PHANTOM BREAKER OMNIA

GAME MANUAL

TABLE OF CONTENTS

SCREEN

KEY AREAS

1. STYLE
2. TIME LIMIT
3. TENSION GAUGE
4. HEALTH GAUGE / VITAL CHAMBER
5. BURST GAUGE

You will find the Health Gauge, Burst Gauge, Tension Gauge, time limit, and designated Style on the screen. Always keep an eye on these gauges as you formulate a game plan. In the beginning, focus on your Health Gauge, and as you become more familiar with the game, pay more attention to the Burst and Tension Gauges so that you can execute more powerful attacks.

BASIC EXPLANATION

HEALTH GAUGE / VITAL CHAMBER

1 HEALTH GAUGE

2 VITAL CHAMBER

The purple gauge is known as the Health Gauge. The first player to deplete the other's Health Gauge to 0 wins the battle. In the event of a Time Up, the player with the most health remaining wins. A portion of damage dealt and received recovers over time. This recoverable health is represented by a dark red gauge called the Vital Chamber, which appears in the health bar whenever a character takes damage. This red gauge also fills during Overdrive. The speed in which it fills up depends on the current Style and changes based on your remaining Burst and Health Gauges.

BASIC EXPLANATION

TIME LIMIT / TENSION GAUGE

1 TIME LIMIT

The counter counts down over time, and once it reaches 0, the round ends. Keep an eye on the time limit and whether your Health Gauge is fuller than your opponent's during long battles. You can also change the round time in the game settings. Choosing ∞ will eliminate the time limit.

2 TENSION GAUGE

This is a unique gauge that is shared between you and your opponent. Clashes increase this gauge drastically, as well as dashes and certain other actions. Once full, both players' attack power is temporarily increased, and each player's Burst Gauge is automatically recharged to 100%.

BASIC EXPLANATION

STYLES

STYLES

This displays which of the three Styles--Quick, Hard, and Omnia--was chosen for that character during character selection. Quick Style has good mobility and excels at dealing combos. Hard Style has slower speed but has higher health and focuses on high damage output. Omnia Style is somewhere in the middle (a little closer to Quick Style). There are other differences in what you can and cannot do in each Style. This will be covered in detail in the section about controls and applied techniques.

BASIC EXPLANATION

BURST GAUGE

BURST GAUGE

This gauge fills up from various actions, such as dealing and receiving damage. It is needed to execute powerful moves, such as Enhanced Special Attacks and Overdrives. The maximum value varies between Styles. Quick and Hard Styles can have up to 200%, while Omnia Style can charge up to 400%.

BASIC EXPLANATION

Moving forward	➡ on the D-pad/left stick
Moving backward	⬅ on the D-pad/left stick
Jump	⬆ on the D-pad/left stick
Crouch	⬇ on the D-pad/left stick

*When the character is facing right.

Light Attack	(L) button	(X) button
Medium Attack	(M) button	(Y) button
Heavy Attack	(H) button	(B) button
SP Attack	(SP) button	(A) button
Start/Pause		(≡) button

About Shortcut Buttons

Some actions require pressing two buttons simultaneously, but you can assign these actions to shortcut buttons.

(L) + (SP) simultaneuosly [RB]

(L) + (M) simultaneuosly [RT]

(H) + (SP) simultaneuosly [LT]

In order to guard against your opponent's attacks, input the directional button backward (⬅ if facing right).

There are high attacks and low attacks. You must perform the correct guard according to the attack.

Input the directional button backward (⬅ if facing right) to perform a standing guard against high attacks. Against low attacks, input down-back for a crouching guard (⬋ if facing right).

Furthermore, you can guard in the air (⬅ if facing right).

Your character will auto-guard when not taking any action, but you must still manually switch between standing and crouching guards.

Guarding too many attacks may result in a Guard Break.

MODES

Choosing "Game Start" at the title screen will take you to the main menu.

■ **STORY MODE** — Includes "Phantom Breaker" Story Mode content for 11 characters and "Phantom Breaker: Extra" Situation Battle Mode content for 4 characters.

■ **SINGLE MODE** — Includes single player modes: Score Attack, Time Attack, Endless Battle, and Arcade. You can clear these modes and compete for high scores on the leaderboards.

■ **VS MODE** — A local versus mode.

■ **ONLINE MODE** — A battle mode that takes place online. There are ranked matches and player matches.

■ **TRAINING MODE** — A mode designed for practicing. You can configure various settings to fit your practice needs.

■ **RECORDS** — You can view your current play data, such as play time and clear status here.

■ **GAME REFERENCE** — You can read explanations regarding character controls and game mechanics here. Viewing the in-game manual prior to viewing the reference materials will deepen your understanding about the game.

■ **OPTIONS** — You can configure various game settings here.

*This game features an auto-save function. Please do not turn the power off while the save/load icon is displayed onscreen.

GAME RULES

CONDITIONS FOR WINNING A ROUND

The player that depletes the other player's health to 0 within the time limit wins the round. In the event of a Time Up, the player with the most health remaining will win. If both players have an equal amount of health remaining, the match will result in a draw. This also applies when both players get KO'd at the same time.

CONDITIONS FOR WINNING THE SET

Obtain the number of rounds designated for the set to win (you can change the number of rounds in Options). If the number of rounds needed to win is not met due to a draw, the player with the most rounds will win the set. If the winner still cannot be decided, the player will lose if they are playing against the CPU and draw if playing against a human player.

HOW TO PROGRESS

First, select a character at the character select screen. Before finalizing your character, you can press **LB** or **RB** to change their colors.

Once you choose your character, select from one of three different combat styles. Characters can have different combat styles and parameters depending on the selected style. Once you select the style, choose your preferred battle stage.

On the stage select screen, press **LB** or **RB** to switch between the original and remixed soundtracks.

STYLES

QUICK STYLE

Quick Style has the highest speed of all the styles and allows characters to perform a double-jump. You can perform combos by tapping the same button repeatedly (e.g. (L) (L) (L) · (M) (M) (M) · (H) (H) (H)). Though this style gives you lower health, it has the benefit of easier combo execution and faster Burst Gauge recovery.

HARD STYLE

Hard Style has a unique ⬅ + (M) command input but only has one auto combo ((H) (H) (H)).
Hard Style sacrifices speed for increased HP. This style focuses on high damage output, giving you opportunities to turn the tide of battle when in a tight spot or attempt an Instant Kill.

OMNIA STYLE

Omnia Style's speed and health are around mid-level between Quick Style and Hard Style. You can double-jump, but there are many other skills, such as the Overdrive and Emergency Mode--to be discussed later--unavailable in the Omnia Style. This style features both simple controls and execution, allowing you to perform combos by tapping one button.

■ LIGHT ATTACK

L

Press **L** to execute a Light Attack. Light Attacks deal low damage and have a short reach but quicker recovery, leaving few openings.

■ MEDIUM ATTACK

M

Press **M** to execute a Medium Attack. Medium Attacks have moderate power, reach, and recovery.

■ HEAVY ATTACK

H

Press **H** to execute a Heavy Attack. Heavy Attacks deal high damage and have a longer reach but also have the longest recovery.

■ SPECIAL ATTACKS, ETC...

SP

You can use the **SP** button in combination with other buttons and directional inputs to execute various skills. Pressing **SP** with the directional pad in the neutral position will execute a Counter Burst. If you hold the **SP** button long enough, the Counter Burst will be unblockable. Furthermore, executing this fully-charged Counter Burst while your Tension Gauge is at maximum will unleash Critical Burst--a more powerful burst.

Each character has unique special attacks. The power and properties of each attack can vary depending on which button was used to execute them.

LIGHT SPECIAL ATTACK   ⬅ or ⬇ or ➡ + (L) + (SP)   Does not consume the Burst Gauge.

SPECIAL ATTACK   ⬅ or ⬇ or ➡ + (SP)   Does not consume the Burst Gauge.

ENHANCED SPECIAL ATTACK   ⬅ or ⬇ or ➡ + (H) + (SP)   Consumes the Burst Gauge. Requires one whole gauge (100%).

SUPER FINISHING MOVE (PHANTOM BREAK)

(H) + (SP)

Can only be activated when you have two whole gauges (200%) and these will be consumed upon activation. The properties differ between Quick Style and Hard Style. In Omnia Style, you need 4 whole gauges (400%) to activate a full-ranged attack (all characters).

THROW

Press (H) and ⬅ or ➡ while close to an opponent. If you execute a throw command at the same time as your opponent, you perform a Throw Break, allowing you to escape their throw attempt.

AIR RECOVERY

When you press a button after being blown back by an opponent, just before hitting the floor or the wall, you can perform an Air Recovery to quickly recompose yourself.

CLASH

A Clash will occur when two characters' dashes or attacks collide against each other. Clashing with your opponent not only cancels out their attack but also increases your Burst Gauge and Tension Gauge.

OVERDRIVE

When you have more than one Burst Gauge in stock, press 🅛 and 🅜 to consume a Burst Gauge and activate Overdrive for a period of time. This action is not available for Omnia Style.

• Clock Up: Exclusive to Quick Style
Activating Clock Up will increase your movement speed, making it easier to deal combo damage.

• Solid Armor: Exclusive to Hard Style
Activating Solid Armor will also grant a state where you are impervious to attacks for a short time, preventing you from being staggered even if you are hit by your opponent's attack.

■ EVASION

If you press the directional button towards an opponent just before their attack hits, you will execute a defensive action that will evade the attack.

- -

• Slip Shift : For Quick and Omnia Styles

If successful, you can evade your opponent's attack. However, this action can only be executed while grounded.

• Protection : Exclusive to Hard Style

When successful, you can parry an opponent's attack. This can be performed either in the air or on the ground.

■ EMERGENCY MODE

Press Ⓛ and Ⓜ simultaneously while being hit by your opponent's combo attack to execute an evasive maneuver. This skill has the following conditions:

• You must take at least two hits before you can activate Emergency Mode.
• You must have at least one Burst Gauge stocked.
• This cannot be used in Omnia Style.
• Activating Emergency Mode will consume a Burst Gauge, but in return, allow you to interrupt your opponent's attacks and avoid taking further damage.

COMMAND LIST

Mikoto — MIKOTO NISHINA

Command	Move
→ + SP	Schneidend
→ + H + SP	Feurig Schneidend
← + SP	Geschwind
← + H + SP	Geschwind Tobend
↓ + SP	Gestrichen
↓ + H + SP	Scharf Gestrichen

Burst Gauge 200% +

H + SP
- Quick Style - Phantom Break: **Schaurig**
- Hard Style - Phantom Break: **Grandios**

Waka — WAKA KUMON

Command	Move
→ + SP	Suijin-ha
→ + H + SP	Hiryu Suijin-ha
← + SP	Sougetsu Jin
← + H + SP	Ko-ryu Sougetsu Jin
↓ + SP	Ko-ryu Jin
↓ + H + SP	Ten-ha Ko-ryu Jin

Burst Gauge 200% +

H + SP
- Quick Style - Phantom Break: **Zessou Ryu-baku-jin**
- Hard Style - Phantom Break: **Hiryu Suijin Reppa**

Yuzuha — YUZUHA FUJIBAYASHI

Command	Move
→ + SP	Hail
→ + H + SP	Secret Art: Spring Thunder
← + SP	Diving Eagle
← + H + SP	Diving Eagle (EX)
↓ + SP	Carnage Palm
↓ + H + SP	Secret Art: Quaking Palm

Burst Gauge 200% +

H + SP
- Quick Style - Phantom Break: **Blinding Mist**
- Hard Style - Phantom Break: **Secret Art: Explosive Smash**

Ren — REN TATEWAKI

Command	Move
→ + SP	Spitfire Bullet
→ + H + SP	Spitfire Bullet (EX)
← + SP	Lightning Edge
← + H + SP	Lightning Edge (EX)
↓ + SP	Venom Trigger
↓ + H + SP	Venom Trigger (EX)

Burst Gauge 200% +

H + SP
- Quick Style - Phantom Break: **Hurricane Strike**
- Hard Style - Phantom Break: **Thunder Scepter**

COMMAND LIST

MEI ORISAKA

Command	Move
➡ + SP	Candy Shot
➡ + H + SP	Candy Mega Shot
⬅ + SP	Magical Grapple
⬅ + H + SP	Magical Grapple (EX)
⬇ + SP	Magical Impact
⬇ + H + SP	Magical Strike

Burst Gauge 200% +

H + SP
- Quick Style - Phantom Break — Seventh Heaven Shot
- Hard Style - Phantom Break — Magical Smash Arrow

TOKIYA KANZAKI

Command	Move
➡ + SP	Circlet Ignition
➡ + H + SP	Circlet Lightning
⬅ + SP	Revolver Slash
⬅ + H + SP	Revolver Slash (EX)
⬇ + SP	Triad Impact
⬇ + H + SP	Triad Charge

Burst Gauge 200% +

H + SP
- Quick Style - Phantom Break — Circlet Maximum
- Hard Style - Phantom Break — Untouchable Legion

ITSUKI KONO

Command	Move
➡ + SP	Vapor Wave
➡ + H + SP	Vapor Wave (EX)
⬅ + SP	Fake Helix
⬅ + H + SP	Fake Helix (EX)
⬇ + SP	Bullet Stinger
⬇ + H + SP	Bullet Stinger (EX)

Burst Gauge 200% +

H + SP
- Quick Style - Phantom Break — Vapor Typhoon
- Hard Style - Phantom Break — Horizontal Grand Slam

RIA TOJO

Command	Move
➡ + SP	Double Fang
➡ + H + SP	Double Fang (EX)
⬅ + SP	Spinning Edge
⬅ + H + SP	Spinning Edge (EX)
⬇ + SP	Gatling Slash
⬇ + H + SP	Gatling Slash (EX)

Burst Gauge 200% +

H + SP
- Quick Style - Phantom Break — Killing Artifact
- Hard Style - Phantom Break — Fang Spiral

COMMAND LIST

COCOA

Command	Move
→ + SP	Stumpfer Flugel
→ + H + SP	Stumpfer Flugel (EX)
← + SP	Barbarischer Nagel
← + H + SP	Barbarischer Nagel (EX)
↓ + SP	Kurzes Messer
↓ + H + SP	Kurzes Messer (EX)

Burst Gauge 200% +
H + SP
- Quick Style - Phantom Break: Unendliche Angst
- Hard Style - Phantom Break: Schöne Fledermaus

M

Command	Move
→ + SP	Meteor Blast
→ + H + SP	Volcanic Blast
← + SP	Rubble Crush
← + H + SP	Earthquake
↓ + SP	Trash Twirl
↓ + H + SP	Trash Twirl (EX)

Burst Gauge 200% +
H + SP
- Quick Style - Phantom Break: Descartes Wanderers
- Hard Style - Phantom Break: Tidal Wave

INFINITY

Command	Move
→ + SP	Edge of Extinction
→ + H + SP	Edge of Extinction (EX)
← + SP	Bloody Lynchpin
← + H + SP	Bloody Lynchpin (EX)
↓ + SP	Horizon of Horror
↓ + H + SP	Horizon of Horror (EX)

Burst Gauge 200% +
H + SP
- Quick Style - Phantom Break: Penance of Confession
- Hard Style - Phantom Break: Impenetrable Wing

FIN

Command	Move
→ + SP	Be-be-be-beam
→ + H + SP	Heart Catch Be-be-be-beam
← + SP	Mau-chu Bomber
← + H + SP	Mau-chu Bomber 6
↓ + SP	Multi-missile
↓ + H + SP	Multi-missile (EX)

Burst Gauge 200% +
H + SP
- Quick Style Phantom Break: Dimension Kick
- Hard Style - Phantom Break: Chonky Alligator Beam

COMMAND LIST

Sophia — SOPHIA KARGANOVA

Command	Move
→ + SP	Volna Grom (Thunder Wave)
→ + H + SP	Khaotichnyy Grom (Chaotic Thunder)
← + SP	Zemlya Obledeneniya (Frozen Land)
← + H + SP	Zemlya Lavyn (Avalanche Land)
↓ + SP	Lezvye Tornado (Blade Tornado)
↓ + H + SP	Klinok Buri (Storm Blade)

Burst Gauge 200% +

Quick Style - Phantom Break
Zemletryaseniye (Earthquake)

Hard Style - Phantom Break
Molniya (Lightning)

H + SP

Shizuka — SHIZUKA SAEJIMA

Command	Move
→ + SP	Hayate
→ + H + SP	Hayate (EX)
← + SP	Crimson
← + H + SP	Guren
↓ + SP	Raining Blossom
↓ + H + SP	Raining Blossom: Petal Storm

Burst Gauge 200% +

Quick Style - Phantom Break
Godspeed: Sturm und Drang

Hard Style - Phantom Break
Divine Wind Blast

H + SP

Ende — ENDE

Command	Move
→ + SP	TYPE-51:SHIDEN
→ + H + SP	TYPE-61:RAIDEN
← + SP	TYPE-35:ASURA
← + H + SP	TYPE-24:KARURA
↓ + SP	TYPE-42:HIEN
↓ + H + SP	TYPE-26:HOUOU

Burst Gauge 200% +

Quick Style - Phantom Break
TYPE-21:TSURUGI

Hard Style - Phantom Break
TYPE-16:MIZUCHI

H + SP

Rin / Gaito — RIN & GAITO

Command	Move
→ + SP	Kiai Blast
→ + H + SP	Super Kiai Blast
← + SP	Demon Crush
← + H + SP	Extreme Demon Crush
↓ + SP	Demon Fall
↓ + H + SP	Extreme Demon Fall

Burst Gauge 200% +

Quick Style - Phantom Break
Super Total Carnage

Hard Style - Phantom Break
Super Demon Punch

H + SP

COMMAND LIST

Artifactor
ARTIFACTOR

Command	Move
→ + SP	Bang Thingy
→ + H + SP	Bang Bish-bash Thingy
← + SP	Ding Thingy
← + H + SP	Ding Wham Thingy
↓ + SP	Overhead Stabby Thingy
↓ + L + SP	Below Stabby Thingy
↓ + H + SP	Many Stabby Thingy

Burst Gauge 200% +
H + SP

Quick Style - Phantom Break
Grab 'Em and Beat 'Em

Hard Style - Phantom Break
Oh No You Didn't

Maestra
MAESTRA

Command	Move
→ + SP	Schneidend
→ + H + SP	Feurig Schneidend
← + SP	Geschwind
← + H + SP	Geschwind Tobend
↓ + SP	Gestrichen
↓ + H + SP	Scharf Gestrichen

Burst Gauge 200% +
H + SP

Quick Style - Phantom Break
Schaurig

Hard Style - Phantom Break
Grandios

Shiro-Mikoto
SHIRO-MIKOTO

Command	Move
→ + SP	Schneidend
→ + H + SP	Feurig Schneidend
← + SP	Geschwind
← + H + SP	Geschwind Tobend
↓ + SP	Gestrichen
↓ + H + SP	Scharf Gestrichen

Burst Gauge 200% +
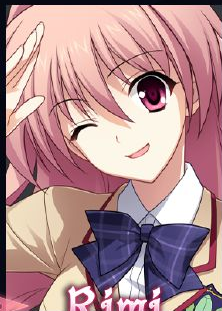H + SP

Hard Style - Phantom Break
Grandios

L
L

Command	Move
→ + SP	Meteor Flame
→ + H + SP	Volcanic Flame
← + SP	Rubble Crush
← + H + SP	Earthquake
↓ + SP	Trash Twirl
↓ + H + SP	Trash Twirl (EX)

Burst Gauge 200% +
H + SP

Quick Style - Phantom Break
Descartes Wanderers

COMMAND LIST

Rimi
RIMI SAKIHATA

Command	Move
➡ + SP	Delusion of Wings
➡ + H + SP	Delusion of Giant Wings
➡ + SP (mid-air)	Delusion of Winged Flight
⬅ + SP	Delusion of Flying Feathers
⬅ + H + SP	Delusion of Flying Feather Flurry
⬇ + SP	Delusion of a Strong DI-Sword
⬇ + H + SP	Delusion of a Super Strong DI-Sword

Burst Gauge 200% +

Quick Style - Phantom Break
Those eyes, whose are they?

Hard Style - Phantom Break
H + SP
Delusion of Flight and Feather Blitz

Kurisu
KURISU MAKISE

Command	Move
➡ + SP	Future Gadget #1
➡ + H + SP	Future Gadget #1 Ver 5.10
➡ + L + SP	Mayuri's Souvenir
⬅ + SP	Future Gadget #4
⬅ + H + SP	Future Gadget #4 Ver 3.08
⬇ + SP	Future Gadget #5
⬇ + H + SP	Future Gadget #5 Ver 2.43

Burst Gauge 200% +

Quick Style - Phantom Break
FG204

Hard Style - Phantom Break
H + SP
Auras are unscientific, so to prove my point, in a nutshell [redacted]

MOVING BACK AND FORTH

CONTROLS

MOVING FORWARD:

➡️ (Hold to travel farther)

MOVING BACKWARD:

⬅️ (Hold to travel farther)

➡️ moves you forward and ⬅️ moves you backward. Note that moving forward leaves you vulnerable to attacks, putting you at increased risk of being hit by your opponent's attacks. While moving backward, if your opponent executes an attack that can be blocked while standing, your backward movement will cancel into a standing guard stance.

Mikoto   WIN 0

90
TIME

WIN 0   Sophia

1%   0%

OPERATION EXPLANATION

JUMP / DOUBLE-JUMP / HOVER

CONTROLS

Jump:
⬆ or ⬈ or ⬉

High Jump:
Jump immediately after a downward input.

Press ⬆ to jump straight up; ⬈ to jump forward; ⬉ to jump backward. Besides jumping straight up, all jumps follow an arced trajectory. You can execute normal attacks as well as some Special Attacks in the air. If you jump immediately after a downward input, you can execute a High Jump. High Jumps allow you to jump higher and farther than a normal jump. You are also invulnerable during the start of the action.

DOUBLE-JUMP/HOVER CONTROLS

[Quick and Omnia Styles Only]
While jumping, input the jump command again.

[Hard Style Only]
Press and hold an upward input while jumping.

For Quick and Omnia Styles, you can input the jump command while jumping to perform a double-jump. Hard Style cannot perform double-jumps but can delay the landing speed of a normal jump. Note that Shiro-Mikoto's Hard Style does allow for double-jumps.

CONTROLS

Quickly input ➡ ➡

(Hold the input to travel farther)
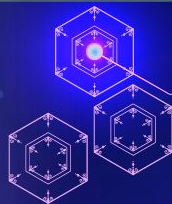
*When the character is facing right.

Dashes allow you to move much faster than normal forward movement. Dashes also have a collision box that triggers Clash when colliding with an opponent's attack or dash. If you come into contact with your opponent while dashing, you will circle around behind the opponent. This action has invulnerability frames, making it easy to evade attacks. Press **L**, **M**, or **H** while dashing to execute their respective dash attacks.

WIN 0   Mikoto   74   Sophia   WIN 0
TIME

4%   0%

OPERATION EXPLANATION

BACK STEP

CONTROLS

Quickly input ⬅ ⬅

*When the character is facing right.

A back step moves you backward quickly. This action has invulnerability frames, allowing you to create some distance between you and your opponent while also avoiding their attacks. However, you do leave yourself vulnerable during the latter half of the action, risking damage if your opponent reads your moves. Also be aware that performing a back step consumes a little bit of your guard durability. Overuse of back stepping will cause you to reach Guard Break faster.

OPERATION EXPLANATION

NORMAL ATTACKS

CONTROLS

Light Attack: **L**

Medium Attack: **M**

Heavy Attack: **H**

In general, your attack power increases in the following order: **L** → **M** → **H** . Higher damaging attacks also have greater recovery times, leaving you vulnerable to opponent retaliation. Your moves change depending on whether you are standing, crouching, or jumping. Choose them wisely depending on the situation. Furthermore, all characters have command normals, such as ⇒ + **M** and ⇒ + **H** . Depending on the Style, they also have auto-combos like **L L L** , **M M M** , **H H H** . Hard Style characters can use their unique ⇐ + **M** command.

Mikoto   WIN 0   64 TIME   WIN 0   Sophia

9%   0%

OPERATION EXPLANATION

GUARD TYPES

CONTROLS

Standing Guard:
⬅ against an opponent's attack or simply neutral.

Crouching Guard: ⬉ against an opponent's attack.

Air Guard: ⬅ against an opponent's attack in mid-air.
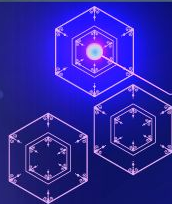
*When the character is facing right.

A standing guard can block both high and overhead attacks but cannot block low attacks. A crouching guard can block both high and low attacks but cannot block overhead attacks. An air guard cannot block low attacks and air-unblockable attacks.

OPERATION EXPLANATION

THROWS

CONTROLS

Ground Throw:
⬅ or ➡ + Ⓗ when close to an opponent.

Air Throw:
⬅ or ➡ + Ⓗ
when close to an opponent during a jump.

A throw is an offensive action that grabs and deals damage to an opponent who is guarding. A throw can only be executed while in close quarters with the opponent. Ground and air throws only work on grounded and airborne opponents, respectively. A Throw Break will occur when a player who is being thrown inputs the throw command as or before their character flashes green. An air throw cannot be broken.

Mikoto

Sophia

34
TIME

388

1 HIT

26%

16%

OPERATION EXPLANATION

COUNTER BURSTS

CONTROLS

Ground Counter Burst:

SP while on the ground (can be held).

Air Counter Burst:

SP in the air.

A ground Counter Burst gives the user a Clash collision box and a guard point on their upper body, allowing them to parry an opponent's attack and retaliate immediately. You can also hold the button to extend the armored period. A perfectly timed Counter Burst against an opponent's normal attack will result in a Reflection which will temporarily render your opponent vulnerable. An air Counter Burst cannot be held, but it grants invulnerability against both non-projectile attacks and throws.

Mikoto   WIN 0   31 TIME   WIN 0   Sophia

30%   18%

OPERATION EXPLANATION

CRITICAL BURST

CONTROLS

Charge Counter Burst to maximum while the Tension Gauge is full.

To activate Critical Burst, hold down Counter Burst until it charges to maximum while the Tension Gauge is full. After a brief darkening effect, a devastating, unblockable attack will be unleashed. Critical Burst can be activated regardless of your Burst Gauge capacity, but it will consume all of it. The damage inflicted by Critical Burst is dependent on the amount of Burst Gauge consumed.

WIN 3   Mikoto   57 TIME   Sophia   WIN 2

04 14

Set Burst!

200%

OPERATION EXPLANATION

SPECIAL ATTACKS

CONTROLS

➡ + SP | ⬇ + SP | ⬅ + SP
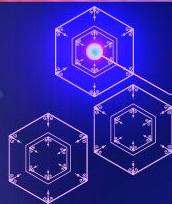
Special Attacks are powerful moves that can be executed by pressing SP and one of three directional inputs: ⬅ or ⬇ or ➡. Their properties change depending on the button used: L + SP will execute a weaker version, while H + SP will consume 100% of the Burst Gauge to execute an enhanced version of the attack. Furthermore, the properties of Specials change slightly between Styles.

Mikoto — 11 TIME — Sophia

53% | 62%

OPERATION EXPLANATION

PHANTOM BREAK

CONTROLS

[Quick and Hard Styles Only]

Press (SP) + (H) when the Burst Gauge is at 200%.

Phantom Break is a powerful attack that consumes 200% Burst Gauge. Due to its immense power, this move should be used as a last resort. Not only does Phantom Break differ from character to character, but they are also unique per Style.

OPERATION EXPLANATION
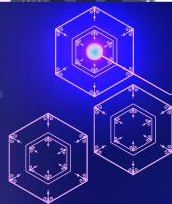
OVERDRIVE

CONTROLS

[Quick and Hard Styles Only]
Press Ⓛ + Ⓜ when your Burst Gauge is at least 100%.

Overdrive can be activated by consuming all of your Burst Gauge that is charged to at least 100%. In Quick Style, Overdrive will trigger Clock Up, which increases the user's speed while decreasing the speed of their opponent. In Hard Style, Overdrive will trigger Solid Armor, a condition where the character no longer staggers even when hit by an opponent's attack.


OPERATION EXPLANATION

EMERGENCY MODE
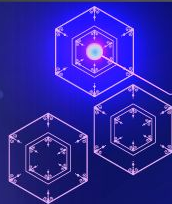
CONTROLS

[Quick and Hard Styles Only]
With at least 100% Burst Gauge,
press (L) + (M) after at least two hits.

If you are being struck by more than two hits from your opponent and have at least 100% Burst Gauge, you can escape out of a hit stun using Emergency Mode. However, this will consume all of your Burst Gauge and most of your Vital Chamber. If you are being hit by Phantom Break, Emergency Mode activation will cost 200% Burst Gauge.

OPERATION EXPLANATION
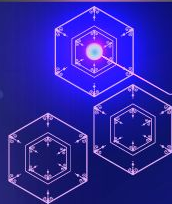
ALL RANGE ATTACK

CONTROLS

▶ [Omnia Style Only]

Press **SP** + **H** while at 400% Burst Gauge.

This is a powerful attack option unique to Omnia Style. An All Range Attack will consume your fully charged Burst Gauge to fire a projectile that has excellent range. An All Range Attack has invulnerability frames during the startup of the attack, making it useful for interrupting an opponent's offense. You can also take advantage of its high damage and incorporate it into a combo.

WIN 0   Mikoto   27 TIME   Shizuka   WIN 0

DAMAGE 501   2 HIT

113%   1

OPERATION EXPLANATION

CANCEL

CONTROLS

When an attack hits, input specific attack commands.

Many normal attacks can be [canceled] into certain attacks at the latter half of their movement animation. For example, if you input a standing (H) then ➡ Special Attack in quick succession, the recovery frames of a standing (H) will be canceled into a Special Attack immediately. You can cancel into other actions, such as jump/dash attacks and Overdrives.
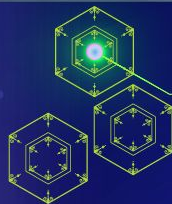
APPLIED TECHNIQUES

SLIP SHIFT

CONTROLS

[Quick and Omnia Styles Only]

Press ➡ timed with an opponent's attack.

When you time your ➡ input with an opponent's attack, your character will flash red and evade the attack with Slip Shift. When successful, your opponent's recovery time will be slower for a brief moment. This action also consumes your guard durability slightly.

APPLIED TECHNIQUES

CONTROLS

[Hard Style Only]

Press ➡ timed with an opponent's attack.

When you time your forward directional input with an opponent's attack, your character will flash blue and absorb your opponent's attack with Protection. You can begin moving faster than if you were to guard normally. This can also be executed in the air. This action also consumes your guard durability slightly.

APPLIED TECHNIQUES

GUARD CANCEL

CONTROLS

Input specific commands during guard stun.

If you execute Counter Burst, Evasion, Enhanced Special Attack, or Phantom Break during your guarding animation, you can cancel the guard to immediately execute an action. Quick and Omnia Styles can also execute a Guard Cancel using a dash, back step, and high jump. Additionally, Omnia Style can cancel using normal Special Attacks. This action also consumes your guard durability slightly.

APPLIED TECHNIQUES

CONTROLS

Press a button when struck up into the air.

To perform an Air Recovery, press any button before hitting the wall or ground after being struck up into the air by an opponent's attack. This action makes your character invulnerable for a moment, allowing you to evade follow-up attacks. Keep in mind that you cannot perform this action during a critical hit or during a wall slam.
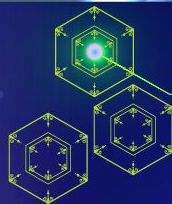

APPLIED TECHNIQUES

TRIGGER CONDITIONS

A Clash triggers when two attacks or certain movements collide with one another.

When attacks, dashes, and certain other actions collide, a Clash will trigger, neutralizing the attack of both sides. Each player can cancel into various actions after a Clash, except for Special Attacks and certain other moves. When a Clash occurs, your Burst Gauge and Tension Gauge increase dramatically.

APPLIED TECHNIQUES

COUNTER BURST CANCEL

CONTROLS

[Quick Style Only]

While having at least 50% Burst Gauge, input a dash, high jump, or back step when you connect with a Counter Burst.

In Quick Style only, you can execute a Counter Burst Cancel by inputting a dash, high jump, or back step when you connect with a Counter Burst. Using this mechanic, you can execute the following sequence of actions: Special Attack→Counter Burst→Dash.

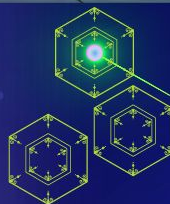APPLIED TECHNIQUES

GUARD BREAK

TRIGGER CONDITIONS

A Guard Break will occur when you overuse defensive actions or guard for prolonged periods of time.

When your guard durability reaches 0, a Guard Break will trigger. Not only will it leave you vulnerable, but it will also consume your entire Vital Chamber. Your guard durability decreases whenever you guard an attack or perform certain defensive actions. When your guard turns red, it is a signal that your guard durability is about to run out.

STUN

TRIGGER CONDITIONS

A stun occurs when a character continuously sustains many hits.

A character that continuously sustains hits will be knocked out with a yellow aura effect. Upon getting up, the character will be stunned, leaving them completely vulnerable for a while. Stun is very hard to trigger, but it is something to pay attention to during the latter parts of the match. The character's icon, located beside the Health Gauge, will begin flashing yellow when they are close to being stunned.
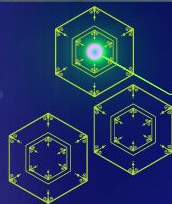
WEBSITE: ROCKETPANDAGAMES.COM
TWITTER: @ROCKETPANDAEN
INSTAGRAM: @ROCKETPANDAGAMES
FACEBOOK: @ROCKETPANDAGAMES
YOUTUBE: HTTPS://WWW.YOUTUBE.COM/C/ROCKETPANDAGAMES
DISCORD: HTTPS://DISCORD.COM/INVITE/XKHNYES