



How to Play

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CHARACTERS

Tinatu (Chinatsu) Kagaya

- **Standard Attack**

Fires a spread of bullets that covers a wide area.

The number of bullet streams can increase from 3 to 9, depending on Chinatsu's skill level.

- **Counter-magic**

Inflicts instant damage to all on-screen enemies.

- **Bomb**

Type: Ingzeksu Gravehunt

Inflicts repeating, intermittent damage on all on-screen enemies.

Sowel Devosiana

- **Standard Attack**

Both Sowell and her supporting Killing Doll fire.

The Killing Doll will automatically target and attack the enemy closets to Sowell.

The speed of both Sowell and the Killing Doll increases depending on Sowell's skill level.

- **Counter-magic**

The Killing Doll launches a spread of fire in 8 directions.

- **Bomb**

Type: Byte Kingdom - Sainly Spectre Silvestre

The Killing Doll grows to giant size and attacks enemies.

Affects all on-screen enemies.

Miyabi Housen

- **Standard Attack**

Fires directly ahead only.

The firepower will increase depending upon her skill level.

- **Counter-magic**

Two bits that revolve around her body fire incendiary attacks.

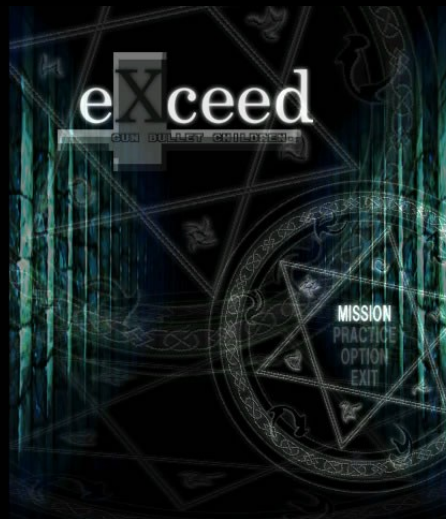
The range is short, so this is for close range use only.

- **Bomb**

Type: Oxide Baiser Melt Embrace

Fires a massive laser cannon.

MAIN MENU



Mission

Begin a mission.

- **Character Select**

Select one of the three characters to play.

• Select Mode

Select 'Arcade Mode' or 'Story Mode'

In Arcade Mode, there are no conversation scenes between battles.

Practice

Practice mode allows the player to select and practice one specific stage only.

In this mode, the game begins with maximum skills levels and lives.

• Character Select

Select one of the three characters to play.

• Select Mode

Select a stage to practice.

Only stages that have been reached in Mission Mode are available for practice.

Option

Adjust game settings such as the difficulty level, sound volume, key config, etc.

- Set HITPOINT to ON to display the player character hitbox.
- Set AUTOBOMB to ON to automatically detonate a bomb when the player is hit by a bullet.

Exit

Exit the game.

CONTROLS (KEYBOARD)

• Move Left	「←」
• Move Right	「→」
• Move Up	「↑」
• Move Down	「↓」
• Shoot ※ / Accept	「Z」
※ Pressing Slow button simultaneously increases the rate of fire)	
• Slow / Cancel	「X」
• Bomb	「C」
• Pause the Game	「V」
• Exit the Game	「Esc」
• Return to the title screen	「Ctrl」

PLAY MECHANICS

Items

Items are dropped by destroyed enemies.

The drop rate of items varies depending on the enemy.

- **Red Pots**

Increases Reinforce level and the player score.

- **Blue Pots**

Increases the player score.

Reinforce

Collecting a set number of Red Pot items from destroyed enemies will increase the Standard Attack power, up to a maximum of 4 levels.

Once a certain level is reached, no penalties will be incurred by being hit by enemy fire or using continues.

Bombs

Press the Bomb button to detonate an especially powerful special magic attack.

The player is invulnerable while a bomb is detonating and any items on screen will be automatically collected.

Up to three bombs can be held in stock and they will be reloaded if the player is hit.

Extend

An extra life is awarded when player score reaches a certain amount.

Scoring Conditions

Score is accumulated by:

- Destroying enemies
- Collecting items

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