



# OBJECTIVE

Every mission contains 15 waves and a boss. Destroy the boss to clear the stage.



# CONTROLS

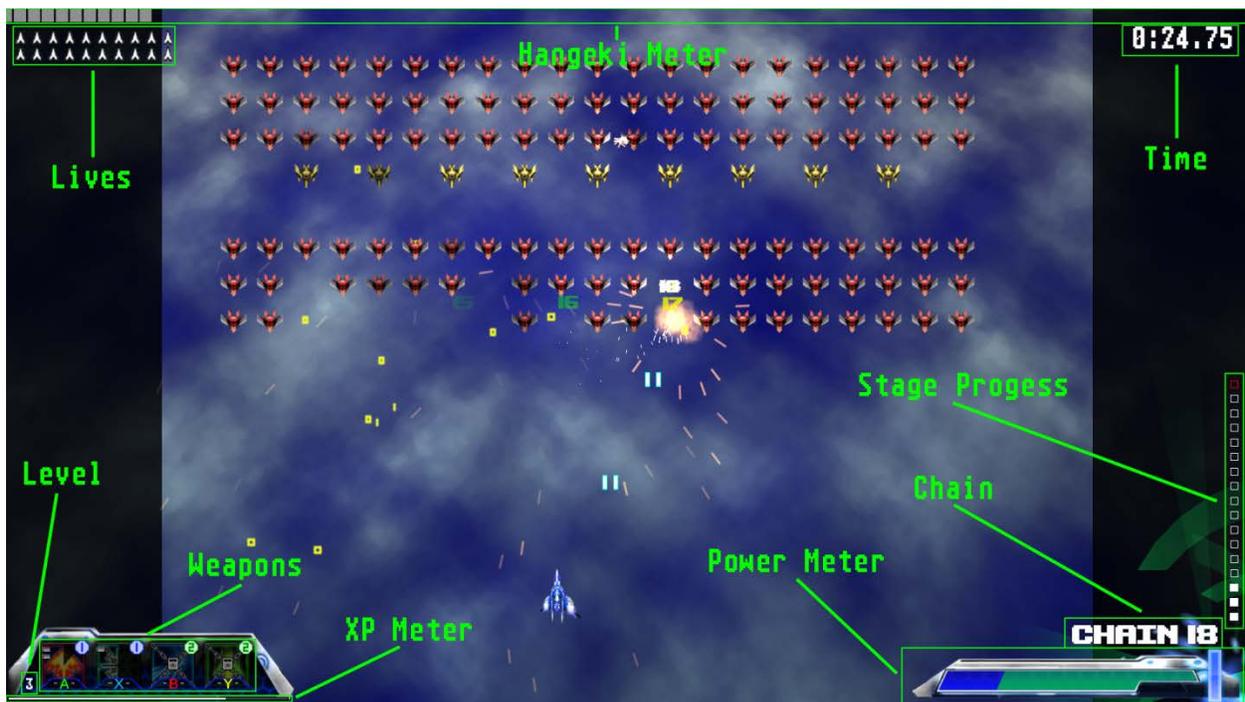
Controls may be changed in the Options menu, but the defaults for a keyboard are as follows:

- Arrow Keys - Move
- Q, W, E, R - Use weapons
- Space - Use Hangeki

# SCORING

Scoring is based purely on the time it takes to clear a stage. The timer starts when the first wave spawns, pauses while the boss enters, then finally stops the moment you Hangeki the boss.

# GAME SCREEN



# HANGEKI

The "Hangeki" is a powerful super-weapon capable of destroying an entire wave. As enemies are destroyed, the Hangeki meter at the top of the screen will charge. Once it is full, the Hangeki can be activated. The Hangeki will need to be recharged each wave, regardless of whether or not it was used, informally put: "use it or lose it."



# CHAINS

Destroying enemies continuously increases the kill chain. While both the auto-fire shot and weapons can destroy enemies and increase the chain, using weapons to destroy enemies grants a brief moment of time where the chain cannot be broken. This means chains are easier to sustain when using weapons.

Higher chains increase the rate the player levels up during a stage.



# POWER METER

Weapons play a major role in Hangeki, and using weapons efficiently requires the strategic management of the combo meter. Below are a few points about the Power Meter in Hangeki and how it works.

- 1) The Power Meter has 3 levels (1, 2, and 3). Each level of power is referred to as a "meter." Using weapons requires an amount of meter equal to the level of the weapon, so a level 1 weapon requires 1 meter of power, a level 2 requires 2 meters of power, and a level 3 requires the maximum 3 meters of power.
- 2) Power decays over time when not hitting or destroying enemies. Essentially, whenever the kill chain is broken, the Power Meter will begin to decay. Restarting a kill chain will stop the decay.



**3)** Each level of power is not equal, and higher power levels are harder to fill. More specifically:

Level 1 power = 1 meter

Level 2 power = about 3 ½ level 1 meters

Level 3 power = about 2 level 2 meters

This essentially means the standard auto-fire shot will quickly generate a level 1 meter, but will struggle to generate anything past that. In order to effectively reach the higher power levels, weapons have a stat called "combo" that is discussed in a later section, but the basic idea is this: use level 1 weapons to lead into level 2 weapons to lead into level 3 weapons. Taking all level 3 weapons may sound flashy and enticing, but doing so is immensely risky due to the massive amount of power needed with no efficient way to generate it.

#### 4) Weapon costs are based on power level, not power amount.

This is a more subtle point that has an enormous impact on how often weapons can be used. The amount of power a weapon uses is a fixed cost tied to the power level. But remember from the previous point that power levels are not equal, that is, 2 meters is not equivalent to two 1 meters. An example will demonstrate how all this comes together:

Imagine using the Triple Seeker, a level 1 weapon.

Using the Triple Seeker with 1 meter consumes 1 power meter. No surprise here.

Using the Triple Seeker with 2 meters uses 1 meter, so after firing there is one meter of power left. It makes sense, but this is not as straightforward as it seems. Recall from before how power levels are not equal. Using the Triple Seeker with 2 meters of power essentially makes the weapon cost 2.5 meters instead of the usual 1 meter. This is a very inefficient use of power, and should be avoided. However there is an exception...

Using the Triple Seeker with 3 meters of power consumes the usual 1 meter, that is, using a Triple Seeker with 3 meters of power will not drop your power down to 2 meters.

The same rules apply to level 2 weapons.

The general takeaway from this is to use weapons early and often. Most weapons do not have long cooldowns, and saving weapons for later often leads to inefficiency.

# WEAPONS



Weapons are the key to clearing waves and getting good times on levels. Weapon functionality is fairly straightforward for the most part, but there are a few key points worth mentioning.

- 1)** The number in the top right corner of the weapon icon is the weapon level. This indicates how many meters of power the weapon requires to fire.
- 2)** The cooldown for weapons is shown as two numbers. The first number is the starting cooldown for the weapon, the second number is the cooldown of the weapon at max rank. This is explained in more detail below.
- 3)** Combo is a stat that determines the number of extra coins that drop when the weapon destroys an enemy. This is a critical stat that makes it significantly easier to reach higher power meter levels. The value varies from 0 to 10 where 10 means enemies drop roughly double the usual number of coins and 0 means enemies drop no additional coins.



Only some coins drop using the auto-shot.



More coins drop when using weapons.

## WEAPON UPGRADING

During a stage, weapons go through a series of upgrades and unlocks, this process is described below:

- 1) At the start of the level, only the leftmost weapon is available for use. The weapons then unlock in order from left to right when the player reaches level 2, 4, and 6.
- 2) All weapons are upgraded and gain "ranks" as the player levels up. Weapons start at rank 0 and can be upgraded three times to rank 3. Each time the player levels up, all currently unlocked weapons are upgraded and gain a rank. The overall upgrade progression is shown below:

Level	Weapon 1	Weapon 2	Weapon 3	Weapon 4
1	Rank 0	Locked	Locked	Locked
2	Rank 1	Rank 0	Locked	Locked
3	Rank 2	Rank 1	Locked	Locked
4	Rank 3	Rank 2	Rank 0	Locked
5	Rank 3	Rank 3	Rank 1	Locked
6	Rank 3	Rank 3	Rank 2	Rank 0
7	Rank 3	Rank 3	Rank 3	Rank 1
8	Rank 3	Rank 3	Rank 3	Rank 2
9	Rank 3	Rank 3	Rank 3	Rank 3



Weapons become more powerful as they gain ranks.

# MEDALS



Each stage has a medal made up of multiple pieces that are awarded for completing certain objectives.

- 1)** Complete the level
- 2)** Beat the stage under the par time (shown in the weapon description).
- 3)** Beat the stage without losing a life.
- 4)** Beat the stage using the Thunder Edge weapon, getting at least 200 kills and not dying more than once.
- 5)** Beat the stage in local 2-player co-op.

Completing the first three medal pieces will unlock the second weapon shown in the stage select.

Some stages have special medal conditions:

- 1)** In endless, getting to wave 65 without dying will award the deathless medal piece.
- 2)** Boss Rushes require 25 kills with the Thunder Edge to earn the sword piece.

# OPTIONS

## Set Default Name

Set the default name for local high scores. Once this setting is changed it will show the current name.

## Language

Change the language of the game.

## Global Data

**Online Name** - Change your name displayed on the global leaderboards.

**Send scores** - Toggle sending your scores online.

**Hide Nonfriends** - Hide players you have not added as friends through the Players menu, located under Extras.

**Privacy Policy** - View the game's online privacy policy.

## Controls

This menu has two sides, allowing you to change controls for player 1 and player 2.

**Keyboard** - Change your keyboard button layout.

**Controller** - Change your controller layout.

**Gamepad Slot** - Change the controller port used for gameplay, or disable controller support.

**Rumble** - Enable rumble for this player's controller

## Audio

**Master Volume** - The global volume applied to all effects and the music.

**Effect Volume** - The volume of menu and gameplay sounds. Defaults to 75%.

**Music Volume** - The volume of music played in the game. Defaults to 100%.

**Modern Music** - Switch the game's music between a retro and modern instrumentation.

## Graphics

### Window Settings

**Fullscreen** - Start the game in either fullscreen or a window. Switch at any time using ALT+ENTER.

**Resolution Scale** - Render at either a higher or lower resolution than what matches your screen.

**Hide Cursor** - Disable mouse input and do not show cursor. This is useful if you play with a gamepad.

### Effect Settings

**Effect Density** - Reduce the number of particles created.

**Light Bursts** - Disable light spirals and rays. This will raise performance but reduce visual fidelity.

**Smoother Spirals** - Increase the quality of light spirals. Higher settings run significantly slower.

**Directed Lights** - Toggle shader lighting, which can help performance on older computers.

**Circle Quality** - Raising this setting to the highest should have little impact on performance.

**3D Backgrounds** - Switch the game to a 2D renderer, removing numerous effects in the process.

**Anti Aliasing** - Smooth the edges of polygons and remove visible pixels.

**Vertical Sync** - Match the game's refresh to the monitor, removing tears at a slight loss of responsiveness.