be recorded in the Play Orders.
- Completely restores your Mana.

ADVANCED MECHANICS

FRICION

- Friction occurs when you get extremely close to enemy fire, earning you 1 Friction and recovering some Mana.

FRICION BREAK

- Every 500 Friction, all on-screen enemy attacks turn into Small Gems and your Phase Level increases by 1.

HIT COMBO

- Combos are built by damaging enemies continuously without stopping, and can sometimes cause Planeshifts.

ONSLAUGHT

- You get a bonus of Phase Level x 1000 to your score when destroying a certain number of enemies during a specific period of time.
- During an Onslaught, enemies will appear much faster than they usually would.
- Also, when your Phase Level is lower than the current difficulty's default, it increases your Phase Level by 1.

DEMONIC SHIFT

Triggered by pressing the Mana Action and Bomb buttons simultaneously (B + C). Alternatively, you may assign a button to it specifically. The Demonic Shift feature is disabled in Novice difficulty, and cannot be activated within that difficulty by any means. The Demonic Shift's effects are as follows:

- Consumes 1 life and requires at least 33% Mana.
 - A Bomb Cylinder may appear.
 - Sets Phase Level to 11. The Phase Level will return to normal at the end of the Demonic Shift.
 - Drains Mana over time. When Mana is zero, the Demonic Shift will end.
 - The Shot button will default to Rapid Shot, and you cannot overheat.
 - Transforms enemy attacks into Small Gems and Blue Gems when first activated.
 - Ends immediately if you are hit or press the Bomb button.
-

CREDITS

CREATED BY

Aeju Murasame

PRESENTED BY

Platine Dispositif

ENGLISH VERSION PRODUCED BY

Rockin' Android, Inc.

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COPY-EDITING

Stephen Tang
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Patrick Whitehorn

PACKAGING / MANUAL DESIGN

Jody Mahler

GC 2011 STEAM ARRANGEMENT OST

Bill Shillito (DM Ashura)

ALSO AVAILABLE ON



SUPPORT

We would like to offer support for problems (bugs) as much as possible.

When contacting us, please offer as much information on your PC environment as you can where the problem(s) occurred. Also when contacting us for support, please confirm in your message that your software is up-to-date and that a system reboot has been performed.

support@rockinandroid.com

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