

Sin and Punishment

How to Play

1 Controls

2 Getting Started

3 Basic Play

4 Game Screen

5 Pause Menu

6 Items

7 Saving

Basic Controls

Move	C / ↑ ↓ ← →
Move Cursor/Menu Navigation	⊙
Confirm/Change Shot Type	A
Cancel	B
Jump	L / R
Shoot/Attack/Confirm	Z
Confirm/Pause/Resume Game/Skip Cutscenes	START

- ◆ The control scheme above assumes you are using Type 1 controls. You can change your control scheme by selecting "Controls" on the main menu.
- ◆ You can also change how you move your cursor from the Controls menu. Select "Normal" to make your cursor move in the direction you press ⊙, or select "Invert" to switch the cursor controls to the opposite direction.

Other Controls

Roll	Double tap C ← → to roll left/right. You do not take damage when rolling.
Double Jump	Press L / R while jumping to double jump and leap higher into the air.
Change Targeting Type	Press A to switch between manual and lock-on targeting. When using lock-on targeting, the power of your shots is decreased.

Counterattack

Press Z just before a projectile hits your character to knock back the attack in the direction of your cursor.

2

Getting Started

Press **A** or **START** on the title screen to advance to the main menu. Use **○** and **A / Z** to select one of the following options:



Start Game or Start/Continue	If you already have a save file, the Start Game option will change to Start/Continue. Select "Start" or "Start Game" to begin a new game, or "Continue" to resume play from where you last saved.
Difficulty	Switch between easy and normal game difficulty.
Training	Play through a training exercise that will help you get more familiar with all the basic controls for the game.
Sound	Switch between stereo and monaural sound output.
Ranking	Opens the results screen, where you can see your best records for each difficulty.
Controls	Adjust control schemes and other options relating to game control.
Scene Select	View the tutorial demo or the game prologue, or play through any stage you have already completed.
Save Data	Gives you the option to erase or keep save data.

Back

Return to the title screen.

- ◆ When playing with two players, both people cooperate to control different actions of a single character. Player one controls the character's movements, while player two is in charge of attacking.
- ◆ If you choose to erase your data using the save data option, your ranking information, unlocked stages, and control schemes will also be erased. Erased data cannot be restored, so be careful.

3 Basic Play


Advance through each stage and take out any enemy that stands in your way. Defeat the boss at the end of each stage to clear the area and move on to the next stage.



● Damage and Game Over

Each time you are hit by an enemy attack or fall a great distance, you will lose life from your Life Gauge. If you run out of time, your Life Gauge will begin to gradually deplete. If your Life Gauge is depleted, the game will end, and you'll be taken to the results screen. When you have no credits remaining and you lose all your health, it's game over and you must start over from the beginning of the game.

● Ranking

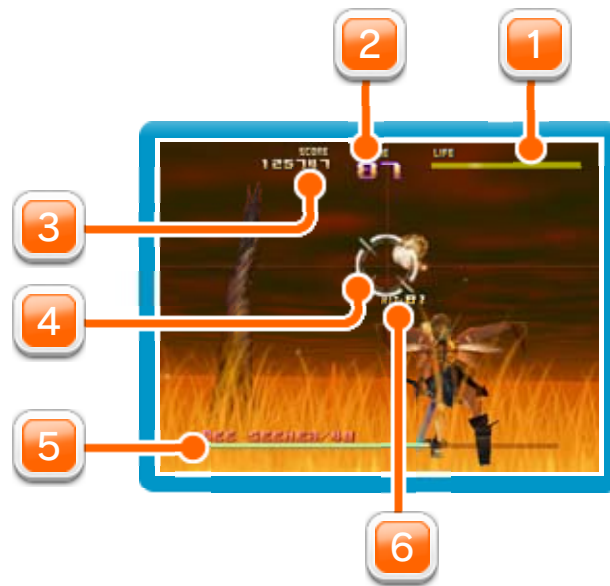
At the results screen, if you scored well enough in your game, you will be given the opportunity to enter your initials and record your score. Select letters with , and then press **A** or **Z** to input those letters and **B** to delete them.

● Credits and Continuing

After you've finished on the results screen, you will be taken to the continue screen. Once there, select either "Continue" or "Save and Quit".

- ◆ You must have at least one credit to continue your game. You are awarded one credit for every 100 enemies you defeat.

4 Game Screen



1 Life Gauge

2 Time Remaining

This gauge will refill completely after beating certain enemies.

3 Score

4 Cursor

5 Enemy Life Gauge

This gauge is only displayed for certain enemies.

6 Number of Enemies Defeated

5 | Pause Menu



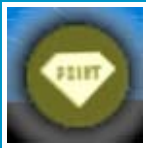
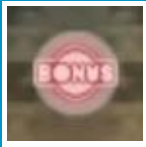

Press **START** during gameplay to reach the pause menu. The following options are available from this menu:



Continue	Resume your game.
Control	Change the control for moving your cursor around on the screen. You can switch between normal and invert targeting.
Quit Game	Quit your current game without saving and return to the main menu.
Save and Quit	Save your current progress and return to the main menu. This option is only available if you have credits.

6 Items

When you defeat enemies, destroy certain obstacles, or something dangerous is close to you, the following items or icons can appear:

	<p>Life</p> <p>Restores your life gauge by 30 units. The amount restored decreases by 10 as you increase in difficulty level.</p>
	<p>Time</p> <p>Adds 30 seconds to your remaining time.</p>
	<p>Point</p> <p>Increases your score. If you manage to pick up more than one in a row without taking any damage, the point bonus you receive will increase.</p>
	<p>Bonus Target</p> <p>Each target you shoot will increase your total number of enemies defeated by one and add 50,000 points to your score.</p>
	<p>Danger</p> <p>Indicates the location of a bomb, or where an object that can cause you harm will fall.</p>

7 Saving

Each time you successfully complete a stage, it will become available from the scene select option on the main menu. You can save your progress in one of the two following ways:

- **Pause Menu**

Select "Save and Quit" on the pause menu to save and exit out of your current game.

However, be aware that the next time you load up your game, you will start from a designated point within the stage that may not correspond to the exact point from which you left off.

- **Continue Screen**

You can also save your game at the continue screen by selecting "Save and Quit".