



RESCOUS

GAME MANUAL

This world has everything.

この世界には、
何でもある。
ただ希望が無い。

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Everything but hope.

Main Menu

02

GAME START

Start the game.

RANKING

Check the rankings. Press right or left to select a difficulty.

CONFIG

Change game settings.

EXIT

Quit game / Return to the title screen.

Main Menu

→ GAME START
RANKING
CONFIG
EXIT

<NORMAL>

Mode Select

03

Choose a difficulty after selecting “GAME START” in the main menu.
The stage layout and enemy attack intensity vary between each difficulty.

Five stages.
Standard difficulty.

- Easy Mode
- Normal Mode**
- Hard Mode

Easy Mode

A mild mode aimed for beginners. (Three stages)

Normal Mode

A standard-level mode. (Five stages)

Hard Mode

A difficult mode for experts. (Five stages + ???)

This game has an autosave feature.

Your scores will be saved when you exit the game via the pause menu,
and when you reach the game over screen. Your records will not be saved if you close the
game in the middle of a run.

Controls

Keyboard



(WASD / NUM keys)

Move

Shift

(J / Space)

Z

(K / L click)

X

(L / Ctrl / R click)

Esc

D.F.S.

Shot

Sword

Pause

Controller



LB RB



X LT



RT

START

Game Screen

① HP gauge

Your machine's durability.
If this reaches zero,
it's game over.

② D.F.S. gauge

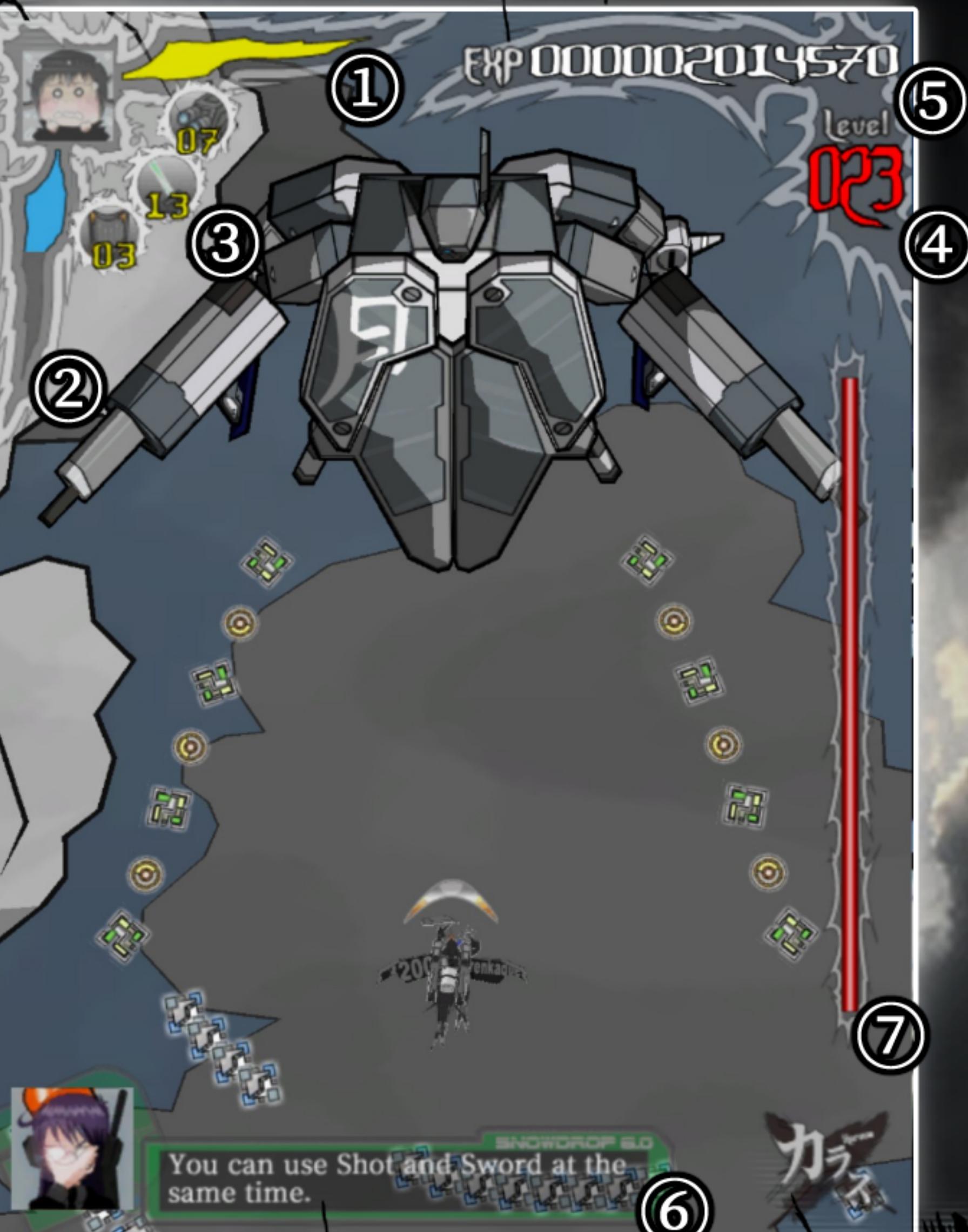
The special attack gauge.
This increases when you defeat enemies
or collect a specific item.

③ Weapon Levels

The strength of your Shot, Sword, and
Shield (from top to bottom). The levels
are indicated by numbers below each
icon.

④ Total level

The overall strength of your machine,
calculated as the sum of all weapon
levels.



⑤ Score

The current score.

⑥ Message window

When you receive a message in-game,
it will be displayed here.

⑦ Boss durability gauge

The durability of the boss.
If you do not deplete this gauge in
time, the boss will retreat.

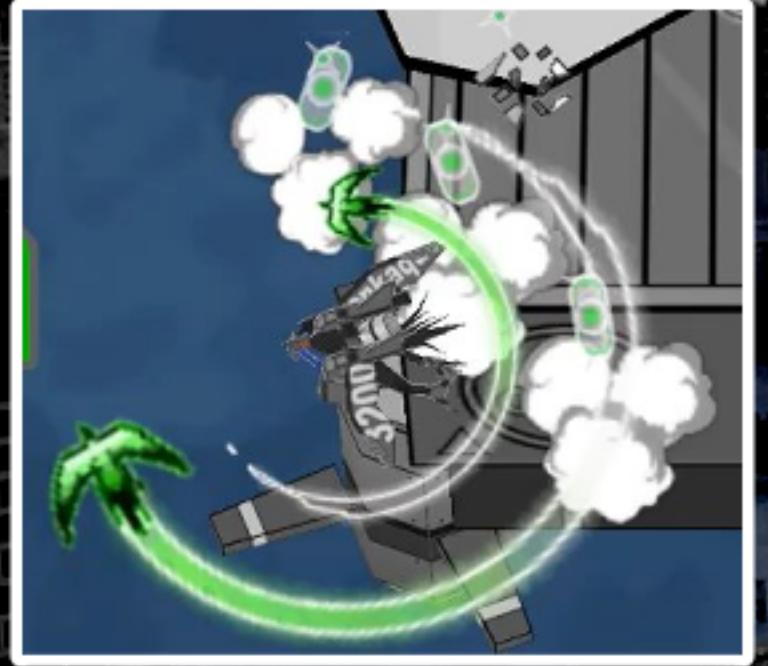
05

Gameplay

06

Control your machine and destroy enemies using Shot and Sword.
Defeat the boss at the end of the stage to clear that stage.
Clear all five stages to see the ending.

(In Easy Mode, the game ends after clearing three stages.)



Experience points and leveling up

Shot, Sword, and Shield each have a weapon level.
Use each weapon to earn experience points and level up that weapon.
The weapons are more powerful at higher levels.



Damage

The HP gauge goes down when you take damage.
When the HP gauge reaches zero, it's game over.

(You do not take damage by touching enemies.)



Continue

When the HP gauge reaches zero,
you can choose to continue.

Select "YES" to continue, or "NO" to
exit the game and return to the main menu.

Weapons

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Shot

This shoots bullets in front of your machine. At higher levels, the bullets hit harder, and you shoot more of them at once.



Sword

This attack hits enemies near the front of your machine. At higher levels, you can hit more times in one go.

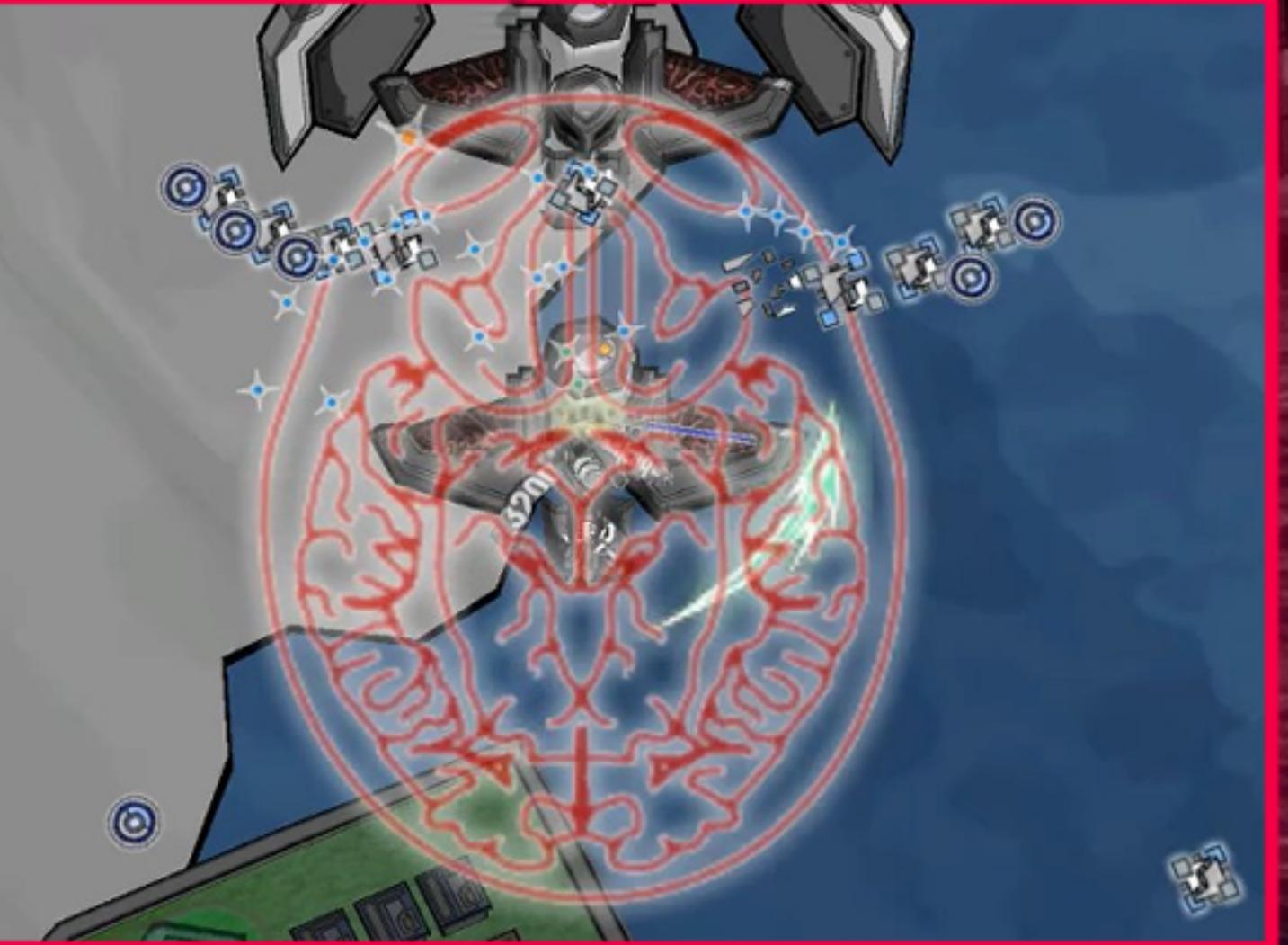
You can use Shot and Sword at the same time, but the shot will be weaker while using Sword attacks.



Shield

If you do not use any attacks for a while, a Shield will deploy. This blocks enemy attacks from the front. At higher levels, the Shield launches reflect shots when blocking bullets.

(The Shield does not block laser attacks.)



Special attack - D.F.S.

You can use this when the SP gauge is full.

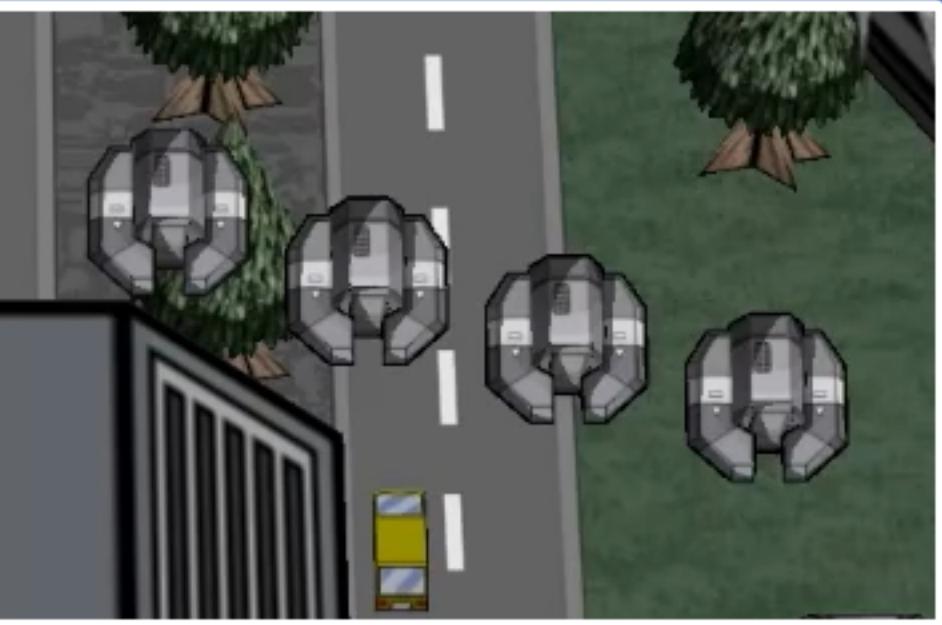
This deploys a barrier around your machine, attacking and damaging enemies that touch it.

While the barrier is active, your machine is invincible and you gain more experience from defeated enemies.

Item

08

An item appears when you defeat a specific enemy (the item carrier) or entire enemy formations. Each item has a different effect. Slash an item with your Sword to change it into another type of item.



Normal items

These items appear when you defeat an enemy formation.



Points

This increases your score.



Experience Points

This gives you experience points.

The color of the item corresponds to a specific weapon.



Auto Shield

This deploys a Shield in front of your machine for a while.



Bullet Conversion

This changes enemy bullets on the screen into items.



Recovery

This recovers your HP gauge a little.



D.F.S. Charge

This completely fills your D.F.S. gauge.



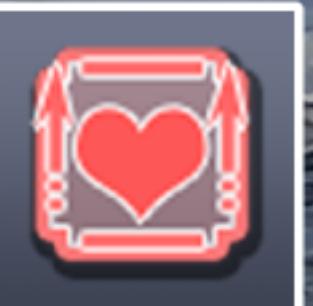
Carrier items

These items appear when you defeat an item carrier.



Level-up items

These increase your weapon level by one.
The icon on the item corresponds to a specific weapon.



Recovery item (large)

This significantly recovers your HP gauge.



Speed items

The red item increases your movement speed by one level,
and the blue item decreases your speed by one level.

Main Menu**Config****DIFFICULTY****LIFE****EXTEND TYPE****BUTTON****BGM VOLUME****SE VOLUME****BGM ARRANGE****SCREEN MODE****NETWORK****USER MESSAGE****LANGUAGE****WINDOW MODE**→ **EXIT**

<NORMAL>

<30>

<TYPE1>

<4>

<4>

<ON>

<YOKO>

<OFF>

<OFF>

<JAPANESE>

<FULL SCREEN>

DIFFICULTY [EASY, NORMAL, HARD]

Adjust bullet intensity. (This setting is separate from the difficulty mode selection)

LIFE [30, 40, 50, 60]

Select the initial value for your HP.

EXTEND TYPE [TYPE 1, TYPE 2, TYPE 3, TYPE 4]Select the score values at which your HP gauge is replenished.
The following four options are available:

TYPE-1: 50 million / 200 million

TYPE-2: 40 million / 80 million / 120 million / 160 million / 200 million

TYPE-3: 40 million / 100 million

TYPE-4: No life extends

BUTTON

Configure the button assignments for controllers. (see p.4)

BGM VOLUME

Select the volume of the background music.

SE VOLUME

Select the volume of the sound effects.

BGM ARRANGE [ON/OFF]

Switch between the original music and arranged tracks.

SCREEN MODE [YOKO, TATE]

Select the screen layout.

NETWORK [ON/OFF]

Switch network rankings on or off.

USER MESSAGE [ON/OFF]

Enable crowdfunding message.
(these messages will be displayed in Japanese)

LANGUAGE

Select languages.

WINDOW MODE

Toggle between fullscreen and windowed mode.

Story

This is a story from another Earth, another universe.

Continents floating in the heavens
look down on Re:Eden,
the land recreated after nuclear war.

The Fla, the people of the heavens,
detested the land below.
The humans, the people of the land
with an avaricious civilization,
reached out to the skies.

Karous lost her parents in a war with humans.

Driven by her father's dying words,
she seeks the Sanguis Dei on the land.

—Karous knows nothing yet.
Neither the nature of the Sanguis Dei,
nor the connection between land and sky,
and least of all,
the infernal plan
carried out by both races in tandem.

Characters

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Karous

The protagonist; a 13-year-old with black hair.

Karous is a mixed-race child, born from a land-dwelling father and a sky-dwelling mother. She lost her parents in a major war between the races. Driven by her father's dying words, she heads for the land below on an army machine called Defect.



Shigi

Karous's close friend. Shigi gives remote guidance to Karous riding in Defect.

She is a 14-year-old sky dweller.

Shigi's father Renkaku works at a maintenance shop, so she knows a thing or two about machines.

She loves Mashimanama Electric Town, located deep within a Float. Shigi knows the army's gate keys and codes—how she came by this information is anyone's guess.



Fron and Talis

Fron (left) is the older sister, and Talis (right) is the younger sister.

Both are sky-land mixed-race children, just like Karous. Fron is confrontational while Talis is more subdued.

Few individuals know the true reason behind Fron's short temper.

