HITOGATA HAPPA

INSTRUCTION MANUAL

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ヒトガタハッパ

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Thank you for buying Hitogata Happa.
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.

Hitogata Happa is the third game in the *Gundemonium* trilogy, but the events in its storyline take place before the previous games. It has chaotic bullet-hell shoot-'em-up gameplay similar to that of the first two games, but it's also wildly different. The action is now scrolling vertically, and you'll be taking control of an array of deadly self-destructive flying dolls. Each one has its own game-changing abilities. You'll have to decide which to use, when they'll fight on, and when it's time for them to make the ultimate crash-and-burn sacrifice.

GAME STORY

In the year 1757, 20 years before Mission Gundemonium, the Genoremasody Reich reigns supreme over East Prussia. With their great technologies known as Universal Science, they wield incredible military power. Quickly conquering everything around them, they have burned towns to the ground, destroyed the crops, and caused great suffering.

Amidst the devastating chaos and widespread slaughter is a young survivor named Rosa Christopher who had lost her family to the war. With her home gone and no one left to turn to, Rosa struggles to endure through a tragically bleak period, until a fateful, sudden encounter with the mysterious girl known only as "Kreutzer."

Confident, surprisingly young, and highly knowledgeable in both the scientific and alchemical arts, Kreutzer is the creator and master of an array of elite, flying dolls, each armed with powerful weapons. Given the means to possibly end the war and avenge her family, Rosa aligns herself with Kreutzer to fight against the overwhelming forces of the Genoremasody Reich. Outnumbered and outgunned, their mission quickly begins.

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**

GAMEPLAY CONTROLS

[Arrow keys / Analog control]: **Move your character**
[Button A] (Z key by default): **Shot**
[Button B] (X key by default): **Mana Action** - A special attack
[Button C] (C key by default): **Select new doll**
[Button P] (A key by default): **Pause menu** - Allows you to change controls or restart the game

You can also assign one other button, detailed below. It is not assigned by default.

[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.

We suggest reassigning the controls to suit your needs.

If you are using a controller, the default buttons may not be suitable 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.

TITLE MENU
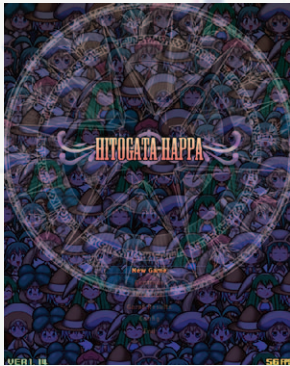
NEW GAME: Start the game from the beginning.

CONTINUE: Continue from the last mission you played.

PRACTICE: Select a single mission to play. Only missions that you have played are available. You will automatically begin with the most Gems you have ever obtained for that mission.

GAME RESULTS: Displays your highest scores for each difficulty and allows you to play back recorded plays. Your scores are automatically uploaded to Steam, and you may view the online leaderboards here.

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

QUIT GAME: Quits the game.

SELECTING GAME DIFFICULTY

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

EURODICE
Beginner mode. A basic mode without some of the more challenging elements that are found in the other modes.

NOBILMENTE
Standard mode. If you are up to the challenge, this is just the right way to play.

ALLEMANDE
Difficult mode. This difficulty throws in a few extra surprises and is designed to keep you on your toes.

DOOMSDAY
Impossible mode. This is the most challenging difficulty. If you are a diehard player with a taste for intense gameplay, this is the one for you!

GAME CONFIGURATION

SCREEN DIRECTION: Allows you to change the game's screen orientation. Do not tilt your display on its side to play the game in other orientations. This is extremely dangerous and will most likely result in damage to your display.

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. Movement 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 Woofle.

VOICE: Allows you to choose the volume of the game's voices. Default is 100.

BGM VOLUME: Allows you to choose the volume of the game's background music. Default is 100.

SE VOLUME: Allows you to choose the volume of the game's sound effects. Default is 90.

KEY ASSIGN: 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 happa.ini, located in the game's folder.

CHARACTERS

ROSA CHRISTOPHER
Rosa is a girl with an uncanny natural ability to synchronize with artificial humanoids and control them. She was just an ordinary girl until she encountered Kreutzer, changing her destiny dramatically as she witnessed the war-torn state the world was in. She would later become the leader of the Rosenkreuz Foundation, utilizing her warrior dolls to shape her future and destiny, as well as to help the unstable and uncertain world she would live in. Right now, though, Rosa is in charge of leading an army of warrior dolls to fight an enemy empire. She will select her warriors from a small selection of types, each with their own weapons and explosive power. She fights these battles from afar, carefully monitoring whatever happens on the charred battlefields

KREUTZER
Kreutzer is a girl with the ability to create artificial humanoids from Gems using the power of Mana. These humanoid dolls appear harmless and deceptively cute on the outside, but they each possess various kinds of destructive firepower, fast flight maneuverability, and devastating bombs. Additionally, each doll has its own assigned codename, such as Leaf, Clover, Assam, Dimbula, Sikkim, etc. With her knowledge of alchemy, Kreutzer is able to command her humanoid warriors. For some reason, however, she can not command them well enough to harness and master their full combat potential. For that reason, she has been searching for a commander like Rosa, who can efficiently draw forth the full power of her warriors.

The construction of these humanoids keeps her busy, so Kreutzer stays in contact with Rosa through a Communication Crystal, a high-tech gadget and communication device which was most likely created through Universal Science.
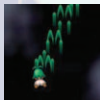
CHARACTERS (continued)

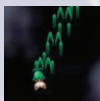Below are the Hitogata (Humanoid) explosive dolls that Rosa controls in her assaults.

LEAF

Thrives in the early summer when the sun is most invigorating.

SHOT: Leaf Cutter

Shoots multiple forward shots at once. Holding down the Shot button concentrates the shots.

MANA ACTION: Soma Twilight

Immediately causes an Alpha Planeshift, slowing down time. Flow Charge also increases twice as fast during the Alpha Planeshift, making for a really cool effect.

SPEED ★★ / BOMB ATTACK ★★★

Leaf is the most basic form of warrior doll under Rosa's command. In the long run, she is the cheapest, but as a result, she also has minimal firepower and capabilities.

Despite her minimal firepower, she has the most powerful Bomb Attack, and her Flow Charge speed is without peer. Since Flow Charge is needed in order to use a Bomb Attack, she has a far higher ability to do fast damage in a single stroke compared to other dolls.


PLANESHIFT

A special field that slows time based on certain conditions. The temporary field caused by a Planeshift causes time itself to be staggered and slow. This phenomenon can be traced to the otherworldly realm known as Que Pholith, where it was first encountered.
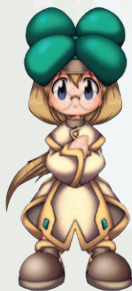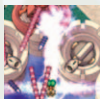

CLOVER

The number 4 has long been considered an unlucky number by many cultures. Ironically, a four-leafed clover is quite lucky.
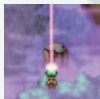
SHOT: Lucky Ray

Fires an optical laser that hits enemies in front of you instantly. It is surprisingly effective, and its afterimage does damage as well.

MANA ACTION: Rising Sword

Clover's Mana Action generates a Rising Sword, a high-powered laser more powerful than the Lucky Ray. You are invincible at the start of the attack, but it drops your movement speed considerably.

SPEED ★★★ / BOMB ATTACK ★

Clover is a doll with good mobility and a very precise attack. She has decent attack power, and is easy to use, along with an automatic Gem retrieval ability. She also has invincibility time at the start of her Mana Action.
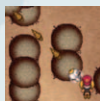
She is very powerful, but you will need to be strategic in order to make the best use of her.
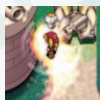
ROOTY

Just as a leaf spreads toward the sky, a root spreads beneath the earth.
Be careful of what lies ahead.

SHOT: Drill Cannon

Fires piercing drill shots. You can change the direction of these shots with Button B.

MANA ACTION: Blazing Spinner

Surrounds Rooty with a spinning flame-like aura of invincibility. It consumes all of Rooty's Mana, so use it wisely.

SPEED ★ / BOMB ATTACK ★★

Rooty's Mana Action allows her to avoid enemy fire quickly. As long as you keep some Mana stored up, you can effectively keep her alive without any trouble.

She also has a directional shot ability that allows her to fire whichever way you would like, but only skilled players will be able to use this ability to its fullest.

Rooty is the only doll that does not lose Flow Charge while invincible.

ASSAM

Various teas join together in the summer. It may be better, however, to wait until it is cooler for a stronger tea to get the job done.
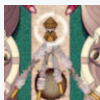
SHOT: Magic Missile

Fires powerful magical missiles from behind. The missiles will automatically home in on enemies. You can fire up to eight magical missiles at the same time.
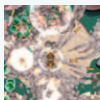
MANA ACTION: Unlimited Storm

Fires as many missiles as you would like in every directions. They have the same power as magical missiles, but it can be far more effective, depending on the situation.

SPEED ★★★ / BOMB ATTACK ★★

Assam is good at avoiding enemy attacks by using missiles as a defense. Assam's weapons have effective homing capabilities, but in return, their attack power isn't very high.

Take advantage of your ability to fire from behind. It will keep you safe from sneaky enemy attacks.

GEMS

Gems are used to create new dolls, so it is in your best interest to collect as many as possible.

SMALL GEMS

Enemy attacks may transform into these Gems under certain conditions. They are collected automatically.

LARGE GEMS

These Gems appear whenever an enemy is destroyed. They are worth four Small Gems, and can give you up to 1,000 points. Some dolls can collect these Gems automatically, but the others will not.

You can still collect the Gems if they disappear from the screen, but they will only give you half as many points as they normally would.

These dolls are Mirrors of the Prospective Rose Cross. You could say that they take you into the future.
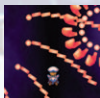
EARL

An invigorating tea from the far east. Never fading, it brings life to all.

SHOT: Rallyman's Beam

A mysterious bright beam that has a moderately effective homing ability. Its strength increases during Planeshift, but it is still not as powerful as most weapons.

MANA ACTION: Daath Whisper

Immediately causes an Alpha Planeshift, slowing down time. Also, increases the power of Rallyman's Beam while active.

SPEED ★ / BOMB ATTACK ★★

Earls are a mass-produced version of a doll called Elixirel. As a mass-production doll, it is possible to produce several of them at a lower cost. While not as effective as most dolls, she's one of the most valuable and reliable forces of the Rosenkreuz Foundation.

DIMBULA

Hailing from the highlands, this tea smells like a bright orange-colored rose. It was known to heal humans during the time of Universal Science.
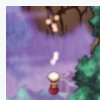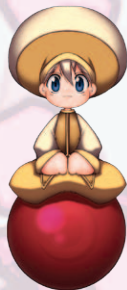
SHOT: Spread Shot

Shoots bullets randomly at incoming enemies. Not as powerful as most weapons.

However, it can be charged with three levels of power. Hold down the Shot button to charge, then release it to fire. The charged version has a piercing effect, and packs more of a punch.

MANA ACTION: Buddha Charge

Increases Flow Charge speed when holding down the Mana Action button. When button is released before Flow Charge is full, the doll will self-destruct without attacking. However, if you release the button with maximum Flow Charge, it will initiate an attack known as Sawada Sacrifice '05.
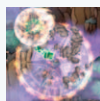
MANA ACTION: Sawada Sacrifice '05

Causes an automatic Bomb Attack if used with maximum Flow Charge. Be careful, because Dimbula will simply self-destruct if Flow Charge is not at maximum.

SPEED ★★ / BOMB ATTACK ★★★

Dimbula is a mysterious power type with the ability to cause a special Bomb Attack. She can also loop across the screen at its left and right edges. She is yet another strange warrior from the Rosenkreuz Foundation.

SIKKIM

A resilient remnant of the old fairy kingdoms. Steadfast and unchanging.

SHOT: Panzer Knuckle

Attacks powerfully with both fists. The range of this attack can be changed by holding down the Shot button. At maximum shooting range, the result is similar to a bomb blast.
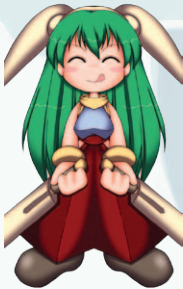

MANA ACTION: Missile Smash *(aka. Provoke Punch)*

A powerful attack that consumes all of your Mana. It can do pretty impressive damage, and destroys enemy projectiles.

SPEED ★★★ / BOMB ATTACK ★★

Sikkim is the perfect doll for medium-range hand-to-hand combat. It is definitely one of the coolest characters from the Rosenkreuz Foundation.
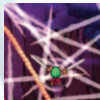
PECO

A tea that travels on the winds of time. A visitor of various worlds. Always hungry and full of energy.

SHOT: Blazing Edge

Attacks with a powerful flaming sword. Only useful at a close range.

MANA ACTION: Zion Slayer

Attacks with two magical swords stolen from the mythical Princess Dragon. Briefly slows time when initiated.

SPEED ★★★ / BOMB ATTACK ★

Peco is a close combat type. Always hungry for a fight, her violent power is perfect when surrounded by enemies.

DESCRIPTION OF GAME SCREEN

[1] Score

[2] Mana Gauge

[3] Flow Charge Gauge

[4] Remaining Dolls

[5] Next Selected Doll

[6] Active Doll
    (player's character)

[7] Active Doll Indicator

[8] Next Doll Indicator

[9] Current Difficulty Level

[10] Gem Counter

[11] Game Performance Counter
    (Frames Per Second)

BASIC SYSTEMS

• The basic objective of the game is to avoid losing all of your dolls. The game ends when you run out of dolls.

• You will lose a doll if you take a direct hit from an enemy attack or if you attempt a Bomb Attack.

• Each Mission has a boss at the end. When you defeat the boss at the end of the Mission, you complete the stage.

BOMB ATTACK

This is a kamikaze attack with high power, also known as Hitogata Happa or Humanoid Explosion.

When your doll's Flow Charge is at 100%, you can initiate a Bomb Attack by ramming into an enemy. Using your Bomb Attack will destroy the doll, but it will also result in devastating damage to any enemies in range. Be careful not to run into enemy attacks while you attempt to ram them.

FLOW CHARGE GAUGE

The Flow Charge gauge increases automatically over time. Some dolls will gain Flow Charge slower than others. Be careful! Unless you are using the Rooty doll, Flow Charge decreases while invincible.

TIME LIMIT

Some parts of gameplay have time limits. Most importantly, there is a time limit when facing a boss at the end of each Mission. If you run out of time while fighting a boss, you will enter something known as Error Mode, making the boss incredibly powerful!

You cannot switch dolls normally once Error Mode has begun. Make even one mistake in Error Mode, and you will lose your last doll, ending the game. Bomb Attacks are still functional in Error Mode, however, and can be used to switch dolls and continue as usual.

During most parts with a time limit, you can earn extra time by destroying particular enemies. However, this is not possible during Error Mode.

ZONE OF CONTROL

At times, a circular area called a Zone of Control (ZOC) will appear around an enemy. If you fly into this ZOC and destroy the enemy, any projectiles within the ZOC will transform into Small Gems. You can earn a lot of points by doing this. Enemy projectiles will only turn into Small Gems when using the Zone of Control.

A ZOC can also expand around your doll, generating a partial Planeshift and lowering the speed of enemy projectiles drastically. Once the doll is out of its range, the expanded ZOC will shrink to its original size, depending on the size of the enemy. Be careful not to get too trigger-happy, since leaving the enemies alive just a bit longer will allow you to take advantage of this.

For ground enemies which do not come in contact with your dolls, the ZOC is displayed as a green circle.

CREDITS

CREATED BY
Aeju Murasame

PRESENTED BY
Platine Dispositif

VOICE RECORDING
Izayoi

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Kreutzer / Others: Madoka Hoshino

SPECIAL THANKS
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GC 2011 STEAM ARRANGEMENT OST
Leila Wilson (Woofle)

ALSO AVAILABLE ON

PLAYSTATION Network

PC CD-ROM SOFTWARE

STEAM™

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.

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