

WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

For additional safety information, see the inside back cover.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

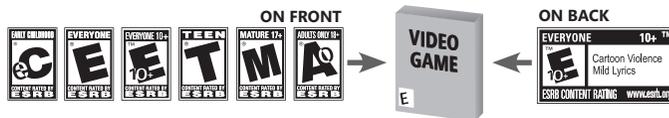
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

Xbox LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

How to Get Help with KINECT

Learn More on Xbox.com

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✦ CONTENTS ✦

Story	2
Characters	4
Operations	16
How to start the game	17
Rules	18
The game screens	19
Basic operations	20
Advanced operations:	24
Story mode	28
Arcade mode/ VS mode	30
Training mode	31
Battling online	32
Replay	34
Record	35
Option	36
How to gain the upper hand against an opponent	38

STORY

“Phantom” is a figure of mystery who works behind the scenes. Phantom lures beautiful duelists into battle.

The duelists arm themselves with weapons called “FA” and are trained to use them only to make their wishes come true.

What are their wishes?

What is Phantom’s purpose?

And which of the duelists will decide the outcome of the battle and make their wish come true?

Tonight, they start beautiful duels.



MIKOTO
C.V. NANA
MIZUKI
美琴

A college music student and well known violinist, Mikoto is a black haired beauty whose weapon of choice is a large sword.

→ + A	Slash
→ + B + A	Fire Slash
← + A	Geschwind
← + B + A	Geschwind Tobend
↓ + A	Geshuriffen
↓ + B + A	Scharf Geshuriffen
B + A	Schrecklich



MEI
C.V. YUKARI
TAMURA
芽衣

A fourteen-year-old pop idol who broke through as a star with a casting role in "A Little Wizard". Her weapon is a magic wand.



→ + A	Candy shoot
→ + B+A	Fly away! Candy mega shoot
← + A	Magical grab
← + B+A	Super Magical grab
↓ + A	Magical strike
↓ + B+A	Super Magical strike
B + A	Candy seven's shot

A descendant of ninjas with a wish of restoring Japan's feudal government. A very active high school student who is also in ninja training.

柚葉

YUZUHA
C.V. AKI
TOYOSAKI

→ + A	Hail
→ + B + A	Super Hail
← + A	Phoenix
← + B + A	Super Phoenix
↓ + A	Bursting fist
↓ + B + A	Super Bursting fist
B + A	Hazy matchless

稚 WAKA
C.V. MIYU
MATSUKI

A daughter and maiden of the Kyumon Shrine. There has been an ongoing confrontation between the Kyumon family and Phantom. She fights to prevent duels.



→ + A	Water sword
→ + B+A	Scarlet dragon water sword
← + A	Blue moon formation
← + B+A	Fanged dragon blue moon formation
↓ + A	Red dragon sword
↓ + B+A	The heavens open- Red dragon sword
B + A	Ultra lance dragon tied formation

A mysterious girl who has lost her memory.
She battles only to satisfy her desire to destroy.

影霧
M. C.V. SATOMI MORITANI

→ + A	Meteor blast
→ + B + A	Volcanic blast
← + A	Labru crash
← + B + A	Earthquake
↓ + A	Junk Rolling
↓ + B + A	Super Junk Rolling
B + A	Descartes wanderers

An impoverished aristocrat who has a part-time job as a maid. She is inexperienced in the ways of the world but dreams to be a hero of justice.

唯月
ITSUKI
C.V. AKIKO
HASEGAWA



- | | |
|-----------|------------------------|
| → + A | Vapor wave |
| → + B + A | Super Vapor wave |
| ← + A | Fake helix |
| ← + B + A | Super Fake helix |
| ↓ + A | Valet stinger |
| ↓ + B + A | Super Valet stinger |
| B + A | Horizontal ground slam |

RIA
C.V. RYOKO
SHIRAISHI
莉亜



A master of two swords bent on avenging her mother who is rumored to have been murdered by one of the duelists.

- | | |
|-----------|---------------------|
| → + A | Double fang |
| → + B + A | Super Double fang |
| ← + A | Spinning edge |
| ← + B + A | Super Spinning edge |
| ↓ + A | Gatling slush |
| ↓ + B + A | Super Gatling slush |
| B + A | Killing artifact |

COCOA
C.V. AI
MATAYOSHI

心愛

She became a duelist to make a living in the game world that she favors over the real world.



→ + A	Wing Smash
→ + B + A	Super Wing Smash
← + A	Barbaric Nail
← + B + A	Super Barbaric Nail
↓ + A	Short Sword
↓ + B + A	Super Short Sword
B + A	Eternal Fear

蓮 REN
C.V. KENICHI
SUZUMURA



He became a duelist to save his sister who has a fatal disease.
A hot-blooded guy.

→ + A	Spitfire bullet
→ + B + A	Super Spitfire bullet
← + A	Lightning edge
← + B + A	Super Lightning edge
↓ + A	Venom trigger
↓ + B + A	Super Venom trigger
B + A	Hurricane strike

TOKIYA
C.V. EIJI
MIYASHITA

刻夜

Young president of a huge pharmaceutical firm. He became a duelist to bring his parents back to life whom were murdered 15 years ago.



→ + A	Circlet lightning
→ + B + A	Super Circlet lightning
← + A	Revolver's rush
← + B + A	Super Revolver's rush
↓ + A	Triad charge
↓ + B + A	Super Triad impact
空中で ↓ + A	Intercept raid
空中で ↓ + B + A	Super Intercept raid
B + A	Circlet maximum



梨深
RIMI
C.V. ERI KITAMURA

She has a supernatural power to embody her imagination.
She is also called Giromaniax.



A genius who graduated top of her class
from a university in the United States.
She works as an assistant to a weird
invention group in Akihabara, Japan.



紅莉栖
KURISU
C.V. ASAMI IMAI

CONTROLS

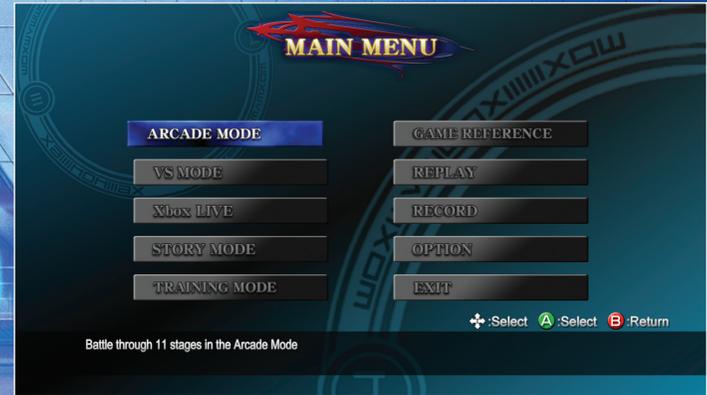


Direction pad/ left stick	Right: forward movement, Left: backward movement/ guard, Up: jump, Down: squat down
X button	Small attack
Y button	Medium attack
B button	Strong attack/ cancel/go back
A button	Counter burst/ enter
Start button	Open pause menu
Back button	Skip text (when story mode is on)

These commands apply when the character is facing right.
You can change the button positions with the "Key config"
option found on pg 49.

MAIN MENU

Push the start button from the title menu to access the Main Menu.



Arcade mode:	Fight through 11 stages in an epic tournament
VS mode:	Match-up against the computer or other players
Xbox Live:	Match-up against other players over Xbox Live
Story mode:	Role playing mode
Training mode:	Practice mode with a dummy
Game reference:	Explanation of movements and game system
Replay:	To view the saved replay data
Record:	Check play data such as play time and high score
Option:	Setting up
Exit:	Go back to the title window

About saving

The game will auto-save during play. Do not turn off your console when you see the save and load screen displayed.

You have an option to save when you clear each stage on story mode.



RULES

How to win

The winner of the battle is determined by who has won the most rounds. Number of rounds can be set in game settings.

Round	Win
1	3
3	2
5	3

How to win each round

You win a round by lowering your opponents energy to 0 before time expires. When the time is over, the one who has the most energy wins.

A draw occurs if the time limit ends and both players have the same amount of remaining energy or when both players energy reaches 0 at the same time.

If a draw occurs versus a computer opponent, the computer wins.

THE GAME SCREEN

- Burst gauge:** The burst gauge increases when you attack the other player and when you dash. You can stock a maximum of two gauge bars. You can use stronger critical attacks when you utilize the stocked burst gauge.
- Tension gauge:** When attacks cancel each other out the tension gauge increases. As the tension gauge increases, striking power increases. When the tension gauge reaches 100%, the gauge lights up and you can use critical burst.
- Remaining time:** The time counts down as the round goes on, if the time reaches 0 the round ends. The time does not count down when you set the time as infinity in game setting. It is shown as ∞ .
- Battle style:** You can choose either Quick or Hard battle style.
- Rounds:** Indicates the number of rounds you have won.

BASIC OPERATIONS

This explains each character's basic movement such as move, guard, and jump. The command only applies when the character is facing right.

Forward movement/ backward movement

You can move forward with **→**, or backward with **←**. You can also dash forward or backward by pressing the same button twice quickly.

Guard

You can guard by pressing **←**. You can also automatically guard in neutral mode without pressing **←**. You can squat down and guard by pressing **↓** and **←**. You can guard in the air by pressing **←** in the air.



Jump

You can jump by pressing **↑**. You can jump forward by jumping towards your opponent. You can jump backward by jumping away from your opponent. You can jump in midair by pressing **↑** while airborne.



Small attack

You can small attack by pressing **X**. A small attack has a short reach but is very fast.

Medium attack

You can medium attack by pressing **Y**. A medium attack has both medium reach and speed.

Big attack

You can big attack by pressing **B**. A big attack has a long reach and strong power but is slow.

Counter burst

You can burn a burst gauge and use a counter burst by pressing **A**. A counter burst cancels out the other player's attack if timed correctly. Additionally, you can charge **A** to the maximum by holding it to perform a critical attack that is impossible to guard.



Counter burst technique

- You can utilize various techniques by performing a counter burst with different amounts of burst gauge left.
- Critical Burst
- Reflection
- Guard Cancel
- Counter Burst Cancel

Dash **⇒⇒** / Back Step **⇐⇐**

You can dash forward or backward by pressing **→** or **←** twice quickly.



High Jump **⇓⇓**

You can jump higher than normal from the ground by pressing **↓** then **↑** quickly.



Throw

You can throw the other player when you are close to them by pressing the **B** and **Y** buttons at the same time. Also, you can avoid being thrown by pressing the **B** and **Y** buttons at the same time when the other player is trying to throw you.



BASIC OPERATIONS

Critical Attack

Each character has their own special critical attacks.

Each weak, medium, and strong attacks have different power and characteristics.

Weak critical attack

You can use a weak critical attack by pressing \leftarrow or \downarrow or \rightarrow and **A** + **X** buttons at the same time.

It does not burn a burst gauge.



Medium critical attack

You can use a medium critical attack by pressing \leftarrow or \downarrow or \rightarrow and **A** buttons at the same time.

It does not burn a burst gauge.



Strong critical attack

You can use a strong critical attack by pressing \leftarrow or \downarrow or \rightarrow and **A** + **B** buttons at the same time.

It consumes 1 burst gauge bar.



Esoteric Technique

You can use various esoteric techniques that are stronger than normal critical attacks by consuming a large amount of burst gauge.

Over Drive, burst gauge 1~2 bars

You can use a over drive by consuming 1 or 2 burst gauge bars by pressing the **X** and **Y** buttons at the same time. Over drive can be either Crock up or Solid armor by choosing either "quick" or "hard" style at the character setting.

Crock up (Quick style)

You can make the other player move and attack slower until the effect is over.



Solid armor (Hard style)

You can make your attack power stronger, and you do not stagger when hit until the effect is over.



Super Critical Attack, burst gauge 2 bars-You can use a super critical attack by pressing the **B** and **A** buttons at the same time only when the burst gauge is over 200%. This is the most powerful super critical attack each character possesses.



Critical Burst-You can use critical burst by storing counter burst till the maximum and consuming all the burst gauges when tension gauge is at the maximum. It makes it possible to use attacks that are unable to guard; such as, throwing the other player to the ground.



ADVANCED TECHNIQUES

Slip shift and protection, Press **→** before the other player hits you. You can choose either “quick” or “hard” style when select characters. You can take advantage of protection techniques such as slip shift and protection depending on the chosen style.

Slip Shift (Quick style)

You can use a slip shift by pressing **→** before the other player hits you. You can avoid the other player's attack when it succeeds. (Apply only when you are on the ground)



Protection (Hard style)

You can parry the other player's attack when it succeeds.



Reflection

Press **A** before the other player hit you. You can reflect the other player's attack by pressing the **A** button before the other player's attack makes contact.



Emergency Mode

Press the **X** and **Y** buttons simultaneously when the other player is attacking you.

You can activate emergency mode by pressing the **X** and **Y** buttons at the same time if the other player is attacking you. It consumes the entire burst gauge but it moves the other player away so you can escape from a continuous attack.



ADVANCED OPERATIONS

Guard Cancel

Press **A** while guarding attacks. It consumes 1/2 of the burst gauge.

You can fight back without freezing by pressing **A** when you are guarding. It consumes 1/2 burst gauge.



Guard Cancel Strong Critical Attack

Direction pad + **A** + **X** during guarding attacks, consumes 1 burst gauge.

You can use a strong critical attack without freezing while guarding by pressing either the **←** or **→** or **↵** and **A** + **X** buttons at the same time. It consumes 1 burst gauge bar.



Guard Cancel Super Critical Attack

Press **A** + **B** while guarding attacks, consumes 2 burst gauges.



Passive Voice

Being hit in the air
Being hit on a wall
Being hit when you reach the ground

A or **B** or **X** or **Y**
A or **B** or **X** or **Y** or **↵**
A or **B** or **X** or **Y** or **↵**

Perform a passive voice by pressing these buttons when hit. Passive voice allows you to quickly recover from being hit.



Cancel Out

Attacks are cancelled out when both players are hit at the same time. Additionally, the tension gauge increases.



TRAINING MODE



Train with a practice dummy controlled by the computer.
You can choose the character and battle style.



Shows Training Mode below the screen.
Choose between various settings in training option.

Training Option

Select a training option by accessing pause menu in training mode.



Burst Gauge	burst gauge condition settings
Tension Gauge	tension gauge condition settings
Guard Crash	guard crash settings
Counter Hit	counter hit settings
Command Disp	displays entered commands
Control	computer player's control settings
Action	computer player's action settings
Dif	computer player's strength settings
Gaurd	computer player's guard settings
Ungrasp	computer player's throwing settings
Recovery	computer player's passive voice settings
Default	return to initial settings
Return	return to Pause menu

ARCADE MODE

Fight through 11 stages in an epic tournament. You can start the game by choosing a character and the style. Player 2 can join in anytime during the battle.



VS Mode

Fight against other players or the computer.

Player vs Player	Battle with the other players
Player vs Com	Battle with computers
Com vs Com	Watch a fight between computer players



Pause Menu

You can access the Pause Menu by pressing the Start button during the game.

Continue	Back to the game
Restart	Restart the battle
Key Config	Controller's input settings
Character Select	Return to character selection
Main Menu	Return to the main menu

STORY MODE



Play the game following a character's story. Choose the character you play in Character select screen. The battle style is "Quick".



On the adventure screen, you can send a message by pressing the **A** button. You can clear the message window display by pressing the **B** button. You can fast forward by pressing the Back button.



As the story progresses, you will engage in battles with other characters. The story advances as you win battles.

BATTLING ONLINE

You can battle online by connecting to Xbox LIVE.

Xbox LIVE MENU



Ranked Match	A match in which a players EXP changes depends on the outcome of the battle. It is reflected by the ranking.
Player Match	You can battle online with other players. It does not reflect ranking.
Leaderboard	You can view the ranking data online.
Exit	Return to the Main Menu.

RANKED MATCH



Quick Match	Join the match as soon as possible.
Search Match	Search available rank matches.
Create Match	You can create a rank match session.
Exit	Return to the Xbox LIVE menu.

PLAYER MATCH



Quick Match	Join the match as soon as possible.
Search Match	Search available rank matches.
Create Match	You can create a rank match session.
Exit	Return to the Xbox LIVE menu.

LEADERBOARD



- LB RB** Toggle between either the whole ranking or character ranking.
- LT** Filter to show only friends.
- A** Download the replays that are recorded.
- X** Check your ranking.
- Y** Check the gamer card of the player you selected.

REPLAY



You can save the replay data by selecting the Replay icons on a player displayed on the Leader board screen.

↓ ↑	Selecting replay data
A	Replay
B	Back
X	Delete the data

RECORDS



You can view various records such as play time and high scores. You can switch the display of Player Records, Xbox Live Records, and Character Records by using the direction pad.



OPTIONS

Game settings

Here you can view and change game settings.

Difficulty	Adjust the strength of computer player
Time	Adjust the time duration of one round
Rounds	Adjust the number of rounds
Default	Back to initial settings
Exit	Back to option menu

Display Settings

Here you can edit the display settings.

Brightness	Adjust the brightness of the screen
Default	Return to initial brightness settings
HUD	Adjust the position of HUD
Exit	Back to option menu

Sound Settings

Here you can edit sound settings.

BGM Volume	Adjust the volume of BGM
SE Volume	Adjust the volume of sound effects
Voice Volume	Adjust the volume of character's voice
Default	Back to initial sound settings
Exit	Back to option menu

KEY CONFIGURATION

You can change the setting of controller's input. Select the command by using the direction pad and point the cursor to the button you wish to change.



You can also alternate the controller you wish to edit by pressing the start button on the corresponding controller you want to edit.

- X weak attack
- Y medium attack
- B strong attack
- A critical attack

Return to default settings.
Exit, Return to option menu.

Select Storage	Select where you want to save your data
Exit	Back to Main menu

How to gain the upper hand against your opponent
After mastering the basic controls you can challenge yourself and your opponent by using more advanced techniques.

Master advanced techniques and find the best combination to gain the upper hand against an opponent.

Counter Burst Cancel, ◀◀ or ▶▶ or ↓↑ when counter burst hits, consumes 1/3 of your burst gauge.



You can consume more burst gauge and use dash, back step, and high jump by pressing ◀◀ or ▶▶ or ↓↑ when the counter burst hit.

You can move on to next action quickly without freezing after counter burst.

Get Up (pressing continuously when you are down.)

You can get up quickly by pressing either the **A**, **B**, **X**, or **Y** buttons continuously.



Get up quickly to avoid consecutive damage from opponent.

Get Up Backwards, ◀ when you get up from the down position.

You can get up backwards to create a distance from your other opponent by pressing ◀ when you are face down.



Guard Break

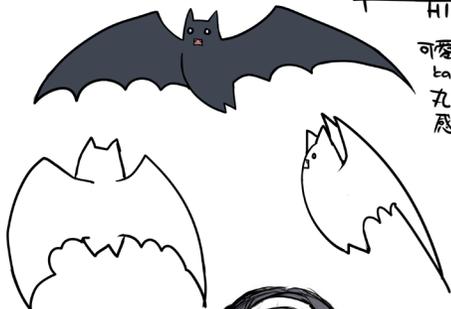
If you continuously keep your guard up against the other player's attack, your character's guard effect changes and the guard eventually breaks.



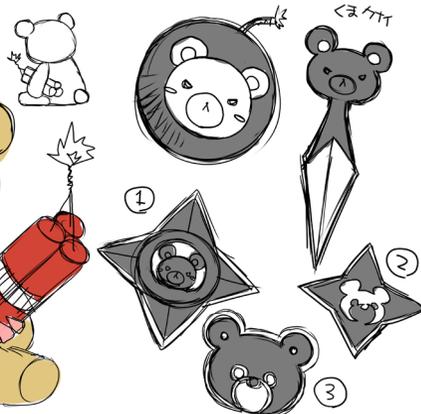
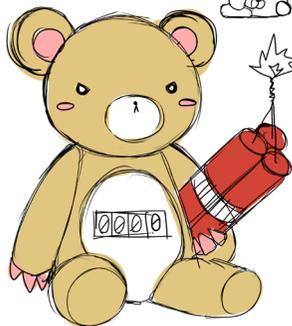
You are exposed for an attack if guard is broken.

コウモリ
HIRO.5

可愛い子
の事なのに
丸々とした
感じとか?



くま
HIRO.

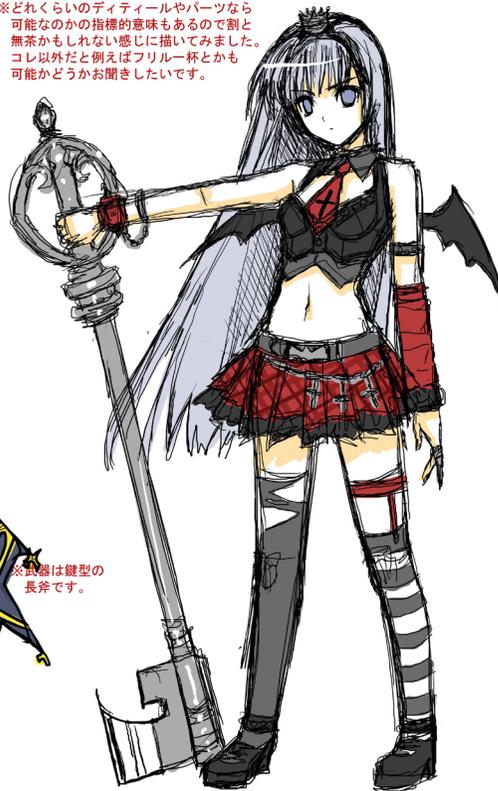


※どれくらいのディティールやパーツなら
可能なかの指標的意味もあるので割と
無茶かもしれない感じに描いてみました。
コレ以外だと例えばフリール杯とかも
可能かどうかお聞きしたいです。

ホルズ
HIRO.5

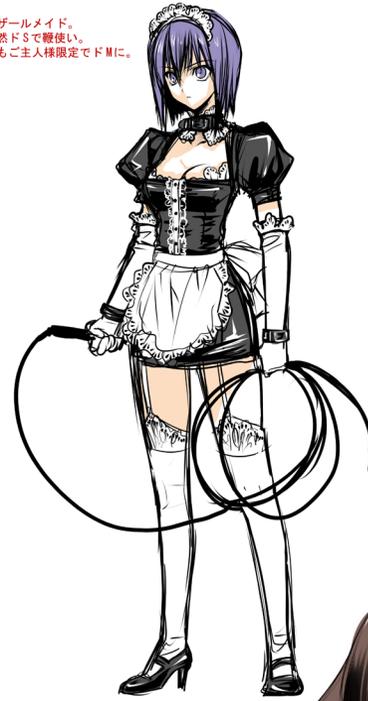


※武器は鍵型の
長弁です。





■ピザールメイド。
当然ドSで難使い。
でもご主人様限定でドMに。























秘書
剣









