

Controls

- **Left Thumbstick** – Move the character.
- **Right Thumbstick** – Aim and shoot.
- **Left Trigger** – Hold to move slower.
- **Right Trigger** – Hold to move faster.
- **B Button** – Use wind bomb. Recharges about every 15 seconds.

Screen Layout

- The menu screen allows you to enter the game or change difficulty.
- The field screen has two panels on the left and right and a play window where player movement and environment traversal occurs.
- Left panel displays player stats.
 - Below the player portrait is player health, then experience, then the wind-bomb timer, then the graze multiplier gauge.
- Right panel displays captured creatures.

Game Mechanics

- The game rewards players for playing on the edge through the addition of the graze multiplier. The graze multiplier increases as the player “grazes” more bullets, that is, gets close to a bullet without touching it. The more bullets grazed, the higher the multiplier. The gauge resets when the player hits a bullet.
 - The multiplier affects power and bomb recovery speed, multiplying these by up to 4 times their original value.
- Sadly, captured creatures don’t do anything for you at the moment.