
J-STARS
Victory
VS+
BANDAI NAMCO
Games

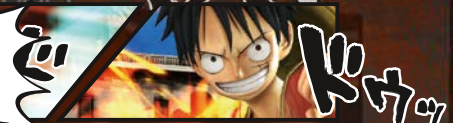


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BASIC CONTROLS









BATTLE CONTROLS

Left stick	Move character
Right stick	Moving the camera/ Cancel lock-on
□ button	Weak attack
R1 button + □ button	Area attack
△ button	Strong attack
R1 button + △ button	Guard break
○ button	Special attack 1
Left stick up + ○ button	Special attack 2
R1 button + ○ button	Special attack 3
✕ button	Jump
R1 button + ✕ button	Stamina charge
R2 button	Dash
R1 button	Guard
R1 button + Left stick	Sidestep
L3 button	Taunt
L2 button	Call for support
R3 button	Ultimate attack
R1 button	Switch lock-on

BASIC ACTIONS

REGULAR MOVEMENT/DASHING

Left stick or R2 button

Push the left stick in the direction you wish to move your character. For an extra burst of speed, hold down the R2 button to perform a dash! Be aware that dashing depletes your stamina.



JUMPING

✕ button

Press the ✕ button to jump. Use the left stick while jumping to jump in a certain direction. Certain characters can perform a second jump while in mid-air by pressing the ✕ button again. For characters that cannot perform a mid-air jump, holding down the ✕ button will cause them to jump higher than usual.



SIDESTEPPING

R1 button + Left stick

Push the left stick while holding down the R1 button to perform a quick sidestep in the direction you wish to move your character. Be aware that sidestepping depletes your stamina.



GUARDING

R1 button

Press the R1 button to block enemy attacks by guarding. Be aware that successful guarding depletes your stamina. If you guard when you have no stamina, or when an enemy performs a guard break against you, your guard will be broken and you will be temporarily defenseless.



WEAK ATTACKS/AREA ATTACKS

□ button or R1 button + □ button

Press the □ button to perform an attack that has little power, but does not leave you vulnerable for long. Keep pressing the □ button repeatedly to launch a barrage of attacks. Press the □ button while holding down the R1 button to launch an attack that affects a wide area.



STRONG ATTACKS/GUARD BREAKS

△ button or R1 button + △ button

Press the △ button to perform an attack that has a lot of power, but leaves you vulnerable for a long time. Press the △ button while holding down the R1 button to perform a guard break, which can break your opponent's guard.



BASIC ATTACKS

STAMINA CHARGING

R1 button + ✕ button

Press the R1 button and the ✕ button simultaneously to restore your stamina quickly. Different types of stamina gauges are charged in different ways. Some stamina gauges can be charged beyond their maximum levels.



CALLING FOR SUPPORT

L2 button

Press L2 button to ask for help from your support character. The type of help you will receive depends on your support character. Note that calling for support has a “cool-down” period, meaning that once you have called for support, you will have to wait a while before doing so again. This action cannot be used if you do not have a support character.



SPECIAL ATTACKS

○ button

Each character has their own special attacks. Special attacks are launched using the controls listed below. You can see which special attacks are assigned to which controls by accessing the Pause Menu during battle and opening the skill table. Stamina is required to perform special attacks.



Special attack 1	○ button
Special attack 2	Left stick up + ○ button
Special attack 3	R1 button + ○ button



BATTLE RULES

ULTIMATE ATTACKS

R3 button



Press R3 button in the middle of a Victory Burst to unleash your character's ultimate attack - their most powerful attack of all! Ultimate attacks inflict great amounts of damage upon your enemies, but performing them shortens your Victory Burst's period of effect.

Special Actions



Some characters have special actions that only they can perform. There are many types of special actions. Some are performed using special combinations of □ button and △ button, while others allow a character to transform using a certain command. You can view details about your characters' special actions by accessing the Pause Menu during battle and opening the skill table.

Battles take place between teams made up of two main characters and one support character. You can control one of the two main characters.

VICTORY CONDITIONS

Knock out an opponent to earn a notch on your Victory Gauge. The first team to fill their Victory Gauge wins the battle. Note that opponents who've been knocked out can recover and rejoin the battle once a certain amount of time has passed.

If Time Runs Out...



If time runs out before either team fills their Victory Gauge, the team with the most notches on their Victory Gauge is the winner. If both teams have the same number of notches on their Victory Gauge when time runs out, the team with the most health remaining is the winner.

Battle Screen



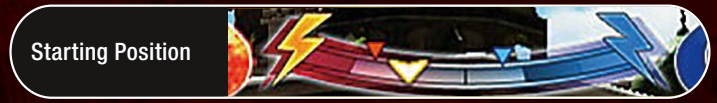
1. Victory Gauge	Knock out an opponent to earn a notch on this gauge. The first team to fill their gauge wins the battle.
2. Voltage Meter	This meter is filled by performing certain actions.
3. Health Gauge	The health of the character you are controlling. If this gauge reaches 0, your character is knocked out.
4. Stamina Gauge	The stamina of the character you are controlling. If this gauge reaches 0, you will be unable to perform certain actions. Different types of stamina gauges are charged in different ways.
5. Support Character	Your team's support character. After you have called for support, you will not be able to call for support again until the timer displayed here reaches 0.
6. Simple Map	This map displays the location of your team's main characters as well as the opposing team's main characters.
7. Time Remaining	The amount of time remaining in the battle. The battle will end when this timer reaches 0.



VICTORY VOLTAGE

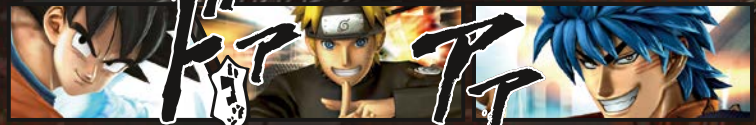


The needle of the Voltage Meter will tilt toward your team whenever you hit an enemy with an attack. If the needle makes it all the way to your team's lightning mark, you will be able to perform a Victory Burst. A Victory Burst is performed when all team members press R3 button. When a team member presses R3 button, a special close-up of that team member will be displayed.









VICTORY BURST



Victory Bursts produce different effects, depending on which characters take part in them. The various effects are listed below. Note that pressing R3 button in the middle of a Victory Burst unleashes your character's ultimate attack.

Burst Effects for Each Type	**Friendship type**	Stamina consumption decreased!
	Effort type	Defense increased!
	Triumph type	Attack increased!

J-ADVENTURE

A mode in which you choose from one of four scenarios, each with its own story and cast of characters.



THERE ARE 4 ARCS AVAILABLE!









VICTORY ROAD

Victory Road is a mode in which you fight consecutive battles against the toughest enemies from various regions.



SELECTING A ROUTE

The enemies you face depend on the route you choose to take as you travel between the various regions. Check the enemies you'll face on each route before making your choice.



FREE BATTLE

In this mode, you can do battle with characters and settings of your choice. Take on a computer-controlled team by yourself, or play competitive or cooperative battles with other players using 2 Player mode.



1 Player
Do battle against computer-controlled characters.

2 Players
Enjoy playing cooperatively or against a friend.

ARCADE

In this mode, fight against various characters in either single or team battle. Select the difficulty and aim to win in the shortest amount of time possible!



ONLINE BATTLE

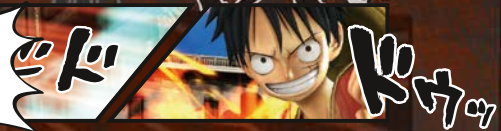
Play Online Battles against the online players from various regions in different modes from the Battle Menu.



The Online Battle Menu

Rank Match	Enjoy a battle in which victory or defeat affects your ranking.
Friendly Match	Create or search for a room and enjoy quick and easy battles.
Rankings	View the rankings, as determined by the results of Rank Matches.
Battle Records	View details about all of the online battles you have played.
Player Settings	Set your title and player icon.

J-CUSTOMIZE



Use the J-Star Cards available at the J-Point Shop to customize various characters.



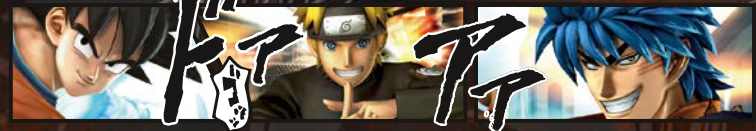
THE J-POINT SHOP

At the J-Point Shop, you can spend J-Points acquired in other modes on additional battle characters, J-Stars Cards and other useful things!



SAVE DATA

This game has an auto-save feature. Press any button on the Title Screen to create save data. This data will then be overwritten at regular intervals. You will need 11MB of free space on your system storage in order to create save data.



THE CROSS-SAVE FEATURE

Upload the save data to online storage or download the save from online storage data to continue your progression on PlayStation®Vita system, PlayStation®3 system or PlayStation®4 system.

Upload

Upload the save data to PSN. Uploaded save data can be loaded with the version of the game for PlayStation®Vita system and PlayStation®3 system.

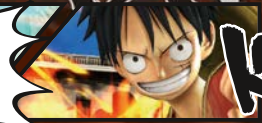
Download

Download the save data from PSN. Save data from the version of the game for PlayStation®3 system or PlayStation®Vita system can be downloaded and loaded using your PlayStation®4 system.

GRUNDLÄGGANDE KONTROLLER



STRIDSKONTROLLER



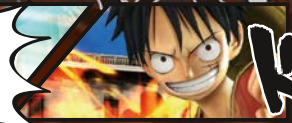


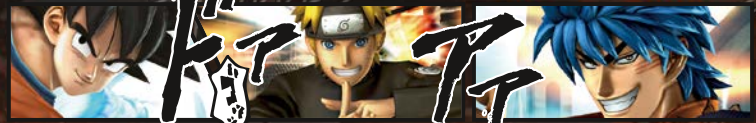
Vänsterspaken	Rör karaktären
Högerspaken	Rör kameran/Lås upp sikte
□-knappen	Svag attack
R1-knappen + □-knappen	Areaattack
△-knappen	Stark attack
R1-knappen + △-knappen	Bryt försvar
○-knappen	Specialattack 1
Vänsterspaken upp + ○-knappen	Specialattack 2
R1-knappen + ○-knappen	Specialattack 3
✕-knappen	Hoppa
R1-knappen + ✕-knappen	Fyll upp uthållighet
R2-knappen	Dasha
R1-knappen	Försvara
R1-knappen + Vänsterspaken	Sidosteg
L3-knappen	Reta
L2-knappen	Kalla på understöd
R3-knappen	Ultimat attack
R1-knappen	Lås fast på nytt mål

PERUSOHJAIMET



TAISTELUOHJAIMET



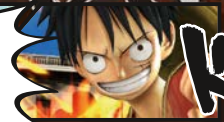


Vasen sauva	Liikuta hahmoa
Oikea sauva	Liikuta kameraa / vapauta kohteen lukitus
□-näppäin	Heikko isku
R1 -näppäin + □-näppäin	Laaja-alainen isku
△-näppäin	Voimakas hyökkäys
R1 -näppäin + △-näppäin	Torjunnan murto
○-näppäin	Erikoishyökkäys 1
Vasen sauva ylöspäin + ○-näppäin	Erikoishyökkäys 2
R1 -näppäin + ○-näppäin	Erikoishyökkäys 3
×-näppäin	Hyppää
R1 -näppäin + ×-näppäin	Staminan lataus
R2 -näppäin	Pyrähdys
R1 -näppäin	Torjunta
R1 -näppäin + vasen sauva	Sivuaskel
L3 -näppäin	Pilkkaa
L2 -näppäin	Pyydä tukea
R3 -näppäin	Voimakkain isku
R1 -näppäin	Vaihda lukittua kohdetta

STANDAARDBEDIENING



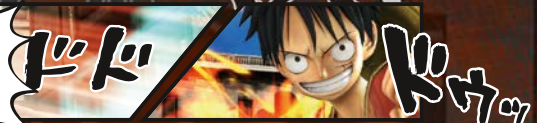
BEDIENING IN GEVECHTEN





Linker joystick	Personage bewegen
Rechter joystick	Camera bewegen / Volgen uitzetten
□-toets	Zwakke aanval
R1-toets + □-toets	Gebied aanvallen
△-toets	Krachtige aanval
R1-toets + △-toets	Afweer doorbreken
○-toets	Speciale aanval 1
Linker joystick omhoog + ○-toets	Speciale aanval 2
R1-toets + ○-toets	Speciale aanval 3
✕-toets	Springen
R1-toets + ✕-toets	Stamina-aanval
R2-toets	Sprinten
R1-toets	Verdedigen
R1-toets + linker joystick	Opzij stappen
L3-toets	Treiteren
L2-toets	Om ondersteuning vragen
R3-toets	Ultieme aanval
R1-toets	Ander doelwit volgen

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