

GUILTY GEAR

— STRIVE —

April 2020 Closed Beta Test Play Guide

This version of the manual is based on the closed beta test, and the information may differ from the final game.

About the Closed Beta Test

This is an online test only for those who applied in advance, with the goal of testing the network globally.

For details, please refer to our website.

<https://www.arcsystemworks.jp/guiltygear/cbt/en/>

This manual will explain how to play the closed beta test. Give it a read before playing the game.

How to Join the Beta Test

Players who applied in advance and were chosen in the lottery will have received an email with a 12-digit voucher code.

* Please be aware that those not selected will not receive any notice.

Input the voucher code from your e-mail at the PS Store, from the bottom left menu option "Redeem Codes," and download the game.



Test Period

Even after installing the game, you cannot play the closed beta test outside of the test period.

Closed Beta Test Schedule (PDT)	
4/15	Download Available – start time may vary
4/16	08:00 PM - 4/17 07:59 AM Server Maintenance *Offline play available
4/17	08:00 PM - 12:59 AM Online Test ①
4/18 - 4/19	12:00 PM – 04:59 PM 4/18 Online Test ② 03:00 AM – 07:59 AM 4/19 Online Test ③



You will not be able to play this version of the game before or after the test period.



When you begin the game during the closed beta test period, you will proceed with confirmation of the terms of service and privacy policy, as well as registration of your in-game profile.

During the beta test, you cannot change your player name after setting it. Also, accounts with offensive names will be deleted. Please refrain from using inappropriate names.

Server Maintenance

We may perform server maintenance during the closed beta test period, in the event of unforeseen bugs.

During maintenance, you can play matches against the CPU.



During maintenance, you will go from the title screen to Versus Mode against CPU.

Please choose your character at the character select screen.



After choosing your character, you can check the button settings and change your character's color.

When you're finished with the settings, move the cursor to the character to complete the process.



After choosing your character, select a character to be your opponent.

You can play against the CPU for up to 24 hours from when the server opens until the online test. By downloading the game in advance, you can enjoy the game earlier.

*Once the beta test begins, you will not be able to play versus CPU even outside of the test period.

*The times for server maintenance and the closed beta test period may change suddenly due to network conditions, etc.

How to Play in Online Lobbies

In online lobbies, players from all over the world use avatars to meet up and enjoy matches as well as communication.

In GGST, the lobby allows for easy matches and communication, as well as plentiful customization of your avatar. You can experience a preview of this in the beta test.

Move your customizable pixel art-style 3D avatar to find other players. You can take out your weapon by holding down ☐. When two avatars with their weapons ready touch, a match begins.



After starting the game, select “Network” and then “Lobby” from the main menu.

Please note that during the beta test, you can only select “Lobby” and “Config.”



Once you select “Lobby,” a tutorial will begin, teaching you how to play in lobbies.

Follow the tutorial by listening to the concierge’s advice.



He will explain everything about lobbies, from how to start battles, to useful features.

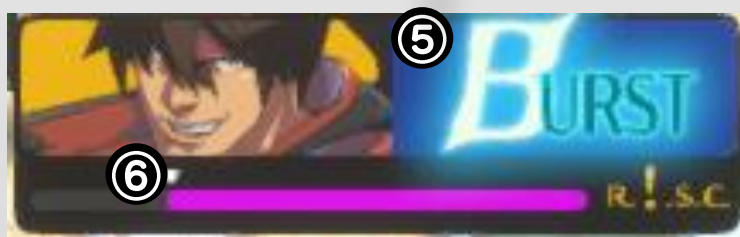
He will remain in the lobby even after finishing the tutorial, so come talk to him if you ever need assistance.



Screen Layout



①	Health Gauge	A player loses the round when it hits 0.
②	Round Icon	Players lose one icon for losing a round, and they lose the match when they hit 0.
③	Timer	The round ends when the timer hits 0, and the player with more health wins.
④	Tension Gauge	Players can use Overdrives and Roman Cancels when they have over 50%.



⑤	Burst Gauge	Players can use a Psych Burst when full
⑥	R.I.S.C. Gauge	Gauge increases when blocking attacks. The higher the gauge, the more damage the player takes.

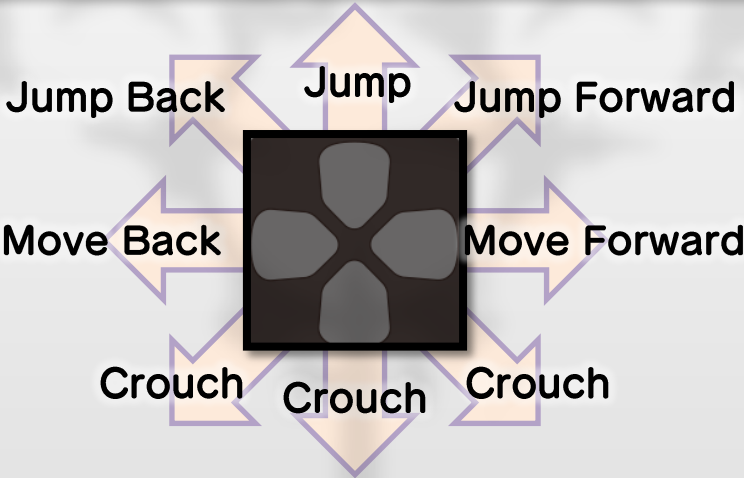
Button Settings (Default)



You can change the button settings as you like during play.

*All inputs below assume the character is facing right.

Movement



Dash (Air OK)	→ → or L3	Run forward quickly
Back Dash (Air OK)	← ← or ← + L3	Step backward quickly
Super Jump	↓ ↑	Jump higher than a normal jump
Double Jump	↑ while jumping	Jump again while in the air

Offense



Dust	R1	An attack that cannot be blocked crouching On counter hit, press ↑ for a special follow-up
Sweep	↓ + R1	An attack that cannot be blocked standing Knocks the opponent down on hit
Throw (Air OK)	→ or ← + R1	An unblockable move Can be used in the air

Defense



Block (Air OK)	← or ↙	Blocks an attack
Instant Block (Air OK)	← or ↙ in time with opponent's attack	Gain more tension gauge than blocking normally
Faultless Defense (Air OK)	← or ↙ + 2 buttons	Consumes tension gauge, but creates distance from opponent

Roman Cancels

Press any 3 attack buttons with over half Tension

You can use RC in any situation, aside from when you are taking damage.
It has various effects when used while the opponent is in range.

Allows for new combos when used after an attack hits!



Gets you out of trouble when used after blocking an attack!

Psych Burst

R1 + any attack button when the Burst Gauge is full

Blows the opponent away
Can be used even while blocking and while taking damage

Command List

This command list is still under development, and may differ from the final game.

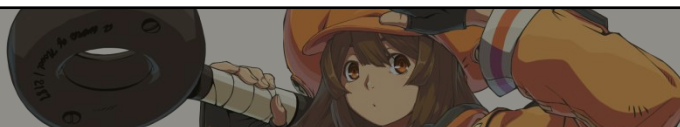
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Command Moves	Command Normal 1	→ + P
	Command Normal 2	→ + S
	Command Normal 3	→ + HS
Special Moves	Gun Flame	↓ ↘ → + P
	Gun Flame (Feint)	↓ ↙ ← + P
	Volcanic Viper	→ ↓ ↘ + S or HS (Air OK)
	Bandit Revolver	↓ ↘ → + K (Air OK)
	Bandit Bringer	↓ ↙ ← + K (Air OK)
	Wild Throw	→ ↓ ↘ + K
	Night Raid Vortex	↓ ↙ ← + S (Hold OK)
	Fafnir	← ↙ ↓ ↘ → + HS
Overdrive	Tyrant Rave	→ ↘ ↓ ↙ ← → + HS

KY KISKE

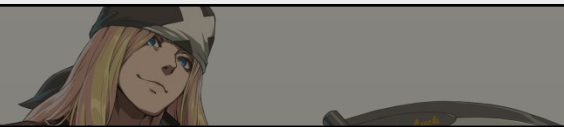
Command Moves	Command Normal 1	→ + P
	Command Normal 2	→ + K
	Command Normal 3	→ + HS
Special Moves	Stun Edge	↓ ↘ → + S
	Charged Stun Edge	↓ ↘ → + HS
	Aerial Stun Edge	↓ ↘ → + S or HS (Mid-air)
	Stun Dipper	↓ ↘ → + K
	Foudre Arc	↓ ↙ ← + K
	Vapor Thrust	→ ↓ ↘ + S or HS (Air OK)
	Dire Eclat	↓ ↙ ← + S
Overdrives	Ride the Lightning	→ ↘ ↓ ↙ ← → + HS (Air OK)
	Sacred Edge	↓ ↘ → ↓ ↘ → + P

MAY



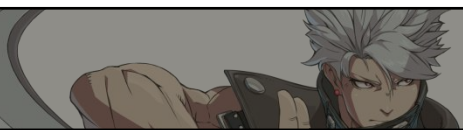
Command Moves	Command Normal 1	→ + P
	Command Normal 2	→ + K
	Command Normal 3	↘ + K
	Command Normal 4	→ + HS (Hold OK)
	Command Normal 5	↓ + HS (Mid-air)
Special Moves	Mr. Dolphin (Horizontal)	← Hold → + S or HS
	Mr. Dolphin (Vertical)	↓ Hold ↑ + S or HS
	Overhead Kiss	→ ↓ ↘ + K
	Arisugawa Sparkle	↓ ↙ ← + P or K
Overdrives	Great Yamada Attack	↓ ↘ → ↓ ↘ → + S
	The Wonderful and Dynamic Goshogawara	→ ↘ ↓ ↙ ← → + HS (Air OK)

AXL LOW



Command Moves	Command Normal 1	→ + P
	Command Normal 2	→ + K
	Command Normal 3	→ + HS
Special Moves	Sickle Flash	← Hold → + S
	Soaring Chain Strike	↑ during Sickle Flash
	Spinning Chain Strike	↓ during Sickle Flash (Hold OK)
	Winter Cherry	S during Sickle Flash
	Winter Mantis	← ↙ ↓ ↘ → + HS
	Snail	↓ ↙ ← + HS (Air OK)
	Rainwater	↓ ↙ ← + S
	Axl Bomber	→ ↓ ↘ + HS (Mid-air)
Overdrive	Sickle Storm	↓ ↘ → ↓ ↘ → + HS


CHIPP ZANUFF



Command Moves	Command Normal 1	→ + P
	Command Normal 2	→ + K
	Command Normal 3	→ + HS
	Command Normal 4	↓ + K (Mid-air)
Special Moves	Alpha Blade	↓ ↘ → + P or K (Air OK)
	Beta Blade	→ ↓ ↘ + S (Air OK)
	Gamma Blade	↓ ↘ → + HS
	Resshou	↓ ↘ → + S
	Rokusai	↓ ↘ → + S during Resshou
	Senshuu	↓ ↘ → + K during Resshou or Rokusai
	Genrouzan	→ ↘ ↓ ↙ ← + S
	Shuriken	↓ ↙ ← + P (Mid-air)
	Wall Run	During Dash near corner, hold →
Overdrives	Zansei Rouga	→ ↘ ↓ ↙ ← → + HS (Air OK)
	Banki Messai	↓ ↘ → ↓ ↘ → + K

POTEMKIN

Command Moves	Command Normal 1	→ + P
	Command Normal 2	→ + K
	Command Normal 3	→ + HS
Special Moves	Potemkin Buster	→ ↘ ↓ ↙ ← → + P
	Heat Knuckle	→ ↓ ↘ + HS
	Mega Fist (Forward)	↓ ↘ → + P
	Mega Fist (Backward)	↓ ↙ ← + P
	Slide Head	↓ ↘ → + S
	Hammer Fall	← Hold → + HS
	Hammer Fall Break	P during Hammer Fall
	F.D.B.	→ ↘ ↓ ↙ ← + S (Hold OK)
	Garuda Impact	↓ ↙ ← + HS
Overdrives	Heavenly Potemkin Buster	↓ ↘ → ↓ ↘ → + S
	Giganter Kai	→ ↘ ↓ ↙ ← → + HS

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Command Moves	Command Movement	↙ or ↘
	Command Normal 1	→ + P
	Command Normal 2	→ + HS
	Command Normal 3	↓ + K (Mid-air)
Special Moves	Thrust	← ↙ ↓ ↘ → + K
	→Pull Back	← during Thrust
	→Home Run!	HS during Pull Back
	What Could This Be?	↓ ↘ → + P
	Mix Mix Mix	↓ ↘ → + S (Air OK)
	Snip Snip Snip	↓ ↘ → + HS
	Love	↓ ↘ → + P (Mid-Air)
	Scarecrow	↓ ↙ ← + P or K or S (Hold OK)
Overdrive	W-W-What Could This Be?	↓ ↘ → ↓ ↘ → + P

About the Survey

In order to improve the quality of the final game, we will conduct a survey of participants in the closed beta test.

Answers may be submitted from 08:00 PM on 4/17 until 08:00 AM on 4/23. The link to the survey form is included in the notification e-mail for your beta test application. We appreciate your cooperation.