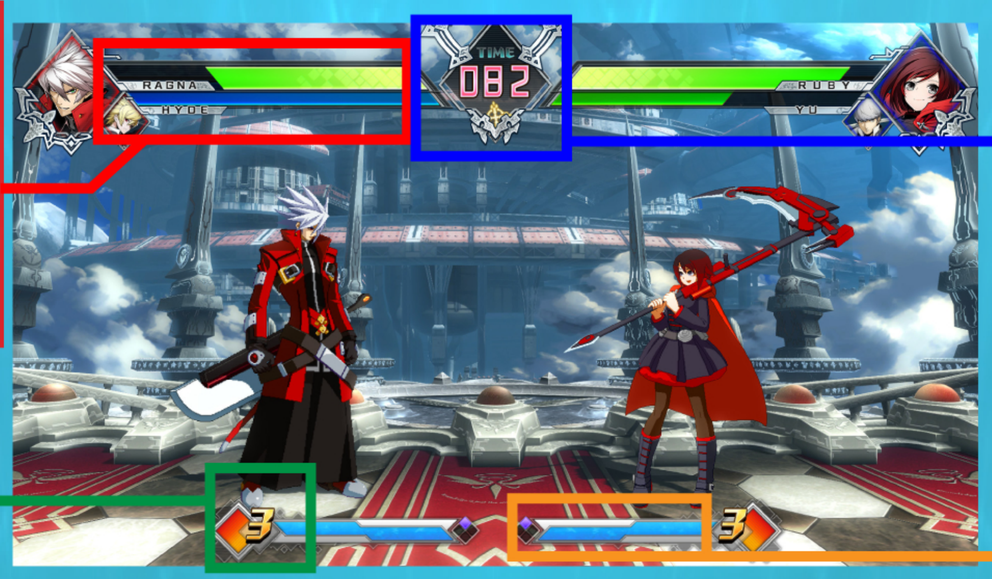
HEAD-UP DISPLAY

■HP GAUGE

'Displays the characters' health bar. Deplete the health of your opponent's 2 character to zero to win the round.



■TIMER

Displays the remaining time left in the round.

■SKILL GAUGE

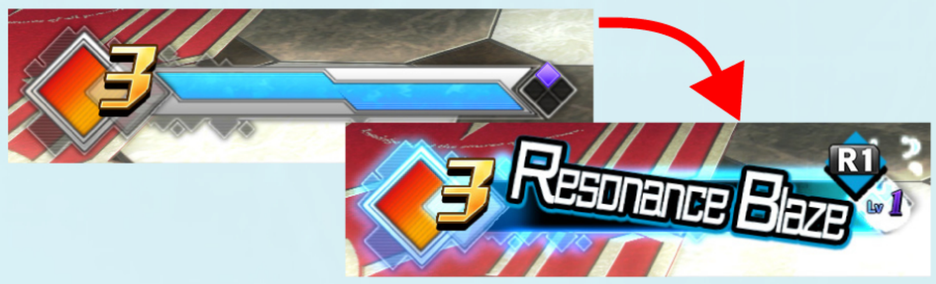
Is required for using powerful actions.

■CROSS GAUGE

Is required for using powerful Partner Actions.

WHEN YOU ARE DOWN TO ONE CHARACTER

The Cross Gauge will turn into a Resonance Blaze icon, and enables you to use the powerful Resonance Blaze.



CONTROLS



SYSTEM

SMART COMBO

□ repeatedly or △ repeatedly

Performs a series of follow-up attacks.
Also usable in air depending on the character.

CRASH ASSAULT

○ while standing

An overhead attack,which cannot be blocked while crouching.Switches to your partner if it hits a grounded opponent.

REVERSAL ACTION

△ + □ + ○ simultaneously

Performs a reversal attack that avoids incoming opponent's attack.

REJECT GUARD

While guarding, press ← or ↙ + △ + □ + ○ simultaneously

By consuming 0.5 Skill Gauge, you can push your opponent back.

THROW

□ + ○ simultaneously on the ground

Performs an attack that cannot be blocked. Also, if your opponent attempts to throw you, inputting this command will perform a "Throw Escape".

DISTORTION SKILL

Special Command + □ + ○ + ✕ simultaneously

Performs a massive attack in exchange for 2 Skill Gauges.

*All system mechanics are applicable "as at" for only the Toushinsai version of the game.The actual product may vary.

CROSS SYSTEM

CHANGE

on the ground

Switches places with your partner.
This action can be performed while your partner is performing an action.

CROSS BURST

While being attacked, press R1 +

By consuming 100% of the Cross Gauge, your partner will enter the fight attacking, while your active character retreats.

PARTNER SKILL

R1

Your partner will enter the battle, and attack the opponent.
← +R1 or → + R1 will alter the attack.

Using this move in the middle of an attack will consume the Cross Gauge.

DISTORTION SKILL DUO

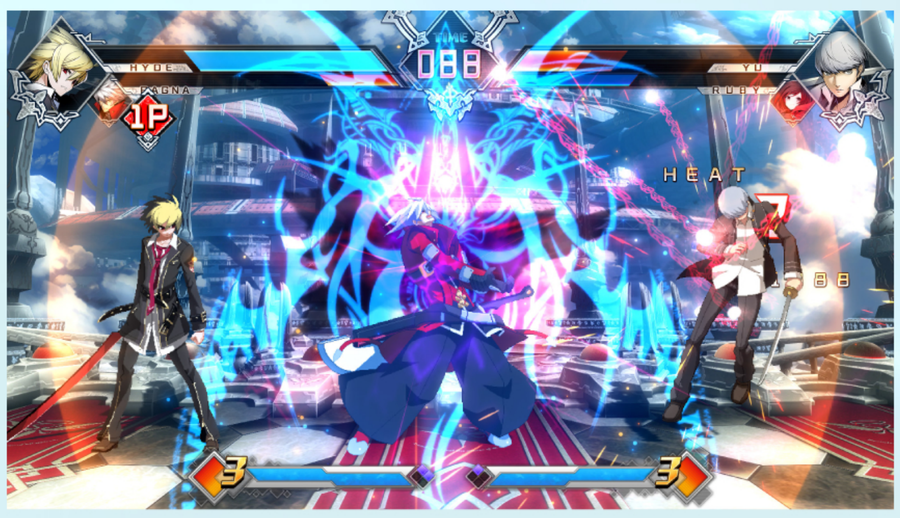
R1 **During a Distortion Skill**

By consuming 1 Skill Gauge, your partner will follow up your attack with a Distortion Skill of their own.

CHECK CROSS COMBO

During Partner Skill R1 +

Once activated, your partner will follow suit of the Main character, and perform Partner Skill.
During this time, the Cross Gauge will slowly deplete, and when it becomes zero, the Cross Combo will end.



Tips!!

Holding ← or → while pressing the button will change your partner's attack.
Find the best match and dish out spectacular combos!

Tips!!

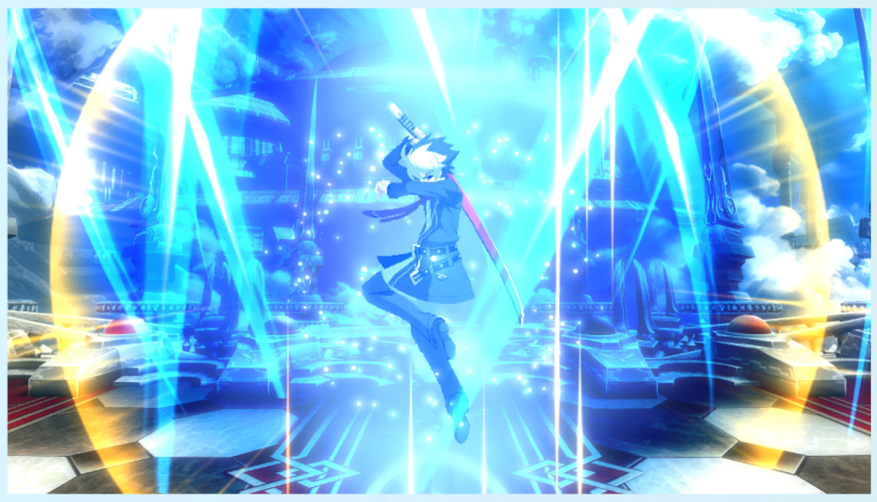
You can delay your partner's attack if you hold on to the R1 .
Find the best timing for your combination attack!

CHECK RESONANCE BLAZE

When only one ally is left R1

Using the last of their strength, your final ally will enter a powered up state. Resonance Blaze can only be used once during a match.

●Main effects of Resonance Blaze
・Passively gain skill gauge over time
・Able to cancel special attacks into Distortion Skills
・Normal attacks also deal chip damage on block, etc...



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