XBOX 360

Caladrius

MOSS

Game control

Controls

Xbox 360 Controller

LT Left trigger

Xbox Guide button

LB LB

RT Right trigger

RB RB

Y Y button
B B button
A A button
X X button

Left stick/Left stick button

D-pad

BACK button

Right stick/Right stick button

START button
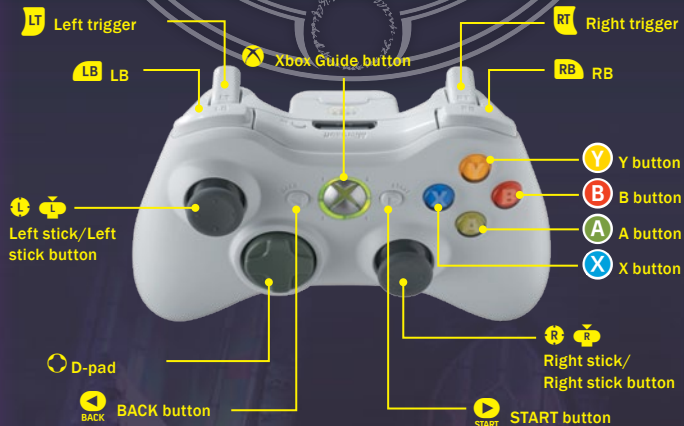
Left stick	Move fighter/Make menu selections
D-pad	Move fighter/Make menu selections
A button	Normal shot/Confirm selection
B button	Defensive (close-range) elemental shot/Cancel selection
X button	Offensive elemental shot
Y button	Supporting elemental shot
Left trigger	Elemental burst
Right trigger	Drop bomb
START button	Open the Pause Menu

Unleash an elemental burst by pressing the left trigger when all three element gauges are at 50% or higher. Elemental bursts can also be performed by pressing any two of the following buttons simultaneously: B, X, or Y.

Element shoot system

Elemental shot system

Elemental shots are special shots that consume your element gauges. Element gauges gradually refill when you are not using elemental shots. Collect element cores to partially fill all of your element gauges.

Each character has three types of elemental shots: offensive, supporting, and defensive (close-range).

Elemental shots can be upgraded after clearing a stage. Each upgrade requires one ether chip. Select an elemental shot, then press the A button to upgrade it (assign ether chips) or the B button to downgrade it (remove ether chips). (* You can't remove ether chips assigned after previous stages.)

Game screen

Game Screen

① Score		The number of points you have earned so far.
② Lives		Get hit when you have 0 lives and it's game over.
③ Bombs		The number of bombs in your arsenal. Increases by 1 at regular score intervals and whenever you lose a life.
④ Damage		If the "No Damage" setting is enabled, a hit counter indicating the number of times you have collided with normal shots will be displayed.
⑤ High Score		The highest score you have obtained so far.
⑥ Multiplier		Your score multiplier increases when you destroy enemies using elemental shots.
⑦ Ether Gauge		Fills when you hit enemies with elemental shots and elemental bursts.
⑧ Ether Chips		Ether chips are used to upgrade elemental shots after each stage.
⑨ Element Gauges		Used for elemental shots and elemental bursts.
⑩ Element Core		Collect element cores to partially fill all of your element gauges.
⑪ Magic Fragment		These appear when you destroy boss segments and certain enemies.
⑫ Stock Gauge		Increases when you collect magic fragments. Collect 9 and a grimoire will appear on the screen.
⑬ Grimoire		Gives you an extra life.
⑭ Player Fighter		The ship controlled by the player.
⑮ Medals		These appear when you destroy enemies. Collect them for points.

Game mode

Game Modes

Select from three game modes and five play settings.

◆ **Story Mode**

Clear each stage to reach the ending.

◆ **Boss Rush Mode**

Fight against bosses in succession.

◆ **Score Attack Mode**

Try to get the highest score in the selected stage.

◆ **Achievements**

View achievements.

◆ **Leaderboards**

View leaderboards for each game mode.

◆ **Gallery**

View character illustrations and other graphics, listen to game music and character voices, check character profiles, and view game endings.

◆ **Xbox Games Store**

Go online and purchase downloadable content.

◆ **Options**

Change game and controller settings.

Story

Story Mode

Clear each stage to reach the ending.

PLAY SIDE	Select Player 1 or Player 2.
STAGE	Select the stage in which to start the game.
DIFFICULTY	Select game difficulty.
NO DAMAGE	Normal shot collisions will not result in death.
DEMO	Choose whether to display cutscenes.
START	Start the game with the selected settings.

Select a character before playing. When playing co-op (2 players), the dialogue will vary depending on the combination of characters used.

Proceed through the stages using elemental shots and bombs.

Defeat the stage boss by reducing its health to 0.

Once the boss has been defeated, the stage is complete (you will be taken to the results screen).

CLEAR TIME	The time from stage start to completion.
ENEMY KILL RATE	Destruction rate for the enemies that appeared in the stage.
LEFT LIFE	Number of lives remaining.
LEFT BOMB	Number of bombs remaining.
ETHER CHIP	Number of ether chips you have.
MEDALS	Number of medals (small & large) you have at the end of the stage.
BONUS SCORE	Total bonus, based on all of the above.

Leader boards

Leaderboards

View leaderboards for each game mode.

♦ LOCAL STORY

View the local Story Mode leaderboards.

♦ LOCAL BOSS RUSH

View the local Boss Rush Mode leaderboards.

♦ LOCAL SCORE ATTACK

View the local Score Attack Mode leaderboards.

♦ Xbox Live STORY

View the Xbox Live Story Mode leaderboards.

♦ Xbox Live BOSS RUSH

View the Xbox Live Boss Rush Mode leaderboards.

There are five leaderboards, including both local and online rankings.

Local leaderboards display the top 10 positions.

* Scores obtained when using the "No Damage" setting, in 2-player games, or when you have restarted during the game will not be registered.
* Xbox Live Leaderboards are only registered when using the default number of lives and bombs.

Gallery

Gallery

View character illustrations, listen to game music, etc.

♦ GRAPHICS

View character illustrations and other game graphics.

♦ BGM & VOICE

Listen to game music and voices.

♦ PROFILE

View details about each character.

♦ CONVERSATION

View character dialogues and game endings.

Here you can view character profiles, game endings, etc.

More information will become available as you play through the game.

Option

Change game and controller settings.

GAME SETTING

Change game settings. Change the number of lives and bombs, the type of wallpaper, and character portrait display settings.

CONTROLLER

Change controller settings.

SCREEN

Change screen settings.

SOUND

Change sound volume.

STORAGE

Change storage settings for saving the game.

CREDITS

Play the end credits.

Change 6 settings, including screen settings and sound volume.

Here you can change the controller button assignments.