ver1.125

Warning!

・Please read this manual carefully before starting the game.
・This game was designed to be played in fullscreen. There have been cases where the game didn't work correctly in windowed mode for multiplayer games.
・We do not take any responsibility for any kind of damage caused by running this game.
・This game was not designed to be played with a keyboard, we highly recommend to use a 4 axis, 5 button game-pad.
・Please play in a well illuminated room and from a considerable distance from the screen.
・If the game crashes with the Regular settings, try enabling Offline mode and try again.
・If even in Offline mode the game doesn't work, try lowering the screen resolution to 800x600 and lower the number of players.

The voice system uses the following software.

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"佐野俊英が、あなたの専用原画マンになります"　Text manual
by G.J？

ID S/N:GJ0248682

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■System Requirements

	Minimum Requirements: (Lowest settings / Up to6 players)	Regular Requirements: (With regular settings up to 8 players / Up to 12 players with the screen resolution at 1280x768 and Lowest settings.)	Recommended System Requirements (Up to 12 players in Regular settings)
OS:	Windows 2000, Windows XP(sp1,sp2,sp3), Windows Vista(32bit), Windows 7(64bit)	Windows 2000, Windows XP(sp1,sp2,sp3), Windows Vista Windows 7 Windows 8 Windows 8.1	Windows 2000, Windows XP(sp1,sp2,sp3), Windows 7(64bit)
CPU:	PentiumⅣ 2.4GHz or better	Core2Duo E6600 or better	Core i5 or better
RAM:	512MB or more (In the case of Vista or 7, 1GB or more)	2GBor more	4GB or more
GPU:	Anything supporting DirectX9.0b and 128 MB of VRAM or more (including integrated cards)	Anything supporting DirectX9.0c and 256 MB of VRAM or more (GeForce7600 (VRAM256) or similar)	Anything supporting DirectX9.0c and 512 MB of VRAM or more (GeForce8800 or better)
Controller:	Keyboard	For the regular control set, a game-pad with 4 axis and 8 buttons or more is needed In the case of the simplified control set, a game-pad with 2 axis and 5 butons is needed	A 4 axis, 8 button analog controller
Internet connection requirements:	52Kbps or better	24Mbps or better	100Mbps or better

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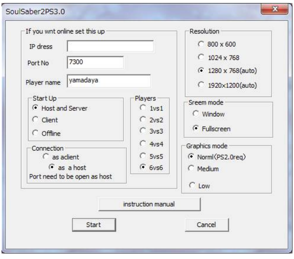
■Starting and closing the game

Starting:

After the game has been launched, the following screen should appear.



SoulSaber2PS3.0

If you wnt online set this up
IP dress
Port No 7300
Player name yamadaya

Start Up
● Host and Server
○ Client
○ Offline

Connection
○ as aclient
● as a host
Port need to be open as host

Players
○ 1vs1
○ 2vs2
○ 3vs3
○ 4vs4
○ 5vs5
● 6vs6

Resolution
○ 800 x 600
○ 1024 x 768
● 1280 x 768(auto)
○ 1920×1200(auto)

Sreem mode
○ Window
● Fullscreen

Graphics mode
● Norml(PS2.0req)
○ Medium
○ Low

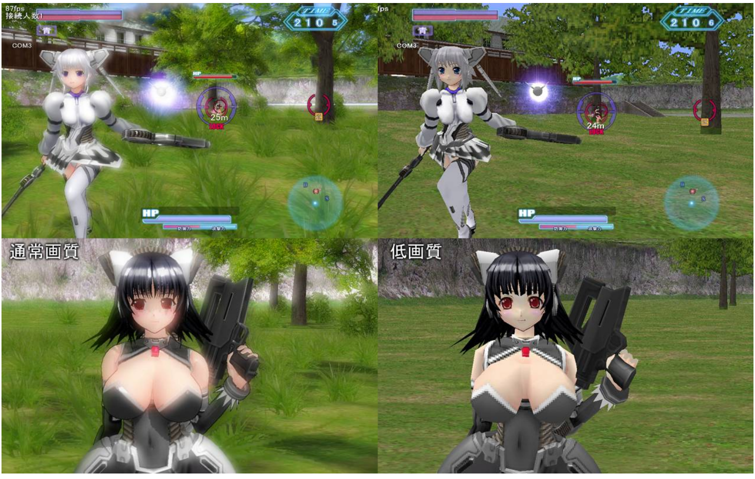
The number of NPC will change in offline battle (mock matches) depending on the number of "players".
There's no need to set the IP address or port number for offline matches.
When connecting as a Host, the port (TCP) open is needed.
Also, if you connect to a versus server as Host, it's more likely to be able to participate
If possible, set the number of players above 6.
If the game crashes with the Regular settings, try enabling Offline mode.
If even in Offline mode the game doesn't work well, try lowering the screen resolution to 800x600 and lower the number of players.

Closing:

・Press the ESC key in the title

■Image quality

When using the Normal graphics settings, the game normally adjusts itself to the hardware, but in case the game runs choppy, try lowering the graphic quality setting.



The costume damage is normally displayed when using the Normal graphic settings, but if the quality is lowered it won't be displayed.

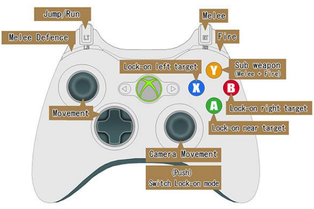
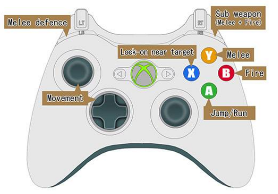
Also, the level of costume damage can be changed in the options.

■Game rule

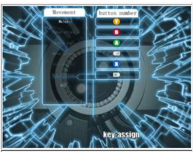
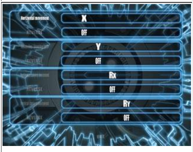
Every time you take an enemy character down, their battle force gauge will decrease by the same amount as that character's cost.
You win if you deplete your opponent's battle force gauge first, or if you have a more complete gauge after the time limit.

■Controls

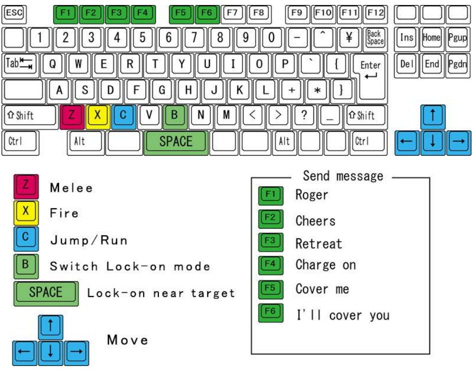
After launching the game, go to options and configure your gamepad in a similar style as shown here:

Expert	Novice
 Jump/Run Melee Defence Melee Fire Lock-on left target Sub weapon (Melee + Fire) Movement Lock-on right target Lock-on near target Camera Movement (Push) Switch Lock-on mode	 Melee defence Sub weapon (Melee + Fire) Lock-on near target Melee Fire Movement Jump/Run
・Fire button ・Melee button ・Jump/Run button ・Melee defense/Simple lock-on button ・Lock-on toggle button ・Stepping forward/backward (Analog Y axis) ・Right/Left movement (Analog X axis) ・Horizontal camera movement/Fire prediction ・Vertical camera movement/Fire prediction ・Right lock-on button ・Left lock-on button ・Camera movement/Close range lock-on switch button ・Staying still + defense button to defend Right lock-on button+Left lock-on button to defend and reset the camera. ・Press the Lock-on switch button and set the lock-on mode to "M(Manual)" to release the lock-on. ・When the lock-on mode is on "M", maintain the defense button pressed and approach an enemy to use the simple lock-on on him, release the button to undo the lock. ・Lock-on near target button locks-on on the second nearest enemy.	・Fire button ・Melee Defense button ・Jump/Run button ・Lock-on switch button ・Melee defense button (Automatic in most cases) ・Stepping forward/backward (Y axis) ・Right/Left movement & Horizontal camera movement (X axis) You can also tap a direction key twice to run. Press the defense button when standing still to defend. If an enemy is inside the search range it will be locked on automatically. The aiming angle tuning is automatic. If you maintain the fire button pressed the accuracy decreases, to get more accuracy, try hitting the button with a timing of around 3 times per second to attack with better accuracy. **Novice control set has defense bonus, but there is a penalty to limit running time when defense gauge(The gauge below the HP gauge) is less than a half.**

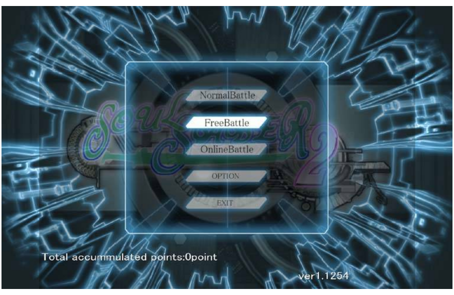
Button settings

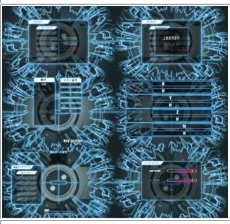
	Navigate the menu with the directional Up/Down keys and press a button to assign it to the action currently highlighted.
	This is the analog stick configuration screen for the high-level control set. A gamepad designed for windows has different types of axis (X, Y, Z, Rz, Ry, Rz, S0, S1 etc.) for the right analog stick, so it is needed to configure it manually. Select an entry with the Up/Down directional keys and change it with the Right/left directional keys. If you turn REVERSE on, the axis movement will be inverted.

Keyboard Control:

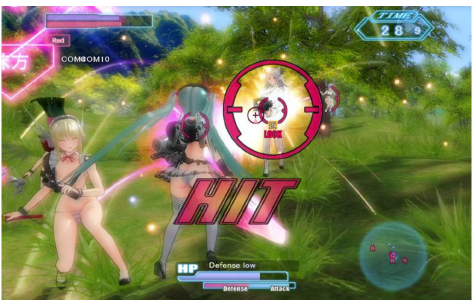


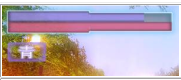
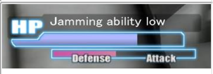
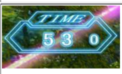
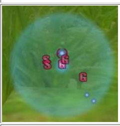
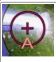
■Main menu



	Normal Battle: Clear stages in order.
	Free Battle: Play a mock battle similar to a multiplayer one offline. **Online Battle:** A multiplayer game played online over the internet. Gamepad configuration must be done before a multiplayer game since the options can't be accessed during an on-going match.
	**Option:** Here you can change the Gamepad configuration and axis, BGM and SFX volume, Control set, Bot difficulty, Costume damage display level, Screen customization (Indicators and gauges placement),
	EXIT

■Game screen



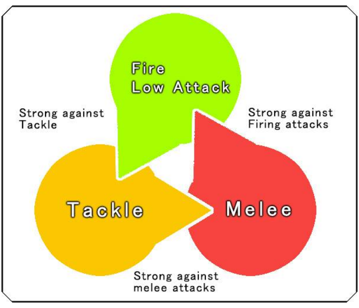
	・Team and battle strength gauge When any of the gauges is depleted, the match ends.
	・Hit Point (HP) gauge When this gauge is depleted the battle strength gauge is decreased. ・Defense/Attack power gauge When running it gets depleted and when as when it is low the attack power is also lower and the repeated fire rate is slower. ・(Over the HP gauge) Warning messages The current situation is described over the HP gauge.
	・Time left When it becomes 0 the battle ends The team with the more complete battle strength gauge wins.
	・Radar In the middle is your own character's position, around it are the Blue team's players, and the Red team's players.
	・Crosshair A "M" below it means it is currently in manual (nothing locked-on) mode. When in automatic mode (Locking-on on an enemy at a certain distance) it displays a "A". And then, if it displays a "A100" ', the number displayed at the left is the predicted shot accuracy. The accuracy declines when shooting/attacking repeatedly, if you don't do anything it will recover.

About the Lock-on sight:

Red:	Yellow	Blue
 Can be engaged in melee combat	 The enemy is immobilized	 Inside the lock-on radius

While holding the defense button, a red or blue targeted enemy will be locked-on.
Press the Defense+Fire buttons while locking on an enemy to attack him.
The camera control is used to move the crosshair when using the high level control set.

■Attacks



・Tackle

When in melee range (Red lock-on) press the Melee+Fire buttons.
Tackle is weak against lower body attack, and range attack it's strong against melee attacks, and if it manages to strike a HIT it easily lowers the enemy's defense (It can manage to cause high damage with a single strike).
Warning: If tackle is defended or shot by a hand gun while tackling, you will trip and fall.

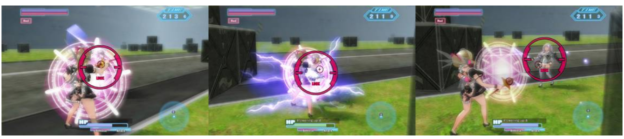
・Fire

The damage caused by a Fire attack (or range attack) isn't really high, but it can case big damage to running, jumping and defending enemies.
An attack power of beam decreases, if keep on shooting.
Warning: If you get hit by a melee attack while firing, you will receive more damage than usual.

・Melee

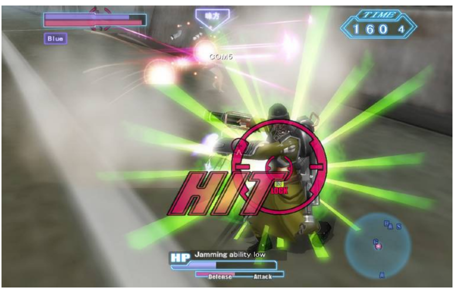
Melee attacks have middle(normal) attack and low attack(impossible to defend).
If you press the Melee button with holding analog stick down you will make a low attack.
It is possible to make attack combos by taping the button repeatedly, and you can make low attack while attack combos too.

・Melee Defense



Normally the melee defense is activated automatically.
If you can defend from an melee attack successfully, you will get a momentary power up an your HP restores a bit.
While the power up is active the damage of your attacks is higher than normal and it's easier to make multiple attacks.
Warning: The melee defense won't defend against lower body melee attacks, range attacks, thrown blades, or kicks; and the damage caused will be higher than normally.
Also remember that if you defend from melee attacks with a good timing, you can knock the enemy back (when on the ground), or make the enemy fall (when in the air).

・Counter hits

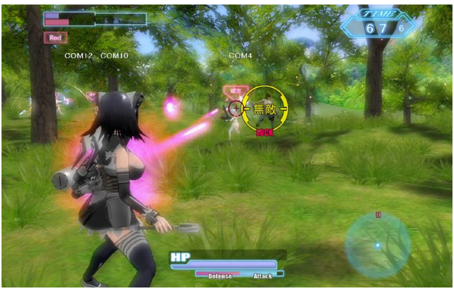


If you manage to tackle an enemy while he does a melee attack, a green effect will be shown as above.
During some time after the counter, the enemy's defense downs and it also becomes harder for him to turn invulnerable so it's easier to cause more damage.

A lower body attack has a similar effect against a tackle as a melee attack against a fire attack.

・Sub weapons

Either tap the Melee Attack + the Fire Attack button when outside of the melee attack range (Red Lock), or tap the Melee Attack + the Fire Attack button while direction key is pressed toward down.

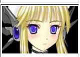
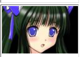


In change for the attack damage being high, if you receive damage while you attack you will be shot down so always watch out for your surroundings.

■Character type

Icons	Features	**System understanding level** (Understanding for the game rules, Situation judgement level)	**Difficulty level** (Requirement for accurate control, predicted fire control)
🟥	**・Melee Combat type** Mobility, Defense and Attack power are high, but the range of vision is small so it's hard to spot enemies and easy to get lost. It's hard to find an enemy hiding or running away. In case the enemy has no bombing type players, or if your team has more bombing type players than the enemy team's defense type ones, your range of vision will be the same as the other types.	For beginners In case fighting with several enemies, it's better to be an expert	For experts
🟧	**・Close Range Combat type** Basically a support for the allied Melee Combat type players, against the enemy bomber type players. The defensive type enemies are hard to confront, but it's easy to dodge missiles. The radar radius is small so it's necessary to be almost at the side of an enemy to spot it.	For beginners	For average players
🟨	**・Defending type** Are equipped with a shield capable of guarding from Fire attacks (doesn't work against snipers) The mobility is low, but the defense and attack power are high.	For average players	If used to charge on, then it can be used by beginners Except that when participating as an escort, a keeper is needed because of the shield and predicted fire inaccuracy, so in those cases it's better for experienced players.
🟩	**・Bomber support type** A character specialized in searching for enemies. Can also inform Melee Combat and Close Range Combat type players of the enemy's position. This type can't handle close range combat easily so try to avoid getting near enemies.	For experts	In most cases for average players For beginners using the Novice controls Miyuko LSP is for experts

■Characters

Character name	Type	Attack	Search radius	Cost	HP	Requirement
 **Schwert**	🟥	Fire : Close range Handgun Fire + Forward from close range : Kick Melee : Sword Fire + Melee : Tackle	25m	40	1800	Gain 24000 Points
Proto-Madoka	🟥	Fire : Gatling Gun Melee : Dual Blades Fire + Melee : Gatling Gun Fire + Melee from close range : Tackle	30m	50	1600	Gain 15000 Points
Third	🟥	Fire : Knife throwing Melee : Sword Fire + Melee : Tackle	20m	90	2400	Gain 2000 Points
Mai FES	🟥	Fire : Sword-Gun Melee : Sword Fire + Melee : Sword throwing	20m	90	2000	Gain 6000 Points
JEN-88	🟧	Fire : Twin hand-guns Melee : Dual Blades Fire + Melee : Tackle	40m	50	2500	Player level above 1 or Gain 150000 Points
Madoka. C.E	🟧	Fire : Rifle Melee : Sword Fire + Melee : Gatling Gun Fire + Melee from close range : Tackle	40m	30	1600	Gain 9000 Points
Rin LA	🟧	Fire : Shotgun Fire while running : Left Great-Sword Melee : Sword Fire + Melee : Sniping Fire + Melee while running : Machine-gun Fire + Melee from close range : Tackle	80m	40	1100	Gain 21000 Points
Mea B	🟧	Fire from close range : Beam Rod Fire from long range : Gatling Gun Melee : Sword Fire + Melee : Hand Grenade Fire from close range + Melee : Tackle	60m	60	1800	Gain 100000 Points or form team with more than 3 players as a host
Madoka LE	🟧	Fire : Machine-gun Melee : Sword Fire + Melee : Hand Grenade Fire from close range + Melee : Tackle	60m	60	1800	Available from the start
First	🟧	Fire : Hand-gun/Machine-gun Melee : Sword/Hand Grenade Fire + Melee : Equipment transformation Fire from close range + Melee : Tackle/Equipment transformation	180m	100	3000	Available from the start
R-D	🟨	Fire : Machine-gun Melee : Sword Fire + Melee : Tackle Unique skill : Fire Defense	50m	60	1800	Available from the start
 **Miyuko Stealth**	🟨	Fire : BIT Fire Melee : Long-Sword Fire + Melee : BIT Placement / BIT Withdrawal Fire from close range + Melee : Tackle Unique skill : Can only be locked on for bomb attacks	50m	70	1600	Gain 27000 Points
MH-D	🟨	Fire : Gatling Gun Melee from close range : Sword Melee from close range : Fire defense Fire + Melee : Missiles Fire from close range + Melee : Tackle	60m	80	3000	Available from the start
Mea	🟨	Fire from close range : Beam Rod Fire from long range : Fire defense Melee : Sword Fire + Melee : Hand Grenade Unique skill : Restore an ally's HP	150m	90	2000	Gain 18000 Points
JEN-88R	🟩	Fire : Missiles (Limited number of shots) Melee : Sword/Hand-axe Fire + Melee : Sniping Up + Fire + Melee from close range : Tackle	80m	110	2000	Gain 12000 Points
M-LE	🟩	Melee from long range : Hand-gun Melee from close range : Knife Fire from long range : Missiles Fire from close range : Close range Handgun Fire + Melee : Sniping Fire from close range + Melee : Tackle	250m	100	1200	Gain 1000 Points
Rin AX	🟩	Melee from long range : Micro-missiles Melee from close range : Bayonet Fire : Machine-gun Melee + Fire : Sniping Melee + Fire while jumping : Missiles Fire from close range + Melee : Tackle	400m	120	900	Available from the start
M-LE H	🟩	Fire : Machine-gun/Howitzer Melee : Hand-axe Fire + Melee : Howitzer deployment Fire from close range + Melee : Tackle	600m	120	1200	Gain 30000 Points
Miyuko LSP	🟩	Fire : Missiles Melee : Knife Melee after placing BITs : BIT Fire Defense + Fire : Long range Sniping Defense + Melee : Close range Sniping Fire + Melee : BIT Placement / BIT Withdrawal The BITs attack from close range	600m	120	700	Gain 33000 Points

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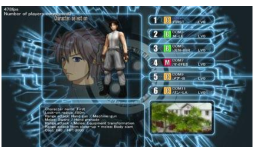
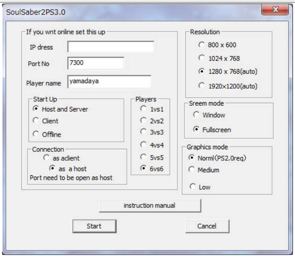
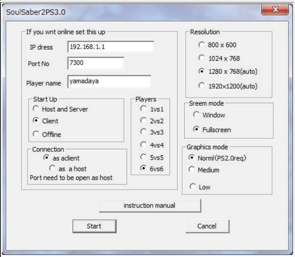
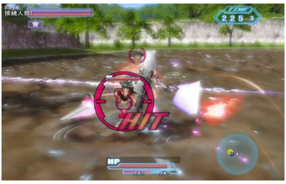
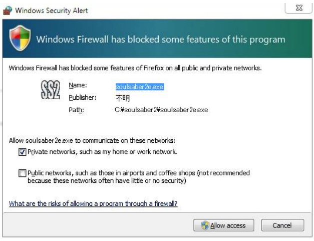
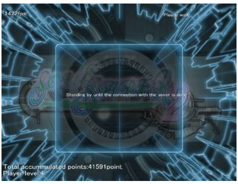
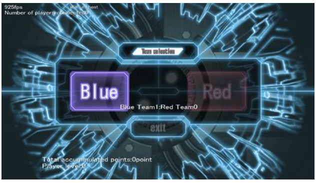
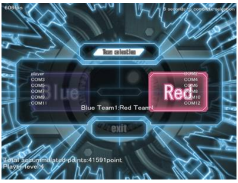
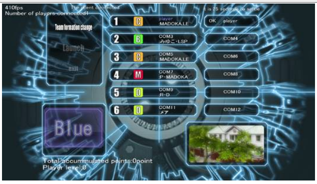
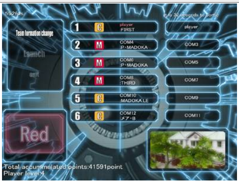
■Battle preparations



Team Formation	Select your character with the directional keys. After setting your character, you can form your team. In multiplayer mode, the player with the highest level can change the NPC's settings.
Launch	Start battle.
Exit	Return to the title screen.

■Multiplayer setting

Server settings	**Client settings**
 SoulSaber2PS3.0 If you wnt online set this up IP dress: Port No: 7300 Player name: yamadaya Start Up: ● Host and Server ○ Client ○ Offline Connection: ○ as aclient ● as a host Port need to be open as host Players: ○ 1vs1 ○ 2vs2 ○ 3vs3 ○ 4vs4 ○ 5vs5 ● 6vs6 Resolution: ○ 800 x 600 ○ 1024 x 768 ● 1280 x 768(auto) ○ 1920×1200(auto) Sreem mode: ○ Window ● Fullscreen Graphics mode: ● Norml(PS2.0req) ○ Medium ○ Low **Selected port (TCP) need to be opened before launching the game.** When someone else selects "Client" in the "Connection" section and connects to your game, he will only be able to participate in the match after setting up his team settings in the options screen. When someone connects as "Host", he will be forced to take part in the match.	 SoulSaber2PS3.0 If you wnt online set this up IP dress: 192.168.1.1 Port No: 7300 Player name: yamadaya Start Up: ○ Host and Server ● Client ○ Offline Connection: ● as aclient ○ as a host Port need to be open as host Players: ○ 1vs1 ○ 2vs2 ○ 3vs3 ○ 4vs4 ○ 5vs5 ● 6vs6 Resolution: ○ 800 x 600 ○ 1024 x 768 ● 1280 x 768(auto) ○ 1920×1200(auto) Sreem mode: ○ Window ● Fullscreen Graphics mode: ● Norml(PS2.0req) ○ Medium ○ Low **Selected port (TCP) need to be opened before launching the game.** About the "Connect as:" settings, when set to "Connect as host", it's needed that the port (TCP) is opened. And when connecting to server with those settings it's more likely you will be able to participate in a match.
When running as Host and Server, there's no need to set your IP address, but the clients will need your IP address and the port number.	When connecting to a server you will need to ask the server owner for the IP address and the port number.
 When running as a host, the number of players connected will be displayed in the upper-left corner of the screen. If the message displayed below appears when a Multiplayer game is waiting for a connection, select "Allow access" and try running the game again.  Windows Security Alert Windows Firewall has blocked some features of this program Windows Firewall has blocked some features of Firefox on all public and private networks. Name: soulsaber2e.exe Publisher: 不明 Path: C:¥soulsaber2¥soulsaber2e.exe Allow soulsaber2e.exe to communicate on these networks: ☑ Private networks, such as my home or work network. ☐ Public networks, such as those in airports and coffee shops (not recommended because these networks often have little or no security) What are the risks of allowing a program through a firewall? 	The next time you run a multiplayer game you will get to wait for a connection.  1422fps Please wait Standing by until the connection with the sever is done Total accummulated points:41591point Player level:4 When the "Standing by until~" message is displayed in the middle of the screen, the game is waiting for a connection from the server.
After the connection is successful, the message below will be displayed. Please select your team in around 10 seconds.  925fps Number of players connected0 Team selection Blue Team1:Red Team0 Total accummulated points:0point Player level:0 When connecting as "Client" and someone else connected but didn't select a team, he won't be able join the match. When connecting as "Host" you will be forced to participate.	After the connection is successful, the message below will be displayed. Please select your team in around 10 seconds.  606fps Team selection Blue Team1:Red Team Total accummulated points:41591point Player level:4 player COM3 COM5 COM7 COM9 COM11 Blue Red COM2 COM4 COM6 COM8 COM10 COM12 exit
 410fps Number of players connected1 Total accummulated points:0point Player level:0 Team formation change Launch exit 1 2 3 4 5 6 player MADOKA LE COM3 COM5 MADOKA LE COM7 P・MADOKA COM9 COM11 OK player COM4 COM6 COM8 COM10 COM12 Blue After selecting your team, please select your character. Then press LAUNCH and everything left will be to wait for the Clients to finish setting up their side. When the client settings are finished, the match will start.	 552fps Total accummulated points:41591point Player level:4 Team formation change Launch exit 1 2 3 4 5 6 player FIRST COM4 P・MADOKA COM6 P・MADOKA COM8 THIRD COM10 MADOKA LE COM12 player COM3 COM5 COM7 COM9 COM11 Red After selecting your team, please select your character Then press LAUNCH and everything left will be to wait for the Host to finish setting up his side. When the host settings are finished, the match will start.
Select **exit** to quit from the multiplayer.	Select **exit** to quit from the multiplayer

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Translated by **Alei Translation**