



Blade

ブレード ストレンジャーズ
Strangers

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A Mysterious Domain

In a world governed by sentient computers called “**motes**,” a seemingly **unstoppable force** named Lina is annihilating every bit of data in its path. With their defenders, the **Blade Strangers**, erased from existence, the motes make a last-ditch effort at survival by summoning heroes from **parallel dimensions**: a sword-wielding princess, robotic soldiers, a young fisherwoman, a shovel-equipped knight and many others.

Implanted with artificial memories, these warriors must face each other in **one-on-one combat** to see who will emerge as the new Blade Stranger and put a stop to the devastation...or, should they fail, **witness the world consumed** by Lina's madness.



Preparing for Combat

From the *Blade Strangers* title screen, press any button to access the main menu, then select from the following choices:

Story—Play through each character's unique story.

Tutorial—Learn the basics of combat.

Missions—Complete Challenges for each character or conquer Survival mode.

Arcade—Battle a series of opponents. You can adjust the difficulty, timer and number of rounds per fight.

Versus—Fight against local friends or the computer.

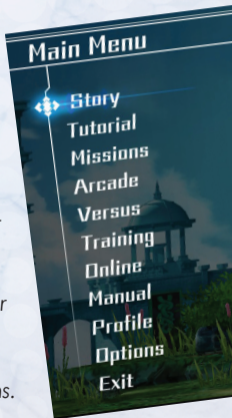
Training—Practice moves and combos. You can adjust various settings for yourself and the training dummy.

Online—Fight opponents online and view the leaderboards. You can create rooms for others to join or search for existing rooms.

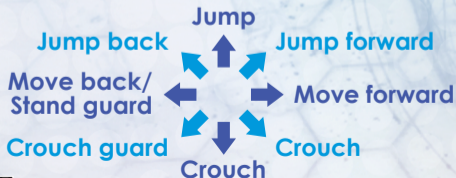
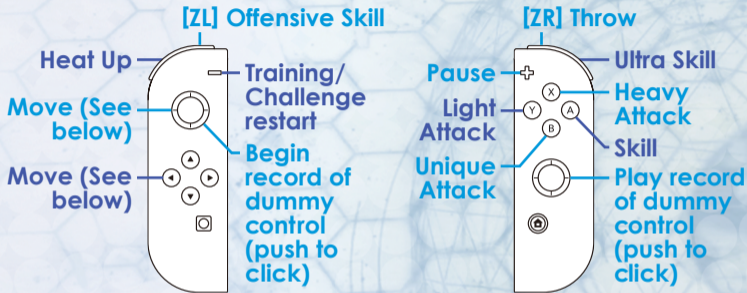
Manual—View the in-game instructions.

Profile—View various records and set plate and face icons.

Options—Customize visual, audio and control settings.



Basics of Battle



Note: Controls listed are for characters facing right. Left/right are reversed when characters are facing left. Buttons can be reassigned in the Options menu.

Overhead Attack (Forward + Unique Attack)

A mid-level attack that's effective against Crouch Guards and normal low attacks.

Techniques and Tactics

Low Attack (Down + Unique Attack)

A low attack that knocks down opponents. Effective against most standing Skills.

Throw (Heavy Attack + Light Attack) or (ZR Button)

Effective on guarding opponents. You can counter by inputting the throw command.

Offensive Skill (Light Attack + Unique Attack) or (ZL Button)

A charge attack that cancels your current move or knocks back an opponent. It drains the Skill Gauge.

Strong Skill (Heavy Attack + Skill)

Used in conjunction with directional inputs, Strong Skills are typically more powerful than regular Skills.

EX Skill (Unique Attack + Skill)

Powered-up versions of regular Skills. Using them consumes half a bar from your Skill Gauge.

Ultra Skill (Heavy Attack + Unique Attack + Skill) or (R Button)

A powerful super-attack that consumes at least one bar of the Skill Gauge. Hold the Ultra Skill button to use it.

Heat Up (Light Attack + Heavy Attack + Unique Attack) or (L Button)

Enter an armored state that drains the Skill Gauge. Can only be performed when the Skill Gauge is full.

How to Follow the Fight

Player 1 Icon [character icon in upper-left]: A portrait representing player 1.

Player 2 Icon [character icon in upper-right]: A portrait representing player 2 or the CPU.

Energy Gauge (Player 1) [red/green meter in upper-left]: Your remaining health. Deplete your opponent's energy to win the round.

Energy Gauge (Player 2) [red/green meter in upper-right]

Remaining Time [number in upper middle]: Time left in the round. If the timer expires, the character with the most energy wins.

Skill Gauge (Player 1) [meter in lower-left]: Fills up as you fight. Allows you to use special abilities and Ultra Skills.

Skill Gauge (Player 2) [meter in lower right]

Combo Gauge (Player 1) [white meter below the player 1 energy gauge]: After landing an attack, you may continue to string together consecutive moves until this gauge is depleted.

Combo Gauge (Player 2) [white meter below the player 2 energy gauge]



Meet the Challengers

Summoned from various worlds, these warriors face off to determine the next Blade Stranger. Who will emerge victorious?!

Solange

As Seen In: *Code of Princess EX*
Stage: DeLux Castle

The princess of the Kingdom of DeLuxia and the heir to the throne. She wields the DeLuxcalibur sword and isn't afraid to use it.

Skills (C)
Calib
De

Attack + Skill + Unique Attack
Down + Heavy Attack + Skill + Unique Attack



Ali

As Seen In: *Code of Princess EX*

Stage: Ancient Tower Interior

This nimble thief with a heart of gold helped Solange save her kingdom from the forces of evil. Master of the five-finger discount.

Skills (Ground):

Whirlwind: Forward + Skill

Affliction: Light (during Whirlwind)

Meteor: Horizontal (during Whirlwind)

Inferno: Upward (during Whirlwind)

Momentum: Forward (wind)

Violent: Forward Skill

Explosion: Back + Skill

Attack + Skill + Unique Attack

away Attack + Skill + Unique Attack

Liongate

As Seen In: *Code of Princess EX*
Stage: Crumbling Ancient Castle

One of the finest swordsmen in DeLuxia, Joe the Liongate conceals his face as well as his true intentions behind a mysterious mask.

Skills (Ground):

Dante's Fire: Skill

Lion Tornado: Skill

Dante Fire: Skill

Ultra Skills:

Lion Dance: Skill + Unique Attack

King Gazer: Skill + Skill + Unique Attack



Master T

As Seen In: Code of Princess EX

Stage: Beasts of Legends Temple

Pity the fool who crosses paths with this practitioner of Ultimate Manimal Arts, a fighting style that harnesses the power of legendary beasts.

Skills (Ground):

Tiger Cyclone Kick: Skill

Inogon Tackle: Skill

Dragon's Roar: Skill

Up Barrage

Unique Attack

- Skill + Unique Attack

Curly

As Seen In: Cave Story+
Stage: Deep Cave

A female robotic soldier who's especially skilled with her machine gun. Like her comrade Quote, she helped save the Mimiga race from an evil doctor.

Skills (Ground):

Blade Slash: Skill

Machine Gun: Guard + Skill

Anti-Air: Up + Skill

Fire

WMD

Ultra

Super: Attack + Skill + Unique Attack

8-Bit: Heavy Attack + Skill + Unique Attack



Helen

As Seen In: N/A

Stage: Athens Under Siege

A proud warrior from ancient times. Armed with a sword and shield, she's more than a match for any man.

Skills (Ground):

Arcus Bash + Skill

Heavy Attack + Skill (after Arcus Bash)

Light Attack + Skill (after Arcus Bash)

Medium Attack + Skill (after Arcus Bash)

Heavy Attack + Skill
Light Attack + Skill

Aerial Skills:

Light Attack + Skill + Unique Attack

Heavy Attack + Skill + Unique Attack



Kawase

As Seen In: Umihara Kawase series

Stage: Riverbed of Memories

Always wearing her trademark backpack, this young woman is known for acrobatic exploits in which she uses a fishing line as a grappling hook. It's a surprisingly good fighting tool, as well.

Skills (Ground):

Fish Hook: Skill

Rocket Dash: Barrier Skill

Rubber Ring

Dancing: Skill

Ultra S

Tragedy Jam: Heavy Attack + Skill + Unique Attack

Giga Town: Heavy Attack + Skill + Unique Attack



Noko

As Seen In: *Umihara Kawase* series

Stage: Space-Time Transmission Device

Believe it or not, Noko is a time-traveling policewoman from the future who happens to be one of Kawase's descendants.

Skills (Ground):

Pile On: Skill

Pile On + Skill

Forceful Kill

Plow Down + Skill

Umihara's Heavy Attack + Skill + Unique Attack

Hybrid Support: Down + Heavy Attack + Skill + Unique Attack



Emiko

As Seen In: *Umihara Kawase* series

Stage: Dream Town

A childhood friend of Kawase. What this diminutive girl lacks in muscle she makes up for with the presence of her giant cat companion Shakemaru.

Skills (Grow) Forward + Skill
Shakemaru
Shakemaru Class: L + Skill

Ball
Shakemaru

Class: L Attack + Skill + Unique Attack
Shakemaru Heavy Attack + Skill + Unique Attack



Quote

As Seen In: Cave Story+
Stage: Balcony

After awakening from a long slumber, this robotic soldier fought bravely to save the Mimiga race from a terrible fate. He's armed with his Polar Star blaster.

Skills (Ground):

Blade Rush:

Dash Shift: (Blade Rush)

Jump Shift: (Blade Rush)

Blade Rush:

WMS: Skill + Unique Attack

Blade Rush: Skill + Heavy Attack + Skill + Unique Attack

Isaac

As Seen In: *The Binding of Isaac: Afterbirth+*
Stage: The Basement

Having overcome the horrors of the basement, Isaac is ready to share his pain with others by using a variety of unusual weapons and attacks.

Skills (Ground):

Tears Shot: Skill

Mom's Knife: Forward + Skill

Bomb: Down + Skill

Summon Spider: Back + Skill

Summon Snake: Left + Skill + Heavy Attack

Summon Rat: Right + Skill + Unique Attack

Summon Pig: Up + Skill + Unique Attack

Summon Dog: Down + Skill + Unique Attack (x2)

Summon Bird: Forward + Skill + Unique Attack



Shovel Knight

As Seen In: Shovel Knight

Stage: The Lich Yard

The chivalrous, shovelous knight best known for defeating the Order of No Quarter. His unusual weapon belies great strength and skill.

Skills (Ground):

Charge Handle: Skill (hold)

Unearth: Back + Skill

Trench Blade: Down + Skill

Ultra Skills:

War Horn: Heavy Attack + Skill + Unique Attack (Not possible in air)

All Hammers: Heavy Attack + Skill + Unique Attack



Gunvolt

As Seen In: Azure Striker Gunvolt 2

Stage: Downtown

An “adept” with the power to control lightning, Gunvolt is a freelance mercenary with a strong sense of justice. He moves fast and hits hard from afar.

Skills (Ground):

Cerberus: Skill

Naga: Skill + Heavy Attack

Orochi: Skill + Unique Attack

Charge: Down

Crashbolt: Down + Heavy Attack

Prevasion: Down + Unique Attack

Descent: Down

Limbing: Down + Skill + Heavy Attack

Flashfire: Down + Unique Attack

Ultimates:

Lightning Storm: Down + Heavy Attack + Skill + Unique Attack (also possible in air)

Dark Cannon: Down + Heavy Attack + Skill + Unique Attack (x2)

Electric Storm: Down + Heavy Attack + Skill + Unique Attack (x3)



Lina

As Seen In: N/A

Stage: VR Room

If this malevolent destructive force wins, the universe loses. Her cybernetic halo and blades are actually a separate entity called Devian.

Skills (Ground):

Giga Mine: Skill (hold)

Devian Blade: Forward + Skill

Drill Smash: Down + Skill

Teleportation: Skill

Ultra

Final Smash: Skill + Unique Attack

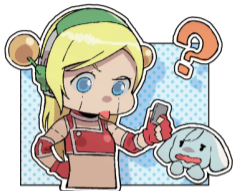
Super Smash Bros. Ultimate: Heavy Attack + Skill + Unique Attack



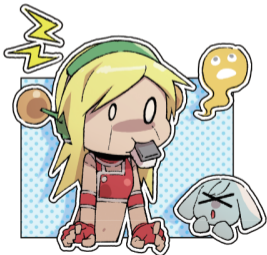
LET'S TREAT THE GAME CARD CAREFULLY

Game Cards are very delicate. Follow these precautions.

Let's not break it!



- Do not lick the Game Card!



- DO NOT EAT the Game Card!



- Do not cut or disassemble the Game Card. Do not try to make sushi with it!



- Game Cards are vulnerable to shock...



- Keep it out of water! It is not fishing bait!



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