Welcome

Thank you for purchasing Saint Seiya: Soldiers' Soul from Bandai Namco Entertainment for PC. Make sure to read this manual before playing to make the most of your gaming experience.

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BEFORE STARTING

DATA INSTALL

This game needs to be installed on the hard disk drive of your PC before playing. The game won't be playable until this data is installed. Installation requires at least 10* GB of free Hard Disk space.

SAVE DATA

This game features an auto-save function that creates a save file for you at the start of the game, then automatically saves your progress at the end of battles and at other important points.

MAIN MENU

Press the START Button at the title screen to bring up the Main Menu, where you select which mode you want to play. Use D-Pad or Left Stick (Xbox 360 controller) to pick a mode, then press Ⓐ Button to confirm.

LEGEND OF COSMO

Play through the events of the original Saint Seiya story.

BATTLE OF GOLD

Try your hand at a special story where you light the torches obtained in-game to summon Gold Saints wearing God Cloths.

BATTLE

Enjoy single or multiplayer battles using a variety of rulesets.

ONLINE BATTLE

Go online and battle against players from around the globe.

ASSIST PHRASE

Purchase and equip Assist Phrases to customize and power-up your characters.

OPTIONS

Adjust the game's assorted settings.

COLLECTION

Use the Cosmo Points you earn in-game to purchase costumes and stages for use in battle, view characters and events, and check your player data.

CONTROL SETTINGS

OPERATION

CONTROL SETTINGS

The controls described in this manual all follows Pattern A controls, which is the default control setting. Select "Control settings" in the Options menu to change them.

This section will explain 2 types of controls:
- Xbox 360 Controller
- Keyboard Controls (Default Keys)

LT   RT
LB   RB

Ⓨ Button
Ⓧ Button
Ⓑ Button
Ⓐ Button

Left Stick/
Left Stick
Button

◄ BACK Button

Directional Pad   Xbox Guide   Right Stick/ Right Stick Button   ► START Button

Note: The Xbox 360 Wireless Controller for Windows requires an adapter/receiver to use the wireless controller.

BASIC MENU CONTROLS

X360 Button(s)	Keyboard Key(s)	Actions
Left Stick / D-Pad	W,S,A,D	Move / Move Cursor / Navigate through modes / Next/Previous Page
Ⓧ Button	X	Purchase / Confirm invitation / Re-search
Ⓨ Button	Y	Confirm Cart / Change Pose
Ⓐ Button	Enter	Confirm / Select/Deselect
Ⓑ Button	ESC	Back / Cancel
LB / RB Button	Directional arrows Keys	Navigate through menus
LT / RT Button	Insert & Page up Keys	Navigate through menus / Shrink/Enlarge

BATTLE CONTROLS

X360 Button(s)	Keyboard Key(s)	Actions
Left Stick	W,S,A,D	Move Character
Ⓧ Button	J	Regular attack
Ⓨ Button	K	Strong attack
Ⓑ Button	L	Photon
Ⓐ Button	space	Jump (*Press at the timing you hit the ground to Break-fall)
Press Ⓧ Button multiple times	Press X Key multiple times	Weak combo
Press Ⓨ Button multiple times	Press Y Key multiple times	Strong Combo
Hold LB Button	Hold Z	Guard
Hold LT Button	Hold Q	Cosmo Charge
RB Button	C	Lightspeed move (*When opponent's attack is about to hit you.)
RT Button	X	Seventh Sense Awakening (*When Seventh Sense Gauge is full)
START Button	Left Shift	Pause Menu

SPECIAL BATTLE CONTROLS

LB + Ⓐ Button	Z + Space	Step (*Use with Left Stick to step in any direction)
LB + Ⓧ Button or Ⓨ Button	Z + K or J	Throw (*Same command to escape from opponent's throw)
LT + Ⓧ Button	Q + J	Burst regular attack
LT + Ⓨ Button	Q + K	Burst strong attack
LT + Ⓐ Button	Q + Space	Burst dash
RT + Ⓧ Button	E + J	Special move 1
RT + Ⓨ Button	E + K	Special move 2
RT + Ⓑ Button	E + L	Big Bang Attack (BBA) (*Only when Seventh Sense Gauge is full or during Awakening)

* Special moves 1 and 2, Photon, Lightspeed move, Burst regular/strong attacks and Burst dashes all consume your Cosmo gauge.

BATTLE RULES

BATTLE RULES

1 HP Gauge	Shows the characters' remaining HP.
2 Timer	The amount of time left in the round. When this hits zero, the battle is over and the character with the most HP left wins.
3 Round counter	Icons showing the number of rounds won so far.
4 Combo counter	The number of hits in the current combo (if one is active).
5 Seventh Sense Gauge	A gauge that fills up as you perform assorted moves or perform a Cosmo charge. When it hits max, you'll be able to perform a Seventh Sense Awakening.
6 Cosmo Gauge	A gauge consumed by burst dashes, burst regular/strong attacks, and so on. Charge it up by striking with your attacks, taking damage, or performing a Cosmo charge.

▶▶ BASIC RULES ◀◀

The player who cuts their foe's HP down to zero first wins the round. Whichever side wins two rounds first is the winner of the battle (in the default settings). Go to "Battle Settings" in the Options menu to change the number of rounds required for victory.

▶▶ DRAWS ◀◀

If you and your opponent's HP reach zero at the same time or if you both have the same amount of HP when time expires, the round is declared a draw.
If you and your opponent draw the final round in "Galaxy War", player 1 will be declared the winner. (For all other battles, both players will be declared loser.)

BATTLE RULES

PAUSE MENU

Press the START Button (Xbox 360 controller) / Left Shift (Keyboard) during battle to display the Pause Menu. The choices you're given depend on your current game mode.

Continue playing	Leave the Pause Menu and return to battle.
Command list	View a command list for your character.
Combo list	View a list of unique combos for your character.
Retry *1/3/6	Restart the battle from the beginning.
Return to Episode Select *1	End the episode and return to the Episode Select screen.
Return to character selection *2/3/6	Return to the Character Select screen.
Return to battle mode start *3/4/5/6/7	Return to the Battle top screen.
Return to start of survival mode *4	Return to the Survival top screen.
Return to tournament selection *5	Return to the Tournament Select screen.
Return to Galaxy War mode start *5	Return to the Galaxy War top screen.
Training Settings *6	Open the Training Settings menu.
Return to the Tutorial Menu *7	Return to the Tutorial menu.
Return to main menu *7	Return to the Main Menu.
Mute settings *8	Adjust the mute settings (while spectating).
Leave *8	Leave the session (while spectating).

*1: Legend of Cosmo
*2: Battle of Gold
*3: Battle (VS)
*4: Battle (Survival)

*5: Battle (Galaxy War)
*6: Battle (Training)
*7: Battle (Tutorial)
*8: Online battle

RESULTS

When battle ends, the game will show the Battle Result screen. You'll be ranked based on your remaining HP, time and rank bonus for each round and receive a Cosmo Point bonus at the end.

≫ VIEWING THE BATTLE RESULT SCREEN ≪

❶ Time Points	Cosmo Points earned for the time left after each round.
❷ HP Points	Cosmo Points earned for the HP left after each round.
❸ Rank bonus	Bonus earned depending on rank.
❹ Acquired Points	Total Cosmo Points earned in the battle.
❺ Total Cosmo Points	Your current total Cosmo Point tally.
❻ Rank	A rating of your battle results.

* For online ranked matches, you'll see another results screen after this one showing the points you earned for playing online. This screen shows the Player Rank Points (PRP) or Custom Rank Points (CRP) earned for a Player Rank or Custom Rank battle, respectively. You'll be rewarded Cosmo Points depending how you did in battle and how evenly matched you were with your opponent.

ACTION

>> MOVE <<

Move your character using the Left Stick (Xbox 360 controller) or W, S, A, D (Keyboard).

>> STEP <<

With Xbox 360 controller:
Take a quick step towards your opponent. Press the Ⓧ Button while using the Left Stick in any direction to step in that direction instead.

With Keyboard:
Take a quick step towards your opponent. Press the X Key while using W, S, A, D in any direction to step in that direction instead.

>> JUMP <<

Press the Ⓐ Button (Xbox 360 controller) or the Space Key (Keyboard) while tilting the Left Stick (Xbox 360 controller) or W, A, S, D (Keyboard) in any direction to jump in that direction. You can unleash regular or strong attacks while jumping, making your character perform different moves than on the ground.

>> BREAK-FALL <<

If thrown into the air, press the Ⓐ Button (Xbox 360 controller) or the Enter Key (Keyboard) just before hitting the ground to break your fall and rise to your feet quickly.
This move may not let you recover from all attacks.

>> GUARD <<

Press ⓁⒷ Button (Xbox 360 controller) or Z Key (Keyboard) to block enemy attacks.

GUARD BREAKS

When you're hit with an attack while guarding, the guard effect goes from blue to red. If you're attacked again when it's red, that triggers a Guard Break, canceling your guard and making you vulnerable to attacks for a period of time.

ACTION CONTROLS

≫ MOVE ≪

Press RB Button (Xbox 360 controller) or C Key (Keyboard) right after your opponent lands an attack. You'll use some of your Cosmo Gauge to dodge further attacks. If your gauge is empty, this move won't be available. Multiple uses will consume more of your Cosmo Gauge.

≫ BURST DASH ≪

Press LT + A Button (Xbox 360 controller) or Q + Space (Keyboard). Consume some of your Cosmo Gauge to move at high speed towards your opponent. While executing hold the Left Stick (Xbox 360 controller) or use W, A, S, D (Keyboard) in any direction to move in that direction instead, at high speed away from your foe.

BATTLE ACTIONS

≫ REGULAR ATTACK ≪

Press the X Button (Xbox 360 controller) or J Key (Keyboard). Launch a relatively weak, but quicker attack.

≫ STRONG ATTACK ≪

Press the Y Button (Xbox 360 controller) or K Key (Keyboard). Launch a more powerful attack that also leaves you more open.

COMBO ATTACKS

With Xbox 360 controller:
Press the A Button and Y Button rapidly in succession to launch a combo attack.

With Keyboard:
Press the A Key and Y Key rapidly in succession to launch a combo attack.

Each character has a different set of combos which you can check via the "combo list" option in the Pause Menu.

≫ THROW ≪

Press LB + X Button or Y Button (Xbox 360 controller) or Z + K Keys or J Key (Keyboard) when the character is near the opponent to execute a throwing move. You can throw your foes while they're guarding as well. If your opponent tries to throw you, execute a throw yourself to block and escape out of the throw.

PHOTON

Press the **B** Button (Xbox 360 controller) or L Key (Keyboard). Consume some of your Cosmo Gauge to launch a photon. Being relatively weak, these don't use much of the Cosmo.

SPECIAL MOVE 1 OR 2

With Xbox 360 controller:
Press **RT** + **X** Button or **Y** Button. Consume some of your Cosmo Gauge to launch a special move. These moves vary depending on character. View the list during battle by pressing **RT** to see which one is available.

With Keyboard:
Press E Key + J Key or K Key. Consume some of your Cosmo Gauge to launch a special move. These moves vary depending on character. View the list during battle by pressing E Key to see which one is available.

BURST ATTACK

With Xbox 360 controller:
Press **LT** + **X** Button or **Y** Button. Consume some of your Cosmo Gauge to launch a burst attack. Use **LT** + **X** Button for a burst regular attack, and **LT** + **Y** Button for a burst strong attack. While attacking, your character won't flinch if hit by an enemy strike.

With Keyboard:
Press Q Key + J Key or K Key. Consume some of your Cosmo Gauge to launch a burst attack. Use Q Key + J Key for a burst regular attack, and Q Key + K Key for a burst strong attack. While attacking, your character won't flinch if hit by an enemy strike.

SEVENTH SENSE AWAKENING

Press Right Stick Button (Xbox 360 controller) or X Key (Keyboard) when your Seventh Sense gauge is at max to awaken your Seventh Sense for a period of time. This boosts your attack strength, cuts the amount of damage taken, and makes it easier to break your enemy's guard.

BIG BANG ATTACK

Press **RT** + **B** Button (Xbox 360 controller) or E Key + L Key (Keyboard). A super-powerful move available if your Seventh Sense is awakened (or the Seventh Sense gauge is at its max). This move is different for each character, view the list during battle by pressing **RT** Button (Xbox 360 controller) or E Key (Keyboard) to see which one is available.

SELECTING MOVES

Some characters have multiple Big Bang Attacks to choose from. For these characters, select them in the character select screen, then use **LB** / **RB** Button to select the attack you want.

LEGEND OF COSMO

LEGEND OF COSMO

This mode lets you play through the story of Saint Seiya. Once you finish an episode, the next episode will become available for play.

CHAPTER SELECT

Use the Left Stick or D-Pad (Xbox 360 controller) to select the "Chapter" of the story you want to play. Press Ⓐ Button to confirm. You can also press Ⓨ Button here to visit the Battle Tutorial.

EVENT SCENES

All in-game events proceed automatically. Press the START Button to skip events.

EPISODE SELECT

❶ Episode icon	Your opponent in this battle episode. Episodes you can't select yet will show "?" instead.
❷ Stage	The stage this episode is set in.
❸ Enemy	Name of your battle opponent.
❹ Player	The character you can use. If multiple characters are available, you can choose one to play as.
❺ Progress	Your progress so far through the chapter.

CHALLENGES

Each episode has a set of challenges you can fulfill by doing certain things in battle. Completing these challenges and winning the battle will earn you new titles and Assist Phrases. Press LB / RB Button to switch to the challenges tab.

LEGEND OF COSMO

≫ GAME MAP ≪

Press **Y** Button on the Episode Select screen to view a map of the chapter's game world.

ADDING CHARACTERS

Finishing certain episodes will add more characters to your stable of selectable fighters.
These characters will then be unlocked for use in Battle and other modes.

≫ BATTLE SCREEN ≪

Press **A** Button on X360 controller to confirm the episode for battle, a small event is played. You'll then see a screen showing the competitors, any balancing effects and challenge conditions. Press **A** Button again to begin battle.

≫ AFTER BATTLE ≪

The battles in this mode are one-round matches.

IF YOU WIN

You'll see the Battle Result screen. Press **A** Button to confirm, and you'll proceed to either the next battle or the Episode Select screen, where you'll be able to select a new episode.

IF YOU LOSE

Losing the battle will bring you to the Continue screen.
Press **A** Button repeatedly to fill the continue bar at the bottom of the screen to max before the timer expires to try the battle again. If you don't fill up the bar, the game is over. However, user is also able to retry the battle from the game over screen by selecting 'Yes' on the confirmation message, if user selects 'No' user will proceed to the Battle Result screen and then to the Episode Select screen.

BATTLE OF GOLD

This mode lets you play through a special story featuring Gold Saints wearing God Cloths. You'll need to fight a series of three battles against competitors with connections to these Saints in order to complete each area and advance onward.

>> TORCHES <<

In Battle of Gold, you can wage battles only in places where torches have been lit. Torches can be purchased at the Collection Shop.

>> BATTLE SELECT <<

Initially you can try a battle at anyplace on the inner most circle where a torch has been lit. Once you win a battle on the inner circle of the area, you'll be able to move on to the immediate outer circle (middle circle) battle of the same series, this way you can reach to the outer most circle battle for the same series.

① Completed battle	A battle you've already won. Battles won with an S-rank will have a blue flame; A-rank battles will have a red flame.
② Battle name	The name of the currently-selected place.
③ Torch area	An area where you can light a torch.
④ Torches carried	The number of torches in your possession.

LIGHTING TORCHES

Select a place where a torch hasn't been lit and press Ⓐ Button to light a torch. When you win the ensuing battle, you'll be able to light another torch in a spot just outside the original location in the same series.

BATTLE OF GOLD

≫ PREPARING FOR BATTLE ≪

Use the Left Stick or D-Pad (Xbox 360 controller) to select an area to light a torch. Once the torch is lit, press Ⓐ Button and you'll be taken to the battle preparation screen. Select "Start Battle" to begin a battle or "Equip Assist Phrases" to set up your Assist Phrases, then press Ⓐ Button to confirm.

≫ EQUIP ASSIST PHRASES ≪

You can equip Assist Phrases before going into battle.
For more info, look up the "Equipping Assist Phrases" in the "Assist Phrases" section.

≫ PRE-BATTLE LOADING SCREEN ≪

Press Ⓐ Button to confirm on the "Start Battle" option and after the cutscene proceed to see a loading screen depicting the battle characters.

≫ END OF BATTLE ≪

Each battle consists of only one round.

IF YOU WIN

You'll see the Battle Result screen. Press Ⓐ Button to go to the Battle Select screen (also referred as character selection screen), where you'll be able to select the next battle.

IF YOU LOSE

You'll move on to the "LOSE…" screen. When you press Ⓐ Button on this screen you will get an option to "Battle again" or "Return to character selection" screen.

EXTRA ROUND

If you perform well in battle and achieve S-rank, the torch depicting that battle in the Battle Select screen will burn blue. If you earn blue torches for three battles located next to each other in the same series, you'll be able to try the "EXTRA ROUND".

BATTLE

This mode lets you fight battles under a variety of types. Use the D-Pad (Xbox 360 controller) or Left Stick to choose the battle type you want to play, then press Ⓐ Button to confirm.

VS. BATTLE

Fight with whomever you want on the same system under a variety of rulesets.

SURVIVAL

See how many fights you can survive without refilling your HP bar i.e. with the HP level remaining in the current battle carried over to the next battle.

GALAXY WAR

A tournament-battle mode for one to eight players.

TRAINING

Practice your moves while adjusting different game settings.

TUTORIAL

Learn about basic battle controls.

VS. BATTLE

≫ SELECTING A MATCH TYPE ≪

First, select a match type. If you select "1P Vs. 2P", make sure you have a controller for 2P and in addition to the keyboard for 1P. Alternatively, 1P and 2P can play with 2 controllers. "COM Vs. COM" lets you watch the computer play itself.

≫ BATTLE RULE SELECT ≪

Select the rules of battle here. Use the D-Pad (Xbox 360 controller) or Left Stick to select the ruleset you want, then press Ⓐ Button to move on to the Character Select screen.

Normal	Play the battle with standard battle rules.
First to 3	Down your opponent three times to win the round. Fighters only take damage when downed.
First Strike	Whichever fighter lands an attack first wins the round.
Seventh Sense	The battle begins with both fighters in Seventh Sense mode, which continues the length of the fight.
No Guarding	The guarding moves are not allowed during the battle. Both the players are always open to opponent's attacks.
Hidden HP Gauge	The HP gauge displayed for both players on the screen is hidden.
Down Penalty	If you're downed in this ruleset, your Cosmo Gauge is reset to zero.
Assist Phrases	Select Assist Phrases and fight with a fully-customized character.

⟫ CHARACTER SELECT ⟪

Select the characters to use in battle. Press LB / RB Button to change costumes, or LT / RT Button to change Big Bang Attacks (cannot be changed with some characters). Press Ⓐ Button to confirm and proceed.

⟫ BATTLE SETTINGS ⟪

Press Ⓧ Button in the Character Select screen to move on to the Battle Settings screen.

Time limit	Set the time limit for each round to 60, 90, or ∞ (infinite).
No. of rounds	Set the number of rounds in the battle to 1, 3 or 5.
Difficulty	Set the computer player's strength to Easy, Normal or Hard.
Special Moves/BBA Guide	Turn the special move/Big Bang Attack Buttons guide display to ON or OFF.
1P's HP	Set the initial value of player one's HP as a percentage.
2P's HP	Set the initial value of player two's HP as a percentage.
COM's HP	Set the initial value of the computer's HP as a percentage.

Select "Restore defaults" to return all settings to their default values.

⟫ STAGE SELECT ⟪

Select the stage for the battle and pres Ⓐ Button to confirm and proceed to the fight.

* You can purchase additional stages at the Collection Shop.

PRE-BATTLE LOADING SCREEN

The pre-battle screen shows each fighter's current record. Wins are shown on the left, and losses are on the right.

IF YOU WIN

You'll see the Battle Result screen. Press Ⓐ Button and you'll be taken to the screen with three options. Select "Battle again" to repeat the same battle, or select the other options to return to the Character Select or Battle mode start screen.

IF YOU LOSE

You'll be taken to the "LOSE…" screen. Press Ⓐ Button and you'll be asked if you want to play the battle again, with other options same as if you win the battle. Select an option and press Ⓐ Button to confirm.

SURVIVAL

▶▶ CLASS SELECT ◀◀

Select the class (difficulty) of the battle.
Classes marked with "?????" are unlocked
and become selectable once you finish
the lower difficulty class challenges.

▶▶ CHARACTER SELECT ◀◀

Select the character to fight as. Press
LB / RB Button to change costumes,
or LT / RT Button to change Big Bang Attacks
(cannot be changed with some characters).
Press Ⓐ Button to confirm and proceed.

▶▶ SURVIVAL SELECT ◀◀

Once you press Ⓐ Button to confirm, you'll see
a list of opponents you can select on the left side
and the challenges associated with each
character on the right side. Press Ⓐ Button
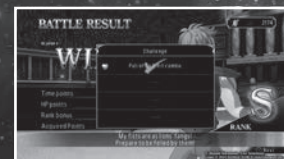to start the battle.

▶▶ END OF BATTLE ◀◀

Each battle lasts only one round.

IF YOU WIN

You'll see the Battle Result screen and status of
the current challenges after the battle. If you beat
a challenge, you'll see a √ mark over it. Press
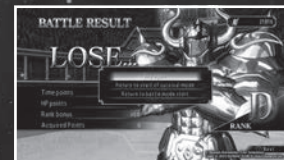Ⓐ Button to tally up your points and proceed
further.
You will get a confirmation message,
Select "Yes" and press Ⓐ Button to move
on to the next battle.
Select "No" and you'll move for the point-tally
on the Survival Result screen and then the Class
Select screen.

IF YOU LOSE

You'll be taken to the "LOSE…" screen. Press Ⓐ
Button and you'll be asked if you want to try the
same survival battle again. Select "Try again"
to give it another try, or select other options
to return to the Survival mode or Battle mode
start screen.

GALAXY WAR

SELECTING NUMBER OF PLAYERS

This mode can be played with one to eight players like a tournament style event. You'll need at least one controller if playing with two or more people. If you have less than eight participants, the rest of the lineup will be controlled by the computer.

CUP SELECT

Select a cup (difficulty) for the tournament. Cups marked with "?????" are unlocked and become selectable once you complete the lower difficulty cups.

TOURNAMENT SELECT

Select a tournament to play. If you win a lower difficulty tournament in single player mode, you'll be able to select a new tournament with a little higher difficulty. The ruleset for the selected tournament is displayed on the right side.

CHARACTER SELECT

Select characters for players one through eight. Computer-controlled characters will be selected randomly.

TOURNAMENT BRACKET

Next, you'll see a tournament bracket. If playing with two or more people, press the START Button on the second Xbox 360 wired controller to join the second controller.

In the bracket screen, press **Y** Button to shuffle competitors or **X** Button to manually rearrange them. To rearrange, select the fighter you want to move, press **A** Button, select the fighter to swap places with, and again press **A** Button.

Battles are played with best two out of three criteria, using the rules already set for the tournament. The computer will automatically process battles which are without human players involved.

IF YOU WIN

You'll see the Battle Result screen. Press **A** Button to tally up your points, then press it again to move on to the next battle. If the tournament if over, you'll see a overall Tournament Results screen.

IF YOU LOSE

You'll be taken to the "LOSE…" screen. Press **A** Button to display the overall Tournament Results screen.

TRAINING

≫ CHARACTER SELECT ≪

Select the character to control in training,
as well as your battle opponent.
Press ✕ Button here to adjust training settings.

≫ TRAINING SETTINGS ≪

COSMO GAUGE

Adjust how your Cosmo Gauge works in training. "Normal" will make the gauge go up as it would normally. "Always max." will keep it filled to maximum.

SEVENTH SENSE GAUGE (SS GAUGE)

Adjust how your Seventh Sense Gauge works in training. "Normal" will make the gauge go up as it would normally. "Always max." will keep it filled to maximum.

COM SETTINGS

Difficulty	Set the computer opponent's strength to Easy, Normal or Hard.
Type	Set the computer opponent's behavior to COM (normal fighting behavior), Standing or Jumping.
Guard	Select the computer opponent's guarding action between "None" or "Guard". This will be ignored if you set the computer opponent's type to "COM" above.
Cosmo Gauge	Adjust the computer opponent's Cosmo Gauge.
SS Gauge	Adjust the computer opponent's Seventh Sense Gauge.
Restore defaults	Reset all settings to their default values.

After selecting the characters you will proceed to the Stage Selection, select the stage and the training battle will begin.
You can adjust the training settings during battle from the Pause Menu by pressing the START Button.

≫ END OF BATTLE ≪

Training battles have no real victors or time limits. To end the battle, press the START Button to open the Pause Menu, then select "Return to character selection" or "Return to battle mode start".

TUTORIAL

» SELECTION MENU «

This mode lets you replay the tutorials available from the Chapter Select screen in Legend of Cosmo mode.
Select a tutorial and press Ⓐ Button to begin.

» TUTORIALS «

Press Ⓐ Button to proceed through the tutorial selected. You'll see a set of instructions and move controls onscreen; complete the move successfully and a √ mark will be added to the start of the message text, indicating that you've completed that section of the tutorial. Complete all the sections and you'll go back to the Tutorial Menu to select a different tutorial.
Press Ⓑ Button in the Tutorial Menu to end the tutorial.

ONLINE BATTLE

GO ONLINE AND BATTLE AGAINST PLAYERS FROM AROUND THE GLOBE.

Player match	Ranking match	Ranking
Select between Player battle or Custom battle.	Select between Player rank battle or Custom rank battle.	Total Player Rank Points and Custom Rank Points earned in Ranking matches are shown in ranking format.

Session Menu

● **Create Session**
Select the number of players (2-4), number of matches (1-3), region of the players who'll join the session and the number of private slots for invited players. Also, the Special Attack Camera can be set to "ON" or "OFF".

● **Session Search**
Search for a session based on player strength, region or number of matches the session is set up for.

Select a Session

Enter one of the available list of sessions and fight with other participants!

WATCH MODE

If three or more players are in the same session, players not participating in the current battle can watch their friends fight in realtime instead.

PLAYER MATCH

This mode lets you compete against other players online. You can select between the PLAYER BATTLE and Custom battle rulesets.
Player battle Both players fight using characters in their default states, making technique the deciding factor.

CUSTOM BATTLE

Both players fight using characters customized with Assist Phrases, letting you put your fine-tuned fighter against the world.

QUICK MATCH

Go into a session without defining any settings. Fight against other players and earn points based on victories, performance and so on.

NOTES WHEN PLAYING ONLINE

● Online manners
  - Do not quit the game on purpose during a match.
  - Make sure you have enough time to complete the match before you start.
  - Do not harass other players and always try to fight a clean match.

ONLINE BATTLE

》 RANKING MATCH 《

This mode lets you compete against other players online. You can select between the Player rank battle and Custom rank battle rulesets.

PLAYER RANK BATTLE

Both players fight using characters in their default states. Players are awarded with PRP (Player Rank Points) after the battle depending on their performance.
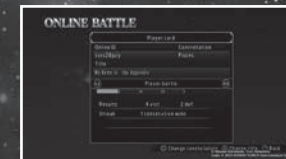
CUSTOM RANK BATTLE

Both players fight using characters customized with Assist Phrases. Players are awarded CRP (Custom Rank Points) after the battle depending on their performance.

POINTS

You earn more PRP and CRP in Ranking matches if you win the battle. Even more can be earned for performing certain feats during battle, as outlined below, among many other things: ●Land a special move first ●Awaken your Seventh Sense first ●Pull off a successful break-fall first ●Guard successfully more often ●Win with a lot of HP or time left ●Finish with a Big Bang Attack...

》 PLAYER CARD 《

A card that automatically records your online battle stats. You can select any sign of the zodiac you like as your Constellation, as well as the titles you earn by playing through the single-player modes.

LEAGUES

When you start playing Ranking matches, you'll be a part of the Saint League. Your classification will change based on your record after every 10 battles. Win enough battles in the Bronze League, and you'll be promoted to the Silver League; do the same in Silver, and you'll move on to the next highest one. But watch out: If you lose too often, you may be demoted to a lower league.

ASSIST PHRASE

ASSIST PHRASE

Equipping the Assist Phrases you purchase lets you customize your characters.
These customized fighters can be used in Battle of Gold mode, regular Battles
under the "Assist Phrase" ruleset, and online Custom battles or Custom rank battles.

EQUIP ASSIST PHRASE

To equip a purchased Assist Phrase, select a character and Pres **A** Button.
A list of Assist Phrases will be shown. Select the one you want to equip
and Press **A** Button to confirm.
Equipped Assist Phrases are shown in yellow text.

EQUIPMENT SLOTS

Equipped Assist Phrases are stored in special equipment slots.
You can equip as many Assist Phrases as you like, but they all have to fit
together in your equipment slots. You can increase the number of slots
you have (up to 8) using a certain item.

ASSIST PHRASE LIST SCREEN

1 Character	Press ⬛ / ⬛ Button to change.
2 List order	Press ⬛ / ⬛ Button to change the list order.
3 Favorite icon	Press ❌ Button while selecting an Assist Phrase to turn the Favorite icon on or off.
4 Slots	The amount of slots needed to equip that Assist Phrase.
5 Max slots	The total slot cost of your selected Assist Phrases.
6 Slot-boost item / number	The item used to increase your number of slots, along with your inventory stock.

USING THE ITEM

If you have a slot-boost item, press **Y** Button to use it. You can use multiple to boost
your number to maximum.

ASSIST PHRASE

Assist Phrase

≫ PURCHASE ASSIST PHRASE ≪

Select "Purchase Assist Phrase" to go to the Collection Shop screen, where you can purchase Assist Phrases, costumes, stages and assorted Collection items.
Select the Assist Phrase you want to purchase and press Ⓐ Button. The text will turn yellow and the item will be placed in your cart.
Press Ⓧ Button to purchase the selected Assist Phrase.

Press Ⓨ Button to display the list of Assist Phrases and other items currently in your cart.

Press LT / RT Button to switch between other items. Press LB / RB Button to change the list order. Assist Phrases and other items are shown in red when you don't have enough money to purchase them.

≫ PURCHASE ITEMS ≪

Assist Phrases and slot-boost items are used when equipping Assist Phrases. The torch item is used in Battle of Gold mode. Costumes can be chosen in the Character Select screen, stages can be chosen in the Stage Select screen and BGM (background music) and gallery characters can be accessed in the Gallery under Collection Menu.

⌘ ADDITIONAL ASSIST PHRASES ⌘

Assist Phrases marked by "?????" will become available for purchase later as you proceed through the game.

OPTIONS

OPTIONS

This mode lets you adjust the game's assorted settings. Use the Left Stick or D-Pad (Xbox 360 controller) to select an option and press Ⓐ Button to open it.

⟫ BATTLE SETTINGS ⟪

Adjust the settings available in Vs. Battle.

⟫ CONTROL SETTINGS ⟪

Use LB / RB Button to change the controller Buttons to Control Pattern A through D. Press the START Button on player two's controller to adjust the controls for that player. To adjust vibration, use the Left Stick or D-Pad (Xbox 360 controller) to select "Vibration" and press Ⓐ Button to turn it ON or OFF. Once you're done, select "Finish" and press Ⓐ Button to save your settings. The option "Restore defaults" can be used to reset all the control settings to default.

⟫ DISPLAY SETTINGS ⟪

To adjust the screen brightness, use the Left Stick or D-Pad (Xbox 360 controller) to select "Brightness", then press left and right D-Pad (Xbox 360 controller) to adjust.
To adjust the screen position, select "Adjust display position" and press Ⓐ Button. Use the Left Stick or D-Pad (Xbox 360 controller) in the next screen to adjust the position, then press Ⓐ Button to confirm. Press the START Button to reset the display position. The option "Restore defaults" can be used to reset all the display settings to default.

⟫ SOUND SETTINGS ⟪

You can adjust the BGM (background music), SE (sound effects) and Voices volumes separately from each other. Use the Left Stick or D-Pad (Xbox 360 controller) to select an option then press left and right D-Pad (Xbox 360 controller) to change the volume level. Set the volume to zero to mute that sound output.
The option "Restore defaults" can be used to reset all the sound settings to default.

⟫ SUBTITLE SETTINGS ⟪

Define whether subtitles are shown for Assist Phrases, Battle dialogue, Commentary, in-game events and Big Bang Attacks. Use the Left Stick or D-Pad (Xbox 360 controller) to select an option, then press left and right D-Pad (Xbox 360 controller) to change the setting. The option "Restore defaults" can be used to reset all the subtitle settings to default.

⟫ SET ANNOUNCER VOICE ⟪

Change the character who makes announcements in the battles. Use the Left Stick or D-Pad (Xbox 360 controller) to select a character and press Ⓐ Button to confirm. Characters marked with "???" will be unlocked as you proceed through the game.

⟫ LANGUAGE SETTINGS ⟪

Change the language used for the text displayed in the game. Use the Left Stick or D-Pad (Xbox 360 controller) to select a language and press Ⓐ Button to proceed to the confirmation message and then select "Yes" or "No".

⟫ GRAPHICS ⟪

Change the Graphic settings such as Fullscreen, Resolution, Shadow Resolution, Anti-Aliasing, Light Shaft, Background Edge and Environment Particles.

COLLECTION

Collection

COLLECTION

This mode lets you purchase and browse through Collections, as well as view your player data. Use the Left Stick or Directional Buttons to select a menu, then press Ⓐ Button to open it.

≫ GALLERY ≪

Check out the movies, BGM (background music) and so on that you've obtained in the game.
Use the Left Stick or D-Pad (Xbox 360 controller) to select the menu you want, then press Ⓐ Button to confirm. Select the character or movie you want to view, then press Ⓐ Button to confirm.

≫ COLLECTION SHOP ≪

Go here to purchase Assist Phrases, costumes, stages, characters and assorted Purchase items.

≫ ATHENA'S ROOM ≪

Go here to view your player records in each game mode.

≫ PLAYER DATA ≪

This menu displays assorted player data. Press the Left Stick or D-Pad (Xbox 360 controller) up or down to scroll through the menu. Press ⓛⒷ / ⓡⒷ Button to switch between Player data and your Player card.

≫ PLAYER CARD ≪

View the Player card used in online battles. Press ⓛⓣ / ⓡⓣ Button to switch between online battle record displays.

You can also press Ⓧ Button to change your Constellation, or Ⓨ Button to change your titles. Use ⓛⓣ / ⓡⓣ Button to switch between and adjust Title 1 and Title 2 in tandem.

SVENSKA QUICKSTART

Svenska

SPARA DATA

Detta spel har en automatisk sparfunktion som skapar en sparfil åt dig när du startar spelet och sparar sedan automatiskt dina framsteg i slutet av strider och vid andra viktiga händelser.

HANDKONTROLLINSTÄLLNINGAR

GRUNDLÄGGANDE MENY FÖR HANDKONTROLLER

X360-knapp(ar)	Tangentbord	Åtgärder
Vänster styrspak/ styrknappen	W,S,A,D	Flytta / Flytta markören / Navigera genom lägen / Nästa/föregående sida
✖-knappen	X	Köp / Bekräfta inbjudan / Sök igen
ⓨ-knappen	Y	Bekräfta varukorg / Ändra ställning
Ⓐ-knappen	Enter	Bekräfta / Välj/välj bort
Ⓑ-knappen	ESC	Tillbaka / Avbryt
LB / RB	Piltangenterna	Navigera genom menyer
LT / RT	Insert och Page up	Navigera genom menyer / Krymp/förstora

STRIDSKONTROLLER

X360-knapp(ar)	Tangentbord	Åtgärder
Vänster styrspak	W,S,A,D	Rör karaktären
✖-knappen	J	Vanlig attack
ⓨ-knappen	K	Stark attack
Ⓑ-knappen	L	Foton
Ⓐ-knappen	mellanslag	Hoppa (*Tryck samtidigt som du landar på marken för att landa mjukt)
Tryck på ✖-knappen flera gånger	Tryck på X flera gånger	Svag kombo
Tryck på ⓨ-knappen flera gånger	Tryck på Y flera gånger	Stark kombo
Håll in LB	Håll in Z	Försvara
Håll in LT	Håll in Q	Ladda Cosmomätaren
RB	C	Blixtsnabb rörelse (*När motståndarens attack är på väg att träffa dig.)
Tryck på höger styrspak	X	Aktivera sjunde sinnet (*När mätaren för sjunde sinnet är full)
START	Left Shift	Pausmenyn

SPECIALSTRIDSKONTROLLER

LB + Ⓐ-knappen	Z + mellanslag	Steg (*Använd med vänsterspaken för att ta ett steg i valfri riktning)
LB + ✖-knappen eller ⓨ-knappen	Z + K eller J	Kasta (*Samma kommando för att undvika ett motståndarkast)
LT + ✖-knappen	Q + J	Vanlig burstattack
LT + ⓨ-knappen	Q + K	Stark burstattack
LT + Ⓐ-knappen	Q + mellanslag	Burstdash
RT + ✖-knappen	E + J	Specialattack 1
RT + ⓨ-knappen	E + K	Specialattack 2
RT + Ⓑ-knappen	E + L	Big Bang-attack (BBA) (*Endast när mätaren för sjunde sinnet är full eller sjunde sinnet är aktiverat)

*Specialattack 1 och 2, foton, blixtsnabb rörelse, vanlig/stark burstattack och burstdash förbrukar alla din Cosmomätare.

TALLENNUSTIEDOT

Tämä peli tukee automaattista tallennusta, joka luo tallennustiedot pelin alussa ja tallentaa etenemistiedot taisteluiden lopuksi ja muissa pelin tärkeissä kohdissa.

OHJAINASETUKSET

VALIKON PERUSOHJAIMET

X360-painikkeet	Näppäimistö	Toiminnot
Vasen sauva / suunta-alusta	W,S,A,D	Liiku / Liikuta osoitinta / Siirry tilojen välillä / Seuraava/edellinen sivu
❌-painike	X	Osta / Vahvista kutsu / Uusi haku
❓-painike	Y	Vahvista ostoskori / Vaihda asentoa
Ⓐ-painike	Enter	Vahvista / Valitse / peruuta valinta
Ⓑ-painike	ESC	Takaisin / Peruuta
LB / RB	Nuolinäppäimet	Selaa valikkoja
LT / RT	Insert- ja page up -näppäimet	Selaa valikkoja / Kutista/suurenna

TAISTELUOHJAIMET

X360-painikkeet	Näppäimistö	Actions
Vasen sauva	W,S,A,D	Liikuta hahmoa
❌-painike	J	Tavallinen hyökkäys
❓-painike	K	Voimakas hyökkäys
Ⓑ-painike	L	Photon
Ⓐ-painike	space	Hyppää (*Paina samaan aikaan maahan osuessasi tehdäksesi pehmeän alastulon)
Paina toistuvasti ❌-painiketta	Paina X toistuvasti	Heikko yhdistelmähyökkäys
Paina toistuvasti ❓-painiketta	Paina toistuvasti Y Key	Voimakas yhdistelmähyökkäys
Pidä LB pohjassa	Pidä Z pohjassa	Torjunta
Pidä LT pohjassa	Pidä Q pohjassa	Cosmo-lataus
RB	C	Liiku valonnopeudella (*Juuri kun vastustajan hyökkäys on osumassa.)
Oikea sauvapainike	X	Seventh Sense Awakening (*Seventh Sense -mittarin ollessa täynnä)
START	Left Shift	Taukovalikko

ERITYISOHJAIMET TAISTELUISSA

LB + Ⓐ-painike	Z + Space	Loikka (*Loikkaa haluttuun suuntaan käyttämällä vasenta sauvaa)
LB + ❌-painike tai ❓-painike	Z + K tai J	Heitto (*Samalla komennolla pakenet myös vihollisen heitosta)
LT + ❌-painike	Q + J	Tavallinen erikoishyökkäys
LT + ❓-painike	Q + K	Voimakas erikoishyökkäys
LT + Ⓐ-painike	Q + Space	Pikapyrähdys
RT + ❌-painike	E + J	Erikoisliike 1
RT + ❓-painike	E + K	Erikoisliike 2
RT + Ⓑ-painike	E + L	Big Bang Attack (BBA) (*Käytä Seventh Sense -mittarin ollessa täynnä tai Awakening-tilassa)

*Erikoisliikkeet 1 ja 2, Photon, valonnopeudella liikkuminen, tavallinen/voimakas syöksyhyökkäys ja pikapyrähdys kuluttavat Cosmo-mittaria.

NEDERLANDSE QUICKSTART

⟫ GEGEVENS OPSLAAN ⟪

Deze game maakt gebruik van een automatische opslagfunctie die aan het begin van de game een opslagbestand voor je aanmaakt. Vervolgens wordt na afloop van gevechten en op andere belangrijke punten je voortgang automatisch opgeslagen.

BEDIENINGSINSTELLINGEN

⟫ STANDAARDBEDIENING IN MENU'S ⟪

X360-knoppen	Toetsenbord	Actie
Linker stick / navigatiepad	W,S,A,D	Bewegen / Cursor verplaatsen / Door speltypes lopen / Vorige/volgende pagina
✕-knop	X	Kopen / Uitnodiging bevestigen / Opnieuw zoeken
✓-knop	Y	Winkelwagen bevestigen / Andere pose
Ⓐ-knop	Enter	Bevestigen / Selecteren / Selectie opheffen
Ⓑ-knop	ESC	Terug / Annuleren
LB / RB	Pijltoetsen	Door menu's navigeren
LT / RT	Insert- / Page Up-toets	Door menu's navigeren / Verkleinen/Vergroten

⟫ BEDIENING IN GEVECHTEN ⟪

X360-knoppen	Toetsenbord	Actie
Left Stick	W,S,A,D	Personage verplaatsen
✕-knop	J	Normale aanval
✓-knop	K	Krachtige aanval
Ⓑ-knop	L	Photon (foton)
Ⓐ-knop	space	Springen (*Indrukken op het moment dat je de grond raakt om je val te breken)
Herhaaldelijk op de ✕-knop drukken	Herhaaldelijk op X drukken	Zwakke combinatie
Herhaaldelijk op de ✓-knop drukken	Herhaaldelijk op Y Key drukken	Krachtige combinatie
LB ingedrukt houden	Z ingedrukt houden	Verdedigen
LT ingedrukt houden	Q ingedrukt houden	Cosmo-aanval
RB	C	Lightspeed-actie (lichtsnelheidactie) (*Wanneer je op het punt staat om geraakt te worden door een aanval van een tegenstander.)
Stick Button (rechts)	X	Seventh Sense Awakening (ontwaken zevende zintuig) (*Als de Seventh Sense-meter vol is)
START-knop	Left Shift	Pauzemenu

⟫ SPECIALE BEDIENING IN GEVECHTEN ⟪

X360-knoppen	Toetsenbord	Actie
LB + Ⓐ-knop	Z + Space	Stappen (*Gebruik in combinatie met linker joystick om een kant op te stappen)
LB + ✕-knop of ✓-knop	Z + K of J	Werpen (*Zelfde commando om te ontsnappen aan de worp van een tegenstander)
LT + ✕-knop	Q + J	Normaal aanvalssalvo
LT + ✓-knop	Q + K	Krachtig aanvalssalvo
LT + Ⓐ-knop	Q + Space	Plotselinge sprint
RT + ✕-knop	E + J	Speciale actie 1
RT + ✓-knop	E + K	Speciale actie 2
RT + Ⓑ-knop	E + L	Big Bang Attack (BBA, oerknalaanval) (*Alleen als de Seventh Sense-meter vol is of tijdens Awakening)

* Speciale acties 1 en 2, Photon, Lightspeed-actie, normale/krachtige aanvalssalvo's en plotselinge sprints laten allemaal je Cosmo-meter leeglopen.

NOTES

NOTES

CUSTOMER SERVICE SUPPORT

BANDAI NAMCO Entertainment™

Australia	1902 26 26 26	$2,48/min (may change without notice)	au.support@bandainamcoent.com.au
Belgie		Support en français: Support in English:	fr.support@bandainamcoent.eu customerserviceuk@bandainamcoent.eu
Deutschland	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883	1,24€/min aus dem dt. Festnetz Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
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New Zealand	0900 54263	$1,99/min (may change without notice)	au.support@bandainamcogames.eu
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Portugal	+34 902 10 18 67	Segunda a Quinta: 09.00 – 18.00 Sexta Feira: 09.00 – 14.00	pt.support@bandainamcoent.eu
Schweiz	Technische: 0900-929300 Spielerische: 0900-770780	2,50 CHF/min Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
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United Kingdom		Monday - Friday: 09:00 - 18:00 GMT	customerserviceuk@bandainamcoent.eu

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