

旋光の輪舞2

SENKO NO RONDE 2

Manual



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Achievements

Earn, compare and share achievements by making specific in-game accomplishments. Achievements access requires Steam to be online to receive.

Save Data

This game has an auto-save function and supports Steam Cloud Save. Once save data has been created at the start of the game, the auto-save will over write this data in order to update it.

A long time ago, human kind was struck by a great disaster, one brought about by their own hand. Humans were forced to flee the Earth and seek refuge in space, bringing about the start of the new Space Calendar, or S.D.

1484 S.D.

A terrorist attack and weapon heist take place within the Arria Federation. This incident not only shocked the earth, but also revealed that the Arria Federation was in possession of secret weapons banned under international law, instantly making them a target of global censure. This led to unrest in their internal balance of power and launched rumours that the nation was in danger of splitting apart.

It was in this time that one man stood out: his name was Luchino Narukami. Using his 'brand' as a member of the Narukami family, one of the ruling sects, and the popularity of his position as a recovered victim of the incident, he showed a remarkable tenacity on the international stage as a young, charismatic candidate ripe for taking over the reins.

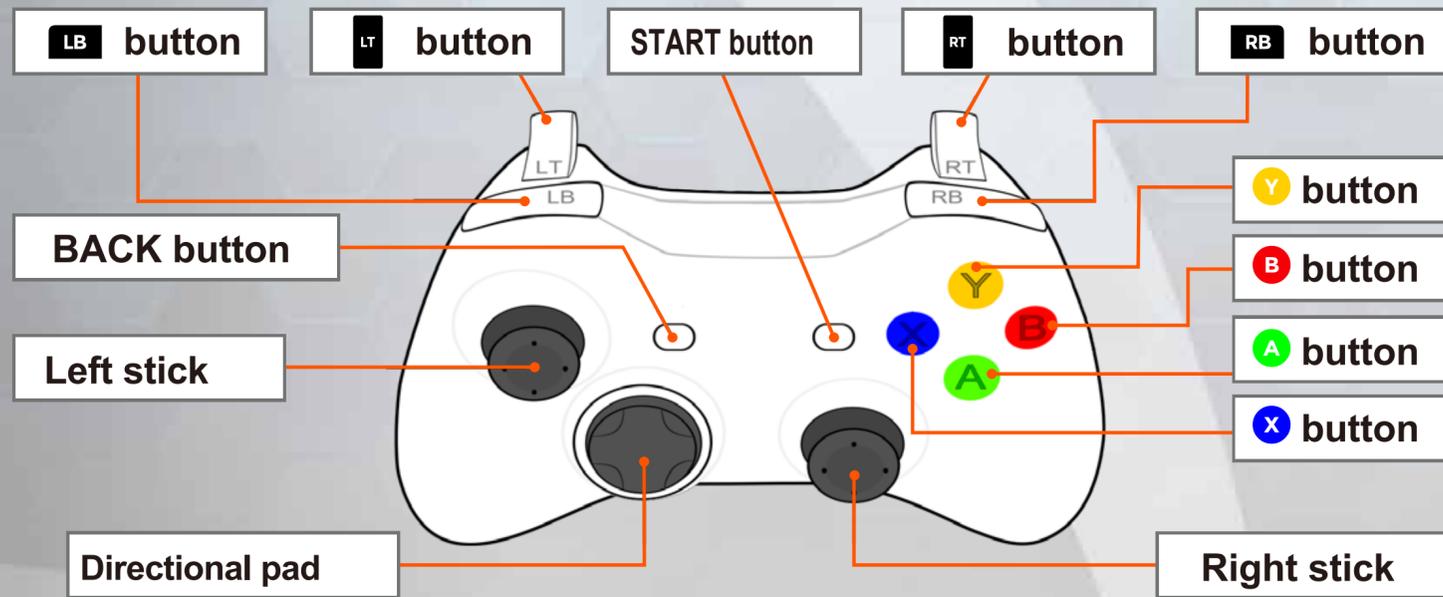
However, a single incident changed all that.

An armed conflict flared up in Harmonia, a self-governing region in the Arria Federation located in the Mars sector. Rumours spread that Luchino was the power broker behind it all.

1486 S.D.

Our story begins again.

Controller



※1: Default setting for buttons. To reassign buttons in-game, go to [Options] then [Controller Settings].

※2: Vibration function may vary with controller. Please check the manufacturer's instructions and Windows documentation.

MENU CONTROLS

Left stick	Select menu item
Directional pad	Select menu item
A button	Confirm/Go to next menu
B button	Cancel/Back to previous screen
X button	Save settings

BASIC CONTROLS

Left stick	Move character
Directional pad	Move character
B button	Sub Weapon/S-melee Attack
A button	Main Weapon/M-melee Attack
Y button	Bullet Celler
X button	Barrage Attack
START button	Pause Menu (when offline) *Voice taunt during player battles
LB button	Ability (press Sub Weapon+Barrage Attack)
LT button	Activate B.O.S.S. mode (press Action+Main Weapon+Sub Weapon)
RB button	Barrier
RT button	Action (Dash/Barrier)

Using an Arcade Stick

※Arcade sticks sold separately.

Joystick	Move character
B button	Bullet Celler
A button	Action (Dash/Barrier)
Y button	Sub Weapon/S-melee Attack
X button	Main Weapon/M-melee Attack
START button	Pause Menu (when offline) *Voice taunt during player battles
LB button	Activate B.O.S.S. mode (press Action+Main Weapon+Sub Weapon)
LT button	Barrage Attack
RB button	Ability (press Sub Weapon+Barrage Attack)

Pressing the **A** button at the Title Screen will bring up the main menu. Use the directional pad to move the cursor and **A** button to confirm.



DUO STORY MODE →P.17

Play through the story mode of Senko no Ronde DUO released in 2010.



PRACTICE →P.18

Configure COM action and practice piloting in this mode.

TUTORIAL →P.19

Learn the basic controls and rules of Senko no Ronde 2.

RECORDS →P.19

See Ranked Match and Score Attack records.

GALLERY →P.20

See background info, images and more.

OPTIONS →P.21

Configure various settings such as controls, sound and screen setup.

ARCADE →P.12

Battle the COM and try to reach the ending. This mode allows other players to join in and battle you online & off.



ONLINE BATTLE →P.13

Battle online over the internet. Can only be selected if you are online.

OFFLINE BATTLE →P.15

Battle offline using various rules.

SCORE ATTACK →P.16

Battle against the COM and go for a high score.

CHARACTER SELECT

When a game is started, you will go to the Player Select screen. Select one of 14 characters and 28 rounders.

In Online or Offline battles, characters are selected by players.
In Practice, the player selects both characters.



Use the left or right to choose a character and up or down to switch between Cartridge α and Cartridge β.
A rounder for the same character will have different operator, abilities and characteristics depending on the cartridge.



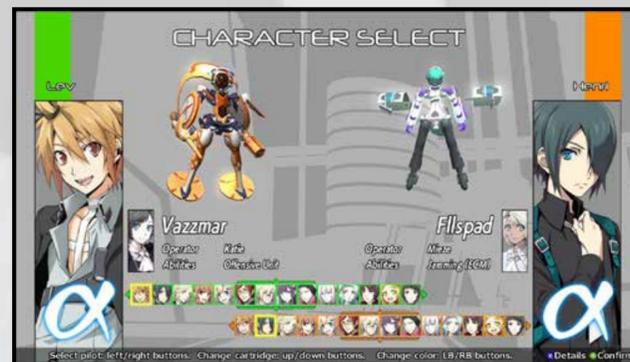
Also, using **LB** and **RB** buttons will change your character's colour.



CHARACTER SELECT

The player's character is displayed on the left, their opponent's is on the right.

During Arcade, Score Attack or DUO Story Mode, your opponent is selected automatically and will not be displayed here.



OPERATOR SELECT

With the latest patch installed, operator select will be enabled.
After selecting your character, you will be able to select an operator using the up and down directional buttons.
*This function is not available in Score Attack and some other modes. Furthermore, this is not available for DLC characters.



ARMOR GAUGE

The durability of your rounder. You will enter Vanish Mode when this gauge goes down to 0. Your craft will be destroyed after taking another hit while in Vanish Mode and you will lose the round.

ABILITY INDICATOR

Indicates whether an ability is available or not. Available if lit up, unavailable until cooled down if dimmed.

B.O.S.S. STOCK

The number of B.O.S.S. mode activations and bombs available. You gain one B.O.S.S. stock if you lose a round.

CHARGE GAUGE

The Charge Gauge is used for special attacks and actions such as a barrage attack. You will temporarily overheat if the gauge is completely depleted.

STATUS RINGS

Indicates the status of your Main/Sub Weapons. The outer ring is for your main weapon, and the inner ring is for your sub weapon.

NUMBER OF ROUNDS

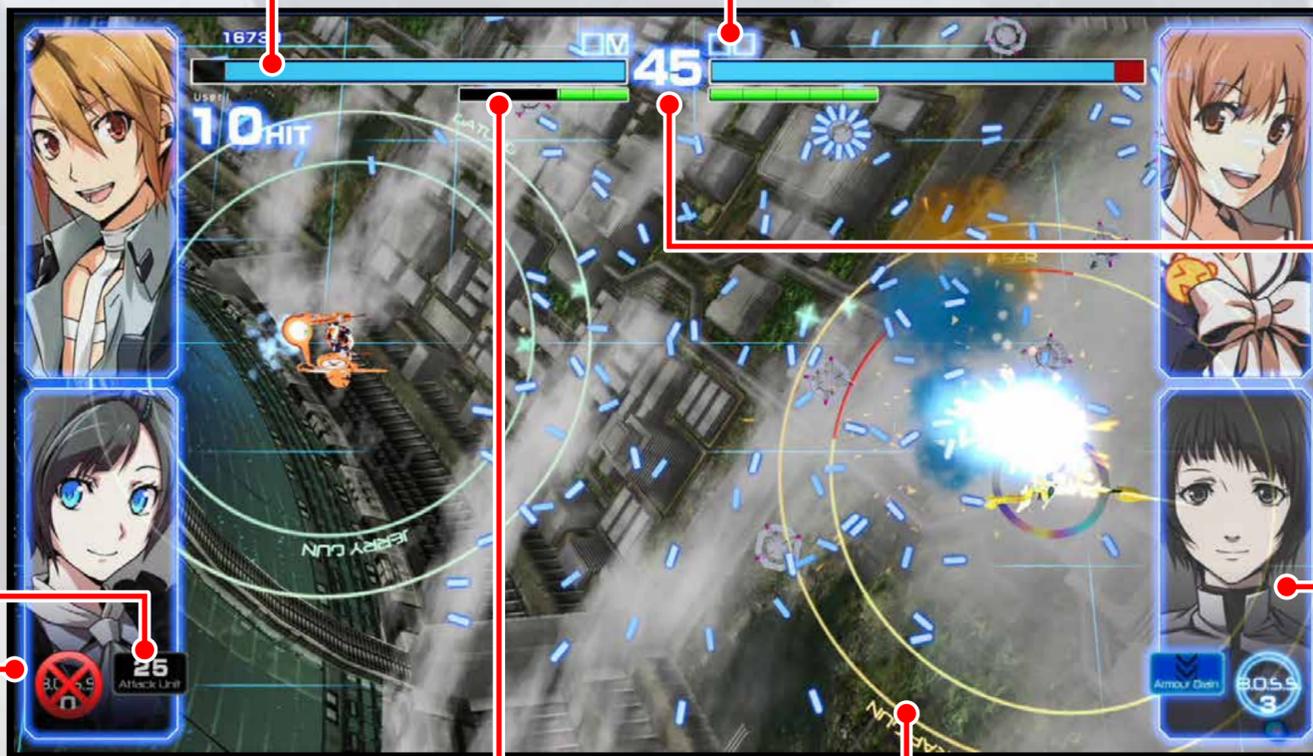
The number of rounds required to win on a stage. Victories will be marked, and the stage is won if these are filled.

TIME DISPLAY

Shows the remaining time for the round. When time is up, the player with more armor wins the round. If the Armor Gauges are the same, the round will be extended.

CHARACTER DISPLAY

The player is on the top and the partner is on the bottom.



»» MAIN WEAPON ««

Press the Main Weapon button and it will generally fire at an enemy in the distance. Unleash a different attack by using the main weapon with your barrier up or in mid-dash. The camera zooms in for melee attacks.



»» SUB WEAPON ««

Press the Sub Weapon button to attack with it. Sub weapons have distinct behavior, such as homing missiles or widespread bombs. However, reload times are longer than your main weapon. Similar to main weapons, sub weapons behave differently with your barrier up or in mid-dash.



TIP: How to Melee

The range for melee attacks is small, but they can break through an enemy's guard.

»» MELEE ATTACKS

Hit the enemy craft directly with close-range attacks.

M-MELEE ATTACK

If the enemy is within the main status ring, press the Main Weapon button to use an M-melee attack.



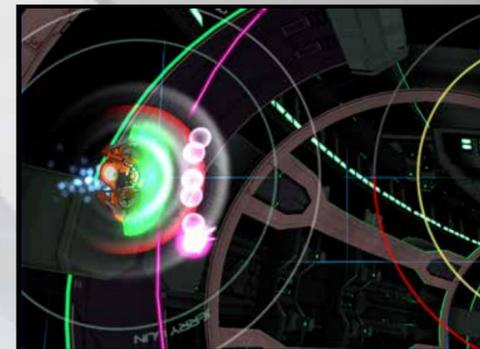
S-MELEE ATTACK

If the enemy is within the sub status ring, press the Sub Weapon button to use an S-melee attack.



BULLET CANCELLER

Press the Bullet Cancellor button (or Main+Sub Weapon buttons) to activate it and neutralize enemy bullets.



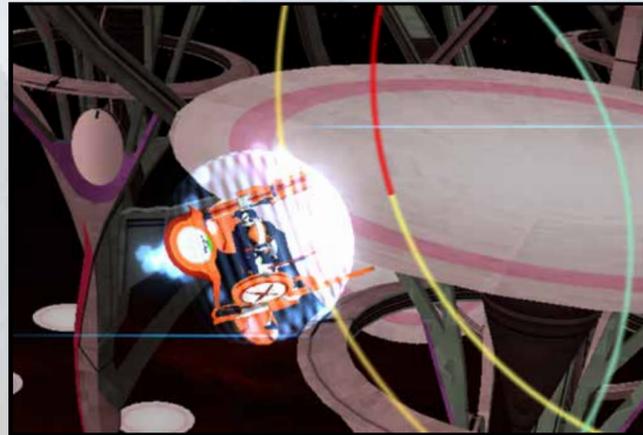
MELEE ATTACK FEATURES

M-Melee	A combo attack. The first press gets you close, and the next starts the attack. Can be blocked by barriers.
S-Melee	A powerful vertical swing that cannot be blocked by barriers.
Bullet Cancellor	Neutralize enemy bullets. You can use it in mid-dash and even take down an opponent if it hits them. Cannot neutralize special attacks such as beams.

» BARRIER

Put up your craft's barrier to prevent (most) damage by performing one of the following:

- Press the Barrier button.
(Default: **RB** button)
- Press the Action button when idle.
(Default: **RT** button)



» DASH

Press the Action button in a direction to dash that way. The following can be performed in mid-dash.

Dash Cancel

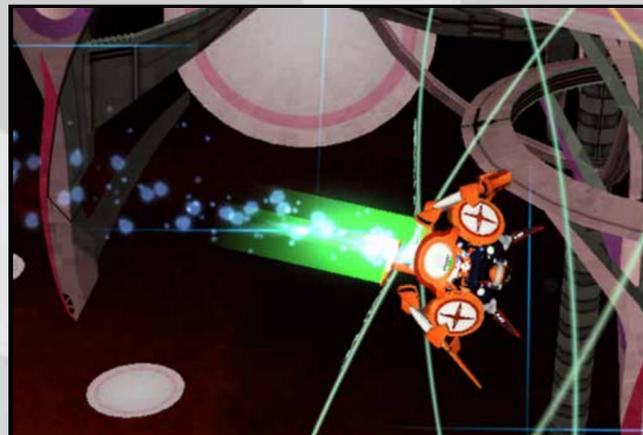
Press the Action button in mid-dash to immediately stop dashing.

Dash Attack

Press any Attack button in mid-dash to perform a dash attack.

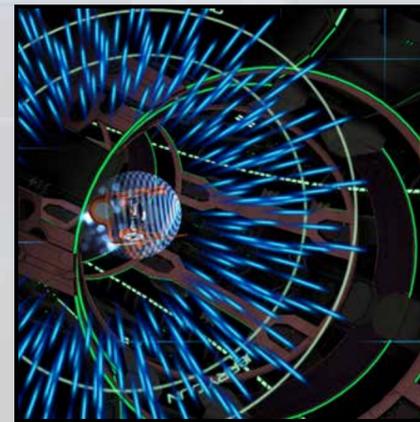
Dash Turn

Press the Action button and another direction in mid-dash to do a quick turn in that direction.

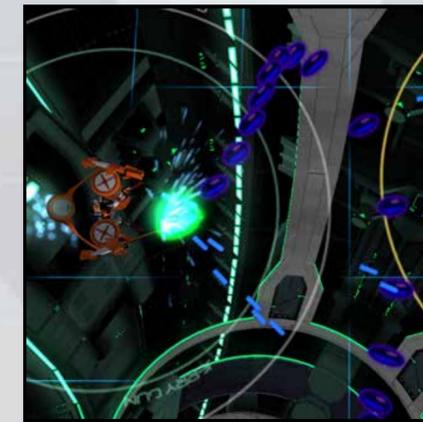


» BARRAGE ATTACK

Uses one charge from the Charge Gauge to unleash a unique attack.



Barrage button



←→ +
Barrage button



360° rotation +
Barrage button

TIP: Charge Gauge

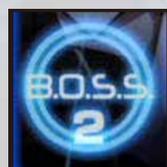
The amount of charges in your Charge Gauge varies by rounder.

Charge Gauge 6 / 6  5 / 5  4 / 4 

Using a barrage attack with less than one charge will cause overheating. Barrage attacks cannot be used while overheated.

»» B.O.S.S. MODE

Press the B.O.S.S. button (or Action+Main+Sub Weapon button) to activate B.O.S.S. mode. Unleash extremely powerful attacks while in B.O.S.S. mode. Attacks in B.O.S.S. mode are executed through a combination of buttons that differ from normal attacks.



Using B.O.S.S. mode uses up a B-stock.

»» B.O.S.S. MODE END

Your Charge Gauge depletes while in B.O.S.S. mode and you exit the mode when the gauge is depleted. It also ends if the opponent defeats your B.O.S.S.



»» FINAL B.O.S.S. MODE

When activating your B.O.S.S. while in Vanish mode, you will become an even stronger FINAL B.O.S.S. If you press the B.O.S.S. button, you will unleash a unique FINAL B.O.S.S. attack. Note that you lose the round if the opponent destroys your FINAL B.O.S.S.



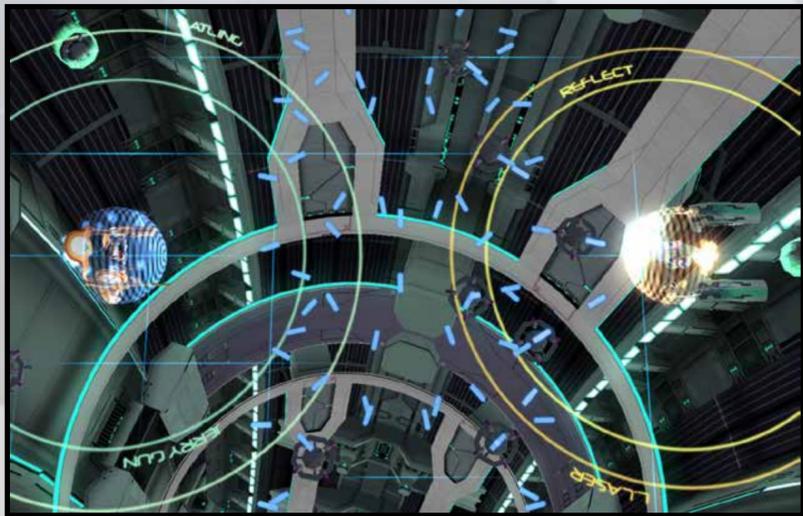
Press Action+Main+Sub Weapon (B.O.S.S. button) to unleash your FINAL Attack!

TIP: B.O.S.S. Armor Gauge

The B.O.S.S. Armor Gauge is a yellow bar that appears over the normal armor gauge (blue). The initial value of your B.O.S.S. Armor Gauge is proportional to the Charge Gauge.

ABILITY

Each unit has its own unique abilities. Abilities have various effects, some which are offensive and some defensive. The amount of time required to reuse an ability differs by the ability.



Abilities are available if the indicator is lit.

MELEE ATTACK FEATURES

Offensive Unit	Call for an offensive unit that attacks the enemy.
Defensive Unit	Call for a defensive unit that shields you.
Napalm	Call for cover fire from a comrade. *Cannot be used if enemy is in B.O.S.S. mode.
Bomb Strike	A bomb that covers a wide range. *Cannot be used if enemy is in B.O.S.S. mode.
Overdrive Boosts	Charge Gauge recovery and shortens Sub Weapon reload time.
Armor Drain	Replenish your Armor Gauge according to the damage you deal.
Super Charger	Fill up your Charge Gauge rapidly.
Jamming (ECM)	Block the enemy's abilities and B.O.S.S. activations for a short time. *Cannot be used if enemy is in B.O.S.S. mode.
Anti-Field	Deploy an anti-field that neutralizes attacks.
Regenerator	Deploy a recovery field. *Cannot be used if enemy is in B.O.S.S. mode.
Explosion	A dynamic bomb attack. *Only available if enemy is in B.O.S.S. mode.
Hyper Beam	A dynamic beam attack. *Only available if enemy is in B.O.S.S. mode.

PAUSE MENU

Press the START button in a battle to bring up the Pause Menu.

Return to Battle: Resume the battle.

Controller Settings: Configure controller settings.

Character Select: Go back to Character Select.

End Battle: Go back to Title Screen.



Battle the COM and try to reach the ending. This mode allows other players to join in and battle you online & off.



STANDBY SETTINGS

Setting this to 'Quick Match' or 'Ranked Match' allows Arcade to be played while waiting for an online game session (see p.3 & p14).



Setting this to 'Off' will allow other local players to start a game. With 2 controllers connected, the player who wishes to join in needs to press the START button.

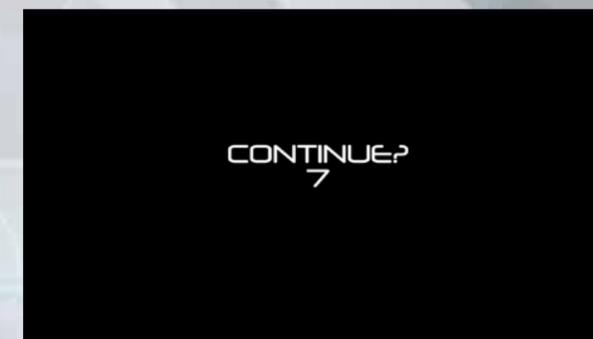
VICTORY

After winning a battle, the results screen will show your score, level and grade. You get experience depending on your performance and each filled gauge is one new level.



DEFEAT

After losing a battle, the continue screen will be displayed. Pressing the START button before the count reaches 0 will continue from the same battle. When the timer reaches 0, it is game over.



SETTINGS

Change the various settings before you start a game. Use up and down buttons to move the cursor and left and right to adjust options. Start the game with the **A** button



Difficulty	Choose between Easy, Normal and Hard COM difficulties.
Number of Rounds	Choose between 1~5 rounds.
Time	Choose round length. Choosing "∞" means the round only ends when a rounder is defeated.
Standby Settings	Choose whether to allow other online players to challenge you or not.
Default	Press A button to reset settings to their defaults.

Battle online over the internet. Can only be selected if you are online.



RANKED MATCH

Build up your Rank skill level and get matched against other players of the same level.



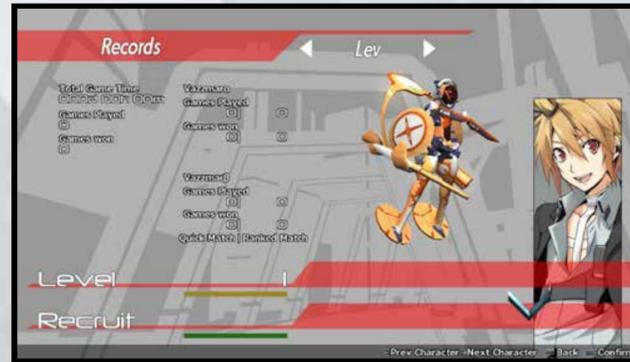
QUICK MATCH

Automatically searches for the best match.



SKILL RANK

This is the rank used for Ranked Matches. Points are gained by winning and lost by losing.



There are 9 skill levels based on the number of rank points attained, from Recruit (lowest) to Messiah (highest).



ROUND & TIME CONFIG

Set number of rounds and time per round before proceeding to the lobby screen.



LOBBY

Invite a friend by pressing **Y** button then wait for them to connect. When invited, select 'Join' from your friend list to join a game.

RESULT

This is where score, level and grade are shown. After a ranked match, the result screen will show skill points won/lost and how many points are needed to advance to the next level.

CUSTOM MATCH

Set number of rounds, time per round and play matches against friends.



OFFLINE BATTLE

Battle offline with another person.
Requires two controllers to play.
Start the game by pressing **A** button on the first player's controller.



STAGE SELECT

The first player to select a character and press **A** button selects the stage.



NO. OF ROUNDS & TIME

Player one can set the number of rounds and time per round here before proceeding to the character select screen.



After a battle, the result screen is displayed, then the game returns to the character select screen.



CHARACTER SELECT

Player one is on the left of the screen, player two on the right (p6). Once both players have chosen a character and one presses the **A** button, the stage can be selected.



SCORE ATTACK

In this mode, a single player battles the a COM opponent in order to get a high score. Scores will be uploaded at game over if the player did not continue. Scores can be viewed on the leaderboard (p19).



HI SCORE ENTRY

After a game of Score Attack game, your score will be uploaded to the leaderboards. You must be online for this to work.



SPECIAL RULES

The Armor Gauge will only be partially recovered after each match. Doing damage to your opponent releases chips which, when collected, replenish the Charge Gauge.



RESULT SCREEN

Only the score will be displayed at the result screen for Score Attack.

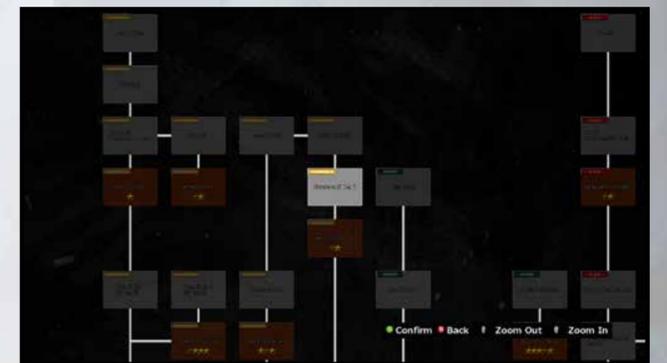


Play through the story of Senko no Ronde DUO.



▶▶ PLAYING STORY MODE

Follow the scenario by selecting unlocked scenes from the scenario map. After completing a scene, the game will auto-save then return to the map, unlocking the next scenario if the conditions to do so have been fulfilled. The map can be zoomed in or out using the **LT** and **RT** buttons.



◀ STORY

Follow the story until its conclusion, fighting COM opponents along the way. Choosing New Game starts from the beginning, Continue starts from the previous save point.



◀ COM BATTLES

Choosing a battle scene will take you to the pre-battle screen. Here you can check what the victory conditions are.



Victory Conditions

These conditions must be fulfilled in order to unlock the next scene.

Difficulty

Shows the difficulty for the CPU opponent. Losing a battle once will allow you to set the difficulty.

Pressing the **A** button starts the battle.



This mode allows you to practice against a CPU opponent under pre-set conditions. First choose a character for yourself and the CPU, then select a stage.



PLAYER/ENEMY SETTINGS

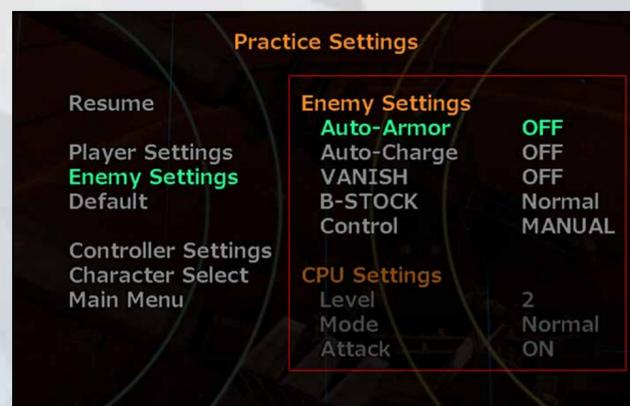
Auto-Armour	Armour Gauge automatically recovers with this on.
Auto-Charge	Charge Gauge automatically recovers with this on.
VANISH	Always in Vanish mode with this turned on.
B-STOCK	Chose whether your B.O.S.S stock starts from 0, maximum or normal levels.
Control	When switched to MANUAL, the enemy can be controlled with a second controller.

TRAINING MENU

Pushing the START button during battle brings up the training menu. Here you can change settings for player, enemy and COM.



Up and down move the cursor, **A** button confirms and left and right change settings.



CPU SETTINGS

The following can be changed when Control is switched to COM.

Level	Change COM level.
Mode	Change COM mode Normal, B.O.S.S., Final B.O.S.S.
Attack	Turning this off will stop the CPU from attacking.

DEFAULT

Returns all settings to their default values.

CONTROLLER SETTINGS

Customise control scheme here (p21).

ENDING PRACTICE

To finish Practice, select Main Menu and confirm with the **A** button.

TUTORIAL

Learn the basics of Senko no Ronde 2 here. Pressing **A** button will advance the messages.



Instructions as to how to control the rounder will be given at the top of the screen. Correctly carrying out these instructions will grant access to the next step and is denoted by **SUCCESS!** being displayed on screen.



Ending the Tutorial

To finish the Tutorial, press the **START** button to display the pause menu, then select **End Tutorial** and press **A** button.

About the Characters

You can learn about the characters, their partners, rounders and the various commands at the official homepage below:

PlayStation4® Senko no Ronde 2 Official Site

<http://senkoro.com/en>

RECORDS

SOFTWARE MANUAL

Check details about your performance in Ranked Match and Score Attack.



RANKED MATCH RECORDS

Check individual character's Ranked Match status. Switch between characters using **LT** and **RT** buttons and select with **A** button.



LEADERBOARD

You can view online high scores for Score Attack mode here Steam is online. Switch between characters using **LT** and **RT** buttons, select with **A** button, and press **X** button to filter scores. Each press changes between **Off** (all), **Your Rank** and **Friend**.



Your Ranking

Displays the rankings centred around the player's current rank.

Friend

Displays a friends-only ranking.

Learn about the characters and the setting for the scenario of Senko no Ronde here. Choose what you want to see with up and down and use **A** button to confirm your choice.

MECHS

Learn about the rounders and their manufacturers. Move the cursor with up and down and confirm with **A** button.

Use the up and down directional buttons to choose the manufacturer and rounder then confirm with **A** button. While viewing, the **A** button turns the text on and off and left and right change the background.



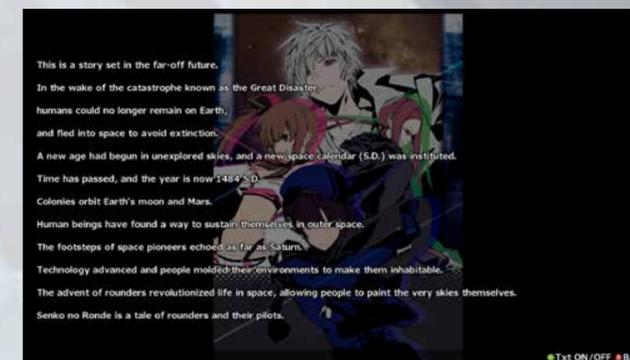
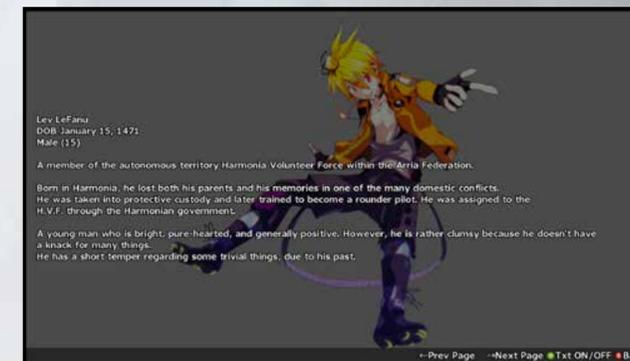
CHARACTERS

View the characters by organisation. Choose what you want to view using up and down and the **A** button to confirm. While viewing, the **A** button turns the text on and off and left and right change the background.

MISCELLANEOUS

Learn about the settings, terminology and view various illustrations here. Choose what you want to view using up and down and the **A** button to confirm.

While viewing, the **A** button turns the text on and off and left and right change the background.



Change various aspects of the game here, including controls, sound, screen layout etc. Use up and down and the **A** button to confirm.



CONTROLLER SETTINGS

Redefine button functionality here. Use left and right to change controller type.



Use up and down to select and **A** button to confirm which control to change. Once highlighted (in green), the selected control can be changed by entering an alternative input. **A** button confirms and **B** button cancels. Vibration can also be turned on or off.



VOICE SETTINGS

Change the voices being used for the α & β characters and the operators. Use up and down to select which set to change then left or right to change them and **A** button to confirm.



SOUND SETTINGS

Change the volume for music, sound effects, and voice.



HUD

Turn subtitles and character portraits on or off here.



We are unable to accept enquiries about game strategy by phone.

Senko no Ronde 2

<http://www.senkoro.com/en>

Sales: Degica, Inc.

Production: Chara-Ani Corporation

User Support

games@degica.com

Character Move Guide *COMMAND*

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

ROUNDER PILOT

Lev LeFanu (Voice: Daiki Yamashita)

Rounder: Vazzmar

M	Gatling Gun
S	Jelly Gun
C	Jelly Ribbon ※1
←→+B	Trigger Happy
360+B	Party Cracker

※1: Press B during use for Barrage Attack

B.O.S.S. Mode: Dish Conductor

Directions	Movement
A	Change Formation ※2
M	Formation Barrage Attack ※2
S	Active Dish ※2
B	Beam Attack
A+M+S	Chaos Dish (Final B.O.S.S.)

※2: There are three variations of this.

REGULAR PARTNER

Katie Xia Xuejuan (Voice: Ibuki Kido)



ROUNDER PILOT

Henri Xia Xiaotien (Voice: Shinnosuke Tachibana)

Rounder: Fillspad

M	Long Laser
S	Reflect Unit
B	Rolling Laser ※1
←→+B	Pollination
360+B	Butterfly Link ※2

※1: Use pad/stick to choose rotation direction.

※2: Fires Rolling Laser when no Reflect Units are on screen.

B.O.S.S. Mode: Isolaspider

Directions	Movement + change direction faced ※3
M	Flame Thrower
S	Spider Web ※4
B	Beam Attack
A+M	Charging Attack
M+S	Reflect Laser
A+M+S	Burning Laser (Final B.O.S.S.)

※3: Use pad/stick to choose rotation direction.

※4: Holding S button alters throwing distance.

REGULAR PARTNER

Mieze Merckx (Voice: Aya Suzuki)



Character Move Guide *COMMAND*

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

ROUNDER PILOT

Ursure Uexkull (Voice: Haruka Yoshimura)

Rounder: Chrysoberyl

M	Drape Gun ※1
S	Parasol
B	Reflection
←→+B	Rainbow Arc
360+B	Disastoll

※1: Double tap of A button changes warhead.

B.O.S.S. Mode: Clematis

Directions	Change direction of attacks
A	Orbit ※2
M	Barrage (A) / Short Laser (B) ※3
S	La Foret
B	Beam Attack
A+M+S	Queen's Scream (Final B.O.S.S.)

※2: Change position (left/right)

※3: Formation A/Formation B

REGULAR PARTNER

Giles Hitzfeld (Voice: Tetsu Inada)



ROUNDER PILOT

Beak Chang Po (Voice: Ari Ozawa)

Rounder: Citronette ST

M	Strap Gun
S	Homing Laser
B	Sweet Roll ※1
←→+B	Assault Tail ※2
360+B	Berserk Tail

※1: Use B button to fire extra Strap Missiles.

※2: Holding B button extends dash distance.

B.O.S.S. Mode: Cub Skirt

Directions	Movement
M	Short Laser
S	Reflect Laser
B	Beam Attack + Homing Laser
Direction+A	Moving attack ※3
A+M+S	Final Formation (Final B.O.S.S.)

※3: Can move in 4 directions when in Final B.O.S.S. Mode.

REGULAR PARTNER

Dixie Dutilleux (Voice: Mai Kanazawa)



Character Move Guide *COMMAND*

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

ROUNDER PILOT

Cuilan (Voice: You Taichi)

Rounder: Orangette JP

M	Orbital Lancer
S	Tail Bomb
B	Spark Ball ※1
←→+B	Orbital Lancer
360+B	Roll Bomb/Rats Tail ※2

※1: Pressing C during Spark Ball increases its duration and resilience.

※2: Clockwise: Roll Bomb, anti clockwise: Rats Tail.

B.O.S.S. Mode: Floranje Sword

Directions	Movement
M	Swing Sword
S	Spark Ball
B	Beam Attack
Direction+A	Moving Attack
A+M+S	Blast On (Final B.O.S.S.)

REGULAR PARTNER

Sakurako Sanjo (Voice: Aya Endo)



ROUNDER PILOT

Jasper Hilquit Hongo (Voice: Keisuke Komoto)

Rounder: Saiga

M	Shuriken Launcher ※1
S	Smoke Bomb
B	Giant Shuriken
←→+B	Art of Shadow Cloning
360+B	Shuriken Giant Spin

※1: Hold M button to charge.

B.O.S.S. Mode: 308 “Kasairakan”

Directions	Choose direction/move left or right ※2
Direction+A	Warp/move left or right ※2
M	Shuriken Missile/Shot ※2
S	Giant Firecracker/Missile ※2
B	Beam Attack
M+S	Assault (jumping throw) ※2
A+M	Transform
A+M+S	Blazing Hell (Final B.O.S.S.)

※2: Bipedal form/Self-propelled form

REGULAR PARTNER

Alessandro Gilardino (Voice: Masaharu Sato)



Character Move Guide *COMMAND*

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

ROUNDER PILOT

Fabian the Fastman (Voice: Toshiki Masuda)

Rounder: DeuXGrr

M	Marker Gatling
S	Burst Ball
B	Splash Turn
←→+B	Blitz Arrow
360+B	Rapid Burst

B.O.S.S. Mode: Last Arbiter

Directions	Movement ※1
M	Ring Shot
S	Burst Ball + Wave
B	Beam Attack
M+S	Launch Option Bit ※2
Forward+A	Arbiter Charge
A+M+S	Booster Bomb (Final B.O.S.S.)

※1: Dash when holding A.

※2: M+S after launch changes formation.

REGULAR PARTNER

Lili F. Levinas (Voice: Kazusa Aranami)



ROUNDER PILOT

Shinobu Sanjo (Voice: Eriko Matsui)

Rounder: Somali

M	Majestic ※1
S	Trace Mine
B	Formation Attack
←→+B	Sagittarius 2
360+B	Outburst

※1: Hold and release: Wave

B.O.S.S. Mode: Talon

Directions	Movement ※2
M	Central Cannon Attack
S	Belt Laser
B	Beam Attack
M+S	Charging Transformation ※3
A+M+S	O/D (Final B.O.S.S.)

※2: Holding A while moving controls the arms.

※3: Changing formation.

REGULAR PARTNER

Philomena Pasquini (Voice: Mikako Komatsu)



Character Move Guide COMMAND

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

ROUNDER PILOT

Theo Tveit (Kazuyuki Okitsu)

Rounder: Basso Cavalier

M	Heavy Barrel
S	Thunder Laser/Lock-on Laser ※1
M+S	Mode Change ※2
B	Rook's Field
←→+B	Knightmare
360+B	Queen Ball

※1: During Knight Mode/Rook Mode.

※2: Switch between Knight Mode/Rook Mode.

B.O.S.S. Mode: Basso serio Velo

Directions	Movement
A	Rotate arms (replace units)
M	Shoot from unit
S	Refraction Laser
B	Beam Attack
M+S	Guard Units
A+M+S	Alternative (Final B.O.S.S.)

REGULAR PARTNER

Gustav Grafenburg (Voice: Yoshitsugu Matsuoka)



ROUNDER PILOT

Mika Mikli (Voice: Kensho Ono)

Rounder: Ventuno Thor

M	Cogent Gun
S	Homing Missile
B	Feather Wave
←→+B	Diffusion
360+B	Remote Wing ※1

※1: Press B while in use to attack.

B.O.S.S. Mode: Lost Body

Directions	Movement
Direction+A	Dash
M	Giant Shell
S	Homing Missile
B	Beam Attack
A+M	Dashing Slice
M+S	Rolling Attack
A+M+S	Gravity Dash (Final B.O.S.S.)

REGULAR PARTNER

Anechka Alferov (Haruka Yoshimura)



Character Move Guide *COMMAND*

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

ROUNDER PILOT

Luca Werfel (Voice: Kazuyuki Okitsu)

Rounder: Azureus DMR

M	Marksman Rifle ※1
S	Lock-on Laser ※1
B	Hyper Booster ※2
←→+B	Hayate ※3
360+B	Tsumuji ※4

※1: Hold S button to charge.

※2: Stackable twice.

※3: Holding C button increases dash distance.

※4: Holding C button increases power.

B.O.S.S. Mode: Masada

Directions	Movement
A	Mode change
M	Barrage attack
S	Search Laser/Ring Laser ※5
B	Beam Attack
A+M+S	Full Assault (Final B.O.S.S.)

※5: When in Overhead Mode/Flanking Mode.

REGULAR PARTNER

Itsuka Gotoh (Voice: Keisuke Komoto)



ROUNDER PILOT

Ranatus (Voice: Kaede Hondo)

Rounder: Castrato

M	Duet Shot
S	Beam
B	Place Consonance/Ensemble Laser ※1
←→+B	Over Armour
360+C	Trio Sonata ※2

※1: With Consonance placed/not placed.

※2: Turns in accordance with direction pad/stick is rotated.

B.O.S.S. Mode: Curtain Call

Directions	Movement
Directions+A	Control arms
M	Wave Shot ※3
S	Refraction Laser + Missile
B	Beam Attack
M+S	Pizzicato Attack
A+M+S	Fine (Final B.O.S.S.)

※3: With frontal parts destroyed, this launches a Barrage.

REGULAR PARTNER

Nino Piccioli (Voice: Mikako Komatsu)



Character Move Guide *COMMAND*

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

ROUNDER PILOT

Ernula (Voice: Chiwa Saito)

Rounder: Castrato

M	Duet Shot
S	Ensemble Laser
B	Place Consonance
←→+B	Humming Slug
360+B	Trio Sonata ※1

※1: Turns in accordance with direction pad/stick is rotated.

B.O.S.S. Mode: Curtain Call

Directions	Movement
Directions+A	Control arm
M	Wave Shot ※2
S	Refraction Laser + Missile
B	Beam Attack
M+S	Pizzicato Attack
A+M+S	Fine (Final B.O.S.S.)

※2: Fires a Barrage if forward parts are destroyed.



ROUNDER PILOT

Sakurako Sanjo (Voice: Aya Endo)

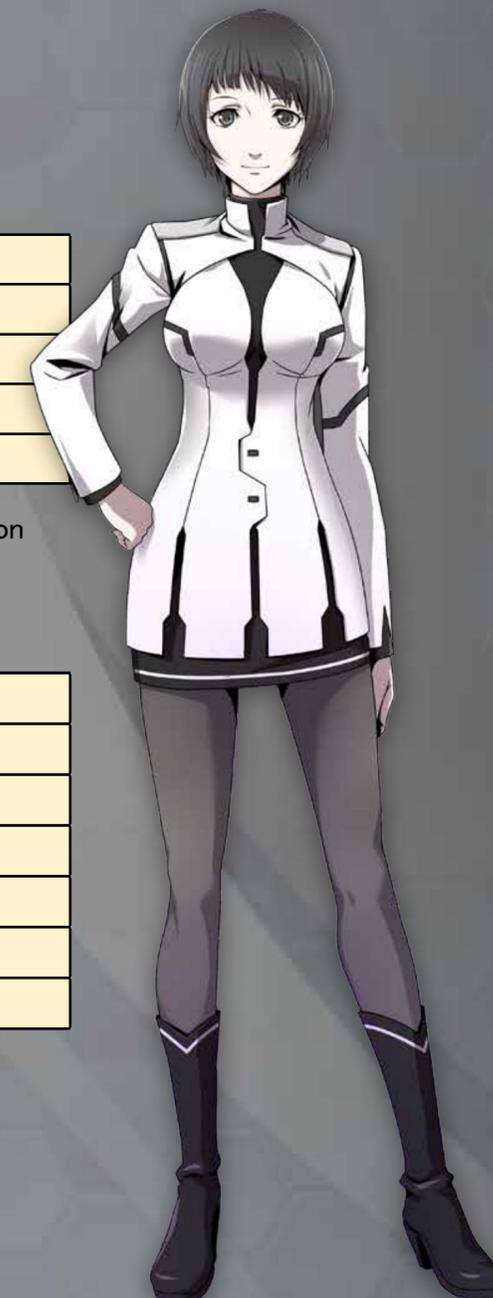
Rounder: Triad

M	MG230 Machine Gun
S	Tractor Mine
B	Scorpio
←→+B	Sagittarius
360+B	Fear Volley ※1

※1: During volley, pushing M will add machine gun shots in the direction pad/stick is rotated.

B.O.S.S. Mode: Butcher Bird

Directions	Movement
Directions+A	Control rotating cannon
M	Main Shot
S	Sub Shot
B	Beam Attack
M+S	Spread Missile
A+M+S	Aerial Bombardment (Final B.O.S.S.)



Character Move Guide *COMMAND*

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

ROUNDER PILOT

Karel Werfel (Voice: Tomoaki Maeno)

Rounder: Azureus

M	Hybrid Rifle
S	Hyper Booster
B	Retsu ※1
→→+B	Ougi
←→+B	Sen ※2
←↓→+B	Nagi

※1: Pressing C while dashing with Beta Cartridge launches Nagi.
 ※2: Holding the button launches missiles, releasing fires the rifle.

B.O.S.S. Mode: Tenka-Daiittou

Directions	Movement
Directions+A	Moving attack
M	Attack Form
S	Defence Form
B	Overhead Swing
A+M+S	Extermination Attack (Final B.O.S.S.)



ROUNDER PILOT

Lili F. Levinas (Voice: Kazusa Aranami)

Rounder: Brinsta

M	Pochette Launcher ※1
S	Twin Tail ※2
C	Waltz of the Dragonfly
←→→+B	Ronde of Fate, Chapter 1
←←→+B	Ronde of Fate, Chapter 2
360+B	Dance of Fear ※3

※1: Hold M button to charge.
 ※2: Formation changes depending on action at launch. Launches Homing Lasers after a set amount of time.
 ※3: Barrage varies dependent on direction controller is rotated.

B.O.S.S. Mode: Madam Butterfly

Directions	Movement
Directions+A	Moving attack
M	Main Shot
S	Homing Laser
B	Sword
A+M+S	Spinning Attack (Final B.O.S.S.)



Character Move Guide *COMMAND*

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

PILOT

Jake Brain

Rounder: ASS-117A Valken

M	80mm Vulcan
S	Handy TOW Launcher
B	Napalm
←→+B	LL-7 Laser
360+B	Defence Discharger

B.O.S.S. Mode: Anti Battleship Weapon Unit

Directions	Movement
Auto Attack	LL-8 Laser Beam
M	LL-9 Thunder Laser
S	Anti Battleship Missile
B	Mega Discharger
A+M+S	LL-X Hyper Laser (Final B.O.S.S.)

OPERATOR

Crea Coral



ASSAULT SUITS

VALKEN

重装機兵ヴァルケン

Assault Suits Valken was a side-scrolling action game released in 1992 by Masaya in Japan, and renamed Cybernator and released in 1993 elsewhere. In the original, the player took control of the titular assault suit, a tank on legs, and used various weapons such as missiles, laser and punches to defeat enemies through a variety of stages. Assault Suit Leynos shares the same setting as Valken.



©extreme

Character Move Guide COMMAND

↑ ↓ ← → indicate directions (stick/pad/keys)

M: Main Shot button, S: Sub Shot button

A: Action button B: Barrage button

PILOT

unknown

VIRTUAROID : Temjin kenko_Steam29

M	Beam Rifle
S	Bomb
B	Beam Sword
←→+B	Gliding Ram
360+B	Hyper Bomb

B.O.S.S. Mode: Fei-Yen

Directions	Movement
M	Hand Beam
S	Bow Gun
M+S	F Laser
B	Heart Beam
A+M+S	Final Heart Beam (Final B.O.S.S.)



Released in 1995 by Sega, Virtual On was the world's first

one on one 3D robot battle action game. It gained a solid fan base for its instinctive controls, quality gameplay and the virtuaroids, stylishly designed by Hajime Katoki. A trio of games was released in the arcades starting in 1995 with Virtual On, followed by Virtual On Oratorio Tangram in 1998 and Virtual On Force in 2001. A home release followed in 2003 with Virtual On Mars. Since then, the characters have appeared in numerous collaborations and still maintain strong fan support.