



N H
Neonity Dated Hunter

RAIDEN IV SECRET FILE

UFO

Presented by INH Co.,LTD.
©MOSS LTD ALL RIGHTS RESERVED. LICENSED BY SEIBU KAIHATSU INC.
©2009 UFO INTERACTIVE GAMES, INC. ALL RIGHTS RESERVED.

UFO MOSS N H
Neonity Dated Hunter

PDF DATA FILE
NOT FOR SALE



TOP SECRET

RAIDEN IV SECRET FILE



RAIDEN IV

SECRET FILE

TABLE OF CONTENTS

P. 0 1 ILLUSTRATIONS

P. 0 5 WEAPONS & ITEMS

P. 1 1 ENEMY DATABASE

P. 2 3 CONCEPT ART

P. 5 4 SCREENSHOTS





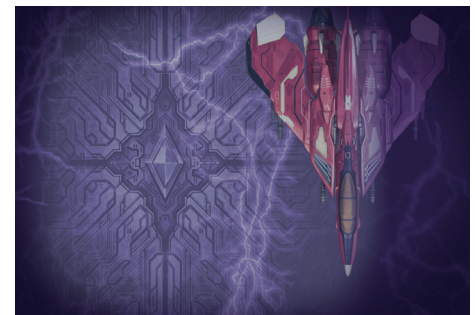
ARCADE EDITION POSTER



TITLE SCREEN



XBOX 360 EDITION POSTERS

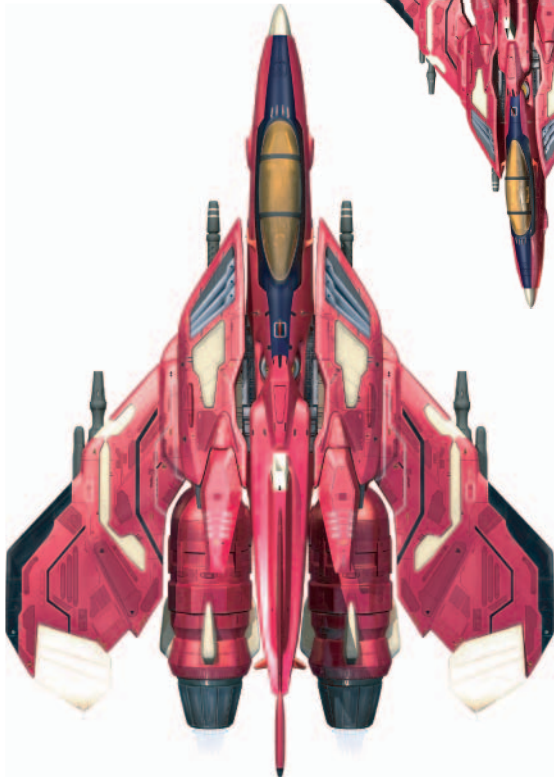
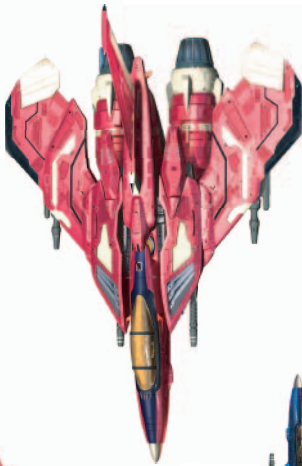


FIGHTING THUNDER ME-02



MACHINE SPECS

Full Width : 14.2 m
 Total Length : 19.1 m
 Total Height : 7.25 m
 Wingspan : 54.0 m
 Weight : 13,540 kg
 Engine : R111-ME-004x2
 Max Velocity : M9.8



FAIRY

FIGHTING THUNDER MK-II





⦿ ATTACK METHOD & POWER ⦿

Find detailed information about the different types of weapons for each ship/character such as trajectory, damage rate and more. Utilize this secret information to aid you in your battles and gain an advantage over your competition!

MAIN WEAPONS

⚡ VULCAN ⚡

FIGHTING THUNDER ME-02

LEVEL	0	1	2	3	4	5
DIRECTION	3WAY	3WAY	5WAY	5WAY	5WAY	7WAY
# OF BULLETS	2	3	2	3	4	4
DAMAGE	6.8	7.0	4.6	5.0	5.2	5.2

FIGHTING THUNDER MK-II

LEVEL	0	1	2	3	4	5	6	7
DIRECTION	1WAY	2WAY	3WAY	3WAY	5WAY	5WAY	5WAY	7WAY
# OF BULLETS	2	2	2	3	2	3	4	4
DAMAGE	16.0	9.5	7.3	8.0	5.6	5.8	6.5	6.2

FAIRY

LEVEL	0	1	2	3	4	5
DIRECTION	3WAY	3WAY	5WAY	5WAY	5WAY	7WAY
# OF BULLETS	2	3	2	3	4	4
DAMAGE	6.0	6.3	4.1	4.5	4.7	4.7

⚡ LASER ⚡

FIGHTING THUNDER ME-02

LEVEL	0	1	2	3	4	5
DAMAGE	4.4	4.6	4.7	4.8	4.9	5.1

FIGHTING THUNDER MK-II

LEVEL	0	1	2	3	4	5	6	7
DAMAGE	5.0	5.3	5.6	5.9	6.2	6.5	6.8	7.1

⚡ MILKY LASER ⚡

FAIRY

LEVEL	0	1	2	3	4	5
DAMAGE	5.5	5.6	5.6 · 2.2	5.8 · 2.3	5.9 · 2.3 · 2.2	6.0 · 2.4 · 2.3

⚡ PLASMA LASER ⚡

FIGHTING THUNDER ME-02

LEVEL	0	1	2	3	4	5
DAMAGE	0.34	0.40	0.46	0.52	0.58	0.64

FIGHTING THUNDER MK-II

LEVEL	0	1	2	3	4	5	6	7
DAMAGE	0.34	0.40	0.44	0.48	0.52	0.56	0.60	0.64

⚡ BUBBLE LAUNCHER ⚡

FAIRY

LEVEL	0	1	2	3	4	5
DAMAGE	1.1	2.3	3.5	4.6	5.8	7.0

⚡ PROTON LASER ⚡

FIGHTING THUNDER ME-02

LEVEL	0	1	2	3	4	5
DAMAGE	4.6 · 0.7	4.8 · 0.8	5.0 · 0.9	5.2 · 1.1	5.4 · 1.2	5.6 · 1.4

FIGHTING THUNDER MK-II

LEVEL	0	1	2	3	4	5	6	7
DAMAGE	7.7	8.5	9.2	10.0	10.7	11.5	12.2	13.0

SUB - WEAPONS

⚡ NUCLEAR MISSILE ⚡

FIGHTING THUNDER ME-02

LEVEL	1	2	3	4
# OF BULLETS	4	8	8	16.0
DAMAGE	4.0	4.0	6.0	2

FIGHTING THUNDER MK-II

LEVEL	1	2	3	4
# OF BULLETS	4	8	8	16.0
DAMAGE	5.2	5.2	7.8	2.6



⚡ FLOWER ⚡

FAIRY

LEVEL	1	2	3	4
# OF BULLETS	4	8	8	16
DAMAGE	3.7	3.7	5.7	1.8

⚡ HOMING MISSILE ⚡

FIGHTING THUNDER ME-02

LEVEL	1	2	3	4
# OF BULLETS	2	4	8	16
DAMAGE	8.0	8.0	8.0	6.0

FIGHTING THUNDER MK-II

LEVEL	1	2	3	4
# OF BULLETS	2	4	8	16
DAMAGE	10.3	10.3	10.3	7.8

⚡ FEATHER ⚡

FAIRY

LEVEL	1	2	3	4
# OF BULLETS	2	4	8	16
DAMAGE	7.6	7.6	7.6	5.7

⚡ RADAR MISSILE ⚡

FIGHTING THUNDER ME-02

LEVEL	1	2	3	4
# OF BULLETS	4	4	6	12
DAMAGE	1.0	1.2	1.5	1.0

FIGHTING THUNDER MK-II

LEVEL	1	2	3	4
# OF BULLETS	2	4	8	12
DAMAGE	1.3	1.6	1.9	1.3

⚡ LEAF ⚡

FAIRY

LEVEL	1	2	3	4
# OF BULLETS	2	4	8	12
DAMAGE	0.9	1.2	1.4	0.9

BOMB

FIGHTING THUNDER ME-02

- Damage Time Frame: 2.0
- Damage Perimeter:..... The Entire Scene
- Motion Time:110 Frames

FIGHTING THUNDER MK-II

- Damage Time Frame: 4.0
- Damage Perimeter: Fixed Radius
- Motion Time: 110 Frames

FAIRY

- Damage Time Frame: 3.0
- Damage Perimeter: The Entire Scene
- Motion Time: 110 Frames

OTHER ATTACKS

COOPERATIVE ATTACK

- When Player 1 and Player 2 conducts a cooperative attack during simultaneous play, the damage rate given is 8.0.

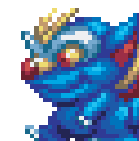
BONUS SCORE

- Main Weapon Level Up item obtained during MAX power: 10,000 points
- Sub-Weapon Level Up item obtained during MAX power: 10,000 points
- Bomb item obtained during MAX bomb stock: 10,000 points
- 1UP item obtain during MAX live stock: 10,000 points
- Decoration item obtained:..... 3,000 points
- Hueari item obtained: 30,000 points
- Mikurasu item obtained:..... 100,000 points
- Orukuriabonasu item obtained: 5,000,000 points
- The Sol is destroyed: 100,000 points

•Clearing a Stage:

Points 1-4 are added to your total score after a stage has been cleared.

- 1.) 10,000 points per Bomb stock remaining.
- 2.) 50,000 points per Live stock remaining.
- 3.) 30,000 points per Decoration item
- 4.) 30,000 points per Winner mark.





SOL / MIKURASU / 1UP

The placements of the Sol's are shown below. If all Sol's are destroyed in succession, a Mikurasu will appear. 1UP items can be found in the stages shown below.



Stage 1 – Sol



Stage 2 – Sol



Stage 3 – Sol



Stage 4 – Sol



Stage 5 – Sol



Mikurasu



Stage 3 – 1UP
Do your best to find the hidden 1UP item!








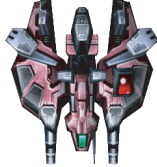


Stage 4 – 1UP
Do your best to find the hidden 1UP item!

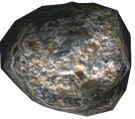











ENEMY DATA





							
SA-05		SA-06		SA-07		SA-08	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
1	1,000	1	1,000	1	1,000	1	1,000

							
SA-09		SA-10		SA-12		SA-23	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
1	1,000	20	1,000	1	1,000	50	1,000

							
SA5-01-A		SA5-01-B		SA-24		SG-03	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
30	1,000	30	1,000	100	1,000	40	1,000
				Bombs		Turret	
				15	0	33%	500

ENEMY DATA





							
SG-06		SG-07		SG-10		SG-11	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
80	1,000	80	1,000	50	1,000	60	1,000
Artillery		Artillery		Turret		Turret	
33%	500	33%	500	33%	500	33%	500





							
SG-12		SG-21		SG3-01		SG4-03	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
80	1,000	60	1,000	70	1,000	50	1,000
Turret							
33%	500						



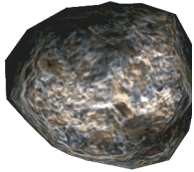










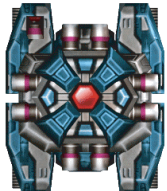


ENEMY DATA




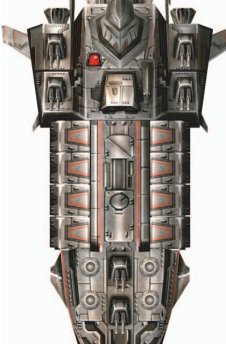
							
MA-02		MA-06		MA-08		MA-12	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
240	10,000	400	10,000	170	10,000	240	10,000

							
MG3-01		MG-10		MG-20		MG-21	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
330	10,000	80	1,000	60	10,000	700	10,000
		Turret					
		33%				500	

							
MA-13		MA-21		MA5-01-A		MA5-01-B	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
130	10,000	150	10,000	100	10,000	100	10,000

							
MG-22		MG-05		LA-10		LA-06	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
300	10,000	250	10,000	3,000	10,000	3,000	10,000
				Turret			
				1,000		1,000	

							
MA-20		MG-01		MG-06-1		MG-06-2	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
200	10,000	250	10,000	250	10,000	320	10,000
		Turret					
		25%				5,000	

							
LA-07		LG-02		R3A-02		R3A-02	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
2,200	10,000	1,700	50,000	2,800	20,000	2,800	20,000
Side Turret				Turret			
150	1,000			60	5,000		



ENEMY DATA

SG5-02		SG5-03		SG5-04		SG5-06	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
220	10,000	150	1,000	160	1,000	100	1,000
						Turret	
						100	1,000

BS52-bit		BG5-L0	
Durability	Score	Durability	Score
Machine		Machine	
50	1,000	500	1,000



Sol		Mikurasu		Item Box		Stage 1 Surface Tank	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
300	100,000	-	100,000	60	0	200	10,000
						Armor	
						500	10,000

ENEMY DATA

Stage 3 Jeeps		Stage 3 Towers		Stage 4 Stones		Stage 4 Stone Turrets	
Durability	Score	Durability	Score	Durability	Score	Durability	Score
Machine		Machine		Machine		Machine	
300	50,000	120	10,000	150	10,000	100	10,000

BOSS DATA

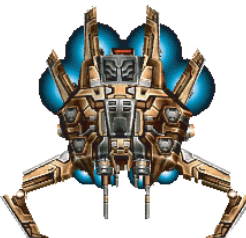
PHASE 1	
STAGE 1 BOSS – EGZEREI	
Durability	Score
Machine	
3,000	50,000
ELAPSED TIME: 60 SECONDS	

PHASE 2	
STAGE 1 BOSS – EGZEREI	
Durability	Score
Machine	
3,000	100,000
Turret x 4	
150	5,000
ELAPSED TIME: 80 SECONDS	



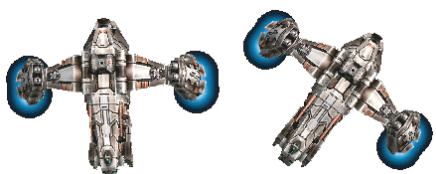


BOSS DATA



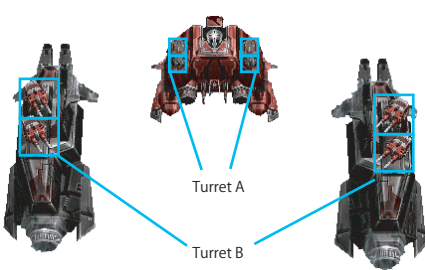
PHASE 1

STAGE 2 BOSS – ORUDO		
Durability	Machine	Score
3,600		50,000
ELAPSED TIME: 30 SECONDS		



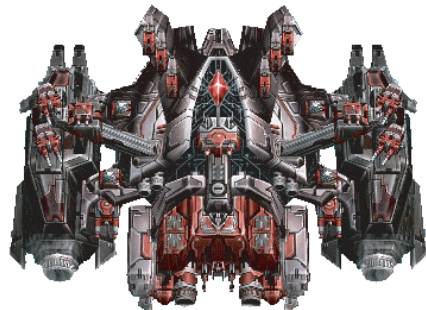
PHASE 2A

STAGE 2 BOSS – HUYURASU		
Durability	Machine (L)	Score
2,200		50,000
	Machine (R)	
2,200		50,000
ELAPSED TIME: 35 SECONDS		




PHASE 1

STAGE 3 BOSS – HUAMERU		
Durability	Turret A X 4	Score
1,000		5,000
	Turret B X 4	
1,000		5,000




PHASE 2

STAGE 3 BOSS – HUAMERU		
Durability	Machine	Score
3,800		10,000
ELAPSED TIME: 60 SECONDS		



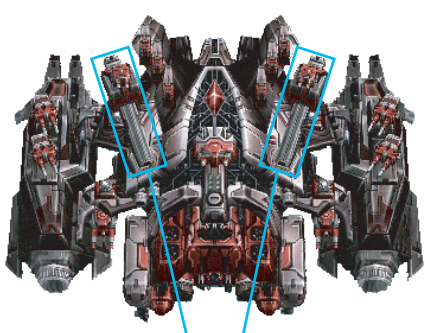
PHASE 2B

STAGE 2 BOSS – HUYURASU		
Durability	Machine (L)	Score
1,600		50,000
	Machine (R)	
1,600		50,000
ELAPSED TIME: 35 SECONDS		



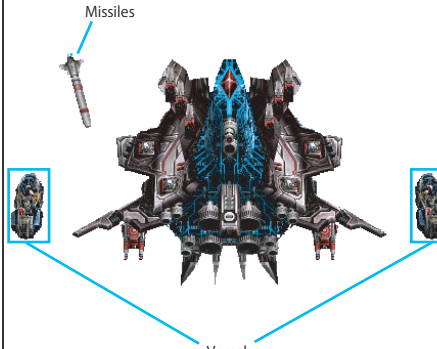
PHASE 3

STAGE 2 BOSS – MAIRAZADO		
Durability	Machine	Score
5,400		100,000
ELAPSED TIME: 75 SECONDS		



PHASE 3

STAGE 3 BOSS – HUAMERU		
Durability	Machine	Score
4,500		30,000
	Crane X 2	
900		3,000
ELAPSED TIME: 85 SECONDS		



PHASE 4

STAGE 3 BOSS – HUAMERU		
Durability	Machine	Score
5,800		100,000
	Vessel X 8	
70		1,000
	Missiles	
15		1,000
ELAPSED TIME: 90 SECONDS		

BOSS DATA

PHASE 1

STAGE 4 BOSS – AGUEU / EUATO	
Durability	Score
Machine X 2	
3,600	50,000
Left & Right Turrets	
250	5,000
ELAPSED TIME: 60 SECONDS	

PHASE 2

STAGE 4 BOSS – AGUEU / EUATO	
Durability	Score
Machine X 2	
3,600	100,000
ELAPSED TIME: 90 SECONDS	

PHASE 1

STAGE 6 BOSS – ISUDOGARAMU	
Durability	Score
Machine	
5,500	50,000
Turret	
500	1,000
ELAPSED TIME: 80 SECONDS	

PHASE 2

STAGE 6 BOSS – ISUDOGARAMU	
Durability	Score
Machine	
7,500	100,000
ELAPSED TIME: 90 SECONDS	

PHASE 1

STAGE 5 BOSS – DA-RUCHIYURA	
Durability	Score
Machine	
4,000	50,000
ELAPSED TIME: 60 SECONDS	

PHASE 2

STAGE 5 BOSS – DA-RUCHIYURA	
Durability	Score
Wing X 4	
2,000	25,000
ELAPSED TIME: 90 SECONDS	

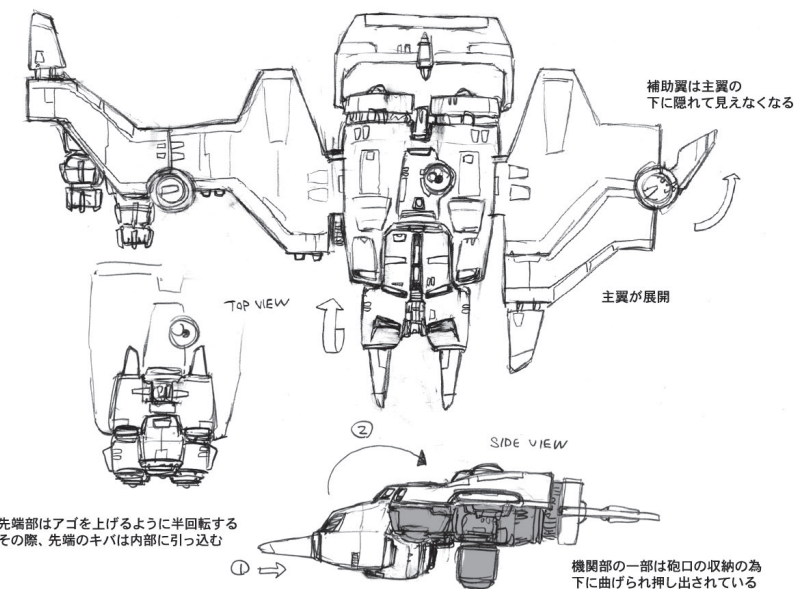
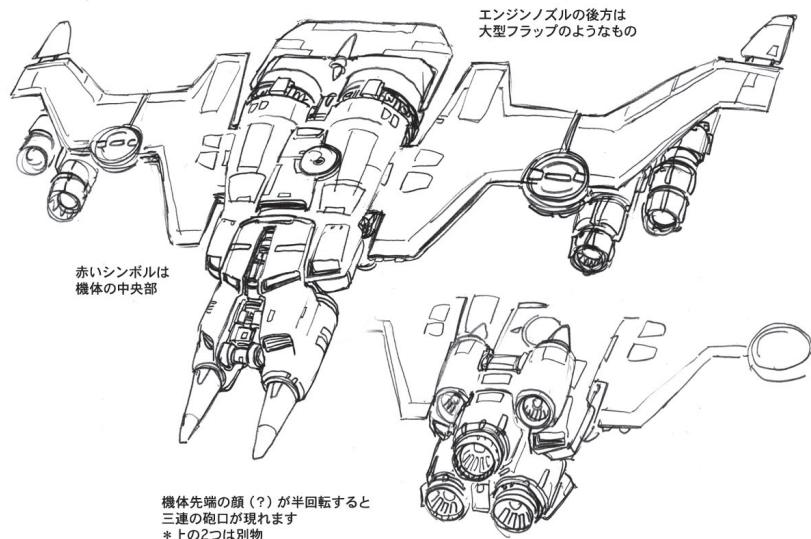
PHASE 1

STAGE 7 BOSS – HORUDA-GADAEIA	
Durability	Score
Turret X 12	
150	1,000
Panel X 60	
200	1,000
Small Meteorite	
50	1,000
ELAPSED TIME: 90 SECONDS	

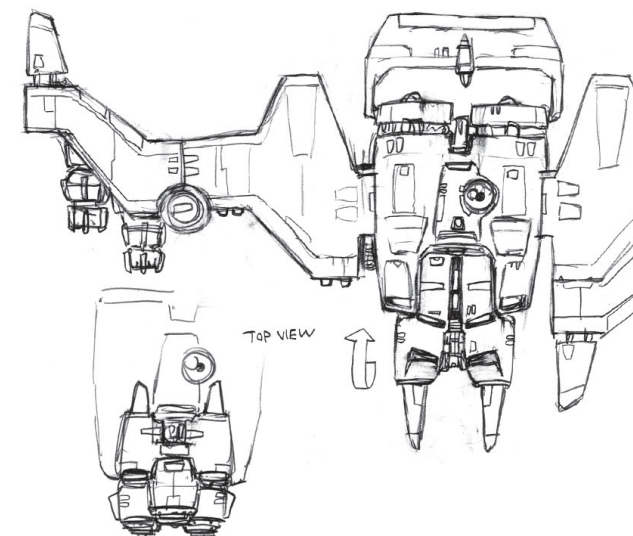
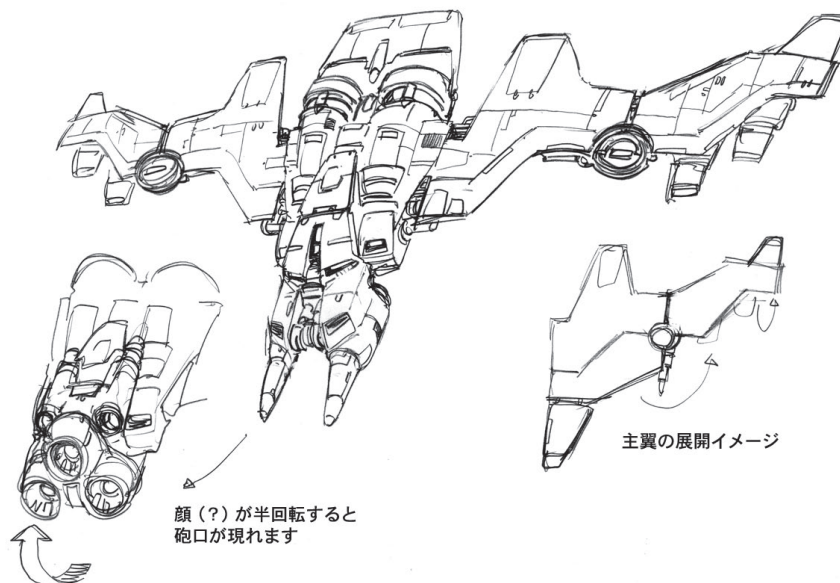
PHASE 2

STAGE 7 BOSS – HORUDA-GADAEIA	
Durability	Score
Machine	
3,600	100,000
ELAPSED TIME: 90 SECONDS	

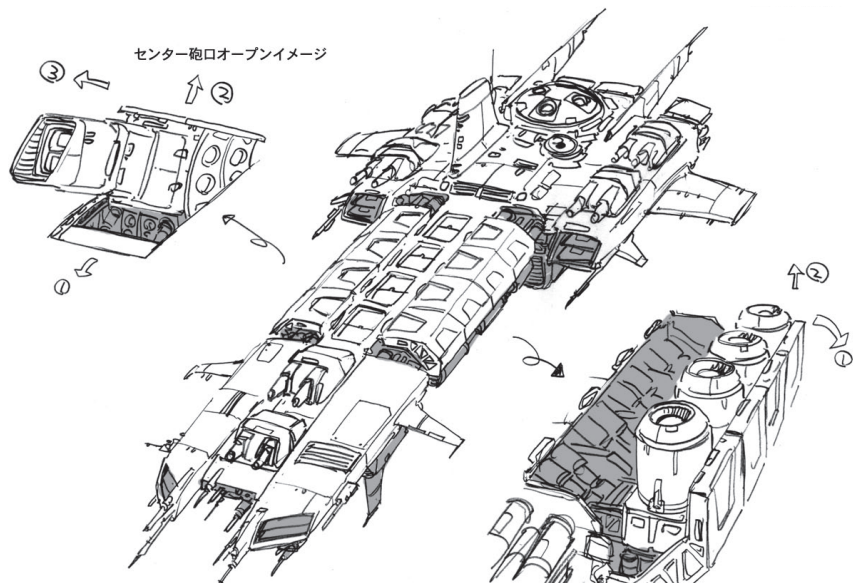
LA-06



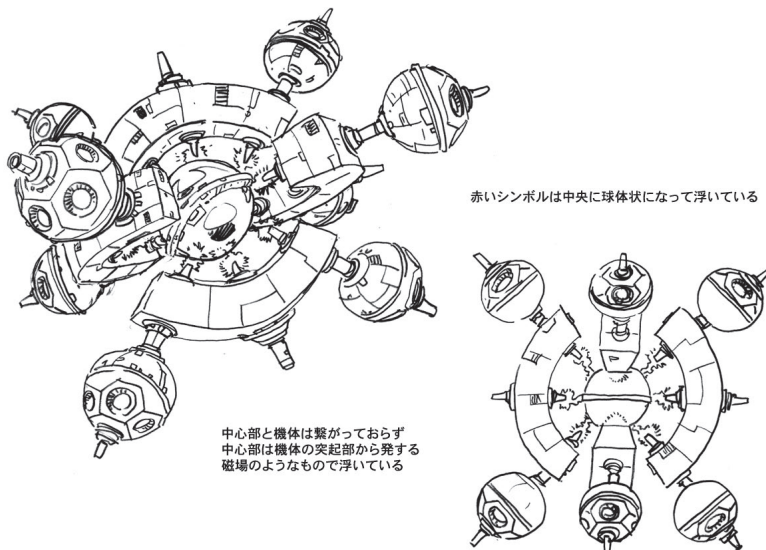
LA-06



LA-07

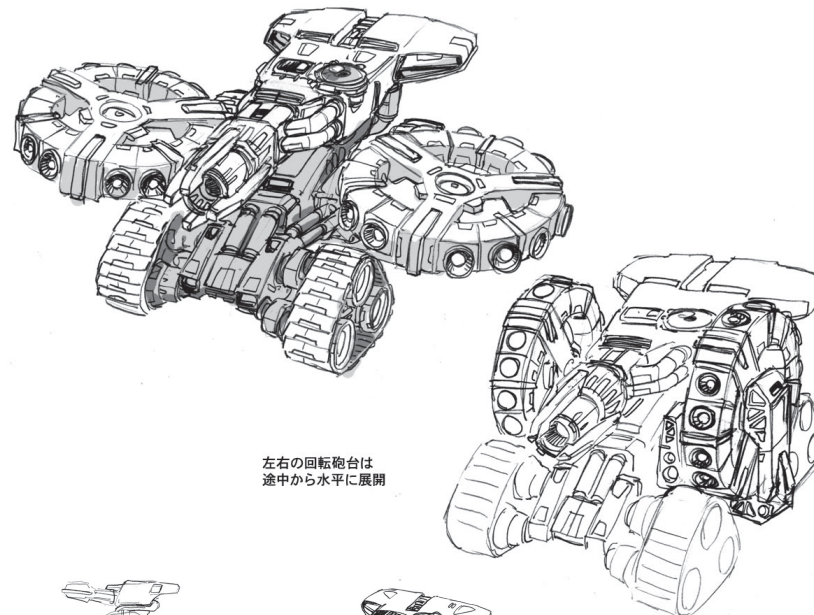


SA-24

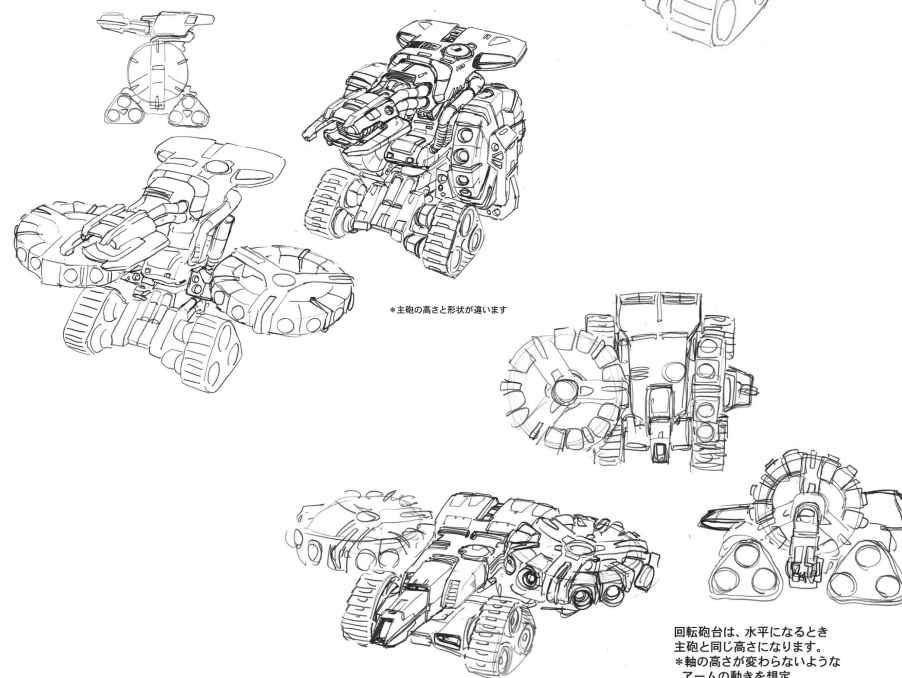


中心部と機体は繋がっておらず
中心部は機体の突起部から発する
磁場のようなもので浮いている

MG-05



左右の回転砲台は
途中から水平に展開

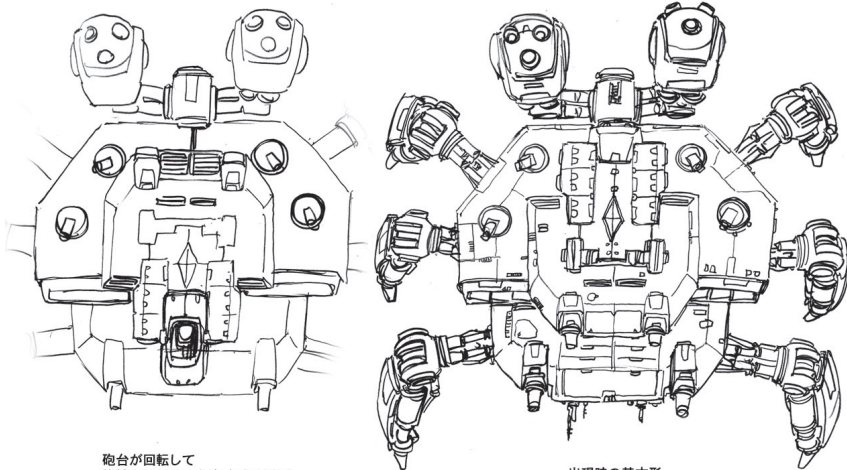


*主砲の高さと形状が違います

回転砲台は、水平になるとき
主砲と同じ高さになります。
*軸の高さが変わらないような
アームの動きを想定

STAGE 1 BOSS - EGUZEREI

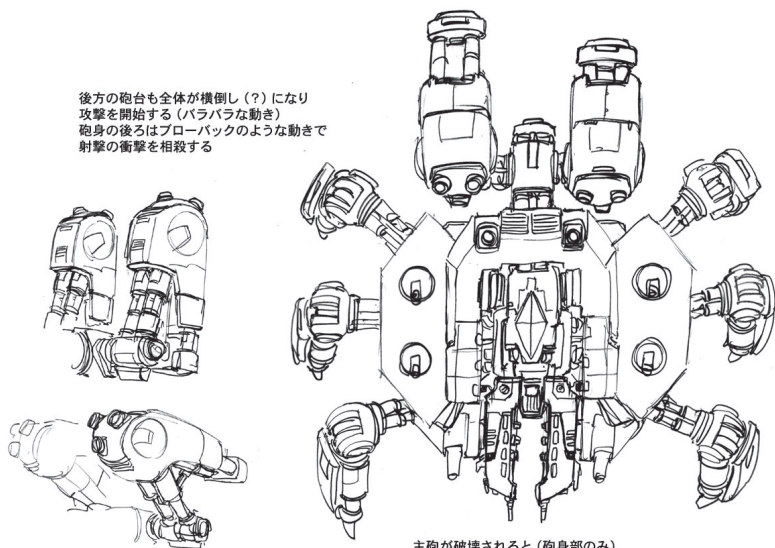
後方の砲塔は動きに合わせてユラユラと揺れている



砲台が回転して格納されていた主砲(?)が出現

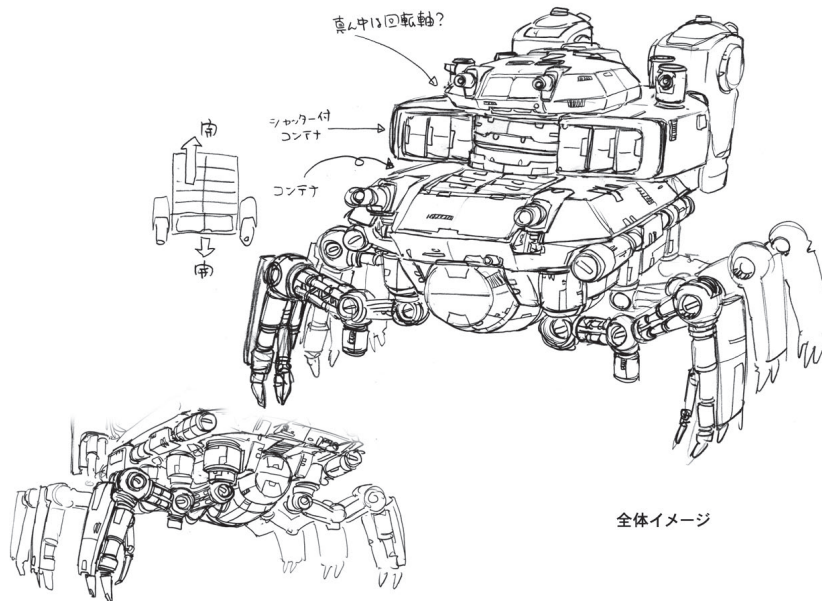
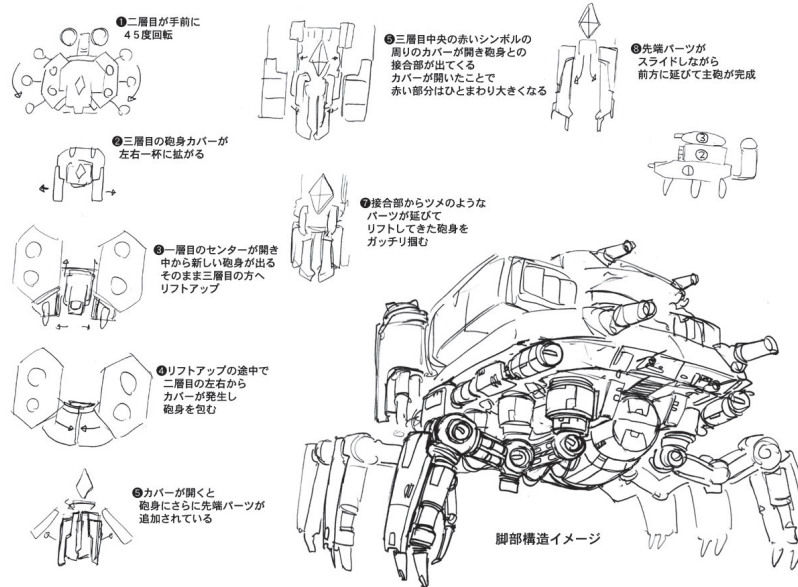
出現時の基本形

後方の砲台も全体が横倒し(?)になり攻撃を開始する(バラバラな動き)砲身の後ろはブローバックのような動きで射撃の衝撃を相殺する



主砲が破壊されると(砲身のみ)赤いシンボル部がさらに露になり主砲の先端に新たに砲身が装備され最終形態となる
*プラズマレーザーあるいはレールガン的一种?
2本の砲身の間をプラズマ化した弾が突き抜けていく

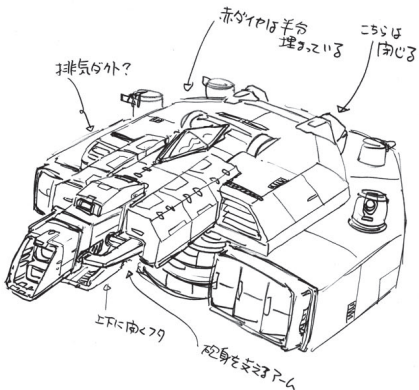
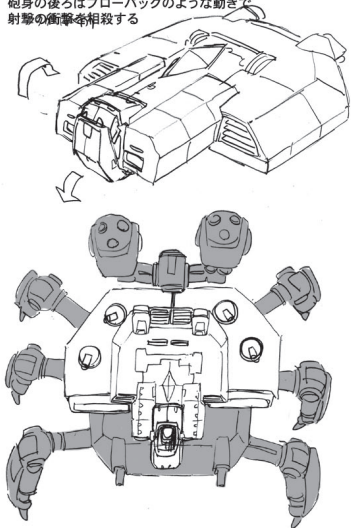
STAGE 1 BOSS - EGUZEREI



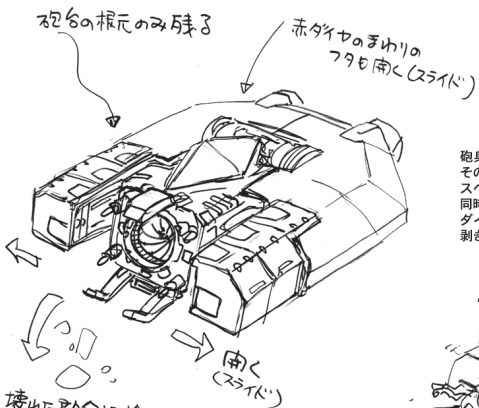


STAGE 1 BOSS - EGUZEREI

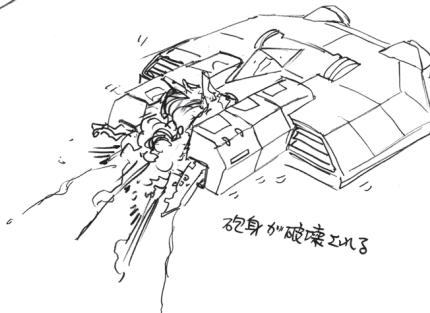
後方の砲台も全体が横倒し(?)になり
攻撃を開始する(バラバラな動き)
砲身の後ろはブローバックのような動きで
射撃の衝撃を相殺する



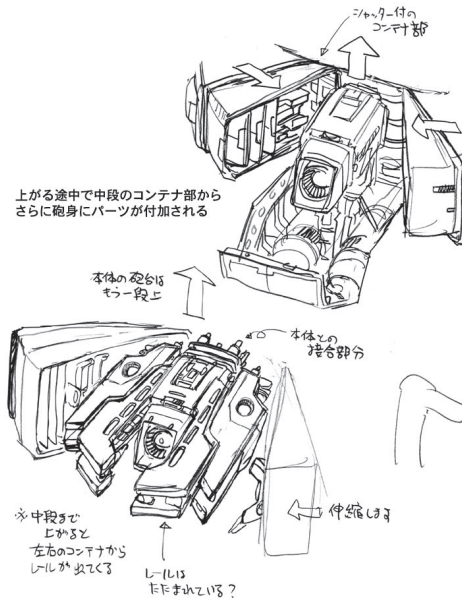
一本砲台の展開イメージ



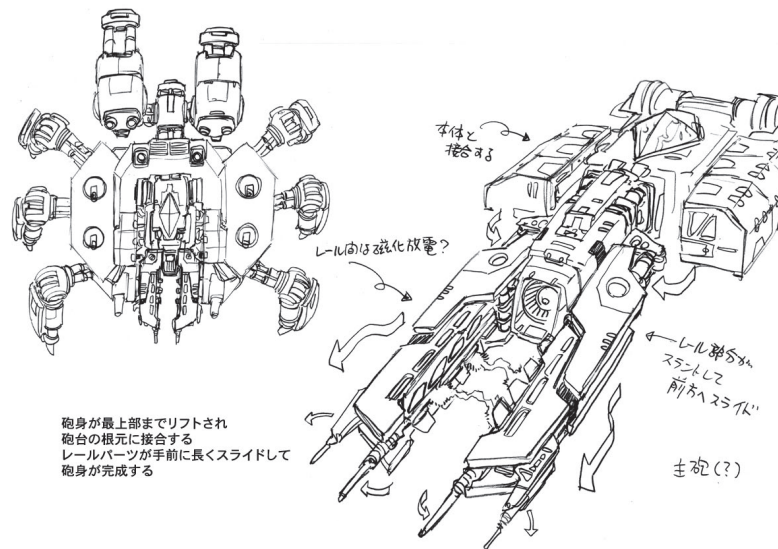
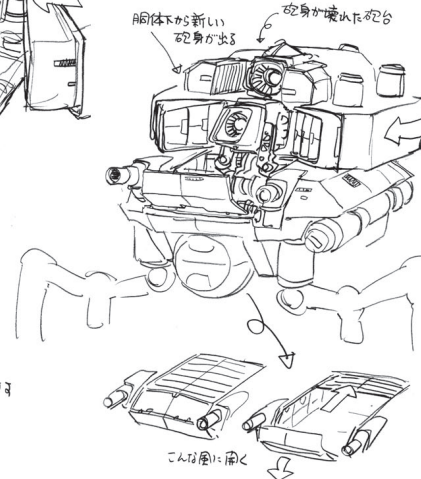
砲身が破壊されると
その両脇のパーツが左右にスライドし
スペースを作る
同時に赤いダイヤ部周辺のカバーも開き
ダイヤがマウントされた砲台の根元部分が
剥き出しにされる



STAGE 1 BOSS - EGUZEREI

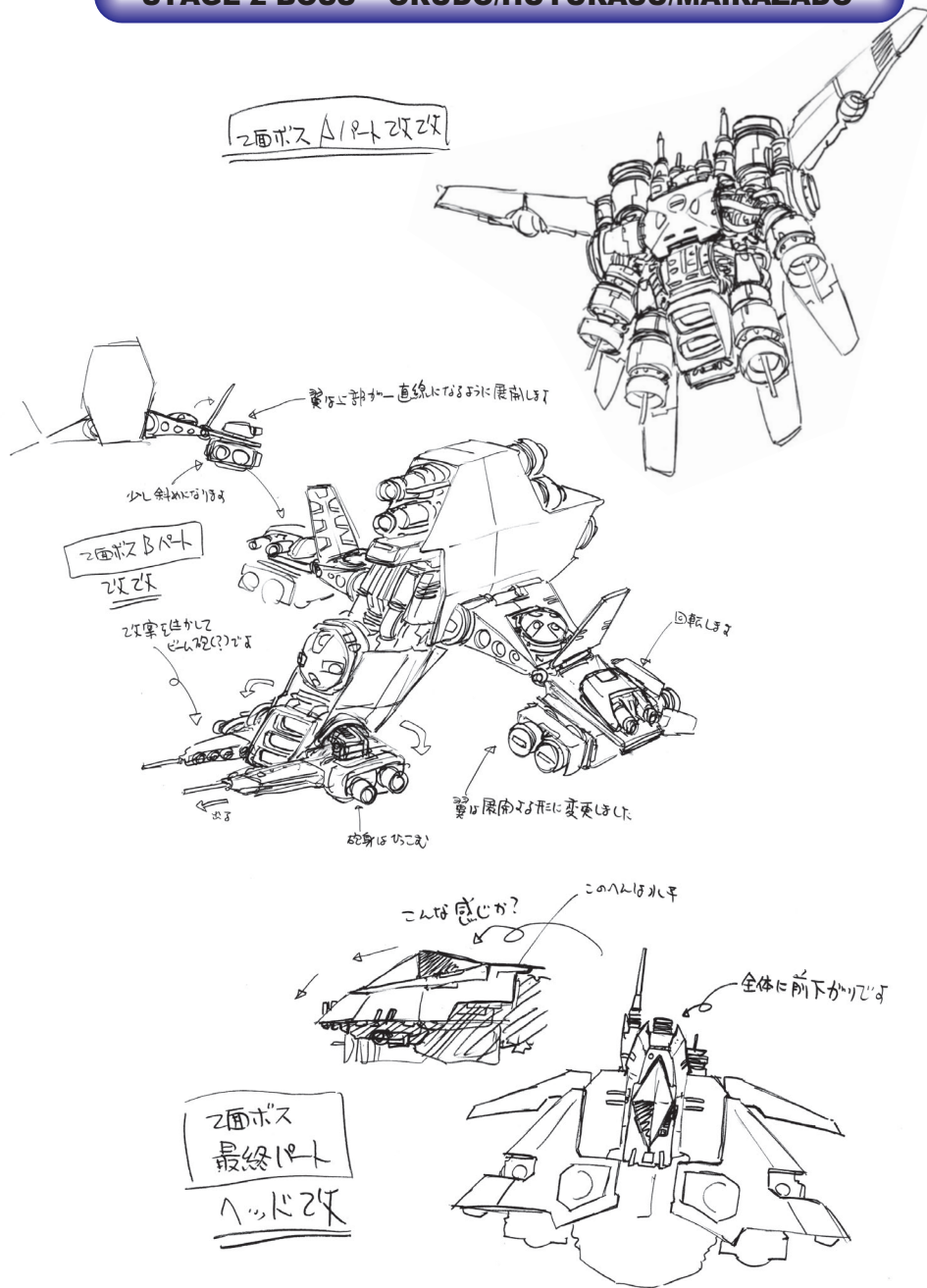


下の胴体部のシャッターが開き
主砲の砲身がせりあがってくる

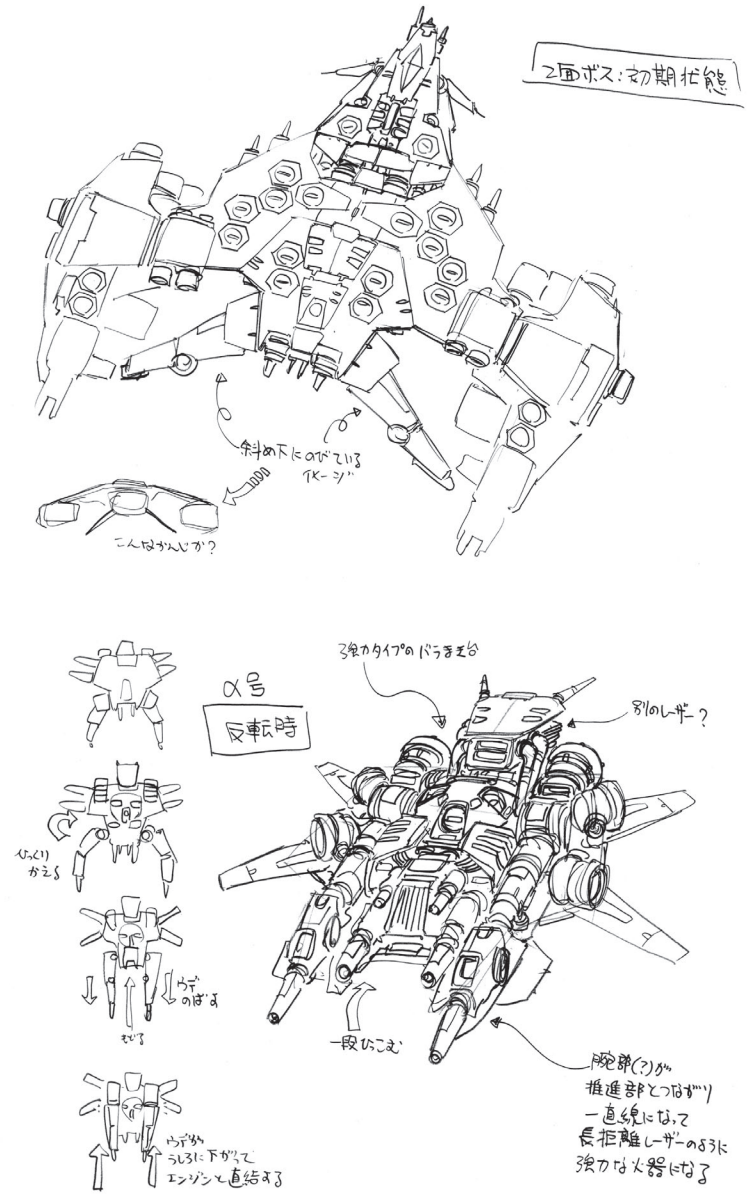


砲身が最上部までリフトされ
砲台の根元に接合する
レールパーツが手前に長くスライドして
砲身が完成する

STAGE 2 BOSS - ORUDO/HUYURASU/MAIRAZADO

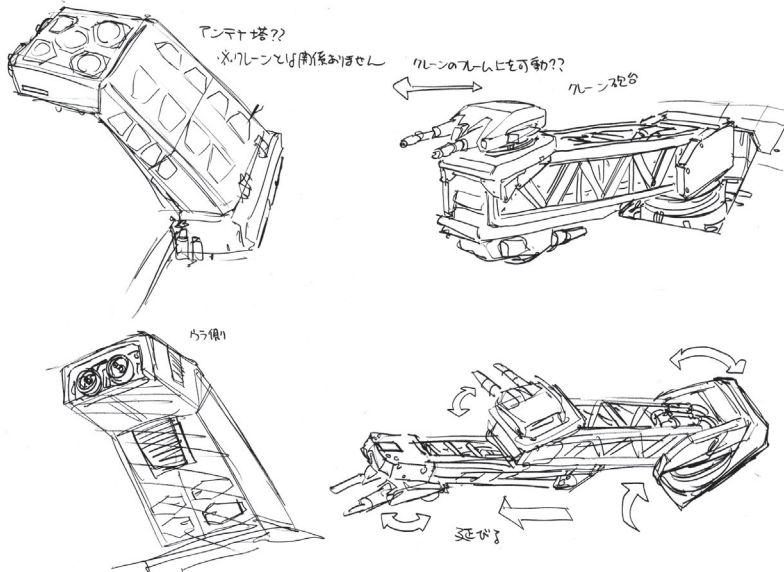
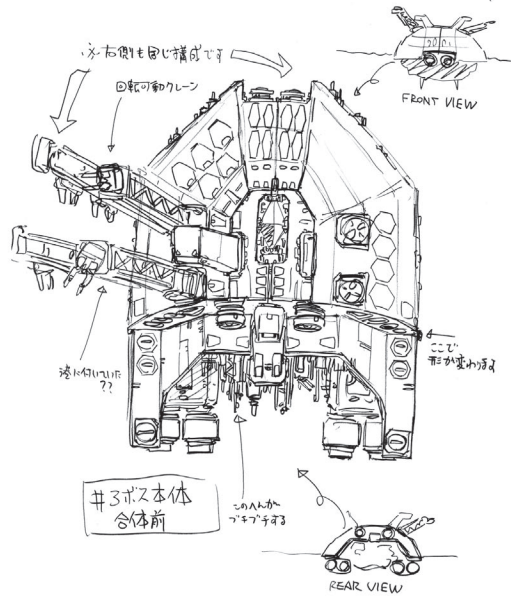


STAGE 2 BOSS - ORUDO/HUYURASU/MAIRAZADO

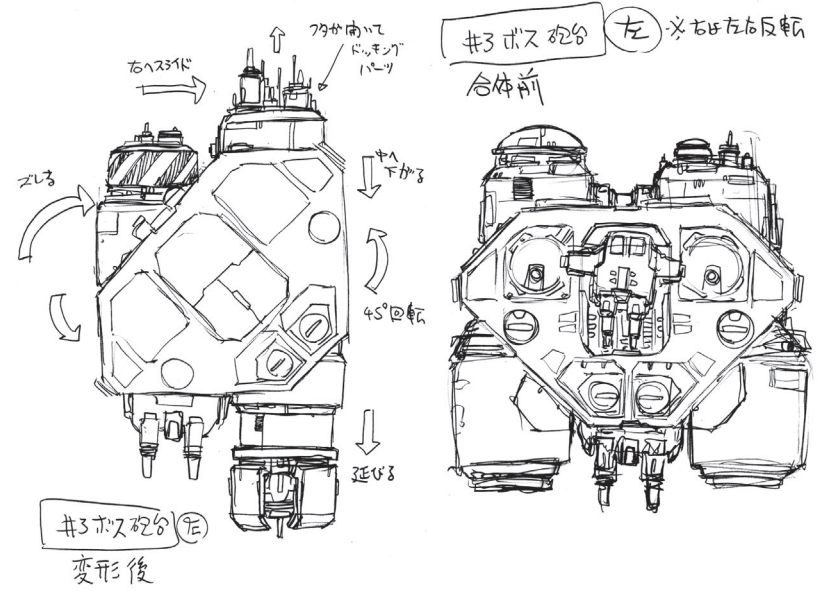
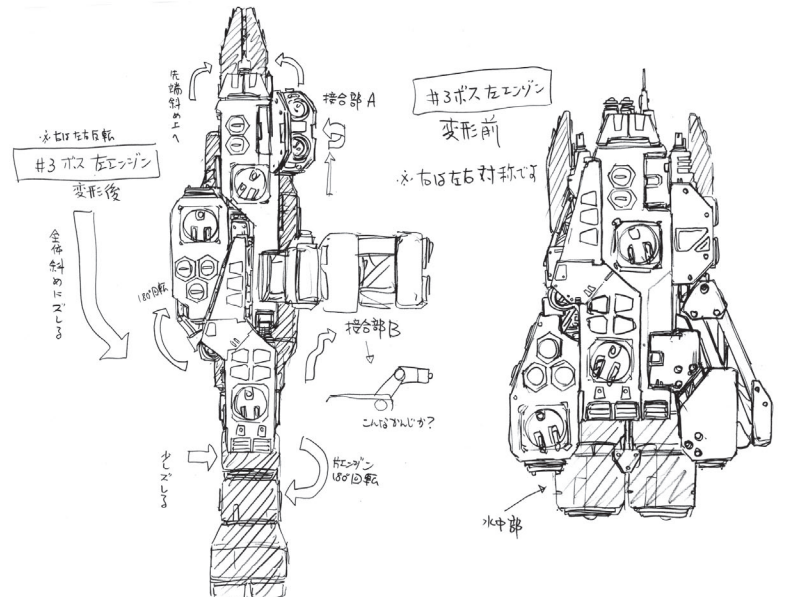




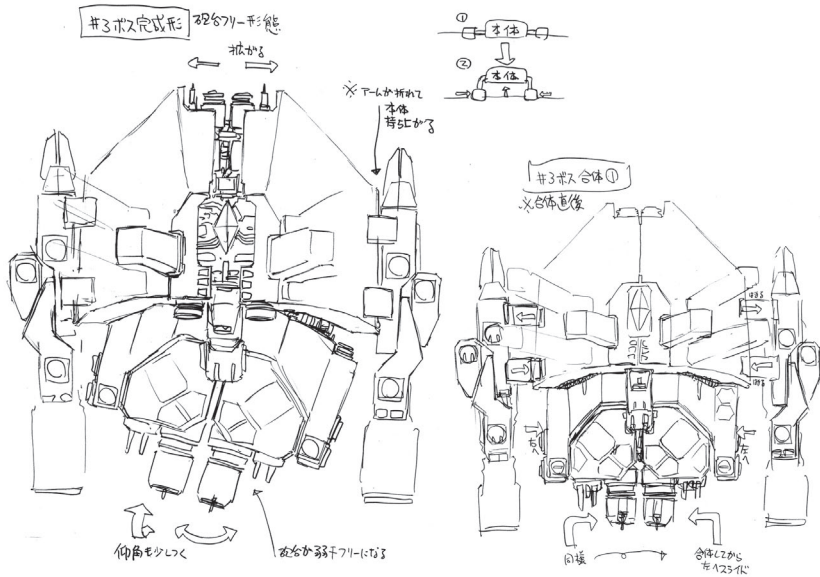
STAGE 3 BOSS - HUAMERU



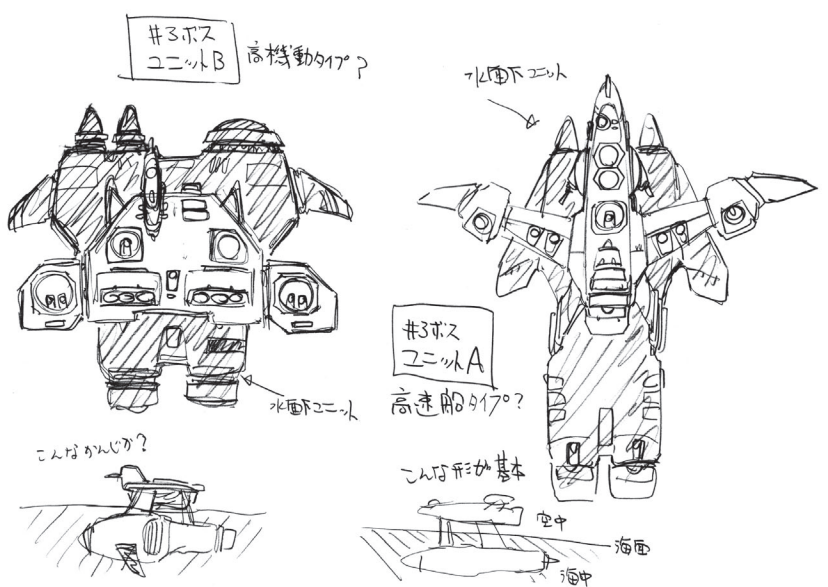
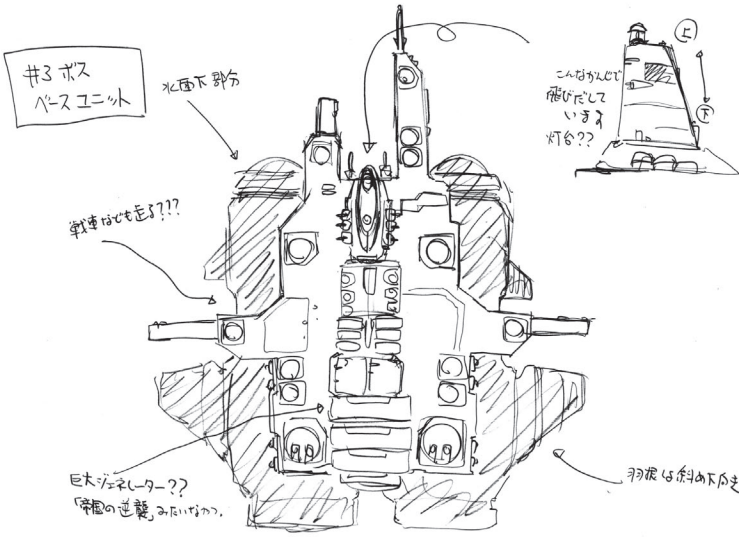
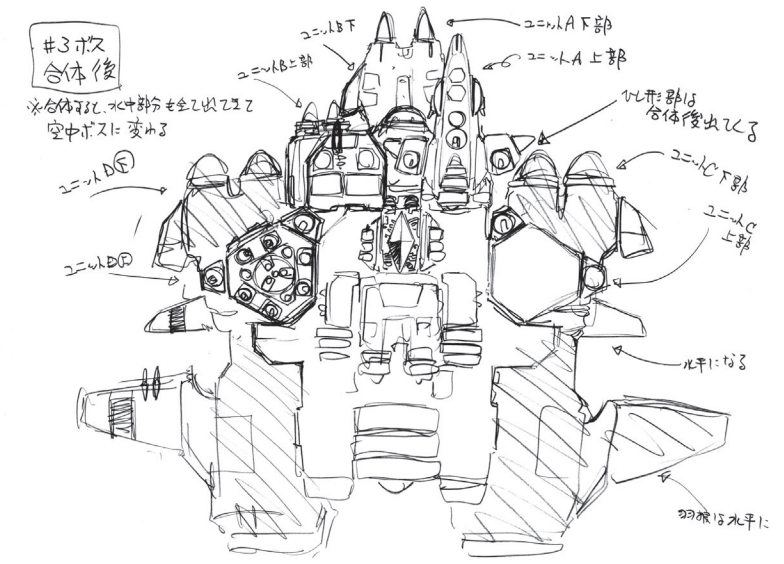
STAGE 3 BOSS - HUAMERU



STAGE 3 BOSS - HUAMERU

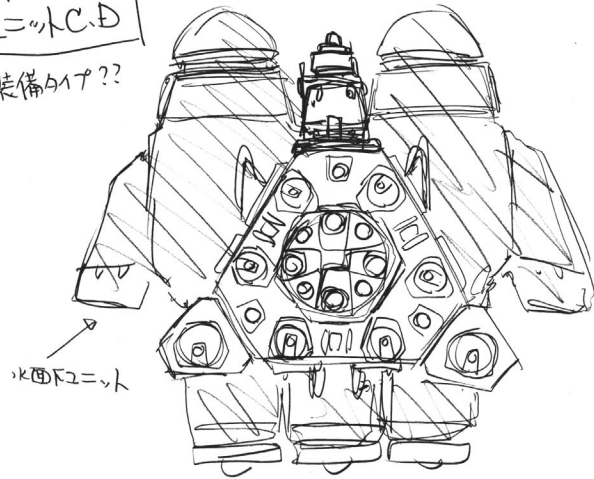


STAGE 3 BOSS - HUAMERU



STAGE 3 BOSS - HUAMERU

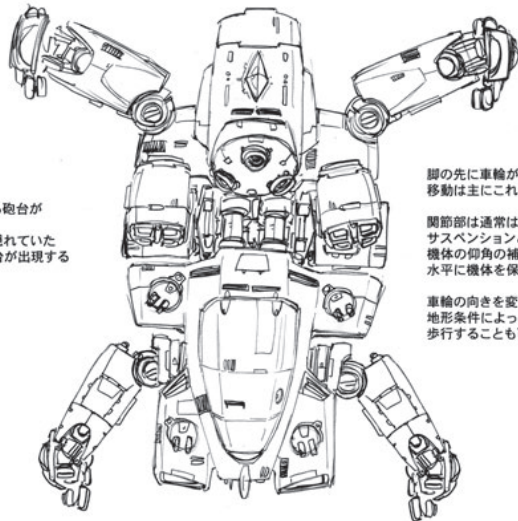
#3ボス
ユニットC.D
垂装備タイプ??



水圏下ユニット

STAGE 4 BOSS - AGUEU / EUATO

歩行 (走行) 形態



胸脇にある砲台が壊れると胸体下に隠れていた予備の砲台が出現する

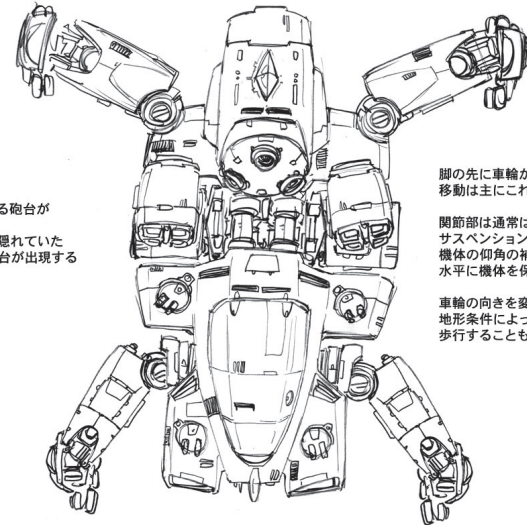
脚の先に車輪がある移動は主にこれによる

関節部は通常はサスペンションとして機能する機体の仰角の補正や水平に機体を保つ事にも使用する

車輪の向きを変えての水平移動や地形条件によっては関節部を使って歩行することも可能

STAGE 4 BOSS - AGUEU / EUATO

歩行 (走行) 形態



胸脇にある砲台が壊れると胸体下に隠れていた予備の砲台が出現する

脚の先に車輪がある移動は主にこれによる

関節部は通常はサスペンションとして機能する機体の仰角の補正や水平に機体を保つ事にも使用する

車輪の向きを変えての水平移動や地形条件によっては関節部を使って歩行することも可能

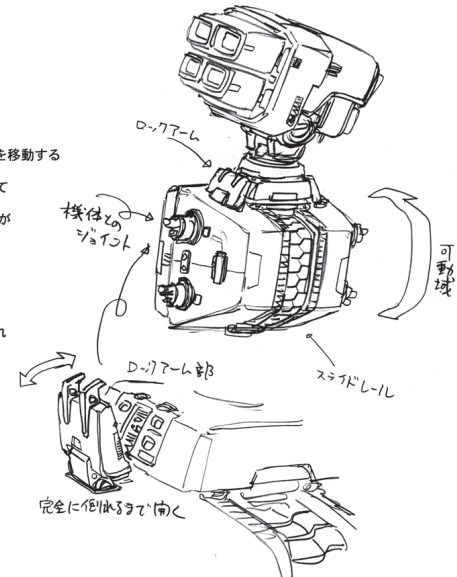
左右砲台

砲台は土台部分にあるスライドレール上を移動する

砲台が破壊されるとロックアームが外れて砲台の台座は廃棄されるその後下側に装備されている予備の砲台がスライドして上がってくる

砲台の台座はユニバーサルタイプ(?)様々な種類の砲台をマウントできる

機体が飛行形態に変形するときは土台部分の本体とのジョイントがはずされそのまま廃棄 (落下) される



機体のジョイント

D-77-L

D-77-L 砲台

スライドレール

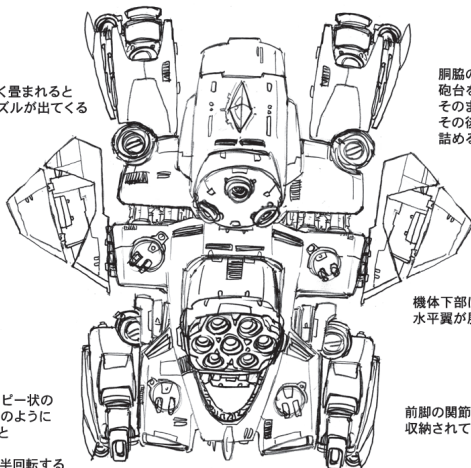
完全に倒れ落ちる

可動域

STAGE 4 BOSS - AGUEU / EUATO

飛行形態

後脚の関節が180度近く畳まれると
収納されていた推進ノズルが出てくる



胴部の砲台が全て壊れると
砲台をマウントしていた胴部は
そのまま切り捨てられる(落下)
その後胴体前部が空いた胴部を
詰めるように引き寄せられる

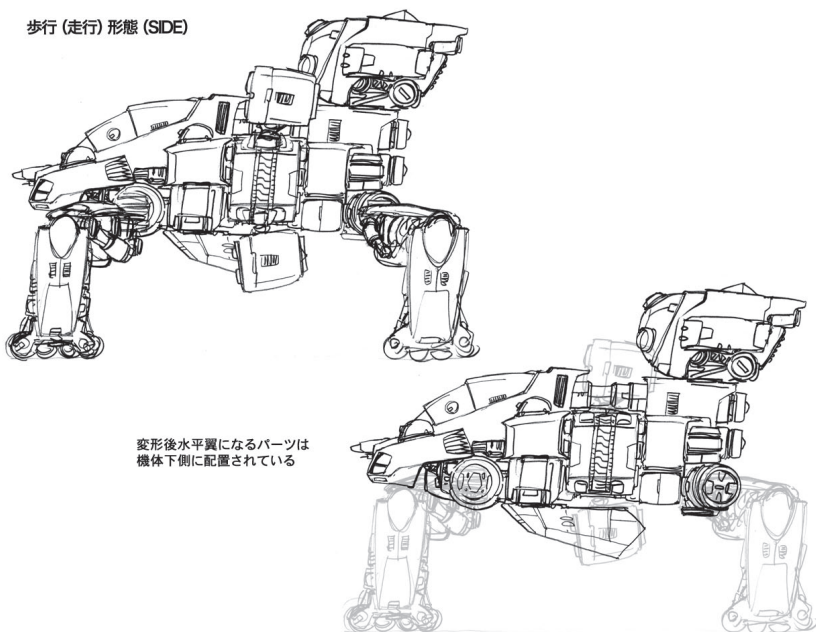
機体下部に畳まれていた
水平翼が展開する

胴体前部のキャノピー状の
部分がシャッターのように
スライドして開くと
中にある機械が
せり上がりながら半回転する
こちらに砲口を見せると
砲台であることが解る

前脚の関節が180度近く畳まれると
収納されていた砲台が出てくる

車輪部は車軸が下を向くように折り畳まれ
車軸部に収納されていたノズルが出現し
ホバリングや姿勢制御に使用される

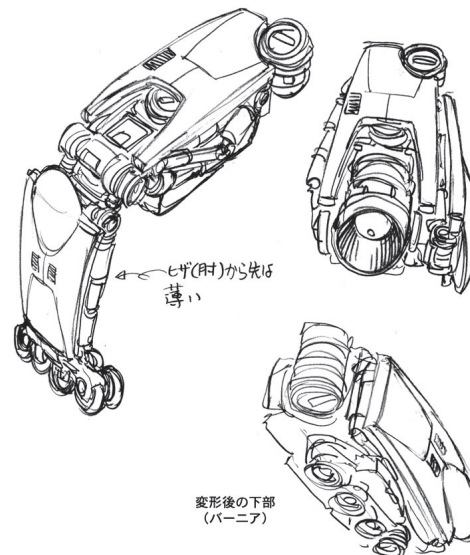
歩行(走行)形態(SIDE)



変形後水平翼になるパーツは
機体下側に配置されている

STAGE 4 BOSS - AGUEU / EUATO

脚部基本形



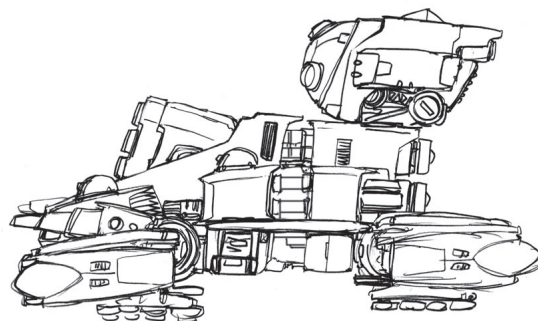
上腕部(大腿部)は砲台や
ノズル収納などのために太いシルエット
逆に腕部(腰部)は厚みがない

後脚変形後
(ノズル形態)

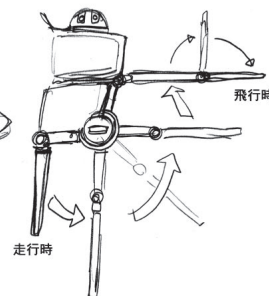
前脚変形後
(攻撃形態)

変形後の下部
(バーニア)

飛行形態(SIDE)



水平翼の展開イメージ(正面)

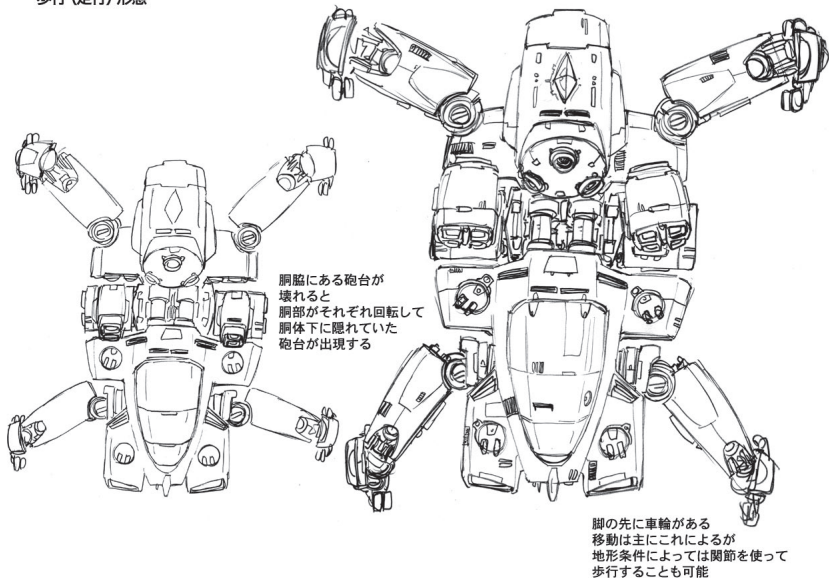


機体中央部にあった砲台ユニットは
噴牽(排出)され、前後が圧縮される

飛行時には翼内に
重ねられていた補助翼が展開
*ジェダイスターファイター式?

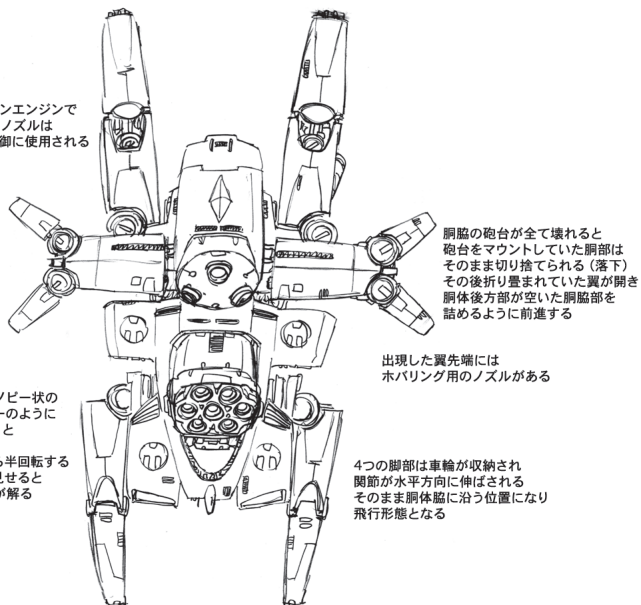
STAGE 4 BOSS - AGUEU / EUATO

歩行 (走行) 形態



飛行形態

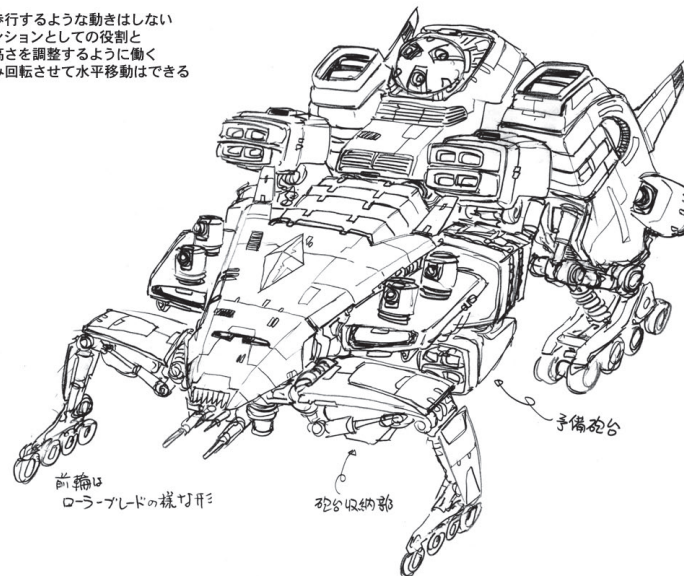
移動は胸体下にあるメインエンジンで翼端や脚部にある無数のノズルは主にホバリングと姿勢制御に使用される



STAGE 4 BOSS - AGUEU / EUATO

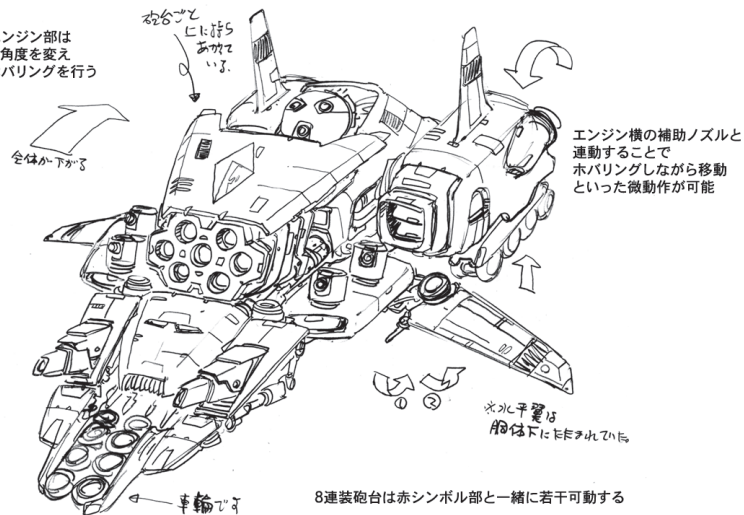
走行形態

前脚は歩行するような動きはしないサスペンションとしての役割と姿勢の高さを調整するように働く車輪のみ回転させて水平移動はできる

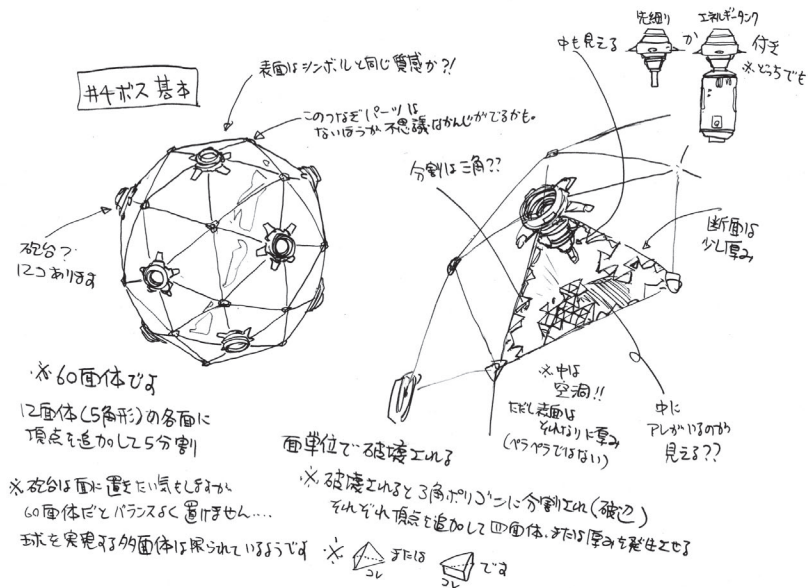


飛行形態

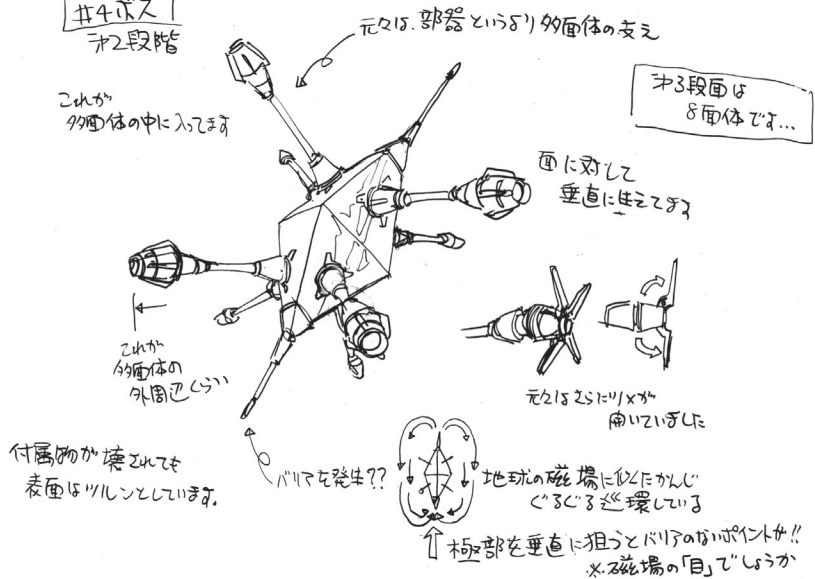
左右のエンジン部は回転して角度を変え推進とホバリングを行う



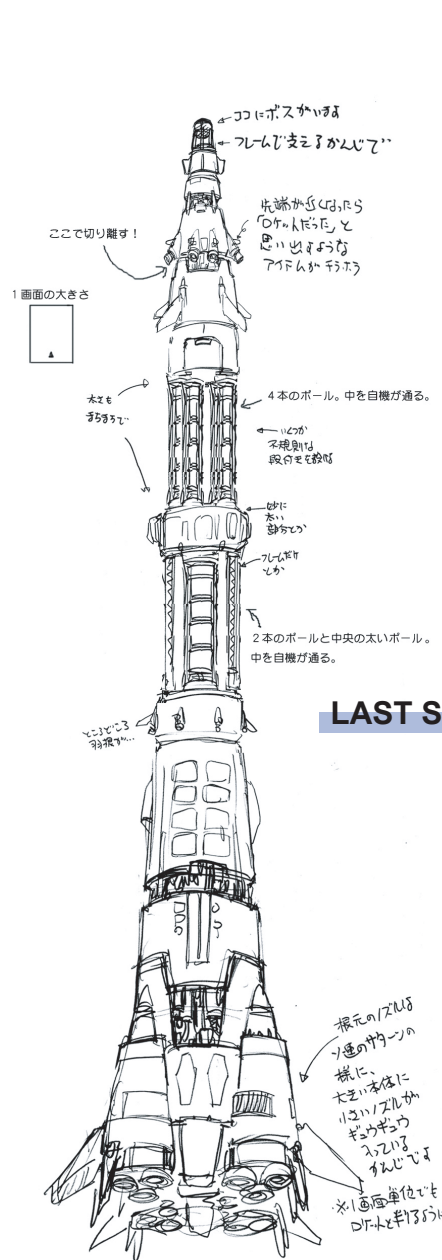
STAGE 7 BOSS - HORUDA-GADAEIA



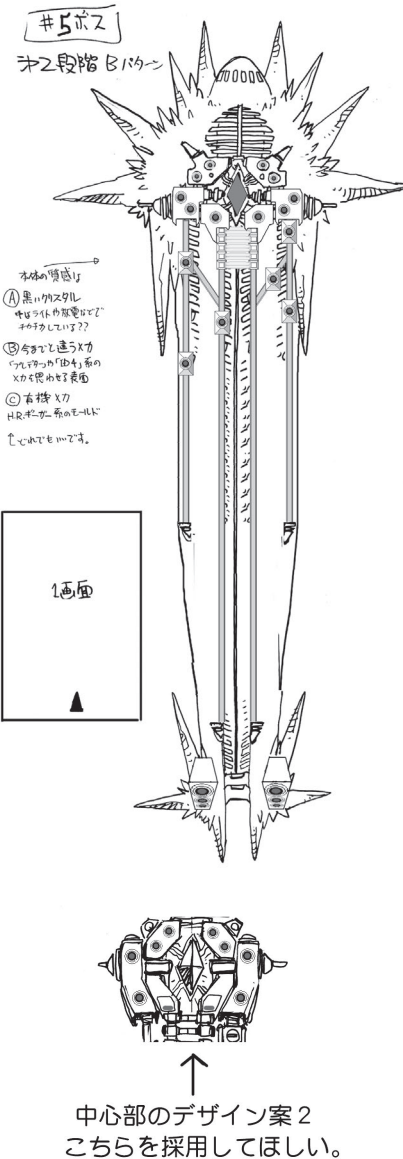
#4ボス ボス2段階



STAGE 7 BOSS - HORUDA-GADAEIA

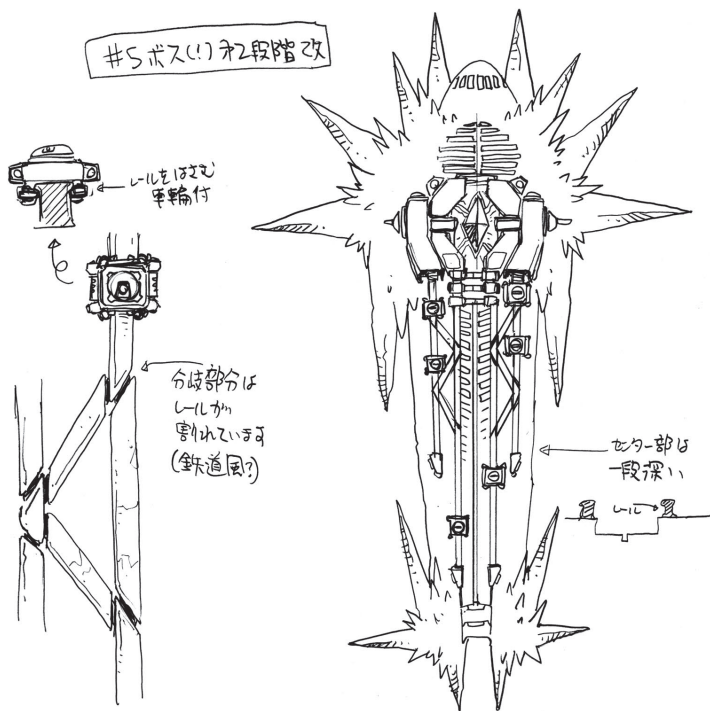


TRUE BOSS

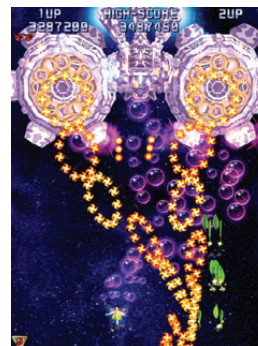
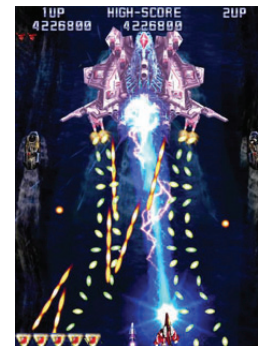




STAGE 7 BOSS - HORUDA-GESHIYUTORUDA



SCREENSHOTS



Presented by INH Co.,LTD.



©MOSS LTD ALL RIGHTS RESERVED. LICENSED BY SEIBU KAIHATSU INC.

©2009 UFO INTERACTIVE GAMES, INC. ALL RIGHTS RESERVED.

ILLUSTRATOR: DAISUKE NAGATA