SUPERDIMENSION NEPTUNE VS SEGA★HARD GIRLS

INSTRUCTION MANUAL

SUPERDIMENSION NEPTUNE VS SEGA★HARD GIRLS™

Thank you for your purchase of *Superdimension Neptune VS Sega Hard Girls™*. Please read the instructions included for an overview of the controls and a brief introduction to the game's features. We hope you enjoy playing this game as much as we enjoyed making it.

All screenshots shown within the manual were taken during development. Please note that actual gameplay may differ.

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Default Keyboard Layout

» GENERAL/EVENT CONTROLS

W/A/S/D	Select/Move cursor	**O key**	Menu display/Backlog
K key	Confirm/Advance text	**I key**	Skip *Event controls only
L key	Cancel or Return/Toggle text window display	**Tab key**	Auto *Event controls only

» DUNGEON CONTROLS

W/A/S/D	Move character
Numpad 8/4/5/6	Camera controls
Up key/Down key	Adjust camera zoom
K key	Symbol attack
L key	Jump
O key	Menu display
Q key	Reset camera
R key + W/A/S/D	Dash
Tab key	Display Map

» BATTLE CONTROLS

W/A/S/D	Move character
Numpad 8/4/5/6	Camera controls
Up key/Down key	Adjust camera zoom
Left key/Right key	Select target
K key	Attack/Confirm
L key	Jump/Cancel Return
O key	Display Skill Menu
I key	Display Item Menu
R key	Defend/Escape

Gamepad Layout

Start button

Left-bumper

Right-bumper

Y-button

Left stick

B-button

A-button

X-button

D-pad

Right stick

Y

X

B

A
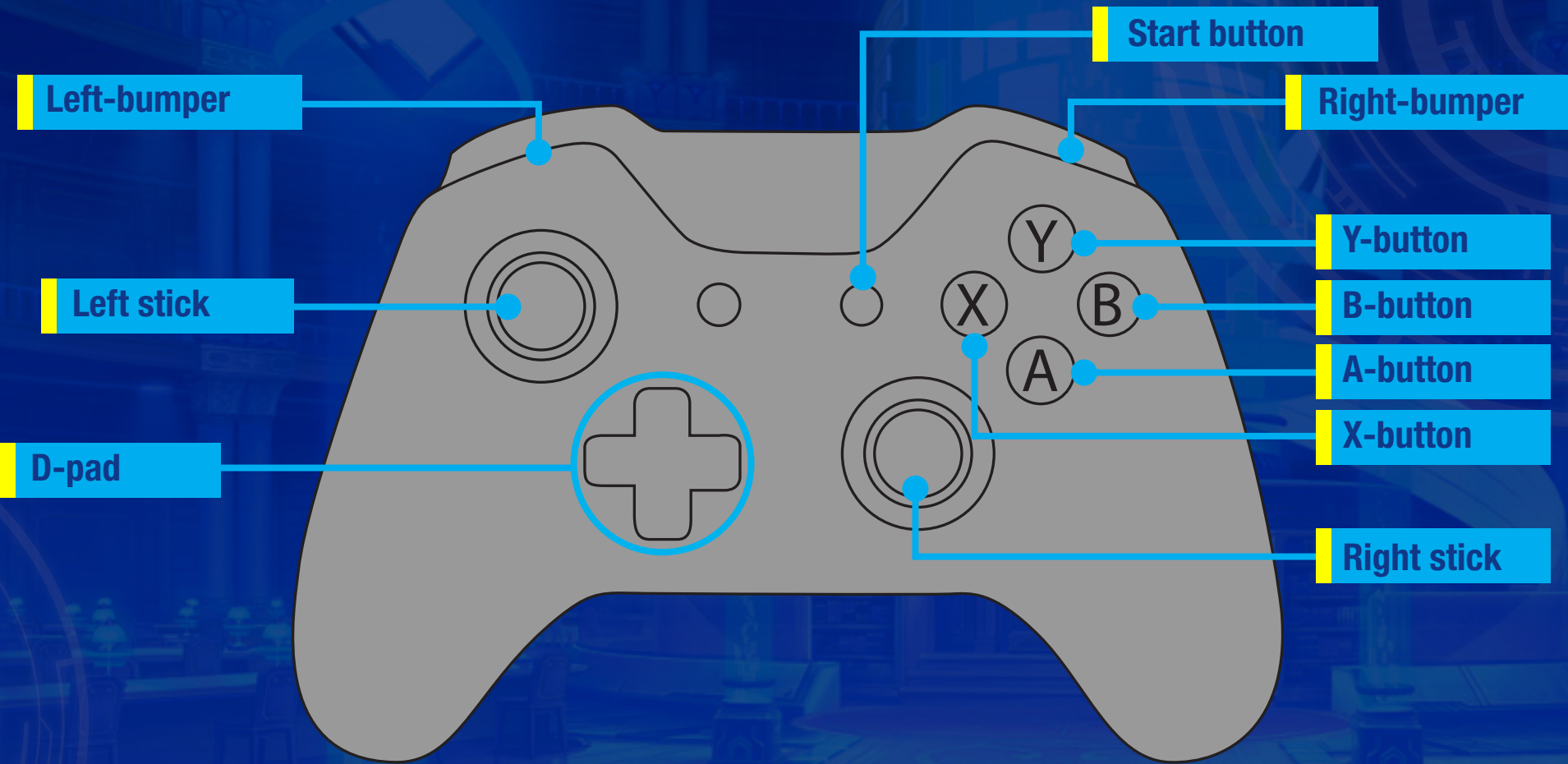
Gamepad Layout

GENERAL/EVENT CONTROLS

Left stick	Select/Move cursor
A button	Confirm/Advance text
B button	Cancel or Return/Toggle text window display

Y button	Menu display/Backlog
X button	Skip *Event controls only
Start button	Auto *Event controls only

DUNGEON CONTROLS

Left stick	Move character
Right stick	Camera controls
Up button/Down button	Adjust camera zoom
A button	Symbol attack
B button	Jump
Y button	Menu display
Left bumper	Reset camera
Right bumper + Left stick	Dash
Start button	Display Map

BATTLE CONTROLS

Left stick	Move character
Right stick	Camera controls
Up key/Down key	Adjust camera zoom
Left key/Right key	Select target
A button	Attack/Confirm
B button	Jump/Cancel Return
Y button	Display Skill Menu
X button	Display Item Menu
Right bumper	Defend/Escape

TITLE MENU

NEW GAME

Start the game from the beginning.

CONTINUE

Continue the game from your last save.

CONFIG

View and adjust game settings.

NEW GAME ◆ CONTINUE ◆ CONFIG ◆ DLC ◆ EXIT

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MENU SCREEN

ITEM

View items currently in possession.

STATUS

View character status.
Change character's equipment and skill.

PARTY

Adjust party members' formation.

LIBRARY

View current game stats and various game information.

SYSTEM

Save or load game, enter config menu, or return to the title screen.

WORLD MAP

CHIRPER

Check these often since they can sometimes trigger events or provide items.

Grand Library — Obs. Level 1

GRAND LIBRARY

Shop ··············· Purchase and sell items here.

Mission ············ Select and report on missions.

Class Change ···· Change the character's class.

Library ············ View game settings and various game information.

Archive ··········· View event gallery and play sounds.

Time Warp ········ Travel through time to different eras.

ACROSS THE ERAS

Dungeons ········· Enter dungeons as they are available through their respective era's World Map.

HOW TO PLAY

Select a mission from the Grand Library.
There are some missions that will advance the story upon their completion.

If you select an "EVENT symbol" at the Grand Library (or within an era's World Map) an event will play.

If you approach an event symbol in a dungeon, the event will play automatically.

IF

Wow. This has to be it. I can't believe I found it… the library that oversees all of history…

DUNGEON

③

②

①

① **Character**
This is your selected Party Leader.

② **Monster**
If you come in contact with an enemy that is roaming around, your party will enter battle.

③ **Mini Map**
View the locations of your character and other monsters.

BATTLE

③ **Monster Info**

Information regarding a monster.

④ **Character Info**

Information regarding the characters in battle.

⑤ **Action Order**

The turn order of the battle.

⑥ **Command**

Select the type of action your characters will take on their turn.

⑦ **Action Gauge**

This gauge fills up whenever your character takes an action.

⑧ **Fever Gauge**

This gauge fills up in order to ignite fever time.

① **Movement range (Blue Circle)**

A character's range of movement.

② **Attack range (Red Circle)**

A character's attack range.

SUPPORT

If you have any questions or concerns
regarding the copy of
Superdimension Neptune VS Sega Hard Girls™
you have purchased,
please visit us on our website below:

http://www.ideafintl.com/pcsupport.php

For more information on this game,
please visit:

ideafintl.com/nep-sega-us