



ARTBOOK



SUPERLATIVE NIGHT DREAMS

COTTON™ FANTASY!

The perfect way to celebrate
Cotton's 30th anniversary!



*Times may have changed,
but we're still the same!*

"With more polygons and the characters fully voiced, the game has undergone another major transformation and features guest characters not only from Cotton, but also from other popular titles from Success, such as Sanvein and Psyvariar, making it a gorgeous, modern, side-viewing Shoot 'em Up worthy of its 30th anniversary. With an exhilarating, modern feel to the game, bright, casual visuals and a lively cast of characters, it's a title worthy of its name."



▶ STORY ▶

One day, Silk notices that Willow has disappeared from Fairyland, and she goes to the castle to tell the Queen about it. But the Great Hag, who is the head of the castle, says to them with even more dignity: "When Willows disappear from the world, the one who wears a blue robe shall appear in the land of the fairies. She will find the lost Binding Willow, and endless Willows will appear". Although she didn't quite want to believe it, Silk, who was very familiar with the "blue robed one", reluctantly left the castle to find a witch dressed like that. At the same time, the disappearance of Willows is causing disaster across the world. With nothing left to do, Silk finally finds Cotton and asks her for help. But the answer was a resounding "NO!" As she hears this, Cotton's adventures begin...oh? I've heard this prologue before...

Game Systems

System Overview

Cotton and all the other popular characters from Success and Studio Saizensen appear in the game. Each character has their own "Special Attack", but the concept of leveling up shots and other general systems are the same for each character.



▲ Character select screen.



▲ Use crystals to level up!

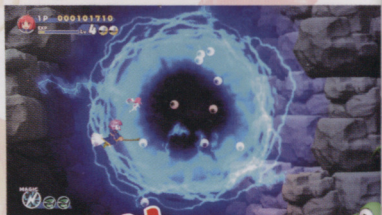


▲ Shot Use the three elements of Shot, Magic, and Special Attack to push forward!



◀ Magic

Special attacks (unique to each character)



The "Chain Burst" is generated by magic and special attacks. Exhilarating in every way. ▲

Game Systems

Chain Burst

Defeat enemies with magic attacks or counter their shots, and the score multiplier bells will appear everywhere!



When you get a bell, the multiplier counter will appear in the upper left corner. When this counter is generated, if you pick up bells in quick succession, the counter will increase, and the grade of the bell that appears will increase as the counter increases. *Will be [enemy's score x number of counters].* The multiplier will decrease by one count if you don't defeat an enemy or get a bell for a certain period of time.

▲ The maximum number of counters is 99, and the score you get when you defeat an enemy will be [enemy's score x number of counters]. The multiplier will decrease by one count if you don't defeat an enemy or get a bell for a certain period of time.

Special Attacks

Cotton

Magic / Bomb

Appli

Magic / Catch and throw enemies

Umihara Kawase

Magic / Bazooka (catch and shoot enemies)

Ruffee

Magic "Laser Beam" / Bomb

Cyber Ria

Level Up Barrier / Bomb

Fine

Magic

Tacoot

Magic / Cosmic Rod

Stage & Demo

In true Cotton-fashion, the cutscenes between stages are lively, lighthearted and cute!



The slapstick humor of the series as fun as ever. ▶



◀ Silk is not happy with Cotton. As the series goes on, she gets more and more forceful in her requests.



◀ Once again, Cotton has a hard time finding Willows. Is this fate?

How far are you ▶ going for Willows, Cotton?



Stages & Bosses

There are 10 stages in the main adventure. After clearing the first stage, a world map will appear and you can choose where you want to go from 5 stages, ranging from B to F. But even after clearing all stages, Cotton's adventure doesn't end, now she goes off into space to chase the last boss. As the game reaches its climax, the fate of the world is in Cotton's hands! Also, two of the 10 stages are bonus stages!



Stage A "AVARITIA" is a night time town reminiscent of the beginning of "Cotton 2".



AVARITIA's boss, the "Spider Witch" is a spider-like creature, or rather just a spider...



Stage B "SUPERBIA" A lakeside in colourful night time.



SUPERBIA boss "Gryphon".



Stage C "PIGRITIA" - The remains of a deep pit. The home of giant creatures.



The boss of PIGRITIA, "Queen Mai Mai", is a conch that has come back to life from a fossil.



Stage D, "LUXURIA". The ancient pyramids are full of traps!



The boss of "LUXURIA", Khnum. Do not disturb the king's sleep.

Stages & Bosses

E



Stage E - "IRA" - A beautiful sunset... but it scrolls by fast!

F



Stage F "INVIDIA" A huge floating battleship that looks like a castle.

G



Stage G "PORTA AD CAELUM" The battle for Willow has finally reached outer space.



The boss in "IRA", Wool, appears with her dragon.



The boss of "INVIDIA", "King Cobra" is a huge creature with a long body. If you don't defeat it quickly, there will be two of them.



PORTA AD CAELUM's boss, Tacoot, is said to have an extraordinary grudge against Cotton.

Final



The final stage, SEPTEM PECCATA MORTALIA. Will Cotton's magic work in this unknown sci-fi world?

Bonus Stage

After every third stage, you'll be able to collect teacups from the perspective of Panorama Cotton.



Bonus Stage 1 "ARGENTUM CLAVEM"



Bonus Stage 2 "AURUM CLAVEM"

There are also six more special stages for each playable character, which you can find on the character introduction page!

Character Introduction

There are 8 characters in total, each with their own unique abilities, so you can define your own playstyle depending on which character you use!

Success' and Studio Saizensen's

" I am the hero! I am a great witch!

Nata de Cotton & Silk



▲ Standard performance. You can play with the same familiar style. The screenshots shows Cotton's Stage

Special Attacks

By acquiring colored crystals, you can use shots and magic with the Fire, Lightning, and Wind attributes. Your special attack is "Bomb".

- Special Attack: "Magic"
You can use magic of the same attribute as the shot you are currently using.
- Special attack: "Bomb"
The second special attack is a bomb. It consumes fairies around you and clears the whole screen with massive force. It has invincibility time, so you can use it to avoid danger.

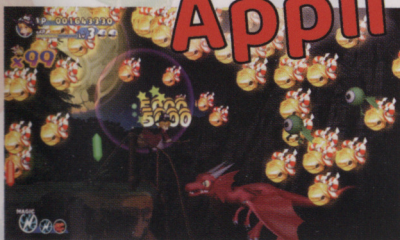


Character Introduction

Characters in Full Force!

"I'm a witch! I want to get ahead of Cotton again!

Appli Ke Pumpkin & Needle



▲ Throwing enemies cause a massive explosion! Feels amazing!
The screenshot shows the Cotton 2 stage.



Special Attacks

By acquiring colored crystals, you can use shots and magic with the Fire, Lightning and Wind attributes. The special attack is "Catch and Throw" which can catch the enemy in front of you and throw it back.

- Special Attack: "Magic"
You can use magic of the same attribute as the shot you are using.
- Special attack: "Catch and Throw"
Catch an enemy with the second button of the special attack. By throwing the caught enemy at the enemy and hitting it, you can cause an explosion, any other enemies will be caught up in the explosion, causing a chain reaction.



Character Introduction

Special Attacks

By acquiring colored crystals, you can use shots and magic of the Fire, Lightning and Wind attributes. The special attack is the "Bazooka Launch", which uses a lure to catch and release enemies. Both the lure and the bazooka can be flung in any direction.

- Special Attack: "Magic"
The first button of the special attack allows you to use magic of the same attribute as the shot you are using. The magic is unique to this character, with the flame magic being "Goo Goo Pakkuncho!" and lightning magic: "Plasma Ball". and wind magic: Ikashita Homing! I'm not sure what to make of it.
- Special Attack: "Bazooka Launch"
Special Attack 2 Button + Stick direction shoots a lure in any direction, catching an enemy and shooting it with a bazooka.

From Studio Saizensen's Umihara series!



" Don't go anywhere without lures and tadpoles!

Umihara Kawase



Catch and release your enemies with a lure! The screenshot shows the Umihara Kawase Stage.



Character Introduction



▲ The laser attack is just so strong!
These screenshots show the
Poyacchio Stage.



Special Attacks

You can accumulate up to 3 levels of your Laser Beam and the longer you accumulate, the longer you can keep firing.

- Special Attack: "Magic Laser Beam"
The longer you hold the laser beam, the longer it will continue to fire. The laser beam changes in three stages depending on how long it is held, and also has the effect of clearing enemy bullets.
- Special attack: "Bomb"
A powerful thunderbolt is generated around the Luffee with the second special attack. There is an invincibility period, so it can be used to avoid danger.



From Studio
Saizensen's
"Doki Doki
Poyacchio!"



“ The dream of flying
on a broomstick has
come true, but...

Ruffee”

Character Introduction

“ Hello from the end of the universe
Cyber Ria ”

From
"Psyvariar"!



▲ Just fly around and BUZZ, BUZZ, BUZZ!
This is the best part.
The screenshot shows Cyber Ria's Stage.



Special Attacks

When your EXP reaches a certain level, you become invincible for a certain amount of time, and a "level-up barrier" will appear.

- Special attack: "Rolling Shot"
When you reach a certain level of EXP, you will become invincible for a certain amount of time and have a "Level Up Barrier" that will allow you to BUZZ more attacks. Perform a spinning attack. The BUZZ threshold becomes larger during the rotating attack, making it easier to BUZZ.
- Special attack: "Bomb"
Activated by pressing the 2nd special attack button. It deals damage to all enemies on the screen. There is an invincibility time when it is activated, making it useful to avoid danger.

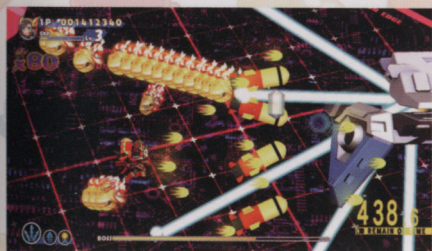
What is "BUZZ"? This is a unique system in "Psyvariar" that allows you to avoid enemies and bullets just in time before they hit you!



Character Introduction



▲ The full burst attack is an overwhelming tool!
This screenshot shows the Sanvein stage.



From "Sanvein"!



Special Attacks

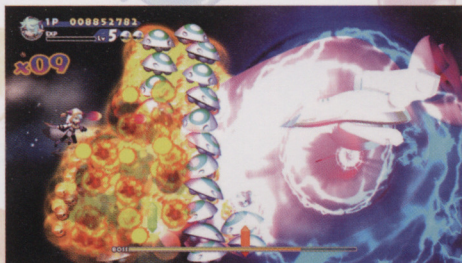
Fine has three special weapons from the start, and can switch between them at will to attack. Fine also has a special system called "REMAIN OF TIME", which kills her when the "ROT Counter" in the bottom right corner of the screen reaches 0. The value will automatically decrease gradually, and if you come in contact with an enemy or are hit by an attack, it will decrease by a certain number, but you can recover by taking the "white crystal" that appears when you destroy some enemies.

- Timing attacks: "Full Burst!"
A powerful attack corresponding to the three types of weapons you can choose.
- Special attack: "Weapon switch"
Activated by 2nd special attack button: switches between three armaments: "Gluon (guided missile)", "Photon (charged particle light sword)" and "Graviton (detonating thunderbolt)".

" This is the ideal world
I've always wanted!

Fine

Character Introduction



- ▲ The fearsome power of "Uramitsurami". He's the last boss, and he's got the power to take down any enemy!

"You will pay for this!"

Tacoot™



Special Attacks

By acquiring coloured crystals, he can use shots and magic with the Fire, Lightning and Wind attributes. The special attack is the Cosmic Rod.

- Special Attack: "Magic"
You can use magic of the same attribute as the shot you're using with a single button press.
- Special attack: "Cosmic Rod"
By pressing Special Attack 2, you can throw your wand, and by pressing Special Attack 1 again, you can pull it back. If you press the shot button, the thrown wand will also attack, allowing you to attack from two points: Tacoot and the wand.

Character Introduction



The first
appearance of the
mysterious Tacoot!

An unknown
enemy!

A journey of
no return...

A growing appetite!

A relationship that
will never end!

What is the connection
between the two

A message from the developers

This is the first completely new version of Cotton in over a decade, so we tried to make it feel like "this is Cotton" while introducing something new. We hope you enjoy it!

"The development of this game was a real battle of pressure. Cotton is so important! So we spent a lot of time thinking about what "Cotton" is. As we worked on the scenario, we asked ourselves: Cotton has never been eaten by Willows in the past... can she be eaten in this game? No, not at all! Eat it all, Cotton! (laughs) We had been working on Cotton Fantasy for a long time, but when we finished the event scene, wrote the music, and started talking about the dialogue on the road, it hit us! It's Cotton! It's Cotton's world, bursting out of the game! You'll be blasting fire dragons with the best sound ever! A crazy story! It's the combination of all these things that makes Cotton. We hope you enjoy the whole thing."

(Director: Toshinabu Kondo, Studio Saizensen)

"What is "Cotton" like? It's freedom. It's a new Cotton. Fun Cotton. Cool Cotton. We hope you enjoy it."

(Music: Kenichi Arakawa)

"What we struggled with this time was the balance of the sound. We wanted the music to be heard! I want to hear the sound effects to make the game more exhilarating! I want to hear the character dialogue!... I hope I've been able to deliver something to you that avoids sacrificing anything as much as possible."

(Sound effects: Kazushi Tsurukubo)

"It's been more than 20 years since the release of Rainbow Cotton in 2000. It is now the 30th anniversary of the birth of Cotton. So, it's back! A new project! And so we started to work. I knew that Cotton had to be released from the arcade, just like the first one! It was the producer's contribution that led to the return of Success to the arcades. We believe that the newly awakened Cotton will once again become one of Success' most popular IPs. As for the Fantasy project, you can expect to see an improved version of Fantasy, or yet another new series. Personally, I wanted to make a 3D version of Cotton, so I prepared that bonus stage as an experiment."

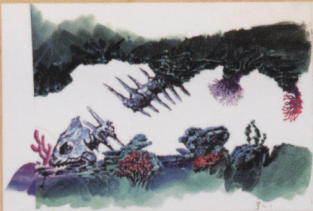
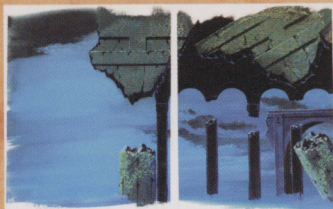
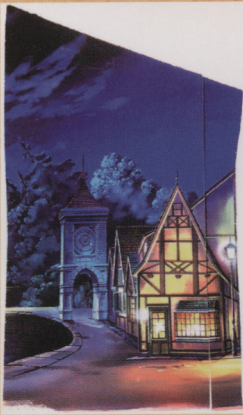
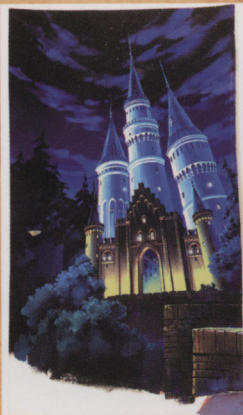
(Producer: Shinya Nagatomo, Success III Production Department)

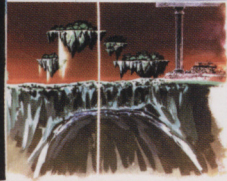
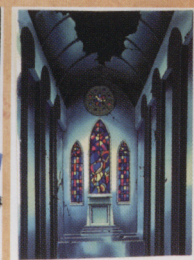
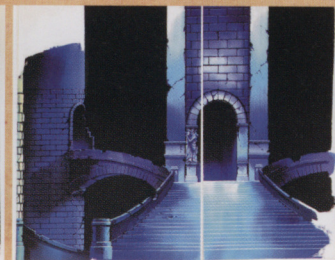
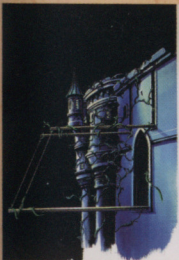
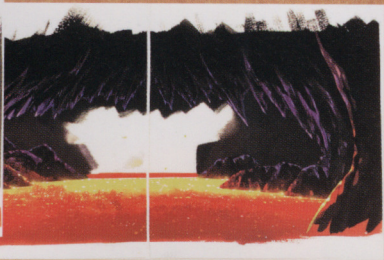






Background Artwork







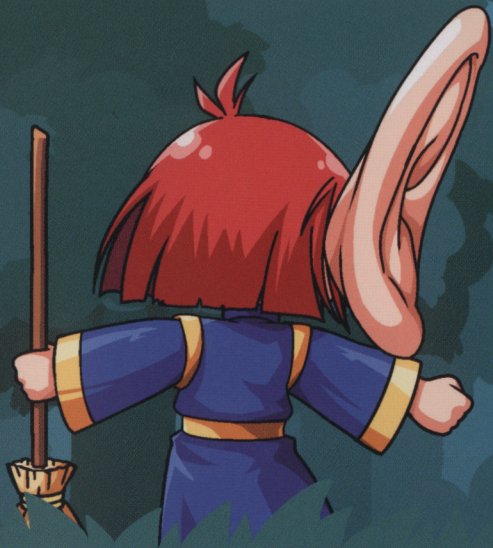


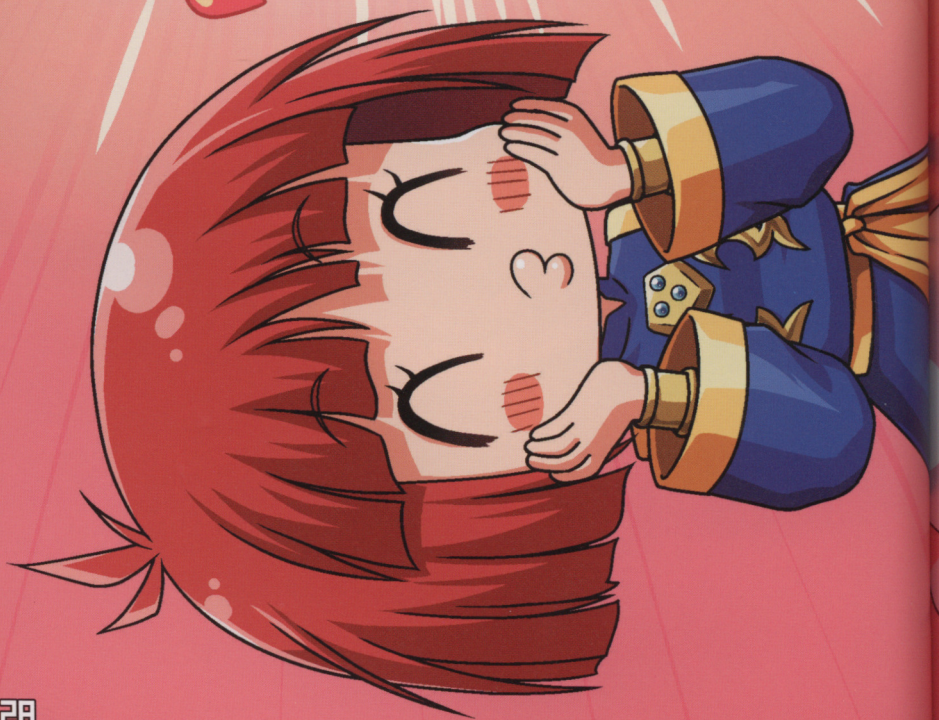


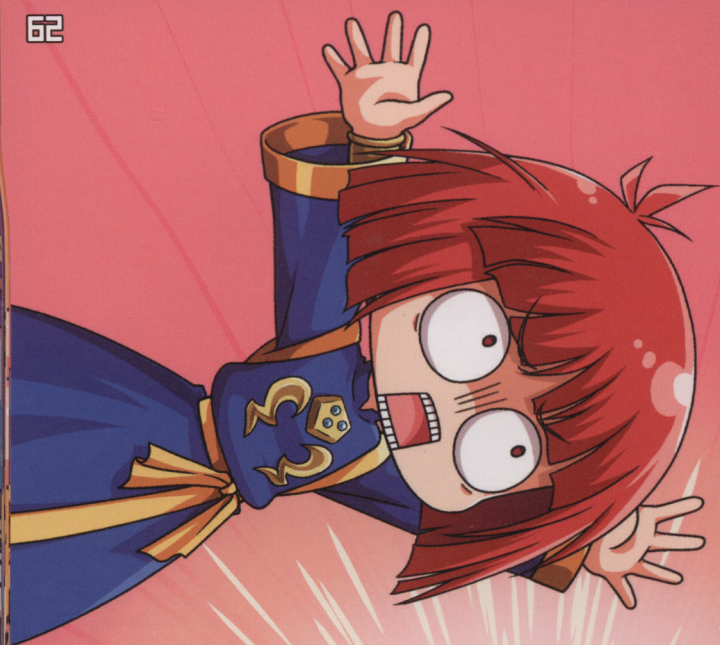
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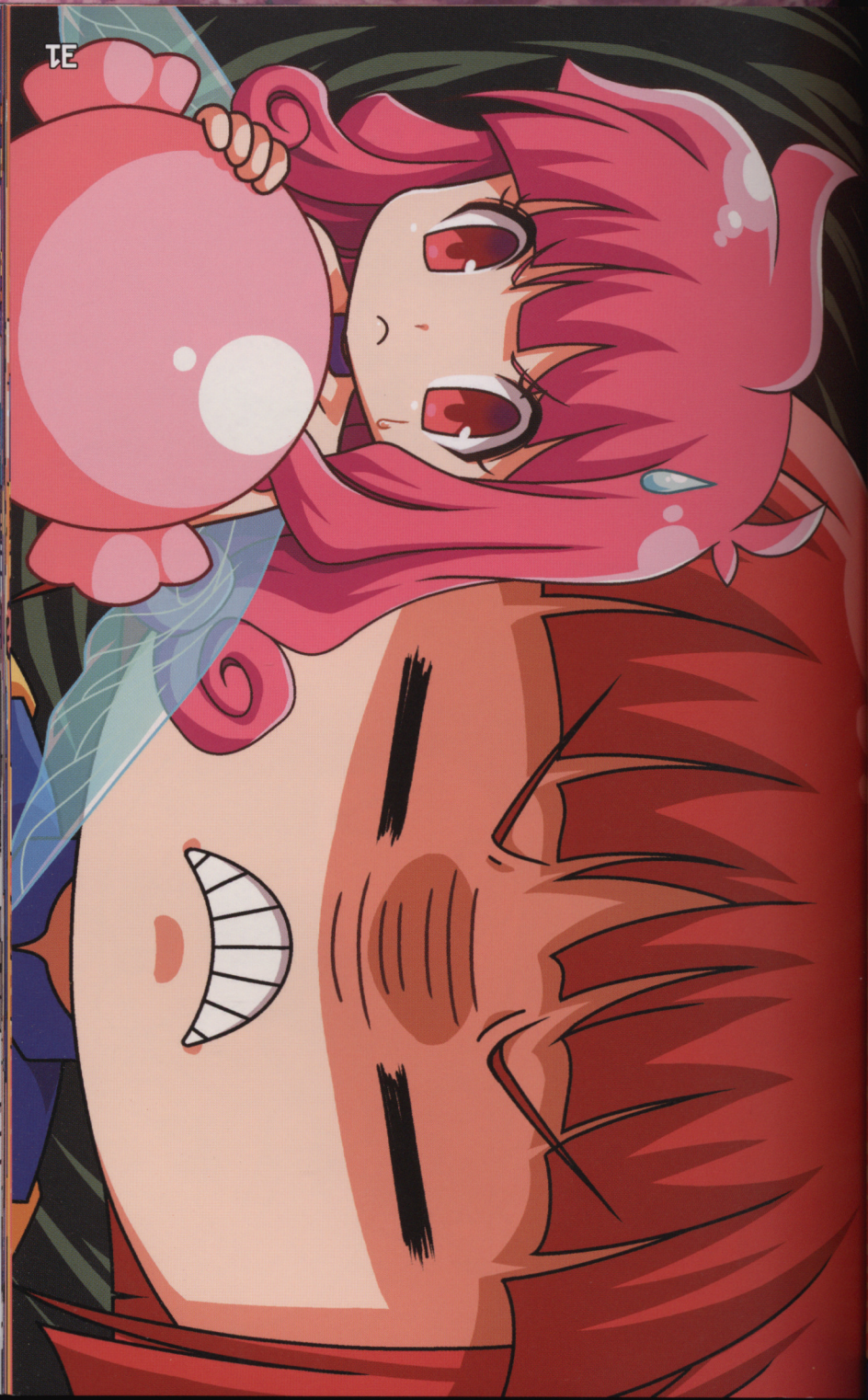


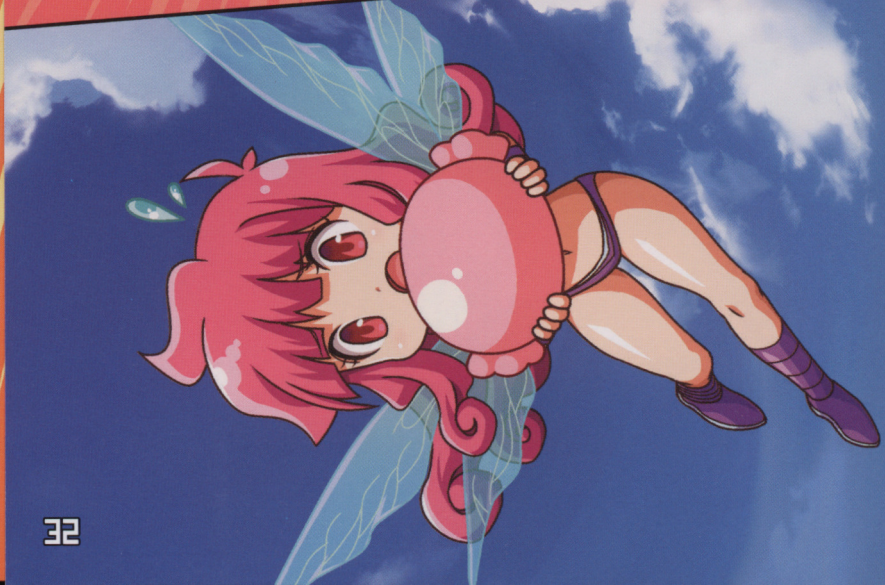
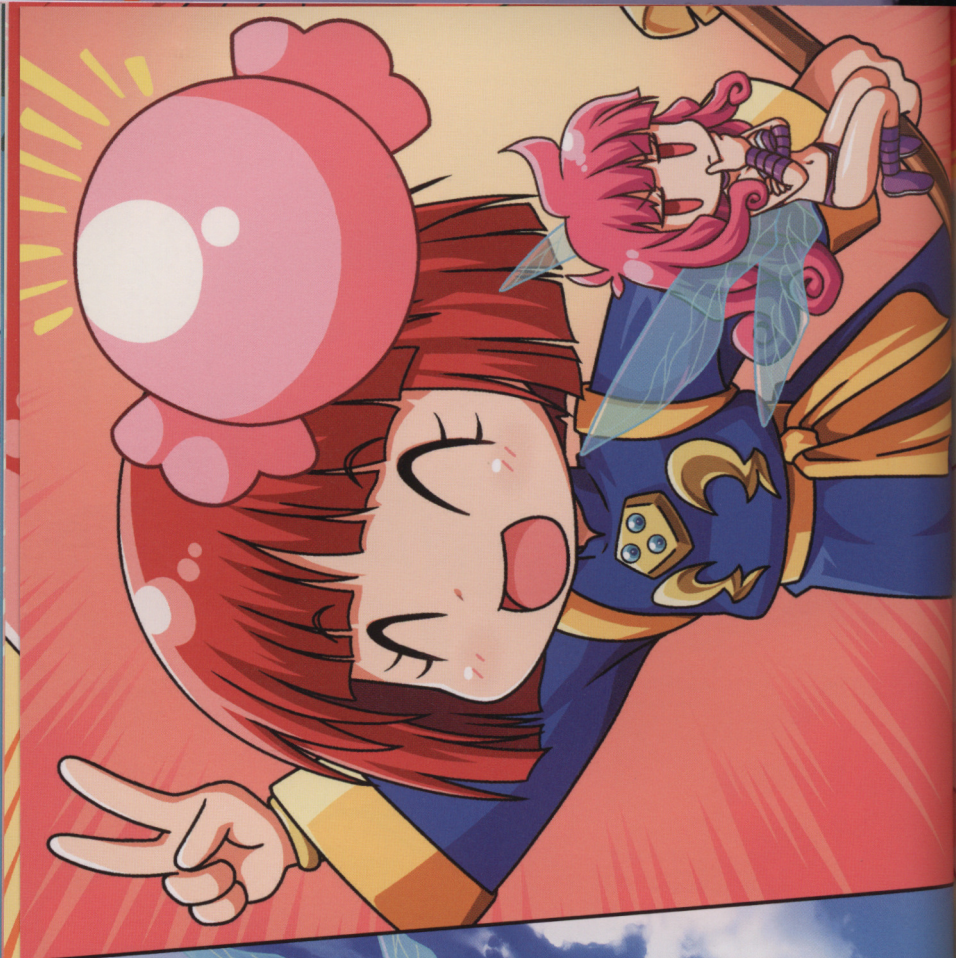


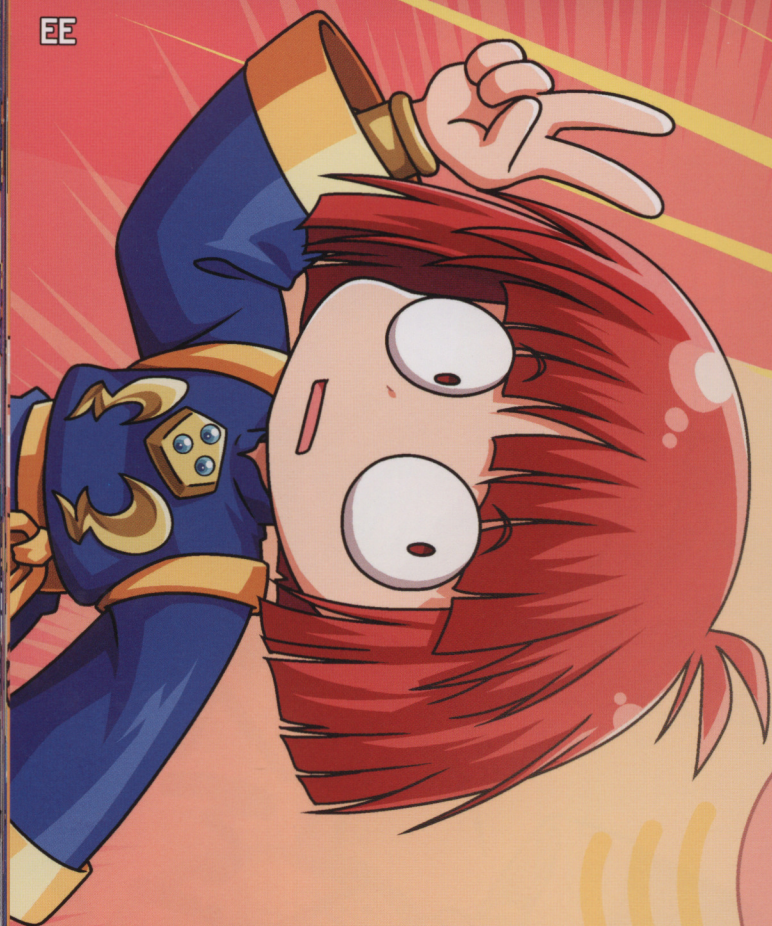




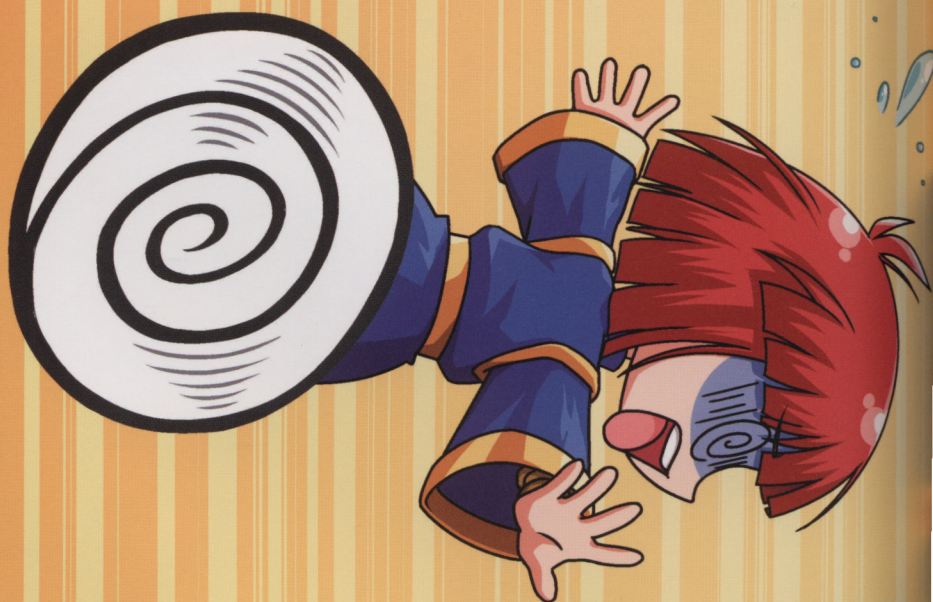






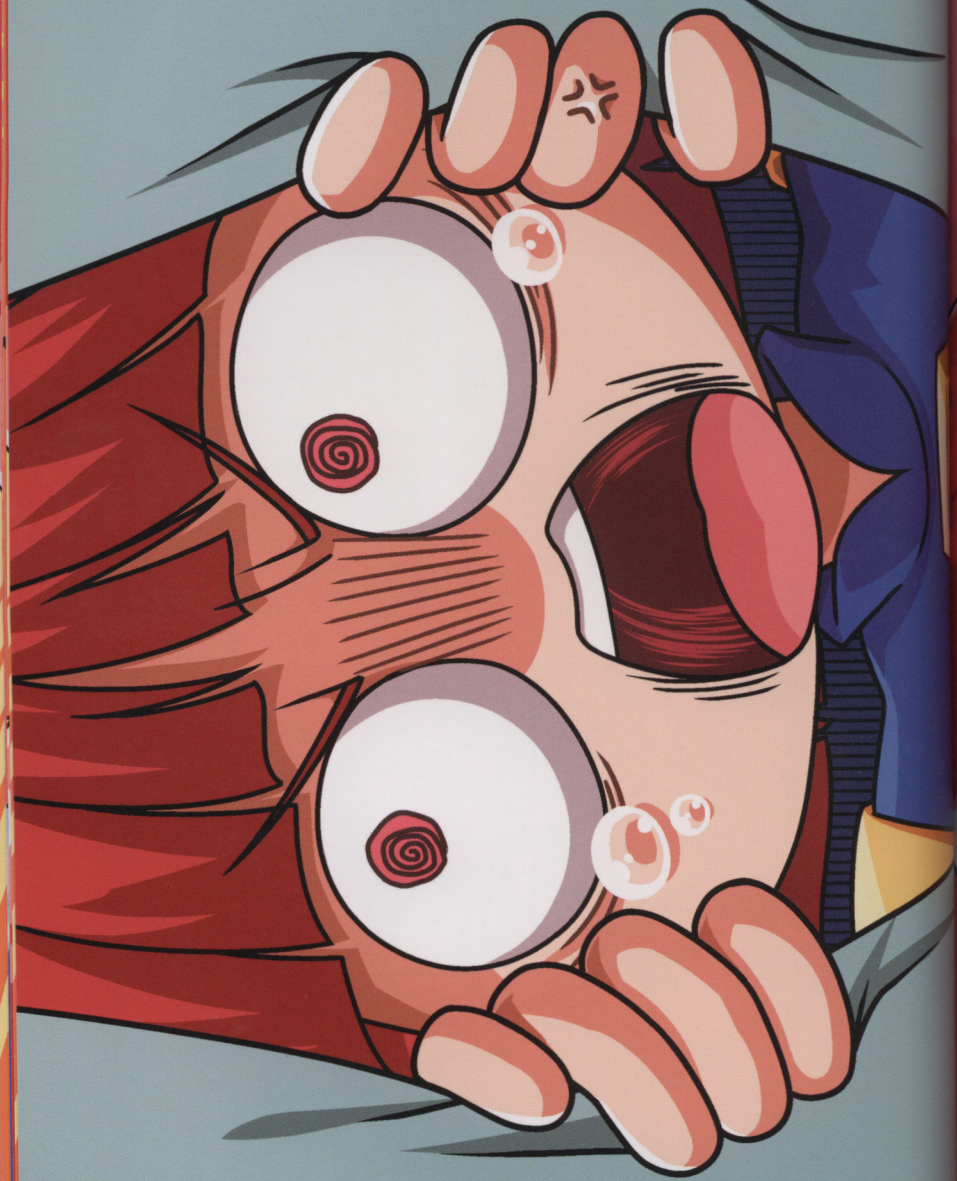


¡W!

















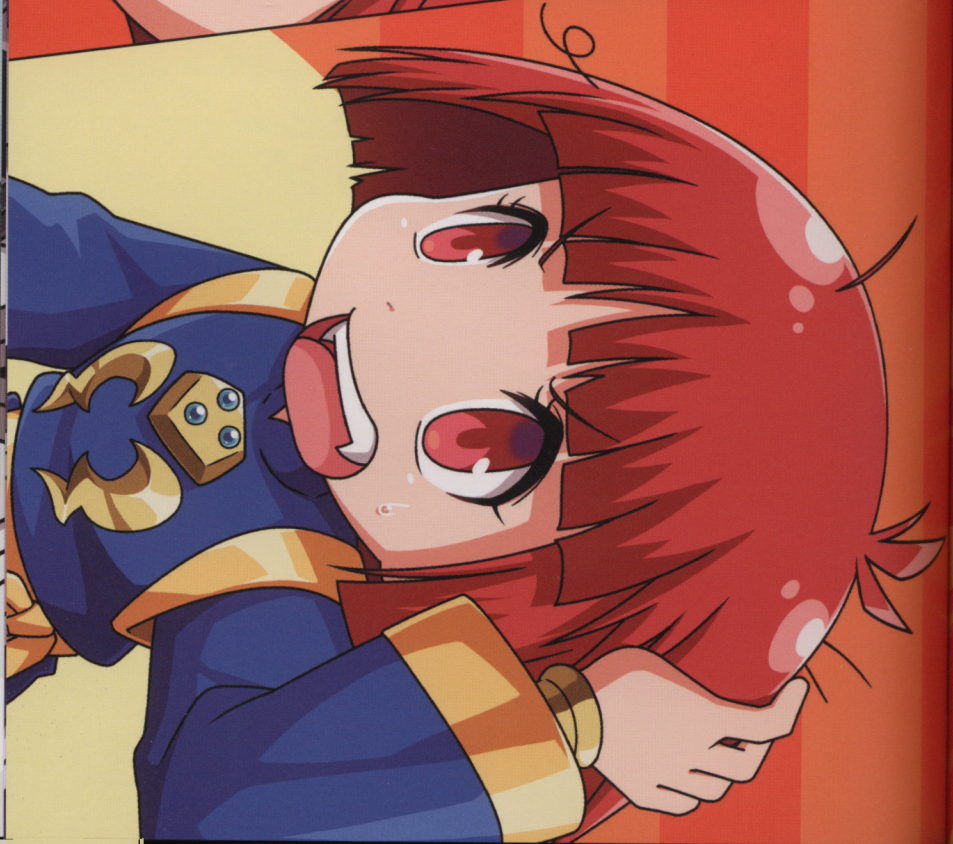




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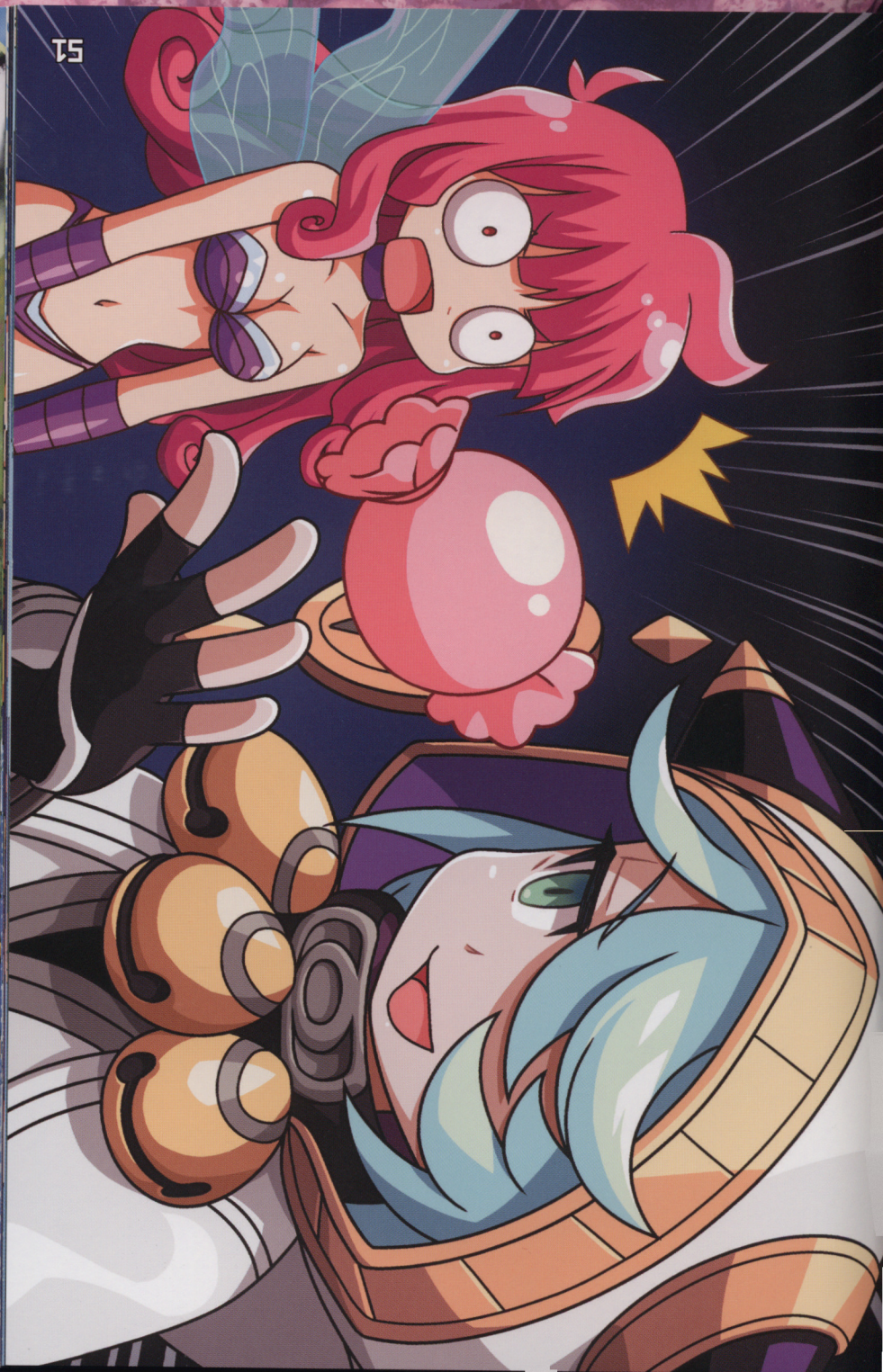








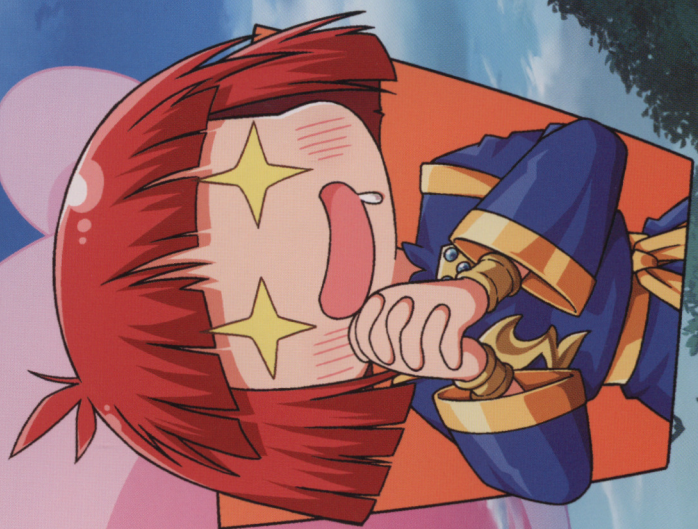




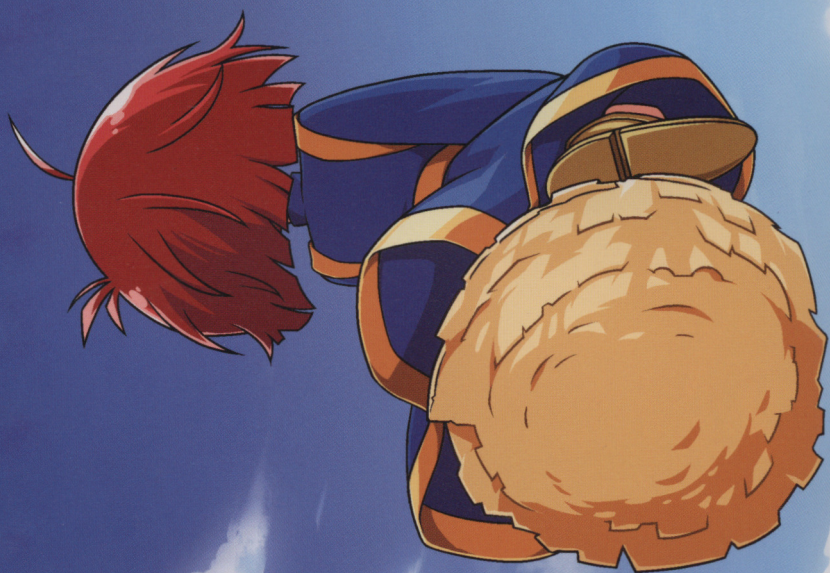


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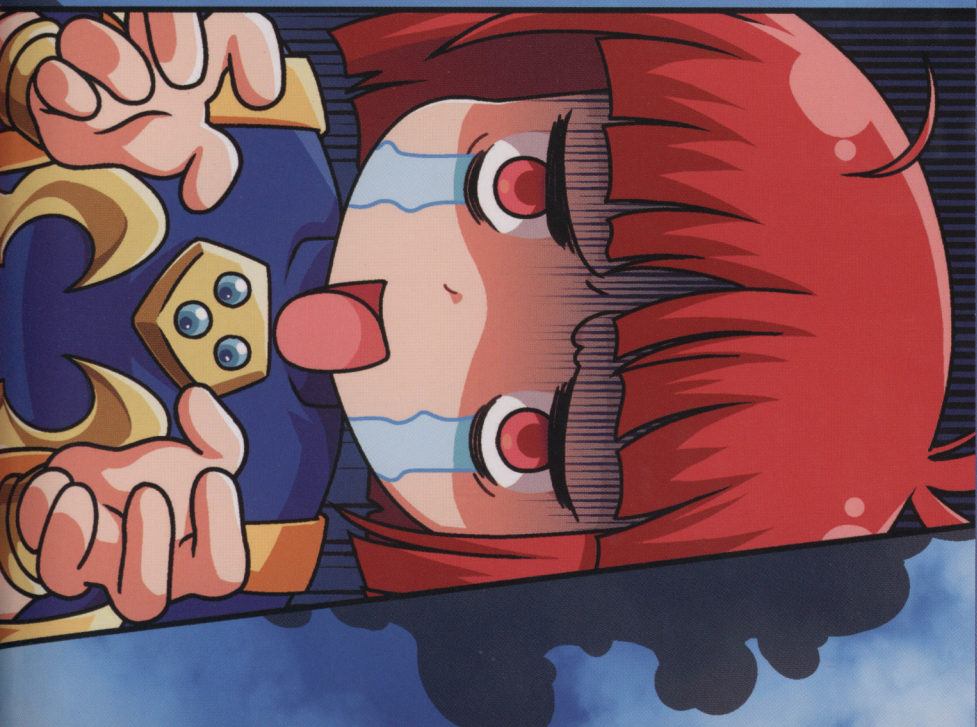
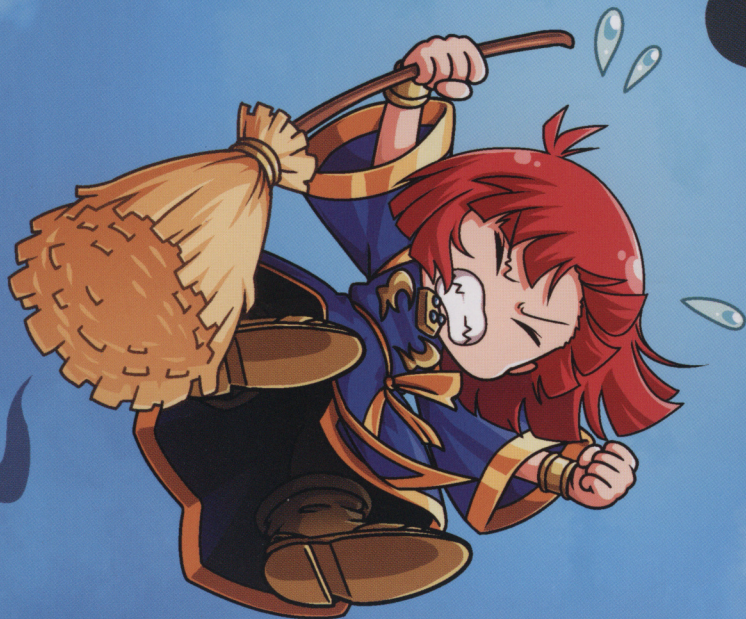




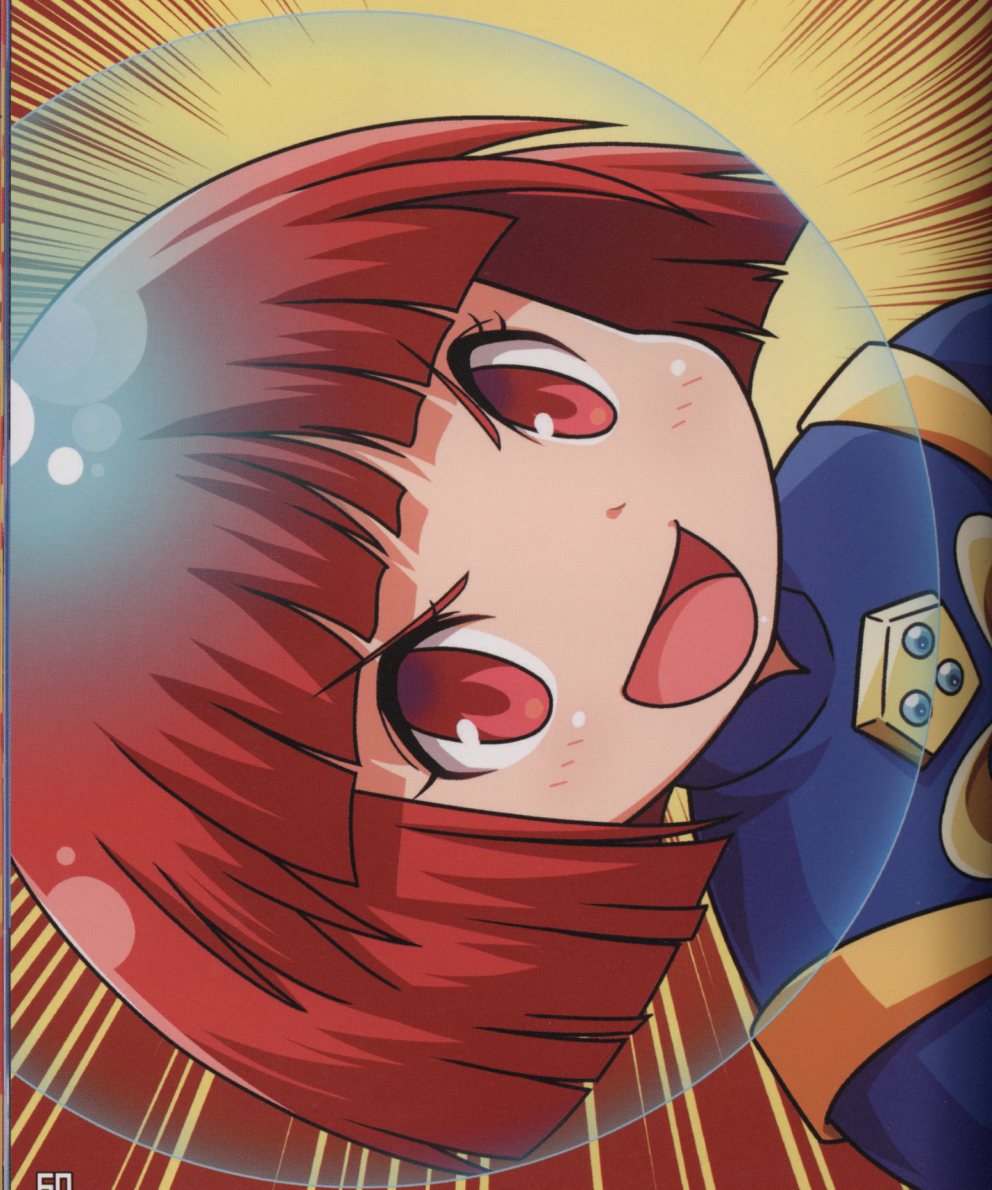




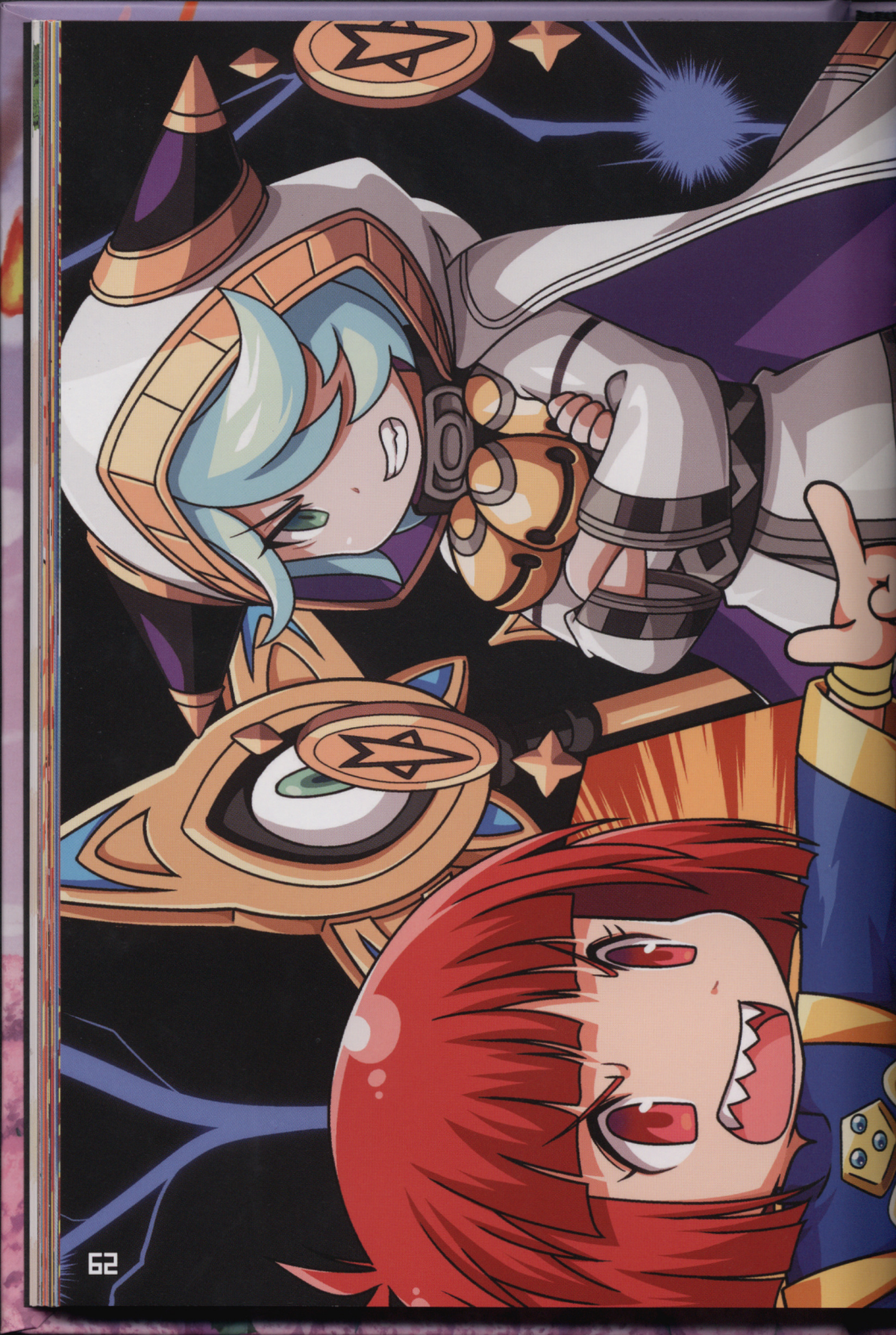








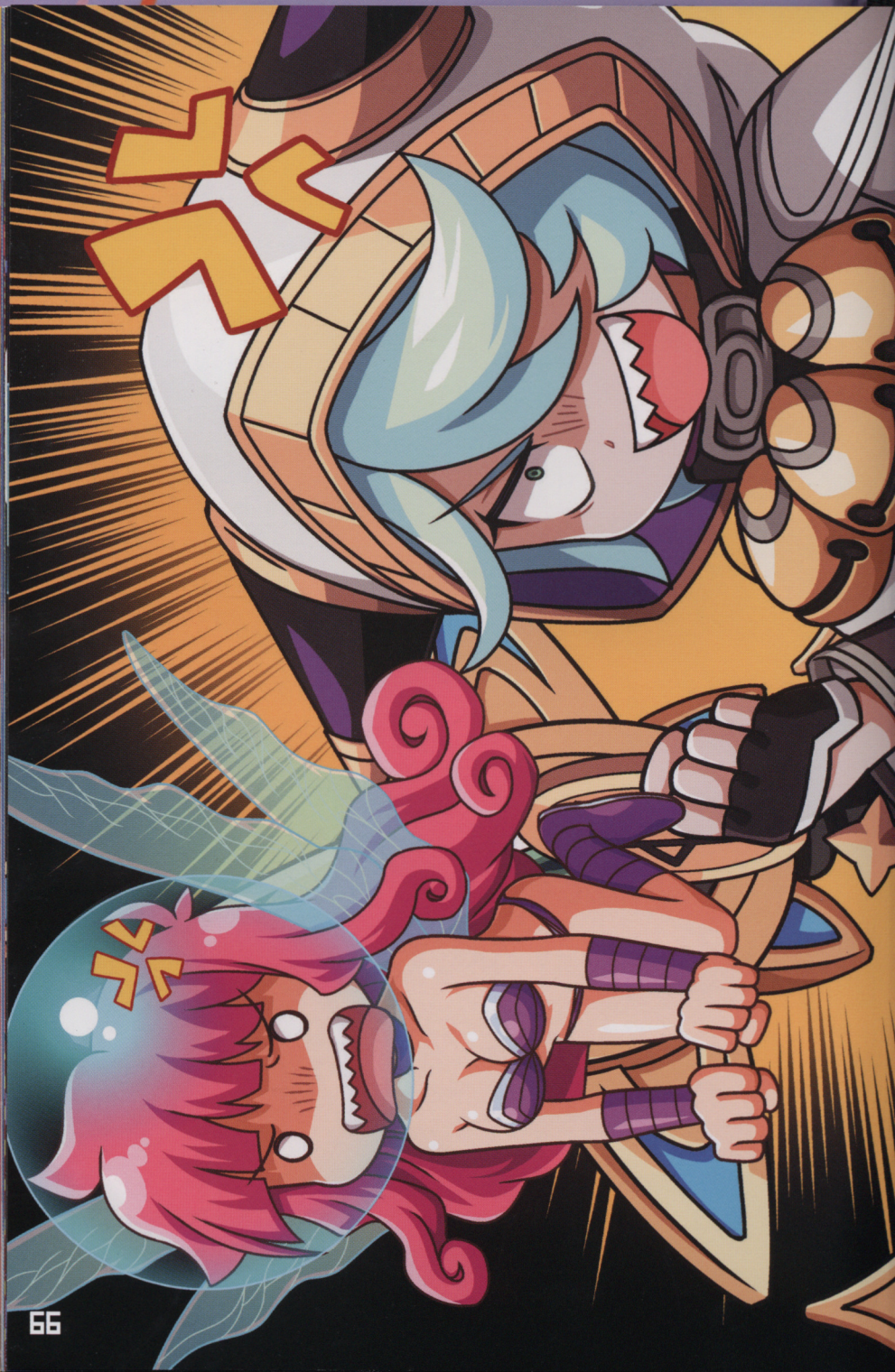




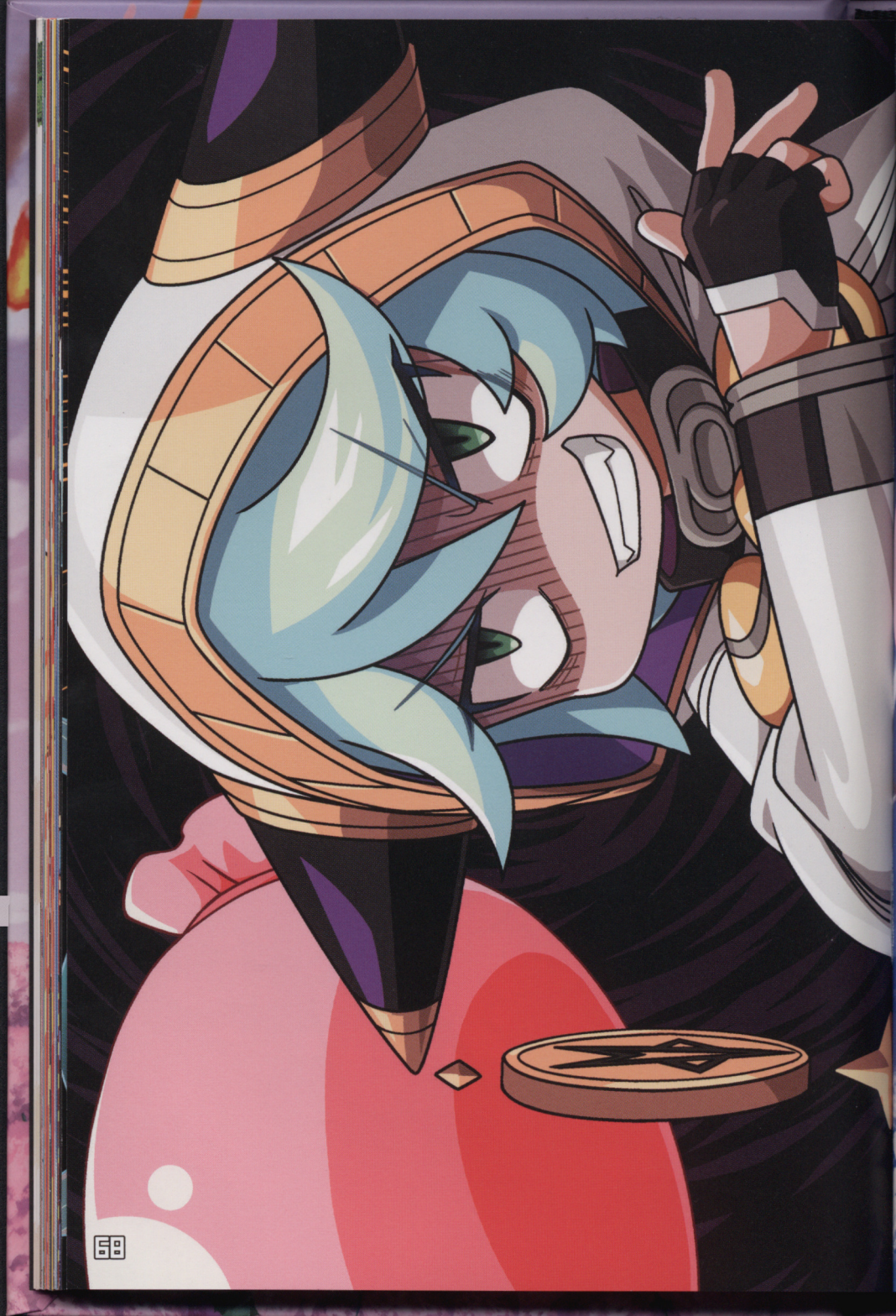




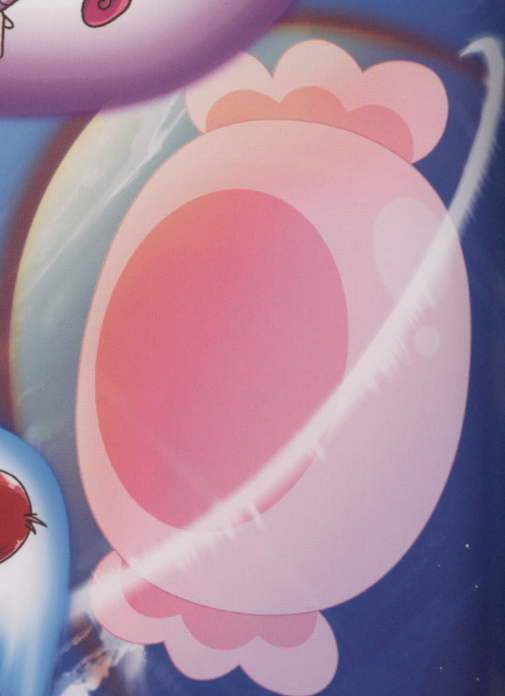




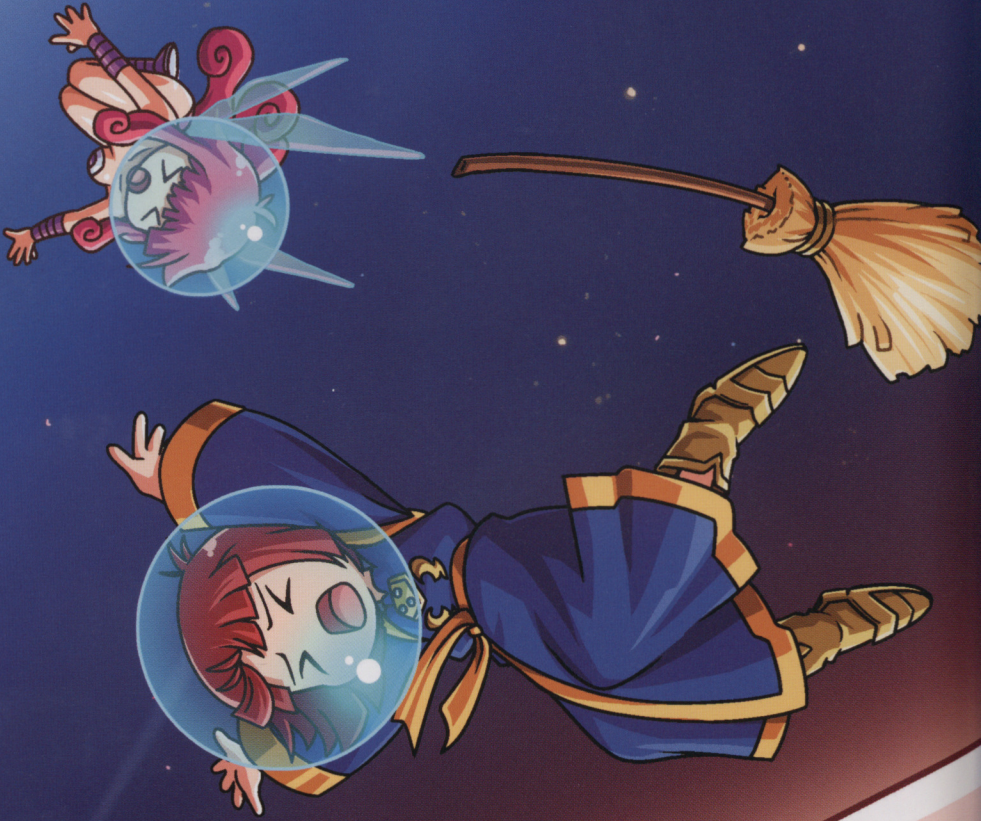




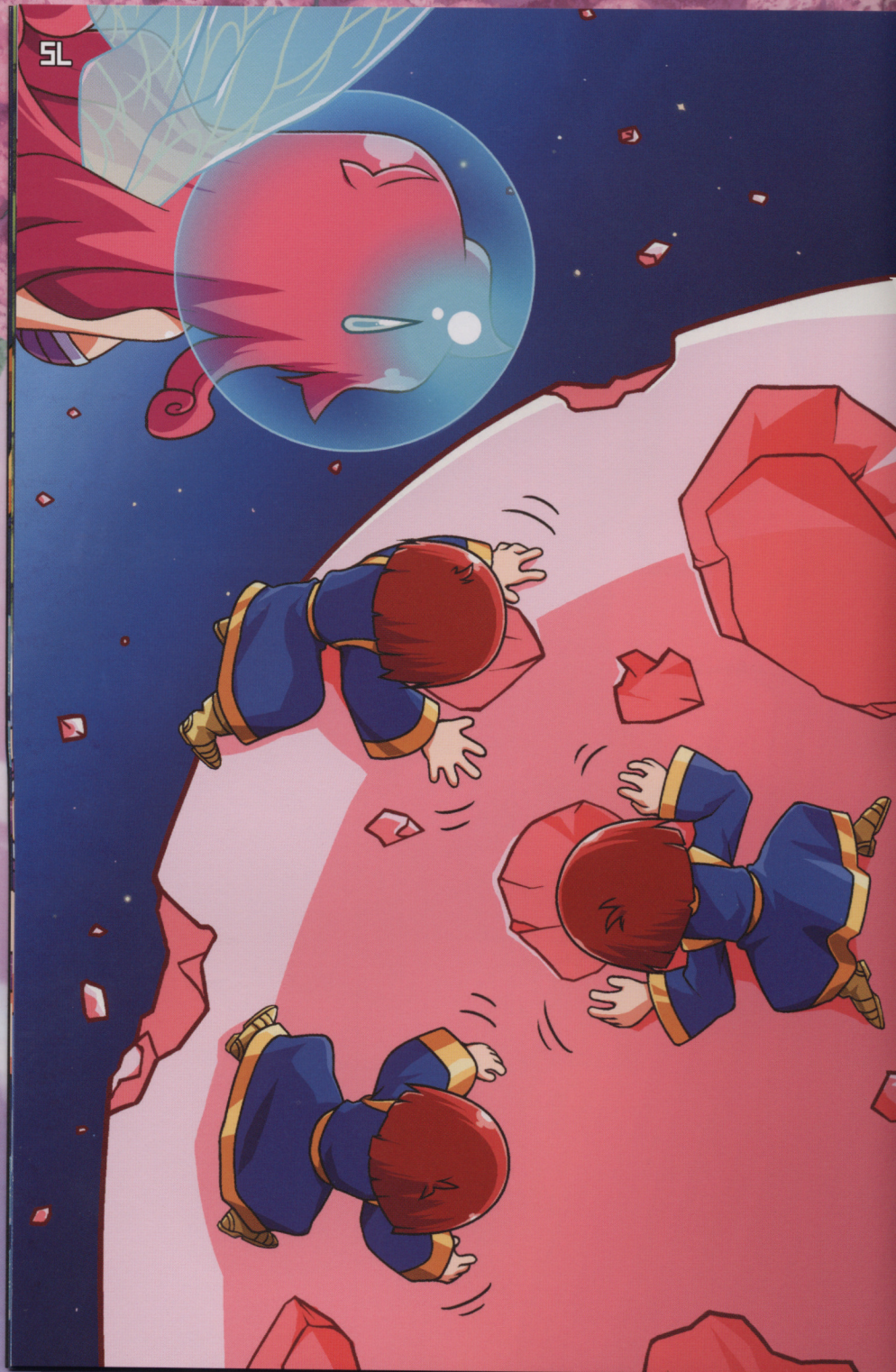


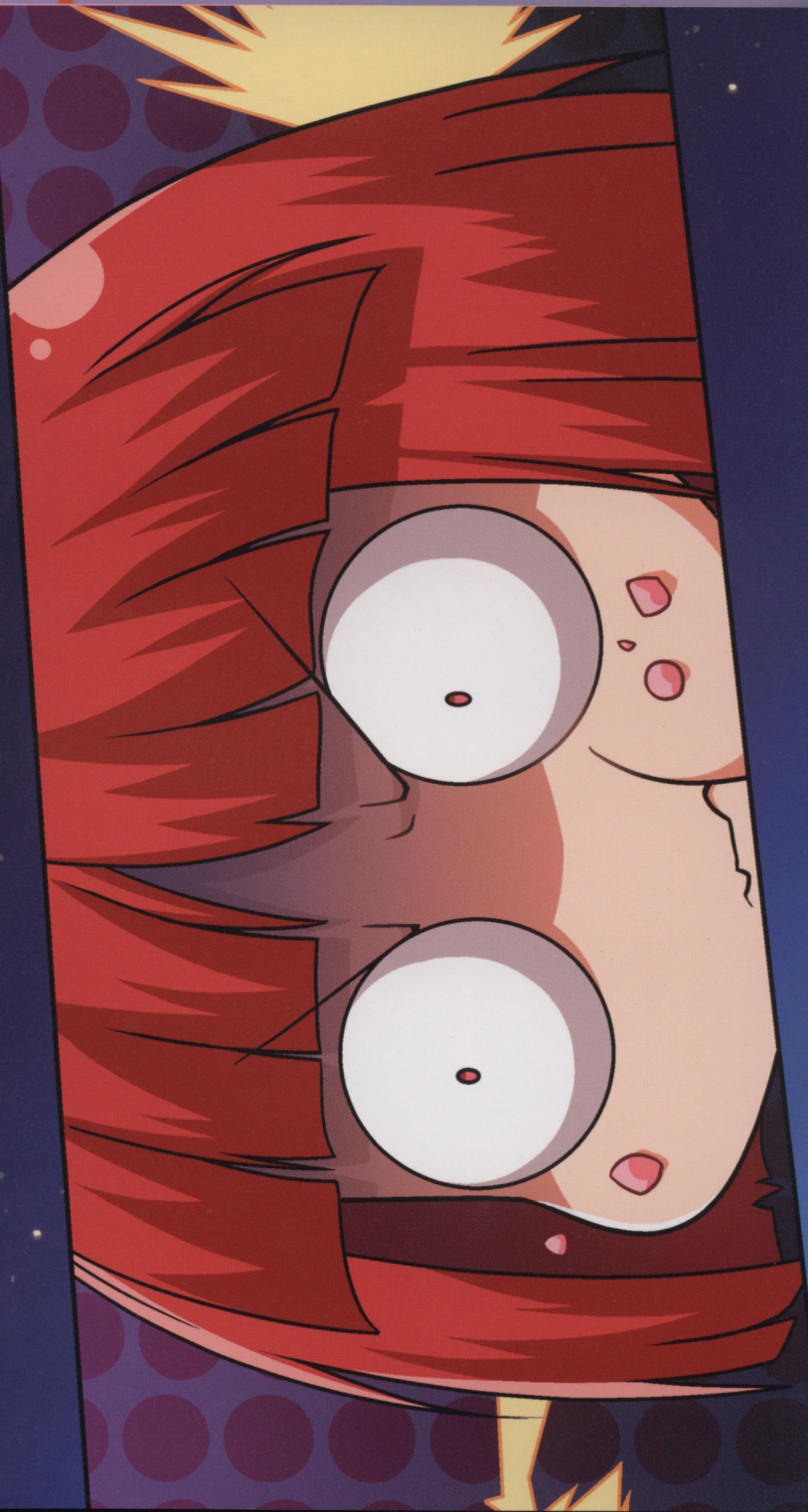






























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