How to Play

GAME RULES

• Standard Attack

Fires a stream of bullets directly ahead of the player character.

The power of Standard Attack bullets increases while in slow movement mode and with proximity to the enemy.

• Dragon Detonation (Bomb)

Pressing the Bomb button detonates one of the player's stock of bombs.

The Dragon Detonation provides temporary invincibility for the player and damages enemies within a set range.

The amount in stock can be increased by collecting Bomb Orbs.

※ The Auto Bomb setting automatically detonates a bomb when the player is hit by an enemy bullet and prevents loss of life.

• Burn Air Raid (Special Attack)

Activate the Burn Air Raid by pressing the Special Attack button when the Mana Gauge

is at MAX. It fires eight magical homing lasers that attack the enemy.

The Mana Gauge increases when any of the below conditions are met:

- An enemy is hit by a Standard Attack.
- A Power Orb is collected.
- The player character is grazed by an enemy bullet.

● Mini-Tiamats (Support Units)

Mini-Tiamats are dragon familiars that follow the player character and provide support fire.

They will automatically lock onto a target and concentrate their fire when the player

is in Slow Movement mode.

The number of Mini-Tiamats increases each time Dragon Orb is collected, up to a maximum

of five units.

TITLE SCREEN

Arcade Mode

In Arcade Mode the player battles though each stage in succession.

Switch the dialogue on or off and select a difficulty Rank and Auto Bomb setting to begin.

Practice

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

Select a difficulty Rank, stage to play, difficulty level and set Auto Bomb on/off to begin.

Start the game by pressing the Pause button to fight the boss battle only.

High Scores

View the high score tables.

Replay

Select and view previously saved replay data.

Options

Adjust the game settings. (See OPTIONS below.)

Exit Game

Exit the game.

CONTROLS (KEYBOARD)	
·Move Left	「←」
·Move Right	「→」
·Move Up	「↑」
·Move Down	「↓」
·Standard Attack / Accept	「Z」
·Dragon Detonation / Cancel	「X」
·Burn Air Raid	「C」
·Slow Movement	「V」
·Pause the Game	「B」
·Exit the Game	「Esc」

① FPS 59 DEATH THRASH BOUND 28 NORMAL

⑧ ④

ITEMS
000801683
/02000 ⑤

GRAZE
000001904 ⑥

SCORE
000322040 ⑦

② LIVES × 3
③ BOMBS × 2

⑨

① **FPS (Frames Per Second)**

Current number of frames per second.

② **Lives**

Number of player lives remaining.

③ **Bombs**

Number of bombs in stock.

④ **Rank**

Current difficulty Rank.

⑤ **Items**

Number of Power Orbs collected and points left to win an Extend.

⑥ **Graze**

Number of grazes scored.

⑦ **Score**

Score achieved.

⑧ Boss Battle Parameters

Name of the current boss attack phase, boss life gauge, time remaining.

※ Only displayed during boss battles.

⑨ Mana Gauge

Gauge that must be filled to activate a Burn Air Raid.

ITEMS

Power Orb

An Extend (extra life) is awarded when a set number of orbs is collected.

Dragon Orb

Summons a Mini-Tiamat.

Bomb Orb

Replenishes the bomb stock.

SCORING SYSTEM

Score is accumulated by collecting Power Orbs left by destroyed enemies or by scoring grazes※.

Aim to efficiently destroy enemies and achieve the highest score possible.

※ "Grazes" is obtained by maneuvering the player hitbox in close proximity to enemy bullets.

● Boss Battles

Defeating attack phases in boss battles releases Power Orbs. The number of Power Orbs produced by a boss increases depending on how quickly the boss is defeated.

Keep an eye on the time limit displayed during boss battles and find patterns to efficiently reduce the bosses' life. Also, more Power Orbs will be produced by defeating each attack phase without being hit or without using bombs.

● Multipliers

Multipliers are earned by quickly defeating enemies as they appear on the screen.

Further score increases can be earned by using Standard Attack in close proximity to enemies

and by using the Burn Air Raid, which inflicts high damage.

OPTIONS

● **Volume**

Adjust the volume levels of the BGM（background music）, SE（Sound Effects）and Voices.

● **Key Config**

Customize the button layout.

A-Z keys can be used for keyboard controls.

● **Auto Slow**

Configure the Auto Slow settings.

With 「Auto Slow」 selected, player movement automatically slows down when the shot button

is held down.

● **Set Up**

Save settings.

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