eXceed2nd-VAMPIRE-

How to Play

GAME RULES

● Polarity

The player character and enemies have either HOLY or EVIL polarity, and each polarity is the antithesis of the other. The player can completely absorb enemy bullets that match the polarity of the player and the player's bullets will inflict Critical Hits upon enemies of the opposite polarity, causing twice as much damage as normal shots.

Battle through the waves of enemies and bosses and clear the game by switching the polarity of the player character to suit the situation.

※ Some enemies have no polarity. Critical Hits cannot be made on enemies that have no polarity.

※ A time lag of 16 frames (about 0.6 seconds) will occur if the polarity is repeatedly changed.

● Rank System (Difficulty)

The Rank represents the game difficulty level and changes depending on the player's ability.

There are 4 ranks (EASY / HARD / NORMAL / EXCEED) and the higher the rank, the more powerful enemy attacks will be.

The Rank increases when the Rank Gauge is full and decreases when the player is hit by an enemy. The Rank Gauge also increases as time passes and increases quickly when enemy bullets

are absorbed or when Critical Hits are made upon enemies.
More advanced players can control rank level by losing a life if necessary.
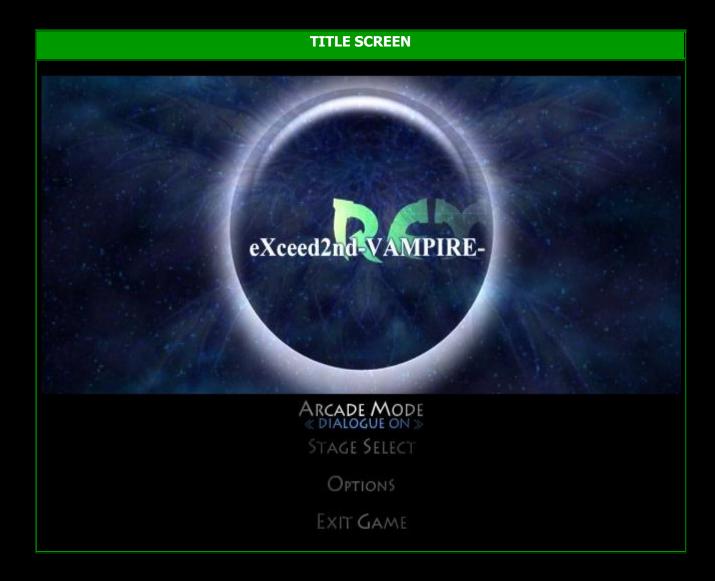
● Bomb Charge Gauge

The Bomb Charge Gauge increases when the player absorbs enemy bullets. Press the bomb button when the charge gauge is full to unleash a magical blast that has a broad area effect. The player is invulnerable while the bomb is detonating, but during this time the polarity of the player character cannot be changed.

● Point Blank Shots

Hitting an enemy at point blank range will cause higher damage than normal shots.

● Chain Bonus

Absorbing enemy bullets or hitting an enemy with bullets of the opposite polarity will raise the Chain count and the Chain count will continue to increase if the same action is repeated during a set period of time. Chains are added to the bonus score when enemies are destroyed.

TITLE SCREEN

ARCADE MODE
« DIALOGUE ON »
STAGE SELECT
OPTIONS
EXIT GAME

Arcade Mode

In this mode, progress through each stage of the game in order from Stage 1.

Switch dialogue on/off and select a Base Rank at the beginning of the mode.

Stage Select

Play through a selected stage only.

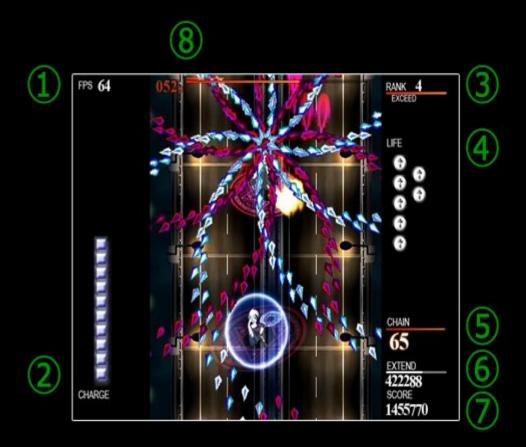Select which stage to play and then set a Base Rank.

Options

Selectable items are:

>> High Scores- Shows the table of high scores

>> Replay - Plays game replays

>> Config - Set options such as volume and key configuration

CONTROLS (KEYBOARD)

·Move Left	「←」
·Move Right	「→」
·Move Up	「↑」
·Move Down	「↓」
·Shoot / Accept	「Z」
·Bomb / Cancel	「X」
·Switch Polarity	「C」
·Pause	「V」
·Quit the Game	「Esc」

①FPS (Frames Per Second)

Shows how many times the screen is updated in one second.

② Charge

The Bomb Charge Gauge.

③ Rank

The current difficulty Rank and the Rank Gauge.

④ Life

The number of lives that the player has (initially 5, maximum 10).

Continues can be used up to 3 times.

⑤ Chain

The Chain Bonus value.

⑥ Extend

The Extend Gauge decreases in proportion to increases in the score.

When the gauge is depleted, an Extend (extra life) is awarded.

⑦ **Score**

The score achieved.

⑧ **Time & Boss Life**

The time and the boss's energy that remain during boss battles.

RESULT

① BASE SCORE
0
② THIS STAGE SCORE
843708
③ KILL POINTS
279918
④ CHAIN POINTS
58290
⑤ BOSS DUEL POINTS
505500
⑥ LIFE BONUS
60000

⑦ TOTAL SCORE
903708

Points scored vary depending upon the player character's distance from the enemy at the time that hits occur. Shoot closer to the enemies to score higher points.

In boss battles, the quicker the boss is defeated, the higher the awarded score will be.

Also, scores awarded during the game will increase as the difficulty rank increases.

① **Base Score**

Shows the combined scores of all of the previous stages.

② **This Stage Score**

The score for the current stage.

③ **Kill Points**

The score earned by killing enemies in the previous stage.

④ Chain Points

The score earned from Chain Bonuses in the previous stage.

⑤ Boss Duel Points

The score earned by defeating the boss in the previous stage.

⑥ Life Bonus

A bonus score which depends on the number of remaining lives.

⑦ Total Score

The aggregate of the individual scores.

CONTACT

Nyu Media Ltd

Homepage: http://www.nyu-media.com/

Email: info@nyu-media.com

Tennen-sozai

Official Homepage: http://www.tennen-sozai.com

Email: support@tennen-sozai.com (Japanese only)