



"BlazingAngel Mistletear" PLAYING MANUAL

\* Forewords

This file contains information regarding the necessities of this game.  
Before playing, it would be appreciated if you read through the contents.

\* Operational Environment

OS: Windows Vista onwards  
CPU: Core2Duo 2.0GHz+ recommended  
HDD: 2GB+ available space required  
Memory: 4GB+ recommended  
Game Resolution: 1366x768 (reduced view capable)  
Display Color True Color recommended  
DirectX: 9.0c+ necessary  
SOUND: PCM

- \* Even if a system meets the above specifications, operation is not guaranteed.
- \* Issues on specially homebuilt / shop-brand computers are not guaranteed support.

\* Uninstallation Method

1. Please uninstall via the Windows "Control Panel"  
> "Programs and Features" / "Uninstall or change a program"
- \* The save data will remain in the installed folder. Please manually delete it if required.

C:\Users\[USERNAME]\AppData\Roaming\mille-feuille\BlazingAngel Mistletear

\* Title Screen

- Start : Start the game from the beginning.
- Load : Load the game from a save point.
- Options
  - Config : Displays the play environment settings screen.
  - Adjusted Mode : As you play through the game, you will slowly build up Game Points (like some form of EXP). Using these points the player can do things like increasing the heroine's strength, etc. The worse one's progress through the game is, the more that points will be gained so this will help those having trouble.
- Mission : Clearing the missions lists here will mark them as cleared.
- Exit : Terminate the game.

\* Menu Bar

[System]

Return to Title Screen : Returns to the Title Screen  
Exit : Terminate the game.

[Screen]  
Windowed : Display as a 1366x768 resolution window.  
Full Screen : Display using the whole screen.  
Reduced Display : Display as a 1024x576 resolution window.

[Help]  
About this Software : Displays the title and version of this game.  
Display the Manual : Displays the game manual.  
Controls : Displays the action part controls of this game.

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#### \* Window Menu

Save : Displays the save screen  
(not displayed on scenes that cannot be saved)  
Load : Displays the load screen  
Config : Displays the config screen  
Log : Displays the scenario back log.  
Repeat: Replays the most recent audio clip once more.  
Back : Winds back the character's conversation.  
Auto : Switches to auto play. Cancelled by clicking the mouse.  
Skip : Skips the text. Cancelled by clicking the mouse.  
▲ ▼ : Triangles that move the message window to the top or bottom.

#### \* Regarding Saving and Loading.

When you save during the game, the game's progress will be saved.  
When you load during the game, you can begin from where you saved.  
You can input memoranda in to the comment box of your save files.  
The "Forbid Overwriting" checkbox will prevent overwriting of the save file.

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#### \* Basic Mouse / Keyboard Controls

[Movement]  
The number pad, cursor keys, or left mouse drag  
can be used to move the character.

[Basic Attack]  
X key  
Right mouse click

[Jump]  
Z key  
Mouse wheel

[Evac Attack]  
C key  
Middle mouse click

[Special Move]  
C key  
Middle mouse click

[Pause]  
"Esc" key  
"Pause" key

#### # Game Pad Compatible

[Dash]  
Double tap left or right with the lever.  
Double tapping in an up or down direction will cause rolling.

[Basic Attack]  
If the attack hits, a combo will occur with consecutive pressing:  
Weak Punch > Weak Punch > Strong Punch > Strong Kick

#### \* Command Moves

[Plasma Knuckle]  
Attack button while dashing.  
Dash Move.  
Can be connected to command / special moves.  
Thus, is a starter for many attacks.

[Tornado Slash]  
DOWN > RIGHT > Attack button.  
A spinning leg kick. Can be input two times for an extra kick.  
Can be used as a cancel move while using Plasma Knuckle.

[Lightning Arc]  
DOWN > UP > Attack button.  
A back-flip kicking attack.  
Can be connected after Tornado Slash and Plasma Knuckle.

[Sliding]  
LEFT > RIGHT > Attack button.  
Can be used as a cancel move while using Plasma Knuckle

or connected to the end of Tornado Slash.

#### [Shooting Strike]

DOWN > LEFT > Attack button (facing right) during a jump  
After Jump Kick has landed, use this to finish 'em off and  
then you can even connect Tornado Slash on the end.

### \* Special Moves

#### [Blazing Uppercut]

Evac Attack button.  
An invincibility move for escaping dangerous predicaments.  
Consumes 50 MP (25% of your total).  
Can be used even when MP is insufficient but will reduce HP.

#### [Genocide Phantom]

DOWN > RIGHT > UP > Special Move button  
A flurry of fists kind of attack.  
Can be used as a cancel move while using Plasma Knuckle.  
Consumes 100 MP (50% of your total).  
Can be used even when MP is insufficient but will reduce HP.

#### [Burning Blast]

Special Move button while dashing.  
Can be used even against enemies that are down on the ground.  
Effective against Slimes. Can be connected to the likes of Plasma Knuckle.  
Consumes 50 MP (25% of your total).  
Can be used even when MP is insufficient but will reduce HP.

#### [Sacred Blazer]

LEFT > DOWN > RIGHT > Special Move button (facing right)  
Consumes ALL MP to shoot a giant laser beam from the Sacred Crystal.  
Can be used even when MP is insufficient but will reduce HP.

### \* While Jumping

#### [Jump Kick]

Attack button during a jump.

#### [Weak Jump Kick]

DOWN + Attack button during a jump.  
A jump kick that doesn't knock the enemy back.  
Is useful for when you want to grapple the enemy.

### \* While Clinching (Grappling)

#### [Consecutive Attack]

Attack button while clinching.  
Knee Kick > Knee Kick > Sobat

#### [Tomoe Throw]

While clinching, direction behind you + Attack button

#### [Switch Sides]

Jump button while clinching.  
Moves behind the enemy.

#### [Back Drop]

Attack button while clinching behind the enemy.

#### [Aerial Buster]

DOWN > UP > Special Move button while clinching behind the enemy.  
Consumes 50 MP (25% of your total).  
Can be used even when MP is insufficient but will reduce HP.

**# Red Text will become effective when the "New Special Moves" are enabled in Adjustment Mode.**

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### \* Story Scene Controls

#### [Mouse]

Left Click : Proceed message / select and confirm an option.  
Right Click : Obscure / Un-obscure the message window / cancel.  
Mouse Wheel : Display the message log. Or roll back the dialogue.

#### [Keyboard]

[UP] : Display the message log. Select an option.  
[Tab] : Select an option.  
[Enter],[X] : Proceed message. Confirm an option.  
[Space],[Esc],[Z],[Numpad 0] : Obscure / Un-obscure the message window / cancel.  
[Ctrl] : Hold to skip messages.

[Backspace] : Roll back the game dialogue.

[A] : Switch to auto-play.  
[S] : Display the save screen.  
[L] : Display the load screen.  
[F] : Toggle message skip mode ON/OFF.  
[R], [PageUp] : Display the message log.

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## \* Items

[First Aid Kit]  
Heals 100% of your endurance.

[Blue Crystal]  
Restores 100% of your MP.

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## \* Frequently Asked Questions

**Q: There are too many moves to remember.**

A: When pressing the pause button, the move list is visible.  
Please refer to and learn from there.

**Q: When I am just mucking around some kind of super move just comes out even though I didn't want it to.....**

A: That'll be "Genocide Phantom".  
On the "Config" > "Input" settings screen  
you can set the Evac Attack button and the Special Move button  
to different keys if you want to, thus avoiding this issue.

**Q: What is an efficient way to save up Game Points?**

A: The more you are defeated, the easier it is to gain points.  
Also, clearing a stage with 100% HP and MP will give bonus points.

**Q: I cannot proceed through the game!**

A: If you learn the command moves / special moves then you should be able  
to proceed fairly easily. Also, adding the various moves together to make  
combo attacks is more 120% exhilarating and should be very enjoyable.  
You can also change the game's difficulty using Adjustment Mode.

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## \* Hints and Tips on how to play.

- **If you ever feel yourself in danger, use Blazing Uppercut right away.**

No need to worry about MP, just use it. Invincibility frames from activation to landing.  
Even if you run out of MP, you can use your HP instead to activate it.  
Even if you are being attacked you can use it to cancel out of damage motions  
(with the exception of taking damage from being blown back).  
Especially when against Clone Soldiers, if you are not doing anything  
you'll end up taking damage so it is best to just counter attack right away.

- **Learn the combo attacks.**

From a Dash to Plasma Knuckle is the basis of most attacks.  
From here you can combine it to Command Moves and perform all kinds of combos.  
Plasma Knuckle > Tornado Slash x 2 > Lightning Arc  
is a pretty easy to use sure fire combo and Lightning Arc is pretty powerful so,  
you could skip on the Tornado Slash and just use that if you wanted too.  
Using Genocide Phantom after Plasma Knuckle makes it easier to land, causing more damage.

- **Sliding.**

It may seem impossible to perform sliding from a dashing state but,  
if you go: [Dash > Plasma Knuckle > (Cancel) > Sliding] then you can  
join them together easier with a short frame of Plasma Knuckle in between.

- **Approach your enemies diagonally.**

No need to approach directly. This can be dangerous against large mobs  
with a long attack reach. Approaching and punching from a diagonal trajectory  
is actually a relatively safe approach to such formidable opponents.

- **Weak Jump Kick is actually pretty handy.**

Pressing down and attacking during a jump triggers the Weak Jump Kick.  
It doesn't do very much damage but if you use it after a dash there leaves little  
opening for the enemy to attack you and it's easy to land the attack on the enemy.  
When you do land it, you can combo with a punch, close the gap and grab the enemy  
for a throw. It is a pretty good tactic to use against Enhanced Clone Soldiers.

- **Aim to perform combos.**

For every combo that is 5+ hits, there is a MP restoration bonus.  
It is recommended to proactively perform combos as much as you can.

Each enemy character has its own weak points and tactics to defeat them.  
Try out a different range of moves and figure out what best suits the situation.

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## \* User Support

Please send bug / error reports containing the following  
system information to the email address provided below.

- Your Computer Environment
- Whether it is a Homebuilt PC or not
- Operating System
- CPU (Processor)
- Physical Memory (Usable Memory)
- Available Hard-drive space

\* You can attain such information by right clicking  
with the mouse on "Computer" and selecting "Properties".

- \* We will accept no liability for damages caused by user carelessness.
- \* We will not reply to matters regarding how to complete the game.

[Support Email Address]  
[support@mille-feuille.jp](mailto:support@mille-feuille.jp)

\* Official Website (Japanese Language)  
<http://www.mille-feuille.jp/>

\* Questionnaire  
Please send your feedback and requests via this form. (Japanese Language)  
<http://www.mille-feuille.jp/enquete.html>

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