Thank you for purchasing *Kamio Recoil*. Please read this manual to help you better enjoy the game.

● *System Requirements*
OS: Windows Vista/7/8/8.1/10 with DirectX 8 or higher
CPU: Celeron(R) M 410 1.46 GHz or above
Memory: 512 MB or above
Graphics: A high-speed card with more than 128 MB of VRAM and Direct 3D support (on-board card not recommended)
Sound: DirectSound-compatible device
Others: Mouse

● *Story*
In the year 20XX, an army of yokai equipped with the latest technology and weaponry attack the human population and spread chaos across every corner of the globe! To fight against the mechanized monsters, a squadron of 5 girls with special powers have been assembled. The only way to end the invasion is to enter subspace and destroy the yokai commanders! Master the spirit arms to defeat the evil yokai and restore peace to the world!

●Gameplay

The object is to reach the goal of each stage by using five different characters. Each one has a unique weapon and sub weapon, use their strengths to clear the game

Navigate the areas and defeat the boss

Each of the 6 Areas is made up of a number of stages arranged by level 1 through 4 according to their difficulty. After clearing a level 4 Stage, you will fight a boss, and defeating them will allow you to continue to the next area. Progress will be saved after clearing each stage.

Use the recoil of the weapons to move

By firing your main weapon, the gun's recoil will move you in the opposite direction. For example, if you wish to move right, fire your weapon to the left.

Weapons drain HP

Firing your main weapon reduces that character's spiritual stamina, represented by HP. Each weapon has a different rate of HP consumption. Sub weapons do not require HP to use, but instead consume ammo.

K.O. at 0 HP

Whenever your character reaches 0 HP and takes enemy damage, or takes damage that reduces HP below 0, they will be disabled for the remainder of the stage. Watch their HP closely.

● Controls
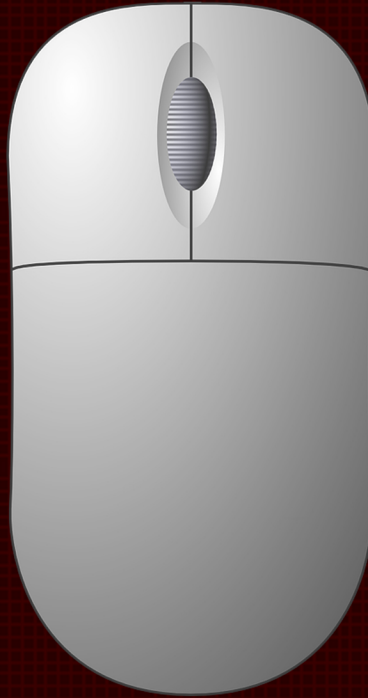*This game uses your mouse and keyboard.*

Left Click
Returns you to the stage selection screen after clearing a Stage.

Fire Main Weapon
Fires your character's main weapon.

Change Character
Move your cursor over a character icon at the bottom of the screen and click to change.

Right Click
Fire Sub Weapon
Fires your character's sub weapon.

Lock-On
When playing as Mut-sumi, Ai, or Midori, holding the left mouse button and moving your cursor over an enemy will lock onto them. Each character has a different lock-on limit.

● Keyboard

ESC - Pauses the game and asks if you want to return to the Stage Select screen.

F1 - Switches between full-screen and window modes.

Alt+F4 - Forces the game to close.

1 - Key Changes character to Mutsumi
2 - Key Changes character to Ai
3 - Key Changes character to Midori
4 - Key Changes character to Kogane
5 - Key Changes character to Momo

● Display

Title Screen

When starting the game, this will display after the Instructions screen.
Use the mouse cursor to select an option.

Clicking on **START** will take you to the Stage Select screen.

Clicking on **EXIT** will close the game.

Stage Select Screen

At first, only area 1 will be available.

All areas begin with the stages at level 1. Clearing stages will open connecting paths to stages on the next level.

Previously cleared stages may be played again at any time.

BACK   Area **1**   Bamboo Forest   NEXT

BOSS

LEVEL - 4
LEVEL - 3
LEVEL - 2
LEVEL - 1

Stage Preview

Tanuki hiding in the bamboo will deceive you.
Trust in the arrow of red to guide your path.

Next Button
After defeating the boss of an area, clicking this in the upper-right corner will take you to the next area.

Back Button
Clicking this in the upper-left corner will return you to the previous area.

Game Screen

1 – Your character

2 – Your cursor

3 – Character status. Displays the remaining HP and sub weapon ammo (SW). Clicking on an icon will change to that chosen character.

4 – Radar display. Displays enemy positions and incoming bullets relative to you at the center.

5 – Goal arrow. Turns darker the closer you are to the goal.

6 – HP recovery item

7 – Sub weapon ammo item

8 – Goal. Reaching this point on Levels 1 through 4 will clear that Stage. On Boss Levels, the Boss must be defeated to clear the Stage.
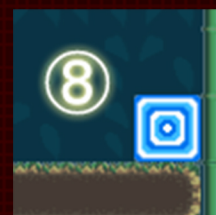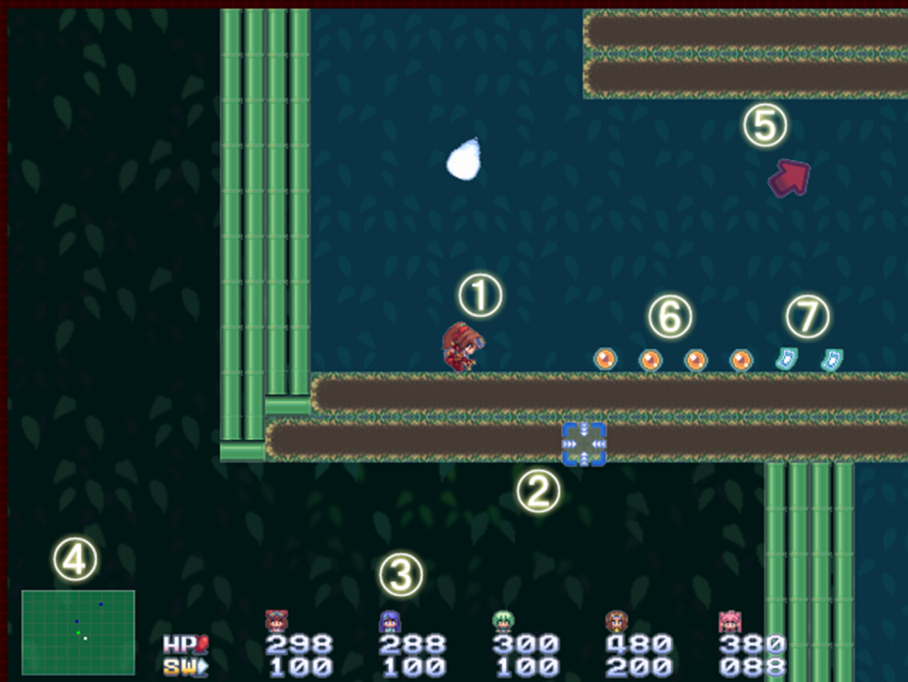
Boss Battle

9 – Each Boss has its own weak point, or Core.

10 – Boss HP gauge. When it empties, the Boss will be defeated.

● *Characters*

Five brave girls team up to take on the invading yokai army. Each one has their own Spirit Arms, all with unique properties, HP/ammo consumption per shot (CPS), firing rates (FR), and lock-on speeds (LS).
Learning them all will be key to victory!

Mutsumi Kamio

Main weapon: Spirit Flame (CPS - 1/2, FR - 1/15 Seconds (4 Frames))
Sub weapon: Yokai Tracker (CPS - 5, LS - 1/3 Seconds (21 Frames))
Leader of the squadron and priestess of the Kamio Shrine. No matter what danger she faces, she charges in with burning determination. Her Spirit Flame has a short range, but its high damage makes it reliable in battle. She has 4 Yokai Trackers at her disposal, and they can pass through walls to attack enemies on the other side.

Ai Tsutsumisaki

Main weapon: Reflection Beam (CPS - 12, FR - 2/3 Seconds (41 frames))
Sub weapon: Banishing Seeker (CPS - 5, LS - 1/6 Seconds (11 frames))
Normally docile, but scary when angered. With the serenity of water, she takes careful aim at her foes. Her Reflection Beam will bounce off of walls, useful attacking enemies around corners. Although her sub weapon can only lock onto two targets at once, the projectiles can pass through walls.

Midori Jitogata

Main weapon: Purifying Rocket (CPS - 3, FR - 2/3 Seconds (41 Frames))
Sub weapon: Amulet Pod (CPS - 3, LS - 1/6 Seconds (11 Frames))
A little careless and very mischievous, but always keeps the squadron's spirits high. Her Purifying Rockets explode upon impact, damaging anything in the blast. They will arc from gravity, but even that can be used advantageously. Certain walls can only be destroyed with it, so keep her HP high. Her Amulet Pod can lock onto a maximum of 6 targets, but they will collide with walls, reducing its usability in narrow spaces.

●Characters

Kogane Futatsumiya

Main weapon: Divine Minigun (CPS - 1/3, FR - 20 per second (3 Frames))

Sub weapon: Blessed Naginata (CPS - 3, FR - 1/2 seconds (31 Frames))

A worrywart, with a lovable personality. Her puns are more likely to elicit groans than laughs. The bullets from her Divine Minigun have a slight drift, but their sheer volume makes it useful against swarms of foes as well as propulsion. Although her Divine Naginata is a melee weapon, it has enormous strength and is the only weapon capable of negating enemy bullets. Try not to lose her.

Momo Benzai

Main weapon: Nirvana Booster (CPS - Roughly 5 per second with continuous use, FR - 20 per second (3 Frames))

Sub weapon: Ashura Rifle (CPS - 6, FR -1 2/3 seconds (101 Frames))

Has dreams of becoming a pop star and acts overly cutesy when eyes are on her, but her heart is pitch black. Her Nirvana Booster is useful for navigation, but has no offensive capabilities whatsoever. Be careful not to run into enemies. Her Ashura Rifle is a sub weapon, it has no recoil, making it easy to aim, but its slow rate of fire means retreating may be a better option against multiple enemies.
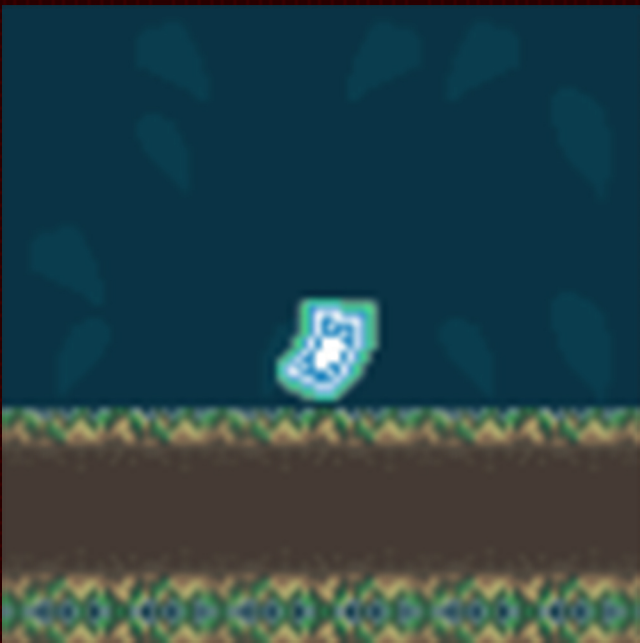
● Items

HP Recovery Item

Recovers 100 HP.
A character's max HP is 999.

Sub Weapon Ammo Item

Adds 50 to the sub weapon
ammo reserve.
Each character can have up
to 300 ammo.

●Techniques

1. Advance Carefully!
Until you can accustom yourself to the controls, you may accidentally hit enemies and their bullets when you try to attack. Remaining calm will help ensure your chances of survival. There is no time limit and Items will not disappear, so there's no need to rush into battle.

2. Learn Each Character's Strengths!

The three characters to the left are skilled in combat, while the rightmost two can move quickly. Familiarize yourself with each character's qualities and use the right one according to the situation. This will also help you preserve their HP and ammo.

3. Switch Characters When Picking Up Items!
When you find Items, careful switching can let you allocate HP and ammo as needed. As simply moving requires HP, be mindful of weakened characters. (When collecting an Item as a character with full HP or ammo, it will automatically be given to the character with the least amount.)

4. Conserve Midori & Kogane!
Kogane's Naginata is the only weapon that can cancel out enemy bullets; without her, making progress can get harder. Also, Midori's Rockets can destroy certain walls, so if she doesn't have enough HP to use it, you'll be blocked off from taking those routes.

5. Don't Leave Items Behind!
Detours can hide a plethora of Items. It can pay off to explore alternate paths.
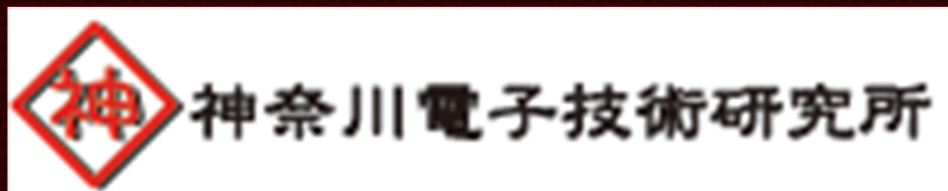
6. Use Sub Weapons
As the main weapons require HP to use, learning to master the sub weapons can greatly increase your survivability.

Programming & Direction

Shindenken

Assistance & BGM

Hachimitsu Kumasan

Publishing Support

Hanaji Games