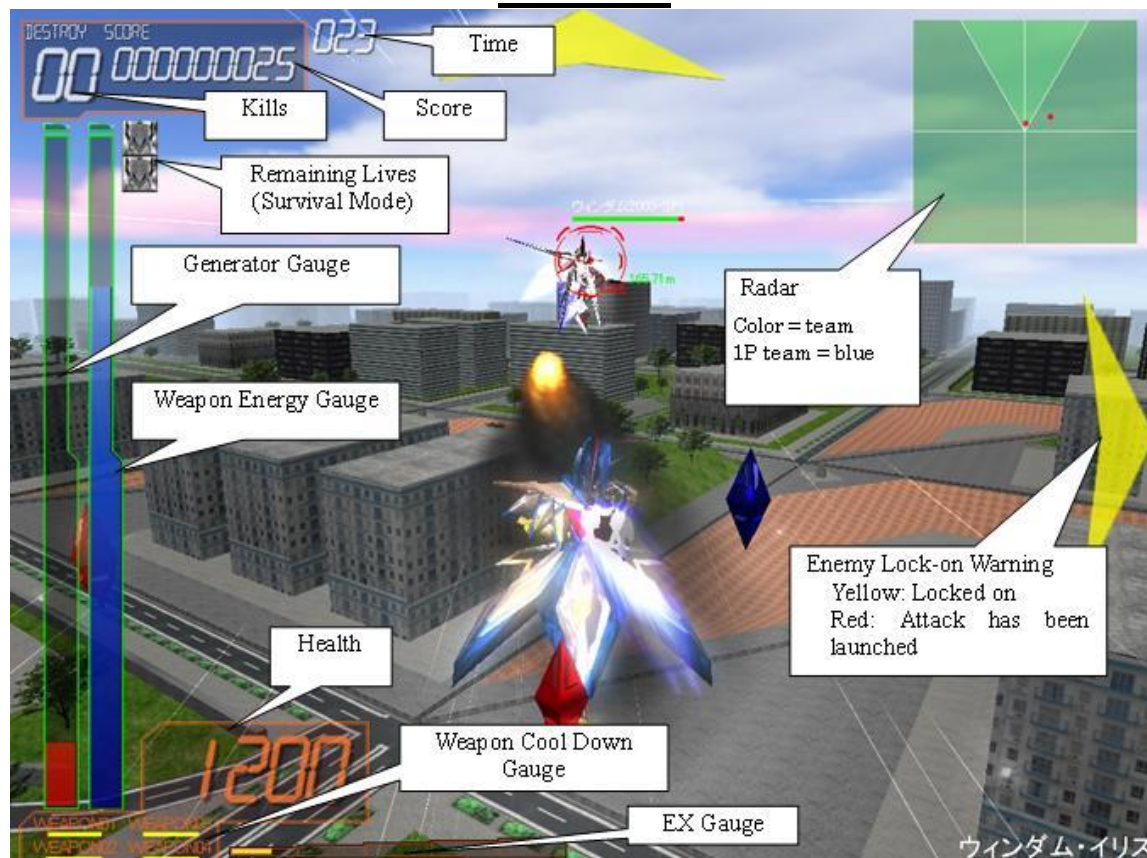


Manual



BASIC CONTROLS

MOVEMENT:

UP, DOWN, LEFT, RIGHT

CHANGE TARGET:

S (UP + S: LONG RANGE LOCK, DOWN + S: CLOSE RANGE)

TARGET LOCK OFF:

HOLD DOWN S

JUMP:

Z

GUARD:

V (GUARDS WHILE PRESSING)

ATTACK

MAIN WEAPON:

X

MELEE WEAPON:

C (DIRECTION KEYS CHANGE TYPE OF ATTACK)

SUBWEAPON 1:

A

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SUBWEAPON 2: D

SUBWEAPON 3: F

*ALL WEAPONS CAN BE CHARGED

HOLDING DOWN ATTACK BUTTON CHARGES THE WEAPON USING YOUR EX GAUGE

CAN CHARGE A MAXIMUM OF 1-5 LEVELS

CAN ATTACK EVEN IF WEAPON COOL DOWN TIME STILL REMAINS

SPECIAL MOVES (DEPENDS ON MECHA)

RECOVERY: X OR C RIGHT AFTER LANDING

SHIELD DASH: X WHILE GUARDING

INSTANT ATTACK: C WHILE GUARDING

EMERGENCY BLOCK: X + C (USES 3 EX GAUGE)

BOOST DASH: Z TWICE
HOLD TO CONTINUE DASH.

TRANSFORM: GUARD KEY DURING BOOST DASH

STEP: TAP DIRECTION TWICE
HOLD DOWN BUTTON TO CONTINUE DASH
CAN DASH DURING MELEE (USES GAUGE)

MELEE CANCEL STEP: STEP WHILE MELEE ATTACK IS HITTING (USES EX GAUGE)

MELEE CANCEL GUARD: GUARD WHILE MELEE ATTACK IS HITTING (USES EX GAUGE)

BASICS

USE GUARD. IT CAN BLOCK MOST ATTACKS COMING FROM THE FRONT

EVASDE ENEMY ATTACK USING STEP

CANCEL MELEE ATTACK TO COMBO

AVOID ADDITIONAL ATTACKS USING RECOVERY

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These tiles appear in Blitz Tactics mode. The literal translation is “summon”. Touch them to summon a random ally (or random allies) at the same location.

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