



 **Sammy Studios**

Warning:**Read Before Using Your PlayStation®2 Computer Entertainment System.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

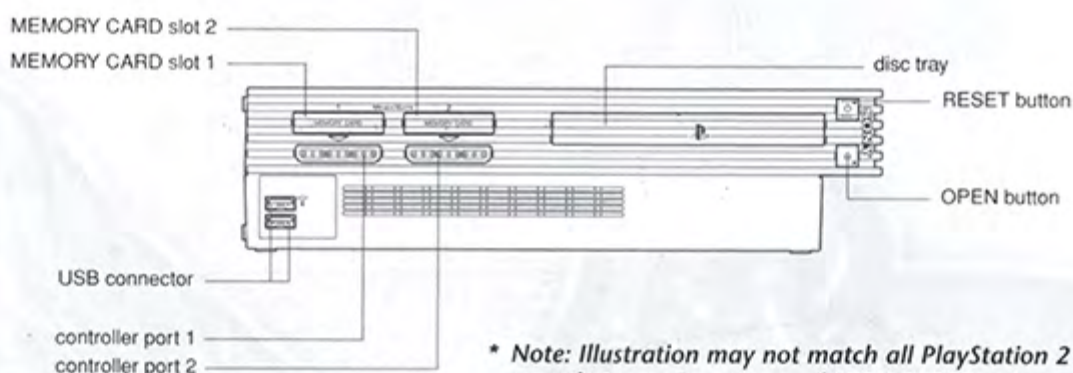
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GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **GUILTY GEAR ISUKA™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

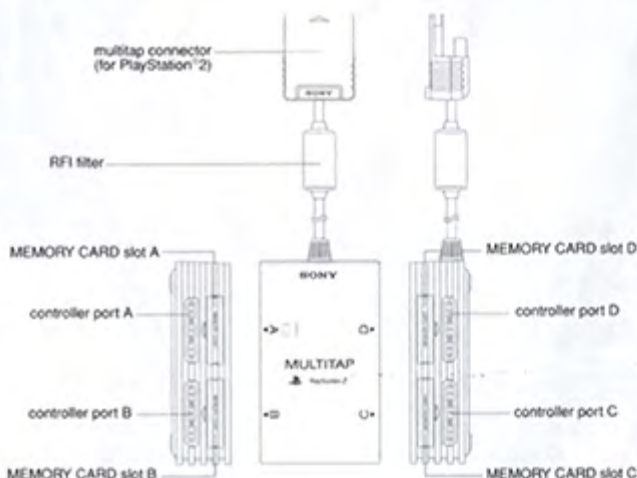
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GUILTY GEAR ISUKA is a 1-to-4 Player game. To set up for play:

- ▼ For 1 Player games:
Connect the DUALSHOCK®2 analog controller to controller port 1. You will use the memory card in MEMORY CARD slot 1 or MEMORY CARD slot 1-A to save and load data.
- ▼ For 2 Player games:
Connect a second controller to controller port 2.
- ▼ For 3-to-4 Player games:
Connect a multitap (for PlayStation®2) (sold separately) to controller port 1, then connect controllers to controller ports 1-A, 1-B, 1-C and 1-D, in that order. When a multitap is inserted in controller port 1, controller port 2 and MEMORY CARD slot 2 are not available.



DEFAULT CONTROLS

MENU / GENERAL CONTROLS

directional buttons	Cycle through options
 button	Confirm
 button	Cancel
 button	Pause / Open Pause Menu Join the game (when pressed on an unused controller)
 button	Turn Player Flag icon ON/OFF
 button	In Training Mode: Memory button (hold for a few seconds to record an action; press again to play recorded action)
 button	In Training Mode: Cycle between characters to record
left analog stick	Not used in game
right analog stick	Not used in game
 +  +  +  +  + 	(press simultaneously) Soft reset back to Main Menu

BASIC MOVES

directional buttons*	 / 	Step backward / forward
		Jump straight up**
	 / 	Jump backward / forward**
	 ,  or 	Crouch
		Dash (possible during jumps; cannot be used with some characters)
		Backdash (possible during jumps; cannot be used with some characters)
 button		Burst
 button		Turn around
 button		Dust
 button		Roman Cancel

* Directional button controls are for characters facing right on screen. Reverse left/right directions when characters face left.

** Guard is possible during jumps.

GG BOOST MODE

directional buttons*	← / →	Walk backward / forward
	↖ / ↑ / ↗	Walk up back / up straight / up front forward
	↙ / ↓ / ↘	Walk down back / down straight / down front forward
	→→	Dash (possible during jumps; some characters cannot dash)
	←←	Backdash (possible during jumps; some characters cannot dash)
	↙↙, ↓↓ or ↘↘	Crouch
L1 button		Jump
directional buttons + R1 button		Boost dash

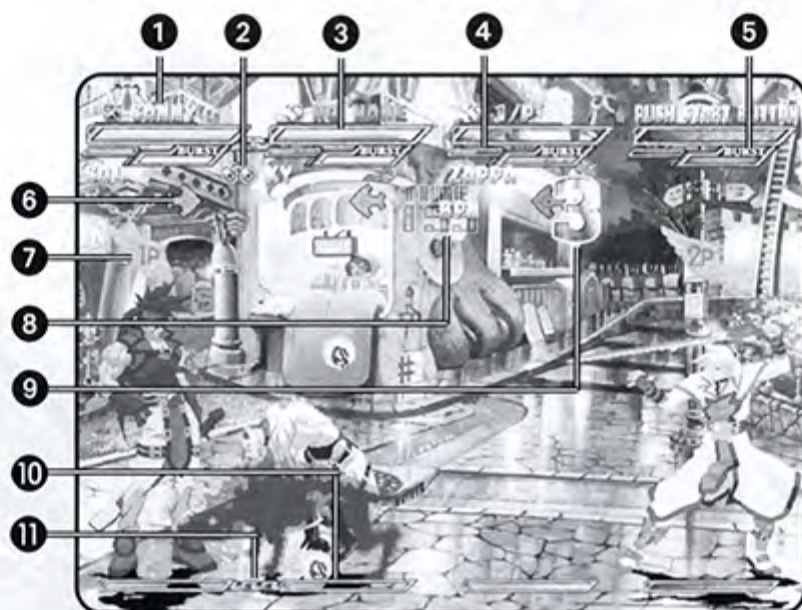
ATTACK CONTROLS

□ button	Punch
× button	Kick
△ button	Slash
⊙ button	Heavy Slash
Guard* **	You can Guard when the enemy is in front of or behind your character. To Guard, press the directional buttons AWAY FROM the direction your character is facing:
←	Guard upper attacks
↙	Guard lower attacks

* Directional button controls are for characters facing right on screen. Reverse left/right directions when characters face left.

** Guard is possible during jumps.

GAME SCREEN



- 1 CHARACTER INFORMATION** – Your character's name, class icon and survival level.
- 2 SOUL** – Souls represent additional strength. One Soul resets the Strength Gauge to full. When characters lose all their strength, one Soul is used to recover it.
- 3 STRENGTH GAUGE** – Your character's remaining strength. When the bar is empty, the character will be knocked out. Characters can fully recover with a Soul.
- 4 GUARD LEVEL GAUGE** – Increases when you Guard against attacks, and decreases when you fail to Guard. When this gauge climbs to a certain level, it starts flashing to signal that all oncoming attacks will be unconditionally treated as counterattacks.
- 5 BURST GAUGE** – Psych Bursts exhaust your Burst energy. Your Burst energy recharges with the passage of time and when opponents hit your character. When the Burst Gauge is full, it turns gold to signal that it is usable. An X over the gauge indicates that the gauge is unusable.
- 6 CHARACTER DIRECTION** – Direction the character is facing.
- 7 PLAYER ICON** – Shows the player (1P, 2P, 3P or 4P) and team color. Turn **ON/OFF** by pressing the  button.
- 8 CLOCK** – Shows remaining time in the match. When this time runs out, the match ends and the winner is the player or team with the most remaining strength after adding the remaining Souls.
- 9 HITS** – Displays the number of consecutive attacks that hit opponents.
- 10 TENSION GAUGE** – Increases with the use of attacks and movement toward opponents. This gauge is required for moves like Overdrive Attacks and Roman Cancels.
- 11 JOINT DISPLAY** – The Strength Gauges of all the players on a team are chained to show that they're on the same team.

GETTING INTO THE GAME

PROGRESSIVE SCAN MODE

While playing **GUILTY GEAR ISUKA**, you will be able to enjoy a higher quality picture if you have:

- ▼ a TV that supports progressive scan mode (EDTV, HDTV) and has video input capability, and
 - ▼ a component AV cable (for PlayStation®2).
- ✓ *If you do not have a progressive scan mode TV, or do not use the correct component AV cable, the game picture may not display properly.*

For instructions on how to connect the component AV cable to your console, please see the component AV cable instructions or PlayStation 2 owner's manual. Be sure to set the Component Video Out settings to **Y CB/PB CR/PR** in the console's system configuration.

- ✓ *Some TV sets are not progressive scan mode enabled even though they have video input capability. To find out about your TV, see your TV manual or contact the manufacturer.*

SELECTING PROGRESSIVE SCAN MODE

- 1 Hold down the **△** and **×** buttons while your game is starting up. You'll see a message asking if you want to switch to progressive scan mode.
 - 2 To make the switch, use the directional buttons to select **YES** and press the **×** button to confirm.
 - 3 If the picture displays correctly, select **YES** once more to preserve your setting.
- ✓ *If the picture does not appear correctly, the game will return to the previous menu after 15 seconds if no buttons are pressed.*

DISPLAYING THE MAIN MENU

- 1 When the Title Screen appears, press the **START** button to call up the Main Menu, which has the options you'll use to modify and get into your game.
- 2 Select a mode with the directional buttons, and press the **×** button to confirm your choice.

ARCADE MODE

In Arcade Mode you take on the computer in a series of battles. All characters have a Survival Level that increases as you damage your opponents. Arcade Mode ends when you defeat the boss character who bursts into the game at level 999.

Up to four players can play together in Arcade Mode. To join the game, press the  button on an unused controller.

ARCADE MODE GAME FLOW



1 SELECT THE MODE – Select **ARCADE** in the Main Menu and confirm by pressing the  or  button.

2 SELECT A CHARACTER – In the Character Select Screen, cycle to the character you want to play as and press the , , , , **L1** or **R1** button. Each button gives the character a certain pre-defined color.

To randomly select a character, cycle to **RANDOM** and press the  button.

To load Color Edit data stored on your memory card, select the color by pressing the **L2** or **R2** button. (See page 19 for details on Color Edit Mode.)

3 SELECT A TEAM COLOR – Use the directional buttons to select one of the four team colors.



4 CHARACTER POSITION – The team color will be displayed along with your character's starting position.



3-to-4 PLAYER MODE — When every player selects a different team color, it's a free-for-all.

To team up with other characters, select the same color (three characters max per color). In team battle (except for a 2 VS 1 Match), you cannot damage or get damaged by teammates.

A black and white photograph of a busy street scene in a city, likely New York City. A large crowd of people is walking across the street, some carrying umbrellas. In the background, a large building with many windows is visible. The scene is captured from a low angle, emphasizing the scale of the crowd and the architecture.

The basic format of a match is based on the Two Planes Battle. Characters fight while moving back and forth between the front and back planes. The character or team that survives the match wins. If time runs out first, the character or team with the most remaining Strength and Souls wins the match.



A Soul is displayed as a red circle under the Burst Gauge. One Soul is equivalent to one full Strength Gauge. The game automatically uses Souls when your Strength Gauge drops to zero.

When you team up with another player, you share Souls, so Joint Soul applies. The allocated number of Souls at the beginning of a match is determined by the team combinations.

Make full use of these commands in Two Planes Battle to win!

▼ **SWITCHING PLANES**

HOW TO – Turn Around + Heavy Slash buttons.

EFFECT – Move to other plane.

▼ **SWITCHING PLANES WHILE GUARDING**

HOW TO – While Guarding, press the directional button toward the opponent + Turn Around + Heavy Slash buttons.

EFFECT – Use 25% of your Tension Gauge and move to the other plane while unfreezing your Guard.

▼ **PLANE THROW**

HOW TO – Turn Around + Slash buttons.

EFFECT – Knock an opponent into the other plane.

▼ **ATTACK WHILE SWITCHING PLANES**

HOW TO – Turn Around + Punch buttons.

EFFECT – Attack an opponent on the other plane while switching planes.

▼ **BACK ATTACK**

HOW TO – Kick + Slash buttons.

EFFECT – Attack an opponent behind you.



Rank Icon

SEIZING CLASS FROM A CPU CHARACTER

In Arcade Mode, CPU characters have Class. Defeat a CPU character and you can seize its Class.

You gain points by seizing Classes. When the points hit a certain amount, an EX character bursts into the battle. If you defeat him/her, you can obtain control of the EX character.

- ▼ You can't seize a Class when fighting against human players.
- ▼ You can stock 9,999 points per Class.
- ▼ View your seized Classes in the Game Over Screen or Options Menu.

To select an EX character, press the  button to bring up a medal, then press any button that would normally let you select a character in the Character Select Screen. The icon that shows the current rank appears next to the player's name during gameplay.

VS MODE

In VS Mode you can enjoy battles with CPU characters or human players. Here you can customize any combination of opponents, strength, team and stage. Up to four players can play in this mode at once.

VS MODE GAME FLOW

- 1 Select **VS MODE** on the Main Menu and press the  or  button.
- 2 On the Character Selection Screen, make an entry by pressing the  button. The Slot Cursor appears. Use it to select a slot and press the  button.
- 3 A shutter will open. Select a character and press the  button.
 - ✓ Press the  button to cancel the slot entry. When the shutter of the selected slot closes, you can re-select any slot.
 - ✓ To cancel your character selection, press the  button. You can then select a different character.
- 4 Press the directional buttons / to scroll through the character colors. Press the  button to confirm your selection. Then do the same to select the team color. In VS Mode you can play 3 VS 1 battle (not available in Arcade Mode). In this battle, three players select the same team color, and the fourth player selects a different color.
 - ✓ All four players cannot select the same color.
- 5 After finishing all players' entries, any player can press the  button, use the directional buttons to select a stage, and press the  button to confirm.
- 6 The battle begins!



SELECT CPU CHARACTERS

In VS Mode, you can also battle or team up with CPU characters. To do so, you must configure each CPU character.



- 1 After selecting your character, move the cursor to an empty slot (the shutter is closed) and press the **X** button. (To cancel the selected slot, press the **△** button. The shutter closes and the slot selection is now available.)
- 2 When the slot is confirmed, the character selection cursor appears. Choose a character for your opponent or teammate and press the **X** button. (To cancel the slot, deselect it by moving the cursor and re-selecting it once again. Press the **X** button to confirm. The character selection is now available.)
- 3 After selecting a CPU character, press the directional buttons **←/→** to choose the CPU's color and press the **X** button to confirm. Select the CPU team color in the same way.
- 4 Choose the CPU's strength, displayed as a level anywhere from 1 (min) to 999 (max). Press the directional buttons **←/→** to change the level in increments of 10, and press the **X** button to confirm.
- 5 After setting all the CPU characters you want to use, press the **START** button, select a stage, and press the **X** button again to confirm. The match begins!

TRAINING MODE

Use Training Mode to practice basic commands and combo attacks. Select your character and a sparring partner to serve as your punching bag. Only 1P and 2P can be controlled by humans. 2P, 3P and 4P can all be controlled by the CPU.

TRAINING MENU

During training, press the  button to call up the Training Menu. Both players have the ability to call up the Training Menu, but only the player who actually pressed the  button can change the settings.

Select **RETURN** and press the directional buttons / (or press the **L1**/**R1** buttons) to toggle between the CONFIG and 2P-4P Menus.

- ▼ **CONFIG MENU** – Use this menu to change game settings.
 - **RETURN** – Return to the Training Screen.
 - **TENSION MAX** – Lock the Tension Gauge in the max position.
 - **BURST MAX** – Lock the Burst Gauge in the max position.
 - **GUARD LEVEL** – Adjust the initial position of the Guard Level Gauge (affects all characters).
 - **DISPLAY** – Display information such as directional buttons, button inputs, character damage and max combo numbers.
 - **CHARACTER SELECT** – Change the character in training.
 - **KEY CONFIG** – Reconfigure the button controls.
 - **COMMAND LIST** – See all the character's moves.
 - **DEFAULT** – Restore the default CONFIG settings.
 - **QUIT GAME** – Call up the Title Screen.
- ▼ **2P-4P MENU** – Use this menu to change settings for your sparring partner.
 - **RETURN** – Return to the Training Screen.
 - **MODE** – Assign Free characters to a player or the CPU.
 - **ENEMY STATE** – Adjust the condition of Free characters to one of four settings.
 - **GUARD** – Set how Free characters Guard against attacks.
 - **RECOVERY** – Set the ability of Free characters to recoil from attacks at one of four levels.
 - **SLIP RECOVERY** – Set the speed at which Free characters recover from a slip condition.
 - **COUNTER** – When Counter is **ON**, the first attack of a combo will be a counter attack.
 - **ATTACK MEMORY** – Manipulate Free characters for a certain amount of time and save that action. (See page 14.)
 - **ENEMY LEVEL** – Change the CPU level selected in the CPU Character Selection Screen (when **MODE** is set to **CPU**).
 - **LIFE REGAIN** – When **ON**, enables you to recover strength during play.
 - **DEFAULT** – Restore the default sparring partner settings. (Enemy Level returns to the level you chose in the Character Selection Screen.)

RECORDING YOUR ATTACKS

When you set Attack Memory **ON** and exit the Training Menu, **STANDBY** appears above the Free character. To scroll through the characters, press the Memory Change button (**R2** button). To begin recording, press the Memory button (**L1** button).

- ▼ Recording is completed after 15 seconds or when you press the Memory button a second time.
- ▼ You can't control other Free characters during the recording period.

Once recording is complete, the Free character will perform the recorded moves each time you press the Memory button. This recorded action can be used indefinitely, as long as a new recording is not made.

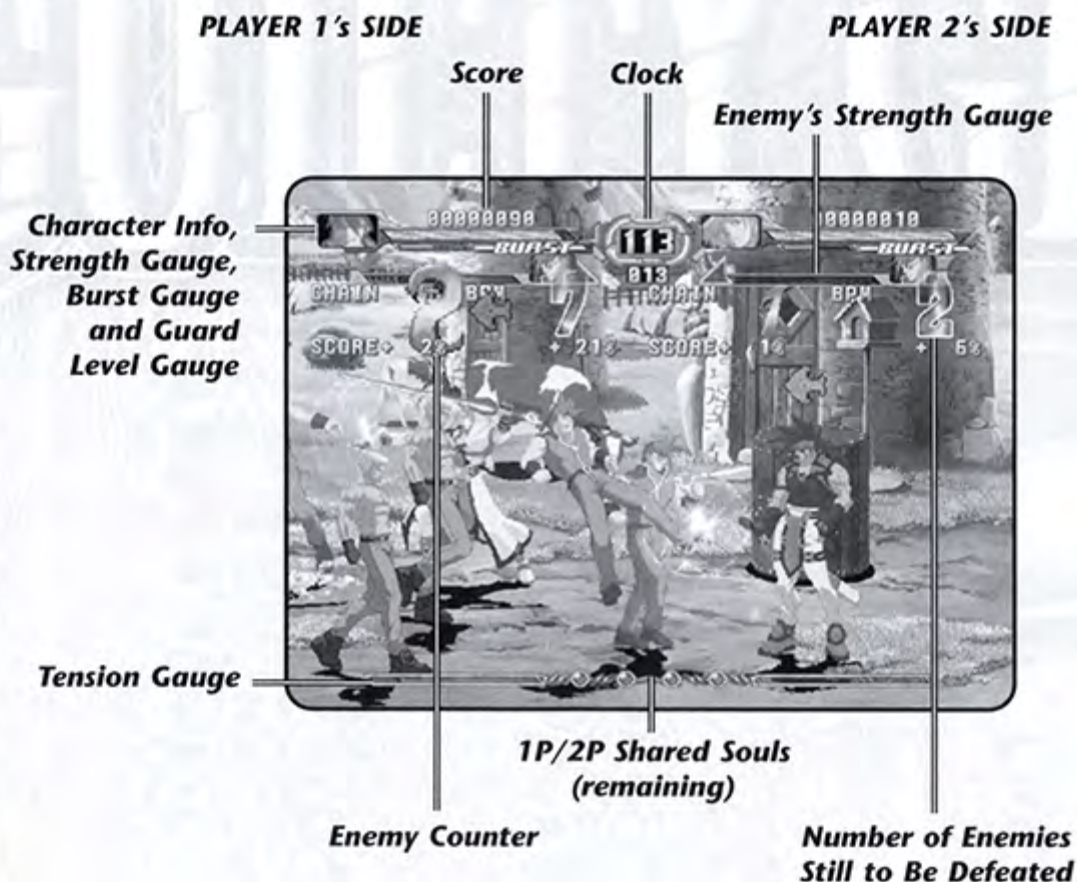
Press the **R2** + **L1** buttons to play the recorded moves for all Free characters at once.

- ▼ **SHORTCUT** — To call up the Record Standby state any time and bypass the menu screen, hold down the Memory button for at least one second.

GG BOOST MODE

In GG Boost Mode, you can play a side-scrolling action game using **GUILTY GEAR ISUKA** characters to defeat numerous enemies and complete missions.

GAME SCREEN



BASIC RULES

- ▼ GG Boost is a 1-to-2 Player game. No players can join the game during gameplay.
- ▼ Defeat a boss to complete each stage.
- ▼ The game is over when your Strength Gauge hits zero and you have no Souls to recover, the time is up, or all the missions are completed.

GG BOOST MODE CONTROLS

In addition to the Arcade Mode controls (see pages 4-5), the following special moves are available:

- ▼ **L1** button – Jump
- ▼ Turn Around button + directional buttons – Boost Dash (in any direction)

CHAIN

The Chain Counter appears whenever you hit an enemy. While the Chain Counter is on screen, hit another enemy to create a chain, causing the Chain Counter to increase. Use the Chains efficiently to earn bonus points.

- ✓ *When you're using Combos, the display time for the Chain Counter is extended. Use combos and chain your attacks.*



ITEMS

These items appear when you destroy Item Boxes. Rare items can appear when you meet certain conditions ...



MEAT

Max Health Recovery



MEDAL (L)

2000 Points



STEAK

Large Health Recovery



MEDAL (S)

1000 Points



SANDWICH

Medium Health Recovery



POTION (BLUE)

Speed up for a short time



SODA

Minor Health Recovery



POTION (RED)

Infinite tension for a short time

ROBO KY II FACTORY MODE



Equip other characters' moves on the new Robo Ky II character, and customize him as you like.

▼ **DATA BANK** — Customize Robo Ky II on the Data Bank Screen.



Character's Name

Total Available Points / Total Accrued Points

Current Capacity / Total Capacity

(Unit: Memory)

✓ You cannot exceed your Total memory Capacity when equipping new moves.

▼ **PURCHASE TECHNIQUES** — Buy available moves, various kits and chips. (You must have the required points to buy a move.)



TECHNIQUE LIST — Shows a list of available moves, kits and chips. Press the **R1** button to bring up the Item Box and check items you've obtained.

DATA WINDOW — Scroll through the Technique List to see short video clips of the moves and other relevant data. Press the **R2** button to turn the video ON/OFF.

NO — Move number

LV — Attack level

POINTS — Cost (in points) of the move

GUARD — Available direction to Guard incoming attacks

FRC — False Roman Cancel availability

YRC — Yellow Roman Cancel availability

See page 25 for details on Roman Cancel and False Roman Cancel.

▼ **ABILITY TUNING** – Tune Robo Ky II's inherent abilities.

▼ **PARAMETER CUSTOMIZE** – Change the following parameters for Robo Ky II by pressing the directional buttons $\leftarrow/\rightarrow$. Each parameter is correlated to another parameter (e.g. speed corresponds to jump, attack to defense, etc.). So, when you increase one correlated parameter, the other one decreases.



SPEED – Speed of movement

JUMP – Jumping ability

ATTACK – Attack power

DEFENSE – Defense power

CHARGE – Charging speed

STRENGTH – Muscle power

WEIGHT – Affects jumping ability

THERMOSTAT – Rate of rising temperature

AERIAL MOVE – Power for moves in the air

SPIRIT – Lowers amount of damage you take right before you're defeated

CUSTOMIZE KITS

The number next to each parameter is an adjustable Kit value, showing how much you can raise the value of that parameter. If you have a Customize Kit, you can increase the value without taking value away from another parameter.

From the Item Box, choose a Kit applicable to the parameter you want to change. Points will be added to the selected parameter. Press the directional buttons $\uparrow/\downarrow$ to choose the parameter, and $\leftarrow/\rightarrow$ to change its value.

▼ **EQUIP TECHNIQUE** – Equip your obtained moves on Robo Ky II. Highlight a move and press the $\otimes$ button to bring up the Item Box. A list appears showing moves you've obtained. Select a move to equip and press the $\otimes$ button.

✓ *Each move is numbered from 1 to 7. You can't simultaneously equip moves that share the same number.*

▼ **RC CUSTOMIZE** – With an FRC chip, you can add a False Roman Cancel to a move. To do that, highlight the move, press the $\otimes$ button to open the Item Box, select the FRC chip and press the $\otimes$ button again.



If you add the YRC (Yellow Roman Cancel) chip, you can reduce the amount of tension consumed when performing Roman Cancels or False Roman Cancels.

Tension Consumed after Equipping the YRC Chip

ROMAN CANCEL	50% reduced to 25% (effect changes from red to blue)
FALSE ROMAN CANCEL	25% reduced to 12.5% (effect changes from blue to yellow)

- ▼ **EXIT** – Return to the main Robo Ky II Factory Menu.
- ▼ **COLOR EDIT** – Change Robo Ky II's color. (See the next section, **COLOR EDIT MODE**, for more information.)
- ▼ **RENAME** – Change your character's name.
- ▼ **GG BOOST** – Play GG Boost Mode with Robo Ky II. Gain points to buy moves, kits and chips to customize Robo Ky II!
- ▼ **EXIT** – Return to the Title Screen.

MULTIPLAYER GAMES

Play against your friends by using a memory card containing customized Robo Ky II data.

- ✓ *You can only play in VS Mode when both players are using customized Robo Ky II characters. Please note that parameter changes made in Robo Ky II Factory do not carry over to VS; only equipped abilities do.*

▼ **2 PLAYER MODE WITHOUT MULTITAP**

- Player 1 inserts a memory card containing Robo Ky II data. Player 2 inserts another memory card containing Player 2's Robo Ky II data.
- Player 1 selects the memory card in Option Mode, and selects **LOAD** to read the data from both players' memory cards.
- Select **VS MODE** (Robo Ky II is available if data was loaded correctly).
- Both players choose Robo Ky II characters and start a battle.

▼ **3 PLAYER AND 4 PLAYER MODES**

- All players insert a memory card containing each person's Robo Ky II data into the memory card slots of the multitap.
- Player 1 selects a memory card in Option Mode, selects **LOAD**, and then selects the memory card slot to load.
- Select **VS MODE** (Robo Ky II is available if data was loaded correctly).
- Players choose their Robo Ky II characters and start a battle.

COLOR EDIT MODE

Use Color Edit Mode to change your character's color scheme.

- ▼ **CHARACTER SELECT** – Press the directional buttons $\leftarrow/\rightarrow$ (or press the **L1** / **R1** buttons) to select a character.
- ▼ **#RELOAD COLOR** – Choose any of the default colors used in **GUILTY GEAR XX** **#RELOAD**. Press the directional buttons $\uparrow/\downarrow$ to select a color, and press the $\otimes$ button to confirm.
- ▼ **ISUKA COLOR** – Choose any of the default colors used in **GUILTY GEAR ISUKA**.
- ▼ **COLOR PALETTES** – Change a character's color by one pallet unit. Use the directional buttons to select a pallet and press the $\otimes$ button to confirm. Adjust the RGB values by pressing the directional buttons $\leftarrow/\rightarrow$. Press the $\otimes$ button to confirm. Edit other palettes by following the steps above. Press the $\triangle$ button to cancel the current adjustment and return to the previous pallet. A prompt appears above the character window to show the body parts you can enhance with the selected color.



COLOR EDIT MODE CONTROLS

L1 / R1 button	Character select
L1 button	Undo (up to last 30 moves)
R2 button	Redo (after Undo)
directional buttons	Select MENU , PALETTE , RGB BAR Adjust RGB Bar (by a value of 1% per adjustment)
$\otimes$ button	Confirm / Hold to select multiple palettes*
$\triangle$ button	Back / Cancel
$\square$ button	Copy current palette (multiple palettes can be selected) Adjust RGB Bar (hold + $\leftarrow/\rightarrow$) (each press decreases/increases the bar by 10%)

* When multiple palettes are selected, press the $\otimes$ button once more to display **BRIGHTNESS** and **GRADATION** options:

- **BRIGHTNESS** — Press the directional buttons $\leftarrow/\rightarrow$ to adjust the brightness for all selected palettes.
- **GRADATION** — Adjust gradation based on palettes on the far left and far right.

OPTION MODE

Use Option Mode to change various game settings.

- ✓ *Only Player 1 can change the settings. New settings data is saved to the memory card in MEMORY CARD slot 1.*



▼ GAME OPTIONS

- **GAME LEVEL** – Adjust the CPU difficulty of Arcade Mode, VS Mode and GG Boost Mode.
- **TIME LIMIT** – Set the round time in Arcade Mode and VS Mode.
- **SOUL** – Set the number of Souls you'll have at the beginning of a game.
- **SURVIVAL LEVEL** – You can choose from any level up to the highest level previously reached. (You can choose what survival level to start on, in increments of 50, up to the last level reached in Survival Mode.)
- **COCKPIT FONT** – Switch the system font between the Arcade and console versions.
- **DEFAULT** – Restore the default settings.
- **EXIT** – Return to the Options Screen.

▼ ADJUST SETTINGS

- **ANTIALIASING** – Switch **ON** to make images appear softer; switch **OFF** to make images appear sharper.
- **POSITION GAUGES** – Set this to **ORIGINAL** to change the position of the score display and various gauges to imitate the arcade version.
- ✓ *When the position gauges are set to **ORIGINAL**, the score display and top and bottom of various gauges will not fully appear on screen.*
- **POSITION VERTICAL** – Adjust the screen's vertical positioning.
- **POSITION HORIZONTAL** – Adjust the screen's horizontal positioning.
- **DEFAULT** – Restore the screen display to its default position.

- ▼ **KEY CONFIG** – Customize your key configuration for Arcade, VS, GG Boost and Training Modes. Select a mode from the Arcade Key Config, GGB Key Config and Training Config Screens. Then select the key you want to change and press the button you want to assign to that action.



- ✓ *In Multiplayer Mode, after all players select **EXIT**, Player 1 should press the **START** button to exit the setting screen.*

- **TYPE** – Adjust the Key Config to the controller or joystick you intend to use.
 - **CONTROLLER** – Adjust the controls to a DUALSHOCK®2 analog controller.
 - **GGXXSTICK** – Adjust the controls to the FIGHTERSTICK~GUILTY GEAR XX CUSTOM.
 - **GGXXPAD** – Adjust the controls to the FIGHTERPAD~GUILTY GEAR XX#RELOAD CUSTOM.
 - **STICK** – Adjust the controls on conventional fighter sticks.

✓ *The Input display changes in Training Mode as well.*

- ▼ **SOUND TEST** – Listen to the game's soundtrack and sound effects.

✓ *Adjusting the volume here affects all sounds in the game. If the volume of the BGM and sound effects is set to **O** here, these sounds will be silenced in all modes. To readjust the volume, enter Sound Test Mode and readjust the volume, or select **DEFAULT** and press the **X** button.*



- ▼ **RANKING** – Check scores, character ranking and character charts in Arcade and GG Boost Modes. Use the directional buttons to turn pages. Press the **X** button to call up a screen that allows you to restore the default ranking settings. To do so, select **YES** and press the **X** button.



- ▼ **ARCADE RANK** – Shows the number of classes and total points you earned in Arcade Mode.
- ▼ **MEMORY CARD (PS2)** – You must have a memory card in MEMORY CARD slot 1 or 1-A in order to save and load game data.
 - **SAVE** – Save system data such as score rankings, character charts, option settings, custom data from Robo Ky II Factory Mode and Color Edit data to a memory card. Current settings of all modes will be saved.



- ✓ *At least 236KB of free space is needed to save this game data. This game will only save to MEMORY CARD slot 1 or 1-A.*
- **LOAD** – Load data from the memory card. When you select this option, all mode data will be loaded.
- ✓ *System data can be loaded only from a memory card in MEMORY CARD slot 1 or 1-A. Robo Ky Factory Mode data and Color Edit data can be loaded from any memory card slot.*
- ✓ *Do not turn off power to the console or remove the memory card while saving and loading, or your data could be corrupted.*

UNIVERSAL MOVES

The following moves can be used by all the characters in **GUILTY GEAR ISUKA**. The directional button presses shown are for characters facing right on screen. Reverse the left/right directions when the character faces left.

PSYCH BURST

- ▼ **HOW TO** – Press the four Attack buttons simultaneously.
- ▼ **EFFECT** – You turn invincible for an instant and knock back enemies. Psych Burst can only be used when the Burst Gauge reaches **MAX**. When activated, the Burst renders your character invulnerable for a short time. Burst cannot be activated while your character is hit by an Overdrive Attack or is being thrown. In situations other than when your character activates a Burst during a damage motion, the Tension Gauge increases to **MAX** only when you hit an enemy.



BURST GAUGE

An expended Burst Gauge gradually recovers as time elapses and as your character takes hits. Also, the amount of gauge power you expend varies with the condition at the time you use it:

NORMAL CONDITIONS – 2/3 of the gauge expended

WHILE BEING HIT – All of the gauge is expended

- ▼ *Taking a hit means your character is leaning backward, slipping, being thrown, being knocked down, or guarding against attacks.*
- ▼ *Hitting an opponent restores the gauge by 1/3.*
- ▼ *Status and recovery rate differ depending on the number of players, match styles and conditions.*

DOUBLE JUMP

- ▼ **HOW TO** – Press **↖**, **↑** or **↗** during a jump.
- ▼ **EFFECT** – You double-jump in midair! Can you triple-jump?

HIGH JUMP

- ▼ **HOW TO** – **↓** **↑** quickly.
- ▼ **EFFECT** – Jump higher than normal. You can't Double Jump after a High Jump. High Jump is not available in GG Boost Mode.

DEAD ANGLE

- ▼ **HOW TO** – During Guard, simultaneously press ➡ or ↘ plus any two buttons except Turn Around.
- ▼ **EFFECT** – Press these buttons only while on the ground. You can counterattack from the Guard position. The Tension Gauge must be at 50% or above for this move.

DUST

- ▼ **HOW TO** – Press **R2** or Slash + Heavy Slash simultaneously.
- ▼ **EFFECT** – With these controls you can use attacks that spin opponents around and knock them into the air. This renders them temporarily defenseless – now's your chance to press ↑ to pounce. It's the perfect opportunity to strike with a combo attack. Use Dust during a jump to activate an Aerial Dust Attack.



SWEEP

- ▼ **HOW TO** – While crouched, press **R2** or Slash + Heavy Slash simultaneously.
- ▼ **EFFECT** – If this attack hits your opponent, he cannot bounce back with a Recovery move.

RECOVERY

- ▼ **HOW TO** – Press any Attack button when knocked down.
- ▼ **EFFECT** – When knocked off your feet by an attack, press any Attack button before hitting the ground to regain your balance. This enables you to quickly ready yourself against the next attack.



THROW

- ▼ **HOW TO** – Press ← or ➡ + Heavy Slash while near an opponent.
- ▼ **EFFECT** – Approach an opponent during a jump or on the ground while pressing the directional buttons in the direction of your approach, and press the Heavy Slash button to body toss your enemy. Your character cannot use Throw during a Dash or Backstep.



GATLING COMBO

- ▼ **HOW TO** – Press buttons at the right time in a specific order.
- ▼ **EFFECT** – The Gatling Combo is a method of linking normal moves together as combo attacks. The moment you hit an opponent with a normal attack, enter the commands for another normal attack to create a combo. The numbers of moves that can be used in combos vary with each character.

OVERDRIVE ATTACK

- ▼ **HOW TO** – Enter special commands unique to each character.
- ▼ **EFFECT** – These awesomely powerful attacks use 50% or more of the Tension Gauge. The commands for these moves vary with each character.
- ✓ *Some Tension moves consume 100% of the Tension Gauge!*



TENSION GAUGE

The Tension Gauge increases when you use aggressive moves such as moving forward, dashing, jumping forward and attacking. In contrast, if your character continues passive actions, like failing to make an attack or retreating to one side of the screen, the Tension Gauge drops to zero.

For Robo Ky and Robo Ky II, you need to press the directional button ↓ and perform the Dust move to summon a portal of energy that charges up his Electric Gauge. When you've been penalized, the recovery rate of the gauge slows down. Also, when the Guard Level Gauge is maxed out, you will get massive damage when attacked.

As the power of this gauge increases, you can use the moves below:

MOVE NAME	CONSUMPTION RATE	COMMAND
OVERDRIVE ATTACK	50-100%	See CHARACTER MOVES beginning on page 27.
FAULTLESS DEFENSE	Gradually decreases while in use.	While Guarding against an attack, simultaneously press the Punch + Kick, Punch or Slash buttons, or press the Kick + Heavy Slash buttons.
DEAD ANGLE ATTACK	50%	Right after Guarding an attack, press any two Attack buttons simultaneously while pressing the directional buttons ↓ or ↘.
ROMAN CANCEL	50%	Press the L2 button or any three Attack buttons simultaneously in mid-attack.
FALSE ROMAN CANCEL	25%	Press the L2 button or any three Attack buttons simultaneously at the right time while attacking.
GUARD CANCEL WHILE SWITCHING PLANES	25%	See page 10.

ONE-POINT TECHNIQUES

FAULTLESS DEFENSE

The Faultless Defense causes a Guard position to enter a special Guard condition. To activate this defense, hold the Punch + Kick, Slash + Heavy Slash, or Kick + Heavy Slash buttons while pressing the directional button.

You can Guard both middle and lower attacks while standing or crouching. This prevents your opponent from shaving away your strength with deadly attacks. Also, the knock back is greater than when you use normal Guards, giving you more time to ready an attack against your opponent. You can even Guard against attacks that cannot be Guarded against during jumps.

One drawback: While performing this Faultless Defense, your Tension Gauge decreases in real time. When the Tension Gauge power is depleted, this defense can no longer be used.



ROMAN CANCEL

While hitting your opponent during an attack, press any three Attack buttons to forcefully stop attack actions and return your character to a normal standing pose. With this move, you can create your own original combo attacks. To perform a Roman Cancel, your Tension Gauge must be at least 50% full.



FALSE ROMAN CANCEL

Some moves comply with the False Roman Cancel. Press any three Attack buttons at a certain moment while performing a move to forcefully stop attack actions and return your character to a normal standing pose.

Unlike the Roman Cancel, you don't have to hit the opponent. The timing and duration are unique to each move. To succeed with a move, you must perform it at the preset moment during the preset time. This move consumes 25% of the Tension Gauge.



- ✓ **FALSE ROMAN CANCEL IN TRAINING MODE** — In Training Mode, press the  button and then go to **TRAINING MODE/CONFIG/DISPLAY**. Change the option to **INPUT**. When performing the moves that work with the False Roman Cancel, you'll see the Input Bar flash blue at a certain moment. This shows the timing required to perform the False Roman Cancel. Use this to practice the move to get your timing down.



COUNTER HIT

While your opponent is trying to use a move, you can counterattack by hitting him/her with one of your attacks. Because your opponent's time off-balance is increased while attacking, counter hits allow you to use combo attacks that you normally couldn't use.



SLIP (STAGGERING)

Specific Normal Moves, Special Moves and Overdrive Attacks have the special ability to put your opponent into a "slip" condition. When you hit an enemy with any of these moves, he/she is rendered defenseless for a set time and put into the "slip" condition. If your own character is placed into a "slip" condition, you can speed up your recovery by quickly pressing the directional buttons $\leftarrow/\rightarrow$ repeatedly. The moves that get enemies to slip are character-specific, so try various commands on your own to find the right moves for each enemy.

CHARACTER MOVES



A.B.A.

NORMAL

- ◆ Traction ↓↘→ + P
- ◆ Wipe Off ↓↘→ + K
- ① Erasure ↓↘→ + S
- ② Total Annihilation S right before ① hits enemies
- Condemnation S right before ② hits enemies
- ◆ Evasion ↓↘→ + H
- ◆ Calcination →↘↓↙← + P
- Union →↘↓↙← + H (OK in mid air)
- * Conviction →↘↓↙← + S
- * Split →↘↓↙← + P
- * Degeneration →↘↓↙← + S
- * Fault ←↙↓↘→ + K
- * Extermination In midair ←↙↓↘→ + S

OVERDRIVE

- ◆ Concealment of Evidence →↘↓↙← + P
- ③ Destruction of Evidence In midair →↘↓↙← + P (lose 50% of Tension for Moroha Mode, 100% for Normal Mode)
- * Destruction of Evidence During ③ and in midair ↓↙← + K
- * Evidence Demolition* ↘↙↘↙↓↘→ + H (lose 100% of Tension; Health will be 1 after move)

◆ for Normal Mode

* for Moroha (Double-Edged Sword) and Goku Moroha (Extreme Double-Edged Sword) Modes**

*CHANGING MODES:

A.B.A. has 3 modes: Normal, Moroha and Goku Moroha. The default is Normal. To change the mode:

- ① Attempt the mode change moves (will lose one blood pack).
- ② Attempt Union to throw an enemy (will not lose a blood pack).

Modes change as follows:

- Normal Mode → Moroha Mode
- Moroha Mode → Goku Moroha Mode
- Moroha Mode → Normal Mode (Health is recovered after using mode change moves)
- Goku Moroha Mode → Normal Mode

**MOROHA MODE AND GOKU MOROHA MODES

Advantages:

- A.B.A.'s attack is very weak in Normal Mode; however, her attacking ability increases in Moroha Mode.
- A.B.A. gains additional attacking power in Goku Moroha Mode.

Disadvantages:

- A.B.A.'s health decreases when damaging enemies.



ROBO KY & ROBO KY II

NORMAL

- Exciting Beat While running + P, K, S or HS
- Phenomenon ↓↙← + S
- Antifebrile → + HS
- Game-Opening Home Run →↘↓↙← + HS
- Do You Want to Suffer? ↓↘→ + S
- Strange Electric Wave Get close to opponent, →↘↓↙← + K
- Discussion Meeting ↘/↓/↙ + D
- Bargain of Street Meeting In midair, ↓↘→ + S
- A Time Lag Gets Up After getting knocked down, hold P + K

OVERDRIVE

- Whatever Is Done, a Fellow No Good Is No Good ↓↘→↓↘→ + S
- Single Blow of the Reform In mid Lv3 Game-Opening Home Run
- Limit Lovers ↓↘→↓↘→ + P



ANJI MITO

NORMAL

Kai	↓ ↘ ← + P or K
Shitsu	↓ ↘ → + P
Fujin	↓ ↘ → + S or HS
Nagiha	In mid Fujin, S
HitoashiTobi	In mid Fujin, K
Shin Ichishiki	In mid Fujin, P
Hop Away	In mid Fujin, HS
Kou	During Guard Point, P
On	→ ↓ ↘ + HS
Shin Nishiki	In midair, ↓ ↘ ← + P

OVERDRIVE

Tenjinkyaku	Hold ↓, ↑ + K
Issei Ogi "Sai"	→ ↓ ↘ ↓ ↘ ← + HS
Kachoufuugetsu	During Guard Point, → ↓ ↘ ← + S



BAIKEN

NORMAL

Yozansen	In midair, → ↓ ↘ + S
Youshijin	While guarding, ← ↓ + P
Mawarikomi	While guarding, ← ↓ + K
Sakura	While guarding, ← ↓ + S
Suzuran	→ ↓ ↘ ← + K
Tatami Gaeshi (OK during jump)	↓ ↘ → + K (can be in midair)
Kabari	← ↓ ↘ → + HS
Tetsuzansen	In mid Kabari, S

OVERDRIVE

Sanzu Watashi	↓ ↘ → ↓ ↘ → + S
Baku Ki	While guarding, ← → ↓ ↘ ← + P
Baku Rin	While guarding, ← → ↓ ↘ ← + K
Baku Ryu	While guarding, ← → ↓ ↘ ← + S
Baku Hou	While guarding, ← → ↓ ↘ ← + HS



AXL LOW

NORMAL

Benten Gari	→ ↓ ↘ + S
Benten Gari	→ ↓ ↘ + HS
Axl Bomber	During (HS) Benten Gari → ↓ ↘ + HS
Raiei Sageki	→ ↓ ↘ ← + S or HS
Axl Bomber	In midair → ↓ ↘ + HS
Rensen Geki	Charge ←, → + S
Sensa Geki	After Rensen Geki, hold ↘ or ↓
Rasho Sen	Charge ←, → + HS
Tenhou Seki High	↓ ↘ ← + P
Tenhou Seki Low	↓ ↘ ← + K
Kyokusa Geki	After Rensen Geki, hold ↘ or ↙
Hachisubako	→ ↓ ↘ + P

OVERDRIVE

Shiranami no Homura	In mid Hachisubako ← ↓ ↘ + P
Hyakue Rensho	↓ ↘ → ↓ ↘ ← + HS



BRIDGET

NORMAL

Starship (OK during jump)	→ ↓ ↘ + P (can be in midair)
Yo-Yo Extend	HS (can be in midair)
Yo-Yo Recall	In mid Yo-Yo Extend, HS
Roger Rush	In mid Yo-Yo Extend, ↓ ↘ → + HS
Jaggard Roger	In mid Yo-Yo Extend, ↓ ↘ ← + HS (can be in midair)
Roger Hug	In mid Yo-Yo Extend, → ↓ ↘ + HS
Kickstart My Heart	↓ ↘ → + K
Kickstart My Heart Stop	In mid Kickstart My Heart, P
Kickstart My Heart Discharge	In mid Kickstart My Heart, K
Rolling Transport (OK during jump)	In mid Yo-Yo Extend, ↓ ↘ ← + (can be in midair)

OVERDRIVE

Loop-the-Loop	→ ↓ ↘ ↓ ↘ ← + S
Tragedy During Maintenance	← ↓ ↘ ↓ ↘ ← ↓ ↘ → + S
Me and My Killing Machine	In mid Yo-Yo Extend, → ↓ ↘ ↓ ↘ ← + HS

CHIPP ZANUFF

NORMAL

Alpha Blade (OK during jump)	↓↘→ + P (can be in midair)
Alpha Blade	In mid Alpha Blade (only on the ground), HS
Beta Blade (OK during jump)	→↓↘ + S (can be in midair)
Gamma Blade	←↘↓↘→ + HS
Tsuyoshi-Shiki Teni	↓↘ + P, K, S or HS
Tsuyoshi-Shiki Meisai	↓↘ + K
Genro Zan	←↘↓↘→ + K
Ressho	↓↘→ + S
Rokusai	In mid Ressho, ↓↘→ + S
Senshu	In mid Ressho or Rokusai, ↓↘→ + K
Jackhammer Kick	In midair, ↓ + K
Midair Taunt	In midair, ↓↘→ + K

OVERDRIVE

Zansei Roga	→↘↓↘→ + HS
Banki Messai	↓↘→↓↘→ + K

EDDIE

NORMAL

Break the Law	↓↘↘ + K
Invite Hell	↓↘ + P/K/S/HS
Summon Eddie	↓↘→ + P, K, S or HS
Eddie Tiny Attack	P
Eddie Moving Attack	K
Eddie Anti-Aerial Attack	S
Eddie Drill Special	HS
Eddie Middle Attack	Dust
Drunkard Shade	↓↘↘ + S
Damudo Fang	Get close to opponent, →↓↘ + S
Shadow Gallery	In midair, ←↘↓↘→ + S

OVERDRIVE

Executor	In midair, ↓↘→↓↘→ + S
Megalith Head	→↘↓↘↘ + S (an Eddie must be out)
Amorphous	→↘↓↘↘ + HS

FAUST

NORMAL

Thrust	←↘↓↘→ + K
Pull	During Thrust, ←
Hello!	During Pull ↓↘→ + P
Speak Up!	During Hello ↓↘→ + P
Hello Again!	During Speak Up ↓↘→ + P
Going My Way	In midair ↓↘→ + HS
Shower Hack	Get close to opponent, ↓↘↘ + HS
What's Next?	↓↘→ + P (7 possible results)
Love	In midair ↓↘→ + P
Souten Enshin Rambu	↓↘→ + S
Forward Move	In mid Souten Enshin Rambu, →
Backward Move	In mid Souten Enshin Rambu, ←
Neck Periscope	In mid Souten Enshin Rambu, P
Growing Flower	In mid Souten Enshin Rambu, K
See? I'm a Flower!	In mid Souten Enshin Rambu, S
Going My Way	In mid Souten Enshin Rambu, HS
What's Next?	In mid Souten Enshin Rambu, D
In Your Face!	↓↘↘ + P
Watch Your Back!	↓↘↘ + K
Look Out Below!	↓↘↘ + S
Special	In air ↓ + K

OVERDRIVE

Gamble Attack	↓↘→↓↘→ + S
Super What's Next?	↓↘→↓↘→ + P

DIZZY

NORMAL

Arctic Impaler	↓↘→ + HS
Skull Crusher	←↘↘ + S
Flaming Spiral	↓↘→ + S
Hunger Strike	↓↘↘ + P, K, S or HS
Leave Me Alone!	In midair, ↓↘↘ + P/K

OVERDRIVE

Imperial Ray	→↘↓↘↘ + S
Necro's Anger	↘↘↘↓↘↘ + P



I-NO

NORMAL

Stroke the Big Tree	↵↵↵↵ + S or HS
Antidepressant Scale	↓↵↵ + P (can be in midair) Use directional buttons to control
Sultry Performance	In midair, ↓↵↵ + P, K, S or HS (delayed if button is held)
Chemical Love	→↵↵↵↵ + K (can be in midair)

OVERDRIVE

Longing Desperation	→↵↵↵↵ + HS
Ultimate Fortissimo	In midair, ↓↵↵↵↵ + S



KURADOBERI JAM

NORMAL

Breath of Asanagi	↓↵ + K, S or HS
Ryujin (OK during jump)	↓↵↵ + K (can be in midair)
Gekirin (OK during jump)	↓↵↵ + K (can be in midair)
Kenrokaku (OK during jump)	→↓↵ + K (can be in midair)
Bakushu	After ↓↵↵ + S, press any button
Mawarikomi	In mid Bakushu, P
Ashibarai	In mid Bakushu, K
Hyappo Shinsyo	In mid Bakushu, S
Senri Shinsyo	In mid Bakushu, HS
Houeiakyaku	In midair ↓ + K
Hochifu	↵, on impact from attack → (parries attack)

OVERDRIVE

Renhoukyaku	→↵↵↵↵ + HS
Chokyaku Houosyo	→↵↵↵↵ + S
Geki Saishinshou	↓↵↵↵↵ + HS



JOHNNY

NORMAL

Bacchus Sigh	↓↵↵ + P
Mist Finer	↓↵↵ + P, K or S (can be held)
Move Forward	While holding Mist Finer, →
Move Backward	While holding Mist Finer, ←
Dash Forward	While holding Mist Finer, →→
Dash Backward	While holding Mist Finer, ←←
Cancel Pose	While holding Mist Finer, HS
Draw Sword	Release the button pressed in the middle of Mist Finer
Glistening Gold	↓↵↵ + HS
Ensenga	In midair, ←↵↵↵ + HS
Aerial Divine Blade	In midair, ↓↵↵ + S
Divine Blade	→↓↵ + S, S

OVERDRIVE

Johnny Special	→↵↵↵↵ + HS
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KY KISKE

NORMAL

Vapor Thrust (OK during jump)	→↓↵ + S or HS (can be in midair)
Stun Dipper	↓↵↵ + K
Greed Sever	↓↵↵ + K
Stun Edge	↓↵↵ + S
Stun Edge Charge Attack	↓↵↵ + HS
Aerial Stun Edge	In midair ↓↵↵ + S or HS

OVERDRIVE

Ride the Lightning	→↵↵↵↵ + HS (can be in midair)
Sacred Edge	↓↵↵↵↵ + P



MAY

NORMAL

Horizontal Dolphin	Hold $\leftarrow \rightarrow$ + S or HS
Vertical Dolphin	Hold $\downarrow \uparrow$ + S or HS
Restive Rolling (OK during jump)	$\rightarrow \downarrow \uparrow$ + S (can be in midair)
Direction Change	In mid Restive Rolling directional buttons + S
Applause for the Victim	$\leftarrow \rightarrow \downarrow \uparrow$ + P, K, S or HS
Overhead Kiss	$\rightarrow \downarrow \uparrow \leftarrow$ + K (close to opponent)
Special	In midair $\downarrow$ + HS

OVERDRIVE

Ultimate Whiner	$\rightarrow \downarrow \uparrow \leftarrow$ + HS
Super Screaming Ultimate Spinning Whirlwind	$\rightarrow \downarrow \uparrow \leftarrow$ + S
Deluxe Tile Bomber	In mid Super Screaming Ultimate Spinning Whirlwind, P
Great Yamada Attack	$\downarrow \uparrow \rightarrow \downarrow \uparrow$ + S



POTEMKIN

NORMAL

Sliding Head	$\downarrow \uparrow \rightarrow$ + S
Mega Fist I	$\downarrow \uparrow \rightarrow$ + P
Mega Fist II	$\downarrow \uparrow \leftarrow$ + P
Hammer Fall	Hold $\leftarrow \rightarrow$ + HS
Hammer Fall Break	In mid Hammer Fall, P
F.D.B	$\rightarrow \downarrow \uparrow \leftarrow$ + S
Potemkin Buster	$\rightarrow \downarrow \uparrow \leftarrow \rightarrow$ + P
Heat Knuckle	$\rightarrow \downarrow \uparrow$ + HS
Heat Extend	In mid Heat Knuckle, $\rightarrow \downarrow \uparrow \leftarrow$ + HS

OVERDRIVE

Gigantier	$\rightarrow \downarrow \uparrow \leftarrow \rightarrow$ + HS
Gigantic Bullet	In mid Gigantier, $\leftarrow \rightarrow \downarrow \uparrow \rightarrow \leftarrow \rightarrow$ + P
Heavenly Potemkin Buster	$\downarrow \uparrow \rightarrow \downarrow \uparrow$ + S



MILLIA RAGE

NORMAL

Lust Shaker	S button repeatedly or $\downarrow \uparrow \leftarrow$ + S
Secret Garden	After $\downarrow \uparrow \leftarrow$ + HS directional buttons + HS changing direction in midair
Tandem Top	$\downarrow \uparrow \rightarrow$ + S or HS
Bad Moon	In midair $\downarrow \uparrow \rightarrow$ + P
Maximum Velocity Fall	In midair $\downarrow \uparrow \rightarrow$ + K
Silent Force	In midair $\downarrow \uparrow \leftarrow$ + S
Forward Roll	$\downarrow \uparrow \leftarrow$ + K
Iron Saber	$\downarrow \uparrow \leftarrow$ + P

OVERDRIVE

Winger	$\downarrow \uparrow \leftarrow \rightarrow \downarrow \uparrow \rightarrow$ + HS
Emerald Rain	$\downarrow \uparrow \rightarrow \downarrow \uparrow$ + S



SLAYER

NORMAL

Bloodsucking Cosmos	Get close to opponent, $\rightarrow \downarrow \uparrow \leftarrow$ + HS
D (Dandy) Step	$\downarrow \uparrow \leftarrow$ + P or K
Pile Bunker	In mid D Step, P
Crosswise Heel	In mid D Step, K
Under Pressure	In mid D Step, S or HS
It's Late	In mid Under Pressure, S or HS
Mach Punch	$\downarrow \uparrow \rightarrow$ + P or K
Feint	$\rightarrow$ and hold K
Undertow	$\rightarrow \downarrow \uparrow \leftarrow \rightarrow$ + P
Footloose Journey	In midair, $\downarrow \uparrow \leftarrow$ + K

OVERDRIVE

Dead On Time	$\rightarrow \downarrow \uparrow \leftarrow \rightarrow$ + S
Immortal Wings	$\downarrow \uparrow \rightarrow \downarrow \uparrow$ + HS
Direct-Hit Dandy	In midair, $\downarrow \uparrow \leftarrow \downarrow \uparrow \leftarrow$ + S



SOL BADGUY

NORMAL

Gun Flame	↓ ↘ → + P
Gun Flame (Feint)	↓ ↘ ← + P
Fafnir	← ↘ ↓ ↘ → + HS
Bandit Revolver (OK during jump)	↓ ↘ → + K (OK during Jump)
Bandit Bringer	↓ ↘ → + hold K
Riot Stamp	↓ ↘ ← + K
Terrible Toss	Get close to opponent → ↓ ↘ + K
Volcanic Viper (OK during jump)	→ ↓ ↘ + S or HS (can be in midair)
Knockdown	In mid Volcanic Viper ↓ ↘ ← + K
Grand Viper	↓ ↘ ← + S

OVERDRIVE

Tyrant Rave ver. B	→ ↘ ↓ ↘ ← → + HS
Dragon Install	↓ ↘ ← ↓ ↘ ← + S



VENOM

NORMAL

Mad Struggle	In midair, ↓ ↘ → + S or HS
Warp (with ball, move to its position)	→ ↓ ↘ + K
Stinger Aim	Hold ←, → + S or HS (can be charged)
Carcass Raid	Hold ↓, ↑ + S or HS
Double Head Morbid	→ ↓ ↘ + S or HS
Ball Formation	↓ ↘ ← + P, K, S or HS (can be in midair)
Dubious Curve	← ↓ ↘ + P, K, S or HS

OVERDRIVE

Dark Angel	↓ ↘ ← ↓ ↘ → + S
Red Hail	In midair, ↓ ↘ → ↓ ↘ → + HS



TESTAMENT

NORMAL

Phantom Soul	↓ ↘ → + P or K
Crow Attack	After hitting with Phantom Soul, the crow auto attacks
Grave Digger (OK during jump)	↓ ↘ ← + P
EXE Beast (from behind)	← ↘ ↓ ↘ → + S
Warrant	↓ ↘ ← + K
Hitomi	↓ ↘ ← + S
Hitomi (powerful)	↓ ↘ ← + S after hitting with Master of Puppets
Zeinest (OK during jump)	↓ ↘ ← + HS

OVERDRIVE

Nightmare Circular	→ ↘ ↓ ↘ ← → + HS
Master of Puppets	↓ ↘ → ↓ ↘ → + HS



ZAPPA

NORMAL

Dog Attack	D or D + ↓, ←, → or ↑
Dog Attack Extra	While pressing D + ←, D
Say Hello to the Three Centipedes	Without Ghost, ↓ ↘ → + P
Ghost Mode: Go Away and Don't Come Back	↓ ↘ → + S or HS (can be in midair)
Sword Mode: Looks Painful...And Is!	↓ ↘ → + S
Sword Mode: Looks Painful...And Is! Extra	HS during Sword Mode: Looks Painful...And Is!
Sword Mode: Fall Down Go Boom	→ ↓ ↘ + HS
Sword Mode: Stay Away or Die	→ ↘ ↓ ↘ ← + HS
Raou Mode: Darkness Anthem	↓ ↘ → + S
Raou Mode: Darkness Anthem Extra	Raou Mode, Darkness Anthem, P
Raou Mode: Last Edguy	↓ ↘ ← + S

OVERDRIVE

Raou Mode: Bellow's Malice	→ ↘ ↓ ↘ ← → + S
It's Alive!	→ ↘ ↓ ↘ ← → + HS



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