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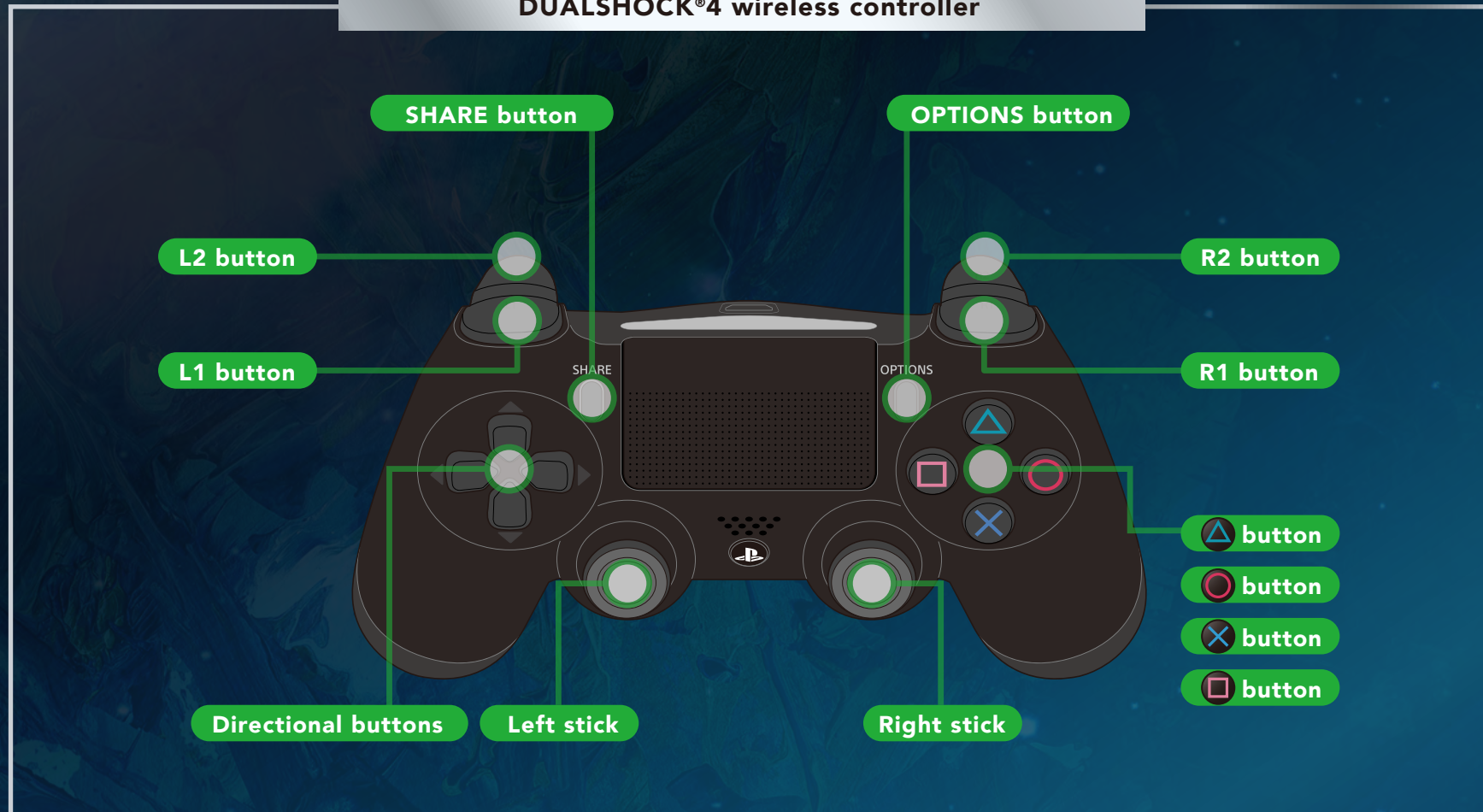
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* Please note that the screenshots in this web manual are from a development build and may differ from the final product version.

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DUALSHOCK®4 wireless controller



Main Menu

Directional buttons / Left stick

Select an option

 button Confirm

 button Cancel (Return to previous screen)

L1 button / R1 button

Cycle through leaderboards and pages

Battle Controls

Directional buttons / L stick

Move horizontally, jump, crouch, guard, and so on

 button Light Punch

 button Light Kick

 button Heavy Punch

 button Heavy Kick

L1 button Light Punch + Heavy Punch

L2 button Light Kick + Heavy Kick

R1 button Light Punch + Light Kick

R2 button Heavy Punch + Heavy Kick

OPTIONS button Display the Pause Menu

* All controls listed above are the PS4 default settings. To remap buttons, head to **BUTTON CONFIG** in the Options Menu.

* To adjust vibration features, head to **SYSTEM OPTIONS** in the Options Menu.

Title Screen

Press the **OPTIONS** button on the title screen to advance to the Main Menu screen. You can select from the following modes.

Main Menu: Mode List

1. TUTORIAL

This is where new players can learn basic controls and dive into the game's mechanics.

2. ARCADE

Fight against the CPU across a maximum of eight stages, following the storyline of the arcade version.

3. STORY

View the game's story in a visual novel format.

4. VERSUS

Play individual matches against the CPU or a human opponent. Choose between team or single-character battles.

5. PRACTICE

Select a character to lab and an opponent to spar against.

6. ONLINE

Connect to the network and fight against players around the world.

7. REPLAY

View saved replay data in the form of short movies.



8. GALLERY

View various illustrations and movies (both of which are locked by default), and listen to the game's background music.

9. MISSION

Take on three different types of challenges: Time Attack, Survival, and Trial.

10. CUSTOMIZE

Customize your player profile with various icons (earned by fulfilling certain criteria). You can also create custom color schemes for characters.

11. PLAYER DATA

View various player and character data.

12. OPTIONS

Adjust various game settings.



① Time Limit

Amount of time remaining in the current round. When the time reaches zero, whoever has the most health left is declared the winner.

② Health Gauge

Amount of health remaining for the current character. Whoever loses all of their health first loses the round.

③ Character Panel

Portrait of the character currently in use.

④ Standby Character Name

List of characters who are waiting to fight.

⑤ Guard Crush Gauge

Decreases each time a character blocks an attack. When the gauge hits zero, a Guard Crush occurs.

⑥ Target Action

Perform the indicated task to increase various gauges and earn points (Arcade Mode matches against the CPU only).

⑦ Power Gauge

Builds gradually whenever you perform certain actions (such as land a hit, block an incoming attack, and so on). When the gauge is full, it becomes stocked; the number next to the gauge indicates the stock count.

⑧ Hyper Drive Gauge (HD Gauge)

Builds gradually whenever you perform certain actions (such as land a hit, block an incoming attack, and so on). Can be used when 50% full or more. Once the gauge reaches 100% (MAX), it will start to flash.



Pause Menu

Press the **OPTIONS** button during a fight to open the Pause Menu. From here you can check the Command List for the character you are using, adjust the button configuration, and exit the current mode. The menu's appearance varies depending on the mode.

* The Pause Menu cannot be accessed during online matches.

3-on-3 Team Battle

A 3-on-3 character match between teams. Each round has a time limit of 60 counts; if the outcome is not decided before then, the round ends (time is up). The winner of the match is the first team to defeat all members of the opposing team. See below for the victory and draw conditions for each round. If you win a round, your health gauge will be carried over to the next round with some slight recovery (depending on your time bonus). Health does not recover fully between rounds.

[Round Victory Conditions]

- ◆ You win the match by KO if your opponent's health reaches zero within the time limit.
- ◆ If time runs out, whoever has more health left is declared the winner.

[Round Draw Conditions]

- ◆ A double KO occurs when both fighters' health gauges reach zero simultaneously (within the time limit).
- ◆ If both fighters have the same amount of health left when time runs out, the round is declared a draw.

* To adjust the time limit, head to GAME OPTIONS in the Options Menu.

1-on-1 Single Battle

A 1-on-1 match between individual characters. Each round has a time limit of 60 counts; if the outcome is not decided before then, the round ends (time is up). The winner of the match is the first character to win two rounds against their opponent. Victory and draw conditions for each round are the same as for the Team Battle format. The characters' health gauges recover fully between rounds.

* To adjust the time limit and number of rounds, head to GAME OPTIONS in the Options Menu.




This section explains the process from character selection to the start of the game when playing Arcade, Versus, Online, and other modes.

1. CHARACTER SELECTION

For Team Battle matches, you form a team consisting of three members. Select the first character, choose their color scheme (10 default colors and up to five custom ones), then repeat with the other two fighters. For Single Battle matches, follow the same procedure to select a character and color.

* To play as the characters below, follow the instructions provided.

◆ NESTS Style Kyo, Classic Iori, Mr. Karate

At the member selection screen, move the cursor over the base character of your choice. Press the  button (or touch pad button) to alternate between character variants.

Base Characters

- ◆ For NESTS Style Kyo: Kyo Kusanagi
- ◆ For Classic Iori: Iori Yagami
- ◆ For Mr. Karate: Takuma Sakazaki

Unlocking Billy and Saiki

As you battle the CPU in Arcade Mode, Billy and Saiki may each appear and challenge you separately. If you defeat them, they will show up on the character selection screen from that point forward.



Random Selection

Select EDIT RANDOM at the character selection screen to pick each member randomly. Alternatively, you can select TEAM RANDOM to pick one of the predefined teams randomly.

2. ORDER SELECTION

For Team Battle matches, you decide which of your characters will fight first, second, and third. Press the button assigned to each character in the order you want them to fight. In Arcade Mode you can decide the team order each match.

3. MATCH BEGINS

STARTING A MATCH

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This game features various universal mechanics (maneuvers and abilities) that any character can use. Read on to learn more about these mechanics and how to perform them.

Control Notation

From the next page onward, the following notation will be used to explain game mechanics and controls. For the placement of each button, please refer to the Basic Controls section.

All controls and commands are for right-facing characters. If the character is facing left, please use the opposite direction.

- ➔ Press the directional buttons or left stick in the direction indicated by the arrow
- LP Press the Light Punch button (□ button by default)
- HP Press the Heavy Punch button (△ button by default)
- LK Press the Light Kick button (× button by default)
- HK Press the Heavy Kick button (○ button by default)
- + Simultaneous input (Press the actions on the left and right side of this symbol at the same time)



List of Controls

Move	→ [Forward] or ← [Backward]
Dash	Rapidly press → → [Hold down to keep dashing]
Backdash	Rapidly press ← ←
Jump	↖ or ↑ or ↗
Hop	Quickly tap ↖ or ↑ or ↗
Hyper Hop	Quickly tap ↘ or ↓ or ↙, then quickly tap ↖ or ↗. Alternatively, quickly tap ↖ or ↗ while dashing.
Hyper Jump	Quickly tap ↘ or ↓ or ↙, then tap ↖ or ↗. Alternatively, quickly tap ↖ or ↗ while dashing.
Crouch	↖ or ↓ or ↙
Guard	← [Mid] or ↖ [Low] before an attack hits
Punch	LP or HP
Kick	LK or HK
Evasive Roll	LP+LK [Forward] or ← + (LP+LK) [Backward]
Blowback	HP + HK
Normal Throw	→ or ← +HP [Front Throw] or HK [Back Throw] near for
Throw Escape	→ or ← + HP or HK at the moment you are thrown
Fallbreaker	LP+LK just before hitting the ground
Guard Cancel Evasive Roll (Forward)	→ or ↘ (LP+LK) while blocking. Costs one power stock.

Guard Cancel Evasive Roll (Backward)	← or ↖ (LP+LK) while blocking. Costs one power stock.
Guard Cancel Blowback	HP+HK while blocking. Costs one power stock.
Hyper Drive Mode	Activate by pressing LK+HP when the HD Gauge is at 100%.
Special Move	Input the relevant command.
EX Special Move	Input the relevant Special Move motion and press LP+HP or LK+HK. Costs one power stock.
Super Special Move	Input the relevant command. Costs one power stock.
EX Super Special Move	Input the relevant Super Special Move motion and press LP+HP or LK+HK. Costs two power stocks.
NEO MAX Super Special Move	Input the relevant command. Costs three power stocks and 100% of the HD Gauge. You can also input the relevant command while in Hyper Drive Mode. In this case, the NEO MAX super will cost two power stocks.
Drive Cancel	Input a Special Move command during a specific special move. Costs 50% of the HD Gauge.
Super Cancel	Input a Super Special Move command when a Special Move hits. Costs one power stock and 50% of the HD Gauge.
Hyper Drive Cancel	While in Hyper Drive Mode, input a Special Move or Super Special Move command during a specific Special Move. Costs a certain amount of the HD Gauge.
MAX Cancel	While in Hyper Drive Mode (and with three or more power stocks available), you can cancel from a specific Super Special Move into a NEO MAX Super Special Move. This consumes all of your remaining HD Gauge.

Power Gauge

Required for EX Special Moves, Super Special Moves, various Guard Cancel actions, and other maneuvers. Landing hits on the opponent and successfully blocking incoming attacks will build the gauge up gradually; when it's completely full, you will earn one power stock. The first character can store a maximum of three power stocks, the second a maximum of four, and the third a maximum of five.

Power Gauge Actions

Guard Cancel Evasive Roll (Forward)	Costs one power stock
Guard Cancel Evasive Roll (Backward)	Costs one power stock
Guard Cancel Blowback	Costs one power stock
EX Special Move	Costs one power stock
Super Special Move	Costs one power stock (two for certain supers)
EX Super Special Move	Costs two power stocks
NEO MAX Super Special Move	Costs three power stocks (two when in Hyper Drive Mode)



EX Special Move

Hyper Drive Gauge (HD Gauge)

Required for Drive Cancels, Super Cancels, and other advanced actions. Landing hits on the opponent and successfully blocking incoming attacks will build the gauge up gradually. At 50% or more you gain access to Drive Cancels and Super Cancels. At 100% the gauge will start to flash, allowing the activation of Hyper Drive Mode and the use of NEO MAX Super Special Moves. Note that, after performing a Drive Cancel or Super Cancel, the gauge will not begin to build up again for a certain period of time.

HD Gauge Actions

Drive Cancel	Costs 50% of HD Gauge
Super Cancel	Costs 50% of HD Gauge
Hyper Drive Mode	Can be activated when HD Gauge is at 100% (depletes over time)
Hyper Drive Cancel	Available in Hyper Drive Mode (costs a fixed amount of HD Gauge)
NEO MAX Super Special Move	Costs 100% of HD Gauge (also available in Hyper Drive Mode)
MAX Cancel	Available in Hyper Drive Mode

Guard Crush

Each time a character blocks an attack, their Guard Crush Gauge decreases. When the gauge hits zero a Guard Crush occurs, leaving the character defenseless for a certain period of time. Pummel your opponent into a Guard Crush state, then seize the opportunity and unleash some hard-hitting combos!

Evasive Roll

These quick movements grant you temporary invulnerability against enemy strikes, making them useful for avoiding rushdown attempts and projectiles. Throws, however, cannot be evaded in this way. Note also that you'll be open to attack once the rolling animation ends.

Guard Cancels

Spend one power stock to perform a Guard Cancel Evasive Roll or a Guard Cancel Blowback maneuver. Unlike a normal evasive roll, the Guard Cancel variety is invulnerable to both strikes and throws, plus doesn't leave you open once the animation ends—making it particularly useful as a means of counterattack. Guard Cancel Blowbacks have quick start-up and are invulnerable until the attack itself occurs. They're great for getting opponents off you while blocking their offense, but leave you open if successfully blocked themselves.



Types of Special Moves

Special Moves can be performed by entering specific commands. Each character has various types of specials at their disposal, depending on the number of power stocks and amount of HD Gauge available.

EX Special Move

Enhanced version of a Special Move. Costs one power stock. Enhancements vary from move to move, but include adding invulnerability and the ability to follow up attacks.



EX Special Move

Super Special Move

A more advanced type of Special Move. Costs one power stock (two for certain supers). The screen will momentarily go dark upon activation.

EX Super Special Move

Enhanced version of a Super Special Move. Costs two power stocks.

NEO MAX Super Special Move

The highest Special Move tier in the game. Costs three power stocks and 100% of the HD Gauge.

Each character only has one NEO MAX super, but it's powerful enough to turn the tide of battle in an instant. It can also be performed by spending two power stocks while in Hyper Drive Mode.

Drive Cancels

Cancel from specific Special Moves into other Special Moves, at the cost of 50% of your HD Gauge. This mechanic essentially lets you perform two specials in a row. It can be used with many striking specials, as well as some specials based on projectiles and throws. Note that Drive Cancels only work when the first Special Move hits; if it whiffs or is blocked, you won't be able to Drive Cancel into another special (even if you input the command for one). Also, in general you cannot Drive Cancel into the same Special Move that you started with—regardless of button strength. The only exception to this last rule is a Drive Cancel into the EX variant of the same special; this means that Light into EX, or Heavy into EX, are indeed possible.

Super Cancels

Cancel from specific Special Moves into Super Special Moves, at the cost of one power stock and 50% of the HD Gauge. Super Cancels can be used with certain projectile specials and throw-based specials (performed by Daimon). Even if the special is blocked, the ensuing super will still activate. Some specials can even be Super Canceled on whiff or at the very start of the move.

Hyper Drive Mode

Activated by pressing LK + HP simultaneously when the HD Gauge is at 100%. Hyper Drive Mode grants you access to various cancel mechanics for a certain period of time. If you have two or more power stocks available while in Hyper Drive Mode, you can also perform a NEO MAX Super Special Move—the most powerful type of special in the game.



Hyper Drive Mode

HD Cancels

Hyper Drive Cancels can be performed while in Hyper Drive Mode. These allow you to cancel from Special Moves to other Special Moves and Super Special Moves (including NEO MAX ones). Hyper Drive Cancels still work even if the initial special is blocked.

MAX Cancels

Cancel from a Super Special Move into a NEO MAX Super Special Move, at the cost of three power stocks—but you must be in Hyper Drive Mode first. You'll be able to take off a huge chunk of your opponent's health if successful. Even if a fight is looking grim, you may very well be one MAX Cancel away from a surprise comeback victory!

1. TUTORIAL

Learn basic controls and dive into the game's mechanics. Tournament organizer Rose Bernstein provides simple explanations to help you become familiar with the game.

Tutorial Menu

Here you can choose from the following options.

◆ BASE SYSTEM

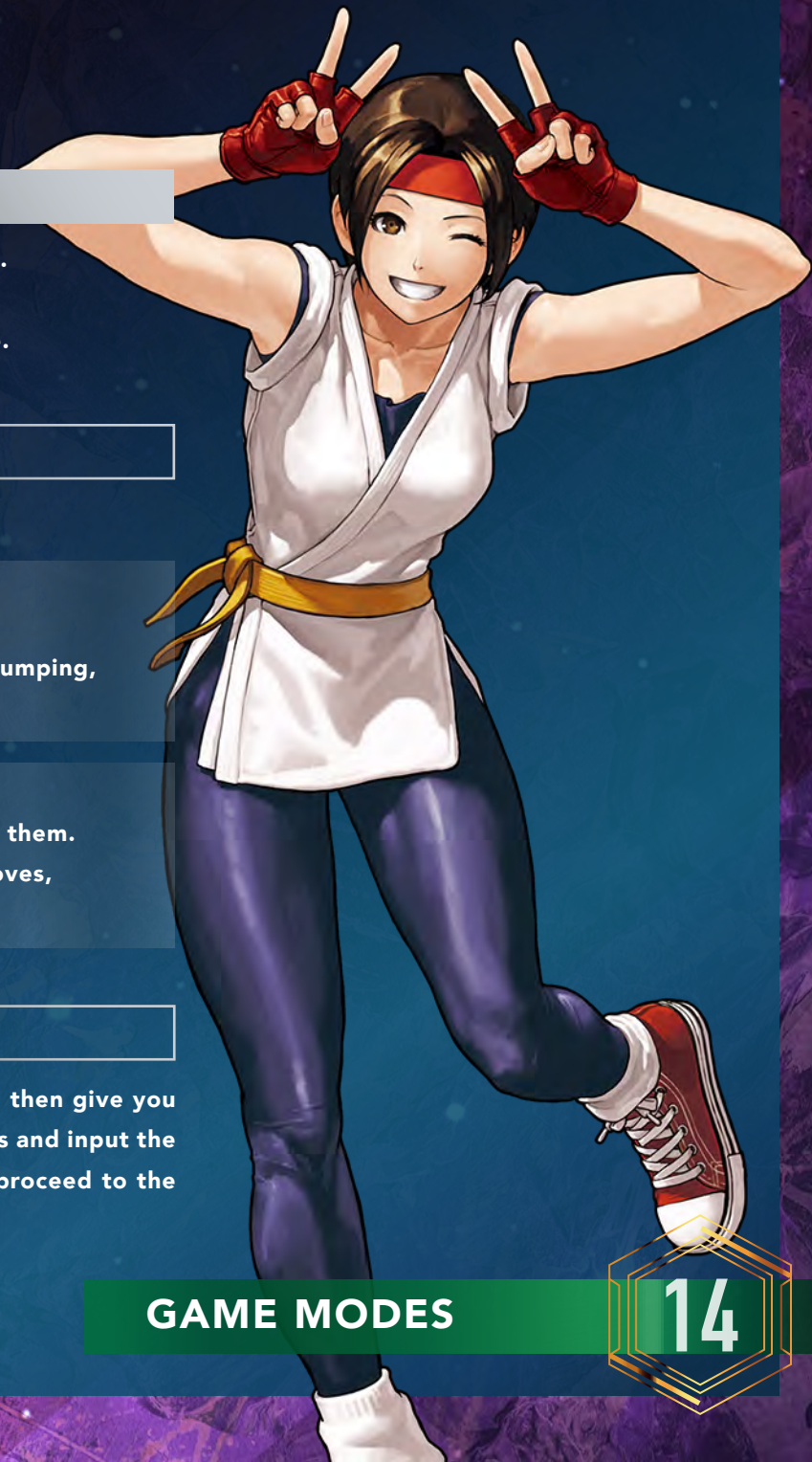
Explains the basics of how to control your character. Learn fundamental actions like horizontal movement, jumping, crouching, and dashing.

◆ GAUGE SYSTEM

Explains the various gauges and what you can do with them. Learn more about Super Special Moves, EX Special Moves, Guard Cancel actions, Drive Cancels, and so on.

Tutorial Flow

Rose will first explain a game mechanic and its controls, then give you a chance to try it out for yourself. Follow her instructions and input the command accordingly. If the input is correct, Rose will proceed to the next explanation.



2. ARCADE

Take on the CPU in 3-on-3 team battles across eight stages (six regular fights, two boss fights). You'll need to have earned a specific score (2,500,000 points or more) by the end of the sixth fight to be able to face the bosses.

Target Actions

While fighting the CPU, various tasks (Target Actions) will appear on-screen. Successfully complete the tasks for special rewards.

◆ Examples of Target Actions

Hit with 3 normal attacks / Hit with a Special Move / Jump 3 times / Hit with an EX Special Move / Hit with a Super Special Move / Perform 3 forward or backward rolls / Perform a combo of 3 hits or more / Perform a Drive Cancel

◆ Example rewards when successful

Power gauge fills up 50% / HD Gauge fills up 50% / Score increases by 10,000 points

Continue Service

If you lose a match against the CPU, you'll be shown a continue countdown. Press the OPTIONS button during the countdown to advance to the Continue Service screen. From there you can choose a bonus and jump back into the action!

Power Gauge /
HD Gauge MAX

Resume with power gauge fully stocked
and HD Gauge at 100%

CPU's Life Reduced
by 75%

Resume with CPU at 25% life remaining

Attack Power UP -
Defense UP

Resume with player's attack and defense
stats increased

No Bonus

Resume under normal conditions without
any bonus advantages

3. STORY



Enjoy various episodic stories not present in the arcade version. The plot is presented as a branching visual novel, with scrolling illustrated scenes (created specially for the home version) and animated movies (from the arcade version) working in tandem to weave an intricate, atmospheric tale like no other. The choices you make and the battles you fight along the way help shape the very course of the narrative—so make sure to play multiple times and catch every twist and turn with your own eyes! (CPU difficulty can be adjusted in the **GAME OPTIONS** submenu.)

Chapter Menu

From here you can watch individual cutscenes at your discretion. Scenes will appear in the Chapter Menu once you view them for the first time during actual Story Mode.

4. VERSUS

Fight against the CPU or a human opponent. Before selecting a character, you'll be able to pick a versus format and a player side. After selecting a character, you can set a handicap and choose a stage to fight on. Once the fight ends, choose whether to have a rematch, change member order (team battles only), pick a different character, or return to the Main Menu.

Versus Menu Options

Decide the match format. Choose either **Team VS** (3-on-3 fight, last man standing) or **Single VS** (1-on-1 fight, best of three rounds by default).

Player Side Selection



Decide whether to play against the CPU or a human opponent. Assign each player a side to start on: either the 1P side (PLAYER 1) or the 2P side (PLAYER 2).

Handicap Settings



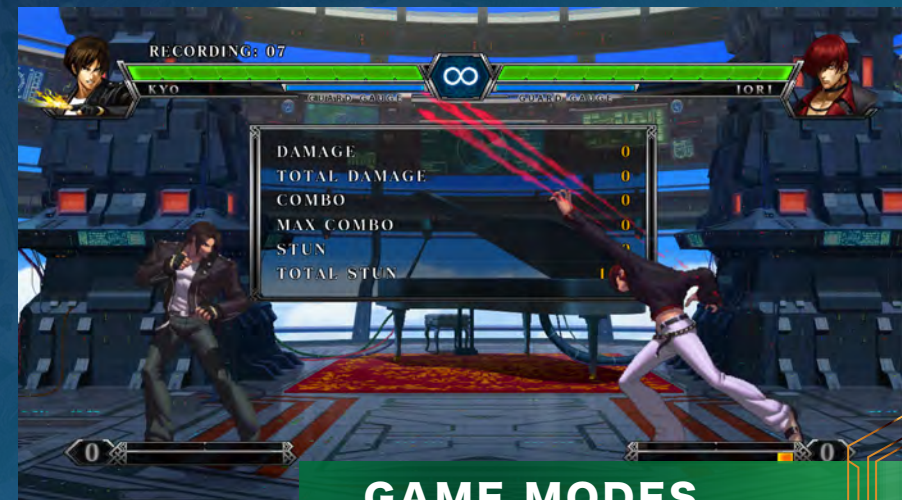
These determine player gauge levels at the start of a fight. There are five handicap tiers: Level 1 (HP 50%), Level 2 (HP 75%), Level 3 (normal), Level 4 (one power stock, 50% HD Gauge), and Level 5 (max number of power stocks, max HD Gauge).

Stage Selection

Choose what stage to fight on during matches. All of the game's stages are available.

5. PRACTICE

Learn the ropes and lab with your favorite fighters. Both the characters and the stage are selectable. Press the **OPTIONS** button while sparring to bring up the Practice Menu, where you can configure opponent actions, player gauge levels, and other fight settings. You can also view your character's Command List, adjust controls, and select a different character entirely. Cycle through the Practice Menu pages using the L1 button and R1 button. Recording (10 seconds), playback, and repeat features are also available if you map them in the **BUTTON CONFIG** submenu.



6. ONLINE

Connect to the network and fight against players around the world.



NETWORK MENU

Here you can choose from the following options.

◆ RANKED MATCH

Play with specific rules and regulations while aiming for the top of the mountain. Your results will be reflected in the rankings assigned to you.

◆ PLAYER MATCH

Enjoy some casual matches. No rankings involved.

◆ FRIENDS MATCH

Invite a friend via email and enjoy some matches.

◆ RANKING

Check various online rankings.

Reminders for Online Play

The action can't be paused during online matches.

Background animations do not play during online matches.

Saving Replay Data

Save online match content in the form of a replayable record once the fight is over (if you agree to do so). Replay data can only be saved for ranked matches and player matches. Saved replay data can be viewed and managed in the game's Replay Mode.



RANKED MATCH

Play with specific rules and regulations, and have your results recorded in the leaderboards. Replay data of a given match can also be uploaded if certain criteria are met. Find ranked match opponents in the following ways.

◆ QUICK MATCH

Quickly search for an opponent without specifying any criteria. When an opponent is found, the match begins immediately.

◆ CUSTOM MATCH

Search for opponents that match specified criteria.

◆ CREATE MATCH (ARCADE)

Accept challengers while playing Arcade Mode. You will enter a waiting status as soon as this option is selected.

◆ CREATE MATCH (PRACTICE)

Accept challengers while playing Practice Mode. You will enter a waiting status as soon as this option is selected.



Uploading Replay Data

Replay data of a ranked match can be uploaded after its conclusion. Note the following requirements, and be aware that upload speed will depend on connection quality.

[Upload Requirements]

- ① Must be a successfully completed ranked match
- ② Must be within a certain Victories (Monthly) ranking

Uploaded replay data may be deleted without prior notice when Victories (Monthly) leaderboards are reset if the above conditions are no longer met.

PLAYER MATCH

Play by your own rules and regulations in a casual setting. Results are not recorded in the leaderboards, and replay data cannot be uploaded. Find player match opponents in the following ways.

◆ QUICK MATCH

Select a room to enter from a list of automatically generated candidates.

◆ CUSTOM MATCH

Select a room to enter from a list of candidates that match your specified criteria.

◆ CREATE ROOM

Set a room capacity (two to nine players) and other criteria.

If you create a room for two players, you can play in Practice Mode while waiting for challengers.

If you create a room for three players or more, you can send a match request to them (while they are in the room). You can also spectate matches that are underway between other players in the room.

Simple Messages

On the room screen you can send other players short predefined messages. These can even be set in advance so that they show automatically upon room entry or while in a match. Use messages as a substitute for voice chat.

★ Input delay frames can be set on the Match Preparation screen. Choose between Fixed and Variable input delay with the button. Set the number of input delay frames (0-30) with the left and right directional buttons.

Try adjusting the input delay in line with the connection you get with your opponent.

FRIENDS MATCH

You can enjoy playing against specific friends by sending and receiving invitation emails. You can also send invitations to your friends to join your room, or simply checking the email from your friends to join their rooms.

RANKING

PLAYER RECORD
ONLINE BATTLE

Registered Team			
RANK			
Player Skill	Lv 04	00071789	
Highest Character Skill	Lv 02	00022787	
Battle Records (RANKED MATCH)	00000004 WIN : 00000001 LOSE : 080%		
Most Consecutive Wins	00000003		
Match completion	100%		
Battle records			

MOVE Return L1 Previous Page R1 Next Page

Find out where you and other players stand in the global arena. View leaderboards and other data about player performance in online play.

◆ Victories (Total)

Total number of victories in ranked matches.

◆ Victories (Monthly)

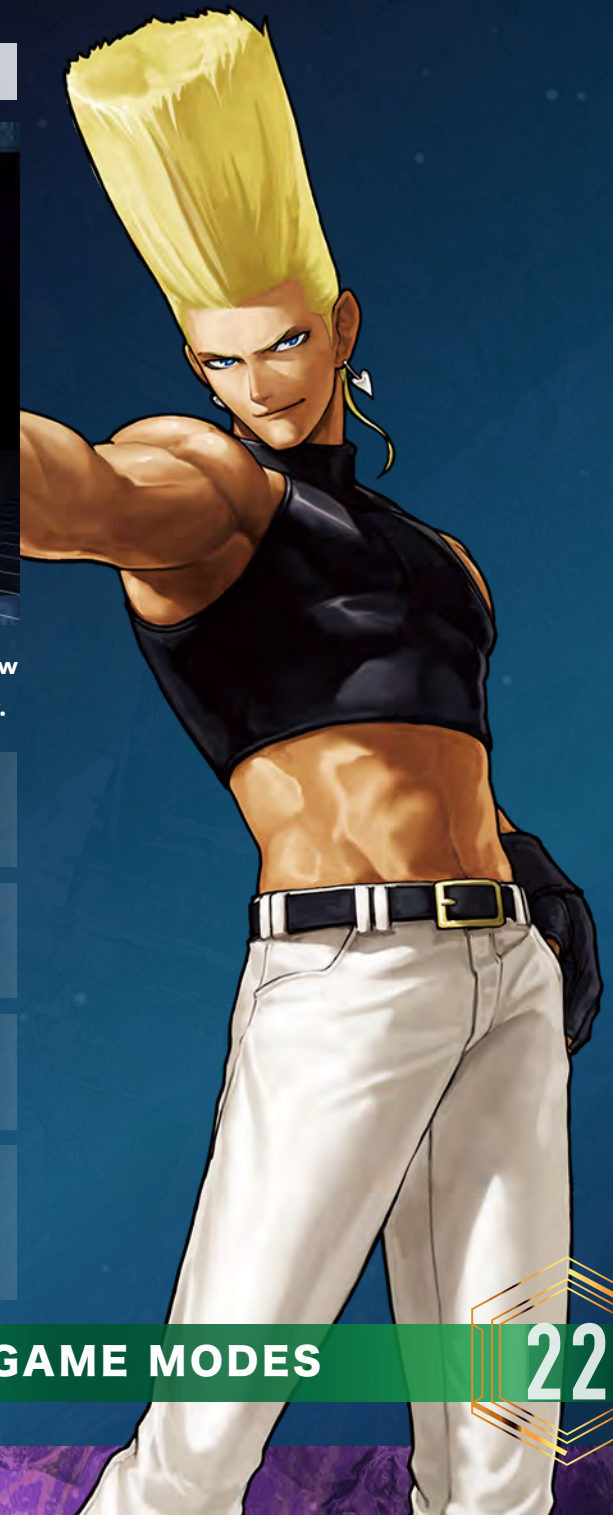
Number of victories in ranked matches during the month.

◆ Time Attack Ranking

Clear times in the Time Attack mission mode.

◆ Ranking Points

Total number of ranking points (a form of grading unique to this game) in ranked matches.



7. REPLAY

A dedicated mode for viewing and managing replay data of saved online matches. You will be shown a list of saved replay data, which will play when highlighted and selected. Frame-by-frame playback, round skip, gauge display, and other settings are available while viewing. To delete specific replay data, move the cursor over the replay in question and press Delete.

8. GALLERY



This mode features three distinct content sections: **VISUAL** (illustrations and movies), **SOUND** (background music, character voices, and system voices), and **INVITATION** (premium illustration). All visual content starts off locked. Fulfill specific criteria to unlock content and make it available for viewing. Cycle through content sections with the L1 button and R1 button.

VISUAL

This part of the gallery is split into two subsections: **ART WORK** and **MOVIE**. The former showcases various character art and other illustrations, which (if unlocked) you can zoom in and out of in a dedicated viewer. The latter is a collection of cutscenes that appear in the game, which (if unlocked) play automatically after selection.

SOUND

There are three subsections here: the **BGM** selector lets you listen to in-game music (including arranged versions); the **VOICE** selectors serve as a voice collection for each character; and the **SYSTEM VOICE** selector is a showcase of announcer/narrator voices from various points in the game. Cycle through the numbered samples and press **Confirm** to play the sound. (For the **VOICE** section you can cycle through characters as well.)

INVITATION

View a premium illustration created specially for the game. Fulfill specific criteria during regular gameplay to uncover pieces of the illustration, like a jigsaw puzzle. Uncover all the pieces and enjoy a giant work of art as your reward!

9. MISSION

Take on three different types of challenges: Time Attack, Survival, and Trial. Clear missions to learn character controls, combos, and strategies that can help you beat the competition.

TIME ATTACK

Fight against the CPU under fixed rules and regulations while aiming for the fastest clear time possible. Select a character and fight through the entire roster to complete the mission; you will be ranked according to how long it took you to reach the end. There are no continues if you lose a fight along the way. Clear times can be uploaded to online leaderboards if they fulfill certain criteria. Bring your best and try to make every playthrough faster than your last!

SURVIVAL

Fight a gauntlet of CPU opponents to see how many wins you can rack up before you get knocked out. Once you lose, the mission will end, and your win record will be shown on-screen. Select a character and step into the arena!

TRIAL



Tackle a variety of character-specific missions. There are 10 trials per character, focusing primarily on combos. Complete the trials to become a combo master for that fighter!

10. CUSTOMIZE

Change your online profile and create/edit custom colors for characters.

PROFILE

Adjust your player profile (visible when playing online) in three ways.

◆ CUSTOMIZE TEAM

Edit the team you use in online matches, and display it in your profile.

◆ CUSTOMIZE ICON

Choose an icon to display in your profile. Icons can be obtained by satisfying certain criteria while playing the game.

◆ CUSTOMIZE MESSAGE

Choose a message to display in your profile.

CHARACTER

You can create and edit up to five custom color schemes for each character. Select a character, pick a customization slot (Customize 1-5), then begin editing! Apply your changes to register the custom color and make it available on the character selection screen.

11. PLAYER DATA

View various player and character data.

PLAYER RECORD

View various details about in-game performance, such as play time, high scores, Time Attack results, and Survival results. You can also check online play data and character usage data.

CHARACTER RECORD

View character usage statistics (number of times selected), Time Attack results, Survival results, and trial completion rate.



12. OPTIONS

Adjust various game settings. There are five submenus to choose from.

GAME OPTIONS

Adjust CPU difficulty, round numbers, and round time limits.

◆ CPU-LEVEL

How tough the CPU opponents are, on a scale of 1-5 (weakest to strongest).

◆ ROUND

Set the number of rounds needed to win in a given match: 1, 2, or 3.

◆ PLAY TIME

Set the time limit (count) for rounds: 30, 60, 90, or ∞ (unlimited).

◆ DELAY FRAME

Set input delay value (0-30 frames).

◆ INPUT DELAY

Choose an input delay type (Fixed or Variable).

◆ DEFAULT

Revert all game options to their default settings.

SYSTEM OPTIONS

Change the in-game language and toggle vibration features.

◆ LANGUAGE

Set the game's display language. Choose from nine languages: Japanese, English, German, Italian, Spanish, French, Simplified Chinese, Traditional Chinese, or Korean.

◆ VIBRATION

Toggle vibrations (ON/OFF).

◆ DEFAULT

Revert all system options to their default settings.



SOUND OPTIONS

Adjust various volume and music settings.

◆ BGM VOLUME

Adjust background music volume.

◆ AMBIENCE VOLUME

Adjust ambient sound volume.

◆ VOICE VOLUME

Adjust character and system voice volume.

◆ SE VOLUME

Adjust sound effects volume.

◆ BATTLE BGM SETTING

Set the type of background music that plays during matches.

◆ DEFAULT

Revert all sound options to their default settings.

BUTTON CONFIG



Adjust control schemes and even map new commands altogether, according to whatever feels the most comfortable for you. You can also assign replay actions (record, playback, repeat) to be used in Practice Mode. Revert to the original button mappings by selecting **DEFAULT** at the top of the menu.

RANKING

View score and Time Attack leaderboards.

CONTACT US

SNK User Support

<https://www.snk-corp.co.jp/us/inquiry/>

CONTACT US

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