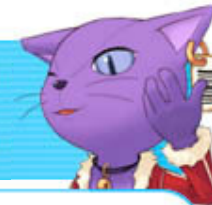


Manga Fighter Game Guide



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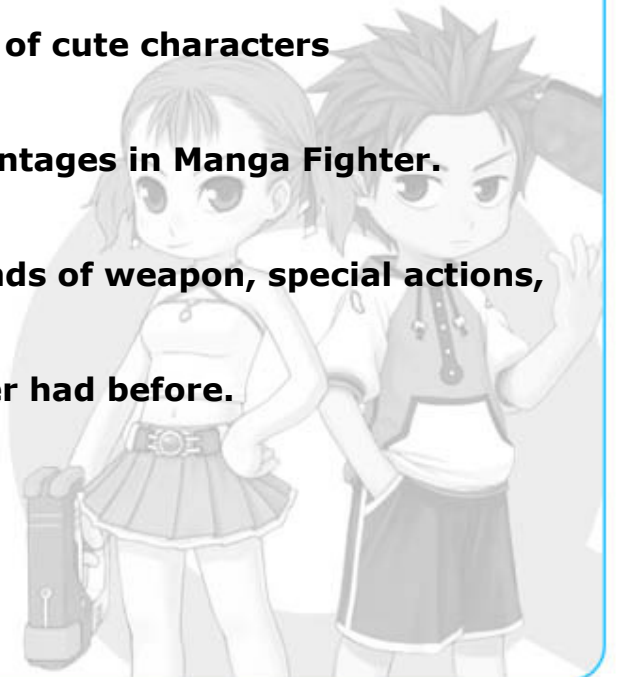


What is Manga Fighter?

Manga Fighter is a casual TPS (third person shooter) game based in a fantasy Toy World.

Welcome to Manga Fighter and introduce yourself to various kinds of cute characters in this fantasy world. The ease of controls is one of the main advantages in Manga Fighter.

Moreover, Manga Fighter is not as violent and has many unique kinds of weapon, special actions, and collective skill cards. You can experience fun that you've never had before.





Manga Fighter starts in a Toy World called Pangea which is the place where all toy's souls are born and exist. Toy souls live in Pangea until they are summoned to Earth to become new toys. This only happens on the full moon of a month when the Earth and Pangea are aligned. While getting into some mischief late one night two kids named Ken and Hana were accidentally summoned to Pangea on the night of the alignment. The Leaders of Pangea decided that the two kids would be a threat to the Toy World so they sent out their best fighters MiuMiu and Kuma to deal with them.

The battle begins here.....





Troublemaker Ken

The No. 1 Troublemaker in his middle school. From the beginning of his school days, he has made trouble all the time with Hana. Hana is incredibly active but Ken is the intelligent one.

Standard Characters



Tomboy Hana

The No. 2 Trouble maker in her middle school with Ken Since she enrolled in the same middle school with Ken, she makes trouble all the time with him. Hana is hot tempered but Ken is rational.



Kindhearted Kuma

**Hi is a strong Teddy Bear
He is not only strong but very cute.
He is just and fair like a policeman..**

**Very physically performing
characters**



Shinning Jewelry Miumiu

**A slim and gorgeous styled Kitty Doll.
He can match any fashion style, but
the dandy style is the best for him.**



**Strong HP, can survive on any planet.
Good with dodging strategy.**

Clumsy Sai

Alien character. The Space Probe from the planet called 'Ulala' near Andromeda. He has a good ability to research and survive. He can scan any creature with his built-in head radar.



Brazen-faced Dr. Uru

Alien character. A researcher from the planet called 'Ulala' near Andromeda. He has great survival ability but his tummy sometimes causes him trouble. Probe has the radar ability but Dr. can make great use of the antenna on his head.

1) Mysterious Garden Map



Welcome to Garden Map, a place of fantasy.

**The map concept is based on
“Alice in Wonderland”. Both Individual
and Team-play are available.**

**There are many hidden routes on this map
and many funny and interesting objects
in the game.**



2) Fancy Diorama Map



Welcome to modern Comic Diorama Map.
This concept is based on “Lego City”.
Both Individual and Team-play are
available. Objects can be destroyed by
being attacked.





3) Castle in the Sky Flying Castle Map



Welcome to the Flying Castle Map.

A place where paper crafted creatures wander in the Cloud Sea. Individual and Team-play are available with several activities including High Diving, and High Jumping. This is a fantastic world made by your imagination.



4) Keep Map (Naming Event Map)



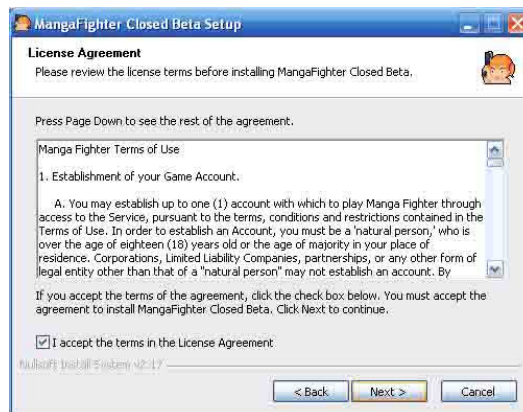
Egypt pyramid theme concept map.

It will give feeling that you are in the 2nd floor of the tower. There are rock block trap, fire floor trap which will affect game play a lot.

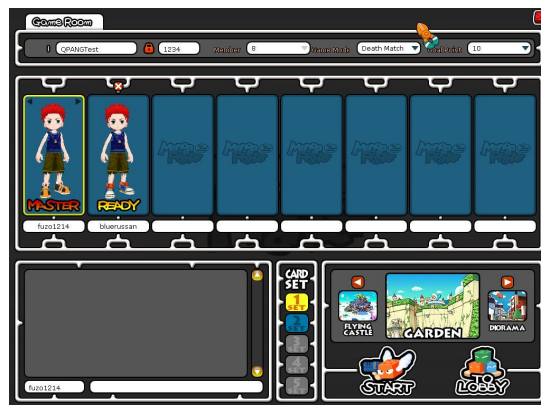


Installation

-Click Run Game Button



- **Click the Join Button to start Game**



- Join or Create a room



- Game Running Image



1) Main Lobby #1



In the main lobby, you can view the room list as well as Overview of the current game status.

A. **Game Room List** – Showing the status of created rooms in real time. By selecting submenu in the main lobby, you can choose the game mode and password room.

- a. Choose match mode / Mission mode
- b. Normal and private room
- c. Currently playing room and the waiting room.
- d. Default setting

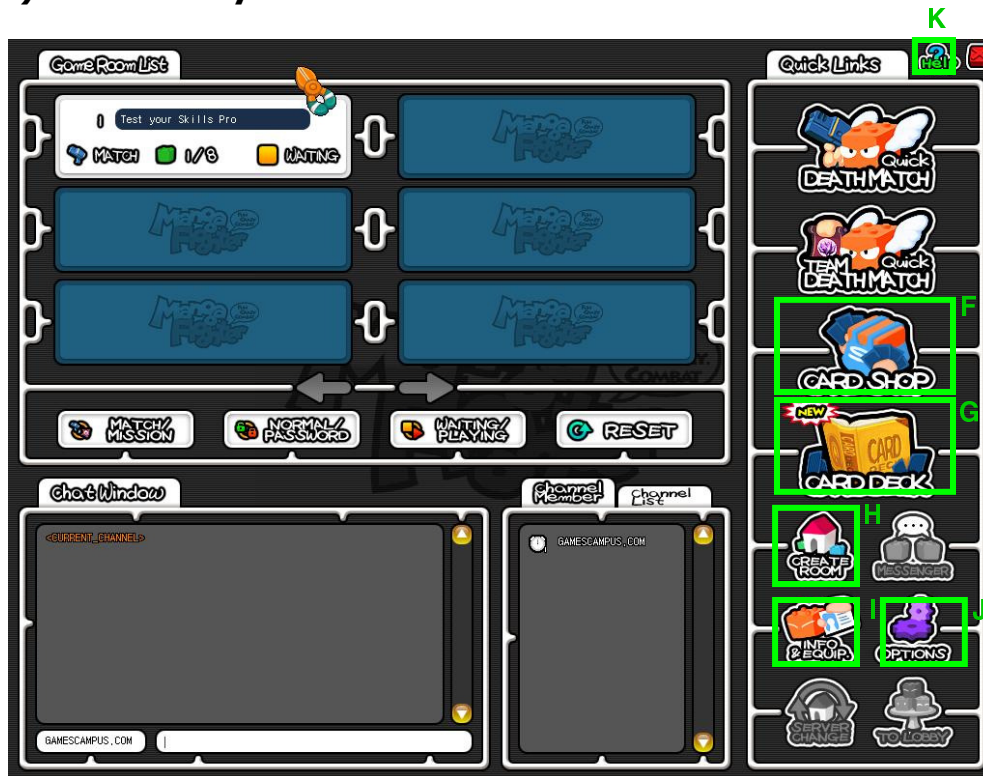
B. **Chat Window** – You can chat with other players who are in the same channel as you are in.

C. **Channel Member** – view players who are in the same channel. You can create a new channel or connect to the new channel that other player has created.

D. **Quick Death Match** – You will be directly move to the available death match room.

E. **Quick Team Death Match** – You will be directly move to the available team death match room.

1) Main Lobby #2



F. **Card Shop** – Acquired DON (in game currency) can be spend here to purchase Skill Card, Weapon Card and Clothes card.

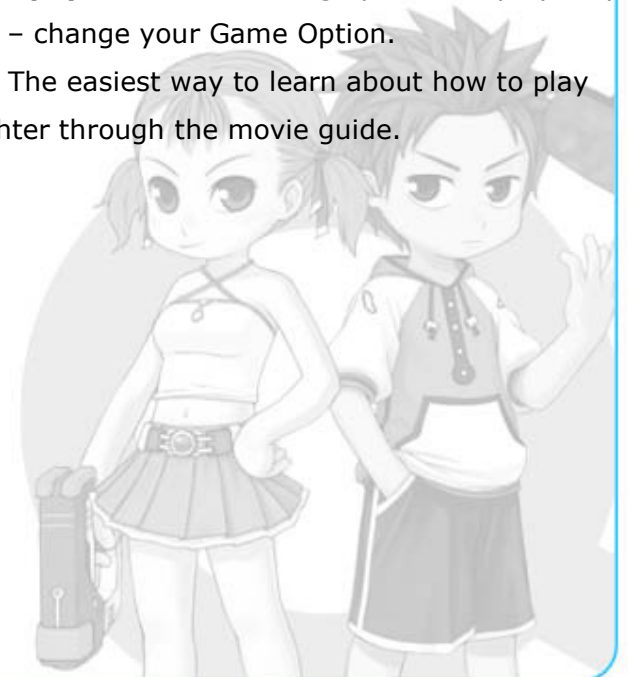
G. **Card Deck** – You can reset your obtained cards here. Card Deck.

H. **Create Room** – Variety of game mode room can be Created here.

I. **Info & Equip** – Set the clothing option and player option

J. **Option** – change your Game Option.

K. **Help** – The easiest way to learn about how to play MangaFighter through the movie guide.



1) Weapon



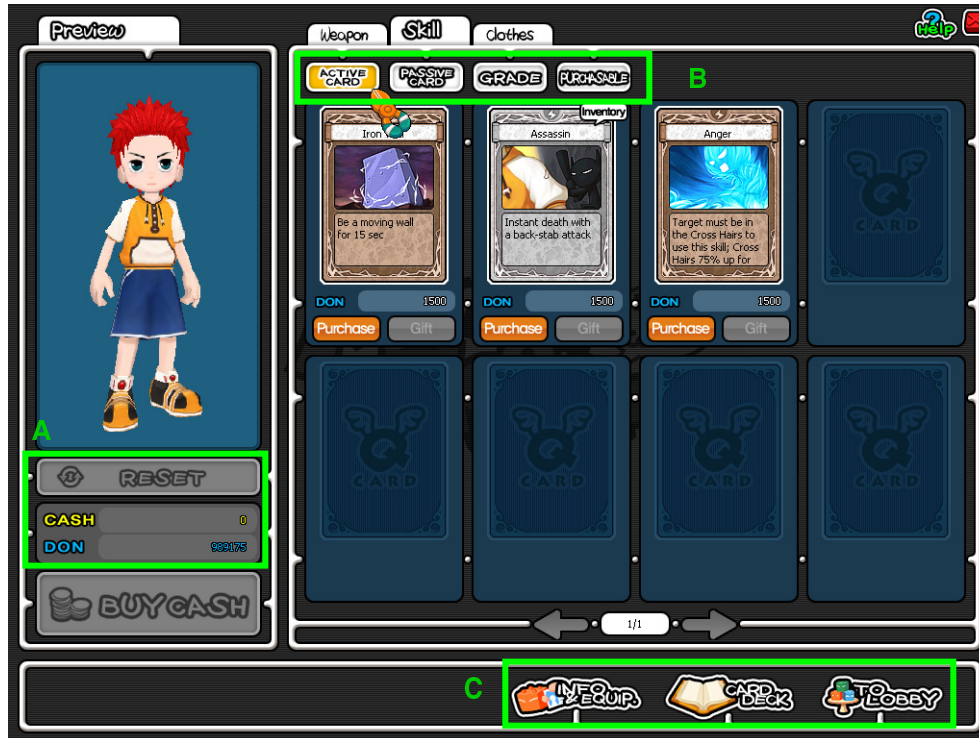
You can purchase variety of cards with Don (in game currency) in the Card Shop.

Weapon

Purchase variety of weapons. Purchased weapon needs to be sealed off to use it in the card deck.

- A. Shows the status of skill cards that your character has.
 - a. Reset – going back to the default settings
 - b. DON – Shows your current game money
- B. Sub Menu – Shows different types of weapons in the shop
 - a. Melee Weapon – shows melee typed weapons
 - b. Gun – shows guntype weapons
 - c. Launcher – shows launcher weapons
 - d. Throwing Weapon – shows throwing weapons
 - e. Purchasable – Shows weapons that can be purchased your in game money.
- C. Menu – move to the specific section
 - a. Info & Equip - Info & Equip section
 - b. Card Deck – Card Deck section
 - c. To lobby – Exit to the Lobby

2) Skill



You can purchase variety of cards with Don (in game currency) in the Card Shop.

Skill

Purchase variety of Skill cards. Purchased Skill cards need to be sealed off first in the card deck, to equip to the character.

- A. Shows the status of skill cards that your character has.
 - a. Reset – going back to the default settings
 - b. DON – Shows your current game money
- B. Sub Menu – Shows different types of Skill Cards in the Shop
 - a. Active Skill – Shows the list of Active Skill Cards.
 - b. Passive Skill – Shows the list of Passive Skill Cards.
 - c. Grader – Shows the list of Special Skill Cards by the class.
 - d. Purchasable – Shows weapons that can be purchased with your in game money.
- C. Menu – move to the specific section
 - a. Info & Equip - Info & Equip section
 - b. Card Deck – Card Deck section
 - c. To lobby – Exit to the Lobby



3) Clothes #1



You can purchase variety of cards with Don (in game currency) in the Card Shop.

Clothes

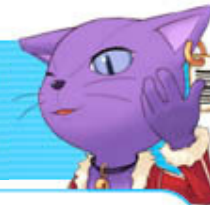
Purchase variety of Clothes. You need to sealed It off to use it in the card deck.

A. By using arrow (<-, ->) you can select the character. In the shop, only the clothes of your character will be displayed.

A. Shows the status of clothes that your character has.
a. Reset – going back to the default settings
b. DON – Shows your current game money

B. Sub Menu – Shows different types of clothes in the Shop

- a. Set – Shows clothes set list
- b. Hair – Shows the list of hair related items.
- c. Upper Body – Shows the list of Shirts related items.
- d. Legs – Shows the list of pants related items.
- f. Hands – Shows the list of glove related items.
- g. Shoes – Shows the list of shoes related items.



3) Clothes #2



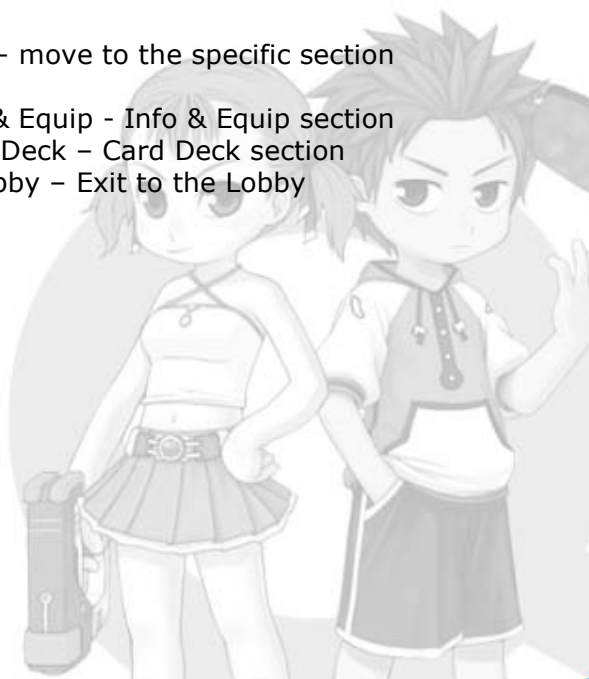
You can purchase variety of cards with Don (in game currency) in the Card Shop.

h. **Face** – Shows the list of head related items (such as glasses)

I. **Back** – Shows the list of items that you can wear on the back.

C. **Menu** – move to the specific section

- a. Info & Equip - Info & Equip section
- b. Card Deck – Card Deck section
- c. To lobby – Exit to the Lobby



1) Show All

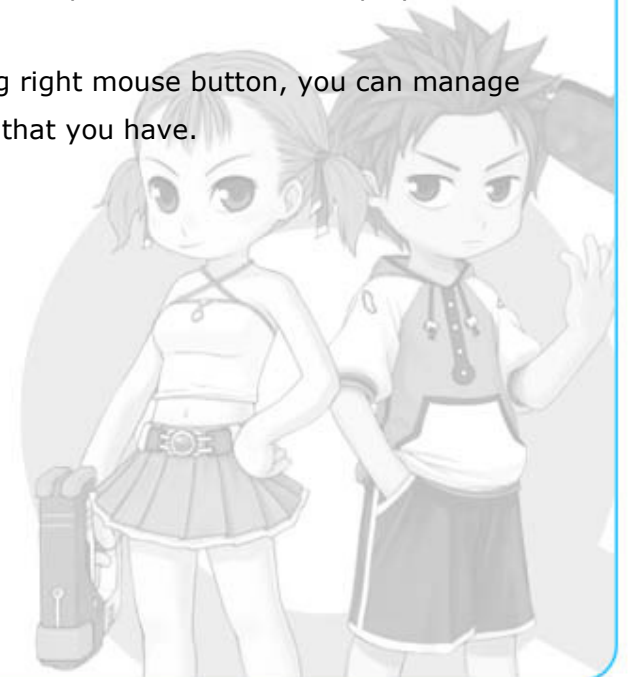


In the MangaFighter, all items will be managed with Cards. You can manage your cards that have been purchased from Card Deck or acquired in the game.

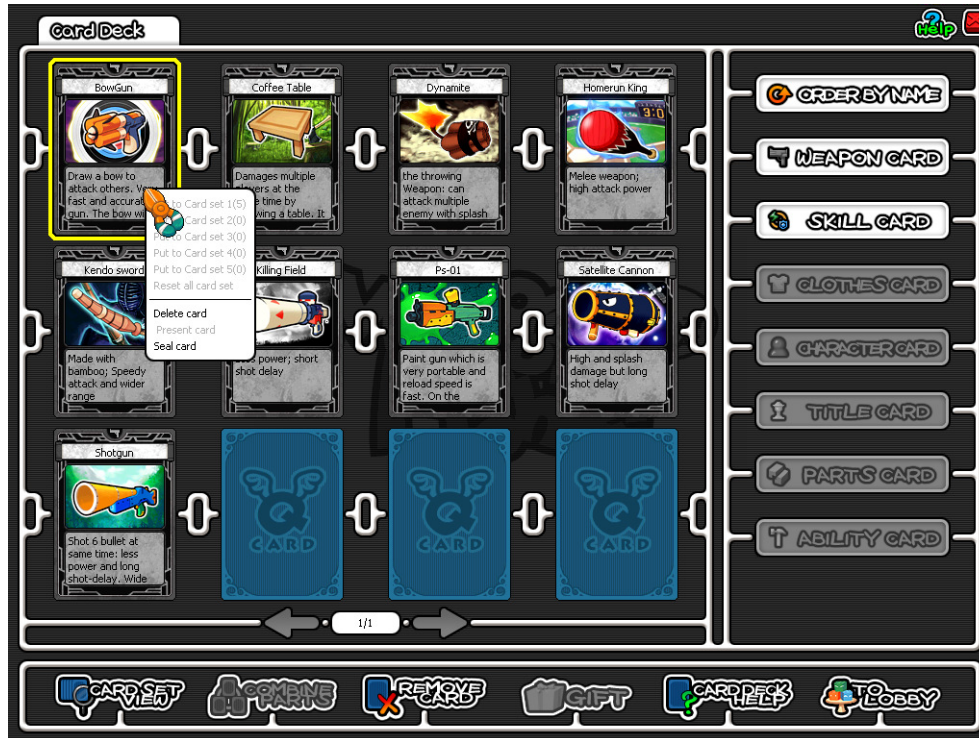
Show All

Show all cards that you have. When you move the mouse to the specific card, it will display the details.

By clicking right mouse button, you can manage the cards that you have.



2) Weapon Card



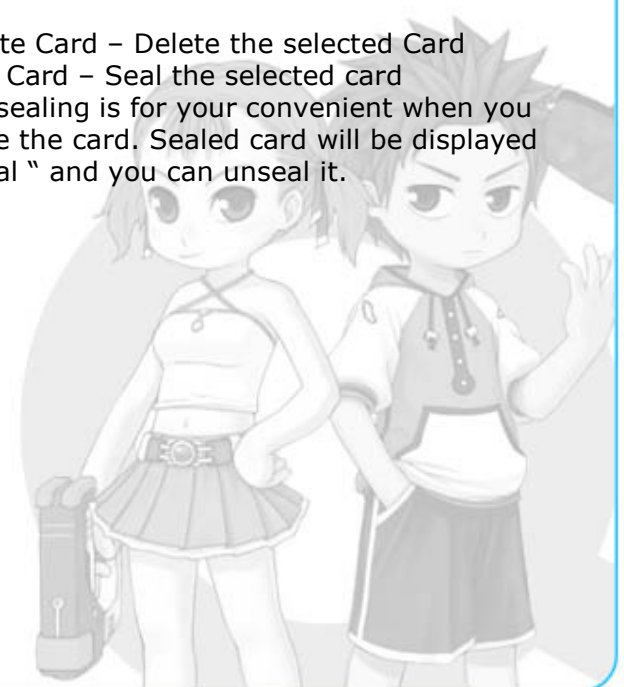
In the MangaFighter, all items will be managed with Cards. You can manage your cards that have been purchased from Card Deck or acquired in the game.

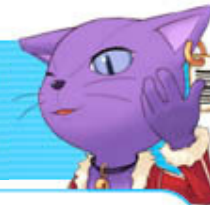
Weapon Card

Shows all weapon cards that you have.

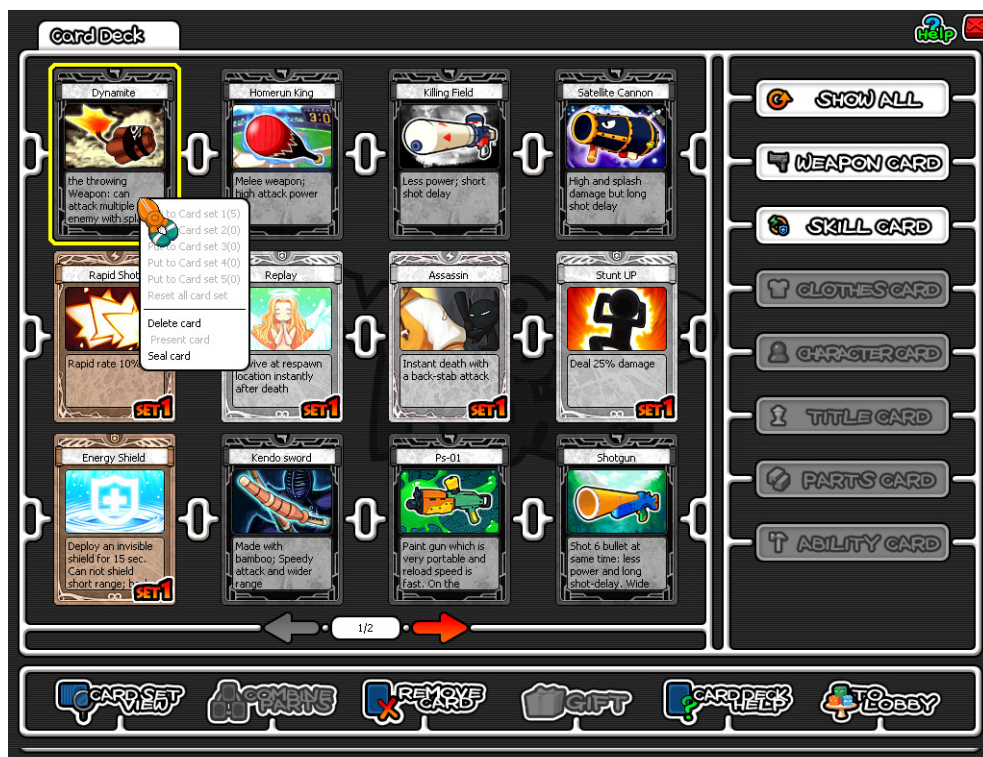
By clicking right mouse button, you can manage the cards that you have.

- Delete Card – Delete the selected Card
- Seal Card – Seal the selected card
Period of sealing is for your convenient when you do not use the card. Sealed card will be displayed as " Unseal " and you can unseal it.





3) Skill Card



In the MangaFighter, all items will be managed with Cards. You can manage your cards that have been purchased from Card Deck or acquired in the game.

Skill Card

Shows all Skill cards that you have.

By clicking right mouse button, you can manage the cards that you have.

a. Put To Card Set 1(0) – Selected cards will be saved in the 1st slot. If you reselect same card, the card will be deselected. The numbers in the parenthesis show numbers of card that can be saved.

This works same as Card Set 2(0) ~ Card Set 5(0).

- b. Reset All Card Set – Rest all selected cards.
- c. Delete the card that has been selected.
- d. Seal Card – Selected card will be sealed.

4) Card Set View



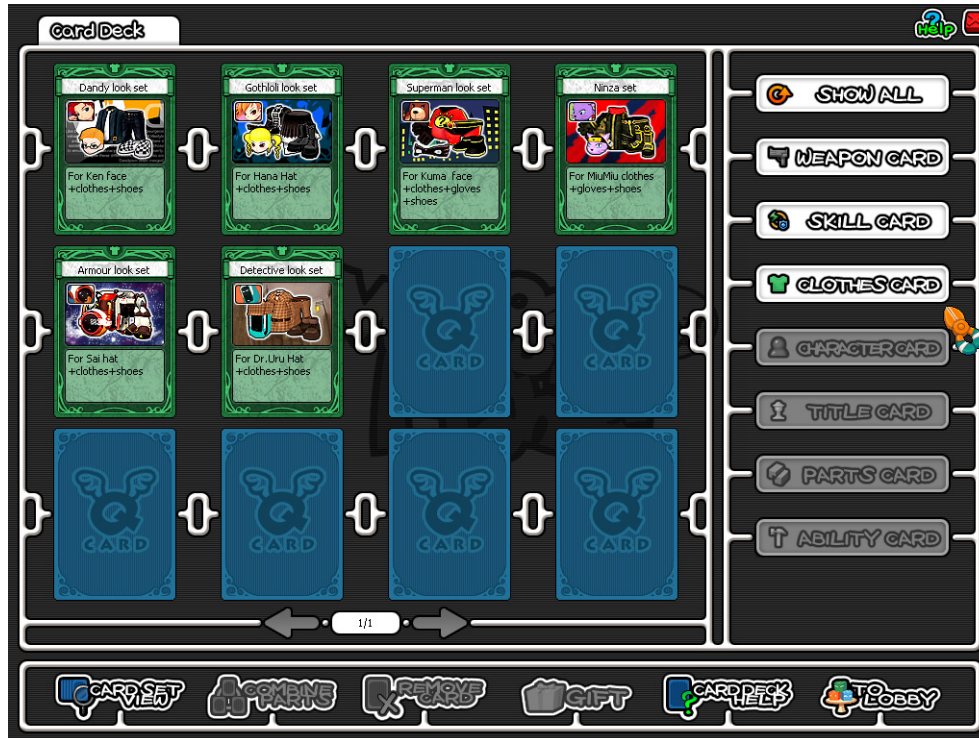
In the MangaFighter, all items will be managed with Cards. You can manage your cards that have been purchased from Card Deck or acquired in the game.

Card Set View

Card Set View will display all cards that you have selected by the order and set (Set 1 ~ Set 5)



5) Clothes Card



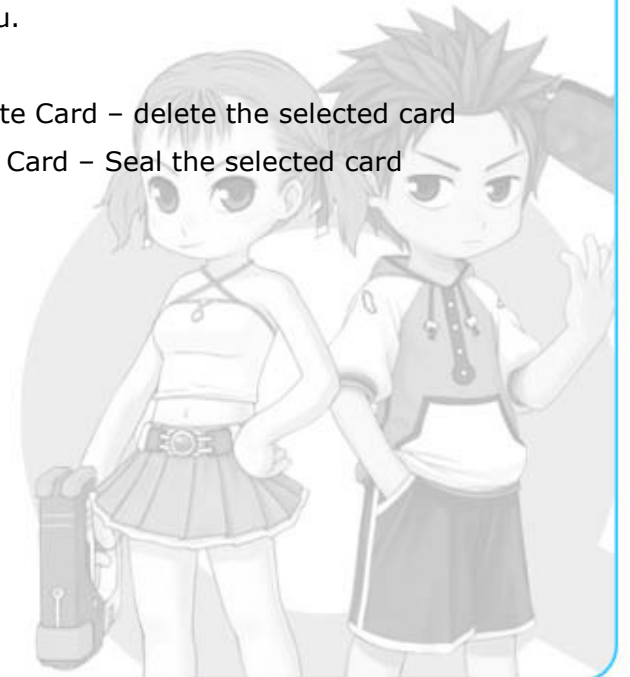
In the MangaFighter, all items will be managed with Cards. You can manage your cards that have been purchased from Card Deck or acquired in the game.

Clothes Card

Shows all the clothes related skill cards.

By clicking the right mouse button, you can see the card menu.

- a. Delete Card – delete the selected card
- b. Seal Card – Seal the selected card



10. Create Room



When you select [Create Room] button, the new window will be appear on the screen. You can put the Title of the Game name, password, capacity of room, the goal and Game mode.

- A. **Title** : You can choose default game title or you can create your own room title.
- B. **PW** : Select the password for the room.
- C. **Member** : choose the number of players
- D. **Game Mode** : Select the game mode.
(Individual death Match or team death match)
 - a. Death Match : When you reach your individual goal (points), you will be the winner..
 - b. Team Death Match : When your team reaches team goal (points), your team wins.
- E. **Goal Point** : Goal points for winning the game.

1) Basic option



You can view and change the character's option by selecting player options (three different tap menu).

Basic Info

Characters' basic information

- A. **Nick Name** : shows Initial nickname
- B. **Current Title** : not determined yet
- C. **Team Death Match Record** : Your total score of Team Death Match (Win / Lost) records.
- D. **Death Match Record** : shows your total Death Match records (Kill / Death).
- E. **Mission Match Record** : not determined yet
- F. **EXP** : Accumulated experience points
- G. **DON** : Accumulated in game money
- H. **Play Time** : Shows the playing time (by day and time)
- I. **CASH** : not determined yet
- J. **Character Attributes** : Shows the character's attribution stats

2) Weapon



You can view and change the character's option by Selecting Player Options (three different tap menu).

Weapon

You can choose the character's weapons.

A. **Select the character** – You can view and choose the character's Weapons. After changing the weapon, make sure select [SAVE] to save the weapon selection.

B. **Basic slot** – Where you can choose default weapons that your character will carry. In the game, by selecting 1,2,3 and 4 number key, you can change the weapon easily. For example, Slot 1-Bat, Slot 2-guns, Slot 3-launcher weapon Slot 4-throwing weapons

C. **Expand slot** – You can choose additional weapons here. You Can use additional weapons by double click the number key (1,2,3 and 4) during the game play.

3) Clothes



You can view and change the character's option by Selecting Player Options (three different tap menu).

Clothes

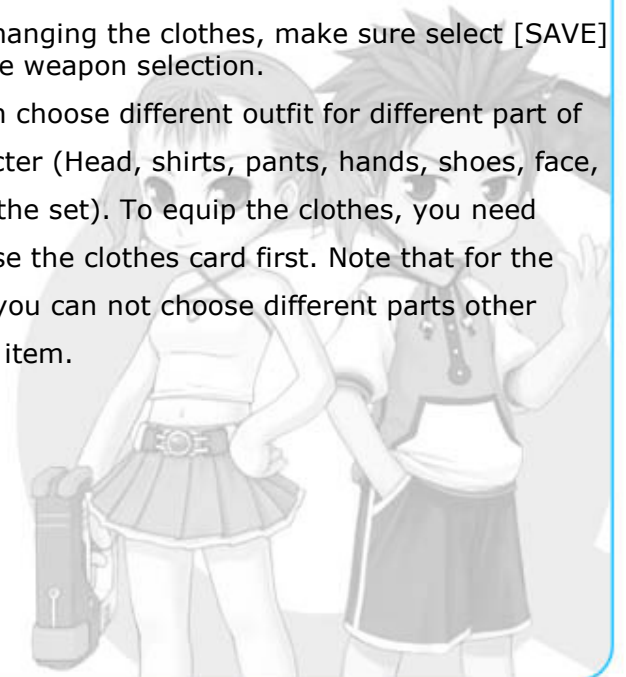
You can select the character's clothes.

A. Select the character – You can view your character.

B. choose the character's Clothes.

C. After changing the clothes, make sure select [SAVE] to save the weapon selection.

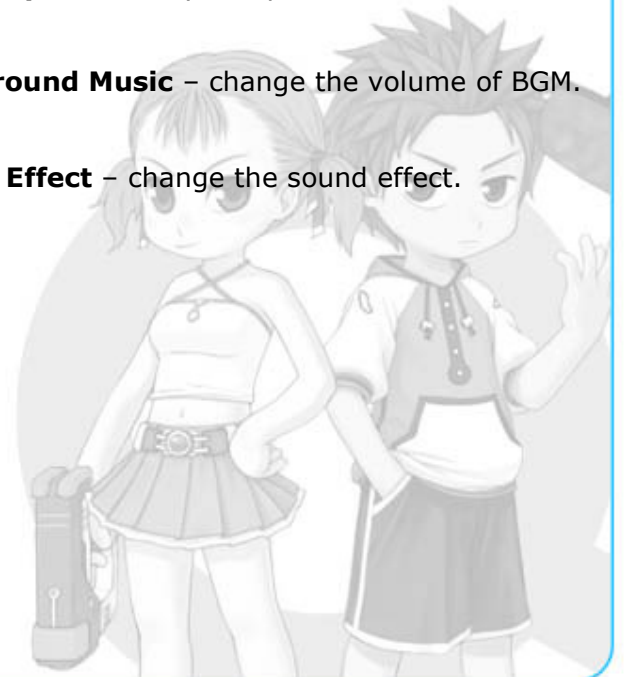
B. You can choose different outfit for different part of the character (Head, shirts, pants, hands, shoes, face, Back and the set). To equip the clothes, you need to purchase the clothes card first. Note that for the set item, you can not choose different parts other than sets' item.





You can change the general game option setting in the Option menu.

- A. **Game Spec** – Optimize the game play by change Your settings. It is recommended to set the Auto Detect.
- B. **Mouse Speed** – set your speed of the mouse.
- C. **Background Music** – change the volume of BGM.
- D. **Sound Effect** – change the sound effect.





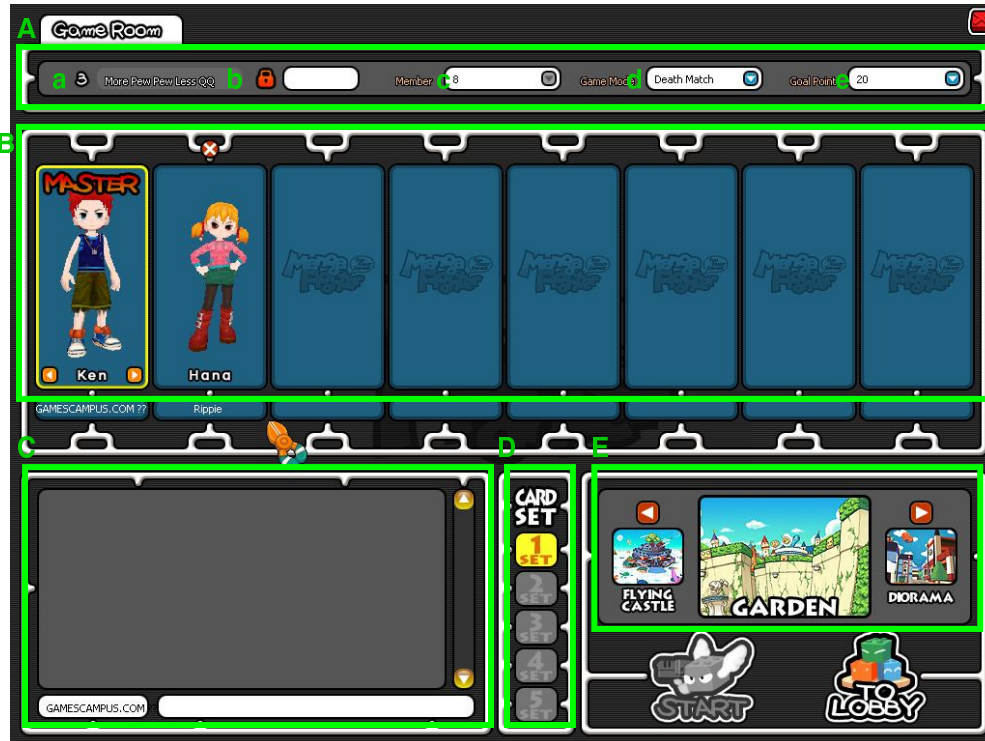
Through the Help section, you can see the Easy to Learn Tutorial Movie.

A. By selecting the specific topic, you can view the specific tutorial movie guide.

B. Shows the description of movie guide.

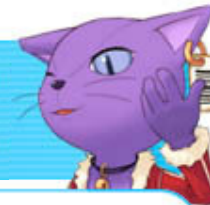


1) Death Match #1

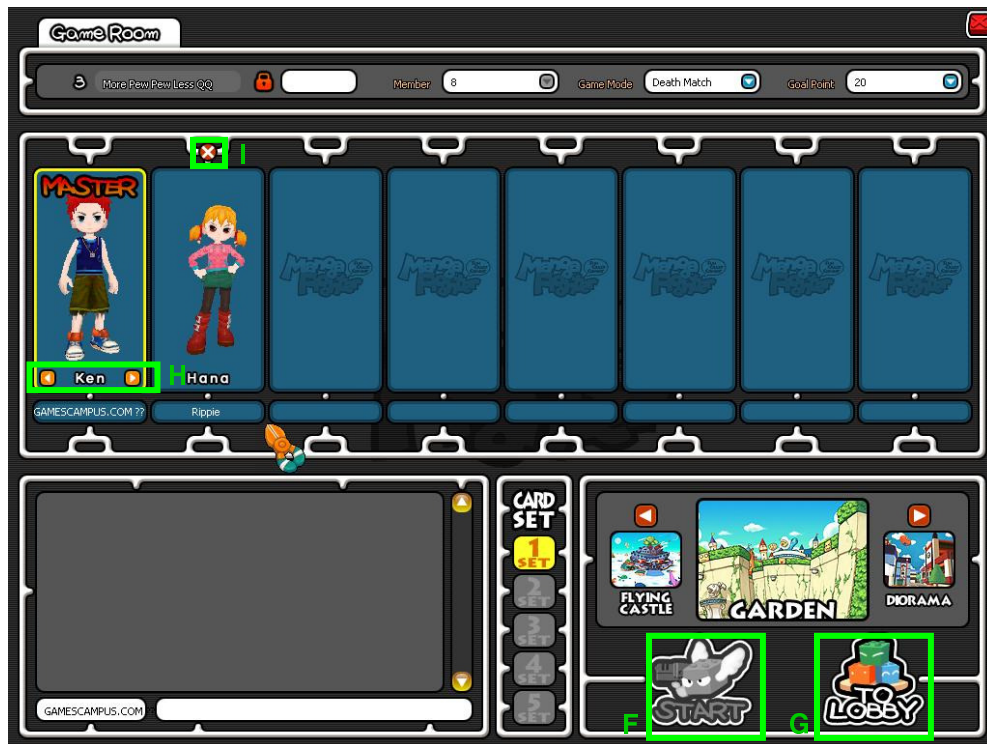


In the Game Room, you can set the options for the game play.

- A. Game Information** – View the game information.
 - a. Display the room number and the title of the room.
 - b. You can set the password in the Create Room.
 - c. The maximum number of players who can participate in the game.
 - d. Select the Death Match and Team Death Match
 - e. Set the goal of the game.
- B. Connected players** – shows the connected players here. By clicking the arrows under the character, you can change the type of character.
- C. Chatting window** – you can chat with other players who are in the same game room.
- D. Card Set** – You can set the cards which you have selected in the Card Deck.
- E. Choose map** – the map where you play.



1) Death Match #2



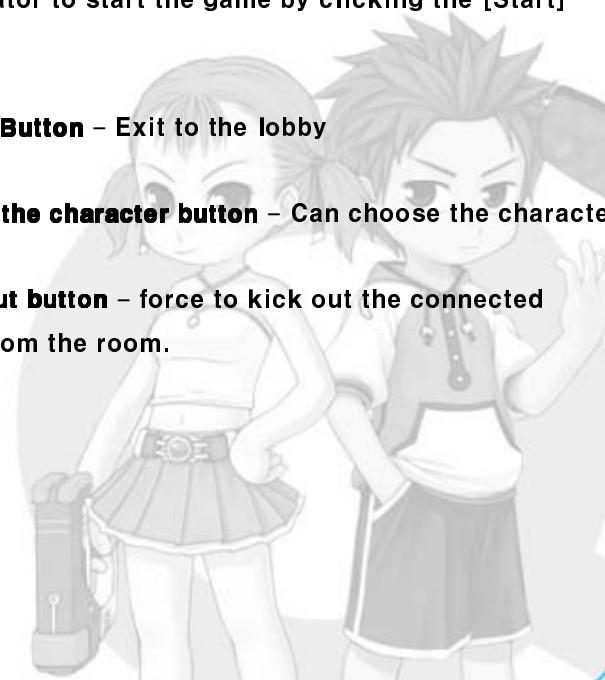
In the Game Room, you can set the options for the game play.

F. Join Button – if you have not started the game, you need to click the [Start] button once to be ready for the game. If the game is already in progress, you can join the existing game by click on the [Join] button. When the game has not started and other players are in the room, everyone need to be Ready status, for the room creator to start the game by clicking the [Start] button.

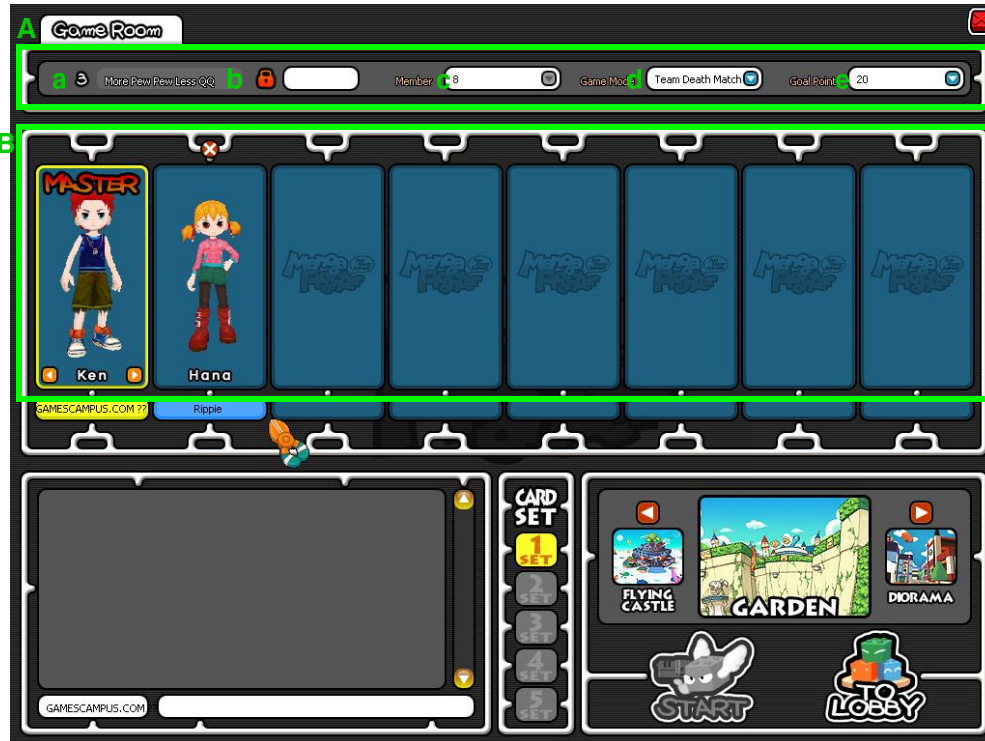
G. Lobby Button – Exit to the lobby

H. Select the character button – Can choose the character

I. Kick-out button – force to kick out the connected players from the room.



2) Team Death Match #1

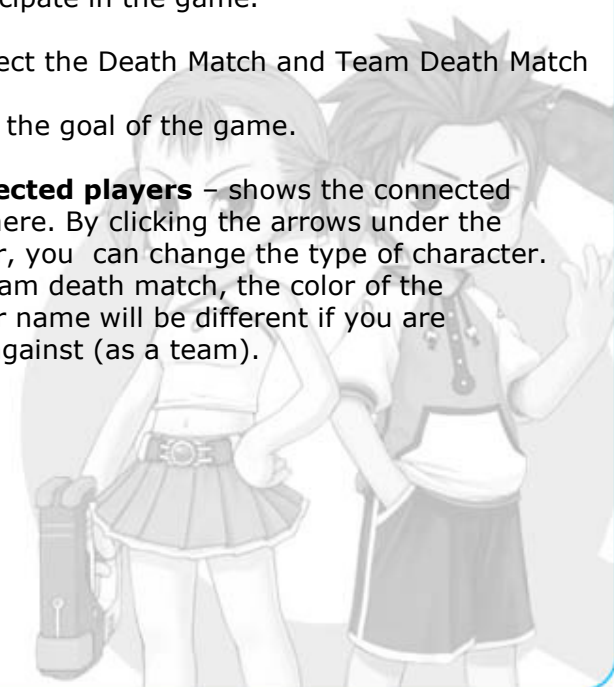


In the Game Room, you can set the options for the game play.

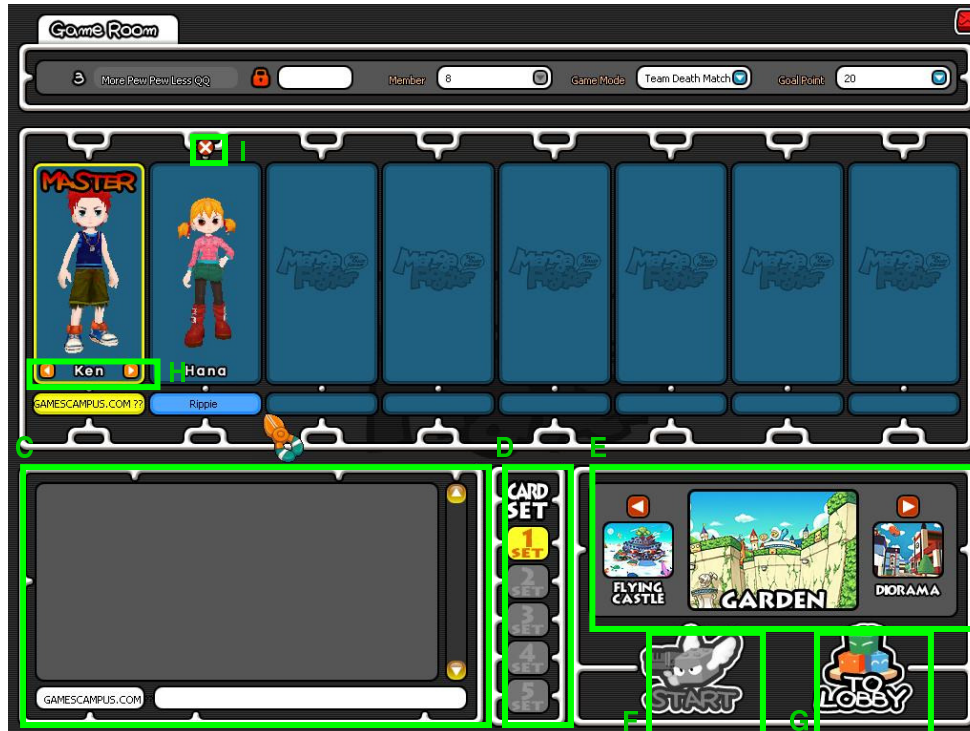
A. Game Information – View the game information.

- Display the room number and the title of the room.
- You can set the password.
- The maximum number of players who can participate in the game.
- Select the Death Match and Team Death Match
- Set the goal of the game.

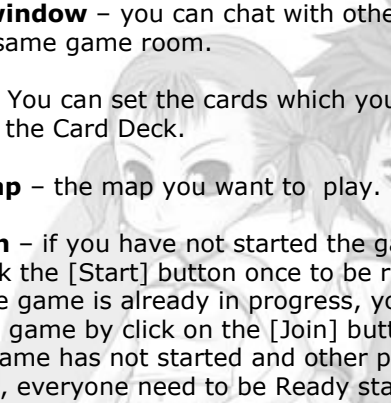
B. Connected players – shows the connected players here. By clicking the arrows under the character, you can change the type of character. In the team death match, the color of the character name will be different if you are playing against (as a team).



2) Team Death Match #2



In the Game Room, you can set the options for the game play.

- 
- A. **Game Information** – View the game information.
 - a. Display the room number and the title of the room.
 - b. You can set the password in the Create Room.
 - c. The maximum number of players who can participate in the game.
 - d. Select the Death Match and Team Death Match
 - e. Set the goal of the game.
 - B. **Connected players** – shows the connected players here. By clicking the arrows under the character, you can change the type of character.
 - C. **Chatting window** – you can chat with other players who are in the same game room.
 - D. **Card Set** – You can set the cards which you have selected in the Card Deck.
 - E. **Choose map** – the map you want to play.
 - F. **Join Button** – if you have not started the game, you need to click the [Start] button once to be ready for the game. If the game is already in progress, you can join the existing game by click on the [Join] button. When the game has not started and other players are in the room, everyone need to be Ready status, for the room creator to start the game by clicking the [Start] button.
 - G. **Lobby Button** – Exit to the lobby
 - H. **Select the character button** – Can choose the character
 - I. **Kick-out button** – force to kick out the connected players from the room.

1) Death Match #1



Death Match Game Screen shot

A. Weapon Select – click the numbers from 1 to 4 to equip different weapons. 1st-guns, 2nd-launchers, 3rd-throwing weapons, 4th-melee Weapons. By double clicking the number key, the weapon will go to the secondary slot.

B. Kill Mark – shows gaming status. It represents your character in blue. Also, you can see who has obtained the attack points, weapon that has been used (icon), players who has been smoked. Each weapon icon indicates that melee, gun, Launcher, throwing and short range weapons. The display shows by maximum of 5 weapons.

C. HP gauge – Indicates your Health Points .

D. Active Skill Gauge
Indicates Active skill gauge. Whenever attacking other players , the gauge will begin to fill. When the gauge is full, the number of the gauge below will increase by 1. The max is 9. Each time you use an Active Skill the meter will decrease by 1. You must have at least 1 bar to use a skill.

1) Death Match #2



Death Match game screen shot.

E. Passive Skill Gauge

Indicates Passive Skill Gauge. Whenever being attacked , the gauge will begin to fill. When the gauge is full , the number of the gauge will increase by 1, The max is 9 .Each time you use a Passive Skill the meter will decrease by 1, you must have at least 1 bar to use a passive skill . The passive skills activate automatically.

F. Stamina Gauge

Indicates your stamina. It decreases when special actions are used but fills as time goes by.

G. Score Board – indicates the scores. Check your team's color from the wing and the team's points. It shows the goal points in the middle and the teams' point on the left and right. e.g.) yellow team (your team) : 2 points goal points : 20 points

H. Mini Map – indicates your position on the map .

I. Skill Card – shows the cards that you set up. passive skill will be activate automatically. active skill will be activated to press "q" or "e" to use every skill, skill gauge has to be full.

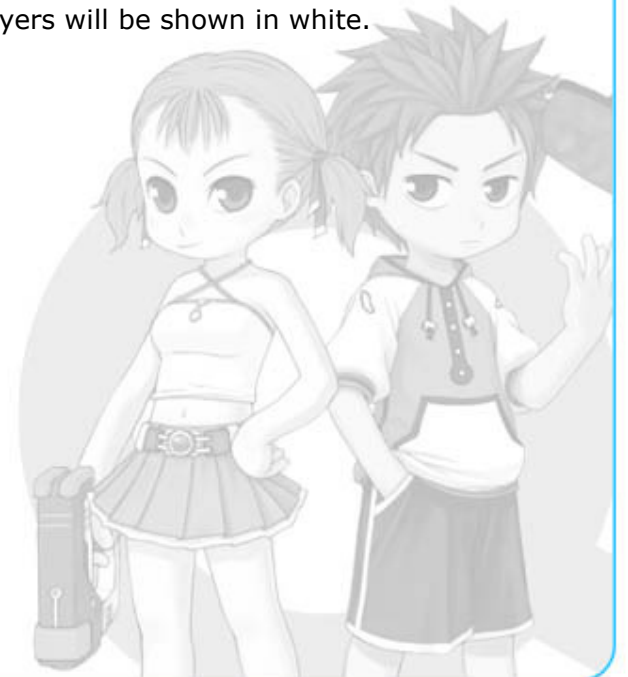
1) Death Match #3



Death Match game screen shot.

J. **Bullet** – indicates how many bullets you have left. Press “R” to reload. You can reload when you get the reload item, too.

K. **Chat box** – enables chatting with “ENTER” key. Your text is shown in yellow in the chat box and other players will be shown in white.





Death Match game screen shot.

When the goal point has been reached, the score board will be shown. The result will be shown on the top and the ranking is shown from the highest attacking points. In the case of a tie, the person with the least amount of deaths will win. Battle ability is given according to attacking points and disabilities.





1) Team Death Match #1



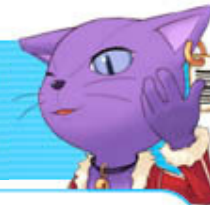
Team Death Match Game Screen shot

A. Weapon Select – click the number from 1 to 4 to equip different weapons. 1st-guns, 2nd-launchers, 3rd-throwing weapons, 4th-melee Weapons. By double clicking the number key, the weapon will be changed.

B. Kill Mark – shows gaming status. It represents your character in blue or yellow depending on your team. Also, you can see who has obtained the attack points, weapon that has been used (icon), players who has been smoked. Each weapon icon indicates that gun, launcher, Launcher, throwing and short range weapons. The display shows by maximum of 5 weapons.

C. HP gauge – Indicates your Health Points .

D. Active Skill Gauge
Indicates Active skill gauge. Whenever attacking other players , the gauge will begin to fill. When the gauge is full, the number of the gauge below will increase by 1. The max is 9. Each time you use an Active Skill the meter will decrease by 1. You must have at least 1 bar to use a skill.



1) Team Death Match #2



Team Death Match game screen shot.

E. Passive Skill Gauge

Indicates Passive Skill Gauge. Whenever being attacked, the gauge will begin to fill. When the gauge is full, the number of the gauge will increase by 1. The max is 9. Each time you use a Passive Skill the meter will decrease by 1, you must have at least 1 bar to use a passive skill. The passive skills activate automatically.

F. Stamina Gauge

Indicates your stamina. It decreases when special actions are used but fills as time goes by.

G. Score Board – indicates the scores. Check your team's color from the wing and the team's points. It shows the goal points in the middle and the teams' point on the left and right.

H. Mini Map – indicates your position on the map.





1) Team Death Match #3

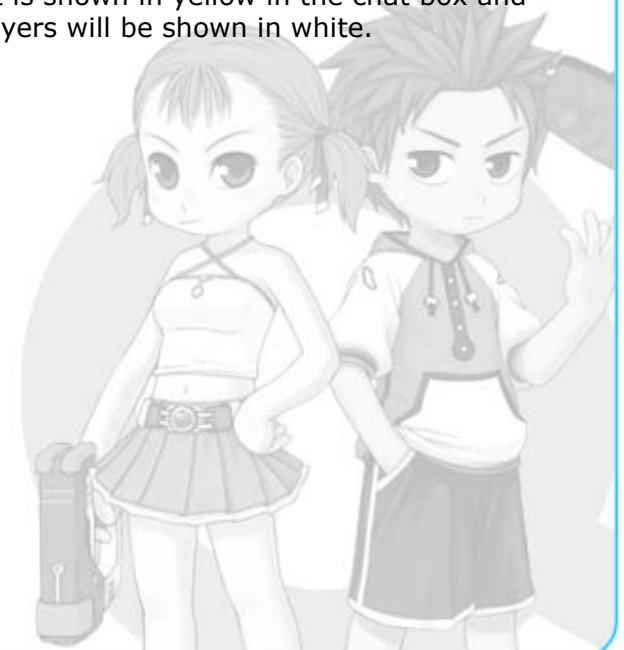


Team Death Match game screen shot.

I. **Skill Card** – shows the cards that you set up. passive skill will be activate automatically. active skill will be activated to press "O" or "E" to use every skill, skill gauge has to be full.

J. **Bullet** –indicates how many bullets you have left. Press "R" to reload. You can reload when you get the reload item, too.

K. **Chat box** – enables chatting with "ENTER" key. Your text is shown in yellow in the chat box and other players will be shown in white.

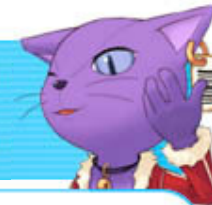




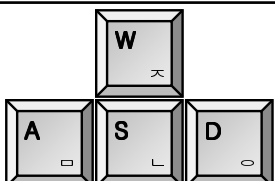
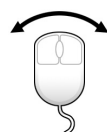

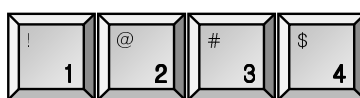





Death Match game screen shot.

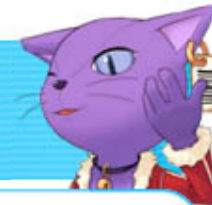
When the goal point has been reached, the score board will be shown. The result will be shown on the top and the ranking is shown from the highest attacking points and don (in game currency). If your team reaches the goal point first, Your team wins. In the case of a tie, the team With less attack ability will win. Battle ability is given according to attacking points and disabilities. The battle ability will be determined based on the attacking points and the ability to attack.







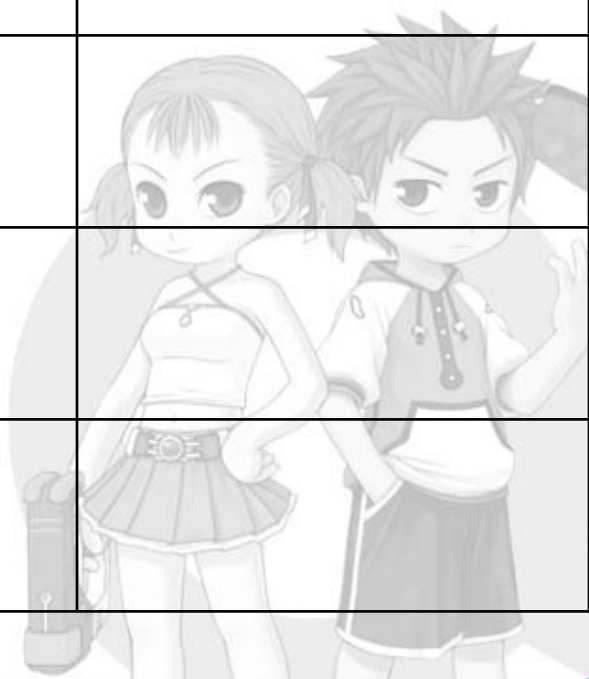
1) In game Control

Keyboard Control	Setting	Mouse Control	Setting
	W – move forward A – Left D – right S – move backward		Drag to left – rotate to left Drag to right– rotate to right
	Attack		1 – change the gun 2 – change the launcher 3 – change the throwing weapon 4 – change the melee weapon
	reload		If you push same number, you can equip another weapon in same slot .
	Jump – if Space bar is used with the direction key *W,A,S or D) jump to the direction. Used when get off the ladder.		Ducking – if Space bar is used with the direction key *W,A,S or D) ducking to the direction.
	Use skill		Change Active Skill card (Q for up, E for down)









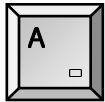
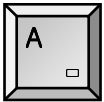
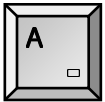
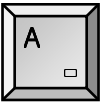
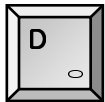
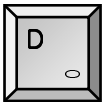
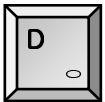
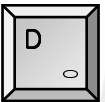
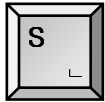
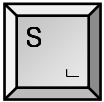
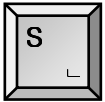
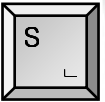
1) In Game Control #2

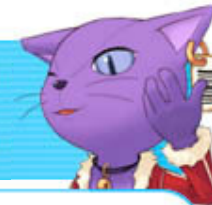
Keyboard	Setting	Mouse Control	Setting
	Get on the ladder. (can move up and down with the direction key)		View the score





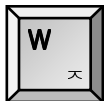







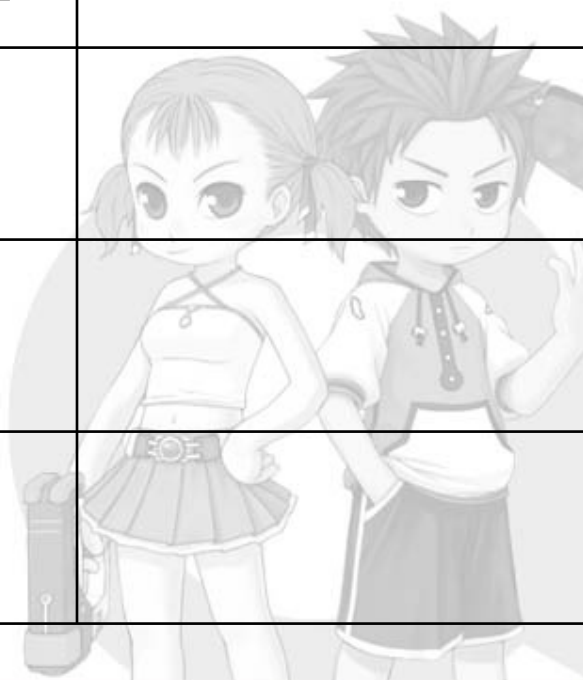
2) Special Action Skill

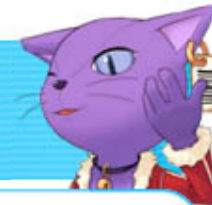
 Ken's Special Action Skill		 Hana's Special Action Skill	
Control Key	Description	Control Key	Description
 + 	Double click W to rolling forward.	 + 	Double click W to rolling forward.
 + 	Double click A to rolling to the left.	 + 	Double click A to rolling to the left.
 + 	Double click D to rolling to the right.	 + 	Double click D to rolling to the right.
 + 	Double click S to taunting.	 + 	Double click S to taunting.









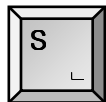
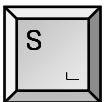
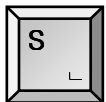
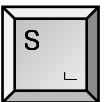
2) Special Action Skill

 Muimui Action Skills		 Kuma Action Skill	
Control Key	Description	Control Key	Description
 + 	Double click W, rolling forward.	 + 	Double click W, Dash forward.
 + 	Double click Space Bar, double jump.		





2) Special Action Skill

 Sai		 Dr. Uru	
Control Key	Description	Control Key	Description
 + 	Double Click W, rolling forward	 + 	Double Click W, rolling forward
 + 	Double Click S, playing dead. To go back to initial status, click attack or change the direction.	 + 	Double Click S, playing dead. To go back to initial status, click attack or change the direction.



1) Melee Weapons



Homerun King

Melee weapon, high attack power.

*Additional effect : Freeze – your movement speed decreases for a while.

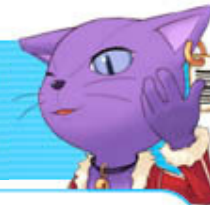


Kendo Sword

Made with bamboo. Fast and longer attacking range.

*Additional effect : Reverse - Opponent will be forced turn around automatically





2) Gun



Killing Field

Less power, short shot delay



Marble Shotgun

Shot 6 bullet at same time, less power and long shot-delay. Wide shot Area.
*Additional effect : Down – you cannot move for a while.



Pulse Gun

Less power, fast shot-delay, wide shot area. *Additional effect : Stun – you cannot attack for a while.



Bow Gun

Toy bow is ammunition. Damage is not too great but good accuracy and fast reloading speed.



Ps-01

Paint gun which is very portable and reload speed is fast. On the downside, the power is relatively weak.



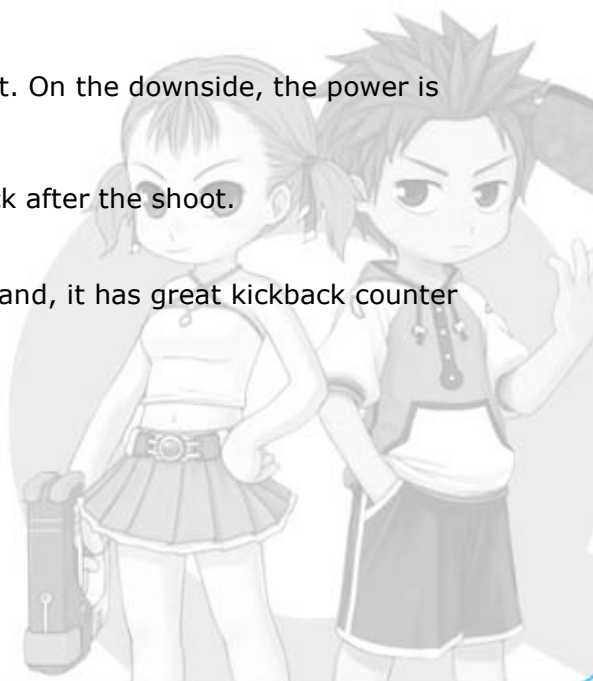
PI-15

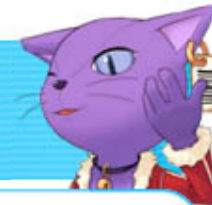
Paint gun which has great accuracy and less counter kick after the shoot.



PI-33

Paint gun which has the greatest power. On the other hand, it has great kickback counter reaction and not many bullets can be loaded.





3) Launcher Weapon



Satellite Cannon

High splash damage but long delay.



Gravity Cannon

Powerful anti gravity will give impact to nearby opponents. Additional effect – Vacuum: players will be sucked closer together.





4) Throwing weapons



Dynamite

Throwing Weapon, can attack multiple enemy with splash damage



Shining Bomb

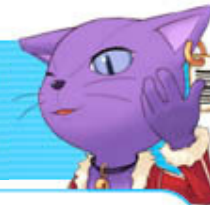
Paralysis opponent's eyes and ears.



Coffee Table

It has a wide range, throwing weapon.





5) Recharge Items



Ammo

Recharges your ammunition for the weapon that you have equipped. It will also give you one extra clip.



Medic Kit

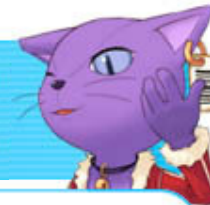
Add 50 HP to your current Health Points. (Will not recharge if your HP is full)



Team Medic Kit

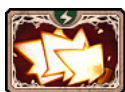
Add 50 HP to all your team members' current Health Points. (Will not recharge if your HP is full) – Only can be found in the team death match.





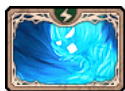
1) Active Skill Card

To use the Active Skill Card, your Active Skill Gauge has to be full. When it is full, the number (for example, 1 will be displayed under the Active Skill Gauge which means you can use it for 1 time. By selecting Q or E, you can select which Active Skill Cards that you are going to use. And then by pressing right mouse button, you can activate the Active Skill Card that you have selected.



Rapid Fire

For the limited time, firing speed will increase dramatically.



Rage

For the limited time, the opponents' firing skill will be weak.



Iron Wall

For the limited time, your character will be protected like a moving wall from opponent's attack.



Assassination

When you are using melee weapons with this skill card, you can disable the opponent with 1 attack.





2) Passive Skill Card

To use the Passive Skill Card, your Passive Skill Gauge has to be full. When it is full, the number (for example, 1 will be displayed under the Passive Skill Gauge which means you can use it for 1 time. Passive Skill will be automatically turned on, when the gauge is full.



Energy Shield

When the health points go down below to 10%, Energy shield enables automatically which prevents opponents' attack. However, the melee attack can not be prevented.



Stunt Up

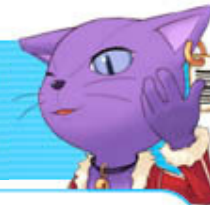
When you are attacked, less damage will be effected when "Stunt" is enabled.



Replay

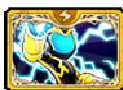
When you became disable to battle, Replay skill will revive your character instantly.





3) Special Skill Card

To use the special skill card, your active skill gauge have to be full. When it is full, the number (for example, 1 will be displayed under the Active Skill Gauge which means you can use it for 1 time. By selecting Q or E, you can select which Active Skill Cards that you are going to use. And then by pressing right mouse button, you can activate the Active Skill Card that you have selected.



BatteryMan

For the limited time, your character will be transformed to Powerful battery man. One of the most powerful skill.



Pocketsize

For the limited time, the size of your character will be smaller. The HP also increase about 50%.

