GUNDEADLIGNE

STEAM EDITION WINDOWS GAME

INSTRUCTION MANUAL

ROCKIN' ANDROID™

GUNDEADLIGNE
ガンデッドライン

INSTRUCTION MANUAL

Thank you for buying GundeadliGne.
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.

GundeadliGne is the second game in the *Gundemonium* trilogy, and continues the tale of humanity's war with hell brought on by alchemy. Its gameplay is a second extra-strength dosage of the kind of bullet-hell shoot-'em-up pandemonium found in *Gundemonium Recollection*, but with a dramatically game-altering "Flip Turn" ability. If you're tired of getting flanked in other shoot-'em-ups, now you can turn the tables and get your revenge. *GundeadliGne* also supports two-player cooperative play, so a friend can join the action and cover your six.

GAME STORY

In the early 18th century, mankind recovered the Philosopher's Stones, also known as Matrixes, from the Spring of Yord. This marked the beginning of the Alchemical Revolution.

While this brought forth great progress for mankind, it ultimately caused their worst fears to become a reality. The Rosenkreuz Foundation managed to stop Elixirel and drive back Gundemonium 10 years ago, but the demons have not ceased their attack.

Finally, in the year 1795, a plan has been made to counter the onslaught of enemies pouring from the Gates of Hell. This would come to be known as Operation "Demonic Dawn".

Many fighters and mercenaries have been drafted to assist in the Operation, including Eryth Millfall, a participant in Mission Gundemonium 10 years ago, and Elixirel, who has been reborn since the incident 10 years ago and now seeks to assist Eryth.

Only time will tell if the Operation will succeed, or if mankind is doomed to annihilation by the Demonium Army from Que Pholith.

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** - 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 F] (S key by default): **Flip Turn** - Turns your character around
[Button P] (A key by default): **Pause menu** - Allows you to change controls or restart the game

You can also assign three 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
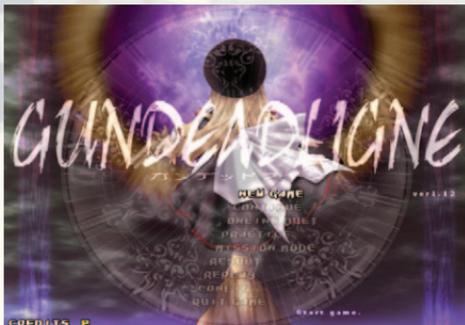[Button S]: **Snapshot** - Takes a picture of the game in progress and saves it to the "replay" subfolder

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.
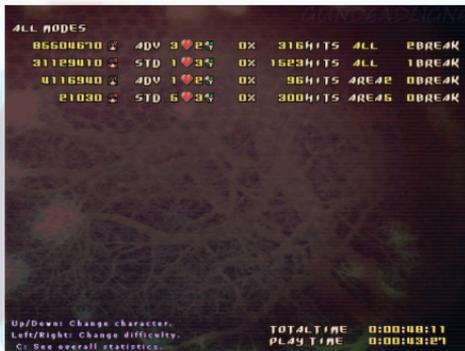

MAIN MENU

NEW GAME: Start the game from the beginning. When starting a New Game, you will have to choose between
two characters: Eryth and Elixirel. If there are two players, they may choose the same character, but this is not
recommended.

CONTINUE: Continue from the last area you played. This is not to be confused with the option to Continue by using a
Credit during the game.

ONLINE DUET: Play the game together with an online partner. See the Online Duet section for more details.

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.

RESULT: Displays your highest scores for each difficulty and character. Also contains a list of overall statistics recorded throughout your time playing the game. Your scores are automatically uploaded to Steam, and you may view the online leaderboards here.

REPLAY: Allows you to play back recorded plays.

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

QUIT GAME: Exits the game.

SELECTING A CHARACTER & GAME DIFFICULTY

After selecting a game mode, you must select the character you wish to use. If there are two players, both players must press the Shot button on their controller to join in. While Player 1 may still use the keyboard, you will need two controllers connected in order to play the game with two players. For more in-depth details on the characters and weapons, see the Characters & Weapons section.

NOVICE
A simple mode that limits your Phase Level to 2. This mode is the most suitable for beginners who are not used to the game and is less complex than the other two difficulties. Demonic Shift is not available in this mode.

STANDARD
An average mode that limits your Phase Level to 6.

ADVANCED
An average mode that limits your Phase Level to 21. 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 21 at all times. Perfect for masochists who love unpredictability. This mode requires almost superhuman reflexes and skill!

GAME CONFIGURATION

DEFAULT LIVES: Allows you to change how many lives you have when you begin the game. -If you change this to anything above 3, your scores will not be uploaded.

AUTO BOMB: Allows you to choose if Automatic Counter Bombs occur when you are hit by an enemy. This option is on by default, but if you feel confident enough to attempt Counter Bombs yourself, try turning it off.

FULLSCREEN 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 is 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.

GAME CONFIGURATION (continued)

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.

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.

INTERMISSIONS: Allows you to choose if Intermissions are displayed.

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

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

SOUNDTRACK: Allows you to choose between the game's original soundtrack by Aeju Murasame and a brand-new arranged soundtrack by DM Ashura.
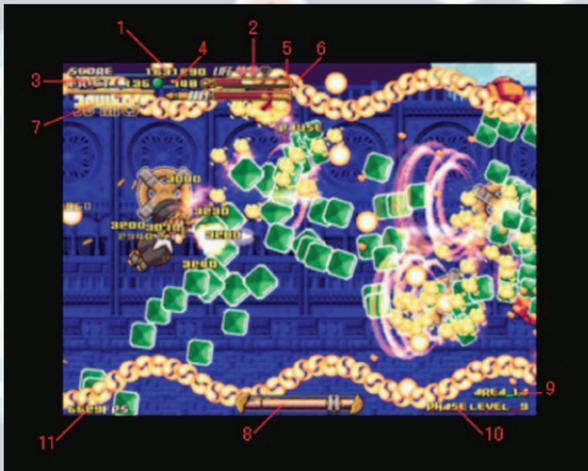
SE VOLUME: Allows you to choose the volume of the game's sound effects. Default is 90.

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 gundead.ini, located in the game's folder.

DESCRIPTION OF GAME SCREEN

[1] Score
[2] Lives
[3] Friction/Scrub Counter
[4] Gem Counter
[5] Mana Gauge & Heat Gauge
[6] Bomb Gauge
[7] Combo Counter
[8] Remaining Time & Alter Limit
[9] Area
[10] Phase Level
[11] Game Performance Counter
(Frames Per Second)

ONLINE DUET

New for the Steam version of GundeadliGne, Duet Play allows you to play together with your Steam Friends. Note that any extra Credits you have accumulated may be used in Online Duet Play.

FIND LOBBY: Allows you to search for lobbies based on certain criteria. Only public lobbies are available here.

RANDOM PARTNER: Connects you to a random player waiting for a match.

FRIENDS: Displays a list of lobbies hosted by friends. You can easily join your friends this way.

NEW LOBBY: Allows you to create a lobby with custom settings. Lobbies can be public or private.

EXIT: Returns to the Main Menu.

Once you have created or joined a lobby, you will be brought to the Lobby Menu. Only the Lobby Owner can access most of the options, however.

SET READY: Allows you to indicate that you are ready to begin the game. When both players are ready, the game will automatically begin.

SELECT CHARARACTER: Allows you to choose your character. You must choose a character before the game can begin.

CHANGE DIFFICULTY: Lobby Owner option. Modifies game difficulty.

CHANGE DEFAULT LIVES: Lobby Owner option. Modifies game starting lives. This effects both players.

CHANGE AUTO-BOMB: Lobby Owner option. Modifies automatic bomb setting. This effects both players.

INVITE FRIEND: Lobby Owner option. Allows you to invite one of your Steam Friends to your game. They can join at any time, even in the middle of gameplay.

EXIT: Returns to the Online Duet Play menu.

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 21.
- 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.

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

Eryth's shot has 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 her shot, 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.

FLIP TURN

When you press the Flip Turn button, your character will switch directions. It uses Mana, however, so be careful not to overuse it. It is best to stick to simple turns instead of trying to do fancy tricks.

- Elixirel's spread shot has a different pattern when she faces left–firing three shots in front of her and two shots behind.

MANA ACTION

Pressing the Mana Action button allows you to use your secondary weaponry, with different effects depending on the character.

- When you use your Mana Action, a certain amount of Mana will be consumed. It goes without saying that you need enough Mana to use it.
- Mana is recovered by collecting Mana 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 Small Gems and decrease your Phase Level by 1.
- Eryth's Matrix Master Bomb Attack is different depending on the Matrix Orders you have chosen for her. Elixirel, however, does not have multiple Bomb Attacks.
- When a Bomb Attack is used at the instant you are hit, it becomes a Counter Bomb with additional effects. However, these effects are not activated if triggered through an Automatic Counter Bomb. Counter Bombs turn on-screen enemy attacks into Alter Gems and increase your Phase Level by 1.

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.

BASIC SYSTEMS (continued)

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, although you can use a Continue if you have any Credits left.
- Your Phase Level decreases by 1 every time you get hit.
- You can recover lost lives by obtaining items, but you will not be able to collect more than the maximum amount of 5 lives.

PLANESHIFT

- A special field that slows time based on certain conditions. This also has several other special effects.
- When an enemy is defeated during a Planeshift, their attacks turn into Small Gems.
- If you obtain Gems during a Planeshift, you will not gain any Mana. Instead, your Alter Bonus will increase.
- Gaining Friction (also referred to as Scrub if you are playing as Elixirel) during a Planeshift will restore Mana.
- Elixirel's attack power increases during Planeshifts.

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.

ALTER BREAK

An Alter Break occurs when a player collects enough Gems before the Time Gauge reaches the Alter Point indicator near its right edge.

- When an Alter Break occurs, the Area Time increases, and you can gain a life. This also allows you to acquire more Gems. In some cases, this also increases your Phase Level.
- If you want to strive for the highest scores, you will want to get as many Alter Breaks as possible. However, this will put you at risk, thrusting you head-first into dangerous areas and situations.

FULL BREAK BONUS

If you cause Alter Breaks in every possible Area, you will get a Full Break Bonus. This will increase your score based on your Alter Bonus and grant you an extra life, up to a maximum of 5 lives. Your Alter Bonus can be increased by collecting Gems and Friction (also known as Scrub) during Planeshifts.

SHADOW PROTECTION

Some enemies have a special Phase-based defense ability, allowing them to avoid attacks. They cannot be damaged by normal means. However, if you find the right trick, you will be able to destroy them.

FATAL POINT

Your character's Fatal Point is indicated by an accessory on their chest. For Eryth, this is a red scarf, whereas Elixirel wears a yellow bell. If you are hit in this spot, you will lose a life. If you are hit anywhere else, the attack will pass through you harmlessly.

CREDITS

Credits allow you to Continue if you lose all of your lives. You will always have at least 2 Credits at the title screen, and beginning the game uses 1 Credit per player. The maximum amount of Credits is 99.

CHARACTERS & WEAPONS

ERYTH MILLFALL

With her legendary twin Derringer guns, Golden Dawn and Nameless, Eryth is also known as the Black Grim Reaper of the skies.

The Rozenkreuz Foundation has been in dire need of warriors for the past 10 years. At the same time, you could almost say that it is been this way for 100 years. The Foundation has stagnated due to its lack of new talent.

Be that as it may, things are about to get really hectic. While Eryth has given her Babel Range support attack unit to Elixirel, she has now formed a contract with the Matrix Masters.

With how often her secondary weaponry changes, one must wonder if she keeps it around exclusively as a trump card rather than relying upon it.

Eryth is a High Movement Type character.

SHOT - Golden Dawn & Nameless
Fires shots one after another, one gun at a time. They have average power.

If you use Rapid Shot, you can fire both shots at a time, doubling your firepower. The power of the shots themselves stays the same, though. Be careful not to overheat when using Rapid Shot with this weapon.

MANA - Fortune Wheel Shot
Throws an accelerated flying Celtic cross forward. It slows down and causes a Planeshift when it hits an enemy.

BOMB - Matrix Orders
The effect depends on the Matrix you choose when beginning a new game. The Matrix Orders effects are detailed below.

Ruby Matrix - Blazing Beeeeeam

Reload Speed: Fast.
• Shoots a high-power beam in the direction your character is facing.

Diamond Matrix – Crystal Geyser

Reload Speed: Medium.
• Locks onto enemies, then fires homing lasers. Each hit creates Small Gems. It can lock on to many enemies at once, but it will lose power if there are too many targets.
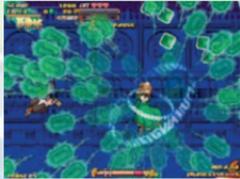
Sapphire Matrix – Mind Over Matter

Reload Speed: Very slow.

- Unlike the other Matrixes, this one will not create any Gems when first used.
- Causes a powerful Planeshift, stopping time entirely. However, it will quickly wear off as it turns enemy attacks into Small Gems.
- The Bomb Gauge will not increase over time during this effect, although it will increase when you obtain Gems.
- You can damage enemies while time is stopped.
- Be careful! It takes a long time to reload, and although the effect stops time, **it does not stop the area's Time Limit!**

Emerald Matrix – Emerald Fountain

Reload Speed: Fast.

- Shoots random shots in every direction. It is not the most powerful of Bombs, but it is very easy to use, and definitely comes in handy when things are hectic.

Jet Matrix – Death Beat Rush

Reload Speed: Medium.

- Summons the King of Hell, firing several shots in front of your character with a wide range. Very effective against enemies with Shadow Protection.
- Also incredibly powerful when used as a Counter Bomb, although it will begin to hurt your character if used too much at once.

Pearl Matrix – Circle of Destiny & Silent Judgment

Reload Speed: Medium.

- When used normally, this Matrix triggers a Bomb Attack known as Circle of Destiny, creating a circle of cards around your character and protecting you from enemy shots. It also converts their attacks into Small Gems.
- When used as a Counter Bomb, this Matrix triggers a Bomb Attack known as Silent Judgment, creating a sword in front of you and attacking targets in a row. This Is perfect for attacking enemies with Shadow Protection.
- Even though Elixirel does not have a direct contract with Matrix, she can summon Gundemonium as a Matrix representative.

An artificial Matrix made to fight against the Gundemonium Order. While other Matrixes are formed from the Philosopher's Stones, her core is made from a human girl's soul.

She was captured by Gundemonium and rebelled against mankind in what is now known as the "Gundemonium Incident." At that time, she was ultimately destroyed by Eryth, only to be revived and reprogrammed as her assistant.

Elixirel has devastating power, and has only gotten stronger since her death. It is rather unnerving to the Rosenkreuz Foundation. Nonetheless, it did not stop Eryth from giving Elixirel her support attack unit, Babel Range. This made Elixirel so excited that she accidentally destroyed half of the Foundation's buildings. While her memory loss and age prevent her from controlling her immense power, Elixirel is definitely valuable to have around when things get out of control.

Elixirel is a High Power Type character.

SHOT - Pistol, Beam & Babel Range

MANA - Daath Wind

BOMB - Gundemonium Hit-and-Run Attack
Reload Speed: Fast.
• Gundemonium's attacks are incredibly powerful, although repetitive since Elixirel is just a child.
• It makes a very effective Counter Bomb, as it can be used that way with only about $1/3$ of the Bomb Gauge filled.

GAME ITEMS

MANA GEMS: Crystals of Mana released from your enemies upon their destruction.
• Collecting just one of these recovers Mana and increases your score.
• If you collect enough in an area, you will trigger an Alter Break.
• Gems increase your score by a certain amount. Your score displays in red when the limit is reached. The limit of points gained from Gems depends on how many enemies you kill and your current Phase Level.

SMALL GEMS: Crystals of pseudo-Mana transformed from enemy attacks under certain conditions.
• They do not contribute to Alter Breaks.

LIFE UP:
• In Novice and Standard difficulties, you can get this item by defeating Named Enemies. When you collect a Life Up, you will recover one life in Standard difficulty or all of your lives in Novice difficulty. If you already have the maximum amount of lives, your Mana will be completely refilled and you will gain points.

MANA UP
• In difficulties above Standard, you can get this item by defeating Named Enemies. When you collect a Mana Up, your Mana will be completely refilled.

ALTER GEMS: Enemy attacks will turn into these when you use an Automatic Counter Bomb.
• These gems do not contribute to Alter Break. If you collect a large amount, they will reduce the amount of points you get from gems.

CREDITS

CREATED BY
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PRESENTED BY
Platine Dispositif

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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.

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