

Through the Looking-Glass,Fairy Tale transparently



Melty Blood - ReACT - Online Manual

1999-2001 TYPE-MOON

2001-2004 Watanabe Productions

2004 French Bread

1. Introduction



☺☺☺ Thank you for purchasing Melty Blood - ReAct - from Watanabe Productions/French Bread and TYPE-MOON.

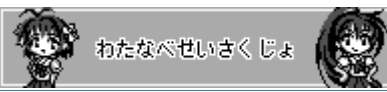
☺☺☺ This manual contains information for the game, so please read these instructions before playing.

☺☺☺* This is an expansion. You need the original Melty Blood game to play.

☺☺☺* This manual has been optimized for IE 5.5 with a monitor resolution of 1024x1768.

Revolve recommends a resolution of 1280x1024 for increased readability.

<http://www.typemoon.com/> 

http://www2s.biglobe.ne.jp/~k_wata/ 

<http://www13.plala.or.jp/french/> 

2. Hardware Requirements



OS: Compatible with AT computers running Windows 98/NT/ME/XP
(Not supported for use with the NEC PC-98 and other 98 series computers, or computers running Win95)
Requires DirectX 8.1 or later.

CPU: Pentium III 600 MHz or greater (Over 1 GHz is recommended)

Memory: 128 MB or greater (256 MB is recommended)

VGA: Direct3D card or compatible with at least 640x480 resolution and 65536 colors.
For high speed, 32 MB VRAM or better (Recommended: GeForce with 128 MB or better, or Radeon cards with 128 MB VRAM or better.)
Sound: DirectSound or compatible (Required)

Other: 4-button gamepad recommended

(Some keyboards do not support the simultaneous pressing of multiple keys very well)

*Windows 95 is not supported. If you can install DirectX, you may be able to play the game, but we cannot answer support questions regarding this environment.

Ⓜ️*Voodoo3 and Banshee cards are not supported. The game may play on these cards, but textures will appear rough and garbage may appear on the sides of the screen.

Ⓜ️Ⓜ️Ⓜ️Again, we cannot answer support questions regarding these cards.

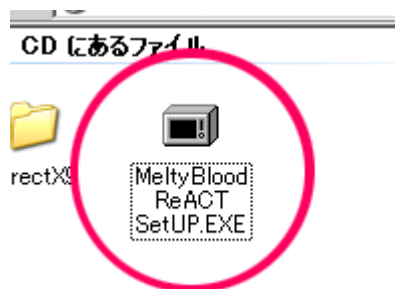
Ⓜ️*This game is not guaranteed to work with all computer configurations. We continue to correct bugs when possible, but due to instability issues with Direct3D and other known issues, you may experience problems. These include failure to start, garbage appearing on the screen, file errors, and drive read errors.

Ⓜ️*Sound is not guaranteed to work with all sound cards.

3. Game Installation/Uninstallation



*In order to play this game, you must have the original Melty Blood installed.



In order to play, you have to install the data first.

Ⓜ️①. Please place the Melty Blood ReACT CD in your CD-ROM drive.

2. Execute "Melty Blood ReACT SetUP.EXE".Ⓜ️②It will not start automatically.

Ⓜ️③. Follow the instructions and wait until installation is complete.

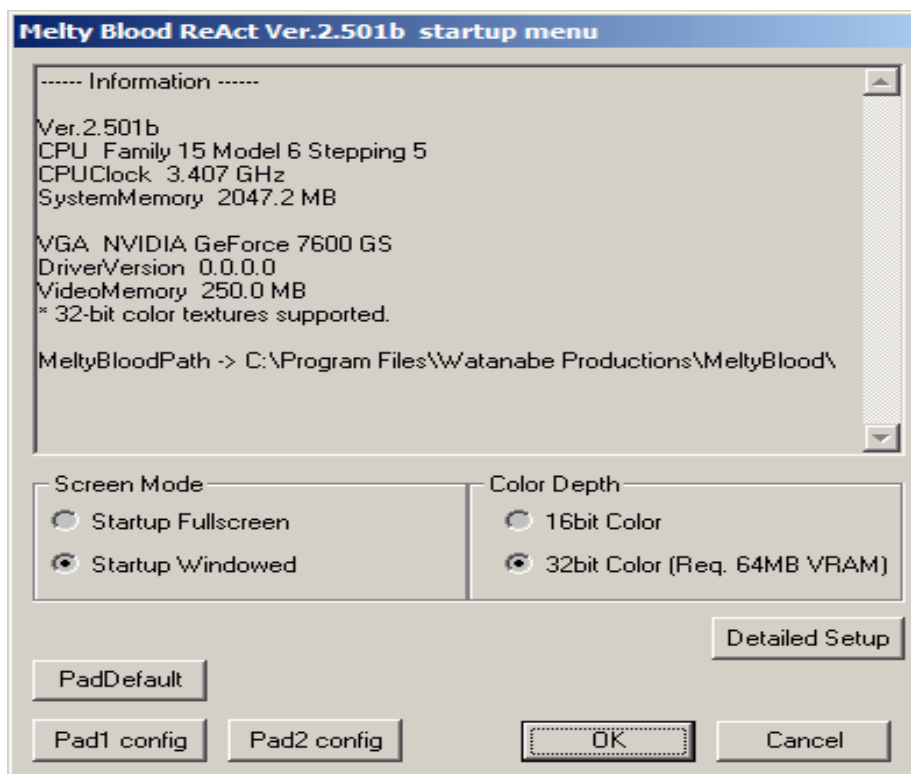
Ⓜ️④Once it is installed on your machine, a program icon will appear in your start menu. Please select Melty Blood REACT to begin.

Ⓜ️*The game CD does not need to stay in the CD-ROM drive after installation.

Ⓜ️Ⓜ️Ⓜ️We will not replaced damaged discs, so please keep them in a safe place.

To uninstall game, go to the Control Panel and select Melty Blood ReACT from the Add/Remove Programs menu.

4. Startup Menu



Ⓜ@If the game starts properly, you will see this information. It is just displaying system information, so there is no need to worry. Even if the specs displayed are incorrect, you shouldn't have any trouble playing. Ⓜ@Some cards like G400 might display an incorrect amount of VRAM, but it shouldn't be a

problem.

If you cannot use 32 bit color, then that simply means your video card does not support it. There may also be cases where the graphics display incorrectly or the game itself does not start.

Ⓜ@*If you switch tasks from Full Screen Mode you can't go back to the game. This happens both when a higher priority application switches tasks or when you press Alt+Tab manually. In this situation, Melty Blood may still be running somewhere in the background, so quickly press the Esc key.

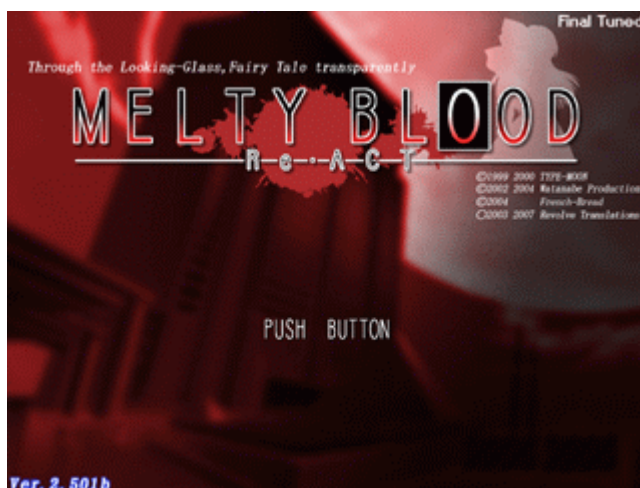
Ⓜ@If you want to change the gamepad key assignments, select "Pad1 config" or "Pad2 config" from the lower left.

Ⓜ@*You can't change key assignments on the keyboard, as there isn't support for simultaneous button pressing in the first place.

Ⓜ@Those who have confidence in their computer's specs, can select 32 bit for all options. This will let you enjoy much more beautiful graphics.
(Those who don't have confidence in their specs or those who don't understand the options, please just ignore them)

Ⓜ@After your selections are finished, press "OK" to start the game.

5. Title Screen



Ⓜ@After the game starts and after the Warning Screen, the Title Screen will appear.

Ⓜ@From this screen you can select the various game modes.

Ⓜ@Story Mode ... You can play the old story mode.

Ⓜ@Ⓜ@ (There is no change to the scenarios, but you will playing using the

ReACT game mechanics)

Ⓜ@Arcade Mode ... A mode where you follow a scenario and fight a sequence of opponents.

Ⓜ@VS Mode ... Fight against specific opponents.

cannot
change them
individually.

Winning Number of Rounds

- .. Change the
- . number of victories needed when in fighting mode. This will not affect the number needed in Story Mode. Depending on the situation, the number of rounds needed to win in Story Mode will vary between 1 and 3.

Background Rendering

- .. Setting to
- . "Simple" changes the background picture during fights to a single picture, which will decrease the load on the computer. Keeping the background on the default setting is recommended

d. Changing to "Simple" will not cause any dramatic improvements in game performance, nor will it allow you play the game with lower hardware specifications than normally required.

- Novel Part -

Number of Retries ... Set the number of continues.

⌘@Message Speed ... Change how quickly the text displays.

- Adjust Volume -

⌘@Adjust the balance between background music and sound effects. Adjust it to your desired level.

⌘@Restore Initial Settings.

⌘@Return to initial settings.

⌘@Return to Title Screen

⌘@Exit the Options Menu and return to the Title Screen.



*One lever and four buttons control your character in the game. The buttons are, in order, weak, medium, and strong attacks, and shield (a special guard). Combining movement and buttons produces special attacks, not much different from other fighting games.

*Keyboard usage

Ⓜ@This game was not designed for keyboard control. Because the hardware does not recognize simultaneous button presses, it is not dependable for use with this game. However, the following keys may be used as an alternate means of controlling the character. This may not work properly in all situations, so please understand.

Ⓜ@1P ... N M , . for buttons 1 - 4, cursor keys for movement

Ⓜ@2P ... Z X C V for buttons 1 - 4, F G H T for movement (left, down, right, up)

Ⓜ@Again, keyboard control is not supported for this game. Simultaneous input with a gamepad may cause errors. Also, the keyboard configuration cannot be changed.

*Rules of the Game

Ⓜ@To win, simply use a variety of fighting techniques to reduce your opponent's health to zero.

Game Screen

I. FPS

This displays the number of frames drawn per second and has no direct relation to the gameplay itself. Max is around 60, and the number may decrease as the game load

increases.

II. Round Count

The number of wins. The default is two rounds to win a match.

III. Health Gauge

When this become zero, you lose. You can regenerate this with Blood Heat.

IV. Magic Circuit

You can increase this by hitting your opponent or shielding your opponent's attacks. EX moves and Blood Heat require this.

V. Vital Source

When you receive damage, this gauge decreases. The stronger the attack, the larger the decrease.

Also, it will decrease if you guard against an attack.

There usually isn't a penalty if this decreases, but during Blood Heat, your regeneration rate will be lessened.

VI. Combo Display

This displays how many attacks you have chained together.

It also displays the total amount of damage.

8. Special Moves



By pushing the opposite direction as your opponent's attack, you can guard against the attack. This will decrease your Vital Source, however.



Throw ← or → + C

@@@@*Stand near the opponent, push a direction while pressing C to throw.
@@@@There are characters that can throw in midair.



Dash - Backstep ← or →

@@@@*Tap a horizontal direction twice to dash or backstep quickly.



Aerial Dash Midair ← or →

Ⓜ@ *Tapping a horizontal direction twice in midair allows you to do an aerial dash.



2nd Level Jump Midair ↖ or ↑ or ↗

Ⓜ@ *If you press an upwards direction (7, 8, 9) while jumping, you can perform a Second Level Jump midair.



High Jump

↙ or ↓ or ↘ then ↗

②③ *Jumping after you press a lower direction (1, 2, 3) allows you to jump higher.



Shield

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②③ *A different way to negate damage than Guard which stops an opponent's attack.

②③④⑤⑥⑦⑧⑨⑩⑪⑫⑬⑭⑮⑯⑰⑱⑲⑳㉑㉒㉓㉔㉕㉖㉗㉘㉙㉚㉛㉜㉝㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿㏀㏁㏂㏃㏄㏅㏆㏇㏈㏉㏊㏋㏌㏍㏎㏏㏐㏑㏒㏓㏔㏕㏖㏗㏘㏙㏚㏛㏜㏝㏞㏟㏠㏡㏢㏣㏤㏥㏦㏧㏨㏩㏪㏫㏬㏭㏮㏯㏰㏱㏲㏳㏴㏵㏶㏷㏸㏹㏺㏻㏼㏽㏾㏿㐀㐁㐂㐃㐄㐅㐆㐇㐈㐉㐊㐋㐌㐍㐎㐏㐐㐑㐒㐓㐔㐕㐖㐗㐘㐙㐚㐛㐜㐝㐞㐟㐠㐡㐢㐣㐤㐥㐦㐧㐨㐩㐪㐫㐬㐭㐮㐯㐰㐱㐲㐳㐴㐵㐶㐷㐸㐹㐺㐻㐼㐽㐾㐿㑀㑁㑂㑃㑄㑅㑆㑇㑈㑉㑊㑋㑌㑍㑎㑏㑐㑑㑒㑓㑔㑕㑖㑗㑘㑙㑚㑛㑜㑝㑞㑟㑠㑡㑢㑣㑤㑥㑦㑧㑨㑩㑪㑫㑬㑭㑮㑯㑰㑱㑲㑳㑴㑵㑶㑷㑸㑹㑺㑻㑼㑽㑾㑿㒀㒁㒂㒃㒄㒅㒆㒇㒈㒉㒊㒋㒌㒍㒎㒏㒐㒑㒒㒓㒔㒕㒖㒗㒘㒙㒚㒛㒜㒝㒞㒟㒠㒡㒢㒣㒤㒥㒦㒧㒨㒩㒪㒫㒬㒭㒮㒯㒰㒱㒲㒳㒴㒵㒶㒷㒸㒹㒺㒻㒼㒽㒾㒿㓀㓁㓂㓃㓄㓅㓆㓇㓈㓉㓊㓋㓌㓍㓎㓏㓐㓑㓒㓓㓔㓕㓖㓗㓘㓙㓚㓛㓜㓝㓞㓟㓠㓡㓢㓣㓤㓥㓦㓧㓨㓩㓪㓫㓬㓭㓮㓯㓰㓱㓲㓳㓴㓵㓶㓷㓸㓹㓺㓻㓼㓽㓾㓿㔀㔁㔂㔃㔄㔅㔆㔇㔈㔉㔊㔋㔌㔍㔎㔏㔐㔑㔒㔓㔔㔕㔖㔗㔘㔙㔚㔛㔜㔝㔞㔟㔠㔡㔢㔣㔤㔥㔦㔧㔨㔩㔪㔫㔬㔭㔮㔯㔰㔱㔲㔳㔴㔵㔶㔷㔸㔹㔺㔻㔼㔽㔾㔿㕀㕁㕂㕃㕄㕅㕆㕇㕈㕉㕊㕋㕌㕍㕎㕏㕐㕑㕒㕓㕔㕕㕖㕗㕘㕙㕚㕛㕜㕝㕞㕟㕠㕡㕢㕣㕤㕥㕦㕧㕨㕩㕪㕫㕬㕭㕮㕯㕰㕱㕲㕳㕴㕵㕶㕷㕸㕹㕺㕻㕼㕽㕾㕿㖀㖁㖂㖃㖄㖅㖆㖇㖈㖉㖊㖋㖌㖍㖎㖏㖐㖑㖒㖓㖔㖕㖖㖗㖘㖙㖚㖛㖜㖝㖞㖟㖠㖡㖢㖣㖤㖥㖦㖧㖨㖩㖪㖫㖬㖭㖮㖯㖰㖱㖲㖳㖴㖵㖶㖷㖸㖹㖺㖻㖼㖽㖾㖿㗀㗁㗂㗃㗄㗅㗆㗇㗈㗉㗊㗋㗌㗍㗎㗏㗐㗑㗒㗓㗔㗕㗖㗗㗘㗙㗚㗛㗜㗝㗞㗟㗠㗡㗢㗣㗤㗥㗦㗧㗨㗩㗪㗫㗬㗭㗮㗯㗰㗱㗲㗳㗴㗵㗶㗷㗸㗹㗺㗻㗼㗽㗾㗿㘀㘁㘂㘃㘄㘅㘆㘇㘈㘉㘊㘋㘌㘍㘎㘏㘐㘑㘒㘓㘔㘕㘖㘗㘘㘙㘚㘛㘜㘝㘞㘟㘠㘡㘢㘣㘤㘥㘦㘧㘨㘩㘪㘫㘬㘭㘮㘯㘰㘱㘲㘳㘴㘵㘶㘷㘸㘹㘺㘻㘼㘽㘾㘿㙀㙁㙂㙃㙄㙅㙆㙇㙈㙉㙊㙋㙌㙍㙎㙏㙐㙑㙒㙓㙔㙕㙖㙗㙘㙙㙚㙛㙜㙝㙞㙟㙠㙡㙢㙣㙤㙥㙦㙧㙨㙩㙪㙫㙬㙭㙮㙯㙰㙱㙲㙳㙴㙵㙶㙷㙸㙹㙺㙻㙼㙽㙾㙿㚀㚁㚂㚃㚄㚅㚆㚇㚈㚉㚊㚋㚌㚍㚎㚏㚐㚑㚒㚓㚔㚕㚖㚗㚘㚙㚚㚛㚜㚝㚞㚟㚠㚡㚢㚣㚤㚥㚦㚧㚨㚩㚪㚫㚬㚭㚮㚯㚰㚱㚲㚳㚴㚵㚶㚷㚸㚹㚺㚻㚼㚽㚾㚿㜀㜁㜂㜃㜄㜅㜆㜇㜈㜉㜊㜋㜌㜍㜎㜏㜐㜑㜒㜓㜔㜕㜖㜗㜘㜙㜚㜛㜜㜝㜞㜟㜠㜡㜢㜣㜤㜥㜦㜧㜨㜩㜪㜫㜬㜭㜮㜯㜰㜱㜲㜳㜴㜵㜶㜷㜸㜹㜺㜻㜼㜽㜾㜿㝀㝁㝂㝃㝄㝅㝆㝇㝈㝉㝊㝋㝌㝍㝎㝏㝐㝑㝒㝓㝔㝕㝖㝗㝘㝙㝚㝛㝜㝝㝞㝟㝠㝡㝢㝣㝤㝥㝦㝧㝨㝩㝪㝫㝬㝭㝮㝯㝰㝱㝲㝳㝴㝵㝶㝷㝸㝹㝺㝻㝼㝽㝾㝿㞀㞁㞂㞃㞄㞅㞆㞇㞈㞉㞊㞋㞌㞍㞎㞏㞐㞑㞒㞓㞔㞕㞖㞗㞘㞙㞚㞛㞜㞝㞞㞟㞠㞡㞢㞣㞤㞥㞦㞧㞨㞩㞪㞫㞬㞭㞮㞯㞰㞱㞲㞳㞴㞵㞶㞷㞸㞹㞺㞻㞼㞽㞾㞿㟀㟁㟂㟃㟄㟅㟆㟇㟈㟉㟊㟋㟌㟍㟎㟏㟐㟑㟒㟓㟔㟕㟖㟗㟘㟙㟚㟛㟜㟝㟞㟟㟠㟡㟢㟣㟤㟥㟦㟧㟨㟩㟪㟫㟬㟭㟮㟯㟰㟱㟲㟳㟴㟵㟶㟷㟸㟹㟺㟻㟼㟽㟾㟿㠀㠁㠂㠃㠄㠅㠆㠇㠈㠉㠊㠋㠌㠍㠎㠏㠐㠑㠒㠓㠔㠕㠖㠗㠘㠙㠚㠛㠜㠝㠞㠟㠠㠡㠢㠣㠤㠥㠦㠧㠨㠩㠪㠫㠬㠭㠮㠯㠰㠱㠲㠳㠴㠵㠶㠷㠸㠹㠺㠻㠼㠽㠾㠿㡀㡁㡂㡃㡄㡅㡆㡇㡈㡉㡊㡋㡌㡍㡎㡏㡐㡑㡒㡓㡔㡕㡖㡗㡘㡙㡚㡛㡜㡝㡞㡟㡠㡡㡢㡣㡤㡥㡦㡧㡨㡩㡪㡫㡬㡭㡮㡯㡰㡱㡲㡳㡴㡵㡶㡷㡸㡹㡺㡻㡼㡽㡾㡿㢀㢁㢂㢃㢄㢅㢆㢇㢈㢉㢊㢋㢌㢍㢎㢏㢐㢑㢒㢓㢔㢕㢖㢗㢘㢙㢚㢛㢜㢝㢞㢟㢠㢡㢢㢣㢤㢥㢦㢧㢨㢩㢪㢫㢬㢭㢮㢯㢰㢱㢲㢳㢴㢵㢶㢷㢸㢹㢺㢻㢼㢽㢾㢿㣀㣁㣂㣃㣄㣅㣆㣇㣈㣉㣊㣋㣌㣍㣎㣏㣐㣑㣒㣓㣔㣕㣖㣗㣘㣙㣚㣛㣜㣝㣞㣟㣠㣡㣢㣣㣤㣥㣦㣧㣨㣩㣪㣫㣬㣭㣮㣯㣰㣱㣲㣳㣴㣵㣶㣷㣸㣹㣺㣻㣼㣽㣾㣿㤀㤁㤂㤃㤄㤅㤆㤇㤈㤉㤊㤋㤌㤍㤎㤏㤐㤑㤒㤓㤔㤕㤖㤗㤘㤙㤚㤛㤜㤝㤞㤟㤠㤡㤢㤣㤤㤥㤦㤧㤨㤩㤪㤫㤬㤭㤮㤯㤰㤱㤲㤳㤴㤵㤶㤷㤸㤹㤺㤻㤼㤽㤾㤿㥀㥁㥂㥃㥄㥅㥆㥇㥈㥉㥊㥋㥌㥍㥎㥏㥐㥑㥒㥓㥔㥕㥖㥗㥘㥙㥚㥛㥜㥝㥞㥟㥠㥡㥢㥣㥤㥥㥦㥧㥨㥩㥪㥫㥬㥭㥮㥯㥰㥱㥲㥳㥴㥵㥶㥷㥸㥹㥺㥻㥼㥽㥾㥿㦀㦁㦂㦃㦄㦅㦆㦇㦈㦉㦊㦋㦌㦍㦎㦏㦐㦑㦒㦓㦔㦕㦖㦗㦘㦙㦚㦛㦜㦝㦞㦟㦠㦡㦢㦣㦤㦥㦦㦧㦨㦩㦪㦫㦬㦭㦮㦯㦰㦱㦲㦳㦴㦵㦶㦷㦸㦹㦺㦻㦼㦽㦾㦿㧀㧁㧂㧃㧄㧅㧆㧇㧈㧉㧊㧋㧌㧍㧎㧏㧐㧑㧒㧓㧔㧕㧖㧗㧘㧙㧚㧛㧜㧝㧞㧟㧠㧡㧢㧣㧤㧥㧦㧧㧨㧩㧪㧫㧬㧭㧮㧯㧰㧱㧲㧳㧴㧵㧶㧷㧸㧹㧺㧻㧼㧽㧾㧿㨀㨁㨂㨃㨄㨅㨆㨇㨈㨉㨊㨋㨌㨍㨎㨏㨐㨑㨒㨓㨔㨕㨖㨗㨘㨙㨚㨛㨜㨝㨞㨟㨠㨡㨢㨣㨤㨥㨦㨧㨨㨩㨪㨫㨬㨭㨮㨯㨰㨱㨲㨳㨴㨵㨶㨷㨸㨹㨺㨻㨼㨽㨾㨿㩀㩁㩂㩃㩄㩅㩆㩇㩈㩉㩊㩋㩌㩍㩎㩏㩐㩑㩒㩓㩔㩕㩖㩗㩘㩙㩚㩛㩜㩝㩞㩟㩠㩡㩢㩣㩤㩥㩦㩧㩨㩩㩪㩫㩬㩭㩮㩯㩰㩱㩲㩳㩴㩵㩶㩷㩸㩹㩺㩻㩼㩽㩾㩿㪀㪁㪂㪃㪄㪅㪆㪇㪈㪉㪊㪋㪌㪍㪎㪏㪐㪑㪒㪓㪔㪕㪖㪗㪘㪙㪚㪛㪜㪝㪞㪟㪠㪡㪢㪣㪤㪥㪦㪧㪨㪩㪪㪫㪬㪭㪮㪯㪰㪱㪲㪳㪴㪵㪶㪷㪸㪹㪺㪻㪼㪽㪾㪿㫀㫁㫂㫃㫄㫅㫆㫇㫈㫉㫊㫋㫌㫍㫎㫏㫐㫑㫒㫓㫔㫕㫖㫗㫘㫙㫚㫛㫜㫝㫞㫟㫠㫡㫢㫣㫤㫥㫦㫧㫨㫩㫪㫫㫬㫭㫮㫯㫰㫱㫲㫳㫴㫵㫶㫷㫸㫹㫺㫻㫼㫽㫾㫿㬀㬁㬂㬃㬄㬅㬆㬇㬈㬉㬊㬋㬌㬍㬎㬏㬐㬑㬒㬓㬔㬕㬖㬗㬘㬙㬚㬛㬜㬝㬞㬟㬠㬡㬢㬣㬤㬥㬦㬧㬨㬩㬪㬫㬬㬭㬮㬯㬰㬱㬲㬳㬴㬵㬶㬷㬸㬹㬺㬻㬼㬽㬾㬿㭀㭁㭂㭃㭄㭅㭆㭇㭈㭉㭊㭋㭌㭍㭎㭏㭐㭑㭒㭓㭔㭕㭖㭗㭘㭙㭚㭛㭜㭝㭞㭟㭠㭡㭢㭣㭤㭥㭦㭧㭨㭩㭪㭫㭬㭭㭮㭯㭰㭱㭲㭳㭴㭵㭶㭷㭸㭹㭺㭻㭼㭽㭾㭿㮀㮁㮂㮃㮄㮅㮆㮇㮈㮉㮊㮋㮌㮍㮎㮏㮐㮑㮒㮓㮔㮕㮖㮗㮘㮙㮚㮛㮜㮝㮞㮟㮠㮡㮢㮣㮤㮥㮦㮧㮨㮩㮪㮫㮬㮭㮮㮯㮰㮱㮲㮳㮴㮵㮶㮷㮸㮹㮺㮻㮼㮽㮾㮿㯀㯁㯂㯃㯄㯅㯆㯇㯈㯉㯊㯋㯌㯍㯎㯏㯐㯑㯒㯓㯔㯕㯖㯗㯘㯙㯚㯛㯜㯝㯞㯟㯠㯡㯢㯣㯤㯥㯦㯧㯨㯩㯪㯫㯬㯭㯮㯯㯰㯱㯲㯳㯴㯵㯶㯷㯸㯹㯺㯻㯼㯽㯾㯿㰀㰁㰂㰃㰄㰅㰆㰇㰈㰉㰊㰋㰌㰍㰎㰏㰐㰑㰒㰓㰔㰕㰖㰗㰘㰙㰚㰛㰜㰝㰞㰟㰠㰡㰢㰣㰤㰥㰦㰧㰨㰩㰪㰫㰬㰭㰮㰯㰰㰱㰲㰳㰴㰵㰶㰷㰸㰹㰺㰻㰼㰽㰾㰿㱀㱁㱂㱃㱄㱅㱆㱇㱈㱉㱊㱋㱌㱍㱎㱏㱐㱑㱒㱓㱔㱕㱖㱗㱘㱙㱚㱛㱜㱝㱞㱟㱠㱡㱢㱣㱤㱥㱦㱧㱨㱩㱪㱫㱬㱭㱮㱯㱰㱱㱲㱳㱴㱵㱶㱷㱸㱹㱺㱻㱼㱽㱾㱿㲀㲁㲂㲃㲄㲅㲆㲇㲈㲉㲊㲋㲌㲍㲎㲏㲐㲑㲒㲓㲔㲕㲖㲗㲘㲙㲚㲛㲜㲝㲞㲟㲠㲡㲢㲣㲤㲥㲦㲧㲨㲩㲪㲫㲬㲭㲮㲯㲰㲱㲲㲳㲴㲵㲶㲷㲸㲹㲺㲻㲼㲽㲾㲿㳀㳁㳂㳃㳄㳅㳆㳇㳈㳉㳊㳋㳌㳍㳎㳏㳐㳑㳒㳓㳔㳕㳖㳗㳘㳙㳚㳛㳜㳝㳞㳟㳠㳡㳢㳣㳤㳥㳦㳧㳨㳩㳪㳫㳬㳭㳮㳯㳰㳱㳲㳳㳴㳵㳶㳷㳸㳹㳺㳻㳼㳽㳾㳿㴀㴁㴂㴃㴄㴅㴆㴇㴈㴉㴊㴋㴌㴍㴎㴏㴐㴑㴒㴓㴔㴕㴖㴗㴘㴙㴚㴛㴜㴝㴞㴟㴠㴡㴢㴣㴤㴥㴦㴧㴨㴩㴪㴫㴬㴭㴮㴯㴰㴱㴲㴳㴴㴵㴶㴷㴸㴹㴺㴻㴼㴽㴾㴿㵀㵁㵂㵃㵄㵅㵆㵇㵈㵉㵊㵋㵌㵍㵎㵏㵐㵑㵒㵓㵔㵕㵖㵗㵘㵙㵚㵛㵜㵝㵞㵟㵠㵡㵢㵣㵤㵥㵦㵧㵨㵩㵪㵫㵬㵭㵮㵯㵰㵱㵲㵳㵴㵵㵶㵷㵸㵹㵺㵻㵼㵽㵾㵿㶀㶁㶂㶃㶄㶅㶆㶇㶈㶉㶊㶋㶌㶍㶎㶏㶐㶑㶒㶓㶔㶕㶖㶗㶘㶙㶚㶛㶜㶝㶞㶟㶠㶡㶢㶣㶤㶥㶦㶧㶨㶩㶪㶫㶬㶭㶮㶯㶰㶱㶲㶳㶴㶵㶶㶷㶸㶹㶺㶻㶼㶽㶾㶿㷀㷁㷂㷃㷄㷅㷆㷇㷈㷉㷊㷋㷌㷍㷎㷏㷐㷑㷒㷓㷔㷕㷖㷗㷘㷙㷚㷛㷜㷝㷞㷟㷠㷡㷢㷣㷤㷥㷦㷧㷨㷩㷪㷫㷬㷭㷮㷯㷰㷱㷲㷳㷴㷵㷶㷷㷸㷹㷺㷻㷼㷽㷾㷿㸀㸁㸂㸃㸄㸅㸆㸇㸈㸉㸊㸋㸌㸍㸎㸏㸐㸑㸒㸓㸔㸕㸖㸗㸘㸙㸚㸛㸜㸝㸞㸟㸠㸡㸢㸣㸤㸥㸦㸧㸨㸩㸪㸫㸬㸭㸮㸯㸰㸱㸲㸳㸴㸵㸶㸷㸸㸹㸺㸻㸼㸽㸾㸿㹀㹁㹂㹃㹄㹅㹆㹇㹈㹉㹊㹋㹌㹍㹎㹏㹐㹑㹒㹓㹔㹕㹖㹗㹘㹙㹚㹛㹜㹝㹞㹟㹠㹡㹢㹣㹤㹥㹦㹧㹨㹩㹪㹫㹬㹭㹮㹯㹰㹱㹲㹳㹴㹵㹶㹷㹸㹹㹺㹻㹼㹽㹾㹿㺀㺁㺂㺃㺄㺅㺆㺇㺈㺉㺊㺋㺌㺍㺎㺏㺐㺑㺒㺓㺔㺕㺖㺗㺘㺙㺚㺛㺜㺝㺞㺟㺠㺡㺢㺣㺤㺥㺦㺧㺨㺩㺪㺫㺬㺭㺮㺯㺰㺱㺲㺳㺴㺵㺶㺷㺸㺹㺺㺻㺼㺽㺾㺿㻀㻁㻂㻃㻄㻅㻆㻇㻈㻉㻊㻋㻌㻍㻎㻏㻐㻑㻒㻓㻔㻕㻖㻗㻘㻙㻚㻛㻜㻝㻞㻟㻠㻡㻢㻣㻤㻥㻦㻧㻨㻩㻪㻫㻬㻭㻮㻯㻰㻱㻲㻳㻴㻵㻶㻷㻸㻹㻺㻻㻼㻽㻾㻿㼀㼁㼂㼃㼄㼅㼆㼇㼈㼉㼊㼋㼌㼍㼎㼏㼐㼑㼒㼓㼔㼕㼖㼗㼘㼙㼚㼛㼜㼝㼞㼟㼠㼡㼢㼣㼤㼥㼦㼧㼨㼩㼪㼫㼬㼭㼮㼯㼰㼱㼲㼳㼴㼵㼶㼷㼸㼹㼺㼻㼼㼽㼾㼿㽀㽁㽂㽃㽄㽅㽆㽇㽈㽉㽊㽋㽌㽍㽎㽏㽐㽑㽒㽓㽔㽕㽖㽗㽘㽙㽚㽛㽜㽝㽞㽟㽠㽡㽢㽣㽤㽥㽦㽧㽨㽩㽪㽫㽬㽭㽮㽯㽰㽱㽲㽳㽴㽵㽶㽷㽸㽹㽺㽻㽼㽽㽾㽿㿀㿁㿂㿃㿄㿅㿆㿇㿈㿉㿊㿋㿌㿍㿎㿏㿐㿑㿒㿓㿔㿕㿖㿗㿘㿙㿚㿛㿜㿝㿞㿟㿠㿡㿢㿣㿤㿥㿦㿧㿨㿩㿪㿫㿬㿭㿮㿯㿰㿱㿲㿳㿴㿵㿶㿷㿸㿹㿺㿻㿼㿽㿾㿿



Shield Counter

Successful shield, then ↶ + D

Ⓜ *A command that allows for a strong counter during a successful shield.

ⓂⓂⓂⓂⓂ The technique depends on whether the character is crouching, standing, or in midair.

ⓂⓂⓂⓂⓂ It reduces your gauge only slightly.



Shield Bunker

↶ + D

Ⓜ *An offensive/defensive killer technique. It allows you to parry an opponent's hit and attack instantly.

ⓂⓂⓂⓂⓂ Even if guarded against, the attack will force through by expending a little gauge (it normally does not require any gauge).



Blood Heat (natural)

Ⓜ *When your gauge reaches 300%, Blood Heat will automatically start (blue aura).

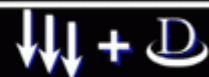
ⓂⓂⓂⓂ Your abilities will increase and you can perform Arc Drives. Furthermore, you can regenerate your health.

ⓂⓂⓂⓂ (If your Vital Source is depleted, you cannot regenerate)

ⓂⓂⓂⓂ If engage this command manually, your abilities in Blood Heat (gold aura) will upgrade, as will your Arc Drives.



Blood Heat (manual)



By using 100% of your gauge, you can initiate Heat (blue aura).

Your abilities are increased, you can use Arc Drives, and you can regenerate health.

(If your Vital Source is depleted, you cannot regenerate)

If while in heat (blue aura) you use this command, you will enter Blood Heat (gold aura) and your Arc Drives will upgrade as well.



EX Techniques

*Using the C button in conjunction with special moves results in an EX technique. They use 100% of your gauge, but you get a stronger attack than normal. When your gauge is less than 100% you can use B for the technique. There are some techniques that have no EX moves.

Last Arc

ⓂⓂ *While in Blood Heat and after completing a certain shield, you can execute a Last Arc.


ⓂⓂⓂⓂⓂⓂ It is a strong, one-sided technique, but it is also a very complex combination that yields your strongest special move.



9. Character Special Moves

シオン

SION ELTNAM ATLASIA



"Lock released. Gun Barrel, full open...!"

Special Moves


Etherlite Air	Z +	Aerial
Etherlite Grand	↶ +	
Warning Shot	↷ +	
Cutting Sink	↵ +	

Triple Gauge Special Move

Black Barrel (replica)	↶ +
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アルクエイド

ARQUEID BRUNESTUD




"This is the life of the planet...!"

Special Moves

You're in the way!	↷ +	Chainable
Quiet!	↓ +	Chainable Aerial Poss.
What are you doing...!	Z +	Chainable
Ready... Go!	↶ +	

Triple Gauge Special Move









From Dreams to Reality (Marble Phantasm)	↶ +
---	-----





七ノ使徒
 CIEL


"Oh Lord, purify this uncleanness...!"

Special Moves

Black Key	 + 	Chainable Aerial Poss.
Halo	 + 	Aerial Poss.
Ciel Somersault	 + 	Aerial Poss.
Blade Sinker	 + 	

Triple Gauge Special Move









Seventh Holy Scripture  + 





遠野秋葉
 AKIHA TOHNO

"I will take everything until there is nothing left...!"


Special Moves

Felling Birds	 + 	
Burning Beasts	 + 	
To Pierce the Moon	 + 	
Brilliant Impetue, Autumn Leaves (Promise Under the Maple Tree)	 + 	




Triple Gauge Special Move

Red Mistress, Locks of Hair
(One-Handed Origami)  + 


翡翠&琥珀
HISUI&KOHAKU




Special Moves

Bonds of Sisterhood - Basic Edition	↶ + 	Hisui only
Bonds of Sisterhood - Wind Edition	↶ + 	Kohaku only
Bonds of Sisterhood - Birth Edition	↓ + 	




Triple Gauge Special Move

Bonds of Sisterhood - The Movie	↶ ↶ + 
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遠野志貴
SHIKI TOHNO



Special Moves

Trump Card 1	↶ + 
Trump Card 2	↶ + 
A kick even I have trouble understanding	↷ + 

Triple Gauge Special Move

Mystic Eyes of Death Perception	↶ + 
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有間都古
MIYAKO ARIMA



"If this lands, you might die!"

Special Moves

Quake Kick	↓ ↓ +	Attack Button
Center Elbow Strike	↶ +	Attack Button
Double Kick	Z +	Attack Button <small>Aerial Poss.</small>
Arrow Fist	↶ +	Attack Button

Triple Gauge Special Move

Ultimate Final Technique ↶ + ↷

メカヒスイ
MECH-HISUI



"It is... a... brand new... day."

Special Moves

Laser	↶ +	Attack Button
Missile	↶ +	Attack Button
Kohaku Power Barrier	↓ ↓ +	Attack Button
Electromagnetic Netwire Type High	Z +	Attack Button

Triple Gauge Special Move

L S O (Superhuman Sister Alliance) ↶ + ↷

琥珀
KOHAKU



"Now then, what I took out was a secret drug..."

Special Moves

Sword Drawing - Hidden Sharp Sword  +  Chainable

Magical Amber Missile  +  Chainable
Aerial Poss.

Difficult Childhood~  + 

Triple Gauge Special Move

China Kohaku / Low Blow



翡翠
HISUI



"The criminal is... you."

Special Moves

Please excuse me.  + 

This ladle is solid.  +  Aerial Poss.

That is dangerous.  + 

I did my best.  + 


Triple Gauge Special Move

Dark Jade Fist






ネロ・カオス


NRVNQSR CHAOS



Special Moves

Chaos Release - Horned Beasts	
Chaos Release - Black Wings	
Chaos Discharge - Reptilian	


Triple Gauge Special Move

Armament 999 





"Now then, sing of your life..."

ワラキアの夜


WALACHIA/TATARI



Special Moves

Bad News (lie)	
Replicant Coordinator (id)	
Fumble Code (apotheosis)	
Creature Channel (S)	


Triple Gauge Special Move

Night ON THE BLOOD LIAR 

"Upon the curtain's rise, a lively dance of fresh blood, the indulgent masses, the star's efforts laid low in cremation."

吸血鬼シオン

VAMPIRE SION



"Begone from my sight...!"

Special Moves


Terror News (lie)	↶ +
Terror News (malice)	↷ +
Replicant Conductor (Osiris)	↓ +
Etherlite Grand	↶ +

Triple Gauge Special Move

Cruel Blood	↶ +
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暴走アルクエイド

ARCUEID BRUNESTUD



"Know the difference in our power!"

Special Moves

Alt Nagel	↶ +
Alt Schule	↶ + Aerial Poss.
Weiss Katze	↷ +

Triple Gauge Special Move









Gnaden Sturz	↶ +
--------------	-----

紅赤朱秋葉
KURENAISEKISYU AKIHA



"I won't leave even your soul behind...!"

Special Moves

Felling Birds	 + 	Aerial Poss.
Burning Beasts	 + 	Chainable Aerial Poss.
To Pierce the Moon	 + 	
Brilliant Impetus, Autumn Leaves (Promise Under the Maple Tree)	 + 	

Triple Gauge Special Move









Red Mistress, Locks of Hair (One-Handed Origami)	 + 
---	---

七夜志貴
SHIKI NANAYA




"Not even the gods themselves can face my ruthlessness...!"

Special Moves

Flash Sheath	 + 	Octagon Thrust
	+ 	Nanaya
	+ 	Gust of Wind
Flash Sheath - Eightfold Thurst	 + 	
Flash Run - Six Rabbits	 + 	

Triple Gauge Special Move

Flash Sheath - Monk Imprisoned By Doubts	 + 
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弓塚さつき
 SATSUKI YUMIZUKA


"Oh, now you've made me mad!"

Special Moves

Sacchin: Grasping the impossible dream	↶+	Attack Button
Sacchin: Chasing the unreachable dream	↷+	Attack Button
Don't get in my way...!	↓+	Attack Button
Here I go~!	↶+	Attack Button

Triple Gauge Special Move

Now I'm mad...!	↶+↷
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レン
 LEN

"....."

Special Moves

Fleur Freeze	↶+	Attack Button	Aerial Poss.
London - Rondo	↷+	Attack Button	
Grass Grass Tea Time	↶+	A or B	
Cat Rocket	↶+	C	

Triple Gauge Special Move

Ephemeral Transience	↶+↷
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10. Q & A

☒@This is where we answer some questions about problems with the game.

☒@Please check this before mailing us.

Revolve Note: If you have problems, contact us at Revolve, not French Bread...

First, please ensure your machine and OS is able to run the game. We cannot guarantee

the safety of any OS, graphic boards, etc. that are not supported. Even if you tell us that it won't work on your Mac, there's nothing we can do (^_^);). Windows 95/NT users are in the same boat.



Unable to Install

*Do you have enough space on your hard drive?

*Is your CD Drive defective?

*For problems like these or with your OS, please check the documentation and manuals that came with your computer.



Game Doesn't Start/Game Suddenly Quits

*Did you install correctly?

*Did you install DirectX?

*Can you use other programs?

*Is there anything wrong with your keyboard or gamepad?

☒@If the game suddenly quits and says you are missing a file, it is probably due to DirectX-related trouble or a program running in the background.

☒@Also, there are cases where the game runs normally but starts messing up after an extended period of playing creates too much of a load.

☒@(This is rarer with brand-name PCs, but self-made PCs may encounter these overload problems)

☒@We tried to get rid of most known errors that would cause gameplay to stop.



Unable to Use Gamepad

Is the pad connected properly?

Does Windows recognize it?

Did you select the pad configuration properly when the game started?



No Sound

Are your speakers or headphones connected properly?

Are the volume settings adjusted properly?

Is your sound card set up properly?



Odd Display

Is your monitor connected to your PC properly?

Are your power settings and brightness options set up properly?

Is your video card set up properly?

Ⓜ@With the above three, there are many cases of improper setup or compatibility problems.

Ⓜ@You may want to ensure your sound and video drivers are up to date.

(For help with this, refer to your various hardware manuals)

Ⓜ@Also, In cases where your machine power is low, the display may become choppy or sound may cut off. You may want to get better hardware.

In the event that errors still occur despite proper machine specs and drivers, perhaps checking "Auto Troubleshooting" box on the textures and settings option from the launch menu will help. (*Do not check these when running normally)



Game is Too Slow

- *Do you have any other programs running?
- *Do you have enough memory or CPU power?
- *Do you have a compatible video card?

☒@Please close out of normal resident programs and tool programs and try running the game again.

☒@For those with insufficient CPU power/memory/video cards, slowdowns in speed do occur.

☒@Normal FPS is 60, but if you keep encountering rates of 40-50, you can either reduce some of the options or just buy better hardware.

☒@*Some laptop PCs may not be compatible.

☒@3D capable laptop PCs should work just fine.

11. Still Having Problems...



For those of you who still have problems,
send us an email with as much details as possible.

Revolve Note: If you have problems, contact us at Revolve, not French Bread...

[Required] OS, Service Pack, Version, etc.

☒@☒@☒@PC name, manufacturers, serial numbers, models/self-made PCs need
motherboards, manufacturers, serial numbers, models,

☒@☒@☒@CPU name, speed

[Required]Memory amount

[Required]Video card name, manufacturer, model, VRAM amount, compatibility, etc.

[Required]Sound card, manufacturer, model

??@??@Other

??@??@Simple explanation of the problem

[Revolve Forums](#)

12. Some Difficult Matters



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13. Closing Thoughts



