

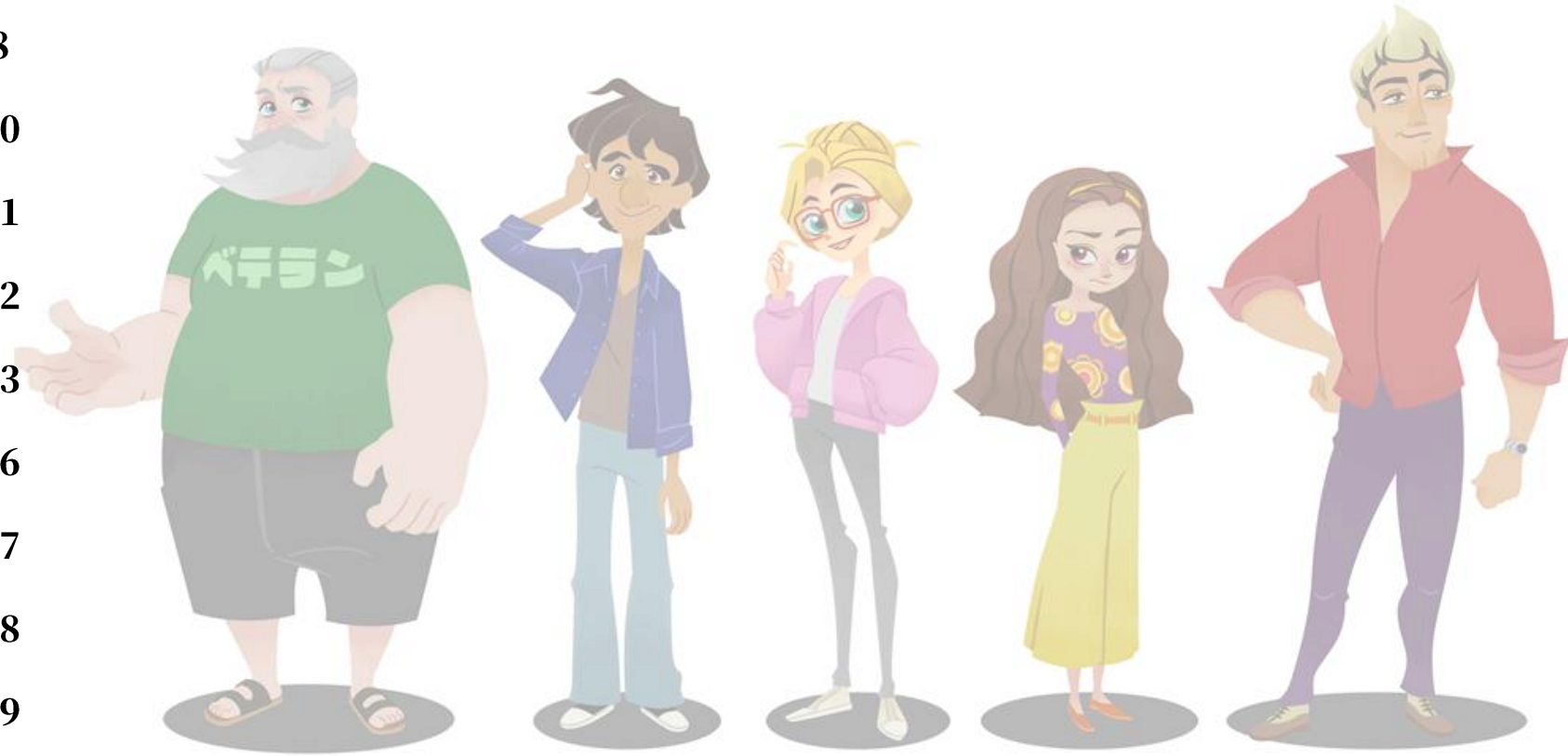
CODE SHIFTER

Developed by A.R.C.

CODE SHIFTER Digital Game Manual

Contents

Story	3
Controls	4
How to Play	8
Characters	10
Office Part	11
Stage Selection Screen	12
Action Part	13
Skills	16
COLORFUL FIGHTERS	17
Options Menu	18
Multiplayer	19
Crossover Characters	20



Story

This is a peculiar story that unfolds in the development offices of the game company "Awesome Rainbow Corp".

The development deadline for "COLORFUL FIGHTERS", the game the A.R.C staff are working hard on, is only one month away. In this crucial crunch time for the developers, an outbreak of problematic file corruptions and inexplicable bugs occur.

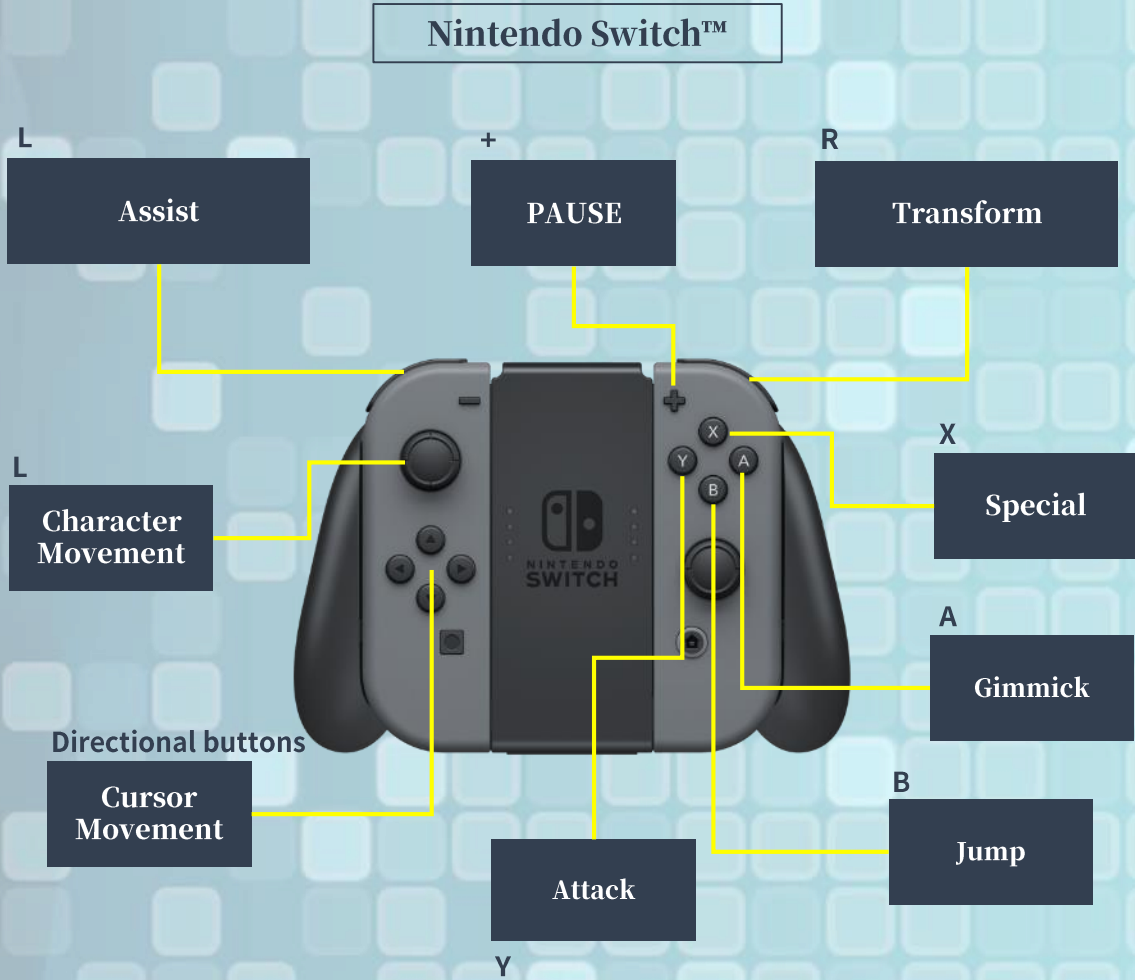
In disbelief of the unexpected errors, the programmer Stella leverages all of her coding knowledge and develops the debugging program "CODE SHIFTER".

She sets off to get to the bottom of the issues.

Will Stella and her team be able to overcome this predicament and release "COLORFUL FIGHTERS" on time...?

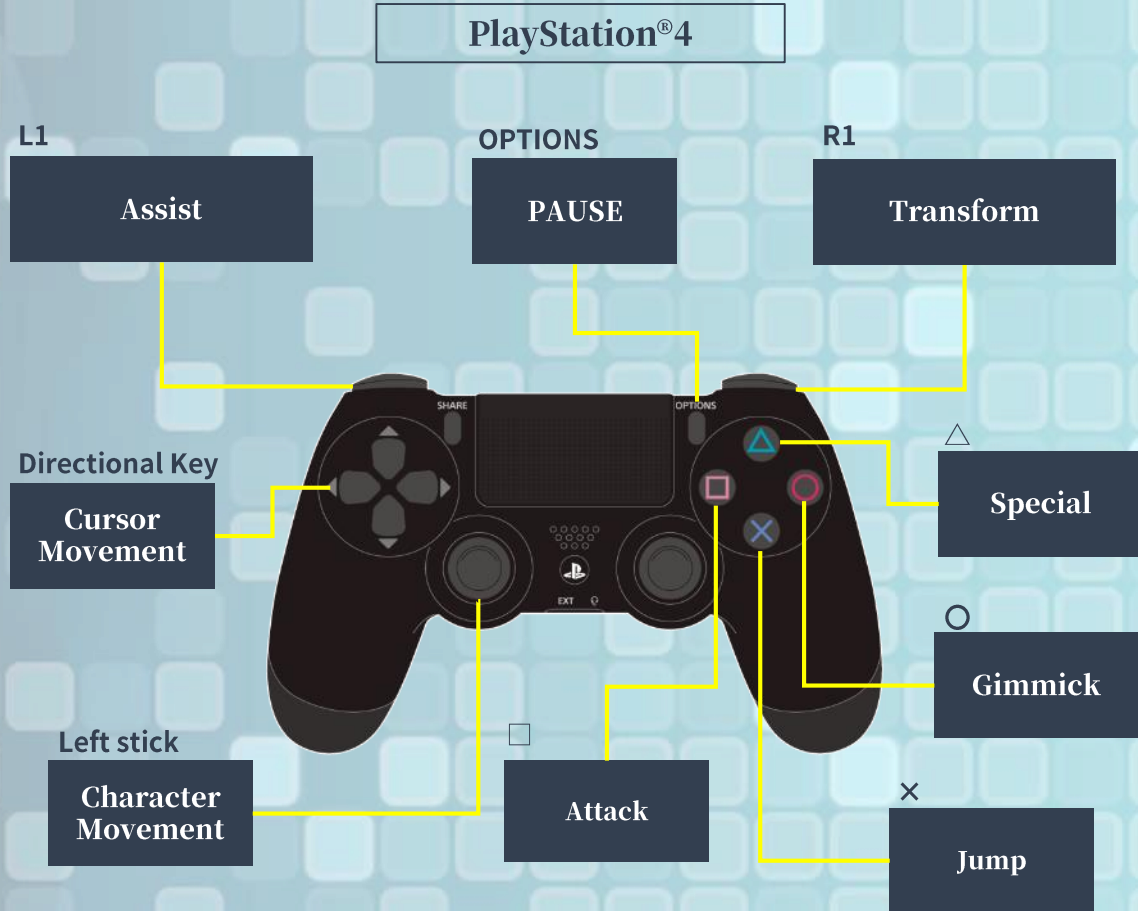


Controls



Button	Effect	
	During Action sections	During Adventure sections
L-Stick	Movement	Cursor Movement / Character Movement (Office)
Directional Buttons	-	Cursor Movement
A Button	Enter Code / Activate Gimmick	Cancel / Dash (Office)
B Button	Jump	Select
X Button	Special	-
Y Button	Attack	-
L Button	Summon Assist	Zoom Out (Office)
R Button	Transform	Zoom In (Office)
+ Button	PAUSE	Display Menu

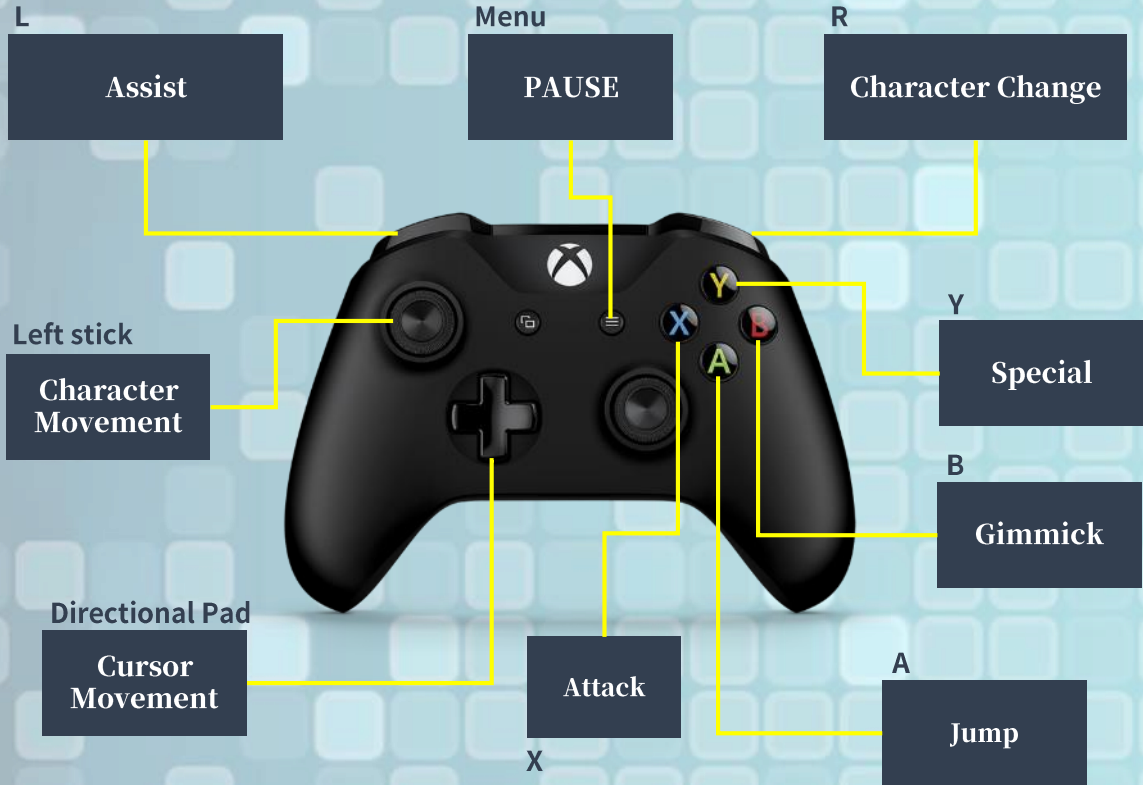
Controls



Button	Effect	
	During Action sections	During Adventure sections
Left Stick	Movement	Cursor Movement / Character Movement (Office)
Directional Buttons	-	Cursor Movement
○ Button	Enter Code / Activate Gimmick	Cancel / Dash (Office)
× Button	Jump	Select
△ Button	Special	-
□ Button	Attack	-
L1 Button	Summon Assist	Zoom Out (Office)
R1 Button	Transform	Zoom In (Office)
OPTIONS Button	PAUSE	Display Menu

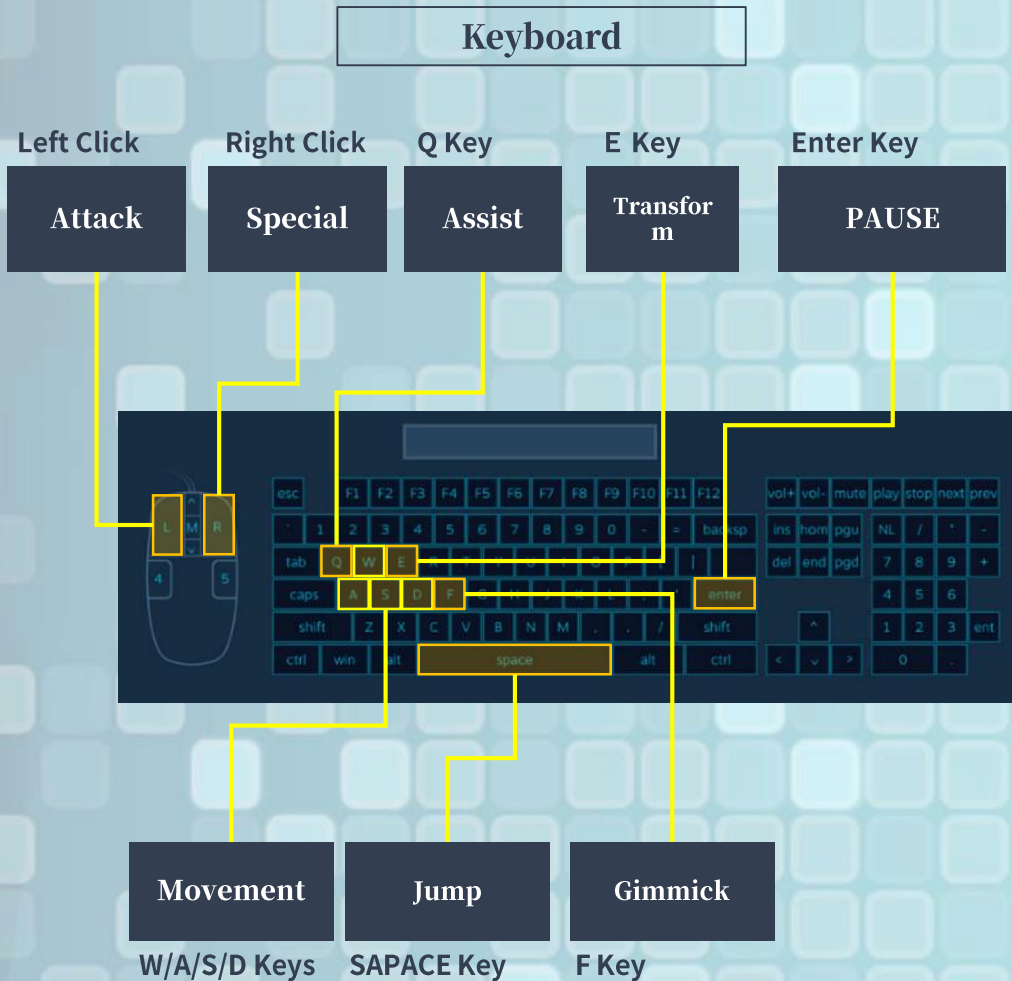
Controls

Xbox One



Button	Effect	
	During Action sections	During Adventure sections
Left Stick	Movement	Cursor Movement / Character Movement (Office)
Directional Pad	-	Cursor Movement
B Button	Enter Code / Activate Gimmick	Cancel / Dash (Office)
A Button	Jump	Select
Y Button	Special	-
X Button	Attack	-
L Button	Summon Assist	Zoom Out (Office)
R Button	Transform	Zoom In (Office)
Menu Button	PAUSE	Display Menu

Controls



Button	Effect	
	During Action sections	During Adventure sections
W Key	Up Movement	Up Movement
A Key	Left Movement	Left Movement
S Key	Down Movement	Down Movement
D Key	Right Movement	Right Movement
F Key	Gimmick	-
SPACE Key	Jump	-
Right Click	Special	Cancel / Dash (Office)
Left Click	Attack	Select
Q Key	Assist	Zoom Out (Office)
E Key	Transform	Zoom In (Office)
Enter Key	PAUSE	Display Menu

How to Play

◆ Playing the game for the first time



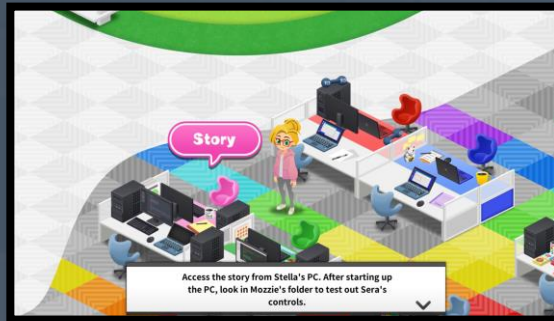
① When playing for the first time, press any button at the title screen and progress to the menu screen.



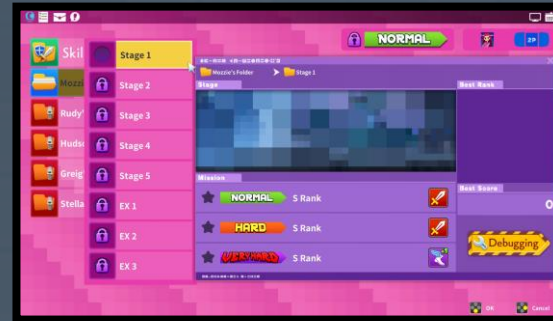
② Next, select "Select Save Slot" and choose from one of the three slots to save your data.



③ Once a save data slot is selected, you will progress to the opening event. Press the Select button to read through the characters' conversations.



④ Once the dialogue ends, you will be able to roam the office. Control your character with the Left Stick, and boot up "CODE SHIFTER" with the select button.



⑤ Once at the Stage Selection Screen, select Mozzie's folder and begin the Action Part.



⑥ During the Action Parts, follow Stella's dialogue and progress through the tutorial.

How to Play

◆ When continuing a previous save file



①



②

When continuing from a previous save file,
① Press any button at the title screen
② Select “Continue”.



Character Introduction

Awesome Rainbow Corp (A.R.C) Staff



Stella (Programmer)

A young programmer on her third year with the company. When an outbreak of bugs occur during development, she creates the debug program "CODE SHIFTER" in response.



Mozzie (Game Designer)

A developer slightly senior to Stella. He prefers the big picture over the nuts-&-bolts and may come off as sloppy, but he is actually a hard worker.



Rudy (Designer)

A young designer close in age with Stella. Good friend of her. Rudy is diligent when it comes to work and is quite strict with Mozzie, who often makes small mistakes.



Hudson (Programmer)

The company's top programmer whose desk is next to Stella's. As expected, he has a lively, larger-than-life personality. He actually has a long history working with Greig.



Greig (Director)

Team director for "COLORFUL FIGHTERS", the game Stella and the others are developing. He often leaves work to others, and is strangely popular with the ladies.

Office Part



● Story

Experience the everyday lives of the staff of A.R.C (Awesome Rainbow Corp). Suspicious of the numerous mysterious bugs, Stella develops the anti-bug program "CODE SHIFTER" to tackle the errors.



● Stella's PC

Running the "CODE SHIFTER" program, will allow you to play the Action Part with the program avatar, "Sera". In the Action Part, you will fix bugs and defeat viruses.



● Conversations with the Staff

You can converse with other development staff. You'll be able to hear their daily troubles or status updates on their work. Sometimes they will give you items, so be sure to check up on our co-workers!



● COLORFUL FIGHTERS

"COLORFUL FIGHTERS" is the game Stella's team is developing. It will become playable once you progress in the story. Defeating "Character Ghosts" in the Action Parts will add to the playable roster of "COLORFUL FIGHTERS".

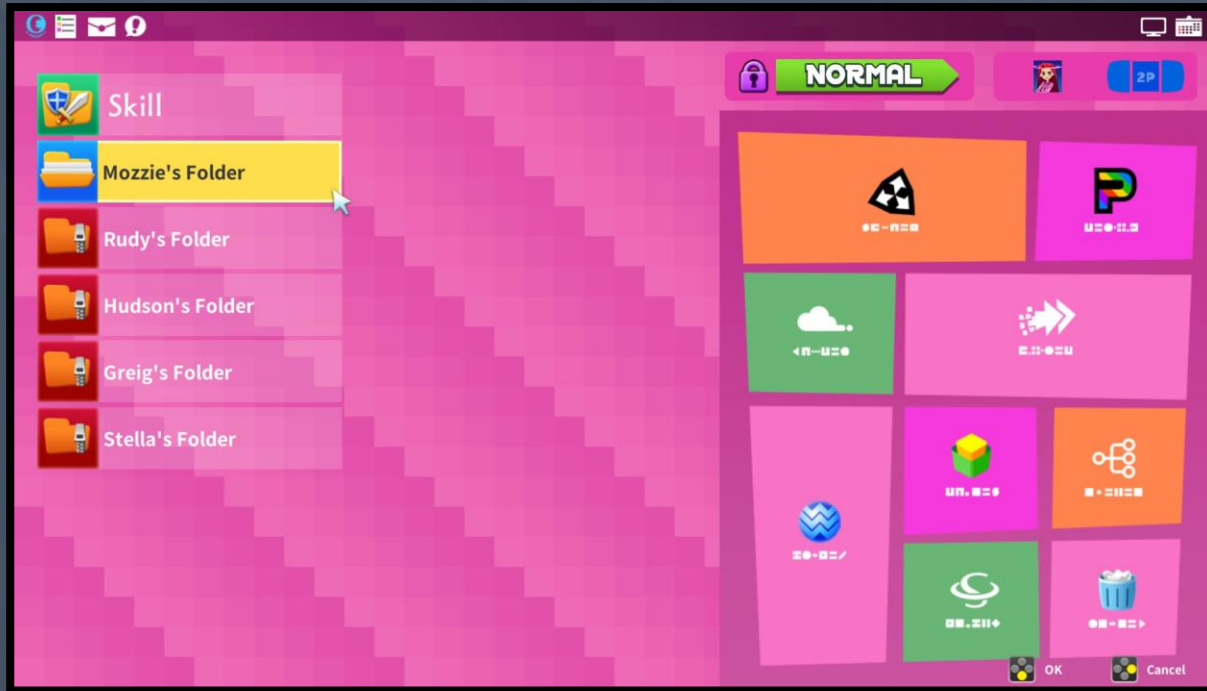


● Explore the Office

Take a look around the office! You might find some items scattered around. Once you're close to an item, an icon will appear. Explore around from time to time. Equipping items will allow you to progress the game with greater advantages.



Stage Selection Screen



● Stage Selection Screen

Accessing Stella's PC will display the Stage Selection Screen. From here, you can select either "Stage Select" or "Equip Skills". Once the story progresses, you will unlock the options of "Sera's Costume Change" and "Change Difficulty" of stages.

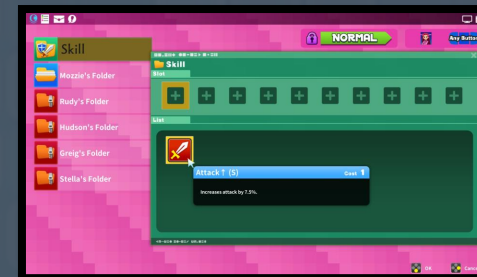


Sera's Special moves will change depending on her costume.



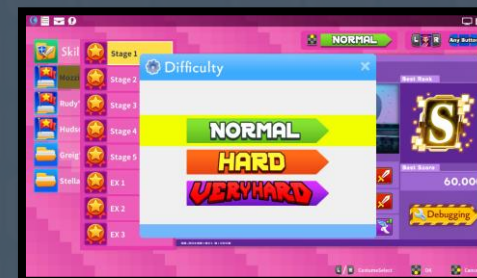
● Stage Select

Select the stage you want to play. Upon stage completion, a Clear Rank based on your score will appear. When you clear the stage with an S-rank, you will gain a new skill as a reward. You can challenge any stage as many times as you want. Challenge yourself to get that S-rank!



● Equip Skills

You can customize Sera's abilities by changing which skills are equipped. Characters you transform into via the Hero Code will also inherit these skills' abilities. Skills can be found around the office and from clearing a stage with an S-rank.



● Change Difficulty

Once you beat the game, you will unlock options to raise the game difficulty. On higher difficulties, the enemies' abilities and attack patterns will change. Each difficulty will display its own Clear Rank, those who are confident should challenge themselves to get the S-rank.

Action Part

Action part screen



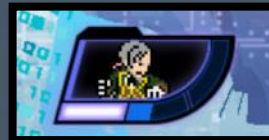
- Current Character
Displays the portrait of the character in use.
The right side shows all characters you are able to transform to.



- Health Gauge
This gauge will decrease if you come into contact with enemies, their attacks, pitfalls, or needles. Once depleted, you will lose 1 life.



- Remaining Lives
Once your health gauge reaches zero, you will consume a life and revive. It is game over if your remaining lives reaches zero, and you will be sent back to the office.



- Assist Character
Summonable assist characters and assist gauge are displayed here. The assist gauge is refilled by defeating enemies and gathering resources.

Action Part

Objects in Action Part



● Start/Goal Point

When beginning an Action Part stage, Sera will start at the start point. Clear the stage by reaching the goal point at the end of the stage.



● Hero Code

Found within stages, collecting these will allow you to transform into that character.



● Assist Code

Found within stages, collecting these will allow you to summon that character with the assist button.



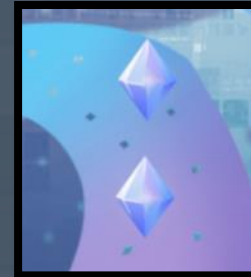
● Recovery Item

Collect these to recover Sera's health gauge.



● Bug

Bug objects found within the stage. Sera's attacks can debug (delete) these. Once deleted, your score will rise and your stage Clear Rank will go up easily. Only Sera has the ability to debug.



● Resource Fragment

Collecting these will refill your Assist Gauge. It also positively affects your score. Collecting many of these will make getting a high Clear Rank easier.



● Save Point

Passing through the Save Point will save your progress within the Action Part. If your health gauge is depleted, you will be sent back to the last save point.

Action Part

How to play



● Stage Start

Sera will land at the Start Point, and the Action Part stage will begin. Sera will have full health and 3 lives.



● Various Battles

In addition to normal enemies, there are sections where you are locked into an area and cannot progress until the enemy is defeated such as mini boss in the middle of the stage or boss battles at the end.



● Stage Boss Battle

A special boss is waiting for you at the end of every Stage. After the cutscene, a red health gauge will appear at the bottom, and the battle will begin. The battle will continue until boss's life is completely depleted.



● Stage Clear

Once Sera reaches the Goal Point, or if she defeats a stage boss, the stage is completed and you will progress to the result screen.



● Result

Once you complete a stage, the result screen will appear. You'll receive a rank based on the number of enemies defeated, number of bugs deleted, and how much damage Sera took.

There are several ranks, and a higher score will result in a higher rank. When you receive an S-rank, you will receive a new skill as a reward.

Skill



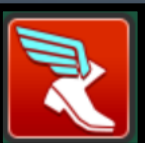
● **Attack**
Powers up your attack



● **Defense**
Powers up your defense



● **Speed**
Speeds up your move



● **Jump**
You can jump higher



● **Knockback Distance**
You can flip enemies further



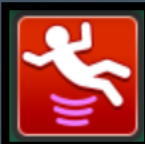
● **Knockback Resist**
Powers up your defense against flip by enemy



● **Critical rate**
Increases the chance of critical damage



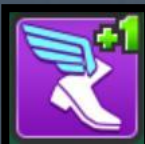
● **Critical attack**
Powers up your critical attack



● **Gravity**
Reduces the effect of getting gravity



● **Combo boost**
Increases the damage on combo attack



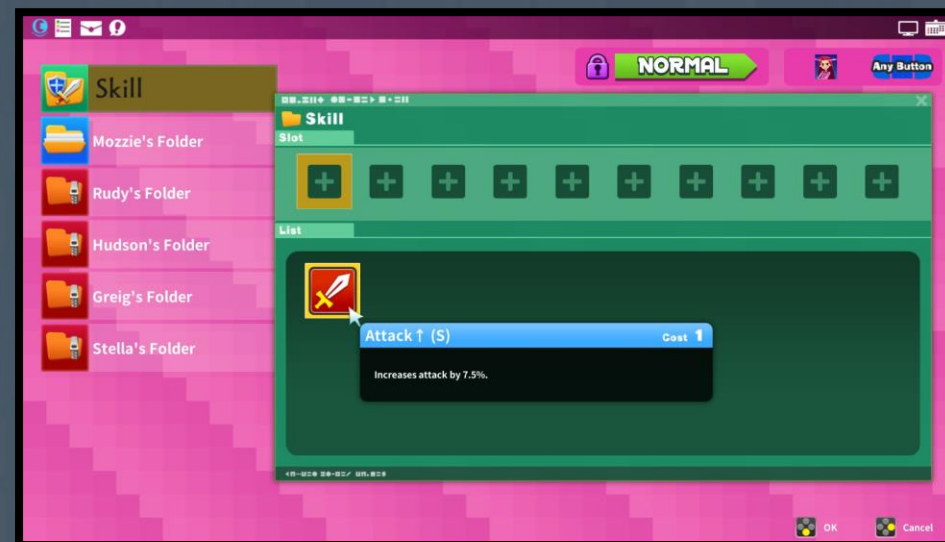
● **Jump+1**
You can perform a double jump



● **Assist Gauge**
Increases the refill rate of Assist Gauge



● **Hero+1**
You can get 1 extra storage capacity for Hero Codes



You can choose which skills to equip in “Skill” mode. Each skill has a cost, and you can fill up your skill slot up to 10 costs.

Colorful Fighters



① Start “Colorful Fighters”

Press Select button near “Battle” bubble in the office.



② Start screen

Press any button on the start screen to move to battle selection.

③ Select Mode
Select the battle mode.



- STOCK
Battle until you run out of lives. The last player standing is the winner!
- SCORE
Fight for points! The fastest player who reaches the specific score is the winner!



④ Character Selection

After you choose your mode, you will progress to the character selection screen. Pick a character by using cursor and Select button.

- Multiplayer mode
Press any button on each controller to join the fight.
- Get more playable characters!
4 playable characters are available at the beginning. You can unlock more by beating “Ghost Characters” in the main story.



⑤ Battle screen

After character selection, the battle begins. Utilize assist characters as well to win this epic brawler battle!

Option



Access the Options menu by pressing the Select button near the “Option” bubble in the office.



- BGM Volume, Voice Volume, SE Volume
Adjust the volume of music, voice and sound effects.

- Resolution
Adjust the resolution to fit your display settings.
Available for PC version only.

- Fullscreen
Change the game screen to either full screen mode or window mode.
Available for PC version only.

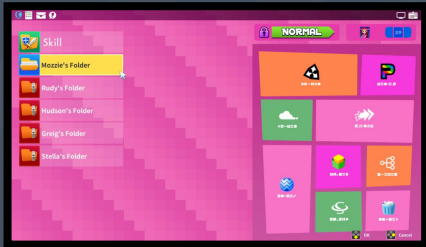
- Vibration
Turn controller vibration on or off.

- Controls
Assign buttons on the controller to various commands.
Some buttons are pre-fixed and you cannot change the setting.

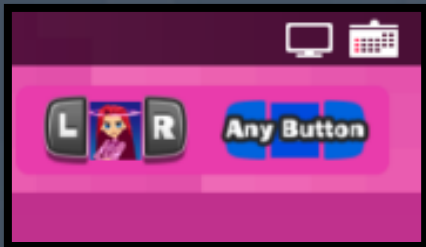
- Display Language
Change the language displayed in the game.
You can change the language between English, Japanese, Traditional Chinese, or Korean.

Multiplayer

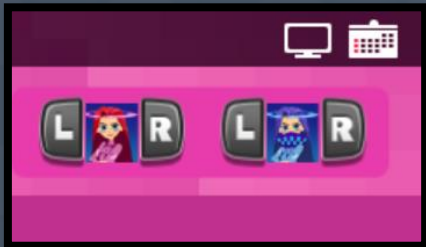
◆ Main Story (up to 2 players)



Move to “Stage Selection” while connecting 2nd controller.



Press any button on 2P controller.



Sera's another icon appears on 2P side. Now you can proceed to multiplayer mode with another player.

Colorful Fighters (up to 4 players)



Start “Colorful Fighters” mode while all controllers are connected.



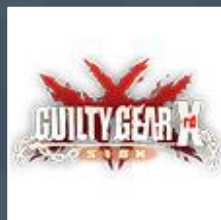
Press any button on each controller to join the fight.



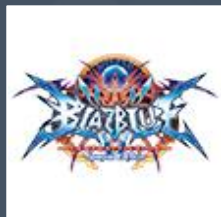
Select characters you want to use for the battle by using cursor.

Crossover characters

Playable characters from crossover IPs



INFERNO CLIMBER



熱血物語SP



Wizard's Symphony



ネズ三回!



Birthday Beginning



River City Girls



Crossover characters

Assist characters from crossover IPs



... and more!!