



XBOX 360

XBOX
LIVE

BULLET WITCH

TM



ATARI



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Humanity is on the verge of extinction due to natural disasters, starvation, wars, epidemics, and the sudden appearance of an army of evil, twisted monsters. A continuous series of events caused by the revival of demons in the modern world have reduced humanity's numbers to less than one billion. However, just as the few survivors were accepting the end of civilization, a beautiful woman appeared before them, dressed in black, with the powers of a witch and a giant gun shaped like a broom.

Her name... **ALICIA**.

The people cower in fear of death in towns filled with despair. Human military forces resist the demons, clinging to the slightest shred of hope. And the demons themselves relish destroying even that. Now, amid the ruins of the world, the raging battle between the witch Alicia and the demons is about to begin...

ALICIA CLAUS

A beautiful witch on a journey to defeat the demons. Wielding a huge gun known as the "gunrod," reminiscent of a broom, she has magical powers that can bend nature itself to her will. The reason why she possesses the same powers as the demons and yet fights against them remains a mystery.

DARKNESS

A formless demon that lurks in Alicia's consciousness. He aids Alicia with his powerful magic capable of drawing out numerous spells and his knowledge that was gained from surviving countless scrapes. His arrogant attitude is made clear through his nasty comments regarding humans, but for Alicia he is an irreplaceable partner and the only creature she can trust.



ENEMIES

These are some of the enemies that stand in Alicia's way.

DEMONS

These beings are called demons because of their potential for massacre and endless destruction, and for their forms which are symbolic of human fears and despair. They use their powers to create wars, disasters, plagues, famine, and geists in a bid to drive the human race to extinction. Their origins and the reason for their existence are as unfathomable as those of the universe itself.



Enemy Character Introduction

GEIST

The geist are monsters created by the demons. The lost souls of evil human beings are transformed according to the image held by each soul into corporal, horrific matter when touched by the breath of a demon.

GEIST SOLDIERS



They possess modern weapons from raids on military facilities and are an organized and violent military force of evil.

GIGAS



Giant geists are formed by the fusion of the evil souls of several hundred people. They have inconceivable strength in their massive bodies, which they use in repeated physical attacks, and an enormous cannon melded into their arm, which they use to lay down oppressive foes. No one has taken one head-on and survived.

WALNUT HEADS



These geists have exposed brains that possess incredible mental power and intelligence. Their awesome mental prowess give them telekinetic powers, and they steal any chance of escape from their victims by creating giant mental barriers.

SYSTEM



Controls



BASIC CONTROLS

	Menus etc.	Character Controls
Directional pad	Not used	Not used
Left stick	Highlight menu selections / move between menus	Move character (left stick button to crouch)
Right stick	Not used	Move camera (right stick button for shooting view)
A button	Confirm	Melee attack
B button	Cancel	Switch gunrod
X button	Not used	Reload
Y button	Not used	Not used
Left bumper	Not used	Display magic ring
Right bumper	Not used	Display magic ring
Left trigger	Not used	Dodge action
Right trigger	Not used	Fire weapon
START button	Confirm	Pause (open menu)
BACK button	Cancel	Back (close menu etc.)
Xbox Guide button*	Display the Xbox Guide	Display the Xbox Guide

*The preferences defined in the Xbox Guide may replace individual game parameters. If the modifications made via the Options menu of the game have no effect, make sure that there is no conflict with the parameters of the Xbox Guide.



Using the Magic Ring

Pressing the left bumper or right bumper will display the magic ring. Continue to press the bumper buttons to move from the first layer down to the second and third layers.



LB or RB
(press the left bumper or right bumper)



Press the left bumper or right bumper to display the magic ring.

With a layer of the magic ring displayed on the screen, press the A button, B button, or X button to cast the corresponding magic.

On all three levels of the magic ring, the Y button can be used to cancel using magic and make the ring disappear.

CONTROLS WITH THE MAGIC RING DISPLAYED

	First Layer	Second Layer	Third Layer
A button	Willpower	Element Shot	Lightning
B button	Ancient Wall	Sacrifice	Tornado
X button	Rose Spear	Ravens Panic	Meteor
Y button	Cancel	Cancel	Cancel
Left bumper	To magic ring second layer	To magic ring third layer	To magic ring first layer
Right bumper	To magic ring second layer	To magic ring third layer	To magic ring first layer



Start Menu



Press the START button on the title screen and the start menu will appear.

NEW GAME

Start a game from the beginning. First select a difficulty level from EASY, NORMAL, and HARD. You cannot change the difficulty level during the game.

Caution: Starting a New Game will cause previous game progress to be lost.

CONTINUE

Load and continue a previously saved game.

STAGE SELECT

Appears after clearing the game once.

OPTION

Open the option menu. (Option Menu ➔ p.09)

XBOX LIVE

Open the Xbox Live menu. (Xbox Live ➔ p.18)

CONCEPT MISSION

Open the Concept Mission menu.

(Downloadable Content ➔ p.20)

* Appears only after certain conditions are fulfilled.

Options Menu

Selecting options will open the option menu, allowing you to alter various game settings and power up your character.

SUBTITLES

Turn display of subtitles ON or OFF.

VIBRATIONS

Turn vibration ON or OFF.

BGM VOLUME

Adjust the volume of the background music during the game.

SFX/VOICE VOLUME

Adjust the volume of the sound effects and voices during the game.

CONTROLLER CONFIG

Alter the configuration of the controller's buttons.

BRIGHTNESS

Adjust the brightness to suit gameplay.

SELECT STORAGE

Change the storage device to save.

AUTO SAVE

Turn the auto save function for saving to the selected storage device ON or OFF.

POWER UP

Power up your ability, weapons, and magic. (Not displayed on the in-game pause menu.)

CHANGE COSTUME

Change the costume worn by the player character. (Not displayed on the in-game pause menu.)

* All costumes aside from the starting one must be obtained via downloading. (Downloadable Content ➔ p.20)

The Game Screen

An explanation of the information displayed on the in-game screen.

ACTION VIEW



1 - DESTINATION INDICATOR

Indicates the direction of the mission destination.

2 - REMAINING AMMO

Displays the remaining ammo in the gunrod.

Number = remaining ammo.

3 - HP GAUGE

Alicia's current life (HP).

4 - MP GAUGE

Alicia's current magical power (MP).

- * Both HP and MP will gradually recover back to their maximum with the passage of time.

- * The maximum level of your MP gauge will increase when Alicia defeats enemies with anything other than Great Magic.



SHOOTING VIEW

1 - GUN SIGHT

The gunrod's target.

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Mode Screens

There are two modes during the game: Action View and Shooting View. Click the right stick (the right stick button) and Alicia will ready the gunrod and change from Action View to Shooting View. Click the right stick button again to change back to Action View.



Action View

(Click right stick button)



(Click right stick button)

Shooting View

Check Points



Each mission has a number of check points. A message will be displayed informing you when Alicia crosses a check point. When you cross a check point all of

Alicia's information will be recorded. If Alicia should die, or if you select "Return" from the pause menu, Alicia will be returned to the last check point that she crossed.

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The Pause Menu



Press the START button during the game to open the pause menu.

The following options are available from the pause menu.

HELP

View basic game controls and settings.

OPTION

Proceed to the options menu.

RETURN

Restart from the last check point crossed.

STAGE START

Restart from the beginning of the current stage.

RETIRE

Quit the game. Return to the title screen.

EXIT

Return to game screen.

SAVING DATA

Game data is saved when you clear a stage or after you select "Retire" from the pause menu.

*704KB of free space is required in order to save this game.



BATTLE

Weapons

Alicia uses a gunrod, a gun designed to invoke images of a witch's broom. Ammunition for the gunrod can be created using magical power. Because the bullets are magical they will not hurt allies or humans. Powering up can also increase the types of gunrod available. The Element Shot magic for each type of gunrod is also different. Press the B button (default settings) to switch between types of gunrod.

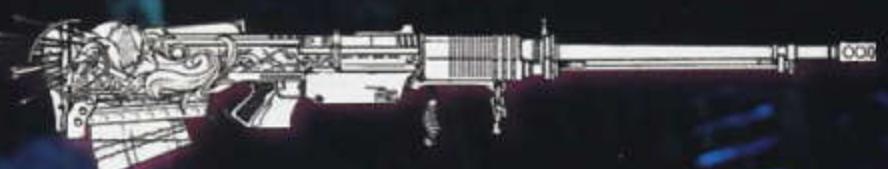
GYNROD



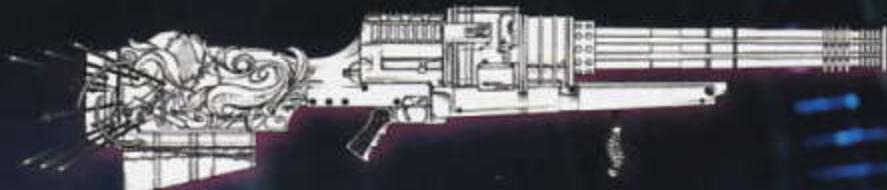
MACHINEGUN A rapid firing gun that is very easy to handle.



SHOTGUN Excellent at close range but has a slow rate of fire.



CANNON Weak against humanoid enemy but massively powerful against machines and weapons.



GATLING Has a very high rate of fire and firepower, but reduces Alicia's movement speed.

Magic

Being a witch, Alicia has access to various types of magic, at the cost of magical power. Effective use of attack magic and magic that gives you the advantage in combat will add a layer of strategy to Alicia's battles. The magic available to Alicia can be increased by using Skill Points. The following is an explanation of each type of magic.

ELEMENT SHOT



Brings forth the true power of the gunrod, filling it with one load of magically charged bullets. The specific effect is different for each gunrod type.

Machinegun	Fire	Hit an enemy repeatedly with these blazing bullets to set them on fire.
Shotgun	Wind	Blasts a shockwave of wind out with each shot.
Cannon	Light	Allows accurate sniping to be performed.
Gatling	Electricity	Hit an enemy repeatedly with these electrified bullets to shock all nearby enemies.

ANCIENT WALL



Creates a magical wall in front of Alicia. Useful for protection from a hail of incoming fire.

ROSE SPEAR



Alicia throws rose petals that make silver spikes erupt from the ground. Can take out a whole group of enemies if they are standing close to where the rose petals fall.

WILLPOWER

Creates a shockwave of magic that sends any objects in the proximity flying.

SACRIFICE

Alicia uses some of her blood to heal injured humans. However, this takes a little of Alicia's life.

RAVENS PANIC

Alicia summons a murder of ravens and sets them upon her foes. Good for pinning down fast-moving enemies.

Great Magic

LIGHTNING



The ultimate in destructive magic, summoning a bolt of almighty lightning that kills any target instantly.

TORNADO

Summons a giant tornado that spins everything up into the sky. Can literally sweep enemy forces away, raining panic and confusion.

METEOR

Rains meteorites down from the sky, turning an entire area into a sea of fire. The ultimate Great Magic, reducing everything to ash.

Results



The results screen is displayed once you clear a stage. You are awarded a rank and a score depending upon the time taken to clear the stage, the number of enemies defeated,

the number of deaths, and the difficulty setting. Your overall rank effects the amount of Skill Points received, and these Skill Points can be used to power Alicia up.

The score received for clearing the stage can be registered on Xbox Live. The following are the categories you are judged on for results.

KILL POINT

Points for enemies defeated.

CLEAR TIME

Time taken to clear the stage.

SURVIVAL RATE

Percentage of humans who were still alive when you cleared the stage.

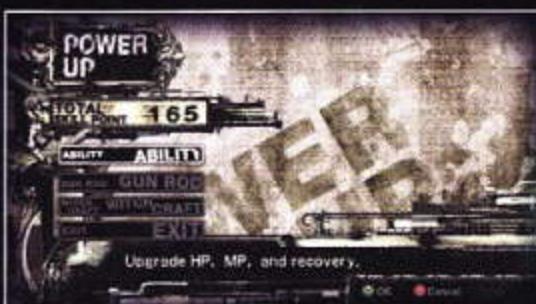
SCORE

Your clear score. This score will be entered into the rankings.

SKILL POINT

Skill Points awarded for your overall rank.

Powering Up



After clearing a stage you can distribute the Skill Points awarded across Alicia's abilities, gunrod and witchcraft to power her up.

By powering up her abilities, gunrod and

witchcraft, you will be able to perform more powerful attacks and gain a greater advantage over your foes in battle. Powering up is performed after each stage. You can also perform powering up from the options menu and the start menu, but not from the pause menu. The following explains how to go about powering up.

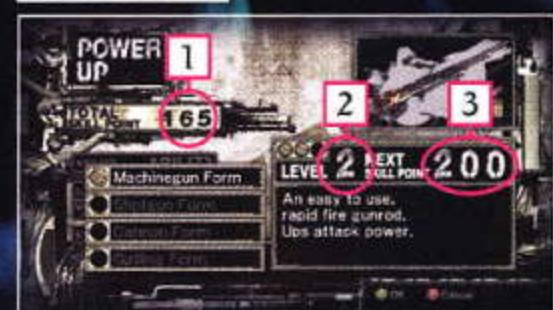
ABILITY

Strengthen HP and MP.

GYNROD

Strengthen the gunrod.

WITCHCRAFT



Strengthen magic.

1 – Total Skill Points available for use.

2 – Current level of the selected ability, gunrod or magic.

3 – The Skill Points required to level up the selected ability, gunrod, or magic up.