

■ BUTTON CONFIG(OPERATION METHODS)

(English)

You can change the operation method from "MAIN MENU > OPTIONS > BUTTON CONFIG."

To exit from the setting screen, press "BACK" after changing the setting.

Keyboard operation (initial settings)

In-Game Notation	Registration Button(USKey)	Operation□
-	[↑], [↓], [←], [→]	Player movement/menu selection.
A : SHOT	[Z]	Shots, decision on selections, message feed.
B : ANCHOR	[X]	Anchor shot, cancel.
C : BOMB	[C]	Bomb.
START	[ENTER]	Game start, pause (during game), skip message.

How to operate a game controller with X-INPUT method (initial setting)

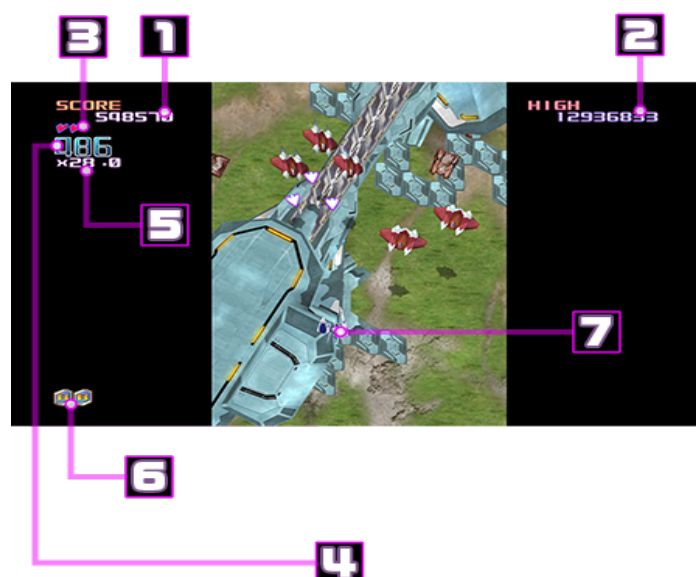
In-Game Notation	Registration Button(US)	Operation□
-	[LEFT STICK]	Player movement/menu selection.
-	[DIRECTION PAD]	Player movement/menu selection.
A : SHOT	[A]	Shots, selection decisions, message feeds.
B : ANCHOR	[B]	Anchor shot, cancel.
C : BOMB	[RT]	Bomb.
START	[START]	Game start, pause (during game), skip message.

How to operate a D-INPUT type game controller (initial setting)

In-Game Notation	Registration Button(USKey)	Operation□
-	[LEFT STICK]	Player movement/menu selection.
-	[DIRECTION PAD]	Player movement/menu selection.
A : SHOT	[2]	Shots, selection decisions, message feeds.
B : ANCHOR	[3]	Anchor shot, cancel.
C : BOMB	[8]	Bomb.
START	[10]	Game start, pause (during game), skip message.

■ HOW TO VIEW THE GAME SCREEN

Game Screen



Item	Description
1. Score	This is the score obtained in this play.
2. High score	The highest score obtained so far in the play.
3. Player's life	This is the player's remaining life. When a player is hit by an enemy bullet, his/her life is reduced by one. If the player is hit by an enemy bullet when the life is 0, the game is over.
4. Total number of items scored	This is the number of item points earned in the stage. It affects the score for clearing the stage. Also, the difficulty of boss battles changes according to this value.
5. Score multiplier	The score for destroying enemies by using anchors and obtaining items for scoring points and the score for acquiring score items will increase according to this value. (ARCADE MODE and STORY MODE only)
6. Number of remaining bombs	The number of times a bomb is used.
7. Player	The character to control.

■ ITEM



Power UP



Bomb



**Score
Item**

Item	Description
Power Up	Shot power is increased by one level.
Bomb	One more bomb (up to 6).
Scoring Item	Score will be increased.