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A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

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PROLOGUE

In the 22nd century, humanity succeeded in creating “magic spells,” an unlimited resource that can produce the five elements without any costs. The research of magic spells was categorized as “magic technology,” and the new alchemic theory created by its discovery was dubbed “magic.”

Techniques like igniting fire at your fingertips or moving objects without touching them were no longer a dream.

With the development of magic, the reformed United Nations placed a restriction on old world technology, due to its detrimental effects on the environment, and globally forbade the possession of arms. In its place, a new plan, one that would transform man into a more powerful entity, was set into motion—the Gear Project. For a while, the world saw peace as the number of wars among each nation decreased, thanks to the abundant resources provided by magic. But there was no end to humanity’s foolishness.

Countless disputes regarding concession agreements on magic cast a dark shadow over the project, and instead of its original goal, it created biological weapons, beasts that possessed stout bodies and an enormous supply of mana. They were called Gears, named after the project that bore them. They would eventually become the cause of the great war that would leave a century-long scar on human history—the Crusades.

PROLOGUE

The catalyst of the war was a Gear once originally docile to humans. During the development of Gears, it was the only one authorized to be complete, an ultimate weapon with an absolute power to command others of its kind. Without warning and without reason, she declared war against humanity, calling herself Justice, and took with her all the Gears in existence. Thus began the Crusades.

The overwhelming might of the Gears brought humanity to the brink of extinction, but eventually Justice was destroyed by the Sacred Order of Holy Knights, finally settling the longstanding war. Humanity won the war against the Gear threat, and with the loss of Justice, the remaining Gears fell into a dormant state.

Civilization entered a new era of peace, but they never knew what caused Justice to go berserk.

BASIC CONTROLS

How to View This Page

Button Name

Controls during
the Action Screen

Controls during
the Organ Screen

BACK Button

Appeal Motion / Restart (During Training)	Not Available
--	---------------

LT Trigger

(While holding trigger) Move in Parallel	Zoom Out Map
---	--------------

LB Button

Move Personal Slot Cursor / Switch Views (During Replay)	Not Available
--	---------------

Stick

Move / Blast Drive	Move the Cursor
-----------------------	-----------------

Directional Pad

Command Servants	Switch Items
------------------	--------------

Servant's Command Details



R • R

Change Camera Location / Cyclone Blast	Rotate Map
Lock-on target change (during lock-on)	

Xbox Guide

X Button

Normal Attack	Organ Menu
---------------	------------

START Button

Pause Menu	Pause Menu
------------	------------

RT Trigger

(While holding trigger) Lock-on	Zoom In Map
------------------------------------	-------------

RB Button

Move Personal Slot Cursor / Switch Views (During Replay)	Disband Servant
--	-----------------

Y Button



Convert Items	Delete Servant
---------------	----------------

B Button

Use Items and Skills	Cancel
----------------------	--------

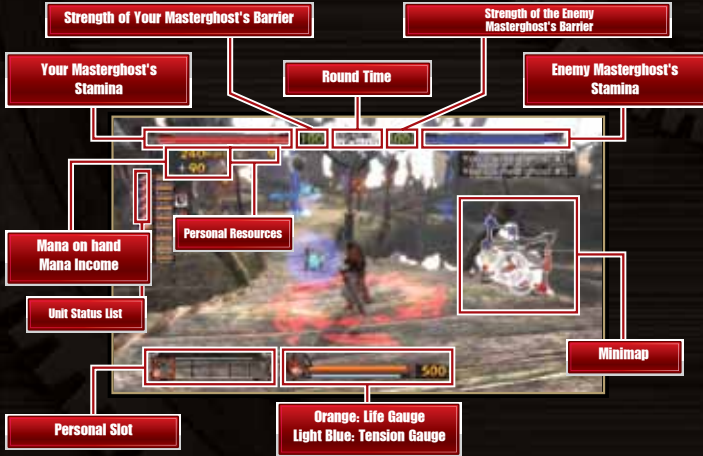
A Button

Jump	Select / Confirm
------	------------------

 + 
Basic message display

Note: Even if you press START during an online battle, the game won't pause.

Action Screens



	Explanation
Life Gauge	The health of a player's master unit (pg. 16). When it's depleted, your master will receive a critical down (pg. 11).
Tension Gauge	Tension of a player's master unit.
Round Time	Remaining time in a round.
Minimap	Basic map of a battle.
Mana	Magic resources (energy) that master units have. Number above: Current amount of mana. Number below: Amount of mana that is obtained at set intervals.
Masterghost Stamina Gauge	The health of a masterghost (pg. 14).
Barrier Strength	Strength of the barrier (pg. 14) that protects a masterghost.
Unit Status List	Status of summoned units (pg. 29).
Personal Slot	Items, skills, and servants that are stored.
Personal Resources	Some characters (i.e. Sol) have personal resources. This resource affects Sol's "Dragon Install."

The Organ (pg. 26) is a strategy screen where you can summon servants and determine their path (pg. 26-27), conjure items and acquire skills (pg. 30-31), and convert mana (pg. 31).

The Organ Menu Screen



Map on the Organ Screen



	Red Team's Masterghost
	Blue Team's Masterghost
	Red Team's Master Unit
	Neutral Ghost
	Ghost Claimed by Red Team
	Ghost Claimed by Blue Team

BASIC BATTLE RULES

Basic Battle Rules

Standard rules apply to Singles and Team Matches (pg. 12), and special rules apply to Points Matches (pg. 13).

Battle Flow of a Singles Match

A Singles Match is a game where players compete against each other by destroying each other's masterghost (pg. 14). If a match isn't settled in five rounds, a winner is determined based on points.

A game consists of five rounds max, with each round lasting five minutes (see below). Mana (obtained money) is carried over between rounds, but advancing servant units are relocated to your masterghost or nearest ghost that you claimed (or, if in Team Match, your ally's masterghost or nearest ghost that they claimed).



Note: You can change the maximum number of rounds for Online (Player Match) and Exhibition. Please see page 47 for details.

CONDITIONS OF VICTORY

The winning conditions for the standard rules are quite simple.

SLASH (K.O.)

Destroy the enemy masterghost.

How do you destroy a masterghost?

1 Direct Assault

Directly attack an enemy masterghost to destroy it.

2 Defeat the Enemy Master Unit

Giving a critical down (see below) to an enemy master unit indirectly damages its masterghost. Therefore, a couple of critical downs can actually destroy a masterghost.

Note: You can adjust the regulation settings to let more or less critical downs destroy the masterghost.

What happens if time runs out?

The match will be judged by the computer to determine a winner.

Items taken into consideration

- Remaining stamina of your masterghost.
- The number of claimed ghosts at the end of each round.
- The number of your critical downs.
- The amount of Mana to maintain servants.
- The total amount of mana obtained.



Note: Some stages in the Campaign and Free Mission modes use different rules and special winning conditions than those described above.

Critical Down

If master's life gauge is reduced to zero, he or she won't be able to fight. This state is called a "critical down." A master who receives a critical down will reappear in front of a masterghost after a certain amount of time, but only if his or her masterghost is still standing.

TEAM MATCH

Team Match is a mode where four players in two-man teams compete against each other. The same rules as Singles Match (1 on 1) apply to Team Match with some exceptions.

Conditions of Victory

In Team Match, masterghosts for each player appear on the map, but you win if you destroy either one of the opposing team's masterghosts.



Rules Unique to Team Match

- In Team Match, you share claimed ghosts with your ally.
- Regular income (mana) from ghosts is divided equally between team members.
- The maximum number of servants one player can summon is 16.
- The amount of masterghost stamina that is reduced from critical downs is less than in Singles Match.
- Some items and skills that affect your units may affect your ally's as well.

Basic Messenger Display

Use the basic messenger display to send fixed messages to your teammates or opponents.

It's easy to greet people before battle, command your teammates during battle, etc. using this feature.

Note: This feature is available for online games only.

How to Send a Message

While holding down **M**, move **↑**. Select a message you'd like to send, then press **↵**.



POINTS MATCH

A Points Match is a battle where four players compete against each other to get the most points within a certain amount of time. (Standard time limit is 15 minutes.)

Conditions of Victory

A player who obtains the most points at the end of the round wins. (You can't destroy masterghosts since stamina gauges are not used in Points Match.)



How to Obtain Points

The match will be judged by the computer to determine a winner.

1. Claim Ghosts (They regularly generate points throughout the match).
2. Defeat Masters (The better an opponent you defeat, the more points you obtain).
3. Inflict Damage on an Enemy Masterghost (The points of a player whose masterghost is damaged are reduced, and at the same time, the player who attacks it receives points).

Rules That Are Limited to Points Match

You can obtain bonus points depending on your actions during battle in addition to the points obtained by the methods above.

There are several types of bonus points. They might determine the battle in some cases, so go for it!

MASTERGHOSTS

The masterghost, the soul of a master, is your base of operations. Masterghosts of each participating master will appear on the map. If your masterghost is destroyed, you lose the battle.



Masterghost Characteristics

- A masterghost is protected by a barrier.
- When a barrier is up, a master's attacks aren't very effective. It is easily removed with attacks from capture units (pg. 17) or servants (pg. 16). Barriers gradually recover as time passes.
The more ghosts that the enemy claims, the weaker your barrier gets.
- The destruction of a masterghost (i.e. the final blow) can only be done by a master.
- It rejuvenates nearby allies.
- It automatically produces capture units.
- It's the location where summoned servants, or a master after he gets a critical down, appear.



BARRIER ON



BARRIER OFF

Note: Sample pictures are of Sin's masterghost.

GHOSTS

Multiple bases that appear on the map are called ghosts. At the beginning of the first round, they're neutral (see the middle picture below), but you can claim one by repeatedly attacking it.

What happens after you claim a ghost

1. It will rejuvenate nearby ally units.
2. You will regularly obtain mana throughout a round.
(The more claimed ghosts you have, the more mana you obtain.)
3. The amount of mana you will receive as a prize at the end of a round increases. (The more claimed ghosts you have, the more mana you obtain as a prize.)
4. Your capture units will automatically be produced.
If you claim more than 60% of ghosts on the map, the maximum amount of your enemy masterghost's barrier will gradually decrease.
5. If a battle is settled in a decision, the number of claimed ghosts will affect the result of battle.

How to Claim a Ghost

When your allied units attack a ghost, your team's color increases in its control gauge (pictured to the right). Fill the gauge with your team's color to claim a ghost.

Attacks from capture units are most effective when used to claim a ghost. Conversely, attacks from a master don't have much effect.



CONTROL GAUGE



Claimed by Red Team



Neutral



ABOUT UNITS

There are four kinds of units in this game: masters, servants, capture units, and minions.

What is a master?

It's a unit that you directly control. It excels at combat, mobility, and flexibility. Masters include Sol, Sin, Izuna, Dr. Paradigm, and Valentine.

Master Characteristics

Please see page 18 for more details on controls.

Destroys masterghosts

Only a master can destroy an enemy masterghost.

Excels at combat

A master can use skills and items, has excellent mobility with Blast Drives and Aerial Dashes, can use special moves, perform combos, and summon units. All in all, an extremely versatile unit.



What is a servant?

It's a combat unit that a master summons. Servants that can be summoned differ for each master. When you set a charge route, servants will automatically attack enemy units that they encounter as they advance to their destination.



Servant Characteristics

Please see page 24 for more details.

Can remove the barrier from a masterghost

Although attacks from a servant can't destroy an enemy masterghost, a servant can effectively remove the barrier from one.

Excels at combat

Though not as great as a master, a servant is excellent in combat and can use special skills as well.

Level up

A servant gets stronger as it earns experience, leveling up to three times, based on its actions taken during battle. Some masters have skills that can increase experience.

ABOUT UNITS

What is a capture unit?

It's a support unit that automatically attempts to claim adjacent ghosts. It's automatically produced from a masterghost or claimed ghosts.

Capture Unit Characteristics

Can claim ghosts

It's the most effective unit among all the others when it comes to claiming ghosts.

Can remove the barrier from a masterghost

Can remove the barrier from an enemy masterghost.

Recovers the life of allied units

It can recover the health of nearby allied units.

Low combat capabilities

It can easily be destroyed by a single attack from any unit.



What is a minion?

It's a unit that a master summons, specifically as a skill. The types of minions that can be summoned differ for each master. Tension is required to summon minions, but once it's acquired, it can be summoned over and over again.

Minion Characteristics

Appears on the spot after being summoned

Unlike normal servants, who are summoned near masterghosts, minions are summoned near the master and immediately join the fray.

Excels in combat

Minions have equivalent combat abilities to servants. However, it can be destroyed by a single dispel (one of the items).

Disappears after a certain amount of time

Minions disappear when a certain amount of time passes after they're summoned. Some masters can summon multiple minions at a time.



MASTER'S ACTIONS

Actions of masters are explained in detail in this section.

Free Mode and Lock-on Mode

Masters can switch between two battle modes, "Free Mode" and "Lock-on Mode," depending on the situation.

Free Mode

It's a normal mode where you can freely move around the battlefield. Use **3** to move the camera angle. In Free Mode, you can unleash attacks that cover a wide-range to hit multiple foes, but the power of those attacks are rather weak.



Combine **X** and **Y** in different ways to release different "Free Combos." (e.g. Some of Sol's free combos are **X-X-X-X**, **X-X-X-Y**, and **X-X-Y-Y-Y**.)

Lock-on Mode

Lock-on Mode (pictured right) is effective for one-on-one skirmishes or situations where you'd like to target a single foe. Hold **3** to lock on a single target to focus your attacks.



Attacks that are available in Lock-on Mode are powerful, catering to one-on-one battles. Combined with a directional input using **3**, you can use vertical or horizontal attacks on opponents to shake them up. Use this mode to your advantage by understanding your opponent's position and predicting their next move. These can also be combined with **Y** and **3** to unleash several combos.

e.g. Some of Sol's lock-on combos are:

(Pattern:A) **X-X-X**, (Pattern:B) **3← + X**, **3→ + X**, **3↓ + X**

MASTER'S ACTIONS

Aerial Dash

Press **A** during a jump to perform a forward dash in mid-air. Use aerial dashes to your advantage, like jumping over units or shortening the gap during aerial combos.

Note: This move is not available for Dr. Paradigm. Valentine can change directions with **3.**



Step

Use **3** (any direction) + **A** while locking on to use a step movement. The distance it covers may be short, but take advantage of its speed to avoid attacks from enemies or shake them up during an attack.



Blast Drive

Press the left stick button to run like the wind. Hold **3** **↑** or **↓** during a blast drive to accelerate or decelerate respectively. Press **3** + **A** to stop short.



Drift

Press **3** **←** or **→** + **A** during a blast drive to perform sharp turns. Doing so allows you to keep your momentum. You can even slip between units during a drift.

Note: If you crash into an obstacle during a blast dive, your master will be knocked down.



MASTER'S ACTIONS

Auto Guard (Defense)

If you're not performing an action, you'll automatically guard (auto guard) head-on attacks. However, auto guard won't block attacks from behind or while you're performing actions. Note: Some head-on attacks can't be guarded.

Guarding your opponent's attacks too much will cause a guard crash (pictured right), making you defenseless.




Modern Cancel

It's a technique that skips the recovery animation of your attacks, allowing you to immediately perform another.

With Modern Cancels, you can combine attacks that normally do not combo to forcibly create a combo, or completely bypass the defenseless state of your attacks during their recovery animation.




Press  when your attack hits or is blocked by your opponent to perform this technique. A certain amount of tension is required to unleash this move.

Cyclone Blast


It's an emergency-evasion technique that releases a sphere-shaped energy when you're attacked to knock your enemies away. Though this move is quite effective for escaping an enemy master's combo or a horde of enemies, this move requires a lot of tension.



Press  while you're taking damage from your opponents to unleash this move.



MASTER'S ACTIONS

Short Dash

Press the left stick button during lock-on (or while holding ) to unleash this move. Since you quickly move a short distance with this technique, you'll be able to quickly shorten the gap between you and your opponent. While dashing forward, you're completely defenseless, unless you attack or use a special move.



Power Attack

Unleash this move by simultaneously pressing  in any direction +  in free mode.

It has a slow start animation, but it excels in power and has a high guard crash rate. If you can master this move, it will be very useful.



ACTIONS OF MASTERS

Avoid Knockdown and Falling Techniques

When you take damage from an enemy and are knocked down as a result, press **A** in mid-air at an appropriate time to use "Avoid Knockdown" and quickly regain your balance. However, the timing to activate this action differs for each type of enemy attack. (This move can't be used for some attacks.) Also, by pressing **A** right before you fall down on the ground, you'll be able to use "Falling Techniques" to quickly get up.



Super Backstep

Simultaneously press **↓** + **A** while locking on (or holding **D**) to perform a super backstep. Since you can travel a longer distance with a super backstep than a normal backstep, it's an important technique to quickly distance yourself from your enemy.



Homing Jump

Press **A** while locking on to jump toward your target. You can also use an aerial dash (**A** during a jump) to charge toward your target as well.



BASIC COMMANDS TO SERVANTS

A master can give emergency orders to servants who already have a charge route set. You must be near a servant to give emergency orders.

Emergency Orders to Servants



"Advance"

Order nearby servants to march to the next destination.

"Standby"

Order nearby servants to stand by at the current location. They'll automatically defend the area if a target approaches.

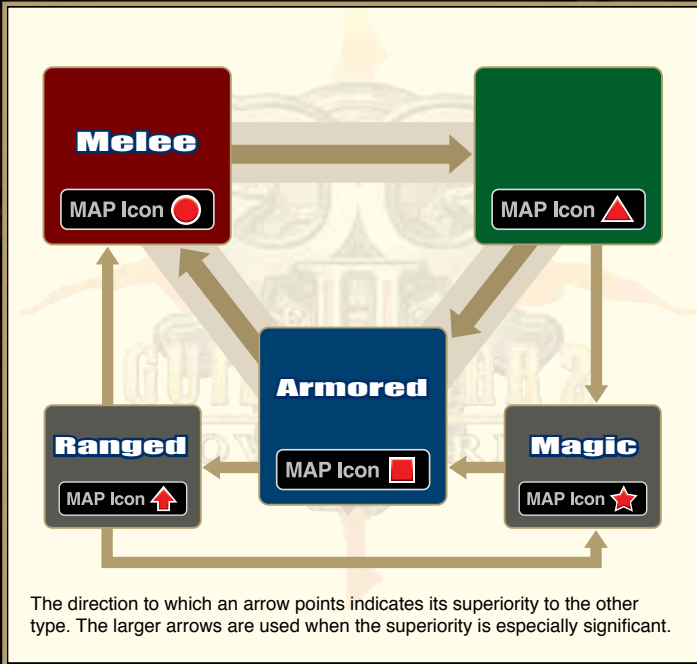
"Retreat"

Order nearby servants to fall back to the prior position: a claimed ghost or masterghost.

SERVANT SOLDIER TYPES

There are categories called soldier types for servants with different battle styles. Superiority exists among each soldier type, with one type being stronger than other types, and vice versa. Use a servant type that is stronger than your enemy's to give yourself an edge in battle.

Servant Soldier Type Superiority



When there is a huge disparity in the overall strength of units, there may be times when units will lose, even when they trump their opponents in the Servant Soldier-type Superiority chart.

BASIC DISPLAY OF SERVANT SOLDIER TYPES

A corresponding mark is displayed at the feet of a servant. Also, on areas like the Organ screen, basic icons are used to indicate each soldier type.



Icon	Soldier Type	Characteristics
	Melee	Average on both attack power and defense. Strong against mobile units, but weak against armored and ranged units.
	Mobile	Although it excels in mobility, it's low in attack power and defense. Strong against armored and magic units, but weak against melee units.
	Armored	Although it excels in stamina, attack power, and defense, its speed is low. Strong against melee and ranged units, but weak against mobile and magic units.
	Ranged	Although it can remotely attack opponents, it can't stand close-range attacks. Strong against melee and magic units, but weak against armored units.
	Magic	Assists allies or hinders enemies with status effects.
	Elite Melee	Superiority with other types stays the same, but each ability is enhanced.
	Elite Mobile	Superiority with other types stays the same, but each ability is enhanced.
	Elite Armor	Superiority with other types stays the same, but each ability is enhanced.
	Elite Ranged	Superiority with other types stays the same, but each ability is enhanced.
	Elite Magic	Superiority with other types stays the same, but each ability is enhanced.

Only one elite servant of each unit type can be summoned at a time.

SUMMONING SERVANTS



Press left on the directional pad on the action screen to enter the Organ screen (pictured left).

Summoning Servants

Press **X** on the ORGAN screen to display a list of servants (pictured right). Select a servant you'd like to summon and set a charge route to complete the summoning process. Mana is required to summon units, and the cost differs for each servant type.



Additional Notes

Contracts

Not all servants are available for summons at the beginning of the game. For servants with a lock icon (pictured right), you will need to enter a contract before you can summon them. The amount of mana and time needed for each contract differs for each servant. Move the cursor to a servant you'd like to form a contract with and press **A**. You can always cancel a contract by pressing **Y**.



Elite Servants

There are units called "Elite servants" that possess high abilities. Only one elite servant for each unit can be summoned at a time.

Maximum Number of Servants

There's a limit to the number of servants you can summon at a time. The maximum number that can be summoned during battle is 20 in Singles Match, and 16 in Team Match and Points Match. For example, Sol's servant "The Drill" is counted as three servants since they are summoned in threes.

COMMANDING SERVANTS

The flow of summoning servants to commanding them to charge forward is explained in this section. Enter the Organ screen and press **X** to display a list of servants.



Move the cursor to a servant you'd like to summon and press **A** to enter the map screen (pictured left). You'll need to command how you'd like your servants to charge forward. **The summoning process isn't complete until you set a charge route.**

You can select a ghost, a masterghost, or another allied servant as a destination for your summoned servants. You can also select places you'd like them to go through on the way to their destination.

If you set an enemy masterghost as a final destination.



When the map where you can set a route opens, move the cursor to your enemy masterghost and press **A**. When an END mark appears, press **A** again to confirm the charge route, which completes the summoning process.

If you'd like your servants to pass by ghosts on the way to a masterghost.



When the map where you can set a route opens, move the cursor to a ghost that you'd like your servants to go through and press **A**. When an END mark appears, move your cursor to the next point you'd like your servants to go through, then press **A**. Repeat this process until your final destination, then press **A** to confirm the route.

If you select other allied servants as a final destination.

Move your cursor to an allied servant icon on the map where you can set a route, and press **A**. Summoned servants will join the selected servant and act together.

You can set a charge route as many times as you'd like. Select a servant icon on the map, and follow one of the steps above to set another route.

GROUPING SERVANTS

You can group servants so they move as one unit.



How to Group Servants

In order to group servants, press **A** on a servant's (A) icon (pictured left), then select another servant (B) as a destination.

Benefits of Grouping

Since servants that are put into a group share commands, you can move multiple servants with a single command.

Disbanding a Servant from a Group

You can disband servants from a group.

How to Disband a Servant from a Group

Move your cursor to a servant that you'd like to disband, and while holding **RB**, press **A** to confirm your decision.



Benefits of Disbanding a Servant

You can give a disbanded servant a different command from that of its former group. This comes in handy when separating servants that are summoned in groups, so you can create mixed forces that cater to specific aspects of battle.

STATUS EFFECTS

Several techniques, skills, and items will cause status effects to each unit. An icon will be displayed next to a unit's life gauge to indicate the unit is experiencing a change in its condition. Please refer to the icons listed below for different types of conditions. **↑** next to an icon means the value is increased, and **↓** next to an icon means the value is decreased.

Icon	Name	Characteristics
	Movement Speed	Indicates the movement speed of a unit
	Attack Speed	Indicates the attack speed of a unit
	Attack Power	Indicates the attack power of a unit
	Defense	Indicates the defense level of a unit
	Melee Resistance	Indicates the resistance against attacks with melee attributes
	Armored Resistance	Indicates the resistance against attacks with armored attributes
	Mobile Resistance	Indicates the resistance against attacks with mobile attributes
		Indicates the resistance against attacks with magic attributes
	Ranged Resistance	Indicates the resistance against attacks with ranged attributes
	Scaled Shot	Indicates that the use of skills and items are unavailable
	Recovering	Indicates that the health of a unit is recovering over time
	Ongoing Damage	Indicates that the health of a unit is decreasing over time
	Fear	Indicates that a unit fears his opponents, trying to return to its allied territory
	Ghost Support	Indicates that the defense of a unit is increased by the influence of a master-ghost or ghost
	Curse	Indicates a condition when a unit can't attack (but can still use items and skills)
	Induced Explosion	Indicates a condition that can induce an explosion due to one of Dr. Paradigm's special moves

If an icon in the Unit Status List (pg. 8) has an icon in the picture shown below, it means that the servant is standing by (i.e. awaiting further orders).



ITEMS AND SKILLS

Items, skills, servants, etc. can be stored in the personal slot.

Skills

Skills are special techniques that a master can acquire. Skills gained from the Organ screen are stored in the personal slot and are used by consuming tension. (Please refer to the character profiles for more details on each skill.)

Items

There are a lot of items ranging from ones that recover life to ones that can potentially turn the tide of battle. You obtain items by conjuring them from the Organ screen or attacking treasure chests scattered on the battle field (lower-right picture). Obtained items are stored in the personal slot and can be used at any time.

Note: The number of skills and items on hand can't exceed the limit of the personal slot.



Using Items and Skills

You can use skills and items that are stored in the personal slot (shown below) by moving the cursor with **LB** or **RB** and pressing **B**.



ITEMS AND SKILLS

Major Items

Icon	Name	Description
	Life Potion (S)	Slightly recovers your life.
	Life Potion (L)	Recovers the life of you and nearby allied units.
	Stun Grenade	Projectile that temporarily knocks opponents who are caught in its blast unconscious.
	Scarecrow	Functions as bait to draw enemy servants' attentions.
	Bomb	Projectile that engulfs multiple enemies at once.
	Banana	Make enemies slip on it.

Summoning Minions

Acquire a minion from the Organ menu like any other skill, and select it from the personal slot to summon it. Like other skills, summoning a minion consumes tension as well.

Converting Items and Skills into Mana

Items and skills that you no longer find useful can be converted into mana from the "Sellout menu" (shown left) that appears when you press **Y** on the Organ screen.

Note: Items and skills going through cooldown can't be converted into mana.



Cooldown

Some items and skills become temporarily unusable immediately after being obtained or used. The period of time that is required for them to become usable again is called cooldown. When an icon in the personal slot is dark, it is currently going through a cooldown.

Retrieve and Resummon

Servants can be carried in the personal slot once they are retrieved. When you're near a servant, move your cursor to an empty slot, and press **B** to retrieve it. You can resummon that servant by moving your cursor to the servant icon and pressing **B** once again.

Note: Please refer to the character profiles (pg. 48) about more details on each skill.

GAME MODES

Online mode, where you can enjoy battles using Xbox LIVE, is available in this game. Through each offline mode, you can learn important controls and rules that are important for you to enjoy online battles.

GAME MODES

Campaign

A single-player story mode. Learn the rules and controls as you go through the story (pg. 33).

Exhibition

A mode where you can enjoy battle using one Xbox 360 console (pg. 34).

Training

An offline single-player mode where you can practice combos and test strategies (pg. 36).

Free Mission

A single-player mode where you challenge several missions (pg. 37).

Replay Viewer

View recorded battles and organize files (pg. 38).

Options

Adjust game settings (pg 40).

Online

Xbox LIVE network battle mode (pg. 41).

Note: Some stages in Campaign have limited functions, like limited access to the Organ. Also, some stages have different Conditions of Victory, so be on your toes.

CAMPAIGN

It's a story mode for one player. You can effectively learn rules and controls used for this game as you enjoy the story. **It's recommended that first-time players go through the campaign mode first.**


There are three difficulty levels available: easy, normal, and hard.



Chapter Select Screen

Chapters that you've played before are displayed on the Chapter Select screen. You can also replay chapters that have already been cleared.

Events


Event sections in the game are automatically played. You can press  to skip them.



Missions

You control a character in mission sections of the game. You can move on to the next event or mission by satisfying the Conditions of Victory (bottom left) that are given at the beginning of each mission.



At the beginning of a mission, you can read hints on how to clear the stage, new rules, and control tips. Tips can also be viewed at any time by pressing  during the campaign mode.

EXHIBITION

It's an offline battle mode for 1–2 players. Singles Match, where you can enjoy 1-on-1 battle with one Xbox 360 console; Team Match, for 2-on-2 with CPU; and Points Match, where you compete against your opponents for points, are available. The game screen for battles containing two players is split in half (shown below).



Character Select

You can adjust the settings of four items on the character select screen.

Move your cursor to an item that you'd like to adjust, press **A**, and use up and down buttons on the D-pad to make your choice.

- MASTER Select a master character
- COLOR Select a color for your team

Note: One color per participant.

- PLAYER Select among PLAYER, COM, NON.
- TEAM Select your team.

Note: Unbalanced team settings (like A-A for a Singles Match or A-B-C-C for a Team Match) are not allowed.



Press **Start** to confirm when you finished adjusting your settings. You'll move to the stage selection screen, so select a battle stage, and press **A**.

The following play help features are available for Campaign, Exhibition, and Free Mission.

Game Hints

Game hint catered to specific situations are displayed at the bottom-right corner of the screen.



Organ Wait

The game pauses the action when you're on the Organ screen, allowing you to take your time to formulate your strategy.



Organ Assist

The CPU summons servants in your stead, allowing you to focus on controlling your master.



Note: Game Hints are only available in Campaign.

Note: The Organ Wait and Assist features are only available for Campaign chapters and missions where the Organ can be used.

Note: The Organ Wait or Assist features don't lower the overall difficulty level of stages.

Note: The Organ Wait and Assist features are not available for battles with actual players.

TRAINING

It's a training mode where you can practice combos and test strategies.

Controls in Training mode

In Training mode, press **PAUSE** to enter the pause menu, where you can adjust the settings listed below. Press **START** to return to your initial starting condition.



SETTINGS

Switch Teams	Instantly switch between 1P team and 2P team.	
Global Settings	Damage Display	Turn the display of the number of combos and total damage ON or OFF.
	Capture Units	Turn the automatically produced capture units ON or OFF.
Team Settings	Master's Life	Set the health recovery for 1P's and 2P's masters.
	Master's Tension	Set the tension recovery for 1P's and 2P's masters.
	Masterghost Stamina	Set masterghost's stamina recovery for 1P and 2P.
	Servant Level	Set the level of summoned servants.
	Master's Condition	Set the master's control to AI or Standby.
	Knockdown	Set knockdown evasions and their timing.
	State	Set the actions taken during standby.
	Guard	Set a guard method during standby.
	Guard Number	Set the timing for the option you selected in "Guard." Note: This item is only available when a "Guard Cancel" action is selected in "Guard."
Lock On	Set whether an enemy master will lock-on to you.	

FREE MISSION

It's a mission mode for one player. Several rules apply to stages in this mode.



Select "Free Mission" from the title screen to enter the Mission Select screen (shown above), where you can select a master, a team color, and the difficulty level. Use up and down to select the Player, Color, or Difficulty, then use left or right to change the selections. After pressing **A** to finish adjusting the settings, you can select a mission you'd like to take on. Select a mission, then press **A** to confirm. A summary of the selected mission will be displayed on the right side of the screen.

Game Over

The game ends if you take an action listed in the Conditions of Defeat in Campaign mode or Free Mission, and you will move to the Continue screen. On this screen, the following items will appear:

- "RETRY" You will start from the beginning of the battle.
- "QUIT" End the mode to return to the Title screen.

REPLAY VIEWER

It's a feature that allows you to save and view replays from Exhibition and Online battles. You can save up to 50 battle records.

Note: The number of records you can save varies, depending on the empty space in your storage device.

Save Replay Data

Replay data is automatically saved when you're on the Round Result screen at the end of a battle. There are 10 spaces available for auto-save files, but if they're full, replay data will overwrite the older data (shown right). You'll need to move data you'd like to keep from the auto-save space to a normal save space.

Note: There are 10 auto-save spaces in an Xbox 360 Hard Drive, but there are only 3 in an Xbox 360 Memory Unit. Also, the space needed to save a replay data varies depending on its battle content.



Upload Replay Data

Players who have a high rank in Win Rank -Month- will be asked on the Round Result screen if they'd like to upload their battle data to Xbox LIVE (shown right).

Press **A** to upload the data or **B** to decline. Uploaded data is available for all the players to watch. An icon appears on the leaderboard for players who are uploading replay data (shown below).

Note: Even if you meet the conditions, uploading replay data may fail in some cases, depending on the size of the data. Also, uploaded replay data may be deleted during monthly updates or if you drop in rank.



Download Replay Data

On the leaderboard, you can download replay data from players that have a replay camera icon. Move your cursor to a player with an icon and press **D** to download it.

Downloaded data will be stored in your storage device and can be played anytime from the Replay Viewer.



The size of replay data varies depending on the battle content.

Manage Replay Data

You can play, move, copy, and delete replay data from Replay Viewer. A control menu will appear on the right side of the screen. Select an item you'd like to manage and press **A**.

Note: Copying the data to the same storage device is not allowed. You can only move the data.

Play Replay Data

While playing replay data, you can change the view to each player, but also to Chimaki, who can run freely about the field. Use **LB** and **RB** to change views at any time.



You can stop viewing replay data at anytime from the pause menu by pressing **ESC**.

Note: If the game versions of the data vary between when the data is saved and when the data is played, the data can't be played properly.

OPTIONS

You can test sounds and set camera settings, help-related features, sound settings, and language settings here.



When the language for your Xbox 360 is set to English, English is the default setting for both text and sound, but you can also select Japanese text and sound from the Options.

ONLINE MODE

It's a network battle mode using Xbox LIVE. It's the main mode for this game. You can compete against players from all over the world in battles where many kinds of regulations apply.

STEPS TO ENJOY ONLINE BATTLES:



Pause Menu

In the Pause menu, you can adjust game settings and learn several tips.



PAUSE Menu	
Resume Game	Close the menu to resume the game.
Conditions	Display conditions required to clear each mission.
Config	Adjust camera settings or turn each help feature ON or OFF.
Operations	Display tips for controls.
Rules	Display tips for game rules.
Techniques	Display tips for techniques.
Lore	Display tips for game's background.
Retry	Restart a mission .
Resign	Give up to end the game. (Available for online battles only)
Return to Title Menu	End the game to return to the Title screen.

NETWORK MENU

Ranked Match

Player Match

Leaderboard

Ranked Match

Battle results will be recorded to the leaderboard (pg. 42).

Player Match

Battle results won't be recorded (pg. 43).

Leaderboard

Players' battle ranks are displayed here (pg. 44).

RANKED MATCH

Ranked Match is a battle mode where battle records are registered for ranking. Any player in the world can participate in battles. You can compete against up to four players who are connected to Xbox LIVE. Your techniques and skills will be put to the test in Singles Match and Team Match. Battle records are automatically saved, and reflected in the ranking as well.

Ranked Match

1. Battle immediately (→Quick Match)
2. Select conditions for battle (→Custom Match)

Quick Match

Search for opponents without adjusting battle conditions.

Custom Match

Search for opponents that match the rules and conditions that you set.

Steps in Ranked Match



PLAYER MATCH

Player Match is a battle mode where battle records aren't registered to the leaderboard. Like Ranked match, any players in the world can participate in battles. You can also set rules and conditions for battle, as well as save spots in the room for friends.

Player Match

1. Battle immediately (→Quick Match)
2. Select conditions for battle (→Custom Match)
3. Create a new room for battle (→Create Match)

Quick Match

Search for an existing room and automatically enter it.

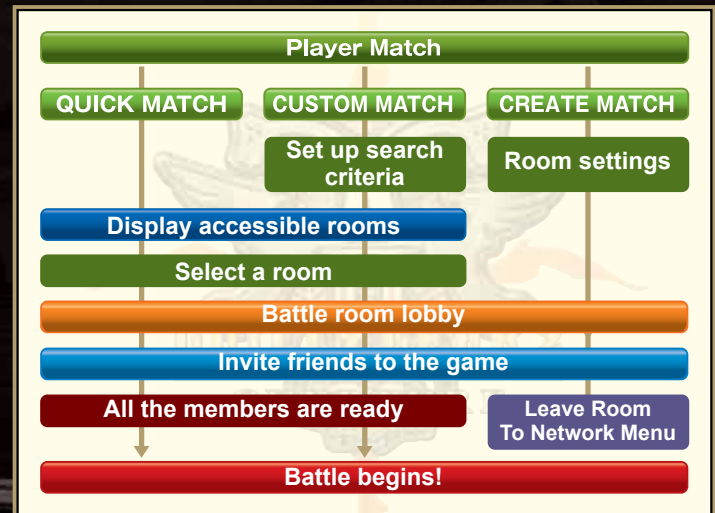
Custom Match

Search for a room that matches the rules and conditions that you set. After confirming the conditions, you'll manually enter the room.

Create Match

Set rules and conditions to create a new battle room.

Steps in Player Match



LEADERBOARD

You can check your online rank in the "Leaderboard."

Total	Displays the current total rank.
Month	Displays the recent month's rank.
Week	Displays the recent week's rank.
TrueSkill™ Rank	Displays the TrueSkill™ rank.

While each leaderboard is displayed, you can press **X** to swiftly search for your rank. If you press **V**, you can display the ranks of your friends.

Leaderboard



- Camera Icon** This icon is displayed for players who uploaded replay data.
- No** Displays rank.
- Gamertag** Displays a player's gamertag.
- Played** Displays the total number of times you actually played in a ranked match.

What is TrueSkill™?

A ranking system that computes a player's rank relative to every other player who has played a specific game and game mode.

CREATE MATCH

In a player match, you can host a room and recruit participants. You can not use this function in the rank match.



- Room Name** You can set the room name. You can insert up to 15 single-bit letters.
- Match Type** You can set among Singles, Team, or Points. You can change the settings in the room as well.
- Private Slots** You can set the number of reserved spots for friends.
- Language** You can set the basic language used in a room.

When you are finished with the settings, set the cursor on "Create" and press **A** to create a match. Press **enter** to confirm your choice.

If the room is created correctly, you will automatically enter it.

ABOUT THE BATTLE ROOM

Ranked Match

In a Ranked Match room, the map, weather, and opponent's selected character are hidden. You can only change the following settings:



- Gamertag Display in Battle: Set if you want to display gamertags during a battle.
- Replay Data Approval: Set if you approve the uploading of the match's replay data. Place your cursor on the item, press **A**, and move the D-pad **←** or **→** to select either **<Yes>** or **<No>**.

You need all participants' approval to upload the replay data.

Player Match



In a Player Match room, you can change the following settings:

- Gamertag Display in Battle: Set if you want to display gamertags during a battle.
- Chat Mode in Battle: You can set it to search for players that have the voice chat turned on.
- Match Type: You can switch between Team and Points.
- Regulations: Regulation changes for map and weather can only be made by the creator of the room.

If there were any changes to the regulations, "Modified by Owner" will be displayed.

When enough players join, you must choose a character along with a team. When a player is ready, please press **START**. Each player needs to press **START** when they're ready. When the Room Owner presses **START** at the end, the game begins.

REGULATION SETTINGS

In Exhibitions and Online (Player match), you can set battle regulations (i.e. special rules). Press **Y** at the stage selection screen to change them.

The regulation settings in Exhibition Mode can only be set by Player 1 (or the room creator for online play).



Regulation Settings

Tribe Strength	Adjusts the damage dealt by your units.
Death Cost	Adjusts the amount of damage dealt to the masterghost when its master takes a critical down. When you set it to 0, the masterghost won't take any damage.
Initial Mana	Sets the starting mana for players when the match starts.
Leverage	Sets the compensation rate for the fixed income of mana.
Time	Sets the time for each round. The default is 5 minutes.
Rounds	Set the number of rounds for the match. The default is 5 rounds.
CPU Level	Sets the strength of the CPU.

Only the person who created the room can change the regulations; other participants can only view them. If regulations are changed, "Modified by Owner" will be displayed in yellow.

MASTER PROFILES

SOL BADGUY

PROFILE

Height: 182 cm Blood Type: Unknown Weight: 74 kg Birthplace: North America
 Birthdate: Unknown Eye Color: Red Brown Hobbies: Listening to Queen
 Likes: Queen's "Sheer Heart Attack" record
 Dislikes: exerting himself, trying his best Japanese voice talent: Jouji Nakata

PERSONALITY:

He's rough around the edges and hates to work hard. A man of few words, he only speaks when it's absolutely necessary. His personality reflects his fighting style: his attacks are unrefined, but are so powerful that he finishes his enemies with a single blow. He may appear to be cold, but he isn't a bad guy.

HISTORY:

A former scientist who was altered into a Gear by That Man, who acted as a trigger for the Crusades that occurred over 100 years ago. He left his past behind and is currently on a quest to search for That Man to settle his destiny. He now refers to himself as Sol Badguy and travels with Sin.

Signature Skills



Crimson Jacket

Increases defense for a limited time. Immediately after its use, knockback resistance is also added for a while.



Dragon Install

Increases the attack strength of Sol's weapon for a limited time by consuming special resources. The more resources it consumes, the more power he is given. There are three stages of consumption: 25, 50, and 100.



Hunchback Summons

Summons a mobile minion. If Hunchback isn't destroyed by the enemy, it explodes after its active time expires and damages multiple foes.

Signature Personal Moves and Special Moves

Gun Flame	Y
Brute Force Sweep	← or → +Y during lock-on
Volcanic Viper (mid-air also)	↓ +Y during lock-on
Break down	Y in mid-air
Bandit Revolver	↑ +Y during lock-on

Overdrive Attack

Tyrant Rave	X+A (during max tension)
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STYLE

He excels at close-ranged combat, combo attacks, and self-buffing skills. Among the masters, he is by far the strongest. In addition, he has a good lineup of elite servants, so it is very important for the master to be acting in the beginning phases of the game.

SIN



PROFILE

Height: 181 cm Blood Type: Unknown Weight: 73 kg Birthplace: Unknown

Birthdate: May 31st Eye Color: Emerald Green

Hobbies: Searching for novel adjectives; Overcoming his dislikes one at a time.

What's Important to Him: His raging appetite; He can't say the other one.

Dislikes: People who aren't willing to overcome their dislikes; Being treated like a child; The United Kingdom of Illyria.

Japanese voice talent: Issei Miyazaki





PERSONALITY:

He feels uncomfortable in orderly situations and is not too good at social dispositions. On the contrary, his personality that doesn't look back on what's done may seem insensitive, but his simple and innocent personality can be refreshing. He also has an optimistic and cocky side to him.

HISTORY:

Over the past couple of years, he has been traveling with Sol as a bounty hunter and has overcome many hardships. He trusts Sol and looks up to him as a father, a friend, and a teacher. He's currently enjoying his journey.

Signature Skills

	Phantom Barrel	Receives life from allied units nearby and releases that energy. The more allies there are, the more powerful this attack becomes.
	Exciter	Enhances Sin's attack moves, giving them more damage and the possibility of stunning the enemy.
	Patecatl Stain	Releases a projectile that simultaneously restores the life of any allies it passes through.
	Humming Sword Summons	Summons a mobile minion. Has the ability to knock out the enemy.

Signature Personal Moves and Special Moves

Beak Driver	Y (additional attack possible)
Big Beak Driver	Y ↑ +Y during lock-on
Voltic Eye	Y ← or → +Y during lock-on
Thrust like there's no tomorrow	Y in mid-air

Overdrive Attack

R.T.L	X+A (during max tension)
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STYLE

This master excels in long reach and wide-range attacks. He also has excellent skills and a good balance of servant types, so he can easily adapt to any strategy in battle.

IZUNA



PROFILE

Height: 182 cm (204 if you measure his ears) Blood Type: Unknown Weight: 68 kg
 Birthplace: Unknown Birthdate: August 3 Eye Color: If you take a picture, there's a high chance that it'll look red. Normally black.
 Hobbies: Traveling around and eating fried tofu, comparing the tastes from each region; Traditional Japanese folk songs
 What's Important to Him: The sense of "It'll work itself out"; Friends; Affection
 Dislikes: Thoughts that lack in charm; People who don't take care of their things; Reference.
 Japanese voice talent: Issei Miyazaki





PERSONALITY:

Despite having a keen sense of observation, he seems aloof on the surface, so you can't read him. He holds true to his motto "Go with the flow", and he finds it important to spend time and share happiness with friends rather than by oneself. But don't get him wrong; he is by no means an easy-going person.

HISTORY:

He claims to be a non-human that resided in the Backyard. No one knows where he was born, but his tender manner and Japanese sword do not fit him together; it shows that he has a long past behind him. Maybe because he was born in a world of information, but his manner of speech seems to be mesh of various backgrounds, creating a hybrid dialect.

Signature Skills

	Dharma Summons	Summons a magic minion. Can slow down and paralyze opponents.
	Deutzia	Temporarily turns you invisible, making it harder for foes to spot you. Press <X> while it's in use to invoke a personal move "Buttercup" that knocks opponents out.
	Celestial Chrysanthemum	Disperses a projectile that enhances allies. Any allies that touch it will have their offensive and defensive powers increased.
	Plastic Pomegranate	Dispels negative effects on nearby allied units. Can also dispel enemy traps and minions.

Signature Personal Moves and Special Moves

Holy mustard	Y
Steel Wasabi	L ↑ + Y during lock-on
Dashing Camellia	L ← or → + Y during lock-on
Spiraea Thunbergii	L ↓ + Y during lock-on
Iron Wire Seal	Y in mid-air
Nanba Step	L (any direction) + A during another step

Overdrive Attack

Laurel Edge	X+A (during max tension)
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STYLE

With quick-starting attacks and his double-step, Izuna uses his agility to quickly get in and get out while attacking. His servants are slightly lacking in strength overall, but are well-balanced, so if you are able to use Izuna's skills well, you can strike the enemy where it hurts.

DR. PARADIGM



PROFILE

Height: 115 cm (142 cm with his wings spread) Blood Type: Unknown Weight: 32 kg
 Birthplace: North America Birthdate: Unknown Eye Color: Red
 Hobbies: Studying ways to make an organization correlation diagram beautiful; Converting all phenomena into provisional information units and figuring out his brain's processing speed and memory capacity.
 What's Important to Him: Getting a concrete view on any kind of philosophy; Gentleman attire.
 Dislikes: People who don't plan things; People who glare; Mosquitoes.
 Japanese voice talent: Masayuki Mikimoto





PERSONALITY:

Although he's a Gear, he's very studious and flexibly absorbs all kinds of information. He's extremely rational and understands the world's logic in his own way. Conversely, he has a very stubborn personality once set in his ways, especially when it comes to humans. Although he is not hostile towards them, he thinks lowly of humanity and frankly doesn't care if they go extinct.

HISTORY:

As a Gear himself, he took leadership of independent-type Gears, who had nowhere to go after the Crusades. He has a deep knowledge of the Backyard. Further, he plays an important role since he can operate the searching program. He is very prideful and is not very good at interacting with others, but for some reason, he gets along with Izuna. He needs water to live comfortably.

Signature Skills

	Gate Gunner Summons	Summon a ranged minion. It can enhance one ally's offensive ability.
	Aegis Field	Releases an aura that enhances the defense of servants. Allies in the barrier will avoid enemy projectiles.
	Thirteen Strategic Strategem	Temporarily increases movement speed for all allies on the battlefield.
	Get Out of Here	Throws an enemy away, even if it's on the floor. Not possible with large units.

Signature Personal Moves and Special Moves

Strategic Arrangement	Y in mid-air
Assistant Bonnie, Please	L (any direction)+ Y to set bomb L (any direction)+ Y to detonate bomb
Thirty-six Stratagem	L (any direction)+ Y (at the same time) in mid-air

Overdrive Attack

Kokopelli Summons	X+A (during max tension)
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STYLE

The combat ability of the master itself is weak, but he is blessed with a strong long-distance attack, support skills, and powerful minions. Since he has excellent servants, he excels in battles in wide areas by attacking in waves.

*You cannot use aerial dash with Dr. Paradigm.



PROFILE

Height: 165 cm Blood Type: O Weight: 45 kg Birthplace: Unknown
 Birthdate: Unknown Eye Color: Red-brown
 Things that Are Important: None
 Hobbies: None
 Things in Her Sight: Things that need to be eliminated; Things that need to be collected.
 Dislikes: None
 Japanese voice talent: Chie Sawaguchi




PERSONALITY:

She corresponds to matters in a mechanical way, showing no sign of emotion or desire. Since there are no intonations in her behavior or in her speech, she is intimidating because it seems like a doll talking.





HISTORY:

There is absolutely no information about her past. She is looking for "something" called the "key," and along with her servants, she appears in front of Sol and Sin many times. She has a comrade named Lucifer with her.


Signature Skills

	Brownie Summons	Summons an armored minion. It will move as a shield to protect its master.
	Zest	Performs an area attack that knocks enemies down within a certain radius around you.
	Bye-bye	Instantaneously returns you to your masterghost.

Signature Personal Moves and Special Moves




Cassius	
Judas	
Brutus	
Untie the chains of Chilon	

Overdrive Attack

Calvados	 X+A (during max tension)
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STYLE

Having various projectiles at close combat, this master excels in hit-and-run tactics. Although her servant types may be disproportional, they are powerful on infiltration tactics since you can summon many low-class servants at low costs.

Valentine's aerial dash direction can be selected by choosing a direction with .
 You can also do a two-step jump by pressing  if you don't hold a direction on .

KY KISKE



PROFILE

Height: 178 cm Blood Type: AB Weight: 58 kg Birthplace: France
 Birthdate: November 20 Eye Color: Blue-green
 Hobbies: Collecting tea cups
 Things that Are Important: A smile on everybody's face
 Dislikes: Sol
 Japanese voice talent: Takeshi Kusao

PERSONALITY:

He is honest about everything, including his work, people, and his morals. His personality is nothing but serious. He loves the ideals of justice and is dedicated to protecting the weak. However, he is easily disgusted by those who disturb the peace. Although he lost some of his zeal when he took the crown, he gained a new perspective over things in its place.

HISTORY:

He was gifted even as a child. He was chosen to lead the army to protect the people from Gears and fought many wars along with Sol. However, they became rivals, since they could not cooperate with each other. He is currently the King of Illyria.
















Each master has servants, capture units, and minions that are unique to their kind. The combination of servants, capture units, and minions is called a tribe.

Here, we will introduce servants for each master and will describe the characteristics of each tribe. Get to know these characteristics and use this information to choose your characters.

You can check details on the servants during the game by pausing the game and going to the "Rules" section.

















SOL'S TRIBE

Although the abilities of his servants are inferior to the others and they don't have an initial mobile unit, Sol's fighting skills are great enough to easily cover their disadvantages. There is an inherent resource for Sol's tribe, and by acquiring it, Sol will get even stronger.

	The Drill		Melee
	Blade		Armor
	Pencil Guy		Range
	Fire Wheel		Elite Melee
	Engulfer		Elite Mobile
	Gigant		Elite Armor
	Blockhead		Elite Magic
	Queen		Elite Magic

















SIN'S TRIBE

Sin's tribe is very balanced in soldier types, coupled with excellent servants. Sin himself has high combat abilities, so when he battles along with his servants, he has many tactical options in combat.

	Swordsman		Melee
	Gauntlet Body		Armor
	Springbock		Mobile
	Wise Man		Magic
	Twin Trigger		Range
	Convict Hammer		Elite Armor
	Quadro Bailiff		Elite Range
	Heaven's Libra		Elite Magic















IZUNA'S TRIBE

Both master and servants lack decisive power, but the balance of soldiers is great. Izuna himself has enough combat power, so his tribe can develop various strategies. He can also do tricky attacks.

	Kappa		Melee
	Nekomata		Mobile
	Namahage		Armor
	Ittanmomen		Range
	Tengu		Elite Melee
	Daidarabotchi		Elite Armor
	Oyuki		Elite Magic
	Kirin		Elite Range















PARADIGM'S TRIBE

You can summon mobile soldiers from the start, and the servants themselves are very powerful. Paradigm himself is not fit for close combat, so your tactics should be focused on how to utilize your servants effectively.

	Geroppa		Melee
	Roller		Armor
	Bower		Mobile
	Leonard		Elite Melee
	Spirit Seeker		Elite Magic
	Bonebiter		Elite Armor
	Dual Horn		Elite Magic

VALENTINE'S TRIBE

Although Valentine's tribe is imbalanced in soldier types, the servants' individual abilities are excellent. The order in which her servants are contracted is important to her victory.

	Candy		Melee
	Gateau Skin		Range
	Professor Blancmange		Magic
	Charlotte		Elite Armor
	Mille-feuille		Elite Mobile
	Éclair		Elite Range
	Miss Tiramisu		Elite Magic

TIPS

In this section, we will introduce a few pointers for this game.

Defeat Capture Units!

You can gain some tension when you defeat capture units.

You can also defeat capture units by charging into them with a blast drive.

Neutralize Ghosts

Even if your ghosts get controlled by the enemy, you can neutralize them with one attack. If you neutralize them right before a round ends, you can make your enemy lose ground on a large scale when the next round starts.

Cancel Actions

The technique that lets you skip the end of an attack or guard motion and instantly go into another is called a "Cancel".



Guard Cancel



<During Guard> attack; jump; step back, left, or right

You cannot guard cancel when you step forward.



Step Cancel

You can skip the end of an attack motion and instantaneously step.



<During a lock-on attack>  left or right + 

The direction where you can step varies, depending on the move.



Jump Cancel

You can skip the end of an attack motion and instantaneously jump.

<During lock-on>  neutral + 



Aerial Dash Cancel

You can skip the end of an aerial attack motion and instantaneously do an aerial dash. <During lock-on> 