

GIGA WRECKER

GAME MANUAL



CONTROLS

Game Pad control descriptions are based on the Microsoft Xbox 360® Controller.
Name of buttons may differ depending on the controller used by players.

These control descriptions are default settings. They can be customized in the Options mode.

Actions	Game Pad Microsoft Xbox 360® Controller	Keyboard
Right	→ (Left Stick)	→
Left	← (Left Stick)	←
Up, Examine	↑ (Left Stick)	↑
Down, Crouch	↓ (Left Stick)	↓
Jump	A Button	Space
Attack	X Button	D
ARCHE	Y Button	F
Recall	Right Bumper	S
Debris Lock	Left Bumper	A
Pause	Start Button	N
Navigation Map	Back Button	Tab
Tachyon Handler	B Button	T
Zoom Out (Navigation Map etc.)	Right Bumper	X
Zoom In (Navigation Map etc.)	Left Bumper	Z
Select	A Button	Enter
Cancel	B Button	Escape

LEVEL EDITOR



Mouse and keyboard controls are mostly used in the Level Editor.
Game Pad controls are only used during Play Mode (Click "Play" button or F3)
and Testplay Mode.(Click "Testplay" button)

Level Editor Controls (Basic Action)

Move player character (Camera point)	Drag with mouse wheel
Zoom in/Zoom out	Scroll mouse wheel
Undo	Ctrl + Z
Redo	Ctrl + R
Save	Ctrl + S
Switch Edit Mode/Play Mode	F3

Controls described above are valid in Editor Mode only.(Except "Switch Edit Mode/Play Mode")

LEVEL EDITOR



Level Editor Controls (Set/Move Actions)

Set object	Left click on Set Object Mode
Set same object continuously (Terrain only)	Left click + drag on Set Object Mode
Delete object (Terrain only)	Right click on Set Object Mode
Delete object continuously (Terrain only)	Right click + drag on Set Object Mode
Paint Nanomachine (Destructible Terrain only)	Ctrl + left click on Set Object mode
Erase Nanomachine (Destructible Terrain only)	Ctrl + right click on Set Object mode
Select object	Left click on Select Object mode
Move object (0.5 digit)	Left click + drag on Select Object Mode
Rotate object	Right click + drag on Select Object Mode
Move object (Seamless)	Ctrl + click + drag on Select Object mode
Delete object (Terrains are deleted in portions)	Press Delete while selecting an object

Controls described above are valid in Editor Mode only.

CREDIT

Director

Masayuki Onoue

Lead Game Design

Hiroto Ito

Graphics Supervisor

Hitomi Ogawa

Character Design

Asagiri

Enemy Design

Asagiri

Scenic Design

Asagiri

2D Graphics

Digital Works Entertainment

Yoshio Higuchi

Takaki Sato

Miho Furusawa

Naoki Aoyagi

Yuki Kawauchi

Yusuke Nishimaru

Kanako Abe

Trailer

Digital Works Entertainment

Kazuhisa Tomita

Effect Design

Hitomi Ogawa

Program

Kazuhiko Takata

Yuji Tomura

Masayuki Onoue

Level Design

Hiroto Ito

Tetsuya Odate

Masahito Nagasu

Sound



Music Composer

Shinji Hosoe

Takahiro Eguchi

Teruo Taniguchi

Sound Design

Teruo Taniguchi

Voice Actor

Reika Rekkeiji

Masako Shinozaki

Amane Azuma

Tsubasa Himeno

Astra Vinatā

Masako Shinozaki

Astra Kadrū

Tsubasa Himeno

Astra Rāhu

Tsubasa Himeno

Mahāstra Tārā

Masako Shinozaki

Debug

DIGITAL Hearts Co.,Ltd.

Yuta Wada

English Translation

Masahito Nagasu

English Translation QA

Stephen Oberheim Jr.

Powered by
Wwise®

Powered by Wwise © 2006 – 2016
Audiokinetic Inc. All rights reserved.

Special Thanks

Fontworks Inc.

Ryoga Kobayashi

Takahiro Fukazawa

Nicholas Dahms

Producer

Tetsuya Watanabe

Adviser

Ken Sugimori

Public Relations

Yuuichirou Mori

Shiho Haraguchi

General Producer

Junichi Masuda

Executive Producer

Satoshi Tajiri

For license terms of other tools and libraries, please
see the license folder in the installation folder.