

GUILTY GEAR JUDGEMENT



<http://www.replacementdocs.com>



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms: if the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation™Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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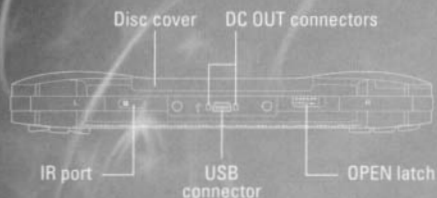
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GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation® Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT GUILTY GEAR JUDGMENT disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

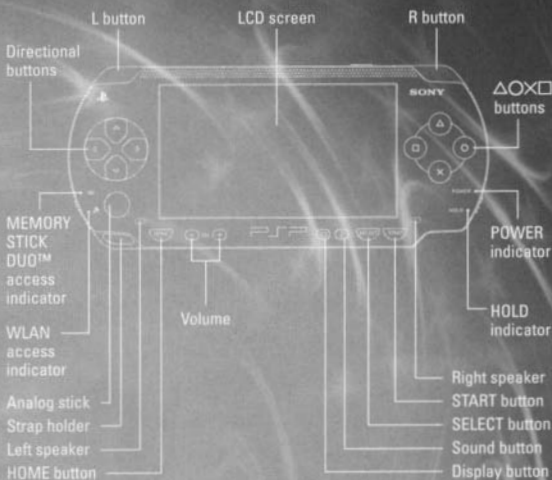
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation® Portable) system configuration



It's BEEN A WEEK *since*
the world has heard from the small
Eastern European kingdom of
Villtania. As scattered refugee
reports surface, the world learns
of monstrous devastation and
biogeocenosis experiments
summoned by Raimond, Villtania's
leading sorcerer. The once beautiful
Villtanian countryside now runs
red with the blood of its people.
The United Nations declares an
international emergency and offers
a huge reward to any hot-shot
mercenaries brave enough to
restore order to Villtania. Warriors
from around the world, some for
the sake of justice, others for
money, now gather on the
Villtanian battlefield. A new
war has begun.



At the Main Menu, choose from *Guilty Gear Judgment* or *Guilty Gear X2 #Reload* games.

GUILTY GEAR JUDGMENT

At the Main Menu select *Guilty Gear Judgment* for side-scrolling combat mayhem!

CONTROLS

These commands are written as if your character is facing right on the screen. If you are facing left, simply substitute "Right" for "Left" and vice versa in the command lists that follow.

Directional Buttons /

*Analog Stick** Move Character / Scroll Menus

Ⓔ *Button* Weak Attack*

Ⓐ *Button* Medium Attack

Ⓢ *Button* Strong Attack* / Cancel at Main Menu

ⓧ *Button* Jump / Confirm at Menu Screen

R Button Back Attack

L Button Psych Burst. Lets you blow away surrounding enemies when your character has a full Burst Gauge (fill your Burst Gauge by filling up your Tension Gauge first until it spills over into your Burst Gauge). If a Psych Burst hits an opponent (Psych Burst Recovery), your character will earn back some life.

Start Button Pause Game / Access Pause Menu

*Pressing any of the attack buttons consecutively can change the resulting attack. Combining the attack buttons with the **DIRECTIONAL BUTTONS** and/or the **ⓧ BUTTON** (jump) will also create a more complex attack.

DASH Rapidly press the **DIRECTIONAL BUTTON** twice in the direction the character is facing (also possible mid-air).

BACK STEP Rapidly press the **DIRECTIONAL BUTTON** twice in the opposite direction the character is facing (also possible mid-air).

SIDE STEP Rapidly press the **DIRECTIONAL BUTTON** ↑ or ↓ twice.

Note: Some characters can not perform dash, left step or side step moves.

OVERDRIVE ATTACK Enter a character-specific command. See **Character Moves** on pg 13 for specifics. Overdrive Attacks require at least 1/2 the Tension Gauge to perform.

CHAOS ROMAN CANCEL Enter a character-specific command. See **Character Moves** on pg 13 for specifics. This move lets you cancel a special move already in motion and replace it with another special move without consuming the Tension Gauge. If a Chaos Roman Cancel is successful, the special move cannot be used again within the same attacking sequence.

RESETTING THE GAME

To reset the game and return to the title screen, press the **R BUTTON**, **L BUTTON**, **SELECT BUTTON** and **START BUTTON** simultaneously. You cannot reset at the Save/Load screen or in Multiplayer Mode.

GAME SCREEN



- ① **Character** Fighter engaged in battle.
- ② **Remaining Souls** Total number of souls remaining for a character.
- ③ **Life Gauge** Shows the character's remaining health. The player is knocked out when this Gauge is empty. Pick up items or avoid contact with opponents and enemies to preserve life. If the player has remaining souls when a character is knocked out, the Life Gauge will be restored to full.
- ④ **Tension Gauge** Measures amount of tension available to execute Overdrive Attacks and Chaos Roman Cancel.
- ⑤ **Point Total** Tallies points earned during a match.
- ⑥ **Burst Gauge** Fill the Burst Gauge to perform a Psych Burst.

MODES

Use the Directional Button to select from **Story**, **Survival**, **2 Player Co-Op** or **Options**, then confirm your choice by pressing the **X BUTTON**.

STORY

Sol, Ky, May, Millia, and I-No are available characters at the beginning of the game's core Story Mode. As you progress, you will unlock additional characters and levels. Story events will occur that involve dialogue between characters. You can bypass this dialogue by pressing the **X BUTTON**.

After selecting **Story** from the Main Menu, the Character Select screen appears. Use the **DIRECTIONAL BUTTONS** to highlight a character and then confirm the selection with the **X BUTTON**. After choosing your character, the Stage Select screen appears. You can play stages previously cleared as well. Press the **X BUTTON** to select your stage and begin play.

Basic Rules

- A stage is cleared when you reach the end.
- When a character's Life Gauge is empty, he/she is knocked out.
- The game is over when a character is knocked out and has zero remaining souls.

Results & Rank

Results are displayed when you end the game. Points acquired during the game are added. Your rank appears only when your score has ranked in after finishing the game or when the game is over. Results can be saved and you can check your ranking in the Options Menu.

Pause Menu

Press the **START BUTTON** to access the Pause Menu and choose from the following:

RETURN TO BATTLE: Resumes play.

COMMAND LIST: Access a character's special attack commands.

BUTTON CONFIG: Customize your key configuration here.

STAGE SELECT: If you have other stages unlocked, you can choose to play within any of those available areas.

QUIT GAME: Exit the game and return to the Title Screen.

SURVIVAL

Survival Mode is an ongoing battle over a limited number of stages within a given time limit. You clear a stage and advance to the next after defeating all enemies within the time limit. Your remaining time will carry over between stages. The game is over when one character is knocked out or if enemies remain when the time reaches zero.

When the game ends, your total points and ratings will appear. Your ranking is displayed only when your score has ranked in after finishing the game. You can save these results and check your overall ranking in the Options Menu.

2 PLAYER CO-OP

You and a friend can play cooperatively in Ad Hoc Mode (although no story events occur during game play). Networking with other players will require two PSP® systems and two **Guilty Gear Judgment** game discs.

How to Connect Wirelessly

Load the game, turn on the PSP® system's WLAN switch then select **Z-Player Co-Op**. A lobby screen will appear and display players within wireless range. The player's name will be the nickname set on the PSP® system. Choose a player that you would like to play with cooperatively. When you receive a request to play as a team, you can accept by pressing the **X BUTTON** or decline by pressing the **O BUTTON**. The player who receives the request to play as a team becomes Player 1. Once preparations for team play are complete, players will enter the Character Select screen. The game starts after both players select characters.

*If there is heavy traffic at the lobby screen or you experience problems with connection, try changing the connection status by switching channel settings before attempting to reconnect.

Basic Rules

- A stage is cleared when both players reach the end.
- Characters are knocked out when their Life Gauges are empty. The game is over when both Player 1 and Player 2 are knocked out and have zero souls remaining. Souls are shared between both players.
- If one player is knocked out, this player will appear as a transparent "Ghost." Ghost characters can only move, not attack. If one player receives a soul while the other player is in Ghost condition, a Ghost player can recover and resume actual combat.
- Points acquired during the game as well as player ratings are displayed when the game ends. Results can not be saved and will not be reflected in the overall rankings.

OPTIONS

Use the **←** and **→** **DIRECTIONAL BUTTONS** to change settings after making your selection from the menu.

DIFFICULTY: Choose between Normal or Hard.

BUTTON CONFIG: Enables you to remap controls to the button configuration you prefer. When Analog is switched ON, you can control character movement with both the **DIRECTIONAL BUTTONS** and the **ANALOG STICK**.

SOUND OPTIONS: Lets you listen to and adjust the BGM (background music) and SFX (sound effects) volume. Adjusting the volume here will change the volume for the entire game.

*Note: setting the BGM and sound effects to "0" will result in no sound for all game modes. Choose **DEFAULT** to return music and sound effect volumes to the original settings.*

RANKING: View your scores and rankings from Story and Survival Modes.

AUTO SAVE: Choose to automatically save your game here.

SAVE: Save high scores, option settings and game progress here. To save your game, you will need a Memory Stick Duo™ or Memory Stick PRO Duo™ (each sold separately) with at least 128KB of free space available. Make sure a memory stick is correctly inserted into the Memory Stick Duo™ slot. When selecting the SAVE option, choose YES or NO and press the **X BUTTON** to confirm your choice.

LOAD: Lets you load any previously saved game data. Choose YES or NO and press the **X BUTTON** to confirm your choice.

Note: Game data will load automatically when starting up the game (if you have saved data on your Memory Stick Duo™ or Memory Stick PRO Duo™ when it is inserted into the system before switching the power on). While saving/loading data, do not turn off the power or insert/remove your Memory Stick Duo™ /Memory Stick PRO Duo™.

EXIT: Select to return to the Main Menu.

PICK UPS



SANDWICH Restores a small amount of health.



STEAK Restores a medium amount of health.



MEAT Restores a large amount of health.



SODA Slightly increases the Tension Gauge (will increase the Burst Gauge if the Tension Gauge is already full).



COLA Significantly increases the Tension Gauge (will increase the Burst Gauge if the Tension Gauge is already full).



SOUL Adds an extra soul.



SILVER MEDAL Awards 1,000 points.



GOLD MEDAL Awards 5,000 points.

Note: There are also other hidden items not included in this list.

CHARACTER MOVES

Each character has unique move combinations you can use to your advantage in battle. These moves can also be viewed in the **Command List** from the Pause Menu.

Note: These commands are written as if your character is facing right on the screen. If you are facing left, simply substitute "Right" for "Left" and vice versa in the command lists that follow.



Sol Badguy

WHEN STANDING:

- Weak Attack Ⓐ=Punch; Ⓑ=Kick; Ⓒ, Ⓓ, Ⓔ=Near Slash; Holding →=Right Punch
- Middle Attack Ⓐ=Near Slash; Ⓑ=Far Slash
- Strong Attack Ⓒ=Heavy Slash; Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓒ=Kick
- Middle Attack Ⓐ=Slash
- Strong Attack Ⓒ=Dust

WHEN JUMPING:

- Weak Attack Ⓒ=Kick
- Middle Attack Ⓐ=Slash; Ⓑ=Heavy Slash
- Strong Attack Ⓒ=Dust

SPECIAL MOVES:

- Gun Flame ↓, ↘, → + Ⓑ Button
- Volcanic Viper →, ↓, ↘ + Ⓑ Button
- Sweep Down (during Volcanic Viper) ... ↓, ↘, ← + Ⓑ Button
- Bandit Revolver ↓, ↘, → + Ⓑ Button
- Grand Viper ↓, ↘, ← + Ⓑ Button

OVERDRIVE ATTACKS:

- Dragon Install ↓, ↘, ←, ↓, ↘, ← + Ⓑ Button
- Tyrant Rave ver. Beta ↓, ↘, →, ↓, ↘, → + Ⓑ Button

Ky Kiske



WHEN STANDING:

- Weak Attack Ⓐ=Punch
 Ⓑ, Ⓒ=Kick
 Ⓐ, Ⓑ, Ⓒ=Near Slash
 Holding →=Right Punch
- Middle Attack Ⓐ=Near Slash
 Ⓐ, Ⓑ=Far Slash
- Strong Attack Ⓒ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓑ=Kick
 Middle Attack Ⓐ=Slash
 Strong Attack Ⓒ=Dust

WHEN JUMPING:

- Weak Attack Ⓑ=Kick
 Middle Attack Ⓐ=Slash
 Ⓐ, Ⓑ=Heavy Slash
- Strong Attack Ⓒ=Dust

SPECIAL MOVES:

- Stun Edge ↓, ↘, → + Ⓐ Button
 Stun Edge Charge Attack ↓, ↘, → + Ⓑ Button
 Vapor Thrust →, ↓, ↘ + Ⓒ Button
 Stun Dipper ↓, ↘, → + Ⓑ Button
 Crescent Slash ↓, ↘, ← + Ⓑ Button

OVERDRIVE ATTACKS:

- Ride the Lightning ↓, ↘, ←, ↓, ↘, ← + Ⓑ Button
 Sacred Edge ↓, ↘, →, ↓, ↘, → + Ⓑ Button



May

WHEN STANDING:

- Weak Attack Ⓐ=Punch
 Ⓑ, Ⓒ=Kick
 Ⓐ, Ⓑ, Ⓒ=Near Slash
 Holding →=Right Punch
- Middle Attack Ⓐ=Near Slash
 Ⓐ, Ⓑ=Far Slash
- Strong Attack Ⓒ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓑ=Kick
 Middle Attack Ⓐ=Slash
 Strong Attack Ⓒ=Dust

WHEN JUMPING:

- Weak Attack Ⓑ=Kick
 Middle Attack Ⓐ=Slash
 Strong Attack Ⓒ=Heavy Slash
 Holding ↓=Downward Heavy Slash

SPECIAL MOVES:

- Mr. Dolphin (horizontal) ↓, ↘, → + Ⓑ Button
 Mr. Dolphin (vertical) ↓, ↘, ← + Ⓑ Button
 Applause for the Victim ↓, ↘, → + Ⓑ Button
 Mist Finer ↓, ↘, → + Ⓐ Button
 Cancel Pose Hold Mist Finer + Ⓑ Button

OVERDRIVE ATTACKS:

- Ultimate Whiner ↓, ↘, ←, ↓, ↘, ← + Ⓑ Button
 Great Yamada Attack ↓, ↘, →, ↓, ↘, → + Ⓑ Button

Millia Rage



WHEN STANDING:

- Weak Attack Ⓧ=Punch
Ⓧ Ⓧ Ⓧ=Kick
Ⓧ Ⓧ Ⓧ=Near Slash
Holding →=Right Punch
- Middle Attack Ⓧ=Near Slash
Ⓧ Ⓧ=Far Slash
- Strong Attack Ⓧ=Heavy Slash
Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓧ=Kick
Middle Attack Ⓧ=Dust
Strong Attack Ⓧ=Heavy Slash

WHEN JUMPING:

- Weak Attack Ⓧ=Kick
Middle Attack Ⓧ=Slash
Ⓧ Ⓧ=Heavy Slash
- Strong Attack Ⓧ=Dust

SPECIAL MOVES:

- Lust Shaker ↓ ↘ ↙ + Ⓧ Button
Pretty Maze ↓ ↘ ↙ + Ⓧ Button
Iron Savior ↓ ↘ ↙ + Ⓧ Button
Bad Moon (mid-air) ↓ ↘ ↙ + Ⓧ Button

OVERDRIVE ATTACKS:

- Winger (rise) ↓ ↘ ↙ ↘ ↙ + Ⓧ Button
Winger (fall mid-air) ↓ ↘ ↙ ↘ + Ⓧ Button
Emerald Rain ↓ ↘ ↙ ↘ ↙ ↘ + Ⓧ Button

I-No



WHEN STANDING:

- Weak Attack Ⓧ=Punch
Ⓧ Ⓧ Ⓧ=Kick
Ⓧ Ⓧ Ⓧ=Near Slash
Holding →=Right Punch
- Middle Attack Ⓧ=Near Slash
Ⓧ Ⓧ=Far Slash
- Strong Attack Ⓧ=Heavy Slash
Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓧ=Kick
Middle Attack Ⓧ=Slash
Strong Attack Ⓧ=Dust

WHEN JUMPING:

- Weak Attack Ⓧ=Kick
Middle Attack Ⓧ=Slash
Ⓧ Ⓧ=Heavy Slash
- Strong Attack Ⓧ=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Antidepressant Scale ↓ ↘ ↙ + Ⓧ Button
Chemical Love ↓ ↘ ↙ + Ⓧ Button
Chemical Love (vertical) ↓ ↘ ↙ + Ⓧ Button
Stroke the Big Tree ↓ ↘ ↙ + Ⓧ Button
Sultry Performance ↓ ↘ ↙ + Ⓧ Button

OVERDRIVE ATTACKS:

- Ultimate Fortissimo (mid-air) ↓ ↘ ↙ ↘ + Ⓧ Button
Longing Desperate ↓ ↘ ↙ ↘ ↙ + Ⓧ Button

Eddie



WHEN STANDING:

- Weak Attack ⊕=Punch
⊙=Kick
⊕, ⊙=Near Slash
Holding →=Right Punch
- Middle Attack ⊕=Near Slash
⊙, ⊕=Far Slash
- Strong Attack ⊕=Heavy Slash
Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack ⊕=Punch
Middle Attack ⊕=Slash
Strong Attack ⊙=Dust

WHEN JUMPING:

- Weak Attack ⊙=Kick
Middle Attack ⊕=Slash
⊕, ⊙=Heavy Slash
- Strong Attack ⊙=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Invite Hell ↓, ↘, → + ⊕ or ⊙ Button
- Summon Eddie ↓, ↘ + ⊕ Button
- Drunkard Shade ↓, ← + ⊕ Button
- Damudo Fang →, ↓, ↘ + ⊕ Button
- Shadow Gallery →, ↓, ↘ + ⊕ Button

OVERDRIVE ATTACKS:

- Summon Eddie-Megalith Head ↓, ↘, ←, ↓, ↘, ← + ⊕ Button
- Dark Sentinel ↓, ↘, →, ↓, ↘, → + ⊕ Button

Baiken



WHEN STANDING:

- Weak Attack ⊕=Punch
⊙=Kick
⊕, ⊙=Near Slash
Holding →=Right Punch
- Middle Attack ⊕=Near Slash
⊙, ⊕=Far Slash
- Strong Attack ⊕=Heavy Slash
Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack ⊕=Kick
Middle Attack ⊕=Slash
Strong Attack ⊙=Dust

WHEN JUMPING:

- Weak Attack ⊕=Kick
Middle Attack ⊕=Slash
⊕, ⊙=Heavy Slash
- Strong Attack ⊙=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Tatami Gaeshi ↓, ↘, → + ⊕ Button
- Yozansen ↓, ↓, → + ⊕ Button
- Youshijin ↓, ← + ⊕ Button
- Sakura ↓, ↘, ← + ⊕ Button
- Kabari ↓, ↘ + ⊕ Button
- Yozansen Kabari + ⊕ Button

OVERDRIVE ATTACKS:

- Three Tatamis Gaeshi ↓, ↘, ←, ↓, ↘, ← + ⊕ Button
- Sanzu Watashi ↓, ↘, →, ↓, ↘, → + ⊕ Button

Faust



WHEN STANDING:

- Weak Attack Ⓞ=Punch
 Ⓞ, Ⓞ=Kick
 Ⓞ, Ⓞ, Ⓞ=Near Slash
 Holding →=Right Punch
- Middle Attack Ⓞ=Near Slash
 Ⓞ, Ⓞ=Far Slash
- Strong Attack Ⓞ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓞ=Punch
 Middle Attack Ⓞ=Slash
 Strong Attack Ⓞ=Heavy Slash

WHEN JUMPING:

- Weak Attack Ⓞ=Kick
 Holding ↓=Kick Downward
- Middle Attack Ⓞ=Slash
- Strong Attack Ⓞ=Heavy Slash

LEFT ATTACK R Button

SPECIAL MOVES:

- Thrust (+Pull) ↓, ↘, → + Ⓞ Button
 Hello! Pull + Ⓞ Button
 Another Hello! Hello! + Ⓞ Button
 Souten Enshin Ranbu ↓, ↘, → + Ⓞ Button
 Right Souten Enshin Ranbu + → + →
 Backward Souten Enshin Ranbu + ← + ←
 Going My Way Souten Enshin Ranbu + Ⓞ Button
 Shower Hack ↓, ↘, → + Ⓞ Button
 Love (mid-air) ↓, ↘, → + Ⓞ Button
 Hello! (mid-air) ↓, ↘, → + Ⓞ Button

OVERDRIVE ATTACK:

- Real Souten Enshin Ranbu ↓, ↘, →, ↓, ↘, → + Ⓞ Button

Potemkin



WHEN STANDING:

- Weak Attack Ⓞ=Punch
 Ⓞ, Ⓞ=Kick
 Ⓞ, Ⓞ, Ⓞ=Near Slash
 Holding →=Right Punch
- Middle Attack Ⓞ=Near Slash
 Ⓞ, Ⓞ=Far Slash
- Strong Attack Ⓞ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓞ=Punch
 Middle Attack Ⓞ=Slash
 Strong Attack Ⓞ=Dust

WHEN JUMPING:

- Weak Attack Ⓞ=Kick
 Middle Attack Ⓞ=Slash
 Strong Attack Ⓞ=Heavy Slash

LEFT ATTACK R Button

SPECIAL MOVES:

- Mega Fist I Right ↓, ↘, → + Ⓞ Button
 Mega Fist II Backward ↓, ↘, ← + Ⓞ Button
 Sliding Head ↓, ↘, → + Ⓞ Button
 Hammer Fall ↓, ↘, → + Ⓞ Button
 Hammer Fall Brake
 (while running) Ⓞ Button
 Potemkin Buster →, ↓, ↘ + Ⓞ Button
 Heat Knuckle ↓, ↘, ← + Ⓞ Button

OVERDRIVE ATTACKS:

- Gigantic Bird ↓, ↘, →, ↓, ↘, → + Ⓞ Button
 Gigantic Bird (mid-air) ↓, ↘, → + Ⓞ Button

Axl



WHEN STANDING:

- Weak Attack Ⓚ=Kick
 Ⓜ, Ⓚ=Holding Right Punch
 Ⓜ, Ⓚ=Near Slash
 Holding →=Punch
- Middle Attack Ⓚ=Near Slash
 Ⓜ, Ⓚ=Far Slash
- Strong Attack Ⓚ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓚ=Kick
 Ⓜ, Ⓚ=Punch
- Middle Attack Ⓚ=Dust
- Strong Attack Ⓚ=Heavy Slash

WHEN JUMPING:

- Weak Attack Ⓚ=Kick
- Middle Attack Ⓚ=Slash
 Ⓜ, Ⓚ=Heavy Slash
- Strong Attack Ⓚ=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Rensen Geki ↓, ↘, → + Ⓚ Button
- Kyokusageki Rensen Geki + Ⓜ Button
- Sensageki Rensen Geki + Ⓚ Button
- Hachisubako ↓, ↘, ← + Ⓚ Button
- Benten Gari →, ↓, ↘ + Ⓚ Button
- Axl Bomber Benten Gari + Ⓚ Button
- Axl Bomber (mid-air) →, ↓, ↘ + Ⓚ Button
- Raiei Sageki (mid-air) ↓, ↘, → + Ⓚ Button

OVERDRIVE ATTACK:

- Hyakue Renshou ↓, ↘, →, ↓, ↘, → + Ⓚ Button

Chipp



WHEN STANDING:

- Weak Attack Ⓚ=Punch
 Ⓚ, Ⓚ=Kick
 Ⓚ, Ⓚ, Ⓚ=Near Slash
 Holding →=Right Punch
- Middle Attack Ⓚ=Near Slash
 Ⓜ, Ⓚ=Far Slash
 Holding →=Right Kick
- Strong Attack Ⓚ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓚ=Kick
- Middle Attack Ⓚ=Slash
 Ⓜ, Ⓚ=Heavy Slash
- Strong Attack Ⓚ=Dust

WHEN JUMPING:

- Weak Attack Ⓚ=Kick
- Middle Attack Ⓚ=Slash
 Ⓜ, Ⓚ=Heavy Slash
- Strong Attack Ⓚ=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Alpha Blade ↓, ↘, → + Ⓚ Button
- Alpha Blade Plus Alpha Blade + Ⓚ Button
- Beta Blade →, ↘, → + Ⓚ Button
- Gamma Blade ↓, ↘, → + Ⓚ Button
- Syuriken ninja star (mid-air taunt) ↓, ↘, → + Ⓚ Button
- Jackhammer Kick ↓, ↘, → + Ⓚ Button
- Ressho ↓, ↘, → + Ⓚ Button
- Rokusai Ressho + ↓, ↘, → + Ⓚ Button
- Sensyu Rokusai + ↓, ↘, → + Ⓚ Button

OVERDRIVE ATTACKS:

- Hayoku Rakuhou (mid-air) ↓, ↘, ← + Ⓚ Button
- Banki Messai ↓, ↘, →, ↓, ↘, → + Ⓚ Button

Jam



WHEN STANDING:

- Weak Attack Ⓞ=Punch
 Ⓞ, Ⓞ=Holding Right Kick
 Ⓞ, Ⓞ=Near Slash
 Holding →=Right Punch
- Middle Attack Ⓞ=Near Slash
 Ⓞ, Ⓞ=Far Slash
- Strong Attack Ⓞ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓞ=Kick
 Middle Attack Ⓞ=Slash
 Strong Attack Ⓞ=Dust

WHEN JUMPING:

- Weak Attack Ⓞ=Kick
 Middle Attack Ⓞ=Slash
 Ⓞ, Ⓞ=Heavy Slash
- Strong Attack Ⓞ=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Hochifu ↓, ↘, → + Ⓞ Button
 Ryuujin ↓, ↘, → + Ⓞ Button
 Gekirin ↓, ↘, → + Ⓞ Button
 Kenrokaku ↓, ↘, → + Ⓞ Button
 Bakushu ↓, ↘, → + Ⓞ Button
 Ashibarai Bakushu + Ⓞ Button
 Hyappo Shinsyo Bakushu + Ⓞ Button
 Senri Shinsyo Bakushu + Ⓞ Button

OVERDRIVE ATTACKS:

- Chokyaku Houoshou ↓, ↘, →, ↓, ↘, → + Ⓞ Button
 Renhoukyaku ↓, ↘, →, ↓, ↘, → + Ⓞ Button

Johnny



WHEN STANDING:

- Weak Attack Ⓞ=Punch
 Ⓞ, Ⓞ=Kick
 Ⓞ, Ⓞ=Near Slash
 Holding →=Right Punch
- Middle Attack Ⓞ=Near Slash
 Ⓞ, Ⓞ=Far Slash
 Holding →=Right Kick
- Strong Attack Ⓞ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓞ=Kick
 Middle Attack Ⓞ=Slash
 Ⓞ, Ⓞ=Heavy Slash
- Strong Attack Ⓞ=Dust

WHEN JUMPING:

- Weak Attack Ⓞ=Kick
 Middle Attack Ⓞ=Slash
 Ⓞ, Ⓞ=Heavy Slash
- Strong Attack Ⓞ=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Mist Finer-Upper ↓, ↘, → + Ⓞ Button
 Mist Finer-Middle ↓, ↘, → + Ⓞ Button
 Mist Finer-Lower ↓, ↘, → + Ⓞ Button
 Kamae Cancel Hold Mist Finer + Ⓞ Button
 Right Move Hold Mist Finer + →
 Right Dash Hold Mist Finer + →
 Left Move Hold Mist Finer + ←
 Left Dash Hold Mist Finer + ←
 Divine Blade (mid-air) ↓, ↘, → + Ⓞ Button
 Ensenga (mid-air) ↓, ↘, → + Ⓞ Button

OVERDRIVE ATTACK:

- "Johnny Special" ↓, ↘, →, ↓, ↘, → + Ⓞ Button

Anji Mito



WHEN STANDING:

- Weak Attack** Ⓚ=Punch
 Ⓛ, Ⓜ=Kick
 Ⓛ, Ⓜ, Ⓚ=Near Slash
 Holding →=Right Kick
- Middle Attack** Ⓛ=Near Slash
 Ⓛ, Ⓚ=Far Slash
- Strong Attack** Ⓚ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack** Ⓚ=Kick
Middle Attack Ⓛ=Slash
Strong Attack Ⓚ=Dust

WHEN JUMPING:

- Weak Attack** Ⓚ=Kick
Middle Attack Ⓛ=Slash
 Ⓛ, Ⓚ=Heavy Slash
- Strong Attack** Ⓚ=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Shitsu** ↓, ↘, → + Ⓚ Button
Fujin ↓, ↘, → + Ⓛ Button
Shin Ichishiki (during Fujin) Ⓚ Button
Nagiha (during Fujin) Ⓛ Button
Kai ↓, ↘, ← + Ⓛ Button
Mukei Kou →, ↓, ↘ + Ⓚ Button

OVERDRIVE ATTACKS:

- Issei Ogi "Sai"** ↓, ↘, →, ↓, ↘, → + Ⓚ Button
Tenjinkyaku ↓, ↘, ←, ↓, ↘, ← + Ⓚ Button

Venom



WHEN STANDING:

- Weak Attack** Ⓚ=Punch
 Ⓛ, Ⓜ=Kick
 Ⓛ, Ⓜ, Ⓚ=Near Slash
 Holding →=Right Punch
- Middle Attack** Ⓛ=Near Slash
 Ⓛ, Ⓚ=Far Slash
- Strong Attack** Ⓚ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack** Ⓚ=Kick
Middle Attack Ⓛ=Slash
Strong Attack Ⓚ=Dust

WHEN JUMPING:

- Weak Attack** Ⓚ=Kick
Middle Attack Ⓛ=Slash
 Ⓛ, Ⓚ=Heavy Slash
- Strong Attack** Ⓚ=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Singer Aim** ↓, ↘, → + Ⓛ or Ⓚ Button
Carcass Raid →, ↓, ↘ + Ⓛ or Ⓚ Button
Double Head Morbid ↓, ↘, ← + Ⓚ Button
Mad Struggle (mid-air) ↓, ↘, ← + Ⓛ or Ⓚ Button
Viking Jack ↓, ↘, ← + Ⓚ Button

OVERDRIVE ATTACKS:

- Dark Angel** ↓, ↘, →, ↓, ↘, → + Ⓚ Button
Red Hail (mid-air) ↓, ↘, → + Ⓚ Button



Testament

WHEN STANDING:

- Weak Attack Ⓐ=Punch
 Ⓑ, Ⓒ=Kick
 Ⓓ, Ⓔ, Ⓕ=Near Slash
 Holding →=Front Punch
- Middle Attack Ⓐ=Near Slash
 Ⓒ, Ⓓ=Far Slash
- Strong Attack Ⓓ=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓑ=Kick
 Middle Attack Ⓒ=Slash
 Strong Attack Ⓓ=Dust

WHEN JUMPING:

- Weak Attack Ⓑ=Kick
 Middle Attack Ⓒ=Slash
 Ⓓ, Ⓔ=Heavy Slash
- Strong Attack Ⓓ=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Phantom Soul ↓, ↘, → + Ⓐ Button
 Grave Digger ↓, ↘, ← + Ⓐ Button
 Hitomi ↓, ↘, → + Ⓑ Button
 Zeinest ↓, ↘, ← + Ⓒ Button
 EXE Beast ↓, ↘, → + Ⓒ or Ⓓ

OVERDRIVE ATTACKS:

- Master of Puppets ↓, ↘, → ↓, ↘, → + Ⓐ Button
 Nightmare Circular ↓, ↘, → ↓, ↘, → + Ⓒ Button



Bridget

WHEN STANDING:

- Weak Attack Ⓐ=Punch
 Ⓑ, Ⓒ=Kick
 Ⓓ, Ⓔ, Ⓕ=Near Slash
 Holding →=Down/Right Punch
- Middle Attack Ⓐ=Near Slash
 Ⓒ, Ⓓ=Far Slash
 Holding →=Right Slash
- Strong Attack Ⓓ=Heavy Slash

WHEN SQUATTING:

- Weak Attack Ⓑ=Kick
 Middle Attack Ⓒ=Dust
 Strong Attack Ⓓ=Heavy Slash

WHEN JUMPING:

- Weak Attack Ⓑ=Kick
 Middle Attack Ⓒ=Slash
 Ⓓ, Ⓔ=Dust
 Holding ↓=Downward Slash
- Strong Attack Ⓓ=Heavy Slash

LEFT ATTACK R Button

SPECIAL MOVES:

- Yo-Yo Extend Any Direction + Ⓒ Button
 Yo-Yo Recall (during Yo-Yo) Ⓓ Button
 Roger Rush (during Yo-Yo) ↓, ↘, → + Ⓒ Button
 Jaggard Roger (during Yo-Yo) ↓, ↘, ← + Ⓒ Button
 Kickstart My Heart ↓, ↘, → + Ⓐ Button
 Kickstart My Heart
 Discharge Rushing + Ⓐ Button
 Kickstart My Heart Stop Rushing + Ⓒ Button
 Starship →, ↓, ↘ + Ⓐ Button

OVERDRIVE ATTACKS:

- Me and My Killing
 Machine (during Yo-Yo) ↓, ↘, ←, ↓, ↘, ← +
 Ⓒ Button
- Loop-the-Loop ↓, ↘, →, ↓, ↘, → + Ⓐ Button

Slayer



WHEN STANDING:

- Weak Attack ⊙=Punch
 ⊙, ⊙=Kick
 ⊙, ⊙, ⊙=Near Slash
 Holding →=Right Punch
- Middle Attack ⊙=Near Slash
 ⊙, ⊙=Far Slash
- Strong Attack ⊙=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack ⊙=Kick
 Middle Attack ⊙=Heavy Slash
 Strong Attack ⊙=Dust

WHEN JUMPING:

- Weak Attack ⊙=Kick
 ⊙, ⊙=Slash
 Middle Attack ⊙=Heavy Slash
 Strong Attack ⊙=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Mach Punch ↓, ↘, → + ⊙
 Second Dandy
 Combination Chain (during Mach Punch) ⊙
 Third Dandy
 Combination Chain (during Second Dandy Combination) ⊙
 Third Dandy Combination
 Middle (during Second Dandy Combination) ⊙
 Pile Bunker ↓, ↘, ← + ⊙
 Crosswise Heel ↓, ↘, ← + ⊙
 Footloose Journey (mid-air) ↓, ↘, ← + ⊙

OVERDRIVE ATTACKS:

- V Type Dandy (mid-air) ↓, ↘, → + ⊙
 Royal Hunt ↓, ↘, →, ↓, ↘, → + ⊙
 Dead On Time ↓, ↘, → + ⊙

Dizzy



WHEN STANDING:

- Weak Attack ⊙=Punch
 ⊙, ⊙=Kick
 ⊙, ⊙, ⊙=Near Slash
 Holding →=Front Punch
- Middle Attack ⊙=Near Slash
 ⊙, ⊙=Far Slash
- Strong Attack ⊙=Heavy Slash
 Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack ⊙=Kick
 Middle Attack ⊙=Heavy Slash
 Strong Attack ⊙=Dust

WHEN JUMPING:

- Weak Attack ⊙=Kick
 Middle Attack ⊙=Slash
 Strong Attack ⊙=Heavy Slash

LEFT ATTACK R Button

SPECIAL MOVES:

- Flaming Spiral ↓, ↘, → + ⊙ Button
 Arctic Impaler ↓, ↘, → + ⊙ Button
 Michael Sword ↓, ↘, → + ⊙ Button
 Hunger Strike ↓, ↘, ← + ⊙ Button
 Hunger Strike Laser
 Beam Attack ↓, ↘, ← + ⊙ Button

OVERDRIVE ATTACKS:

- Imperial Ray ↓, ↘, →, ↓, ↘, ← + ⊙ Button
 Gamma Ray (must be at full tension) ↓, ↘, →, ↓, ↘, → + ⊙ + ⊙ Button
 (at the same time)

Zappa



GUILTY GEAR X2 #RELOAD

At the Main Menu select **Guilty Gear X2 #Reload** to play fast-paced arcade style fighting against 23 character favorites.

CONTROLS

- BUTTON** Punch
- × BUTTON** Kick / Accept Menu Selection
- △ BUTTON** Slash
- ⊙ BUTTON** Heavy Slash / Cancel Menu Selection
- R BUTTON** Dust
- L BUTTON** Taunt/Attack Honor*
- SELECT BUTTON** Memory (used during Training Mode. See page 43 for details).
- START BUTTON** Pause

USING THE DIRECTIONAL BUTTON**

These commands assume your character is facing right. You can change your control preferences at the Options Menu.

- STRAIGHT UP JUMP: DIRECTIONAL BUTTON ↑**
- FORWARD JUMP: DIRECTIONAL BUTTON ↗**
- MOVE FORWARD: DIRECTIONAL BUTTON →**
- CROUCH: DIRECTIONAL BUTTON ↓, ↘ or ↙**
- MOVE BACKWARD: DIRECTIONAL BUTTON ←**
- JUMP BACKWARDS: DIRECTIONAL BUTTON ↖**

WHEN STANDING:

- Weak Attack** ⊙=Punch; ⊙=Kick; ⊙=Near Slash; Holding →=Front Punch
- Middle Attack** △=Near Slash
△, △=Far Slash
- Strong Attack** ⊙=Heavy Slash
Holding →=Right Heavy Slash

WHEN SQUATTING:

- Weak Attack** ⊙=Kick
- Middle Attack** △=Slash
△, △=Heavy Slash
- Strong Attack** ⊙=Dust

WHEN JUMPING:

- Weak Attack** ⊙=Kick
- Middle Attack** △=Slash
△, △=Heavy Slash
- Strong Attack** ⊙=Dust

LEFT ATTACK R Button

SPECIAL MOVES:

- Say Hello to the Three Centipedes** ↓, ↘, → + ⊙ Button
- Dog Attack** ×, ⊙, ⊙, or R Button
- Ghost Mode--Go Away and Don't Come Left** ↓, ↘, → + △ or ⊙ Button
- Sword Mode:**
 - Fall Down Go Boom** →, ↓, ↘ + ⊙ Button
 - Stay Away or Die** ↓, ←, ← + ⊙ Button
 - Looks Painful...And Is!** ↓, ↘, → + △ Button
 - Looks Painful... And Is! Extra** (during "Looks Painful") ⊙ Button
- Raou Mode:**
 - Darkness Anthem** ↓, ↘, → + △ Button
 - Darkness Anthem Extra** (during Darkness Anthem) ⊙ Button
 - Last Edguy** ↓, ↘, ← + △ Button

OVERDRIVE ATTACKS:

- It's Alive!** ↓, ↘, →, ↓, ↘, → + ⊙ Button
- Raou Mode:**
 - Bellows Malice** ↓, ↘, ←, ↓, ↘, ← + △ Button
 - Knuckle Kaiser** ↓, ↘, →, ↓, ↘, → + △ Button

DASH Press the **DIRECTIONAL BUTTON** twice quickly in the direction of your opponent. A dash can also be performed mid-air with certain characters.

GUARD Press the **DIRECTIONAL BUTTON** in the direction opposite your opponent to guard against attacks.

BACKSTEP Press the **DIRECTIONAL BUTTON** twice in the direction opposite your opponent to jump back. (This move cannot be used with some characters.)

RESETTING THE GAME

Press the **R**, **L**, **SELECT** and **START BUTTONS** simultaneously to reset the game.

*Press the **DIRECTIONAL BUTTON** ← to taunt your opponent. Press the **L BUTTON** while pressing the **DIRECTIONAL BUTTON** towards your opponent to attack his honor.

The Analog Stick can serve the same function as the **DIRECTIONAL BUTTONS to move your character. To use the Analog Stick as your default, change your **Button Config** in the Options Menu. See page 46 for details.



UNIVERSAL MOVES

All commands are for a right facing character.

PSYCH BURST: R BUTTON + any Attack Button pushed simultaneously

When your Burst Gauge is maxed out, a Psych Burst lets you become temporarily invincible and blow your enemy away. A Psych Burst can be used offensively and defensively:

- If you use a Psych Burst while you are being attacked, the Burst will serve as a defensive combo breaker, your opponent will be pushed backward and you will earn 1/3 of your Burst Gauge back. If you do not successfully push back your opponent, the Psych Burst consumes the entire Burst Gauge.
- You can also use the Psych Burst as an offensive attack that will consume 2/3 of the Burst Gauge. A successful attack fills your entire Tension Gauge.

Note: It is possible for your opponent to block a Psych Burst.

TWO-LEVEL JUMPS: ↖, ↑, ↗ during jumps

Lets you jump again while mid-air. (Chipp Zanuff can jump three levels.)

HIGH JUMP: ↓, ↑

Quickly press the **DIRECTIONAL BUTTON** ↓ then ↑ to jump higher than usual. However, you cannot make a Two-Level Jump after a High Jump.

FORWARD THRUST ATTACK: → + Attack Button

With any character, press the **DIRECTIONAL BUTTON** → while pressing the **□**, **○** or **△** **BUTTONS** to transform attacks. Some characters can also combine this move with kicks. For Bridget only this attack must be performed with the **DIRECTIONAL BUTTON** → + **△** **BUTTON**.

DEAD ANGLE ATTACK: during Guard, press the → + any two attack buttons (except Dust) simultaneously.

Just after guarding, you can perform a Dead Angle Attack to switch from a guard to a counter-attack. The Tension Gauge must be at 50% or above for this move.

DUST ATTACK: **R BUTTON** while standing

A Dust Attack cannot be used while crouching or guarding. After hitting your opponent with a Dust Attack, press the **DIRECTIONAL BUTTON** \uparrow to pounce on your opponent and hit him with a combo. Pressing the **R BUTTON** during a jump activates an "Aerial Dust Attack" that is different for each character.

SWEEP: **R BUTTON** while crouching

A swept opponent cannot use a Recovery move. Robo-Ky uses an "Electric Mat" instead of a Sweep.

RECOVERY: Any Attack Button while down

When knocked down by an attack, press any Attack Button while in mid-air to regain your balance.

THROWS: \leftarrow or \rightarrow + \odot while near opponent, on the ground or mid-air

You can throw your opponent in mid-air using the same method while body tossing him through the air. However, you cannot throw mid-air during a Dash or Backstep.

GATLING COMBOS: Push buttons at the right time in a specified order. You can create a combo out of a series of normal moves, launching a second move as soon as your opponent is hit with your first attack. The number of moves that can be used varies by character.

OVERDRIVE ATTACKS: Character specific. These are extremely powerful attacks that use up 50% of the Tension Gauge and vary with each character.

INSTANT KILLS: Press four Attack Buttons (except Dust) simultaneously, then enter special character commands.

As the name suggests, an Instant Kill is the ultimate attack that can knock out your opponent in one blow. Although these moves are extremely powerful, there is a time limit for performing them. After pressing the specified button sequence, the Tension Gauge changes from its normal condition to the Instant Kill Gauge. The Instant Kill Gauge falls steadily. When it reaches 0, your strength starts to be consumed. If you press all four Attack Buttons (except Dust) again, you can return the Tension Gauge to normal. While in this stage, you can input the commands that will unleash an Instant Kill Attack. The Gauge is completely wiped out after you launch an Instant Kill Attack so if you miss your opponent, you won't be able to use any actions that require the Tension Gauge during that round.

NEGATIVE PENALTIES

If you act passively over a period of time, your Tension Gauge will drop to 0. Passive acts include failing to attack your opponent or staying to one side of the screen to avoid combat.

FAULTLESS DEFENSE

To enter this special guard condition, press the **DIRECTIONAL BUTTON** away from your opponent while pressing any two Attack Buttons except Dust. In this state, your opponent's Special Moves will not hit you but only knock you back further than usual and you will not receive any damage. You can also block attacks. However, your Tension Gauge falls during the time Faultless Defense is activated and if it runs out, you will no longer be able to use this defense.

JUMP CANCEL

You can override certain moves, such as hitting an opponent or blocking an attack, by jumping out of them when you are midway through them. This is mainly used to create the greatest variety of attacks and combos.

ONE POINT TECHNIQUES

COUNTER HIT

You can hit your opponent while in the middle of a move to stagger him longer than usual. This enables you to perform combos you wouldn't normally be able to pull off.

RECOVERY DIRECTION

By pressing the **DIRECTIONAL BUTTON** while recovering, you can move in that direction as you recover. Once you realize that you're going to be knocked down, you can use Recovery as the first step in your counterattack.

ROMAN CANCEL

While hitting your opponent with an attack, press any three Attack Buttons except Dust to override your attack move and return to a normal standing pose. This allows you to create your own original combo attacks. However, doing this consumes 50% of your Tension Gauge.

STAGGERING

Certain normal moves, special moves and Overdrive Attacks can put your opponent in a "Stagger" condition when he lands. A "Staggered" opponent is temporarily defenseless. Quickly pressing the **DIRECTIONAL BUTTON** ← and → repeatedly speeds up recovery from a staggered state. Each character has various moves for staggering an opponent, but you'll have to find them for yourself.

TENSION & BURST GAUGES

The Tension Gauge fills as you dash and land attacks. Robo-Ky uses an "Electric Gauge" instead of a Tension Gauge. The Electric Gauge works the same way as the Tension Gauge, but charging it up also increases the effectiveness of Robo-Ky's "Electric Mat" technique (Crouch + Dust Button).



The Burst Gauge fills as you inflict and take damage during a round. You begin with a full Burst Gauge. If any of the "Burst" text is red or empty during a match, the Burst Gauge is not full enough to perform a Psych Burst. You also cannot use a Psych Burst while being hit by an Overdrive Attack, while being thrown or knocked down (an "X" appears on your Burst Gauge when you cannot use it).

GAME SCREEN



- **Strength Gauge:** Shows the character's remaining strength. The character loses if this Gauge reaches 0.
- **Tension Gauge:** The Tension Gauge fills as you dash and land attacks. It needs to be at

least 50% filled in order to perform Overdrive Attacks and Roman Cancels.

Note: *Robo-Ky has an Electric Gauge instead of a Tension Gauge.*

- **Burst Gauge:** This Gauge is depleted by Psych Bursts, but is restored over time or when opponents hit your character. An X appears when the Gauge becomes unusable.
- **Score:** Displays the current total score.
- **Beat Count:** Displays the number of consecutive hits currently inflicted on the opponent.
- **Time Clock:** Shows remaining time in the round. When time runs out, the character with the most strength left wins. Each round has a time limit of 99 seconds but this limit can be changed in the Options Menu.
- **Victory Mark:** Shows the number of victories in the current multiplayer round.
- **Guard Level Gauge:** This multiplayer Gauge starts off half full and indicates how much you have been blocking. As you take damage, the Guard Gauge decreases; as you block, it increases. If you don't block or take damage, it will slowly return to the original half full position. The emptier the Gauge is, the less damage you take. If you block continuously, your Guard Gauge will continue to fill and eventually start flashing at 3/4 full. At this point, any hit you take will be a counter hit and inflict more damage.

GAME RULES

MATCH FORMAT: The first player to drain all of his opponent's strength wins the round. The player who wins 2 out of 3 rounds wins the match. The number of rounds can be changed in the Options Menu.

TIES: A tie occurs if there is a double knockout or if the players have equal Strength Gauges when time expires. If the match is not settled within 3 rounds, a final fourth round begins. If the match cannot be decided by the end of the fourth round, the game ends for both players.

GAME MODES

Use the **DIRECTIONAL-BUTTON** to select from **Arcade**, **M.O.M (Medal of Millionaire)**, **Vs. 2 Player**, **VS. CPU**, **Training**, **Survival**, **Options** or **Quit**. Then confirm your choice by pressing the **○ BUTTON**.

Note: *Your character's costume color depends upon the button you press when your character is highlighted at the Character Select screen (○ BUTTON, ○ BUTTON, ○ BUTTON and ○ BUTTON all yield different color combinations).*

ARCADE

Fight and defeat opposing characters in Arcade Mode. Once you have defeated a certain number of characters, you win! Press the **START BUTTON** at the Game Over or Continue screens to restart the match.

M.O.M. (MEDAL OF MILLIONAIRE)

Hitting opponents with combination moves will increase the Medal Gauge at the bottom center of the screen and raise your Medal Level. The higher the Medal Level, the higher your score. Life restoration items also appear when you achieve a certain point level.

VS 2 PLAYER

Enjoy wireless cooperative play with a friend in Ad Hoc Mode. Networking with other players requires 2 PSP® (PlayStation® Portable) systems and 2 *Guilty Gear Judgment* games.

Load the game, turn the PSP® WLAN switch ON, then select **Multiplayer**. The lobby screen that follows will display players within wireless range. The player's name is the nickname set on the PSP® system. Choose a player that you would like to play against. When you receive a request to play against a friend, you can accept by pressing the **○ BUTTON** or decline by pressing the **○ BUTTON**. The player who receives the request becomes Player 1. Once preparations for team play are complete, both players will enter the Character Select Screen. After selecting a character, you can select the

stage by pressing the **SELECT BUTTON** on the highlighted character whose stage you wish to play. If no stage is selected, the stage for Player 2's character is used.

Note: If there is heavy traffic at the lobby screen or you experience problems with connection, try changing the connection status by switching channel settings before attempting to reconnect.

MULTIPLAYER RULES

Designate match rules by pressing the **⊞ BUTTON** at the Standby screen. Rule settings will be controlled by the player who receives the challenge (Player 1).

- **ROUNDS:** Set the number of rounds for play.
- **EX CHARACTER:** Choose whether you want to play with EX Characters. With this feature ON, an EX icon will be displayed underneath the SP icon on the Character Select screen. Choose the preferred setting for your characters here while the icon flashes between choices. EX characters have different moves and abilities than normal characters. SP allows you to choose alternate character outfit colors. Both choices are available in Multiplayer mode or in Arcade and Training modes after they're unlocked.
- **INSTANT KILL:** Enable or disable the Instant Kill feature here.
- **SCREEN SIZE:** Set the screen size.

RESULTS SCREEN

Results will be displayed at the conclusion of a match. If both players choose **RETRY**, you will return to the Character Select screen. If either player chooses **EXIT**, you will return to the Standby screen.

VS CPU

VS. CPU mode lets you battle against only computer-controlled opponents. You will be brought to the Character Select screen where you can choose which character you want to play and then select the computer-controlled opponent to play against. The game will start at

the selected character's stage. If no stage is selected, the stage of the character selected by Player 2 is used.

TRAINING

Training enables you to learn basic controls and combo attacks. Select your character and sparring partner. If you want to adjust various settings during game play, press the **START BUTTON** to access the Training Menu. The game will start at the selected character's stage. If no stage is selected, the stage of the CPU's character is used.

TRAINING MENU

At the Training Menu, press the **←** or **→** **DIRECTIONAL BUTTONS** (or the **L** or **R** **BUTTON**) to switch the cursor between **Return**, **Config** and **Enemy Settings**.

CONFIG: Adjust system related settings here.

- **RETURN:** Returns you to the game screen.
- **TENSION MAX:** Set the Tension Gauge to its maximum level.
- **BURST MAX:** Set the Burst Gauge to its maximum level.
- **GUARD LEVEL:** Set the default for the Guard Level Gauge.
- **DISPLAY:** Display information on screens including **Directional Buttons**, **Button Input**, **Damage** and **Combo Count**.
- **CHARACTER SELECT:** Change the character being used for training.
- **BUTTON CONFIG:** Rearrange the Attack Buttons to your preference.
- **COMMAND LIST:** Display a summary of available character commands.
- **DEFAULT:** Return all button configurations to their default settings.
- **QUIT GAME:** Return to the Title screen.

ENEMY SETTINGS: Select to change your sparring partner's settings.

- **RETURN:** Return to the game screen.
- **MODE:** Enables you to set both sparring characters to **CPU Control** to watch two computer-controlled opponents fight each other.
- **ENEMY STATE:** Lets you select one of four settings for your sparring partner.
- **GUARD:** Lets you set your sparring partner to guard in different ways. Choose between **ON** (always guarding), **FG** (guard at faultless defense), **RND** (random) or **LIMITED**.
- **RECOVERY:** Sets your sparring partner to passively absorb attacks. Choose between **OFF FT** (passive at the front), **NT** (passive in general), **LK** (passive at the left) or **RND** (random).
- **SLIP RECOVERY:** Lets your sparring partner recover faster from different conditions.
- **COUNTER:** When this is ON, the character will counterattack after the first attack in a combo chain.
- **ATTACK MEMORY:** Lets you save your sparring partner's action for a certain length of time. Saved data will be reset once you exit the mode. If this feature is turned ON in the menu, the word "Standby" will appear at the top of the screen. Press the **SELECT** button to begin recording. Recording time lasts 15 seconds. While recording, you can move your sparring partner around. You can press the **SELECT** button again to stop recording before the 15 seconds are up.

After recording, your sparring partner will perform the recorded moves every time you press the **SELECT** button. You can play back the recording indefinitely until you create a new one. Holding down the **SELECT** button for more than 1 second lets you bypass the menu and enter Record Standby mode.

- **ENEMY LEVEL:** Determines the CPU-controlled character's skill level in **Vs. CPU** and **WATCH** modes. The higher the setting, the greater the enemy's strength.

- **LIFE REGAIN:** Determines whether or not the character regains strength.
- **DEFAULT:** Returns all ENEMY SETTINGS to their defaults.

You can reset the match by pressing the **L BUTTON** (provoke) and **SELECT** button simultaneously.

SURVIVAL

Try to defeat one CPU opponent after another. Powerful boss characters appear at fixed intervals.

In SURVIVAL mode, you receive experience points each time you inflict damage on your opponents; those points raise your overall level. As your level rises, your opponents become stronger. You recover your strength only slightly after defeating each opponent. The game ends if you lose in any round.

Using Overdrive Attacks to finish your opponents earns you bonus experience points. There are other ways to get bonus experience points too; experiment to discover them all.

OPTIONS

Adjust game settings here. Use the **↑** or **↓** **DIRECTIONAL BUTTONS** to highlight the settings you wish to change, then press the **○ BUTTON** to enter the menu. Change settings by pressing the **←** and **→** **DIRECTIONAL BUTTONS**. Choose from **Game Options**, **Button Config**, **Display Settings**, **Sound Test**, **Ranking**, **Save/Load** or **Go Back**.

GAME OPTIONS: Adjust general settings for the entire game.

- **GAME LEVEL:** Set the level of the computer opponent in Arcade Mode & VS. CPU Modes to 1 of 6 difficulty levels: **Beginner**, **Easy**, **Normal**, **Hard**, **Very Hard** and **Maniac**.
- **TIME LIMIT:** Set the Arcade Mode and VS. CPU Mode match time limit to **30**, **60**, **99** or **Infinity**.
- **ROUNDS:** Set the number of rounds per match for Arcade Mode and VS. CPU Modes to **1**, **3**, **5**, **7** or **9**.
- **VICTORY BGM:** Set the background music that plays at the end of each round. Choose between **MUTE** (no sound), **FADE** (gradual) or **INTACT** (no change).
- **GG MODE:** Revert gameplay features to original **Guilty Gear (GG)** or **Guilty Gear X (GGX)**. The default is OFF.
- **DEFAULT:** Return all game options to their default settings.

BUTTON CONFIG: Assign punches, kicks and special attacks to the buttons of your preference.

- **ANALOG:** When switched ON, you can control character movement with both the **DIRECTIONAL BUTTONS** and the **ANALOG STICK**.
- **EASY:** If this setting is ON, commands are easier to enter.
- **DEFAULT:** Restores the button configuration to original settings.

DISPLAY SETTINGS: Adjust settings for your screen appearance.

- **SCREEN SIZE:** If this setting is set to **NORMAL**, the picture will display across the full screen (16:9). The **ORIGINAL** display setting will be the same as in the Arcade version (4:3).
- **COCKPIT FONT:** If this is set to **ORIGINAL**, the in-game text will be the same as in the Arcade version.

- **DEFAULT:** Returns all settings to their default values.

SOUND TEST

Lets you listen to and adjust the volume for sound effects and BGM (background music). Changing the volume setting affects all sounds in the game. If the BGM and sound effects volume are set to "0", no sound will be heard during the game in any mode. You can enable audio by adjusting the volume in this menu or by choosing **DEFAULT** to return to original game settings.

RANKING

Ranking allows you to view the score, rankings and completion times for Arcade, M.O.M. and Survival Modes. Press the **←** and **→** **DIRECTIONAL BUTTONS** to switch pages. Pressing the **⊙** **BUTTON** on this screen will bring up a selection screen for erasing Ranking Data. If you want to erase this data, select **YES** and press the **⊙** **BUTTON** to confirm. Pressing the **⊙** **BUTTON** will return you to the Options screen.

SAVE/LOAD

Save high scores, option settings and game progress by selecting **SAVE** from the Options Menu. You will need a Memory Stick Duo™ or Memory Stick PRO Duo™ (each sold separately) with at least 128KB of free space available. Make sure a memory stick is correctly inserted into the Memory Stick Duo™ slot. When selecting the **SAVE** option, choose **YES** or **NO**, and press the **⊙** **BUTTON** to confirm your choice.

You can load previously saved game data by selecting the **LOAD** option. Choose **YES** or **NO**, and press the **⊙** **BUTTON** to confirm your choice.

Note: Your game data will load automatically when starting up the game (assuming you have saved data in your Memory Stick Duo™ or Memory Stick PRO Duo™ when it is inserted into the system before switching the power on).

While saving or loading data, please do not turn off the power or insert/remove your Memory Stick Duo™/Memory Stick PRO Duo™.

You can also select **AUTOSAVE** from the Options Menu to ensure that at the completion of every fight your game will automatically save.

GO BACK: Returns you to the Menu screen.



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