Original Battle Systems (Emotional Trinity System)



Command Description

Challenge: Fight the enemy.

Item: Use an item.

Skill: Allows a character who has learned the secret move to use the secret move.

Change: If there is a member in reserve, he or she can be substituted.

Escape: Running away from enemies

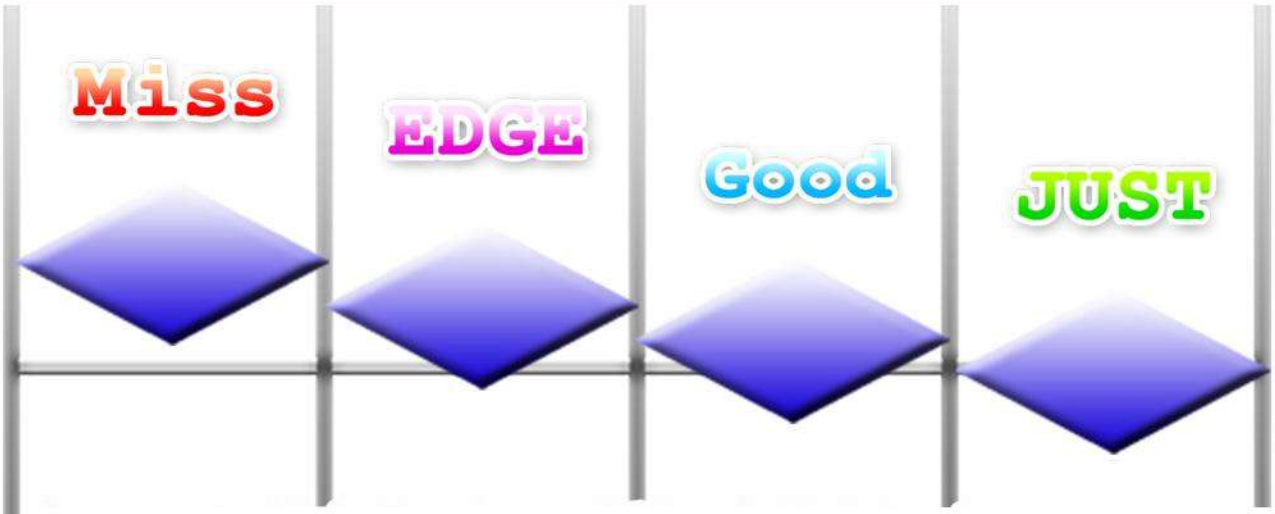
Explanation of the battle screen

Cue: When you start a battle, a cue will fall from above.

Judgment line: When the cue overlaps the judgment line, press the button (ASCL) assigned to each character at the right moment to make a judgment.

Sympathy Gauge: Press the button on the judgment line at the right moment to raise the sympathy gauge.

Description of the judgment line and evaluation



Judgment changes depending on the overlap of the cue and the judgment line.

COMBO is displayed when the cue is pressed in succession at the right moment.

How to use 'Secret Move'

If you have a character who has set up a secret move, you can activate the secret move as soon as he/she reaches 100% TP.

You can activate it at any time you wish with Shift + the lane (ASCL) where the



Selene is at 100% TP so she can activate the secret move.
In this case, she is on the S line, so Shift + S will activate the secret move.



How to View the Secret Move Screen

When you use SecretMove, you will be in a one-on-one battle with a character-specific song.

SecretMove Gauge: The gauge decreases with each mistake.

If you make more than a certain number of mistakes, the SecretMove of the game will be interrupted.

Cue and Judgement line: Press the cue at the right moment to attack.

Effect of SecretMove is determined based on how much SecretMove Gauge is left at the end of the song.

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After Combat

After the battle, the result will be displayed.

You can check the items and money dropped by the demons.

and the number of Good, Miss, and Combo.

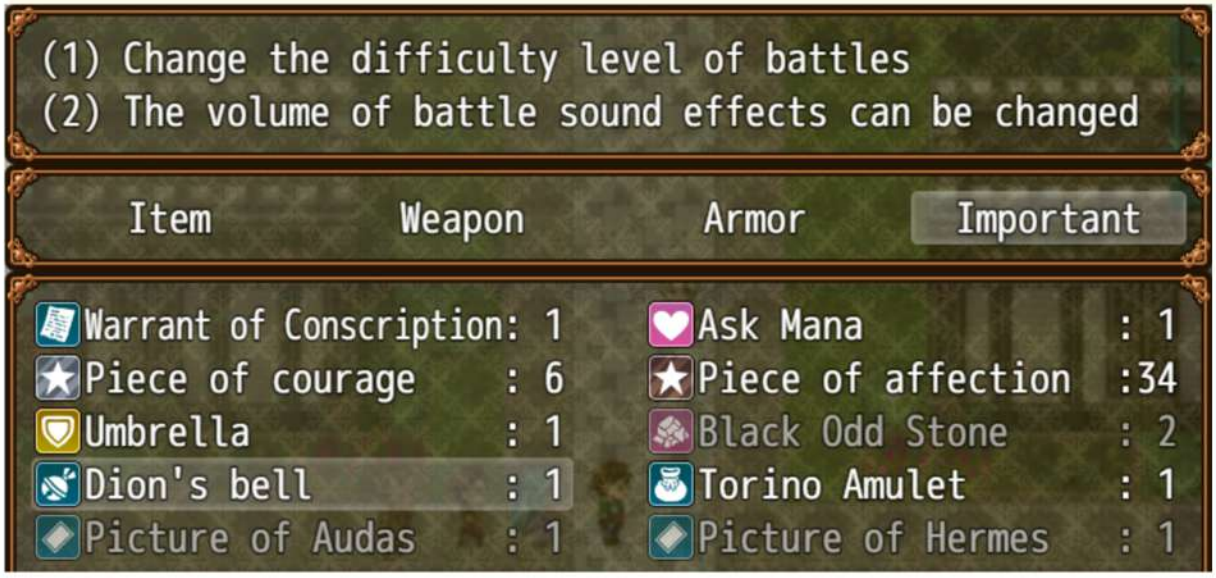
As a result of battles, you will gain experience and level up.

Please enjoy playing the game.

How to change the difficulty level

You can change the difficulty level of a battle at any time from three levels.

EASY	Easy score that anyone can clear.
NORMAL	Normal difficulty
HARD	Contains difficult scores that cannot be cleared without summoning professionals.





When you select Dion's bell,
You can change the difficulty level from EASY, NORMAL, and HARD at any time.
The score will change depending on the difficulty of the battle.
Please enjoy playing.