ETHER VAPOR Re. "remaster"
GAME MANUAL

CONTENTS

SYSTEM REQUIREMENTS

Operating System	Windows XP / Vista / 7
Processor	Pentium 4 / 3.0GHz or better
Memory	512MB or more
Hard Drive	100MB or more available
DirectX	9.0 (any runtime package released after 2011/4/18)
Graphics	VGA with DirectX 9.0 or later 3D functionality Integrated graphics chips are not supported but may still work.
Sound	DirectSound compatible sound device
Others	Keyboard and/or Gamepad

If the game does not start, please install the latest DirectX End-User Runtime found here.

Game Settings and Save Data are stored in the below folders:
XP: *C:\Documents and Settings\(User Account)\Application Data\Ether Vapor*
Vista / 7: *C:\Users\(User Account)\AppData\Roaming\Ether Vapor*

STORY

The nation of Chaldea. A small country that specialized in the manufacture of precision instruments. That is, until a groundbreaking development in artificial intelligence technology caused the entire country to undergo a dramatic transformation. In particular, their focus switched to military technology and in no time, they expanded their influence and became the most powerful nation in the world.

However, rapid change is always accompanied by resistance. There were many who objected to Chaldea's new position, and these resisting forces gathered together to form the nation of Lydia.

It was only a matter of time before the two countries clashed.

The tension between the two nations continued for a while, until Lydia finally went on the offensive. Although Lydia had an overwhelming numerical disadvantage to Chaldea, it had predicted this and continued to strike at unprepared Chaldean defensive formations. Eventually, the Lydian forces managed to advance to the borders of the Chaldean mainland.

At this time, a single fighter craft flies into Chaldean waters.

CONTROLS

Both keyboard input and gamepad input are supported.
The pad is mapped by default to the following buttons.

Keyboard	Gamepad	Default Action
Cursor keys	Arrow keys	Movement
Z button	1 key	Accept / Gatling Shot
X button	2 key	Cancel / Winder Shot
C button	3 key	Lock-On Shot
V button	4 key	Bit Button / Demo Skip
A button	5 key	Pause

Press Esc during gameplay to return to the title screen.
Press Esc at the title screen to quit the game.

① Player Craft
 Your craft.
② Enemy Crafts
 Will cause damage if collided with.
③ Player Bullets
 Bullets that you have fired. Fire at enemy craft to destroy them.
④ Enemy Bullets
 Bullets fired by the enemy. Will cause damage if collided with.
⑤ Player Shield Bar
 Decreases when damage is received. Game will end if your ship is damaged when this bar is empty.
⑥ Enemy Shield Bar
 A bar will be displayed for enemies that have shields installed on their craft
⑦ Score
 Your score. Increases when you destroy an enemy or shoot down their bullets.
⑧ Bit Mode
 This shows which Bit Mode is in use.
⑨ Charge Gauge
 A very powerful shot becomes available for use when this bar is full.

The player craft possesses special weapons known as "Bits". These Bits have 3 different types of fire and the player can freely switch between them.

Gatling

A concentrated, forward attack. Its attack fire is high when the attack is continuously used on an enemy. It is an easy-to-use, versatile weapon that can be applied in many situations.

Charge Shot: GATLING: PIERCE
Fires a powerful shot directly ahead. This shot has the strongest attack power of all of the types of shot and will penetrate enemies, lasers, etc.

Winder

A wide-range, spread attack. The firing angle of the bullets can be adjusted at will within a certain angle range. Wide attack angles are particularly effective against spread out enemy formations.

However, its forward offensive power is weak and the power of each individual bullet is weak, so there is a danger of not being able to shoot down enemies with high resilience.

Move forward/back while holding the Bit button to adjust the firing angle. A blue wing shape indicates the available range of positioning and a green line indicates the current directions of fire.

Charge Shot: WINDER: RADIATE
Throws up a shield around the player craft. Its offensive power is weak, but it will neutralize most enemy attacks.

Lock-On

A shot designed to target and attack individual enemy craft. This is the only shot that will fire continuously when the Shot button is continuously pressed. The charge gauge fills up when the Shot button is not pressed.

The Lock-On shot automatically targets enemies on the screen and fires lasers that are guaranteed to hit.

This is the only type of attack that is able to hit enemies that are in the z-axis of the screen. However, it takes time for targets to be acquired, so this weapon is not well suited to situations where waves of enemies continue to appear one after another.

Furthermore, only the player craft (not Bits) fires shots, so the attack power is significantly lower than other shots.

Press the Bit button to change the lock on target. Selecting targets manually like this reduces the time required for target acquisition by 50%.

Charge Shot: LOCK-ON: CASCADE
Fires barrage of Lock-On shots at the targets that explode on impact. The explosion lasts for several seconds and will damage enemies within their range. After firing, there will be a cooldown period during which the charge gauge does not fill up.

OVERKILL

Destroying certain enemy craft will cause an "OVERKILL" message to be displayed on screen. When this occurs, there is a period of time before the craft explodes, during which any hits scored on the enemy will receive a x8 multiplier.

Bonus Zones
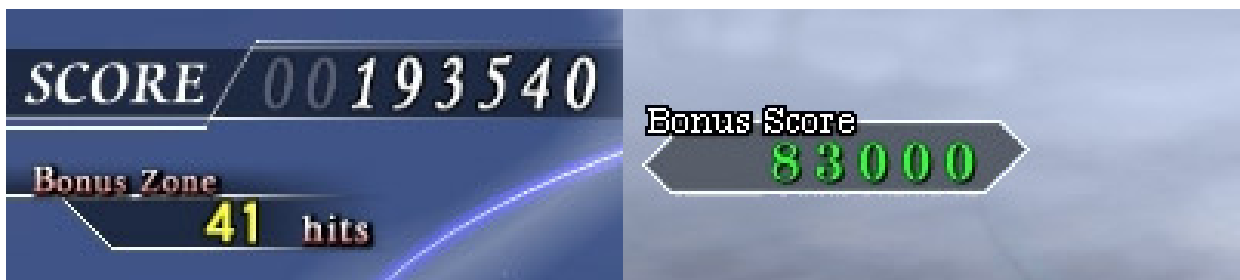
Destroy enemies when "Bonus Zone" is displayed and bonus points relative to the number of enemies destroyed in the zone will be awarded when the Bonus Zone ends.

Stage Bonuses

Two types of bonus points will be awarded at the end of each stage.

Time Remaining - The amount of time remaining at the end of a boss battle. The more time remaining, the more bonus points will be awarded.

Enemies Destroyed - The number of enemies and enemy bullets destroyed. The higher the number achieved, the more bonus points awarded.

The result screen also displays:

Stage Score - The score achieved in the stage just completed.

Total Score - The total score achieved across all the stages played so far.

Scene Result		
Time Remaining	31. 68 x 3000	= 95040
Enemies Destroyed	255 x 300	= 76500
Stage Score	494330	
Hi-score	-------	
Total Score	494330	
Hi-score	-------	

Free Scroll

The scroll direction varies depending on the particular area of the game.
This does not affect game play. For example, even if the game scrolls toward the player, the player craft is controlled by using the up/down and left/right control scheme.

Multi Lock-On Mode

At certain points in the game, the targeting reticle on the right will appear. The reticle can be moved freely by the player and targets that are locked can be fired upon by pressing any of the 3 Shot buttons.

CREDITS

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ETHER VAPOR Remaster Homepage
http://ethervapor.com/