

INSTRUCTION MANUAL

The cover art features two main characters. At the top, a muscular man with spiky orange hair and a red headband is shown from the chest up, wearing a red and black outfit. He is restrained by thick black chains on his arms, which are attached to red mechanical gauntlets. At the bottom, a younger man with short blonde hair and blue eyes is shown from the chest up, wearing a blue and black outfit. He is also restrained by thick green chains on his arms, which are attached to green mechanical gauntlets. The background is a dark, industrial setting with red mechanical structures. In the center, the title 'GUILTY GEAR X' is displayed in a stylized font, with a large red 'X' over it. Below the title, the text '[BY YOUR SIDE "G GEAR"]' is written in a smaller font.

GUILTY GEAR X

[BY YOUR SIDE "G GEAR"]

TEEN
T
CONTENT RATED BY
ESRB

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 compact 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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Story

In the 22nd Century, mankind succeeded in harnessing the power of magic, which provided for a limitless source of natural energy. Scientific thought, as it was known, was outlawed throughout the world. But warring among the nations continued, and eventually, a new breed of amazingly powerful biological weapons was developed. This was the birth of the "Gears."

One day, from among the ranks of these slave-like Gears, a rebel appeared, declaring himself capable of independent thought. This powerful being possessed awesome fighting ability, and went by the name "Justice." Enlisting an army of fellow Gears from around the globe, he declared war on the human race. In opposition, humankind formed the Sacred Order of Holy Knights, whose sole purpose was to crush the Gear rebellion and wage a Holy War against the renegade humanoids. After a period of countless battles, which came to be known as the Crusades, Justice was eventually banished to an impenetrable dimensional prison, and the remaining Gears, now leaderless, were hunted down one by one...

Five years later, a morbid sense of fear that Justice had been resurrected enveloped the world. The Union of Nations, who looked gravely upon the current state of affairs, organized an international fighting tournament to select members suitable enough for inclusion in the Sacred Order of Holy Knights. It was a cruel and suspicious affair, wherein criminals were allowed to compete and the shedding of blood during battles was not only permitted, but common...

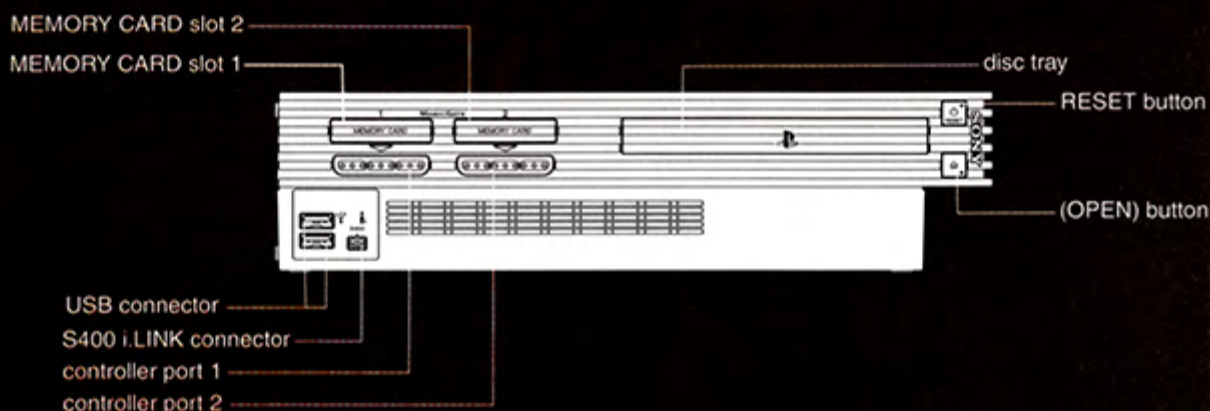
In the year 2180, Justice—the most powerful and diabolical Gear ever to have been encountered by humans—was defeated in the international fighting tournament. The remaining Gears, now leaderless, were hunted

down and eliminated. Humankind was finally free from the catastrophic menace brought on by the Gears.

However... less than a year after the incident, information about the discovery of a particular Gear rose to the public's attention. The report stated, "This Gear is functioning properly, even though its activities should be inhibited by its lack of leadership. There are no signs of abnormalities or physical damage. It is also noted that no civilians have been harmed, either intentionally or accidentally. We have made several attempts to eliminate the Gear, but due to its tremendous combat capabilities, we have been unsuccessful. The number of casualties has yet to be confirmed. We are currently keeping the Gear under surveillance." Gears are biological weapons that are programmed to blindly obey the orders given to them by their commander. In the absence of orders, they become passive and behave peacefully. However, all existing Gears have had their memories erased by Justice, and without orders, they are incapable of doing anything. Not only do they lack the instinct to protect themselves, they cannot even perform the essential activities they need to keep themselves alive. As long as a Gear is functioning properly, it should be following commands given by Justice. Understandably, the news of this Gear that seemed to have a will of its own stunned everyone. Humans became terrified by the possible emergence of a second self-reliant Gear like Justice. To make matters worse, rumors were flying that each nation was in possession of their own Gears for the purpose of military use, driving anti-Gear sentiment among humans to an all-time high. They would not give up their long-awaited peace so easily, and soon, an announcement was made:

Whosoever brings about the demise of this dreadful Gear shall be rewarded with the lofty sum of 500,000 World Dollars!

GETTING STARTED



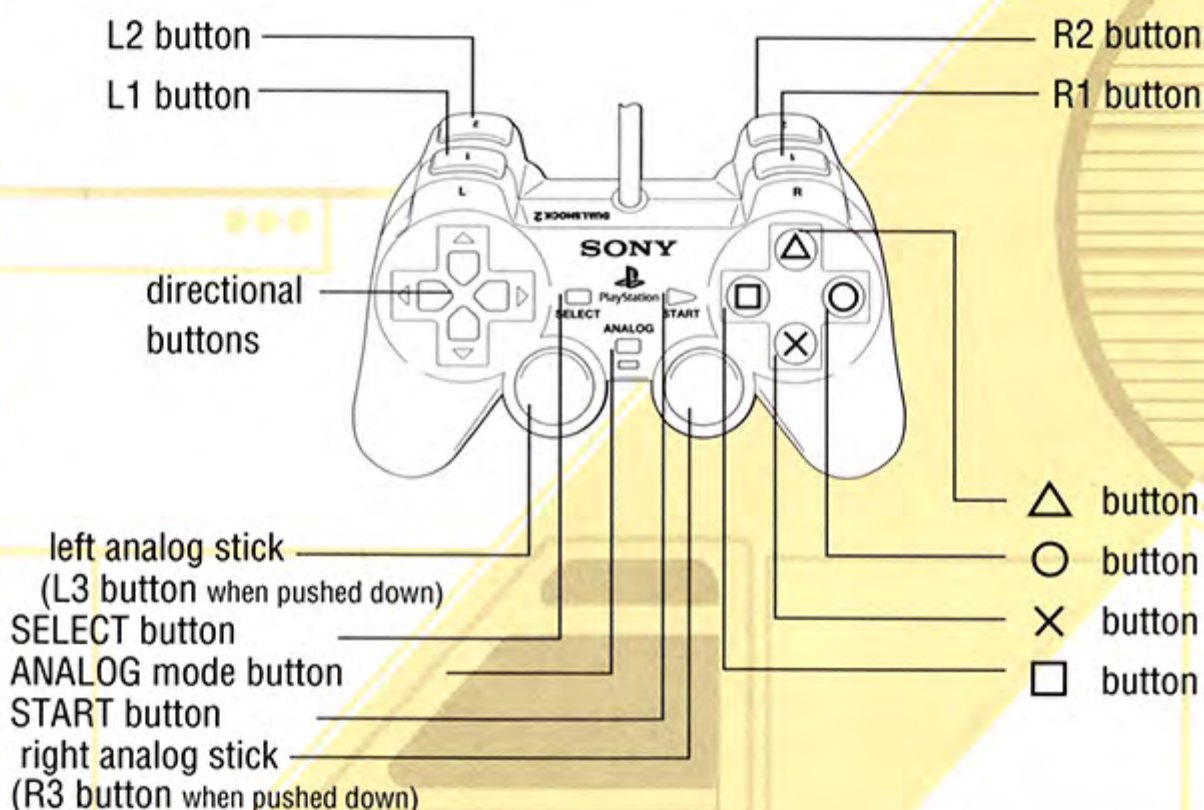
STARTING UP

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 X 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.



GE AXL LOW KY KISKE CHIPP ZANUFF SOL BADGUY FAUST B

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



USING THE CONTROLLER

GUARD (POSSIBLE DURING JUMPS)

Push the directional button in the opposite direction to guard against attacks. This can be done during jumps, too.

DASH (POSSIBLE DURING JUMPS)

Push the directional button quickly two times in the direction of your opponent to dash. (This move cannot be used with some characters.)

BACKSTEP (POSSIBLE DURING JUMPS)

Push the directional button quickly two times away from your opponent to jump back. (This move cannot be used with some characters.)

START BUTTON

Push this button during game play to pause.
Push this button on the unused controller for Burst-In Two-Player Play.

R1: Taunt/Respect - Press R1 Button to Taunt
Press R1 Button and Directional Button forward to respect the opponent
L1 Button: Memory Button, used for the background selection.



*All commands are for characters facing the right of the screen.

GAME SCREEN

1. LIFE BAR

Shows the character's remaining strength. The characters that use up all of their strength lose first.

2. VICTORY MARK

This mark shows the number of battles you have won.

3. TIME CLOCK

Displays the remaining amount of time in the round. The player with the most remaining strength wins when time runs out.

4. SCORE

Displays players' current scores.

5. GUARD LEVEL GAUGE

This gauge increases when you successfully guard against opponent attacks and decreases when you are attacked. When this gauge climbs to a certain level, any oncoming attacks are unconditionally treated as a counterattack.

6. TENSION GAUGE

A gauge required for moves like Overdrive Attacks and Roman Cancels. This gauge increases with the use of attacks and dashes. (For more details, see p. 20)

7. HITS

Displays the number of times your attack hit the opponent in succession.

8. MEDALS

Shows the medals you've won in the Arcade Mode and Training Mode when the MEDAL MODE has been switched to ON in the Game Options Mode.



THE RULES

MATCH FORMAT

Combatants engage in battle and the first to deplete the opponent's Life Bar wins the round. The first to win the best of 3 rounds wins the match.

*You can change the number of rounds in the Game Options Mode.

TIME LIMIT

One round consists of 99 seconds. If this limit is exceeded, the game ends and the player with the highest remaining strength level wins.

*You can change time limits in the Game Options Mode.

TIES

In the event of a double knockout or when players have the same amount of remaining strength levels when time runs out, the round ends in a draw. If the match cannot be decided in 3 rounds, a fourth round (the final round) begins. If the match is not decided even in the fourth round, the game ends for both players.

CONTINUE

Even when the game ends in the Arcade Mode, you can resume play by pushing the START Button while the Continue Screen is displayed.

*By switching the Short Cut option to ON in the Game Options Mode, the Continue Screen appears immediately after losing to let you select whether you want to continue and choose a new character. The match will resume if you select Continue, and when you select Character Select, you can choose a new character for the resumption of play.

STARTING THE Game

Push the START Button when the Title Screen appears to call up the Mode Select Screen. Select a mode with the directional buttons and push the START Button to confirm your choice.

*Push the Δ Button while the Mode Selection Screen is displayed to return to the Title Screen.



ARCADE

ARCADE MODE

A mode wherein you take on CPU opponents in elimination battles. Defeat a certain number of opponents to clear the game and reach the ending. Another player can burst into a one-player game for two-player competition by pushing the START Button on the unused controller.





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VS

VERSUS MODE

A mode for two-player battles only. This mode cannot be used unless two controllers are connected to the main console. Once a round ends, the Character Select Screen will again appear.

*Two-player battles require a second game controller, which is sold separately.

*SELECTING BACKGROUNDS

You can select battle venues in the Versus Mode and Training Mode. First, call up the Character Select Screen and move the cursor to the character whose background you want to use. Then push the LI Button to call up the "BG" cursor, which shows this background has been selected. If no background is selected, the background of the Player 2 character will be selected automatically.



TRAINING

TRAINING MODE

A mode for practicing basic commands and combo attacks. Select your character and sparring partner to serve as your punching bag. If you want to adjust various settings during game play, push the START Button to call up the Training Menu. Switch between CONFIG and ENEMY SETTING using L1(L2)/R1(R2) buttons.



CONFIG

Used primarily to change System Screen settings.

RETURN

Returns you to the game screen.

TENSION MAX

Locks the Tension Gauge in the maximum position.

GUARD LEVEL

Lets you adjust the initial position of the Guard Level Gauge.

DAMAGE DISP

Displays information such as character damage and numbers of combos used.

CHARACTER SELECT

Lets you change the character for training.

KEY CONFIG

Lets you rearrange attack buttons to your preference.

COMMAND LIST

Displays the move commands for your character.

DEFAULT

Returns all CONFIG settings to their initial state.

TITLE

Returns you to the Title Screen.



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◆ ENEMY SETTING

This is used primarily for changing sparring partner settings.

RETURN

Returns you to the game screen.

MODE

Lets the CPU control your sparring partner.

ENEMY STATE

Lets you adjust the condition of your sparring partner to 1 of 3 settings.

GUARD

Lets you determine whether your sparring partner can guard against attacks or not.

RECOVERY

Lets you set your sparring partner's ability to recoil from attacks at 1 of 4 levels.

ATTACK MEMORY

When you switch this item to ON and exit the menu, "STANDBY" appears on the screen to prompt recording. Then push the Memory Button (LI Button) to begin recording.

Recording time lasts 15 seconds.

You can control the sparring partner during the recording period. Recording is completed when 15 seconds pass or you push the Memory Button a second time.

Once recording is complete, you can make the sparring partner perform the recorded moves each time you push the Memory Button. This recorded action can be used indefinitely, as long as a new recording is not made.

*SHORTCUT: Depress the Memory Button for 1 second or more to call up the Record Standby state any time you want and bypass the menu screen.

TRAINING MENU

CONFIG	ENEMY SETTING
RETURN	
MODE	FREE
ENEMY STATE	STAND
GUARD	OFF
RECOIL	OFF
ATTACK MEMORY	OFF
RECOVERY	OFF
DEFAULT	OFF

ENEMY LEVEL

When choosing "vsCPU" from the MODE, this lets you set the CPU opponent's strength setting; the higher the level, the stronger the character.

LIFE REGAIN

Lets you determine whether the sparring partner recovers strength during play.

DEFAULT

Returns all ENEMY SETTING items to their initial settings.

SURVIVAL

SURVIVAL MODE

A mode wherein you race to defeat one CPU opponent after another and rack up points.

In this mode, you build up experience points to increase your ability level whenever you bop an opponent. As your level rises, the opponents become stronger and you clear the game when your level reaches 100. When you clear a stage, your Life Bar is slightly restored. If you lose a round, though, the game ends. Compete for the highest total of cleared stages or the fastest time.

*You cannot adjust the number of round or game difficulty in Survival Mode using the Game Options Mode.



Current Level

Total Time



Level Up Display



RECORDING

RECORDING MODE

This is a one-player mode wherein you can record one round's worth of images played against a sparring partner.

*You can save recorded rounds when a memory card is inserted into the console. One recording session requires 95 KB of the memory card's (8MB)(For PlayStation®2) storage capacity.



RECORDING

Select this to record a round from the start. If a memory card is not inserted, previous recordings will be deleted each time this item is selected. Recorded rounds are also deleted when the console is turned off.



REPLAY

Replays rounds stored with RECORDING. Numerous files may be stored when a memory card is inserted into the console. Select the file you want to see with the cursor.

DATA DELETE

Lets you delete rounds saved with RECORDING. When a memory card is inserted into the console, you can select any number of files you want to delete.

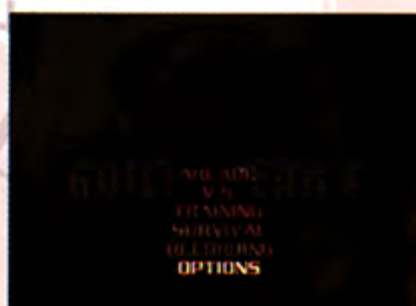
TITLE

Returns you to the Title Screen.

OPTIONS

OPTIONS MODE

Lets you change various game settings.



OPTIONS MODE

GAME OPTIONS

SOUND TEST
MEMORY CARD
BANNING
ROBUST SETTINGS
VIEW CONFIG
EXIT

GAME OPTIONS

GAME LEVEL

Lets you set the game difficulty of the Arcade Mode at 1 of 6 levels.

TIME LIMIT

Lets you set the game time at 1 of 4 times in the Arcade Mode and VS Mode.

ROUND

Lets you set the number of rounds per match at 1 of 3 settings for the Arcade Mode and VS Mode.

SHORT CUT

Lets you set whether you want to cut scenes, demos, and continue displays during play.

MEDAL MODE

Lets you set whether medals will be awarded for score levels in the Arcade Mode and Training Mode.

DEFAULT

Returns altered settings in Game Options to their initial state.

EXIT

Returns you to the Options Screen.

GAME OPTIONS

GAME LEVEL	1	2	3	4	5	NORMAL
TIME LIMIT	30	45	60	90	120	150
ROUND	1	2	3			
SHORT CUT	OFF	ON				
MEDAL MODE	OFF	ON				
DEFAULT						
EXIT						



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◆ SOUND TEST

Lets you listen to such things as the game soundtrack and special effects or change the output to stereo or mono.

SOUND TEST

BGM

MODE -STEREO (C)
LEVEL -STANDARD (C)

R3-BLUE WATER BLUE SKY

PLAYED R2 -- RAY --

BLUE WATER BLUE SKY

Y-PLAY X-STOP L3-CHANGE START-MELEY

◆ MEMORY CARD

DATA SAVE

Lets you save score rankings, character charts, option settings, etc., on the memory card. 70 KB of memory are required to save this data.

MEMORY CARD

DATA SAVE

WARRANTY CARD

WARRANTY CARD

700KBYTE

WARRANTY CARD

NO CARD

WARRANTY CARD

ON

DATA LOAD

Lets you load files saved on the memory card.

AUTO SAVE

Saves all sorts of data automatically when set to ON.

A separately sold memory card is required to save game data. Once the items above have been determined, push the directional button to select the memory card you want to use and push the (X) Button to confirm.

*Do not turn off the console, or remove/insert the memory card, other peripherals or the game controller while saving and loading data.

RANKING

Lets you check scores, character charts, rankings, etc., from the Arcade Mode and Survival Mode.

- Push the right and left directional buttons to cycle through the score menus.
- Switch between ARCADE and SURVIVAL using the L1(L2)/R1(R2) buttons.

RANKING			
ARCADE		SURVIVAL	
	DDL		NY
1ST	50000 CCX	1ST	50000 CCX
2ND	40000 CCX	2ND	40000 CCX
3RD	30000 CCX	3RD	30000 CCX
4TH	20000 CCX	4TH	20000 CCX
5TH	10000 CCX	5TH	10000 CCX

ADJUST SETTINGS

Lets you set the position of the game screen on your television. Select each item with the cursor and make adjustments by pushing the right and left directional buttons.

ADJUST SETTINGS	
POSITION V	+2
POSITION H	-1
DEFAULT	
EXIT	

POSITION V

Lets you adjust the vertical positioning of the screen.

POSITION H

Lets you adjust the horizontal positioning of the screen.

DEFAULT

Returns the screen display to its initial position.

KEY CONFIG

Lets you assign various movements like punches and kicks, as well as special actions to the buttons you want. You can also use this to turn the Vibration function on or off.

KEY CONFIG			
1P		2P	
PUNCH	○	PUNCH	○
KICK	×	KICK	×
SLASH	△	SLASH	△
WELSH	○	WELSH	○
RESPECT	R1	RESPECT	R1
WELSHY	L1	WELSHY	L1
VIBRATE	OFF	VIBRATE	OFF
OPTION		OPTION	
EXIT		EXIT	



UNIVERSAL MOVES

All commands are for characters facing the right of the screen.

GUARD

TECHNIQUE

Stand ← or Crouch ↘

COMMAND

Push the directional button opposite of the direction of your opponent to guard against attacks. There are standing and crouching guards which you must use according to your opponents' attacks. Standing guards are used to defend against high and mid-level attacks, while crouching guards are used against low attacks. You can use guards during jumps, but these are basically useless if your opponent is attacking on the ground.



TWO-LEVEL JUMPS

TECHNIQUE

During Jump ↙ or ↑ or ↗

COMMAND

Lets you jump again while in the air (allows Chipp Zanuff to jump three levels).



HIGH JUMP

TECHNIQUE

Press the down then up directional buttons quickly to jump higher than the usual jumps. However, you cannot use a Two-Level Jump after a High Jump.



COMMAND



FORWARD THRUST ATTACK

TECHNIQUE

With a Punch or Heavy Slash common to all characters, keep the right directional button pressed down while attacking to transform attacks.

*Certain characters can use this with kicks, too.

→ + Attack Button

COMMAND



DEAD ANGLE ATTACK

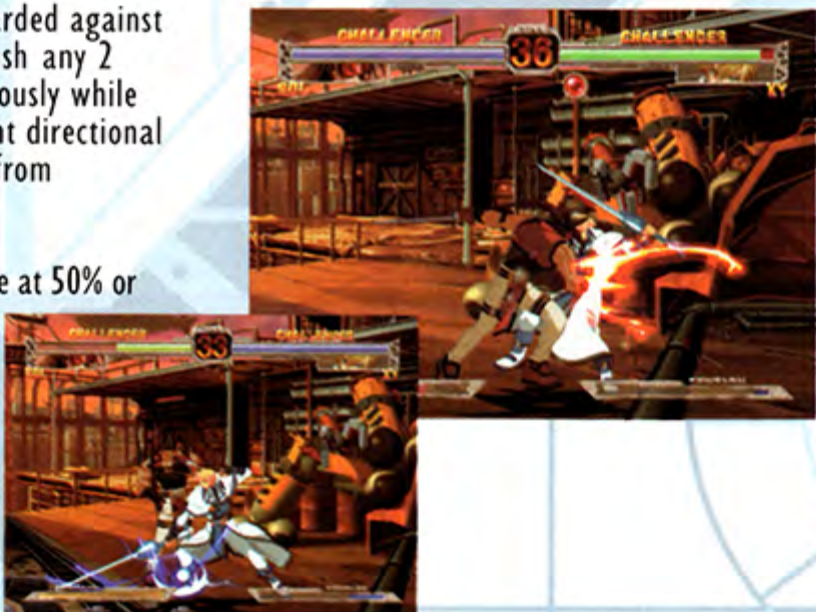
TECHNIQUE

At the instant you've guarded against an opponent's attack, push any 2 attack buttons simultaneously while pushing down on the right directional button to counterattack from the guard position.

*The Tension Gauge must be at 50% or above for this move.

During Guard → + Any 2 Attack Buttons Pushed Simultaneously

COMMAND





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DUST ATTACK

TECHNIQUE

COMMAND

Push a Slash and Heavy Slash button simultaneously while standing.

By pushing a Slash and Heavy Slash button you can use attacks that break crouching guards. Opponents attacked with this move will be spun around and knocked down, becoming temporarily defenseless. At this time, push up on the directional button to pounce on your opponent. It's a perfect chance to strike back with a combo attack.



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SWEEP

TECHNIQUE

COMMAND

Push a Slash and Heavy Slash button simultaneously while crouching.

Push a Slash and Heavy Slash button while in crouch to use the Sweep move. If this attack hits your opponent, he cannot bounce back from the attack with a Recovery move.



TENSION GAUGE

The Tension Gauge is a gauge that shows a character's hostility, which holds the key to victory. The power of this gauge increases when you use aggressive moves like moving forward, dashing, forward jumps, and attacks. As the power of this gauge increases, the moves listed below can be used.

MOVE NAME

Overdrive Attack (See p.22)

Faultless Defense (See p.38)

Dead Angle Attack (See p.19)

Roman Cancel (See p.38)

CONSUMPTION RATE

50%

Gradually decreases while in use.

50%

50%

RECOVERY

TECHNIQUE

When knocked down after being attacked, push any 2 attack buttons simultaneously while in the air to regain your balance. This move enables you to quickly ready yourself against the next attack.

Push any 2 attack buttons when knocked down



THROW

TECHNIQUE

Push the right or left directional button near an opponent and push the Heavy Slash button to activate this special attack. It's a risky move because you have to be right near an opponent, but because he/she can't guard against this, it's an effective move to mix in with normal attacks.

← or → + Heavy Slash while near opponent



NEGATIVE PENALTIES

Negative penalties are levied against players who use moves contrary to those listed in the Tension Gauge section. If your attacks fail to hit their mark, or you do things like lingering too long at the side of the screen and backing away from opponents, all of the energy may drain from your Tension Gauge. In short: if you wimp out, you'll lose out—so butch up, buddy!





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GATLING COMBO

TECHNIQUE

COMMAND

Push buttons at the right time in a specified order

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 combos. The number of moves that can be used in combos vary with each character. Find out which attacks can be linked together!



OVERDRIVE ATTACK

TECHNIQUE

COMMAND

Enter special commands unique to characters

These are awesomely powerful attacks that use up 50% of the Tension Gauge. The commands for this move vary with each character. (See pp. 24 to 37.)



INSTANT KILL

TECHNIQUE

COMMAND

Push 4 attack buttons simultaneously and enter special character commands.

As the name implies, these are the ultimate deadly attack that can do away with opponents with a single blast. As these moves are awesomely powerful, they take a long time to unleash.

Command Input Process

- 1 First push down all 4 attack buttons.
- 2 The Tension Gauge changes from its normal condition to the INSTANT KILL GAUGE to prepare for the INSTANT KILL. The energy level of the INSTANT KILL GAUGE is the same as the Tension Gauge level was before activation. The INSTANT KILL GAUGE decreases with time, and when the gauge is emptied, character strength starts to be consumed. If you push all 4 attack buttons again in this state, you can return to the normal Tension Gauge state.
- 3 To unleash the Instant Kill attack, enter the special commands in this state. (See pp. 24 to 37).



Unleashing an Instant Kill attack, completely depletes the Tension Gauge. That is, if this move misses your opponent, during the rest of the round you won't be able to use various actions that require the Tension Gauge.

SOL BADDY

HEIGHT: 182 CM

WEIGHT: 74 KG

BLOOD TYPE: UNKNOWN

EYE COLOR: OCHRE

BIRTHDAY: UNKNOWN

ORIGIN: USA

HOBBY: LISTENING TO QUEEN

Sol was once a subject of biological weapon research. To conceal his past, he has spent the last 150 years living as a bounty hunter. To avert further tragedy, he continues his quest to find and eliminate all Gears and their creator from the annals of history. Hearing news of a still-functioning Gear, he sets out for the Tournament to investigate.



• Special Moves

Gun Flame	↓↘→+□
Volcanic Viper (OK during jump) - Addition	→↓↘+△ OR ○-↓↘←+×
Grand Viper	↓↘←+△
Bandit Revolver (OK during jump)	↓↘→+× OR × Keep on pressing
Riot Stamp	↓↘←+×
Wild Throw	Near opponent →↓↘+×
Dragon Install	•Overdrive Attack ↓↘←↓↘←+△
Tyrant Rave	→↘↓↘←→+○
Napalm Death	•Instant Kill ↓↘→↓↘→+○



HEIGHT: 178 CM

WEIGHT: 58 KG

BLOOD TYPE: AB

EYE COLOR: BLUE GREEN

BIRTHDAY: NOVEMBER 20

ORIGIN: FRANCE

HOBBY: COLLECTING TEA CUPS

A charismatic and talented swordsman, Ky was appointed leader of the Sacred Order of Holy Knights when he was only 16. Worshipping justice and order, he treasures peace above all. But after the previous

Tournament, he began to question his sense of justice and his belief that all Gears are evil. Upon receiving word of a Gear

who may have no intention of hurting humans, he decides to embark on a new journey.

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• Special Moves

Stun Edge	↓↘→+△
Stun Edge Charge Attack	↓↘→+○
Aerial Stun Edge	During Jump ↓↘→+△ OR ○
Vapor Thrust (OK during jump)	→↓↘+△ OR ○
Stun Dipper	↓↘→+×
Crescent Slash	↓↙←+×
Ride the Lightning	• Overdrive Attack →↘↓↙←→+○
Rising Force	• Instant Kill ↓↘→↓↘→+○

HEIGHT: 158 CM

WEIGHT: 47 KG

BLOOD TYPE: B

EYE COLOR: BLACK

BIRTHDAY: MAY 5 (THE DAY SHE WAS FOUND)

ORIGIN: UNKNOWN

HOBBY: DAYDREAMING ABOUT JOHNNY

Having lost her parents at a young age, May was picked up by the pirate Johnny and raised as a chivalrous bandit. As time passed, she came to be charmed by her new guardian's kindness and fairness. After the previous Tournament, she had hoped to give Johnny a birthday present, but she realized she didn't have money. Then, she learned of the huge bounty put on the Gear, and decided to head for the Tournament.



• Special Moves

Mr. Dolphin! (Horizontal)	← Briefly Then → + △ OR ○
Mr. Dolphin! (Vertical)	↓ Briefly Then ↑ + △ OR ○
Restive Rolling - Change Direction	→ ↓ ↘ + △ (OK During Jump) - Push any directional button + △
Applause for the Victim (Hold button to build power)	← ↙ ↓ ↘ → + × OR □ OR △ OR ○
Overhead Kiss	Near opponent → ↘ ↓ ↙ ← + ×
Ultimate Whiner	→ ↘ ↓ ↙ ← + ○
Great Yamada Attack	↓ ↘ → ↓ ↙ → + △
May and The Jolly Crew	Near opponent ← ↙ ↓ ↘ → ↙ ↓ ↘ → + ○

MILLIA



HEIGHT: 169 CM

WEIGHT: 48 KG

BLOOD TYPE: B

EYE COLOR: BLUE

BIRTHDAY: UNKNOWN BECAUSE SHE WAS ORPHANED

ORIGIN: VILLAGE OF THE ASSASSINS, RUSSIA

HOBBY: CHASING CATS

Losing both of her parents when she was still a child, Millia was trained by a group of assassins to use her hair as a weapon. However, a bout with her conscience caused her to quit the organization and eventually defeat its leader, Zato, in the last Tournament. The complex feelings she experienced as a result of this troubled her greatly, and so now she feels it's time to settle the score with Zato once and for all.

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• Special Moves

Lust Shaker	△ Tap Repeatedly
Maximum Velocity Fall	During Jump ↓ ↘ → + ⊗
Tandem Top	↓ ↘ → + △ OR ○
Bad Moon	During Jump ↓ ↘ → + □
Forward Roll	↓ ↘ ← + ⊗
Iron Saber	↓ ↘ ← + □
Secret Garden	↓ ↘ ← + ○ Push Any Directional Button + ○
Winger	↓ ↘ ← ↘ ↓ ↘ → + ○
Emerald Rain	↓ ↘ → ↓ ↘ → + △
Iron Maiden	↓ ↘ → ↓ ↘ → + ○

• Overdrive Attack

• Instant Kill

HEIGHT: 179 CM

WEIGHT: 78 KG

BLOOD TYPE: B

EYE COLOR: BLUE

BIRTHDAY: DECEMBER 25

ORIGIN: ENGLAND

HOBBY: SHOOTING BILLIARDS

23 Axl is actually a man of the 20th century. Due to a cruel twist of fate, he got sucked into a time slip that has been bouncing him around irregularly through time and space. Unable to find a way back home, he continued to roam through time in search of an answer. During his journey, he learned of another time traveler just like him, known only as "The Man." Sensing the presence of "The Man" behind the incident with the Gear, he decides to enter the Tournament...



• Special Moves

Benten Gari -
Continue to Axl Bomber

→ ↓ ↘ + △ OR ○ -
→ ↓ ↘ + ○ (only ○ Benton Gari
linked to Axl Bomber)

Rensen Geki

← Briefly Then → + △

Kyokusa Geki

During Rensen Geki ↑ OR ↗ Pressed Down

Sensa Geki

During Rensen Geki ↓ OR ↘ Pressed Down

Rasho Sen

← Briefly Then → + ○

Tenhou Seki

↓ ↙ ← + □

Raiei Sageki

→ ↘ ↓ ↙ ← + △ OR ○

Axl Bomber

(During Jump) → ↓ ↘ + ○

Hyakue Renshou

• Overdrive Attack

↓ ↘ → ↘ ↓ ↙ ← + ○

Midare Gami

• Instant Kill

↓ ↘ → ↘ ↓ ↙ → + ○

ZATOY

HEIGHT: 181 CM

WEIGHT: 68 KG

BLOOD TYPE: A

EYE COLOR: ORIGINALLY BLUE

BIRTHDAY: JANUARY 28

ORIGIN: VILLAGE OF ASSASSINS, SPAIN

HOBBY: GUESS WHO WROTE CERTAIN FLOWERY PHRASES

The leader of an organization of assassins, Zato has gained the ability to manipulate shadows in exchange for his vision. But the constant battling in the previous Tournament took its toll on him, and the shadows seized control of his body. Now, his shadow possesses its own will and thought, and seeks out its brethren. With the word of a substantial amount of prize money, the shadow begins to follow the scent of the new Gear.

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• Special Moves

Invite Hell	↓↓ + △ OR ○
Break the Law	↓ ↙ ← + × Pressed Down
Summon Eddie Return with same command	↓ ↘ → + × OR □ OR △ OR ○
Tiny Attack	During Summon Eddie □
Moving Attack	During Summon Eddie ×
Anti-Aerial Attack	During Summon Eddie △
Drill Special	During Summon Eddie ○
Drunkard Shade	↓ ↙ ← + △
Damned Fang	Near Opponent → ↓ ↘ + △
Executor	During Jump ↓ ↘ → ↓ ↘ → + △
Amorphous	→ ↘ ↓ ↙ ← → + ○
Megalith Head	During Summon Eddie → ↘ ↓ ↙ ← → + △
Black in Mind	Instant Kill ↓ ↘ → ↓ ↘ → + ○

HEIGHT: 245 CM

WEIGHT: 656 KG

BLOOD TYPE: O

EYE COLOR: WHITE

BIRTHDAY: OCTOBER 18

ORIGIN: ZEPP, THE COUNTRY OF SCIENTIFIC CIVILIZATION

HOBBY: DRAWING PICTURES

Potemkin hails from Zepp, a massive airborne nation that maintains a society based on science and technology. A former slave soldier who brought this once militaristic nation under peaceful rule, the now-famous Potemkin has just received direct orders from the President. His top-secret mission? Find the Gear that the bounty hunters are pursuing and bring it back safely to Zepp.



• Special Moves

Mega Fist I	↓↘→+□
Mega Fist II	↓↙←+□
Sliding Head	↓↘→+△
Hammer Fall	← Briefly, then →+○
Potemkin Buster	Near Opponent →↘↓↙↔+□
Heat Knuckle -	→↓↘+○-
Heat Extend	→↘↓↙←+○
Giganter -	→↘↓↙↔+○-
Gigantic Bullet	←↙↓↘→↙↘↓↙↘+□
Heavenly Potemkin Buster	↓↘→↓↙→+△
Magnum Opera	↓↘→↓↙→+○

• Overdrive Attack

• Instant Kill

CHIPP ZANNEI

HEIGHT: 183 CM

WEIGHT: 67 KG

BLOOD TYPE: B

EYE COLOR: RED

BIRTHDAY: FEBRUARY 9

ORIGIN: INSISTS ON JAPAN (ACTUALLY, USA)

HOBBY: DREAMING

A former drug trafficker and addict, Chipp entered the previous Tournament to take revenge against the Mafia for killing his master, who saved his life and taught him the ways and beliefs of the Ninja. But during his battles, Chipp realized he lacked the devotion to complete the task at hand, and decided to go back into training. Now, he is once again ready to go out in search of that which might truly save him, and so, he focuses his interest on the story of the Gear.

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• Special Moves

Alpha Blade (OK during jump)	↓↘→+□
Beta Blade (OK during jump)	→↓↘+△
Gamma Blade	←↙↓↘→+○
Tsuyoshi-Shiki Teni	↓↓+× OR □ OR △ OR ○
Tsuyoshi-Shiki Meisai	↓↙←+×
Genro Zan	←↙↓↘→+×
Ressho	↓↘→+△
Rokusai	During Ressho ↓↘→+△
Senshu	During Ressho or Rokusai ↓↘→+×
Zansei Roga	→↘↓↙←→+○
Banki Messai	↓↘→↓↙→+×
Delta End	↓↘→↓↙→+○

• Overdrive Attack

• Instant Kill

HEIGHT: 162 CM

WEIGHT: 45 KG

BLOOD TYPE: B

EYE COLOR: PEACH

BIRTHDAY: MARCH 5

ORIGIN: JAPAN BEFORE THE DESTRUCTION

HOBBY: DRINKING

When the Japanese institution she lived in was raided, Baiken witnessed the horrible deaths of her parents and friends. This massacre was the work of the Gears, but what had been etched into her memory is the image of a man surrounded by dancing flames and his creations. She became acutely aware, even in the absence of evidence, that he was an enemy. Her memory of this event has not faded, and she continues on to search for the true identity of "The Man," to exact her revenge.



• Special Moves	
Tatami Gaeshi (OK during jump)	↓ ↘ → + (X)
Zakuro	During Guard ← ↘ ↓ + (□)
Mawarikomi	During Guard ← ↘ ↓ + (X)
Sakura	During Guard ← ↘ ↓ + (△)
Suzuran	→ ↘ ↓ ↙ ← + (X)
Yozansen	During Jump → ↓ ↘ + (△)
• Overdrive Attack	
Sanzu Watashi	↓ ↘ → ↓ ↘ → + (△)
Baku KI/Baku RIN/ Baku RYU/Baku HOU	During Guard ← → ↘ ↓ ↙ ← + (KI) OR (X) OR (RYU) OR (HOU)
• Instant Kill	
Garyotensei	↓ ↘ → ↓ ↘ → + (○)

FAUST

HEIGHT: 282 CM

WEIGHT: 55 KG

BLOOD TYPE: UNKNOWN

EYE COLOR: FLUORESCENT

BIRTHDAY: UNKNOWN

ORIGIN: UNKNOWN

HOBBY: UNKNOWN

Once a highly-regarded surgeon, Faust committed a medical mishap that caused him to snap and go on a murderous rampage. After the last Tournament, he managed to regain his humanity, and decided to take his own life to atone for his sins. But just as he was about to end it all, he learned that it was someone else who caused the mishap. It was then that he decided to seek the truth behind his past misfortunes. Now, he has resolved to save lives. And this resolve isn't just limited to human lives...

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• Special Moves

Thrust - Pull - Hello!	↓↘↓↘→+⊗-←-↓↘↓↘→+⊙
-Speak Up! - Hello Again!	-↓↘↓↘→+⊙-↓↘↓↘→+⊙
What's Next?	↓↘↓↘→+⊙
Souten Enshin Rambu	↓↘↓↘→+△
Going My Way	During Jump ↓↘↓↘→+⊙ OR During Souten Enshin Rambu ⊙
Forward Move	During Souten Enshin Rambu →→
Backward Move	During Souten Enshin Rambu ←←
Neck Periscope/Growing Flower	During Souten Enshin Rambu ⊙/⊗
Shower Hack	Near Opponent ↓↘←+⊙
In Your Face!	↓↘←+⊙
Watch Your Back!	↓↘←+⊗
From On High	↓↘←+△
Super What's Next?	•Overdrive Attack ↓↘↓↘↓↘↓↘→+⊙
Gamble Attack	↓↘↓↘↓↘↓↘→+△
This Week's Climax	•Instant Kill ↓↘↓↘↓↘↓↘→+⊙

HEIGHT: 183 CM

WEIGHT: 68 KG

BLOOD TYPE: B

EYE COLOR: BLACK

BIRTHDAY: JANUARY 1

ORIGIN: JAPAN BEFORE THE DESTRUCTION

HOBBY: VIGOROUS SPORTS AND TRAVELING

Anji is a descendent of pure Japanese ancestry. Because there are only a handful of Japanese in this time period, they are viewed as international treasures, and do not receive the same treatment as regular citizens. Anji has decided to conceal his own racial origins in order to search for "The Man" who developed the Gears and who is responsible for the destruction of the Japanese people.



• Special Moves

Shitsu	↓↘→+□
Fujin	↓↘→+△ OR ○
Nagiha	During Fujin △
Shin Ichishiki	During Fujin □
Shin Nishiki	During Fujin ⊗ or During Jump ↓↙←+□
Kou	During Attack Guard Motion □
On	→↓↘+○
Kai	↓↙←+□ OR ⊗
Issei Ogi "Sai"	→↘↓↙←→+○
Zetsu	↓↘→↓↙→+○

• Overdrive Attack

• Instant Kill

JOHNNY

HEIGHT: 184 CM

WEIGHT: 72 KG

BLOOD TYPE: O

EYE COLOR: BLUE

BIRTHDAY: OCTOBER 24

ORIGIN: USA

HOBBY: LOOKING FOR FEMALE COMPANIONSHIP

When he was young, Johnny's father was slain by a Gear.

Because of this horrifying experience, Johnny came to truly understand the plight of orphans and endeavored to become a man of compassion like his father. He now leads a band of chivalrous bandits, who aim to help those in need.

But just what is it that motivates Johnny not to forget his pledge to save the lonely?

• Special Moves

Glistering Gold	↓↘→+○
Bacchus Sigh	↓↘←+□
Mist Finer (High)	↓↘→+○ Hold Down to Pose, → or ← (Move Forward or Backward) ○ Cancel Pose, Release Button to Draw Sword
Mist Finer (Middle)	↓↘→+× Hold Down to Pose, → or ← (Move Forward or Backward) ○ Cancel Pose, Release Button to Draw Sword
Mist Finer (Low)	↓↘→+△ Hold Down to Pose, → or ← (Move Forward or Backward) ○ Cancel Pose, Release Button to Draw Sword
Divine Blade/ Aerial Divine Blade	→↓↘+△ Then △/ During Jump ↓↘→+△
Johnny Special	→↘↓↘←→+○
Joker Trick	↓↘→↓↘→+○

• Overdrive Attack

• Instant Kill

HEIGHT: 163 CM

WEIGHT: UNKNOWN

BLOOD TYPE: B

EYE COLOR: BROWN

BIRTHDAY: FEBRUARY 8

ORIGIN: CHINA

HOBBY: COOKING, OBSERVATION, AND RESEARCH

Jam is an aspiring master chef who works day and night to become famous in the culinary world of China.

Her goal is to create dishes that anyone would find delicious. To achieve this goal, she decided it would be necessary to open her own restaurant. She seeks to eliminate the dangerous Gear in order to earn seed money for her culinary enterprise.



• Special Moves

Hochifu	↓↙←+△
Breath of Asanagi	↓↓+⊗ OR △ OR ○
Ryujin	↓↘→+⊗ (OK During Jump)
Gekirin	↓↙←+⊗ (OK During Jump)
Kenrokaku	→↓↘+⊗ (OK During Jump)
Bakushu	↓↘→+△
Mawarikomi	During Bakushu ○
Ashibarai	During Bakushu ⊗
Hyappo Shinsho	During Bakushu △
Senri Shinsho	During Bakushu ○
Houeikyaku	During Jump ↓+⊗
Chokyaku Houosho	• Overdrive Attack →↘↓↙←→+△
Renhoukyaku	→↘↓↙←→+○
Gasenkotsu	• Instant Kill ↓↘→↓↘→+○

VENOM

HEIGHT: 179 CM

WEIGHT: 66 KG

BLOOD TYPE: A

EYE COLOR: BLUE

BIRTHDAY: ORPHANED, UNKNOWN

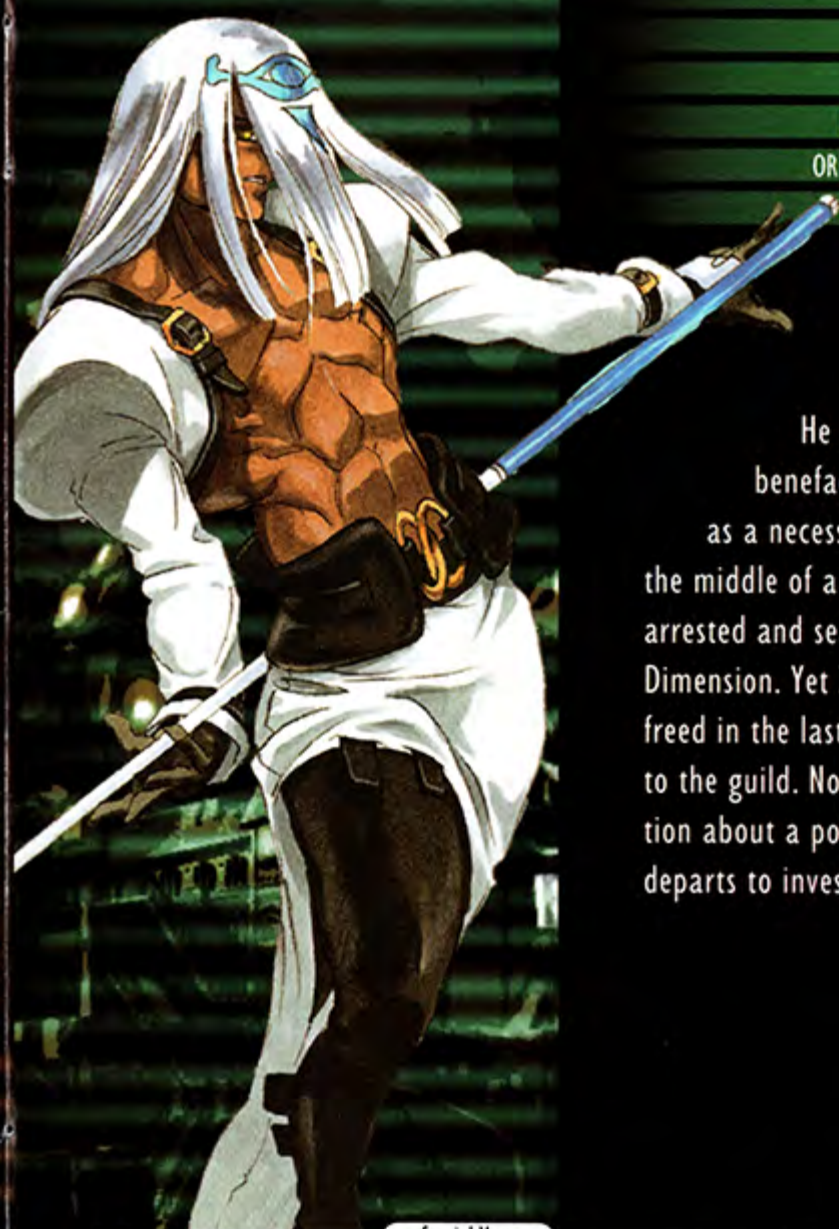
ORIGIN: VILLAGE OF ASSASSINS, ENGLAND

HOBBY: READING AND CHESS

Orphaned at a young age, Venom was taken in by the Guild of Assassins.

He pledged his allegiance to his benefactor, Zato, who saw the boy as a necessity to the guild. However, in the middle of a certain scheme, Zato was arrested and sealed away in the Prison of Dimension. Yet Zato, who was supposedly freed in the last Tournament, failed to return to the guild. Now, having received information about a possible Zato sighting, Venom departs to investigate.

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• Special Moves

Stinger Aim (Increase possible)	← Briefly, then → + △ OR ○
Carcass Raid	↓ Briefly, then ↑ + △ OR ○
Ball Formation (Change arrangement with buttons)	→ ↘ ↓ ↙ ← + × OR ○ OR △ OR ○
Double Head Morbid	→ ↓ ↘ + △ OR ○
Warp (With ball, move to its position)	→ ↓ ↘ + ×
Mad Struggle	During jump ↓ ↘ → + △ OR ○
Dark Angel	↓ ↙ ← ↘ ↓ ↘ → + △
Red Hail	During jump ↓ ↘ → ↓ ↘ → + ○
Dim Bomber	↓ ↘ → ↓ ↘ → + ○

• Overdrive Attack

• Instant Kill

ONE-POINT TECHNIQUES

FAULTLESS DEFENSE

Push the punch and kick buttons simultaneously while pushing the directional button for a guard position to enter a special guard condition that creates a barrier around you. This prevents your opponent from shaving away your strength with deadly attacks, and the knock back is greater than when you use normal guards, giving you more time to ready an attack against your opponent. You can also 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 guard can no longer be used.



ROMAN CANCEL

While hitting your opponent with an attack, push any 3 of the attack buttons to forcefully stop attack actions and return your character to a normal standing pose. With the application of this move, you can create your own original combo attacks. In order to perform a Roman Cancel, your Tension Gauge must be at least 50% full.



JUMP CANCEL

There are certain attacks that can be cancelled mid-move into a jump. This is called a Jump Cancel. When hitting an opponent with, or guarding against certain attacks, press the Directional button UP to cancel into a jump. Successfully Jump Canceling can help to enhance your combo techniques.

COUNTER HIT

While your opponent is trying to use a move, you can counter attack by hitting him with one of your attacks. Because your opponent's time off balance is increased, this move allows you to use combo attacks that you normally couldn't use.

RECOVERY DIRECTION

When you use a Recovery move by pushing a directional button, you can recover from a knock down in the direction you press. Once you realize you're going to be knocked down, a Recovery can provide you with a chance to counterattack if used correctly.

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