



JUPITERIUM

VOIDCRISIS

Game Manual

CONTENTS

Controls	02
Introduction	04
Screen Layout	06
About the Field	09
Game Progression	10
VA Actions	13
Ex Matrix	15
Battle Results & Enhancements	17
VA Overview	20


* The screenshots in this manual were taken during the game's development phase.

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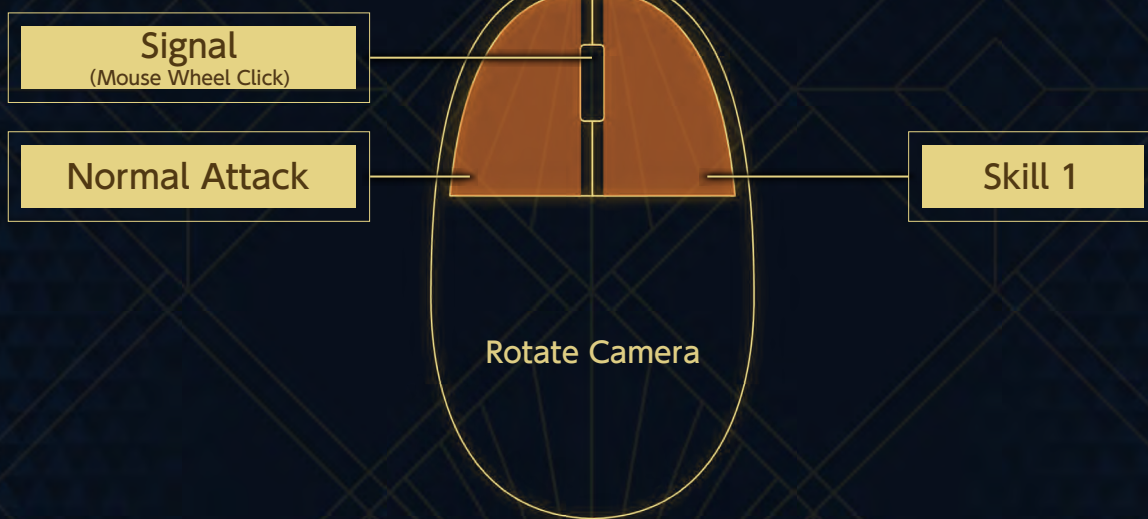
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Controls 1

You can configure the keyboard and button settings from the Options  screen. Below are the default settings for the game.

Keyboard & Mouse Settings

At the Menu, move your cursor to a button and left-click to make a change. Right-click to go back.



Keys for Movement

W	Forward
S	Backward
A	Move Left
D	Move Right
LCTRL	Boost
LSHIFT	Descend
SPACE	Ascend
B	Return

Keys for Attacks

Q	Skill 2
E	Skill 3
R	Skill 4 (Singular Device)

Other

F	Interaction
M	Expand Map
T	Receive Advice
TAB	Player Info
ESC	Open Options



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Controls 2

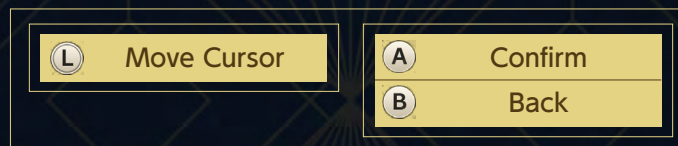
Controller Settings

Bellow are the general button settings for XInput controllers.

Game Play Controls



Menu Controls





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Introduction 1

Game Overview

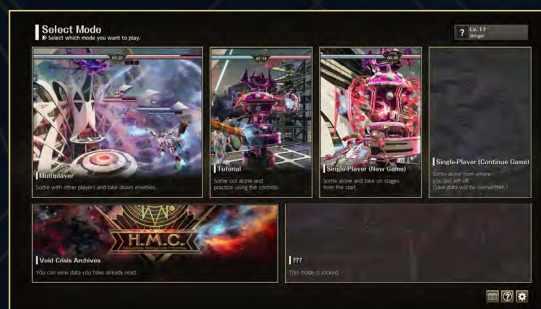
VOIDCRISIS is a tower offense game on an undulating battlefield. Players operate combat bio-machines called VA (Vital Armor) and join in a party of up to four to fend off enemy attacks and defeat bosses.

How to Start Playing

First, after getting a handle on the game basics in the tutorial, select either Single-Player (From Start) or Multiplayer to get started.

From the Mode Select screen, you can also select  to open the Options menu, where you can configure various in-game settings.

* As you progress through the game, new modes will be added to the Mode Select screen.



Room Prep

When playing in Single-Player mode initially, select "Create Room" after checking the difficulty level. More difficulty levels will be unlocked as you progress through the game. When playing in Multiplayer mode initially, you can choose one of the following options:

Create Room

Choose the number of players you want to join and the difficulty level. If you set a password, only players who know it can join the room using the Room Search function.

Quick Match

Choose a difficulty level and automatically join the first room found.

Room Search

Enter a Room ID and password (if needed) to search for and join rooms created by other players.

* The Room ID is displayed in the lower right corner of the Party Formation screen.



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Introduction 2

Party Formation

On the Party Formation screen, choose VA to sortie with by adding them to the four slots. When you're ready, select READY to start the stage.



1 Stage Info

In both Single-Player and Multiplayer modes, you'll play Stages 1 to 4 in order.

2 VA Slots

You can select one VA to sortie with per slot.

3 TP & Voidmaterial

These are obtained at the Results screen and can be used to unlock VA and perform tune-ups.

Unlocking & Registering VA

Selecting a slot will take you to the VA Customize screen. Choose the VA you want and spend the required TP to unlock it. If CPU are part of the team, the room creator must set the VA to sortie with. You can also tune up your VA and customize IA on this screen.





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Screen Layout 1



1 Global Core Info

These gauges show the barrier (top) and armor (bottom) of your base's Global Core.

2 Allied VA List

3 Time Elapsed Since the Start of Battle

4 Enemy Boss Info

These gauges show the boss's barrier (top) and armor (bottom). At the bottom left of the gauges, you can see icons indicating the number of remaining turrets.

5 Minimap

6 Enemy Info

This shows information about the current wave and enemy strength.

7 Own VA Info

Screen Layout 2

Own VA Info Layout

Various information about your VA is displayed at the bottom of the screen.



1 Barrier (Top)/Armor (Middle)/Energy (Bottom)

Your barrier and armor reflect your VA's durability.

Energy is consumed by boosting and activating skills, and is gradually restored over time.

2 Grades & the ExE Gauge

The gauge will fill as you accumulate ExE (experience). Once full, your VA's grade will go up.

3 Matrices Owned

4 Normal Attacks & Skills

These can be used by pressing the corresponding keys/buttons.

From the left, Skill 2, Skill 3, Skill 4 (Singular Device), Normal Attack, and Skill 1.

5 Entangle Cubes Obtained

6 Global Core Status

The left is the level of your Auto-Retrieve Metamaterial function, and the right is the number of seconds of effective Global Core Auto-Recovery remaining.

7 Obtained Metamaterial



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Screen Layout 3

Damage to Barriers & Armor

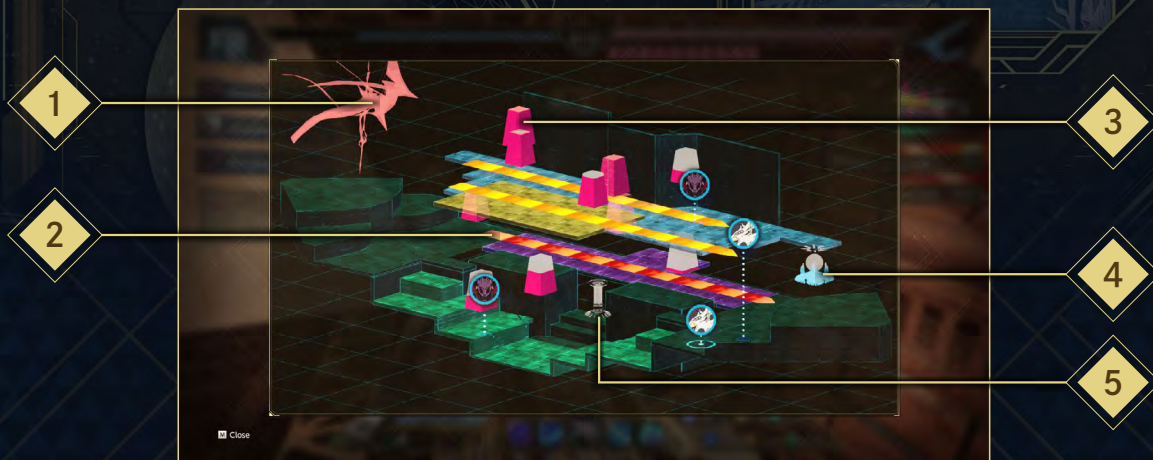
There are two types of damage dealt by attacks: physical damage and energy damage. The armor gauge decreases when you take physical damage, while energy damage will reduce the barrier gauge. When the barrier gauge is empty, damage will heavily deplete the armor gauge. A VA with an empty armor gauge will be shot down. Your barrier and armor will gradually recover over time. However, once the barrier gauge is empty, your barrier will not recover until you return to the auto-recovery area to the back of the Global Core.



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About the Field

The battlefield situation and the placement of enemies will change each time you sortie.



1 Enemy Boss

The enemy boss lurks at the back of the map. Defeat it to clear the stage.

2 Wave Invasion Route

3 Turrets

Turrets guard the route to the enemy boss. Destroying them will weaken the boss.

4 Global Core

The Global Core is located at your base and emits metamaterials used to enhance your VA. There is an auto-recovery area at the back where your barrier and armor will recover faster. You can also enhance your VA at the Ex Matrix.

5 Support Gate

The Support Gate can be activated after a certain amount of time has passed since the start of battle. It will turn green.

When activated, a support golem will be discharged to fight temporarily as your ally.



Game Progression 1

Command your VA and work together with allied VA to fight against hordes of invading enemies. Attack the enemy camp at the right time and defeat the boss to seize victory. You'll be defeated if the enemy invades and destroys the Global Core at your base.

Preventing Enemy Invasions

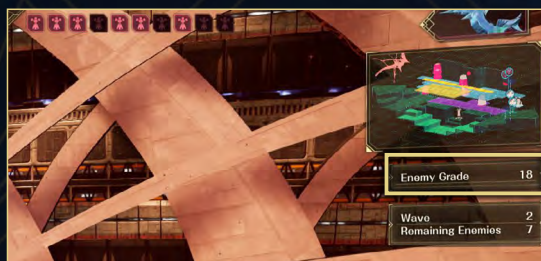
VA won't immediately be at their full power at the beginning of a battle. Concentrate on defending against enemy attacks as much as possible.

Stopping Waves

Enemies will attack in waves. Once a wave has started, head to the enemy invasion route and take out the advancing hordes. You will need to defeat all enemies to clear a wave. The next wave will begin after a period of time.

Beware of Enemy Grades

Every time an enemy from a wave remains on the field for a certain period of time, the Enemy Grade will increase. Note that the higher the Enemy Grade, the stronger the enemies that will appear in waves.



Enhancing Allies

You can enhance VA and the functions of the Global Core by defeating enemies. Defeat waves while strengthening your allies so you're ready to mount a strong offense.

Increasing Grades with ExE

You will earn ExE (experience) by defeating enemies. When the ExE gauge is full, your VA's grade will go up and its stats will improve. Reach Grade 6 and you'll be able to harness the powerful Singular Device.





Game Progression 2

Augmenting Global Core Functions with Entangle Cubes

Defeated enemies will drop Entangle Cubes. Spend them to augment the functions of your Global Core at the Ex Matrix.



Obtaining Matrices with Metamaterial

The Global Core generates metamaterials at regular intervals. Use them at the Ex Matrix to acquire various matrices and enhance your VA.

* The amount of metamaterials generated can be increased by augmenting the Global Core's functions.



Invading the Enemy Camp

Once your team is strong enough, wait for a pause between enemy waves and launch a counterattack. Defeat the boss lurking at the back of the enemy camp to clear the stage.

Destroying Turrets

Enemy turrets guard the route to the boss.

Destroy them to reduce the boss's barrier and armor auto-recovery.

Activating the Support Gate

You'll be able to activate the support gate after some time has passed since the start of a battle. Activate the support gate by having your VA remain near the Support Gate Initiator for a period of time. Once activated, a support golem will be discharged to fight as your ally.





Game Progression 3

Phantom Mode

Clear all stages on the Void difficulty level to unlock Phantom Mode on the Mode Select screen.

In Phantom Mode, players can take command of enemy VA (Phantom VA) and invade multiplayer battles being fought by other players (Void difficulty or higher).

When playing in Phantom Mode, you'll win if you destroy the Global Core while preventing your own VA from being destroyed. You'll lose if your VA is shot down.

- * The barrier and armor of Phantom VA will gradually decrease over time during a battle.
- * Phantom VA will drop VA tune-up material, called voidmaterial, when shot down. Players facing an invasion can enhance their own VA by acquiring voidmaterial.



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VA Actions 1

The following description is primarily written for players using a mouse and keyboard. Instructions for those using controllers are in brackets.

Moving & Boosts

VA can move forward, backward, left, and right, as well as up and down.

Boost with the left [CTRL] key (A button) while moving to go faster. Boosting consumes your energy gauge.

* You can also boost by quickly moving forward, backward, left, or right twice.

Normal Attacks & Skills

In addition to normal attacks, VA have four skills they can use by consuming the energy gauge. Once a skill has been used, it will be unavailable until its cooldown period ends. The most powerful skill is Skill 4 (Singular Device), which can be used when your VA reaches Grade 6.

Returning

Press [B] (down on the D-pad) to activate Return and start a countdown. At the end of the countdown, you'll be able to return to the Global Core area. Use Return when an enemy wave has started and you want to hurry back to the Global Core, when your VA takes damage and you need to recover, or when you want to enhance your VA at the Ex Matrix.

Just be careful—the countdown will reset if you move, attack, or are hit by an enemy attack.



IA Advice

Invariant Autonomy (IA) exists to support you by giving advice regarding the battle situation. You can also ask for help from players by pressing [T] (up on the D-pad).



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VA Actions 2

Signals

Signals can be used in multiplayer mode to communicate smoothly with other players.

Mark

Aim at an enemy and press the mouse wheel (right on the D-pad) to mark a target.

Praise Allies

Aim at an allied VA and press the mouse wheel (right on the D-pad) to send a complimentary message.

In addition, while holding down the mouse wheel (right on the D-pad), a cursor will appear in the allied VA list on the left side of the screen. Select a target with the mouse wheel (up/down with the right stick) and then release the mouse wheel (right on the D-pad) to send the player a complimentary message.

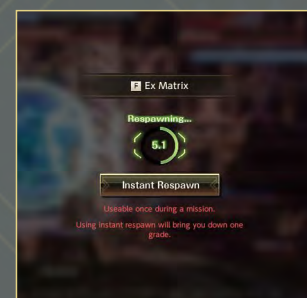
Ask For Help

Press the mouse wheel (right on the D-pad) twice quickly to tell your allies you need help.

Respawning

If your VA is shot down by the enemy, it will respawn near the Global Core after a period of time. You can choose to instant respawn, which will allow you to respawn immediately but will reduce your grade by one.

* Instant respawn can only be performed once per stage.





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Ex Matrix 1

Activate the Ex Matrix near the Global Core to convert matrices and augment functions.

* The battle will continue without pausing while the Ex Matrix is active.

Matrix Conversion

Use metamaterials generated by the Global Core to acquire various matrices and enhance your VA. You can also further enhance the performance of matrices you've already acquired.



1

2

3

4

5

1 Matrix List

Choose the matrix you want and select Convert to spend metamaterial and acquire the matrix.

2 Matrices Owned

You can have up to six matrices.

Select Disassemble to receive metamaterial in exchange for matrices you don't need.

3 Metamaterial Owned

4 Effect of Selected Matrix

The numbers to the right of the matrix's name reflect how many you currently have and the maximum number you may have.

5 Cost



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Ex Matrix 2

Matrix Types

There are four types of matrices, including Speed and Attack. To acquire a higher level matrix, you need to have a lower level matrix of the same type. The higher level matrix will replace one required lower level matrix. You can have multiples of the same matrix.

Augmentation

You can use Entangle Cubes obtained from defeated enemies to augment the Global Core's functions.



Auto-Retrieve Metamaterial

Augmenting this function and raising its level will increase the amount of metamaterials you obtain at regular intervals.

Global Core Auto-Recovery

Augmenting this function will enable automatic recovery of the Global Core's barrier and armor for a period of time.

Battle Results & Enhancements 1

After clearing a stage, you can view the results on the Battle Results Screen.

Use the various items obtained at this point to gain an advantage in the next stage.



Increasing Your Player Level

You will earn experience points based on your battle results, and your Player Level will increase once you reach a certain amount of points. New game features will be unlocked as your Player Level rises.

Acquiring Adjust Effects

During Stages 1 to 3, you can obtain an Adjust Effect after clearing each stage. Adjust Effects give you an advantage in battle and are effective in subsequent stages.

* For example, an Adjust Effect obtained from Stage 2 will be effective in Stages 3 and 4.

Choosing the Effect

The Adjust Effect that can be acquired changes randomly each time. You will be able to choose from one of two effects. The diamonds to the right of the Adjust Effect indicates its rarity.



Obtaining TP & Voidmaterial

You will receive TP based on your battle results. Voidmaterial can be obtained from Phantom VA defeated during battle. You can use these to unlock VA and perform tune-ups on the Customize screen before battle.

Battle Results & Enhancements 2

Tune-Ups

Select Tune-up on the Customize screen to enhance one of four stats, including Attack and Defense. You can choose to use either TP or voidmaterial in the tune-up.

The tune-up effect will last until all stages in the room have been cleared.



IA Growth

IA can acquire memory and skills based on your results in battle. Memories are automatically effective once learned, while skills become effective when set.

Customizing IAs

Select IA on the Customize screen to switch IA and set skills.



1 IA Owned

A list of IA connected to VA, each of which can possess different memories. The number of IA in your collection increases as your Player Level rises.

2 IA Stats

An IA's stats will supplement your VA's stats.

Battle Results & Enhancements 3

3 IA Acquired Memory

The names of memories and the number collected are displayed in a list. (Up to 99 of the same memory can be remembered.) Hover over each memory to see how it can be acquired and its effects.

Each IA has a memory capacity. Once the maximum capacity has been reached, the IA will be unable to remember any more memories.

* You can perform the Initialize process to wipe all the memories of the selected IA.

4 Skills Owned

Select and set skills you want to be effective during battle.

The number of skills you can set will increase from 1 up to 3 as your Player Level rises.

Enhancements That Reset after Clearing All Stages

VA grades, acquired materials, metamaterials, Entangle Cubes, and Global Core enhancements will reset to their initial states when all stages in a room are cleared. The effects of tune-ups will also be reset, and the number of acquired TP and voidmaterials will return to the initial amount.

Features unlocked as your Player Level increases, along with IA memories and skills will not be reset after clearing all stages, and will carry over to subsequent battles.

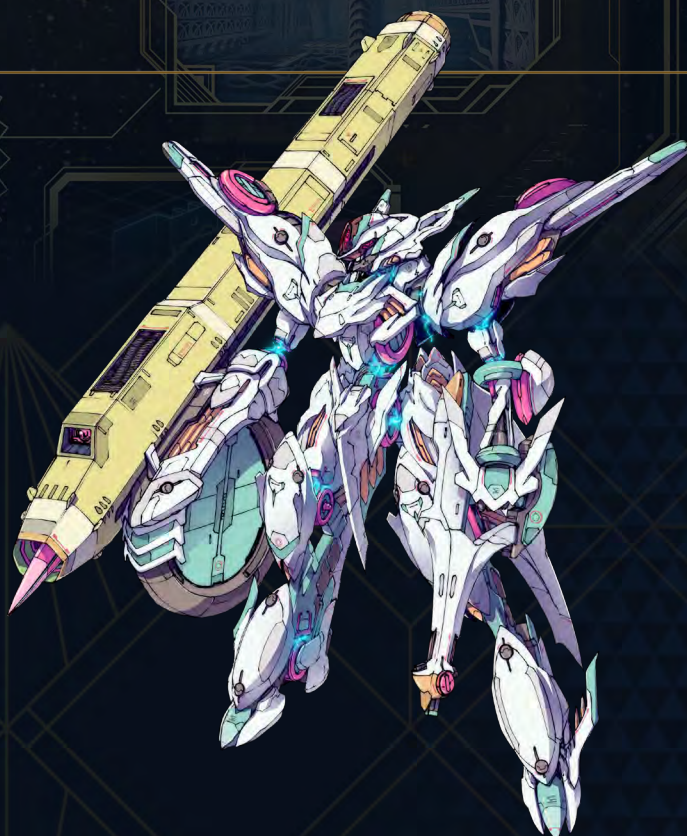


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VA Overview 1

TRIGRAV (VA-JU-003)

A well-balanced armored unit with various armaments suitable for all ranges, including Energy Shot, Wing Laser, Energy Blade, and Gravity Ball.



Energy Shot (Normal Attack)

A quick medium caliber shot with an energy attribute. With excellent attack speed, it pairs well with Attack matrices, and the Energy matrices JORMUNGAND and RAGNAROK.



Wing Laser (Skill 1)

Press and hold to lock onto multiple enemies and fire a laser with energy attribute. You can also lock onto a single unit to concentrate your firepower.



Gravity Ball (Skill 2)

Fire a multi-hit gravity ball forward with this energy attribute attack that also briefly stuns the enemy. This attack is effective for taking out a large number of enemies at once, and dealing additional blows to immobilized enemies.



Energy Blade (Skill 3)

Slash enemies with an energy blade in this close-range attack that can be used to mow down multiple enemies at once. This skill boasts a short cooldown and low energy consumption, making it easy to use.



Gungnir (Singular Device)

Rush enemies at a high speed before piercing them with a giant energy spear that also stuns the enemy. While active, you can change your direction with the movement controls.

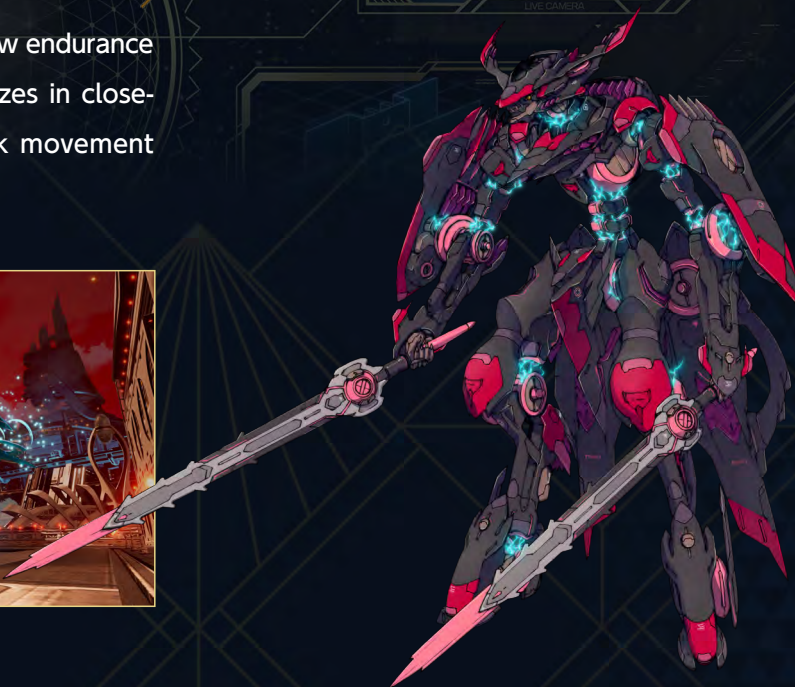


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VA Overview 2

BLACK ROSE (VA-JU-004)

An assault-type armored unit with low endurance but exceptional mobility. It specializes in close-range hit-and-run tactics and quick movement between zones to follow other VA.



Double Blade (Normal Attack)

A close-range attack that slashes enemies with two energy blades. Combine it with the stun effect of the PYTHON matrix to rapidly and repeatedly stun enemies.



Sonic Blade (Skill 1)

Unleash a fan-shaped shockwave with energy attribute that briefly slows surrounding enemies. While BLACK ROSE is built largely for close-combat battles, this is a handy long-range attack.



Immortal Dance (Skill 2)

Become temporarily invincible with enhanced movement speed. This skill can be harnessed in a variety of ways, such as to escape an emergency, approach an attacking enemy, or make yourself a decoy.



Bloodsucker (Skill 3)

Approach the enemy to perform a powerful double attack by slashing the enemy with an energy blade. Recover armor on hitting an enemy.



Fatal Claw (Singular Device)

Instantly leap at the enemy and unleash a high-speed barrage of energy attacks. While it is difficult to land a hit due to its linear motion, on succeeding, it can draw in its surroundings and deal great damage.



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VA Overview 3

GRIMHILDE (VA-EC-010)

Although slow-moving, this VA boasts high defensive capabilities. It specializes in diversionary tactics, powerful melee attacks, and repairing the armor and barriers of other VA.



Strike (Normal Attack)

Strike enemies with a giant club in this wide-range physical attack. Combine it with the stun effect of the PYTHON matrix to rapidly and repeatedly stun enemies.



Alluring Fruit (Skill 1)

Throw an apple that restores armor or barrier if armor is at full strength. The apple can be used not only to repair VA, but also the Global Core.



Witches' Wrath (Skill 2)

Temporarily slow the movement of surrounding enemies while dealing energy damage. In addition to putting a stop to the enemy's advance, it is also possible to wipe out enemies with reduced barriers or low health.



Power Bell (Skill 3)

This skill greatly increases your attack and defense temporarily, making it useful whether fighting offensively or defensively.



Bone Crusher (Singular Device)

Deliver an enormous club strike that sends the enemy flying. This is a very powerful physical attack that causes a long-lasting stun effect, so it is useful for clearing a wide area of enemies and working cooperatively with allies.



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VA Overview 4

PIED PIPER (VA-EC-012)

This VA carries a huge ring laser unit on its back, and specializes in ranged attacks and supporting other VA in order to defend the Global Core.



Energy Shot (Normal Attack)

A medium caliber shot with an energy attribute that can be used to attack while keeping your distance from the enemy. It boasts a high firepower, and goes well with the Attack matrix.



Skill Killer (Skill 1)

Fire a green ring laser with an energy attribute to briefly stun the enemy and temporarily disables skills. This attack is particularly effective against Phantom VA with high attack power.



Control Killer (Skill 2)

Fire a blue ring laser with an energy attribute to briefly stun the enemy. This attack also gathers hit enemies in one place, and is a good starting point for cooperative attacks.



Power Wave (Skill 3)

Fire a red support ring laser that increases the attack of allied VA straight ahead. It is possible to apply the effect over a wide range by adjusting the direction of the VA during activation.



Gjallarhorn (Singular Device)

Temporarily halve the defense of all enemies regardless of how far away they are. While powerful, this attack has a very long cooldown so be careful about when you use it.