

雷電 RAIDEN IV OVERKILL

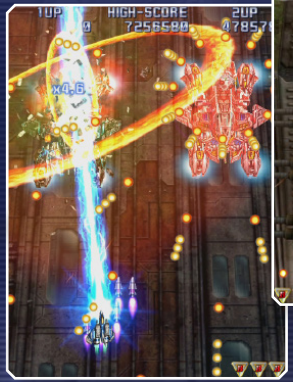
PLAYER'S MANUAL

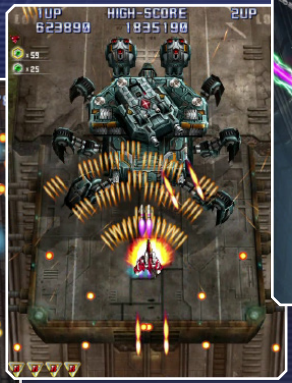
M2 INTERACTIVE

MOSS

Introduction











Raiden IV: OverKill evolves the formula of the original Raiden IV, which has attracted players from all around the world since 2007. You'll find all-new ways and tactics to shoot, maneuver, and stand victorious!

Basic Controls

Xbox 360 Controller For Windows®

Introduction to the controls



MENU CONTROLS

D-Pad/Left Analog Stick	Menu Selection/Move Cursor
A Button	Confirm / Proceed
B Button	Cancel / Return

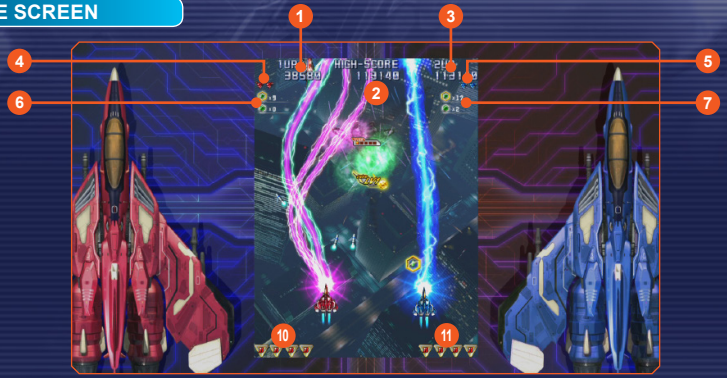
IN-GAME CONTROLS

D-Pad/Left Analog Stick	Maneuver the Player's Ship
A Button	Bomb
B Button	Shoot
START Button	Open the Pause Menu

*Default Button Configuration Shown.

GAMEPLAY SCREEN

IN-GAME SCREEN





1) 1P Score	Shows Player 1's (Red Ship) score
2) High Score	Displays the High Score
3) 2P Score	Shows Player 2's (Blue Ship) score
4) 1P Lives	Number of Lives Player 1 has remaining
5) 2P Lives	Number of Lives Player 2 has remaining

6/7) Ring items obtained by Player 1/Player 2 (Overkill Mode)	Rings items are obtained by defeating enemies quickly as they appear
8/9) Score Bonus Multiplier for P1/P2's Flash Shots (Arcade Mode/Additional Mode)	Score Bonus Multiplier increases to a maximum of x5 by defeating enemies in quick succession as they appear
10/11) Bombs	Number of Bombs P1/P2 has remaining

Basic Game System

There are 3 ways a player's ship can attack enemies: Main Weapons (shots), Sub-Weapons (missles), and Bombs.

Main Weapon

Items automaticaly fly towards the player's ship if the Main Weapon button is released

When you get a Main Weapon item, your ship's Main Weapon will increase in power by 1 stage. The weapon being fired will depend on the color of the Main Weapon item and your ship.

*Images of the Fighting Thunder ME-2's weapons shown. Try out all the weapon combinaitions for each ship/character!

Vulcan



Laser



Plasma and Photon



Sub-Weapon

A more powerful subweapon will be fired if you let go of the shoot button for a few seconds.

Nuclear Missles
Damages all enemies in the area of contact

Homing Missles
Chases enemies down

Radar Missle
Chases down enemies in front of the player's ship

Bomb

Greatly damage all enemies on the screen. Power of the bomb's blast depends on the ship/character.



*Image of the Fighting Thunder ME-2's Bomb shown.

Other Items

Score Items

These are worth 3,000 pts each. Points awarded from these items are tallied at the end of the stage. If your ship is shot down, the amount of score items is reset to zero.

Fairy
If you find and collection one, the Fairy will supply extra items to you if your ship is shot down.

Full Power
This item will upgrade your current weapons to full power

1UP
Player's lives remaining +1

OverKill System (OverKill Mode)

In OverKill Mode, if you destroy a medium-sized or bigger enemy, an "OverKill meter" will appear. While in this state, you can keep attacking the enemy and its "OverKill meter" will fill up. The more damage you can do to it beter time runs out, the greater score bonus you will get.





Score Items (OverKill Mode)



Score Medals (Lv1, Lv2, Lv3, Lv4, Lv5)
These are awarded based on how much damage was done to an enemy while its "OverKill meter" is still up.

Score Rings
These are awarded for defeating enemies quickly as they appear.
Gold Rings are worth 3000pts. Silver Rings are worth 1000pts.



Flash Shot System (Arcade/AdditionalMode)

In the Arcade Mode and Additional Mode, you will get a multiplier to your score for defeating enemies in quick succession as they appear in the screen.









Ships and Characters

In Raiden IV: OverKill, you can choose to play as 1 of 3 fighters.

Fighting Thunder ME-2



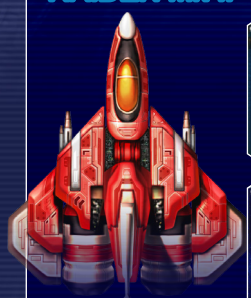






This is a very balanced ship suitable for all players. Weapon strength and movement speed are average. Its bomb can instantly clear the whole screen's enemy bullets.

RAIDEN Mk-II



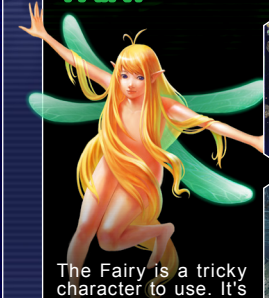






This is the classic RAIDEN ship that is more suitable for experienced players. Weapon damage is high but movement is slower. Its bomb takes a moment to land but does a great deal of damage.

FAIRY









The Fairy is a tricky character to use. It's attacks are very different from the RAIDEN ships and it's movement speed is much faster. Its bomb calls for assistance from friendly faireies and attacks all enemies on the screen.

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※ Question regarding gameplay will not be answered.

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