



XBOX 360®

# Caladrius

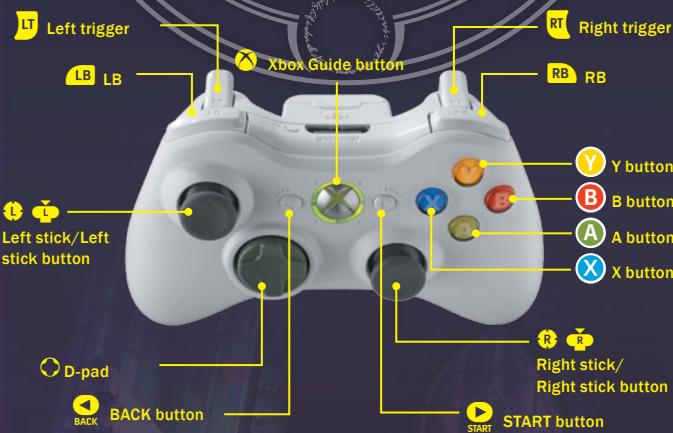


MOSS

# Game control

## Controls

### Xbox 360 Controller



Ⓐ Left stick	Move fighter/Make menu selections
○ D-pad	Move fighter/Make menu selections
Ⓐ button	Normal shot/Confirm selection
Ⓑ button	Defensive (close-range) elemental shot/Cancel selection
ⓧ button	Offensive elemental shot
⓪ button	Supporting elemental shot
Ⓛ Left trigger	Elemental burst
Ⓜ Right trigger	Drop bomb
START button	Open the Pause Menu

Unleash an elemental burst by pressing the left trigger when all three element gauges are at 50% or higher. Elemental bursts can also be performed by pressing any two of the following buttons simultaneously: B, X, or Y.



# Element shoot system

## Elemental shot system

Elemental shots are special shots that consume your element gauges. Element gauges gradually refill when you are not using elemental shots. Collect element cores to partially fill all of your element gauges.



Each character has three types of elemental shots: offensive, supporting, and defensive (close-range).



Elemental shots can be upgraded after clearing a stage. Each upgrade requires one ether chip. Select an elemental shot, then press the A button to upgrade it (assign ether chips) or the B button to downgrade it (remove ether chips). (\* You can't remove ether chips assigned after previous stages.)

# Game screen

## Game Screen



① Score	The number of points you have earned so far.
② Lives	Get hit when you have 0 lives and it's game over.
③ Bombs	The number of bombs in your arsenal. Increases by 1 at regular score intervals and whenever you lose a life.
④ Damage	If the "No Damage" setting is enabled, a hit counter indicating the number of times you have collided with normal shots will be displayed.
⑤ High Score	The highest score you have obtained so far.
⑥ Multiplier	Your score multiplier increases when you destroy enemies using elemental shots.
⑦ Ether Gauge	Fills when you hit enemies with elemental shots and elemental bursts.
⑧ Ether Chips	Ether chips are used to upgrade elemental shots after each stage.
⑨ Element Gauges	Used for elemental shots and elemental bursts.
⑩ Element Core	Collect element cores to partially fill all of your element gauges.
⑪ Magic Fragment	These appear when you destroy boss segments and certain enemies.
⑫ Stock Gauge	Increases when you collect magic fragments. Collect 9 and a grimoire will appear on the screen.
⑬ Grimoire	Gives you an extra life.
⑭ Player Fighter	The ship controlled by the player.
⑮ Medals	These appear when you destroy enemies. Collect them for points.

# Game mode

## Game Modes

Select from three game modes and five play settings.



### Story Mode

Clear each stage to reach the ending.

### Boss Rush Mode

Fight against bosses in succession.

### Score Attack Mode

Try to get the highest score in the selected stage.

### Achievements

View achievements.

### Leaderboards

View leaderboards for each game mode.

### Gallery

View character illustrations and other graphics, listen to game music and character voices, check character profiles, and view game endings.

### Xbox Games Store

Go online and purchase downloadable content.

### Options

Change game and controller settings.

# Story

## Story Mode

Clear each stage to reach the ending.



PLAY SIDE	Select Player 1 or Player 2.
STAGE	Select the stage in which to start the game.
DIFFICULTY	Select game difficulty.
NO DAMAGE	Normal shot collisions will not result in death.
DEMO	Choose whether to display cutscenes.
START	Start the game with the selected settings.



Select a character before playing. When playing co-op (2 players), the dialogue will vary depending on the combination of characters used.

Proceed through the stages using elemental shots and bombs.



Defeat the stage boss by reducing its health to 0.



Once the boss has been defeated, the stage is complete (you will be taken to the results screen).



CLEAR TIME	The time from stage start to completion.
ENEMY KILL RATE	Destruction rate for the enemies that appeared in the stage.
LEFT LIFE	Number of lives remaining.
LEFT BOMB	Number of bombs remaining.
ETHER CHIP	Number of ether chips you have.
MEDALS	Number of medals (small & large) you have at the end of the stage.
BONUS SCORE	Total bonus, based on all of the above.

# Leader boards

## Leaderboards

View leaderboards for each game mode.

### LOCAL STORY

View the local Story Mode leaderboards.

### LOCAL BOSS RUSH

View the local Boss Rush Mode leaderboards.

### LOCAL SCORE ATTACK

View the local Score Attack Mode leaderboards.

### Xbox Live STORY

View the Xbox Live Story Mode leaderboards.

### Xbox Live BOSS RUSH

View the Xbox Live Boss Rush Mode leaderboards.

There are five leaderboards, including both local and online rankings.



Local leaderboards display the top 10 positions.

LEADERBOARD STORY					
RANK	NAME	SCORE	STAGE	CHARACTER	
1	MDS	50000	1		
2	MDS	50000	1		
3	MDS	50000	1		
4	MDS	50000	1		
5	MDS	50000	1		
6	MDS	50000	1		
7	MDS	50000	1		
8	MDS	50000	1		
9	MDS	50000	1		
10	MDS	50000	1		

\* Scores obtained when using the “No Damage” setting, in 2-player games, or when you have restarted during the game will not be registered.

\* Xbox Live Leaderboards are only registered when using the default number of lives and bombs.

# Gallery

## Gallery

View character illustrations, listen to game music, etc.

### GRAPHICS

View character illustrations and other game graphics.

### BGM & VOICE

Listen to game music and voices.

### PROFILE

View details about each character.

### CONVERSATION

View character dialogues and game endings.



Here you can view character profiles, game endings, etc.



More information will become available as you play through the game.

# Option

## Option

Change game and controller settings.

### GAME SETTING

Change game settings. Change the number of lives and bombs, the type of wallpaper, and character portrait display settings.

### CONTROLLER

Change controller settings.

### SCREEN

Change screen settings.

### SOUND

Change sound volume.

### STORAGE

Change storage settings for saving the game.

### CREDITS

Play the end credits.

Change 6 settings, including screen settings and sound volume.

Here you can change the controller button assignments.



**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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