

GAME MANUAL

SUPERCHARGED ROBOT

VULKAISER



Media

ASTRO PORT

VULKAISER

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Game Screen

- ① **Score**
The current score.
- ② **Vulkaiser**
The player-controlled craft.
- ③ **Vulkaiser Integrity**
Decreases when Vulkaiser is hit by enemy attacks. The game ends if this gauge reaches zero.
- ④ **VulFighter Gauge**
Displayed when Vulkaiser is in combined form. The combined form ends if this gauge reaches zero.
- ⑤ **Ω Weapon Indicator**
Displayed when Vulkaiser is in combined form.
One shot is available for each time Vulkaiser powers up.
- ⑥ **Charge Shot Gauge**
Displayed when Vulkaiser is in combined form.
The gauge increases when the standard Shot is used. Flashes red when full.
- ⑦ **Boss Life**
Displayed during the boss battle at the end of each stage.
Decreases when the boss takes damage. The stage is cleared when this gauge reaches zero.
- ⑧ **Boss Battle Time Remaining**
Displayed during the boss battles.
The boss will self-destruct if this gauge reaches zero. Destroy the bosses before they self-destruct!



Controls

Movement

Keyboard (cursor keys), controller, mouse

Standard Shot

Z button, Button 1, left click. Hold down for automatic fire. Energy builds up while the button isn't pressed. Release the button when the energy is at max to fire a Charge Shot.

Ω Weapon

X or C button, Button 2 / left click. Any controller button other than Button 1.

Reset

Space bar. Press during the game or stage select to return to the title screen.

Quit Game

Esc button.

Hit Detection

When an enemy bullet approaches Vulkaiser, a light will flash in Vulkaiser's chest. This flashing area is the 'Hit Box'. If enemy bullets hit this area, Vulkaiser will take damage. Enemy bullets that hit any other area will not cause damage.

COMBINE!

At certain points during the game, the VulFighter team craft will appear. Touch a VulFighter while the 'Combine Enabled' notice is flashing to combine with that VulFighter.

Vulkaiser's attack types will change depending upon the type of combine. Only one VulFighter can be combined with at once.

During combination, an 'Ω Weapon' becomes available for use. Enemy bullets will disappear when the Ω Weapon is fired. Once the Ω Weapon is fired, it will not become available again until the next time Vulkaiser combines with a VulFighter.

While combined, if Vulkaiser takes damage, the VulFighter will also take damage. When a VulFighter's gauge reaches zero, Vulkaiser reverts to its pre-combine form. Moreover, the affected VulFighter will be irreparably damaged and cannot be used through the remainder of the current game. Watch out not to break all the VulFighters!



Types of Enemy Bullets

The damage that enemy bullets inflict upon Vulkaiser varies depending on their color.

Blue > Weak power
Purple > Medium power
Red > High power

There are various types of enemy attack besides regular attack, such as missile and ramming attacks. These types of attack inflict even more damage than regular bullets, so beware of them!

Bonus System

Time Attack Bonus

Calculated in-game. Quickly dispatching standard enemies will earn a multiplier which is applied to the bonus points. The multiplier can reach over x15.

Boss Clear Time Bonus

Calculated after each stage is cleared. The quicker boss enemies are destroyed, the higher the bonus received. The higher the level, the more points are received.

Repair Bonus

The higher the remaining resistance of Vulkaizer and the VulFighters when the stage is cleared, the higher the bonus received. The later the stage, the more points are earned.

Rank

If Vulkaizer repeatedly combines with the same VulFighter, rank will increase and the enemy attacks become more fierce. Rank will significantly drop if Vulkaizer takes damage or reverts to its pre-combine form.

Difficulty

After starting a game, you can select the game difficulty.

Bullet Sponge > EASY (Suited to beginner players)

Glory Hunger > NORMAL (Suited to mid-level players)

Legendary Hero > HARD (Suited to advanced players)

Savior of the Universe > SUPER HARD (Suited to highly skilled shooting game players)

The difficulty level setting has no effect on the in-game messages or ending.

Replays

Replays are automatically saved whenever a high score is obtained.

Practice

Stages that have been reached in the normal game mode become available for practice.

The combine form and rank can be set.

Note: Replays and high scores will not be saved in this mode.

Achievements (Steam Version Only)

Meet the required criteria to unlock all 34 in-game achievements!

Online Leaderboards (Steam Version Only)

Test and rank your Earth-saving skills against other players in the Steam Leaderboards!

FAQ

Q: The game won't start.

A: Your DirectX, graphic card, motherboard, or sound drivers may not be up to date. Update all relevant drivers to the most recent versions and run Windows Update.

Q: The game is slow / laggy.

A: Disabling antivirus software usually helps the game speed. Playing game in window mode will also very likely improve the game performance.

Warning

Certain system environments may prevent the game from running, even if the system requirements are met. The developer and publisher of this software accept no responsibility for malfunctions or damage that may arise from its use.

Special Thanks

This game uses DX libraries.

Sound effects are free assets available from The Matchmakers (<http://osabisi.sakura.ne.jp/m2/>)

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**“Go, VULKASIER! Fight, VULKASIER!
Restore peace to the Earth!”**