Main Controls

- **Jump**
- **Forward Jump**
- **Backward Jump** (Useful Guard)
- **Lung Guard**
- **Move Forward**
- **Move Backward** (Guard)
- **Dash (Sticky)**

C: **Heavy Attack**
B: **Middle Attack**
A: **Light Attack**
D: **Drive Button**

Barrier

- While pressing these buttons, you will perform a stronger guard. This consumes the barrier gauge.

- **A** while guarding
- **B** while attacking

Rapid Cancel

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

- **A** while guarding
- **B** while attacking

Ukemi and Wakeups

- Repair your stability and stand up after being knocked down or getting damaged in the air.

- **A** using Joystick
- **B** using DR
- **C** using 08

Break Burst

- An emergency counter-attack move that can be performed even while you are being hit. Consumes one Break Burst Stock when used. A will be added to the stack for the next move if unused.

- **A** while guarding
- **B** while attacking

Counter Assault

- Counter an enemy’s attack while guarding. Consumes 50% of the Heat Gauge.

- **A** while guarding
- **B** while attacking

Heat Gauge

The energy needed to perform Distortion Drives and Rapid Catches. It is mainly built up by making successful attacks.

Barrier Gauge

The energy needed to perform a Barrier Guard. If it reaches 0%, you will enter a “Danger” state and your defense will decrease significantly.

Guard Primer

A gauge that will decrease when you guard certain attacks. When you lose the last bit of the gauge, a “Guard Crush” will occur and for a short period of time you will be unable to guard. You may avoid “Guard Crush” by using Barrier Guard.

Beginner Mode

A simplified control mode for beginners where you can execute Combos and Special Moves easily.

Select “Beginner Mode” at the character select screen.

Combiing a direction of the Joystick and the “S” button, you may pull pull of Special Moves easily!

Distortion Drive!!

Hold down the "N" or "S" button to execute powerful Distortion Drives. (50% of your Heat Gauge is required)