



BLAZBLUE

THE FINAL
CONTINUM SHIFT
EXTEND



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Customer Center

If you are experiencing technical problems and customer services with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

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Visit our website to find more information about BlazBlue: Continuum Shift Extend as well as upcoming products from H2 Interactive.

<http://www.h2interactive.co.kr>
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PROLOGUE

In a time now long past, mankind faced extinction at the hands of the "Black Beast," a creature that appeared out of the darkness. The Beast was possessed of an awesome power, and it appeared that the time of man would soon be at an end. It was then, in humanity's darkest hour, that six heroes of unknown origin came forward to defeat the Beast. They brought with them the ancient power of "magic," which they freely shared with mankind. Turning their ingenuity to the formation of new, more powerful weapons, humanity discovered a process by which they could infuse their own technology with the power of ancient magic. It was in this way that humanity created the "Armagus" and discovered a power far beyond what magic or technology alone could have given them.

With this newfound power, mankind once again confronted the Beast, with the six heroes fighting alongside them. After many long, blood-soaked battles, the Beast finally fell, ending what would come to be known as the "First War of Magic." The heroes who had fought beside human warriors in the First War of Magic were immortalized for their deeds and in time came to be known as the "Six Heroes."

An organization was formed during the First War to regulate the use of the "Grimoire Armagus," the Armagus training texts. This "Novus Orbis Librarium," and the power it wielded with the Grimoire Armagus, brought about great advances across the spectrum of human technology. These gains threw mankind into a vast and all-encompassing reconstruction.

Decades passed. The Librarium established itself as a dictatorship and Armagus became the deciding factor in nearly all of humanity's affairs. This led to a large socioeconomic gap between those who could wield the power of Armagus and those who could not. Tensions began to flare, and before long a rebel organization calling itself the "Ikaruga Federation" appeared, defying the totalitarian authority of the Librarium.



With the creation of the Federation, angry thoughts became open hostilities and the "Second War of Magic" began. It was this conflict which also came to be known as the "Ikaruga Civil War," that saw humans using the power of Armagus against one another for the first time.

The Second War came to a close with the destruction of the Ikaruga Federation. Afraid of further conflict the Librarium consummated its subjugation of the populace by issuing the following decree: "Whosoever chooses to defy the Novus Orbis Librarium shall be put to death, without exception."



INTRODUCTION

Several years after the end of the Second War, multiple branches of the Librarium reputed to command a force as powerful as an entire nation's army were suddenly and utterly destroyed. Inexplicably, the hidden cauldrons within each branch were also completely decimated. The few survivors spoke in hushed, shaken tones of a single man who had appeared out of nowhere, cutting down all in his path.

His name was "Ragna the Bloodedge."

He appeared to have achieved his goal upon the destruction of the NOL cauldron located in the deepest reaches of the 13th Hierarchical City of Kagutsuchi. Unfortunately, his ultimate aim has yet to be fulfilled. Ragna has sensed the resurrection of one of the Six Heroes, a man by the name of Terumi, and quietly waits for the return of his true enemy...



How to Start the Game

Game Start

Press the  on the title screen to proceed to the main menu.
Select the mode you wish to play and then press  to continue.



Modes

TUTORIAL	Learn the basics of 2D fighting as well as the unique mechanics specific to each character. (pg. 5)
ARCADE	Play through ten stages against computer opponents. Includes a shorter story. (pg. 6)
VERSUS	Battle against computer opponents. (pg. 6)
SCORE ATTACK	Rack up high scores fighting against computer opponents (pg. 6)
UNLIMITED MARS	Fight against computer opponents that are more powerful than usual. (pg. 6)
TRAINING	Practice your skills against the computer. (pg. 7)
CHALLENGE	Complete a series of challenges for each character. (pg. 7)
ABYSS	Survival mode in which your character gets a little stronger after each victory. (pg. 8-9)
STORY	Play through Story mode to learn more about the world of BlazBlue. (pg. 10)
GALLERY	Look at movies and artwork, and listen to music and voice samples. (pg. 11)
REPLAY THEATER	Manage and view saved replays. (pg. 12)
NETWORK	Fight others over the internet. (pg. 13-14)

Operation

Control types: You can choose from “Stylish” or “Technical” mode. Some of these settings can be changed via the Options menu.

These are the basic controls:

Control Pad	1P Keyboard	2P Keyboard	Basic Control
 / Directional Pad	MoveKey	W / S / A / D	Move your character
 Button	Num 7 / Enter	U	Weak Attack (A button)
 Button	Num 8	I	Medium Attack (B button)
 Button	Num 9	O	Strong Attack (C button)
 Button	Num 4	J	Drive Attack (D button)
	Num 1	M	Taunt (AP button)
	BackSpace	ESC	Return to start position (Challenge/training mode)
	Enter	Tab	Display pause menu/Select color
	Num 5	K	FN1 button
	Num 6	L	FN2 button

*You can change buttons and operations with the key configuration in options.

Tutorial Mode

Tutorial Mode is a practice mode for those new to 2D fighting games or the BlazBlue series. It will be narrated by Rachel Alucard.

Content	DESCRIPTION
Beginner	Game rules and basic controls.
Intermediate	The unique elements of BlazBlue's fighting system.
Advance	How to apply what you've learned.
Tactic Pointers	An introduction to the basic tactics used for each character.



Arcade Mode

Fight against a set number of computer-controlled opponents to clear Arcade mode. Each fight includes a piece of story unique to Arcade mode.



Versus Mode

Fight one-on-one against computer opponents and other players. You can also select the stage and background music for your fight.



Score Attack & Unlimited Mars Mode

Fight powerful computer-controlled characters to build up your score. Defeat 15 opponents to clear Score Attack/Unlimited Mars mode.

***This mode will not be affected by the difficulty level settings in the Options menu. The characters you fight in Unlimited Mars mode will be the Unlimited versions of those characters.**



You can submit your scores from Score Attack and Unlimited Mars to online leaderboards and compete against people across the world!

Training Mode

Use Training mode to get the hang of a new character's controls or figure out new combos. Training mode will allow you to select the character you want to play, as well as the character you want to fight. You can also set a number of variables through the Settings menu.



Recording and replaying character actions

In Training mode, you can temporarily record an enemy character's moves and replay them. You can store these recorded moves in one of 4 memory slots, through the Training menu. Press the FN1 button to switch the character you control (standby mode). Pressing the FN1 button a second time will cause the game to begin recording your moves. You can replay the moves you temporarily saved by pressing the FN2 button. Selecting the "Random" function for your replays will cause the game to randomly play replays from all four slots. "Regular" mode will only replay the recorded moves from the current slot.

***You can adjust what actions the FN1 and FN2 buttons are mapped to in the Settings menu. You can change the replay slot setting and replay type, turn random replays on or off, and clear your replay slots from the Training menu.**

Challenge Mode

Challenge mode gives you a chance to practice character usage and combos with a specific goal in mind. Each character has 15 missions available, which will challenge you to complete certain actions.



Abyss Mode

Purpose of Abyss Mode

Abyss mode is a survival mode where you fight your way through the depths below Kagutsuchi. After each fight, you'll recover a little bit of health, but as soon as you lose a match it's game over. After certain battles, you can boost your character's stats, or gain new abilities. Your progress is reflected by your "depth". Reaching a certain depth moves you to the next stage, and there are four stages.

Game Screen

REWARD

Winning battles in Abyss mode will earn you Platinum Dollars, or P\$. However, if you lose a battle, all the P\$ you've earned will be lost.

DEPTH

You travel deeper into the abyss as you progress in your fight against your enemies.

BOSS APPEARANCE CONDITIONS

Once your depth reaches a certain value, a boss character will appear. If you can defeat them, you'll be able to unlock a new item.



Item Shop Screen

During Abyss mode, you can purchase items to strengthen your character at the item shop with P\$ you've obtained. These items can only be used in Abyss mode, and they'll only last as long as you play. Once you quit Abyss mode, or switch to another character, they'll disappear. Items you unlock by defeating boss characters will remain in the store for purchase even after you restart Abyss mode.

Item Type

SPECIAL ABILITY ITEMS

Certain items will give you special abilities. You can have up to three of these items. If you obtain a fourth, you will have to swap it with one of the ones you already have.

PARAMETER STRENGTHENING ITEM

Items that strengthen each of your four parameters, or all of them. (Refer to chart below)



ATTACK	Increases the damage of your attacks.
DEFENSE	Decreases damage received.
SPEED	Increases movement speed, and at certain levels onwards gain additional jumps and/or air dashes.
HEAT	Increases Tension gauge increment, and also the amount at start of battle.

Item Selection After Victory

If you defeat a boss, then you will be given the opportunity to select an item. Use the directional pad to navigate the item list, and the **A** button to select the item you want. Once you've chosen your item it will be unlocked in the item shop for you to purchase.



Abyss Mode Progress Screen

Depth: How far you have descended.

Drop: The location and value of any items you have lost.

CHECKPOINT

At every 100 units of depth, you'll reach a checkpoint. From the checkpoint you can either continue to fight your way down, or finish the investigation. If you choose to finish the investigation, then you can take all of the rewards you've obtained and exchange them for P\$.

REWARDS

Rewards that you lost because of a game over will be saved at the nearest checkpoint. If you can fight your way to that checkpoint again, you can reclaim your rewards.



Story Mode

Play through Story mode to uncover the truth about the world of BlazBlue. The choices you make both in and out of battle will determine where the story goes. If you run into trouble, check out the "Teach Me, Miss Litchi!" episodes in the Tips section.

***You can adjust the difficulty of computer opponents from the Options menu.**

Story Select Screen



From the Story Select screen, you can select either the main story or the Tips section with the directional buttons. Press **A** to confirm your choice. While on the Story Select screen, you can switch to the data loading screen by pressing the L or R button. You can select what data you'd like to load with the directional buttons and confirm with the **A** button.

Control Pad	1P Keyboard	2P Keyboard	How to operate the story mode
Directional Pad	MoveKey	W / S / A / D	Select/Scroll Text
A Button	Num 7 / Enter	U / Tab	Fast forward text/ Cancel
B Button	Num 8	I	Fast forward text/OK
X Button	Num 9	O	Auto read start
Y Button	Num 4	J	Hide text
RB	PageUP	← Alt	Skip to the next selection (Fast Forward only)
RT	HOME	← SHIFT	Fast-forward through text
LB	PageDown	← Ctrl	Start/end back log
START	Esc	BackSpace	Open pause menu

Save / Load

Every time you reach a checkpoint you can save your progress in Story mode. To load saved data, return to the Story Select screen.



Gallery Mode

Gallery mode allow you to re-watch FMVs, look at pictures from events you've seen, and purchase and view special pieces of artwork with P\$. You can also listen to voice samples, sound effects, and music from the game. You can switch between items using **LB** and **RB**.



Control Pad	1P Keyboard	2P Keyboard	How to view gallery mode
Directional Pad	Movekey	W / S / A / D	Move cursor
A Button	Num 7 / Enter	U / Tab	Select/Buy/Display (During view) displays difference
B Button	Num 8	I	Cancel/Return to gallery menu
(During CG view) LB RB	PageDown / PageUp	← Ctr / ← Alt	Display previous/next illustration
X Button / Y Button	Num 4 / Num 6	Q / E	Zoom in/out
BACK	→ Shift	← Shift	Hide menu
START	Home / Num 0	Space	Stop movie/replay

Currency (P\$) / Level (RP)

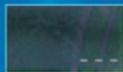
Already acquired



Locked condition for non-purchasable items



Not yet acquired



Unlocked condition for purchasable items



Currency (P\$)

You can earn currency—referred to in-game as P\$ or Platinum Dollars—by fulfilling certain conditions. Once earned, this currency can be used to purchase artwork in the gallery.

Level (RP)

Fulfilling certain conditions in various modes will net you some Experience. Once you have gathered enough experience, your level will increase. As your level increases, you will be able to purchase more items in gallery mode. The maximum level you can reach is 100.

Replay Theater

In the replay theater you can manage and play recorded battles. Battles you fought online can be saved as replays and viewed here.

How to Navigate the Replay Theater



Control Pad	1P Keyboard	2P Keyboard	How to operate the Replay theater
/ Directional pad	Movekey	W / S / A / D	Move cursor.
Button	Num 7 / Enter	U / Tab	Delete the selected replay. *Deletion is permanent. Deleted replays cannot be recovered.
Button	Num 8 / BackSpace	I / ESC	Toggle display of this match's victor.
Button	PageDown	Shift	Return to main menu.
Button	PageUP	← Alt	Play the selected replay.

Playing Replays



***WARNING** You will need at least 500KB of free space per match in addition to the system save data to save a replay. You can only save replays from 1 vs. 1 Player matches.

Control Pad	1P Keyboard	2P Keyboard	How to operate the Replay
Button	Num 7	U	Pause the current replay, or resume the paused replay.
RB	Num 5	K	Turn fast-forwarding on or off.
LB	Num 1	M	Advance the replay one frame at a time.
RT	Num 6	L	Skip to the next round.
Y Button	Num 4	J	Toggle display of button inputs.
X Button	Num 9	O	Toggle display of the HUD and gauges.
Start	ENTER	TAB	Open the pause menu.

Network Mode

You can access the Steam serve to battle against players all over the world online. You can also upload your scores to the rankings and see where you place among others.



Network mode has the following options:

Ranked Match

Ranked matches are limited to two players per session. All fights will use the same regulations, and the result of the match will be uploaded to the ranking leaderboards. The latest game version will always be used.

Friend Match

Join a friend in a match after receiving an invitation from them.

Player Match

Up to six players can join a Player match, although only two can play at a time (the rest are spectators). The person who creates the room can adjust a number of different settings, including game version. The results of a Player match are not uploaded to the ranking leaderboards. Players can invite their friends to a Player match, and team battles are also supported.

Ranking

Please refer to the D-Code for more information on overall ranking.

How to View OTHER headings

 / 	Voice chat supported/not supported
 / 	Unlimited characters allowed/not allowed
 / 	Beginner/advanced room level
	"Winner stays" rotation
	"Loser stays" rotation
	Random rotation

Ranked Match

Test your skills against other players in Ranked mode. Furthermore, in the Ranked match's character selection screen, you will not be able to view your opponent's selected character.

Quick Match

Quick match will automatically match you with an opponent of your skill level with the touch of a button. Once the match has been created, you will be transferred over to the pre-battle preparation screen.



Custom Match

The game will search for a match based on the conditions you've set. Matches that match will be shown on the list. Once the match has been created, you will be transferred over to the pre-battle preparation screen (right). Use \uparrow \downarrow to select from the list, and request a battle with the A button.



The following are the conditions you can set when searching.

Region	Filter opponents by region.
Maximum PSR	Restrict results to players with PSR (Player Skill Rating) less than a given number.
Internet Connection speed	Only allow matches from players with a certain match completion ratio or above.

On the battle preparation screen, you can examine your opponents D-Code. Once you've reached the battle preparation screen, you can't cancel the battle.

Custom Match (Arcade Standby)

In Custom match (Arcade standby), you can play through Arcade mode while you wait for an opponent to join the match. During standby, an icon will be displayed at the bottom of the screen in the center (refer to picture). When someone joins the battle, the message "Here comes a new challenger!" will be displayed, and you will be taken to the battle preparation screen where things will proceed as they would in a normal battle. Once the battle has finished, you will be returned to the Arcade mode standby.



Waiting for a battle



Opponent match selection



Battle preparation screen

Custom Match (Training Standby)

In a custom match (Training Standby), you can play the TRAINING MODE and wait for your opponent to join the match. The flow of the standby will be the same as the arcade mode above.



Waiting for a battle



Opponent match selection



Battle preparation screen



Player Match



In a Player match, you can set the conditions for your fight or watch other people duke it out in real time. A room can have up to six players: Two in battle, and four watching. The results of player matches cannot be uploaded to the ranking leaderboards.

Here are the conditions you can set in a Custom match.

Quick Match & Custom Match

A Quick match will automatically search for rooms that fit the conditions that you have set. Results will be displayed in a list (see picture).

In a Custom match, you can set the following conditions:

Victory round count	The number of rounds to win the match.
Round time	The time limit for each round.
Unlimited Character	Whether or not Unlimited characters can be used.
Voice Chat	Whether or not voice chat is allowed.
Room Level	Filter possible participants by level.



Navigate the list of rooms by pressing **↑**/**↓** on the directional buttons. You can choose to enter a room by pressing **A** button. If you want to enter the room as a spectator, press **Y**.

ROOM NAME	The name of the room.
PLAYER	Number of players currently in the room, and maximum players allowed in the room.
SPECTATOR	Number of spectators currently in the room, and maximum spectators allowed in the room.
P. SLOT	Number of reserved slots for friend invites.
ROUNDS	The number of rounds per match.
TIME	The time limit for each round.
OTHER	Any other pertinent information.

Custom Match (Training Standby)

Press the **A** button while waiting in a room to enter Training mode while you wait for other people to join. When another player enters, a message will appear on the right side of the screen. Press the **START** button to pause your training and return to the room.

***Only the room owner can initiate Training standby.**



Custom Match (Training Standby)

If you create a room, you can adjust the game options to suit your fancy. Go to "Create Room" and press either the **A** button or **START** button.



Room Name	Set the room name. The default will be your online ID.
Max room member number	Set the maximum number of people who can join your room (This will include spectators).
Spectator Number	Set the maximum number of people who can be spectators.
Friend Invite bracket	Set the number of players you can invite.
Rotation Type	Choose which type of rotation you want to use for matches.
Victory round count	Set the number of won rounds required for victory.
Round time	Set the time limit for each round.
Unlimited Character	Turn the usage of Unlimited characters on or off.
Voice chat	Turn voice chat on or off.
Player Level	Limit players by level.

Session Room

If you create a Player match or enter one, you will see the session room screen. (Bottom left image). If you enter a room that is in the middle of a battle and you are not the owner of that room, you will see the battle screen (bottom right image), which will allow you to watch the battle from the beginning, and fast-forward to real-time play.



How to view the battle room

PL	The player's online ID.
LEVEL	The player's level.
RESULT	The result of the room's battles.
VC	Voice chat connection status.

How to operate icon

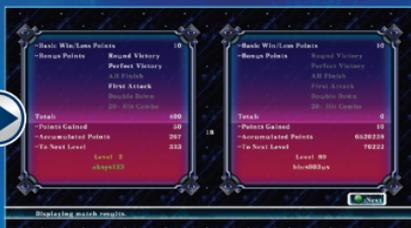
	The player who will be 1P in the next battle.		The player who will be 2P in the next battle.
	Spectator only. This person will never play.		Icon that shows you are ready to battle. Only displayed for 1P and 2P.
NO SIGN	This person will be a spectator for the next battle.		
	This is the icon for Team A of the team battle. If you are in the A team, please select this icon.		
	This is the icon for Team B of the team battle. If you are in the B team, please select this icon.		

Session Room

The instant message function allows you to send messages to room members. It provides an easy alternative to voice chat.

Match Result Screen

After finishing a battle in Network mode, the "Match Result Screen" will be displayed.



Friend Match

Join a friend in a match after receiving an invitation from them.



Team Battle

There are two types of Team Battle:
Normal and Survival



Normal



Survival

Team Battle (Normal)

- The battle begins when all members have joined for a 2 on 2 or 3 on 3 fight. Each person will play against an opponent and victory is decided by who wins the most matches.
- 2 on 2...A 2 vs 2 battle. The first player will go, and then the second. If there is one win and one loss, then the winner will finish off the battle. Spectators are allowed.
- 3 on 3... A 3 vs 3 battle. The players will fight in order—1st, 2nd, 3rd—and whichever team wins rounds is the winner. Spectators are not allowed.

*Warning: Although you can set the number of rounds when selecting this mode, any rotation type settings will be ignored.

Team Battle (Survival)

- The player who wins will move on to the next match, but their health won't regenerate.
- The last player standing is the winner.
- Survival can be played 2 on 2, 3 on 3, 2 on 1, 3 on 2, etc.

*Warning: The numbers of rounds will be sent to "one", and any rotation type settings will be ignored. ***Only the room owner can determine the team battle type. Move the cursor to the top and then use the left and right buttons to change. Changing the team battle type will change the icon on the top right.**

Warnings for Team Battle

DISCONNECT

If the host gets disconnected, you will be returned to the Network menu.

If the player is disconnected the following things will occur:

- If you get disconnected before a battle, you will lose.
- If you get disconnected during a battle, it will be a draw.

If you get disconnected after the battle, the results will not be affected.

DRAWS

A double down on an extra round will lead to a draw. A disconnection during a normal team battle will lead to a draw.

ROUND COUNT

In a survival team battle, the round count setting will be ignored.

How to play a Team Battle

1



Create a Player match room, or join an already-created room.

2



The room owner will select the type of battle. This can be done by selecting the correct setting and using the left and right directional buttons to select the desired setting. Switching this to something other than team battle will disband any teams.

3



Players can select the team they wish to join with the directional buttons and **A** button. In a normal team battle, the battle can't start until everyone has selected their team.

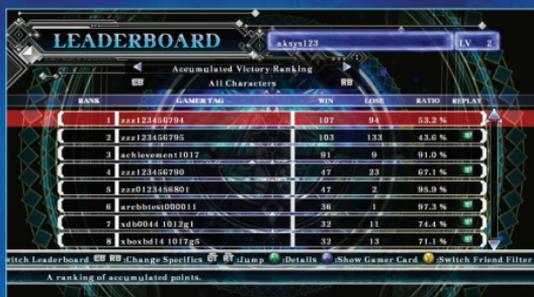
4



Once the team members are ready, the room owner can start the battle by pressing the START button.

Leaderboard

In the Leaderboard section of Network mode, you can examine Rebel Points, PSR, and Score Attack High Score rankings.



Control Pad	1P Keyboard	2P Keyboard	How to operate leaderboard
Directional Pad ↑↓	↑↓ keys	W / S	Move to different record
Directional Pad ←→	←→ keys	A / D	Change board
A Button	Num7 / Enter	Tab / U	Display your own D-Code
B Button	Num8 / BackSpace	Esc / I	Return
Y Button	→ Shift	← Shift	Switch to friend filter
LB / RB	→ Ctrl / → Alt	← Ctrl / ← Alt	Change category
LT	PageUP	K	Skip forward 100 records
RT	PageDown	J	Skip backwards 100 records
BACK	Insert	Space	Jump to first place
START	HOME	L	Jump to own position

*Some of your data may be deleted from the rankings if you don't play enough within a specific period of time.

D-Code

D-code (Drive code) is an ID card that has the personal data of the player. These cards are stored on the server. Your D-card will be automatically created when you first play on Network mode and is updated every time you play online.



Gamertag	Player's Gamertag.	Ranking	The current ranking.
Top Used	The character this person uses most frequently.	RP	Current RP (Rebel Points).
Level	Current level.	Next	The amount of RP needed for the next level.
Ranked Match			
Top PSR	The character with the highest PSR.		
Played	The number of ranked matches they've played.		
Incomplete Games	The number of incomplete games. This is the number of ranked matches that did not end normally.		
Player Match			
Played	The number of player matches.		
Page 2	Number of characters used.		
Page 3	The top 8 characters used in ranked matches, and their win rate.		
Page 4	The top 8 PSR rankings.		



Level and RP (Rebel Point)

Fighting battles can earn you Rebel Points, or RP. Once you've earned a certain amount of RP, your level will increase.

How to gain RP

Being especially flashy and exciting in battle will earn you more RP. Doing the following things will help you rack up lots of Rebel Points:

How to Gain RP

1 Win a battle	4 Make the first attack
2 Perform an astral finish	5 Get a 20-hit combo in the first round
3 Get a Perfect in any round	6 Get a Double Down

What is a PSR?

PSR (Player Skill Rating) is a system developed by Arc System Works. It is a rating system that can swiftly and accurately determine a player's skill level. It is calculated on a per-character basis.



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