



## IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

### Epilepsy Warning

Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY and consult a doctor before playing again.

### Customer Center

If you are experiencing technical problems and customer services with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

H2 Interactive Co., Ltd.  
A 605 Gangseo Hangang Xi Tower, 401  
Yangcheon-ro, Gangseo-gu  
157-801 Seoul, Korea

Online Support: [support@h2interactive.co.kr](mailto:support@h2interactive.co.kr)

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Visit our website to find more information about BlazBlue: Calamity Trigger as well as upcoming products from H2 Interactive.

- <http://www.h2interactive.co.kr>
- <http://www.directg.net>



# Product Information

## BlazBlue: Calamity Trigger

The first hi-res 2D fighter from the creators of the Guilty Gear series! BlazBlue is a traditional 2D fighter where two characters participate in a duel.

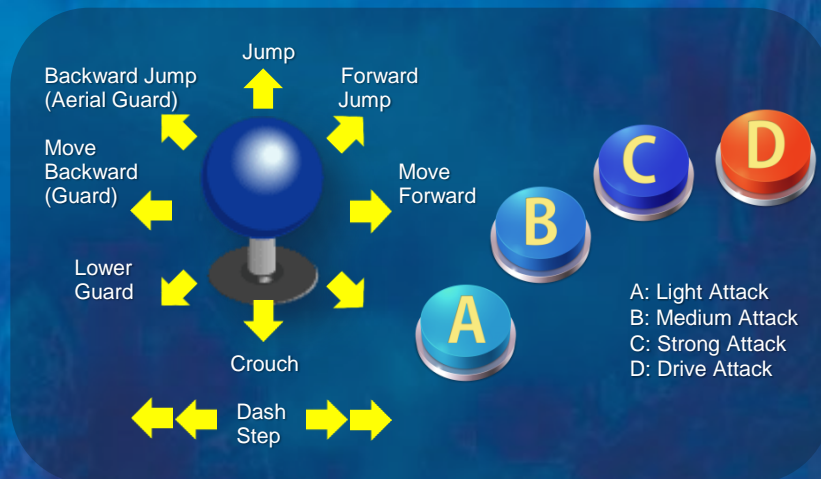
A round is called a "rebel" and one match can consist of one to five "rebels". To win a round, one player must incapacitate the other by reducing their opponent's health to zero or have more remaining health than their opponent when the clock runs out. Every character has a weak, medium and strong attack. Additionally, everyone has a "unique" technique, called a Drive attack, which is different for each character.

- Genre : 2D Fighting / Action
- Platform : Windows PC (for Digital Distribution)
- Developer : Arc System Works Co. Ltd.
- Publisher : H2 Interactive Co. Ltd.
- Language : EN, FR, IT, DE, ES, CN, JP, KR
- Players : 1 ~ 2
- Mode : Arcade, Versus, Score Attack, Gallery, Training
- Rating : Teen (ESRB), 12+ (PEGI, USK, KGRB), B (CERO)
- Controls : Joystick / Gamepad / Keyboard

# Controls

## How to Control


The basic controls for the controller are shown bellow (Xbox 360 controller for Windows). You can also change some of the key settings in the options menu. All controls shown here are for characters facing right.



# Controls

## Controller Settings

These are the basic controls. For details about commands, please refer to pages 22 through 24 (command list).

| Controls During a Fight |   |
|-------------------------|---|
| L Stick / D-Pad         | Move your character   |
| R Stick                 | Easy Special  |
| X Button                | Weak Attack    |
| Y Button                | Medium Attack  |
| B Button                | Strong Attack  |
| A Button                | Drive Attack   |
| LB                      | Taunt   |
| Start Button            | Open the pause menu, color select   |
| Back Button             | Reset character's positions (training mode)   |
| Menu Screen Controls    |   |
| L Stick / D-Pad         | Select  |
| A Button                | Confirm   |
| B Button                | Cancel  |
| Start Button            | Close the pause menu  |
| Story Mode Controls     |   |
| D-Pad                   | Select  |
| A Button                | Finish line, Confirm  |
| B Button                | Finish line, Cancel   |
| Y Button                | Begin auto-read   |
| X Button                | Hide menu   |
| RB                      | Skip to the next path   |
| LB                      | Skip text that has already been seen  |
| Start Button            | Pause menu  |

# Controls

## Keyboard Settings

The basic controls for the Keyboard are shown below. You can also change some of the key settings in the options menu.

| Keyboard                             | Xbox 360 Controller for Windows           |
|--------------------------------------|---|
| ↑ / ↓ / ← / →<br>or<br>W / S / A / D | D-Pad•L Stick<br>Up / Down / Left / Right |
| E / Q                                | RB / LB                                   |
| 4 / 1                                | RT / LT                                   |
| N / J                                | X Button / Y Button                       |
| L                                    | A Button                                  |
| K                                    | B Button                                  |
| Space                                | Start Button                              |
| ESC                                  | Back Button                               |

### ✳ Easy Specials

By Simply pressing the R stick up, down, left or right, you can effortlessly unleash your character's special moves. This function allows even those who are new to fighting games feel like a pro. Each character can have different sets of special attacks bound to these directions.



# Controls

## System Guide

Here are some basics when it comes to battle. For most characters, attacks can be linked from weak to strong **A** to **B** to **C** to **D** create a combo. Specific combos vary from character to character.

## Barrier

While pressing these buttons, you will perform a stronger guard, called a Barrier Guard. This consumes the Barrier Gauge.

While Guarding: **A** + **B**



## Throw / Throw Escape

This is a throw attack that cannot be guarded. With the same command you can avoid being thrown by your opponent.

While close to your opponent or at the moment your are thrown: **B** + **C**



# Controls

## Rapid Cancel

Cancels the recovery-time of an attack. Consumes 50% of the Heat Gauge.

While attacking: **A** + **B** + **C**



## Barrier Burst

An emergency combo-breaker move that can be performed even while you are being hit. Consumes one Barrier Burst Stock when used. It will be added to the stock for the next round if unused.

**A** + **B** + **C** + **D**



The availability of Barrier Burst is indicated in the red symbol below the Health Bar and next to the Barrier Gauge:

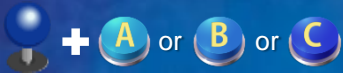




# Controls

## Ukemi - Fall Recovery and Wakeups

Regain your stability and stand up after being knocked down.



# Controls

## Distortion Drive

Aka super move. Consumes 50% Heat Gauge. One important use of Distortion Drive, besides its high damage, is that opponents cannot use Barrier Burst during this move. Therefore, use this move to catch opponents with a low stamina to win you a round.



## Ukemi - Air Recovery

To perform an air recovery, press any button other than the D button while in the air after being hit. Note, however, you can only use Barrier during this period.



## Astral Heat

An ultimate move that uses 100% of the Heat Gauge that will end the match, if landed. You can only use this move when the opponent's health bar is below 20% in the last round of a match.



## Counter Assault

Counters an enemy's attack while guarding. Consumes 50% of the Heat Gauge.

While Guarding:  +  + 





# Prologue

In a time now long past, mankind faced extinction at the hands of the “Black Beast,” a creature that appeared out of the darkness. The Beast was possessed of an awesome power, and it appeared that the time of man would soon be at an end. It was then, in humanity’s darkest hour, that six heroes of unknown origin came forward to defeat the Beast. They brought with them the ancient power of “magic,” which they freely shared with mankind. Turning their ingenuity to the formation of new, more powerful weapons, humanity discovered a process by which they could infuse their own technology with the power of ancient magic. It was in this way that humanity created the “Armagus” and discovered a power far beyond what magic or technology alone could have given them.

With this newfound power, mankind once again confronted the Beast, with the six heroes fighting alongside them. After many long, blood-soaked battles, the Beast finally fell, ending what would come to be known as the “First War of Magic.” The heroes who had fought beside human warriors in the First War of Magic were immortalized for their deeds and in time came to be known as the “Six Heroes.”

An organization was formed during the First War to regulate the use of the “Grimoire Armagus,” the Armagus training texts. This “Novus Orbis Librarium,” and the power it wielded with the Grimoire Armagus, brought about great advances across the spectrum of human technology. These gains threw mankind into a vast and all-encompassing reconstruction.

Decades passed. The Librarium established itself as a dictatorship and Armagus became the deciding factor in nearly all of humanity’s affairs. This led to a large socioeconomic gap between those who could wield the power of Armagus and those who could not. Tensions began to flare, and before long a rebel organization calling itself the “Ikaruga Federation” appeared, defying the totalitarian authority of the Librarium.

With the creation of the Federation, angry thoughts became open hostilities and the “Second War of Magic” began. It was this conflict, which also came to be known as the “Ikaruga Civil War,” that saw humans using the power of Armagus against one another for the first time.

The Second War came to a close with the destruction of the Ikaruga Federation. Afraid of further conflict, the Librarium consummated its subjugation of the populace by issuing the following decree: “Whosoever chooses to defy the Novus Orbis Librarium shall be put to death, without exception.”

## Introduction

Several years after the end of the Second War, multiple branches of the Librarium reputed to command a force as powerful as an entire nation’s army were suddenly and utterly destroyed. Inexplicably, the hidden cauldrons within each branch were also completely decimated. The few survivors spoke in hushed, shaken tones of a single man who had appeared out of nowhere, cutting down all in his path.

His name was “Ragna the Bloodedge.”

He appeared to have achieved his goal upon the destruction of the NOL cauldron located in the deepest reaches of the 13th Hierarchical City of Kagutsuchi. Unfortunately, his ultimate aim has yet to be fulfilled. Ragna has sensed the resurrection of one of the Six Heroes, a man by the name of Terumi, and quietly waits for the return of his true enemy...



# Starting the Game

## Game Start

Press the START button on the title screen to proceed to the main menu. And select the mode you wish to play.



## Arcade Mode

Fight against a set number of computer-controlled opponents to clear Arcade mode. Each fight includes a piece of story unique to Arcade mode.



## Story Mode

Play through Story mode to uncover the truth about the world of BlazBlue. The choices you make both in and out of battle will determine where the story goes.

※ You can adjust the difficulty of computer opponents from the Options menu.



# Starting the Game

## Score Attack Mode

Fight powerful computer-controlled characters to build up your score.



## Versus Mode

Fight one-on-one against computer opponents and other players. You can also select the stage and background music for your fight.



## Training Mode

Use Training mode to get the hang of a new character's controls or figure out new combos. Training mode will allow you to select the character you want to play, as well as the character you want to fight. You can also set a number of variables through the Settings menu.





# Starting the Game

## Gallery Mode

Gallery mode allows you to re-watch FMVs, and view pictures from events you've seen. You can also listen to voice samples, sound effects, and music from the game. You can switch between items using L1 and R1.



## Option

You can change some of the key settings, display settings, sound & language settings, and system options in the OPTIONS menu.



# Game Screen



## Icon and Gauges

|                       |   |
|-----------------------|---|
| 1. HP Gauge           | The character's remaining HP.   |
| 2. Character          | The character currently playing.  |
| 3. Remaining Time     | The time remaining in the round.  |
| 4. Control Type Icon  | Icon of either stylish type or technical type.  |
| 5. Victory Icon       | The number of rounds that have been won.  |
| 6. Score              | Displays the score a character has accrued.   |
| 7. Guard Primer       | This gauge is consumed as the character blocks certain attacks from their opponent.                                   |
| 8. Barrier Gauge      | The gauge is consumed as the character uses their barrier. When it is depleted, the character enters "Danger" status. |
| 9. Burst Icon         | Shows whether or not a character can use their Break Burst.   |
| 10. Hit Count, Damage | Shows hit count and damage that have been inflicted on the opponent.  |
| 11. Message           | Shows the phenomenon that is currently occurring.   |
| 12. Unique Gauge      | Certain characters have gauges for their own unique abilities. This is where those gauges will appear.                |
| 13. Heat Gauge        | This gauge is consumed by performing Distortion Drives, Rapid Cancels, and other special actions.                     |



# Characters



Ragna the Bloodedge

- Height: 185 cm
- Weight: 78 kg
- Birthdate: March 3
- Blood Type: B
- Race: Human

The SS-class criminal known as the "Grim Reaper". He fights endlessly against the government, determined to destroy them. With a grimoire said to have unparalleled power in his possession, the price on his head is the highest on record for a single person.

Jin Kisaragi

- Height: 178 cm
- Weight: 61 kg
- Birthdate: February 14
- Blood Type: A
- Race: Human

An NOL soldier who, for his achievements in past battles, earned himself the title of "Hero". Nonetheless, one day he decided to disobey his orders and head for the 13th Hierarchical City, Kagutsuchi alone... as if being drawn in by something. He is Ragna's brother.



# Characters



Noel Vermillion

- Height: 157 cm
- Weight: 48 kg
- Birthday: December 25
- Blood Type: A
- Race: Human

A lieutenant in the Praetorian Guard, the Librarium's elite military force. She is a member of the noble Vermillion family. While at the academy, she demonstrated exceptional skill in combat and was placed in Jin Kisaragi's command at a very young age. She soon discovered that being around Jin made her uncomfortable.

Rachel Alucard

- Height: 145 cm
- Weight: 31 kg
- Birthday: October 31
- Blood Type: Unknown
- Race: Vampire

As the child of an aristocratic family, she is well-educated and accustomed to high standards in many aspects of her life. She is normally quiet, but is also very arrogant and self-centered. She rarely does anything on her own and is usually accompanied by her servants, Nago and Gii. However, she treats them rather poorly, and a day out of the castle seldom goes by without Gii nearly dying.





## Characters



Taokaka

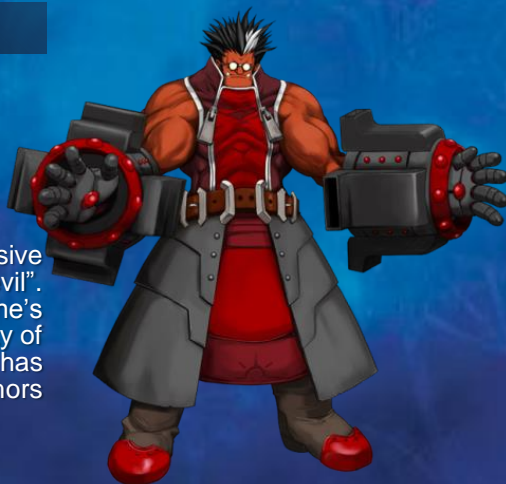
- Height: 165 cm
- Weight: 42 kg
- Birthday: February 22
- Blood Type: O
- Race: Lycanthrope

A member of the Kaka clan that lives in the lower layers of Kagutsuchi. Urban development has obscured the sky over her village, and Taokaka is determined to bring it back. She has heard that anyone who captures the man "Rawrgna" can get a lot of "money".

Iron Tager

- Height: 240 cm
- Weight: 550 kg
- Activation Day: November 23
- Blood Type: Natural Oil
- Race: Cyborg

A feared soldier with a massive frame, known as the "Red Devil". No one knows for sure what he's doing in the 13th Hierarchical City of Kagutsuchi, but chances are it has something to do with the rumors about Ragna the Bloodedge.



Arakune

- Height: 20-200 cm
- Weight: 5-1000 kg
- Birthday: Unknown
- Blood Type: Unknown
- Race: Unknown

His body teeming with thousand of insects, Arakune walks a path corrupted by magic.

He has been living in the lowest levels of Kagutsuchi, attacking the Kaka clan and any humans foolish enough to visit his sanctuary, but when he detects an enormous source of power from the levels above, he begins to move.



## Characters

Litchi Faye Ling

- Height: 170 cm
- Weight: 58 kg
- Birthday: July 7
- Blood Type: AB
- Race: Human

A doctor in Orient Town, one of the lower parts of Kagutsuchi. She was investigating the bottom layers of the city in search of the creature Arakune, but rumors of Ragna's appearance have sent her back to the upper layers.





# Characters

## Bang Shishigami

- Height: 192 cm
- Weight: 105 kg
- Birthday: January 1
- Blood Type: B
- Race: Human

After losing their home in the Ikaruga Civil War, Bang and his clan of ninjas fled to Kagutsuchi to regroup and wait for a chance to restore their homeland to its former glory. While in Kagutsuchi, Bang decides to make his debut as a "Vigilante of Justice". When he learns that Ragna the Bloodedge has come to Kagutsuchi, he decides to bring the legendary criminal to justice!



## Carl Clover

- Height: 144 cm
- Weight: 35 kg
- Birthday: May 5
- Blood Type: AB
- Race: Human

A first-class vigilante, Carl has brought many criminals to justice with his mysterious doll, Nirvana. His sights set on his next target, the infamous Ragna the Bloodedge, he heads for the 13th Hierarchical City of Kagutsuchi.



## V - 13

- Height: 155 cm
- Weight: 45 kg
- Birthday: December 31
- Blood Type: Unknown
- Race: Unknown

A mysterious little girl who appeared from a giant contraption hidden in the depths of Kagutsuchi. What can this emotionless cyborg of a girl possibly want with Kagutsuchi...?



# Characters

## Hakumen

- Height: 208 cm
- Weight: 155 kg
- Birthday: Unknown
- Blood Type: Unknown
- Race: Unknown

One of the Six Heroes of legend, Hakumen waits in the depths of Kagutsuchi, but for what? Does his sword exist to cut the Black Beast, or...something else?





# Command List

| Ragna the Bloodedge                                       |                                       |
|---|---------------------------------------|
| <b>Drives</b>   |                                       |
| Soul Eater  | D                                     |
| <b>Special Attacks</b>                                    |                                       |
| Hell's Fang   | ↓↑↑+A                                 |
| Additional Attack   | ↓↑↑+D after Hell's Fang               |
| Inferno Divider   | mid-air also: ↓↑↑+C or D              |
| Uppercut  | ↓↑↑+C after Inferno Divider           |
| Straight Punch  | ↓↑↑+C after Uppercut                  |
| Ax Kick   | ↓↑↑+C after Uppercut                  |
| Gauntlet Hades  | mid-air also: ↓↑↑+B                   |
| Spin Kick   | ↓↑↑+D after Gauntlet Hades            |
| Dead Spike  | ↓↑↑+D                                 |
| Not Over Yet  | ↓↑+C while opponent is down           |
| <b>Distortion Drives (Consumes 50% of the Heat Gauge)</b> |                                       |
| Carnage Scissors  | ↓↑↑↑↑+D (hold down to charge)         |
| Blood Kain  | ↓↑↑↑↑+D                               |
| Devoured by Darkness                                      | ↓↑↑↑↑+D while Blood Kain is activated |
| <b>Astral Heat (Consumes 100% of the Heat Gauge)</b>      |                                       |
| Black Onslaught   | ↓↑↑↑↑↑+C                              |

| Jin Kisaragi  |  |
|---|--|
| <b>Drives</b>   |  |
| Frost Bite  | D  |
| <b>Special Attacks</b>                                    |  |
| Hishou-Ken  | mid-air also: ↓↑↑+A or B or C                        |
| Hishou-Geki   | mid-air also: ↓↑↑+D (consumes 25% of the Heat Gauge) |
| Fubuki  | ↓↑↑+A or B   |
| Rehhyou   | ↓↑↑+C  |
| Hirensou  | mid-air also: ↓↑↑+D (consumes 25% of the Heat Gauge) |
| Musou Senshou-Zan   | mid-air also: ↓↑↑+A or B or C                        |
| Musou Tosshou-Geki  | mid-air also: ↓↑↑+D                                  |
| Sekka-Jin   | press C repeatedly                                   |
| <b>Distortion Drives (Consumes 50% of the Heat Gauge)</b> |  |
| Touga Hyoujin   | ↓↑↑↑↑+C  |
| Hiyoku Getsumei   | ↓↑↑↑↑+D  |

| Noel Vermillion   |   |
|---|---|
| <b>Drives</b>   |   |
| Chain Revolver  | initiates a combination that can chain up to four attacks. Different buttons will perform different moves, but you cannot use the same action twice in a row. |
| <b>Special Attacks</b>                                    |   |
| XI - Optic Barrel   | ↓↑↑+A or B or C   |
| XIII - Revolver Blast                                     | ↓↑↑+C in air  |
| IX - Muzzle Flitter                                       | ↓↑↑+A   |
| II - Bloom Trigger  | ↓↑↑+D while Chain Revolver is activated   |
| V-Assault Through   | ↓↑↑+D while Chain Revolver is activated   |
| VI - Spring Raid  | ↓↑+D  |
| Silencer  | ↓↑+B or C while the opponent is down  |
| <b>Distortion Drives (Consumes 50% of the Heat Gauge)</b> |   |
| Zero-gun: Fenrir  | ↓↑↑↑↑+D   |
| Zero-gun: Thor  | ↓↑↑↑↑+D in midair   |

| Rachel Alukard  |                               |
|---|-------------------------------|
| <b>Drives</b>   |                               |
| Silpheed  | D                             |
| <b>Special Attacks</b>                                    |                               |
| Tiny Lobelia  | mid-air also: ↓↑↑+A or B or C |
| George XIII   | mid-air also: ↓↑↑+A           |
| Impish Gypsophila   | mid-air also: ↓↑↑+B           |
| Sword Iris  | ↓↑+A                          |
| <b>Distortion Drives (Consumes 50% of the Heat Gauge)</b> |                               |
| Baden-Baden Lily  | mid-air also: ↓↑↑↑↑+C         |
| <b>Astral Heat (Consumes 100% of the Heat Gauge)</b>      |                               |
| Clownish Calendula  | ↓↑↑+B                         |

# Command List

| Taokaka   |  |
|---|--|
| <b>Drives</b>   |  |
| Dancing Edge  | D  |
| Stop/ Turn around/ Bounce                                 | ↓↑+A or B or C                                     |
| Crouch Walk   | ↓  |
| <b>Special Attacks</b>                                    |  |
| Cat Spirit One!   | ↓↑↑+A (repeatable)                                 |
| Cat Spirit Two!   | ↓↑↑+B in air (repeatable)                          |
| Cat Spirit Three!   | ↓↑↑+C (chargeable, repeatable)                     |
| Kitty Litter Special!                                     | ↓↑↑+A or B or C                                    |
| Cat Jump!   | ↓↑↑+D  |
| Sticky Kitty  | ↓↑↑+D in air at the end of the screen (chargeable) |
| Trick Edge!   | Hold down ↓ for a while, then ↑+D                  |
| Slashy-slashy!  | ↓↑+C (chargeable)                                  |
| <b>Distortion Drives (Consumes 50% of the Heat Gauge)</b> |  |
| Cat Person's Secret Art: Hexa-Edge                        | ↓↑↑↑↑+D  |
| Imma beat the crap outta you!                             | ↓↑↑↑↑+C  |
| Almost Becoming Two!                                      | ↓↑↑↑↑+B  |

| Iron Tager  |   |
|---|---|
| <b>Drives</b>   |   |
| Voltic Battler  | D   |
| <b>Special Attacks</b>                                    |   |
| Gigantic Tager Driver                                     | Move the joystick 360° + A or B (chargeable)                  |
| Atomic Collider   | ↓↑↑+C (chargeable)  |
| Sledge Hammer   | ↓↑↑+A or B  |
| Additional Attack   | ↓↑↑+A after Sledge Hammer                                     |
| Spark Bolt  | ↓↑↑↑+D (when your charge gauge is full)                       |
| Voltic Charge   | ↓↑↑+B (chargeable)  |
| <b>Distortion Drives (Consumes 50% of the Heat Gauge)</b> |   |
| Magna-Tech Wheel  | ↓↑↑↑↑+B   |
| Tera-break  | ↓↑↑↑↑+B after Magnetic Wheel (Consumes 50% of the Heat Gauge) |
| Genesis Emerald Tager Buster                              | Move the joystick 720° + C (chargeable)                       |

| Litchi Faye-Ling  |  |
|---|--|
| <b>Drives</b>   |  |
| Matenbo (place / recall)                                  | D  |
| <b>Special Attacks</b>                                    |  |
| Straight Through  | ↓↑↑+D while holding the rod D interrupt      |
| Additional Attack   | A or B or C during Straight Through          |
| Tsubame Gaeshi  | while holding the rod ↓↑↑+D                  |
| Three Dragons: White                                      | whirl placed ↓↑↑+A                           |
| Three Dragons: Green                                      | mid-air also: whirl placed ↓↑↑+B             |
| Three Dragons: Red  | mid-air also: whirl placed ↓↑↑+C             |
| Reach: Last Chance  | mid-air also: whirl placed ↓↑↑↑+A            |
| One Shot  | after Reach: Last Chance ↓↑↑+A or B or C     |
| Reach: Hopping This Kong                                  | mid-air also: whirl placed ↓↑↑↑+B            |
| Reach: Kong on Kong                                       | mid-air also: whirl placed ↓↑↑↑+C            |
| The Four Winds  | mid-air also: ↓↑↑↑+D while the rod is placed |
| Kote Gaeshi   | ↓↑↑+D or ↓↑↑+D while the rod is placed       |
| <b>Distortion Drives (Consumes 50% of the Heat Gauge)</b> |  |
| Thirteen Orphans  | ↓↑↑↑↑+D while the rod is placed              |
| All Green   | ↓↑↑↑+C                                       |
| The Great Wheel   | mid-air also: ↓↑↑↑↑+D while holding the rod  |

| Arakune   |   |
|---|---|
| <b>Drives</b>   |   |
| Crimson   | D   |
| Crimson (Insect Swarm)                                    | release A or B or C or D while the opponent is cursed |
| <b>Special Attacks</b>                                    |   |
| Zero Vector   | ↓↑↑+D in air  |
| If p, then q  | mid-air also: ↓↑↑+A or B or C                         |
| y. two-dash   | ↓↑↑+C in air  |
| Equals 0  | ↓↑↑+B   |
| <b>Distortion Drives (Consumes 50% of the Heat Gauge)</b> |   |
| f of g  | ↓↑↑↑↑+D in air  |
| f inverse   | ↓↑↑↑↑+C   |



# Command List

| Bang Shishigami                                       |   |
|---|---|
| Drives  |   |
| Burning Heart   | <b>D</b>  |
| Special Attacks                                       |   |
| Secret Art: Bang's Shadowstep Jutsu                   | during the auto-block in burning heart <b>A OR B OR C</b>           |
| Secret Art: Bang's Aerial Shadowstep Jutsu            | during the auto-block in burning heart in midair <b>A OR B OR C</b> |
| Bang's Void Tempest Kick                              | <b>⇐⇐⇐ + C</b>  |
| Bang's Void Tempest Kick EX                           | <b>⇐⇐⇐ + C</b> in midair  |
| Bang's Unstoppable Double Palm Thrust                 | <b>⇐⇐⇐ + B</b>  |
| Bang's Heavenly Double Palm Thrust                    | <b>⇐⇐⇐ + B</b> in midair  |
| Bang-Style Shuriken                                   | <b>⇐⇐⇐ + A OR B OR C OR D</b> in midair                             |
| Set Nail (grounded)                                   | <b>⇐⇐⇐ + A OR B OR C OR D</b>                                       |
| Set Nail (midair)                                     | <b>⇐⇐⇐ + A OR B OR C OR D</b> in midair                             |
| Distortion Drives (Consumes 50% of the Heat Gauge)    |   |
| Shishigami-style Secret Technique: "Fatal Eruption"   | <b>⇐⇐⇐⇐⇐ + C</b>  |
| Shishigami-style Forbidden Technique: "Fu-Rin-Ka-Zan" | <b>⇐⇐⇐⇐⇐ + D</b> while the 4 icons are burning                      |
| Shishigami-style Ultimate Technique: "Steel Rain"     | <b>⇐⇐⇐⇐⇐ + B</b>  |

| Hakumen  |                             |
|--|-----------------------------|
| Drives   |                             |
| Zanshin  | <b>D</b>                    |
| Special Attacks                                    |                             |
| Guren  | <b>⇐⇐⇐ + A</b>              |
| Renka  | <b>⇐⇐⇐ + B</b>              |
| Zantetsu   | <b>⇐⇐⇐⇐ + C</b>             |
| Kishuu   | <b>⇐⇐⇐ + A</b>              |
| Enma   | after Kishuu <b>A</b>       |
| Hotaru   | <b>⇐⇐⇐ + B</b> in midair    |
| Tsubaki  | <b>⇐⇐⇐ + C</b> in midair    |
| Distortion Drives (Consumes 50% of the Heat Gauge) |                             |
| Kokuujin: Shippu                                   | <b>⇐⇐⇐⇐⇐ + C</b> chargeable |
| Kokuujin: Yukikaze                                 | <b>⇐⇐⇐⇐⇐ + D</b>            |
| Kokuujin Ougi: Mugen                               | <b>⇐⇐⇐⇐⇐ + B</b>            |

| Carl Clover  |  |
|--|--|
| Drives   |  |
| Automaton  | <b>D</b> release   |
| Special Attacks                                    |  |
| Vivace   | <b>⇐⇐⇐ + A OR B</b>                                      |
| Cantabile  | <b>⇐⇐⇐ + C</b>   |
| Allegretto   | <b>⇐⇐⇐ + C</b> in midair                                 |
| La Campanella                                      | mid-air also <b>⇐⇐ + D</b> while the Nirvana is active   |
| Con Brio   | mid-air also <b>⇐⇐⇐ + D</b> while the Nirvana is active  |
| Con Anima  | mid-air also <b>⇐⇐⇐⇐ + D</b> while the Nirvana is active |
| Con Fuoco  | mid-air also <b>⇐⇐⇐ + D</b> while the Nirvana is active  |
| Distortion Drives (Consumes 50% of the Heat Gauge) |  |
| Laetabilis Cantata                                 | <b>⇐⇐⇐⇐⇐ + C</b>   |
| Rhapsody of Memories                               | mid-air also <b>⇐⇐⇐⇐ + release D</b>                     |
| Fermata  | mid-air also <b>⇐⇐⇐⇐ + release D</b>                     |

| V-13   |   |
|--|---|
| Drives   |   |
| Sword Summoner                                     | <b>D</b>                                |
| Special Attacks                                    |   |
| Spike Chaser                                       | <b>⇐⇐⇐ + D</b>                          |
| Sickle Storm                                       | <b>⇐⇐⇐ + D</b>                          |
| Crescent Saber                                     | <b>⇐⇐⇐ + D</b> in midair                |
| Gravity Shield                                     | <b>⇐⇐⇐ + A OR B OR C</b>                |
| Act Parser   | <b>⇐ or ⇐⇐</b> after certain moves land |
| Distortion Drives (Consumes 50% of the Heat Gauge) |   |
| Legacy Edge  | <b>⇐⇐⇐⇐ + D</b>                         |
| Calamity Sword                                     | mid-air also <b>⇐⇐⇐⇐ + D</b>            |
| Astral Heat (Consumes 100% of the Heat Gauge)      |   |
| Sword of Destruction                               | <b>⇐⇐⇐ + D</b>                          |

# Bonus Contents

## Original Soundtrack

2 CD's worth of original soundtrack included with a total of 42 fantastic music!



- Composed by: Daisuke Ishiwatari
- Arranged by: Yoshihiro Kusano, DJ Oh-No
- Number of Tracks: 42
- Media Format: MP3
- Disc Length: 47:17 (Disc 1), 66:53 (Disc 2)
- Performed by: Yoshihiro Kusano, Junya Motomura  
Atsushi Hasegawa, Eiji Kawai, Miyuki Hibino

※ Note: The Original Soundtrack will be placed in your Steam folder:  
...\\Steam\\SteamApps\\common\\BlazBlue Calamity Trigger\\Digital Extras\\Soundtrack



# Bonus Contents

## Track Information (Disc 1)

- Total 20 tracks of MP3 format
- Disc Length: 47:17



| #  | Title                    | Description                 | Length |
|----|--------------------------|-----------------------------|--------|
| 1  | Calamitytrigger          | Arcade opening song         | 1:33   |
| 2  | Nocturne                 | Title screen                | 1:52   |
| 3  | Blue beating             | Character select screen     | 3:21   |
| 4  | VS                       | VS screen                   | 0:09   |
| 5  | Challenger               | Challenger screen           | 0:06   |
| 6  | Bright                   | Console credits 1           | 3:35   |
| 7  | Rimelight                | Story Mode BGM              | 3:27   |
| 8  | The road to hope.        | Staff roll A                | 3:35   |
| 9  | Limited Again            | Staff roll B                | 3:36   |
| 10 | Continue                 | Continue screen             | 0:24   |
| 11 | Game over                | Game over screen            | 0:17   |
| 12 | Winner                   | Winner screen               | 0:10   |
| 13 | Glow UP                  | Psych-Up music              | 0:09   |
| 14 | Impulse                  | Unused Astral Heat music    | 0:11   |
| 15 | Rebellion                | Ragna the Bloodedge's theme | 4:01   |
| 16 | Imperial Code            | Jin VS Noel theme           | 5:13   |
| 17 | Weak Executioner         | Litchi VS Arakune theme     | 3:50   |
| 18 | White Requiem            | Ragna VS Rachel theme       | 3:42   |
| 19 | Under Heaven Destruction | Ragna VS Jin theme          | 4:07   |
| 20 | Lust SIN                 | Jin Kisaragi's theme        | 3:59   |

# Bonus Contents

## Track Information (Disc 2)

- Total 22 tracks of MP3 format
- Bonus Tracks: #17 ~ #22
- Disc Length: 66:53



| #  | Title                                 | Description              | Length |
|----|---------------------------------------|--------------------------|--------|
| 1  | Bullet Dance                          | Noel Vermillion's theme  | 4:46   |
| 2  | Queen of rose                         | Rachel Alucard's theme   | 3:49   |
| 3  | Catus Carnival                        | Taokaka's theme          | 3:28   |
| 4  | Motor Head                            | Iron Tager's theme       | 4:38   |
| 5  | Oriental Flower                       | Litchi Faye-Ling's theme | 3:37   |
| 6  | Thin RED Line                         | Arakune's theme          | 4:09   |
| 7  | 烈風                                    | Bang Shishigami's theme  | 3:54   |
| 8  | Marionette Purple                     | Carl Clover's theme      | 3:56   |
| 9  | Susanooh                              | Hakumen's theme          | 3:39   |
| 10 | Awakening The Chaos                   | Nu-13's theme            | 5:06   |
| 11 | Black Onslaught                       | Unlimtiad Ragna theme    | 3:57   |
| 12 | Blood Pain                            | Mirror match theme       | 3:50   |
| 13 | Open The Gate                         | When the gate is opening | 1:24   |
| 14 | Altar                                 | Story Mode BGM           | 2:07   |
| 15 | Highlander                            | Story Mode BGM           | 4:34   |
| 16 | Curse                                 | Story Mode BGM           | 0:41   |
| 17 | Calamitytrigger (DJ Oh-No Remix)      | DJ Oh-No Remix           | 1:44   |
| 18 | Bullet Dance (DJ Oh-No Remix Part 1)  | DJ Oh-No Remix           | 1:48   |
| 19 | Drive                                 | Trailer BGM              | 1:40   |
| 20 | Bullet Dance (DJ Oh-No Remix Part 2)  | DJ Oh-No Remix           | 1:01   |
| 21 | Thin RED Line (DJ Oh-No Remix Part 1) | DJ Oh-No Remix           | 1:18   |
| 22 | Thin RED Line (DJ Oh-No Remix Part 2) | DJ Oh-No Remix           | 1:47   |