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WARRANTY

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less that 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

1/ the video game was purchased for commercial or professional use (all such uses are strictly forbidden)

2/ the video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game, or the hotline at the video game publisher in the country the game was purchased.

BASIC GUIDE TO BATTLE ACTION

KEY ASSIGNMENTS

BASIC ACTIONS REQUIRING MULTIPLE BUTTONS

Boost Dash	[LT] + left stick
Step	[LT] + left stick (short tap)
	Tap the [LT] button while in motion
Blowaway Attack	Ⓨ + Ⓑ (at the same time)
Follow-Up Boost	Ⓐ after blowaway attack
Stagger Attack	Attack (Ⓧ or Ⓨ) while holding left stick in character's forward direction
Jump Attack	(Ⓧ or Ⓨ) while jumping
Dash Attack	(Ⓧ or Ⓨ) during Boost Dash
Rear Attack	Attack (Ⓨ or Ⓑ) while holding left stick in character's rear direction
Super Attack	[RT] + (Ⓧ or Ⓨ or Ⓑ or Ⓐ)
Ultimate	[LT] + [RT] + (Ⓧ or Ⓨ)
Evasive Skill	[LT] + [RT] + Ⓐ
Throw	[LB] + Ⓑ (at the same time)
Descend	[LB] + Ⓐ (press Ⓐ while guarding)
	Push down on left stick
Get at enemy's height	Ⓐ button twice rapidly
Skill	[LT] + [RT] + Ⓑ

BASIC GUIDE TO BATTLE ACTION

Boost / Step

Guard

Move
- Move forward/back
- Please change to Press LS button to descend

Bring up windows
- Up button: Quest clear conditions
- Left button: Activate scouter
- Down button: Chat window
- Right button: Item window

Move camera
- Free camera
- Change locked-on target

Super Skill call trigger

Toggle lock-on

Y button: Strong attack (hold down to charge)

B button: Ki blast (hold down to charge)

A button: Jump (if on ground; hold down to jump higher)

Z-Vanish
- Press the A button during an attack combo to sneak behind foe (consumes Gauge)
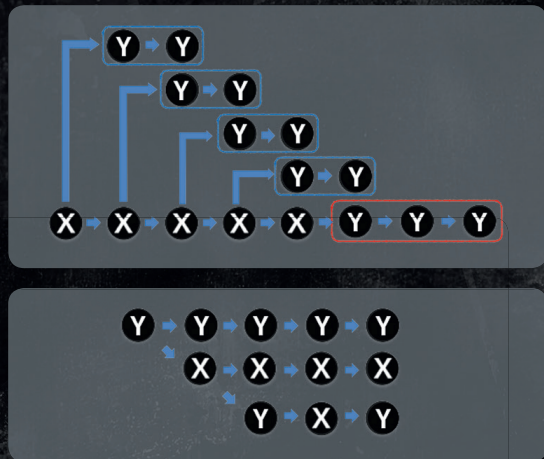- Press the A button while being attacked to sneak behind foe (consumes Gauge)

X button: Weak attack

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BASIC GUIDE TO BATTLE ACTION

🔴 BASIC ATTACK COMBOS

All playable characters have the following attack combos, although there are differences in input timing, reaction given to foes, etc.

🔴 STAMINA AND BREAK MODE

Each character has a Stamina gauge. Your Stamina goes down if you take an attack while guarding. Consuming all of your stamina triggers a Break, which renders you incapable of guarding for a period of time.

Gauge goes down as you take hits

Guard when gauge is low, and the "hit" visual effects turn red

Break mode once the gauge is exhausted!

Cannot guard until fully refilled
* Player cannot perform any action that consumes Stamina.

Back to normal once fully refilled
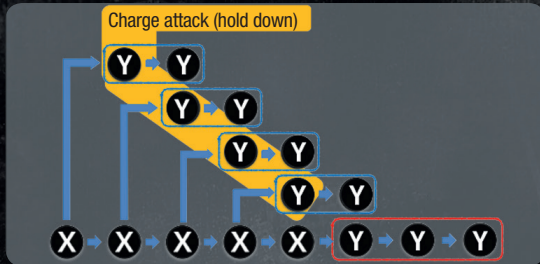
BASIC GUIDE TO BATTLE ACTION

CHARGE ATTACKS

These can be used only as the first move in a series of strong attacks (Y button).
When starting strong attack combo / C combo route, hold down the Y button to start charging. Once charged enough, you'll unleash a heavy attack.
This attack can drastically cut your foe's Ki.
Once you perform a Charge attack, you can still perform a combo from a strong attack (Y button).

Charge attack (hold down)

Charge attack (hold down)

Perform a Charge attack on a foe with their guard up.

This puts the foe in Break mode, ensuring the follow-up combo always hits.

BASIC GUIDE TO BATTLE ACTION

🔴 NORMAL KI BLAST ACTIONS

Press the **B** button to fire a single burst

Press the **B** button repeatedly for a barrage of bursts

If you are also pressing in a direction, you will fire a barrage while moving in that direction.

Hold down the **B** button to begin charging
You can move around and perform other actions while charging

Once charging is complete, the visual effect changes
You will remain charged as long as you hold down the button. Charging is canceled if you take damage, etc.
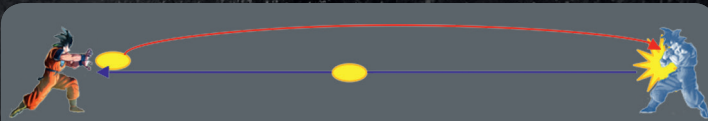
Release the **B** button when fully charged to unleash a stronger Ki blast than usual.

🔴 PATHS OF NORMAL KI BLASTS / DEFLECTIONS

In this game, normal Ki blasts will be more heavily controlled by the program in order to fly in an arc across the air.
Make adjustments so their range is longer than in Xenoverse.

This game allows you to deflect regular Ki blasts back at foes.

BASIC GUIDE TO BATTLE ACTION

🔶 STAGGERING FOES, AND THE EFFECT OF IT

Executing a "stagger" attack lets you throw your foe off balance, ensuring your follow-up attack always hits.

Enemies that are "staggered" are put in a state where they cannot perform Vanishes, evasive skills, or other defensive actions.

While it leaves you open for a while until attack detection begins, hitting with it gives you a chance at major offense. *
Not as much as with Guard Break
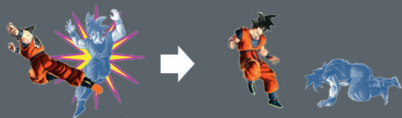
Insert into a regular combo; hit with it to stagger your foe

The foe is staggered for only a short time, but will always be hit by the next attack
* Cannot perform evasive skills or Vanishes

🔶 Z-VANISH (INSTANTLY SNEAK BEHIND FOE)

Consumes Stamina (differing amount depending on situation) in order to sneak behind your foe. This lets you hit your foe's unguarded rear if they just guarded your attack.
This is triggered by pressing the Ⓐ button during a regular-skill combo, damage action, or guard.
* Triggered differently depending on whether you're on the attacking/defending side.
Trying to casually trigger it may leave you open to rear attack.

Ⓐ button during regular skill combo
> Consumes 2 Ki bars (200)

Ⓐ button while taking damage
> Consumes 2 Stamina bars (200)

Ⓐ button while frozen by guard
> Consumes 1 Stamina bar (100)

Ⓐ button while guarding
> Consumes 1 Stamina bar

BASIC GUIDE TO BATTLE ACTION

Follow-up strike from above (superhuman)

Attack from rear?

Dodge it (zwing!)

* Attack/defense scenes from DBZ anime.

If the foe uses a Z-Vanish, etc. to sneak behind you...

Perform a rear attack to check your foe and strike back.
If the foe decides to guard, charge up your attack to break the guard.

🔴 REAR ATTACK / CHARGED REAR ATTACK

Press the direction away from where your character is facing and execute a weak or strong attack to perform a Rear Attack.
This rear attack can be performed as the first attack or during the middle of a combo.
It is useful for retaliating against a foe who uses a Z-Vanish to get behind you.
You can also hold down the attack button to charge it up.
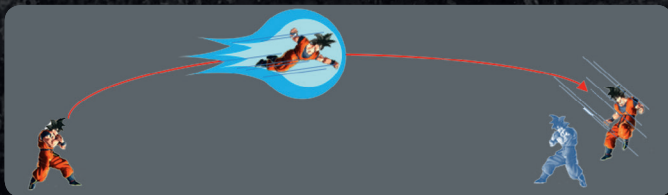Just like normal charged attacks, this lets you deal heavy damage and put foes in Break mode.

🔴 BURST DASH

Consumes a fairly large amount of Stamina to quickly close the distance between you and your foe; one of the main actions in this game's long-distance battles.

This can be used to close in on foes you just blew away for a second attack, or shift from keeping foes at bay with Ki blasts to going in for more powerful strikes.

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BASIC GUIDE TO BATTLE ACTION

Execute a guard the exact moment an attack hits

More violent guard effect than usual

If the Exact Guard succeeds, the attacker is blown back a large distance (around 1m)

EXACT GUARD

An action that takes effect for several frames upon inputting a guard move. If you successfully guard just before taking the foe's attack, you can put some distance between the two fighters. You will also gain one Ki gauge bar, while your opponent will lose one Stamina gauge bar. You will also gain one skill gauge bar, while your opponent will lose one Ki gauge bar.

If the Exact Guard succeeds, the game will play a larger visual/sound effect package for the guard.
This reduces cases of players being pinned by attack skills.

STEP JUMPS

Execute a front jump while stepping, and you will disappear as you jump.
You are invincible during a step jump and can adjust your trajectory with the left stick.

You will reappear once you execute a midair attack or reach the ground. If you jump backwards, you will remain visible and vulnerable, but your jump distance will be a little longer.

BASIC GUIDE TO BATTLE ACTION

Jump during a step → Disappear while you jump (invincible) → Reappear once you land or perform another action.

🔴 Z-VANISH FROM BLOW-AWAY ATTACK (FOLLOW-UP BOOST)

Press the Ⓨ and Ⓑ buttons simultaneously for a blow-away attack, then execute a Z-Vanish for a Boost follow-up different from normal ones.

Like with regular Boost Dash moves, boost follow-ups branch into a dash attack based on the attack button pressed.

Boost follow-ups can also go straight or curve around foes, depending on what direction you push the stick.
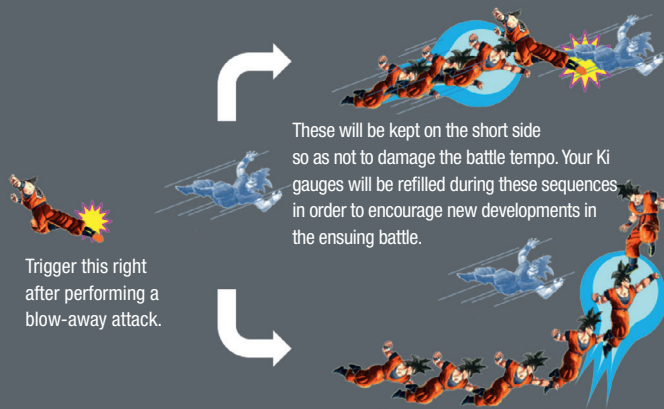
Trigger this right after performing a blow-away attack.

These will be kept on the short side so as not to damage the battle tempo. Your Ki gauges will be refilled during these sequences in order to encourage new developments in the ensuing battle.

Press the left stick left or right to swoop up or down on your foe as they're being blown away. Once the dash is complete, you can then perform regular or Super Skills.

BASIC GUIDE TO BATTLE ACTION

🔴 STALEMATES

If the two fighters hit each other at the same time, a sequence showing them punching each other will play.

This sequence will be short (40-60 frames), and once it's done, they'll go a given distance from each other and play will continue.

These will be kept on the short side so as not to damage the battle tempo. Your skill gauges will be refilled during these sequences in order to encourage new developments in the ensuing battle.

Triggered if both players' attack boxes hit each other

Motion-based sequence (no damage)

After the sequence, the players will be put a given distance from each other in order to reset the flow of the battle. (Picturing enough distance so each player's initial strikes can still reach.)

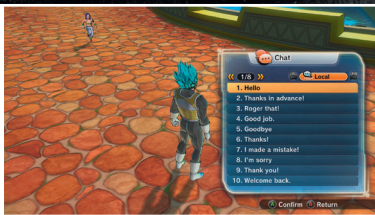# CONTROLS

LOBBY SCREEN CONTROLS
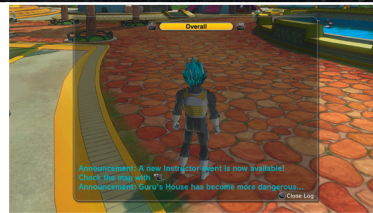
Lobby screen
Normal screen controls

Emotion list screen
Controls when emotion list is open

Chat phrase screen
Controls when chat phrase list is open

Log screen
Controls when log screen is open

CONTROLS

🔴 XBOX ONE WIRELESS CONTROLLER

LB L bumper
• Open chat phrase window
• Select target
• Change log page

Left stick button
Descend (if in flight)

Left stick
• Move character
• Press lightly: Walk
• Up/down: Select emotion
• Left/right: Change emotion list page
• Up/down: Select chat phrase
• Left/right: Change chat phrase list page

Directional pad
• Left/right: Change conversational target
• Up/down: Select emotion
• Left/right: Change emotion list page
• Up/down: Select chat phrase
• Left/right: Change chat phrase list page

LT L trigger
• Press while in motion to execute Boost Dash
• Close log

View button
• Open log
• Close log

Menu button
Open menu

Right stick: Move camera

Right stick button: Reset camera position

RB R bumper
• Open emotion list
• Select target
• Change log page

RT R trigger to Toggle Map

B button:
• Talk/Cancel
• Go back (close emotion selection menu)
• Go back (close chat phrase selection menu)

X button:
Board or disembark vehicle

A button:
• Jump/Decide
• Decide
• Decide

A button (hold):
Fly / ascend (if in flight)

A button (twice rapidly):
Descend (if in flight)

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CONTROLS

	CONTROL			
	Normal screen	**Emotion list screen**	**Chat phrase screen**	**Log screen**
View button	Open log			Close log
Menu button	Open menu			
Directional pad	Left/right: Change conversational target	Up/down: Select emotion Left/right: Change emotion list page	Up/down: Select chat phrase Left/right: Change chat phrase list page	
Left stick	Move character Press lightly: Walk, Press all the way: Run	Up/down: Select emotion Left/right: Change emotion list page	Up/down: Select chat phrase Left/right: Change chat phrase list page	
Right stick	Move camera			
Ⓑ button	Talk / Cancel	Go back (close emotion selection menu)	Go back (close chat phrase selection menu)	
Ⓐ button	Jump / Decide	Decide	Decide	
Ⓐ button (hold)	Fly / ascend (if in flight)			
Ⓐ button (twice rapidly)	Descend (if in flight)			
Ⓧ button	Board or disembark vehicle			
LB	Open chat phrase window		Select target	Change log page
LT	Press while in motion to execute Boost Dash			Close log
RB	Open emotion list		Select target	Change log page
Ⓡ button	Reset camera position			
Ⓛ button	Descend (if in flight)			
RT	Toggle Map			

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