



IMAGES.



# Story

Mecha-warl, an empire of evil, who would use their military might to conquer space itself. This is the tale of the brave few who stood against their threat.

The first, a lone space pirate who swore revenge when Mecha-warl killed his parents.  
His name was Fugu Taiten Zenichi

The second, a galaxy patrol officer forced to take on the mission of wiping out Mecha-warl.  
Her name was Tenba Koukuu Yun.

The third, a brave king, recklessly declaring war on Mecha-warl to extend his own borders.  
His name was Oudou Rakudo Sadahl.

The final member, a lone android, developed to oppose Mecha-Warl, continues its battle despite Earth's defeat.  
Its name was Yuou Maishin Loop.

And so begins a struggle  
to decide the fate of space itself...

# Controls

Left stick/Directional pad: Move ship or cursor

A/RB Button: Rapid Shot (hold down for Auto Shot)

X/LB Button: Shot (hold down for Cross Shot)

B/Y Button or L/R Trigger: Bomb (cannot be used in Caravan Mode)

Start Button: Start game/Pause (pause menu)

Back Button: Quick Start (if enabled in options)

# Starting the game



When the game starts, the title screen will be displayed after the various company logos. Pressing the Start Button here will take you to the main menu. From here you can proceed to the game menu (PLAY GAME) or the settings (OPTIONS).

Waiting at the title screen will trigger the opening cinema to play.

- PLAY GAME

Proceed to the game menu.

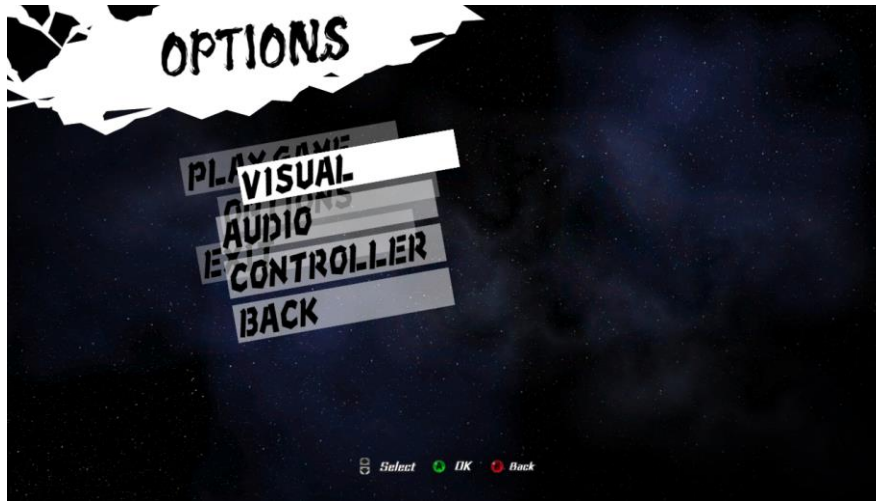
- OPTIONS

Proceed to individual settings for screen, sound and controller.

- EXIT

Exit the game.

# Settings



From the options screen, you can change settings for screen (VISUAL), sound (AUDIO) and controls (CONTROLLER).

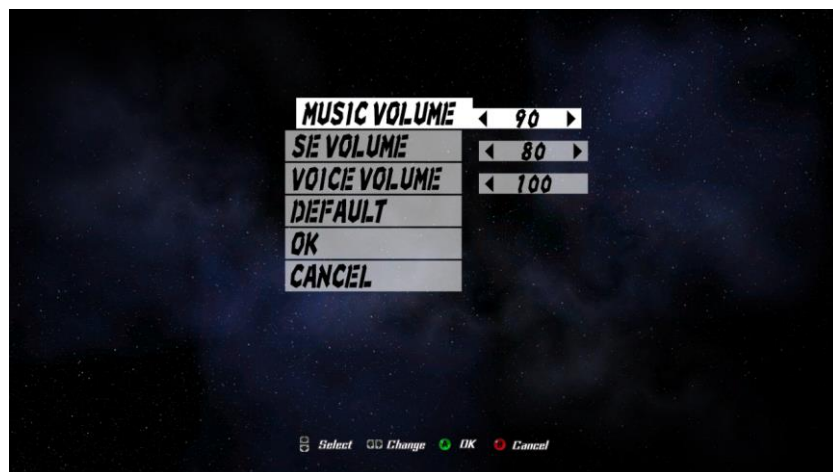
- VISUAL  
Change display-related settings here.
- AUDIO  
Change sound-related settings here.
- CONTROLLER  
Change controller button assignments here.
- BACK  
Return to the main menu.

# VISUAL Settings



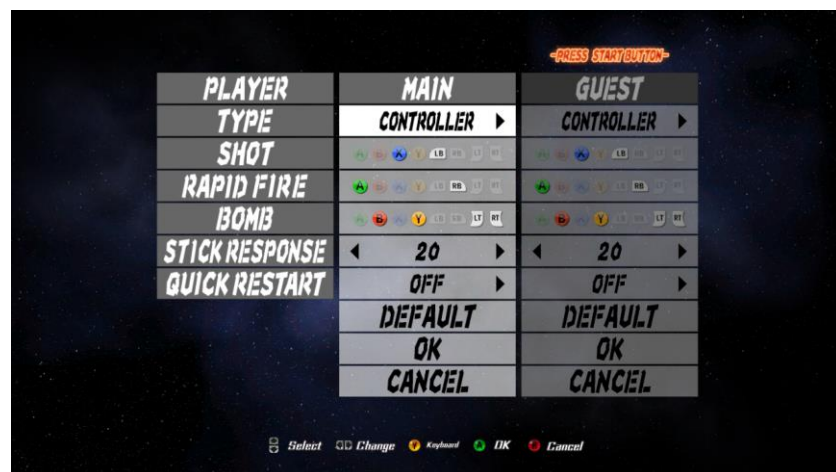
- TYPE  
Switch between horizontal and vertical display types.
- POSITION x / POSITION y  
Adjust horizontal positioning of the game screen.
- SCALE x / SCALE y  
Adjust vertical horizontal positioning of the game screen.
- SMOOTHING  
Turn filtering on or off.
- GAUGE OUT  
Change gauge display position.
- PORTRAIT  
Adjust colour depth of in-game character portraits.
- DEFAULT  
Return settings to default.
- OK  
Confirm settings and return to options menu.
- CANCEL  
Cancel settings and return to options menu.

# AUDIO Settings



- MUSIC VOLUME (0-100)  
Adjust the music volume.
- SE VOLUME (0-100)  
Adjust the sound effect volume.
- VOICE VOLUME (0-100)  
Adjust the character voice volume.
- DEFAULT  
Return settings to default.
- OK  
Confirm settings and return to options menu.
- CANCEL  
Cancel settings and return to options menu.

# CONTROLLER Settings



## About QUICK RESTART

With this function on, the game can be restarted from the Pause menu by pressing the Back Button.

Button layouts are based on Xinput controllers.  
Using a Directinput controller may result in

## MAIN / GUEST

Player 1 (Main/player who started game)

Player 2 (Guest/player who joined game)

- TYPE CONTROLLER /JOYSTICK  
Assign buttons based on controller type.
- SHOT  
Assign Shot button.
- RAPID SHOT  
Assign Wide (rapid) Shot button.
- BOMB  
Assign Bomb button.
- STICK RESPONSE (0-100)  
Adjust analog stick responsiveness.
- QUICK RESTART  
Turn Quick Restart function on or off.
- DEFAULT  
Return settings to default.
- OK  
Confirm settings and return to options menu.
- CANCEL  
Cancel settings and return to options menu.



# Game Modes



The following three game modes can be selected from the game menu.

- Bullet Soul

The standard mode where you choose a ship from the three available and battle through five stages. Fulfilling certain criteria before finishing the game will give access to the second, more difficult game loop. The true final boss awaits you at the end of the second loop.

- Caravan Mode

A 2 minute score attack mode played on a dedicated stage. The scoring system is the same as the standard game, but you have unlimited lives, so make sure to focus on scoring.

- Bullet Soul B

A refined mode with new enemy placement, rebalanced difficulty and an emphasis on greater thrills. This mode adds the strongest, fourth ship enabling you to choose from one more than the standard three.

# Game Mode Menus



- **GAME START**

Begin the selected game mode.

- **TRAINING** \*only for Bullet Soul/standard

A practice mode enabling you to adjust parameters such as stage, lives, power up level and number of bombs.

- **STAGE SELECT** \*Only for Bancho Mode

Choose which stage to play score attack mode on. Any stage reached in the normal game can be selected.

- **LOCAL RANKING**

Check locally saved scores for each mode.

- **LEADERBOARDS**

Check online scores for each mode.

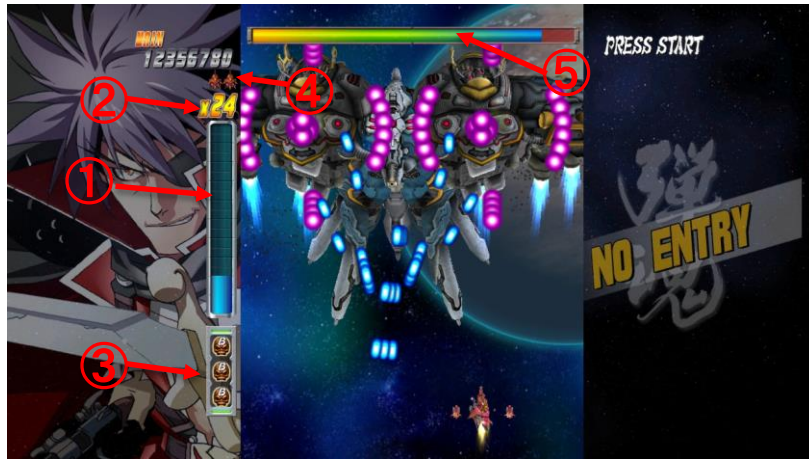
- **BACK**

Return to main menu.

## BANCHO MODE

A single stage score attack mode for Bullet Soul and Ver.B. Aim for the highest score you can on the stage of your choosing with full power out of the gate.

# Game Screen Layout



## ● In-Game Screen Layout

### ① Soul Gauge

Fill the gauge by destroying enemies. When it reaches the top, it adds one to your multiplier.

### ② Multiplier

Displays current multiplier which multiplies points gained when hitting or destroying enemies.

### ③ Bomb

Displays remaining bombs.

### ④ Lives

Displays remaining lives. Losing all of them results in game over.

### ⑤ Boss Life Gauge

Displays the boss's remaining life.

## Pause Menu

Pressing the Pause button stops the game and opens the pause menu.

### RESUME

Return to the game.

### RESTART

Restart from the beginning of the stage.

### BACK TO MENU

Quit and return to the game menu.

# Attacks



- Wide Shot

Fires a wide range shot. Use by rapidly pressing shot button or holding down rapid shot button. Very effective against large groups of enemies.



- Cross Shot

Fires a concentrated stream of shots. Use by holding down shot button. Use against tough enemies in order to defeat the quickly. Holding down shot button also slows your ship down which can be helpful when avoiding enemy fire.



- Bomb

You only have 3, but they are a powerful weapon capable of dealing damage over a large area and rendering you invulnerable during use.



# Ranking



This game allows you to upload your score to online leaderboards. Reaching a high score in any mode will first save that score to the local leaderboard.

If you are playing online, a confirmation message will follow this asking you to upload your score. Answering OK here will upload your score.

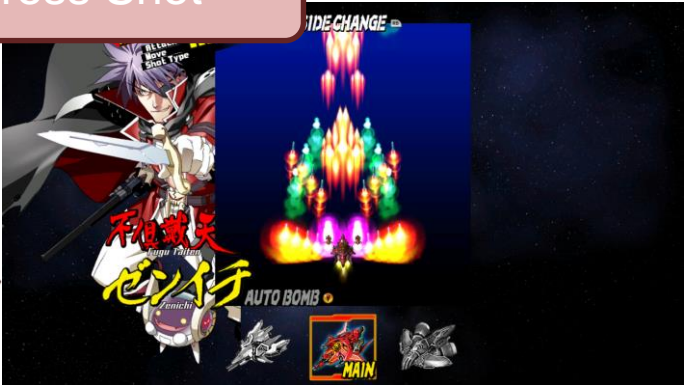
Separate leaderboards are provided for each mode and ship and also feature a Friends filter (displays a maximum of 100 scores).

Characters



不倶戴天ゼンイチ  
Fugu Taiten Zenichi

Cross Shot



Wide Shot



Red Hot Skull  
Type: Speed  
Attack: ★★  
Speed: ★★★★★

Characters



天馬行空 ユン  
Tenba Koukuu Yun

Cross Shot



Wide Shot



FA-98 Stinger  
Type: Balance  
Attack: ★★★ (With lock-on)  
Speed: ★★★

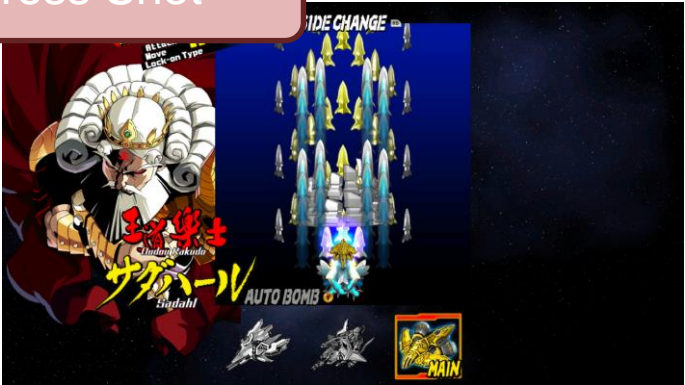


Characters

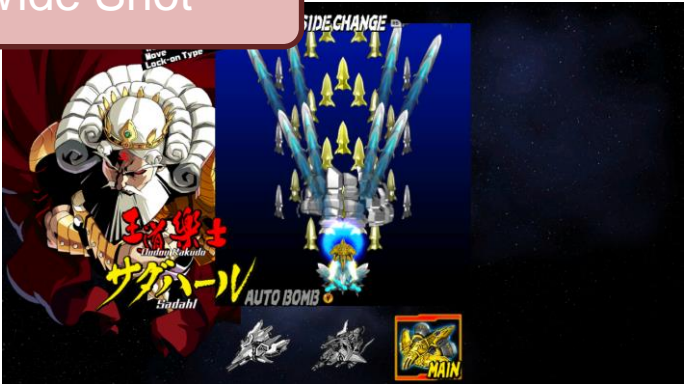


王道楽土サダハール  
Oudou Rakudo Sadahl

Cross Shot



Wide Shot



Turtle 10000  
Type: Power  
Attack: ★★★★★ (With lock-on)  
Speed: ★★



Characters



勇往邁進ループ  
Yuou Maishin Loop

Cross Shot



Wide Shot



Piece of Cake  
Type: Grappler  
Attack: ★★★★★  
Speed: ★★★

# Hints 1



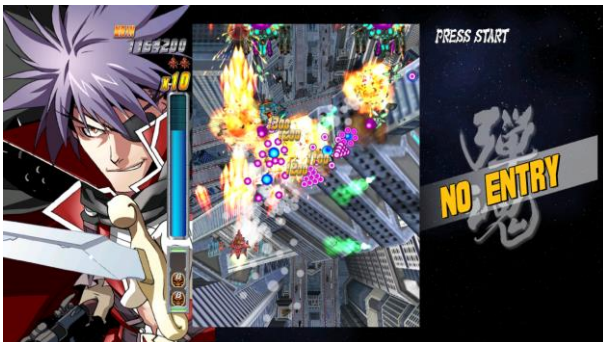
- Hit Box (Collision Area)

The area on your ship where an enemy shot can hit you is actually very small and will allow you to squeeze through very small gaps.



- Auto Bomb

Auto Bomb can be turned on and off with Y Button at the ship select screen. It automatically launches a bomb upon contact with an enemy shot, preventing you from losing a life. However, it will not protect you if you crash into an enemy.



- Shot Cancelling

Destroying an enemy cancels all the shots they fired. However many shots they may have launched, they will all turn white and harmless.

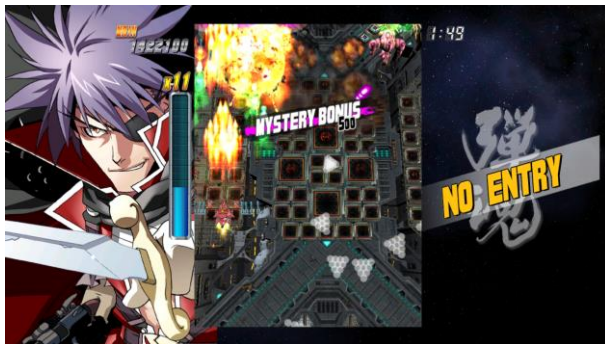
## Hints 2



- Soul Gauge

Measures how 'aggressive' your play is and increases your score multiplier accordingly.

Staying near the top of the screen and defeating enemies quickly fills the gauge faster and adds to your multiplier when the gauge is full.



- Hidden Bonuses

The game is full of hidden bonuses which add to your score when discovered.