

# Mahou Shoujo Lyrical Nanoha A's Portable: The Battle of Aces (Import) Manual Translation

by Xynz

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Mahou Shoujo Lyrical Nanoha A's Portable: The Battle of Aces

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Introduction : ~01

This document only contains the skills that can be customized in the Story Line and in the Player VS. COM mode. I'm a fan of Mahou Shoujo Lyrical franchise, so I decided to create this faq further more this is my very first FAQ created at gamefaqs.com so if I made a mistake I'm very sorry ^^.

Also if I see this FAQ posted other than in [www.gamefaqs.com](http://www.gamefaqs.com)  
[www.neoseeker.com](http://www.neoseeker.com) [www.supercheats.com](http://www.supercheats.com)

I will have to ask to remove it on the site you posted it :P

Future updates will be done this month. January to February 2nd week.

Contact Info : ~02

If you have comments/suggestions/corrections feel free to send me an e-mail. My e-mail address is the following :

XYNZ .(dot)01 at gmail.com

Xynz01 at yahoo.com

Include the title Nanoha PSP.

Character Informations : ~03

Takamachi Nanoha (高町なのは) :

Age: 9 (MSLN, A's), 15 (End of A's)

Eye color: Slate blue

Hair color: Brown

Handedness: Left

Intelligent Device: Raising Heart Excelion

Rank: S+

Testarossa Fate (フェイト・テストロッサ) :

Name: Fate Testarossa  
Name (End of A's): Fate Testarossa Harlaown  
Age: 9 (Nanoha, A's), 15 (End of A's)  
Eye Color: Brownish Red  
Hair color: Yellow  
Intelligent Device: Bardiche Assault  
Rank: S+

Yagami Hayate (八神はやて) :

Name : Hayate Yagami  
Age: 9 (A's), 15 (End of A's)  
Eye Color: Blue  
Hair color: Brown  
Weapon : Book of Darkness  
Rank: S+

Vita (ヴィーター) :

Name : Vita

Signum (シグナム) :

Name : Signum

Reinforce :

Info :

Lost Logia and an intelligent creation of Belkan mages whose names have been lost to time.

Zafila/Zafira (ザフィーラ) :

Info :

Zafila/Zafira is dark skinned, only male, member of Wolkenritter, Guardians of the Book of Darkness. He is, like Arf, able to transform into a wolf, and he was called Familiar many times, although he negates it, saying that he is "Guardian Wolf" of his master.

Harlaown Chrono (クロノ・ハラオウン) :

Age : 14

Intelligent Device : Durandal

Game Play ~04 :

The combat system is divided in two categories: Range and Close, depending on how close you're of your opponent the controls will change completely, so keep that in mind. The camera angle will change when you enter the Close combat range, take that as a signal so you won't be off guard when that happens.

#### Range Combat Controls:

Square: Basic Projectile (Accel Shooter, Plasma Lancer, etc). You can charge it to release more beams. It'll follow your opponent and it's a good way to catch someone offguard when there's lots of smoke on the screen.

Triangle: High Projectile (Divine Buster, Arc Saber, etc). Your most damaging move, you can charge it to increase the number of hits it'll do, but since it tends to be slow I'd recommend to not do it unless you catch the opponent in a Bind.

Circle: Bind Type Spell (Restrict Lock, Lighting Bind, etc). Basically the thing you should be more afraid of and your best ally in range combat. Every bind of the game starts as a large circle around your opponent that gets smaller until you catch him, but it's easily dodgeable so it's not broken or anything like that. There are different classes of binds, for example, Nanoha's Restrict Lock only stuns you so she can have plenty of time to charge a Divine Buster and get quite a hit on you. Fate's Restrict Lock is combined with Thunder Rage so you can't do anything else to the opponent but it does very nice damage for a unblockable move anyways.

#### Close Combat Controls:

Square: Melee hit/Combo starter. If you connect the first hit on your opponent you have a bunch of different chains to select:

Square, Square, Square  
Square, Square, Triangle  
Square, Square, Circle  
Square, Triangle  
Square, Triangle, Circle  
Square, Circle

These are the key of your gameplay if you're using a melee fighter like Signum, Fate or Zafira. Can be quite dangerous if you don't know how to block them properly, as they can drain your magic meter easily.

Triangle: Protection. Counter-melee move, if you successfully counter an opponent melee attack you will send him flying, leaving you a good chance for a free hit with projectile moves.

Circle: Grab. Self Explanatory, move that can't be blocked or countered. Best use it when you catch an opponent in a failed counter attempt.

#### Universal Controls:

X: Dash Step. You can do it up to 5 times, it will save you from anything but you can't spam it, unless you want to be caught in a free bind. The gauge will recover when you're not doing anything, so keep that in mind. You have infinite dash meter in the Full Drive state.

L: Activate Full Drive/Special Move. When you activate the Drive State, you'll recover and get infinite dash and magic energy, your attack will be more powerful and you'll be able to use your Special Move. Just hit L when you're in Drive Mode and you'll get a special hit, if it connects you'll attack your opponent with a quite damaging move (Starlight Breaker, Plasma Zanber, etc.) You can only enter Full Drive mode 2 or 3 times per round, depending on your character.

R: Barrier. Self Explanatory, blocks all your opponent moves, except Binds. Each time you block an attack you'll lose magic energy, if it depletes your barrier will be crushed and you'll be unable to do anything for quite some time. Be careful with that. If you manage to block an attack with the perfect timing you'll perform a EX BLOCK, which will give you a bit of magic energy and will give you the chance to counter attack. Try to master this as soon as possible.

Skills ~05

Nanoha :

Long range pow - Long Range Attacks is increased by 25%-50% depends how far the target is.

Mp guard - When the enemy has the skill "MP Cut" this skill prevents it.

Fate :

Accel Stock + : Accel Dash Bar +1

Accel Loader : Accel Dash Bar quickly reload when emptied.

Hayate

MP Cut - Magic of your opponent will be drain when hit. -5% magic.

MP Loader - Drive Gauge is much faster than normal to be refilled. +25% speed of refilling.

Vita

Shield Breaker - Breaks guards easier. +25% chance to break opponent's guard when guarding.

Cross/Close Range POW - Close/Melee range attacks +25% damage.

Signum :

Combo Pow - +50% chance of Chaining your combo and additional 25% guard damage.

Long Range Def - -25% damage received when hit in long range.

Reinforce :

Mp gain - Automatically gains magic when your magic/physical attack is successful. +25% in the magic gauge.

Drive Stock + - Full Drive Cartridge +1 bar.

Zafila/Zafira :

Auto Guard - Auto Guarding but increases the chance of having a Guard Break.

Cross/Close Range Def - Damage in Close range deals -25%

Chrono :

drive ex-c - Magic Damage is critical/fatal when in Full Drive Mode.

drive ex-l - Longer Full Drive. +2.50 secs

Shamal :

Heal - Automatic HP regen when the HP is in critical or in Guard.

Drive Loader - After the battle Drive Stock is back to 2 bars.

Material S (Starlight Destroyer / Dark Nanoha)

Long range Pow - Long Range Attacks is increased by 25% - 50% depends how far the target is.

Mp guard - When the enemy has the skill "MP Cut" this skill prevents it.

Shield Breaker - Breaks guards easier. +25% chance to break opponent's guard when guarding.

Cross/Close Range POW - Close range attacks +25% damage.

Auto Guard - Auto Guarding but increases the chance of having a Guard Break.

Cross Range Def - Damage in Close range deals -25%

Material M (Dark Fate)

Accel Stock + : Accel Dash Bar +1

Accel Loader : Accel Dash Bar quickly reload when emptied.

Combo Pow - +50% chance of Chaining your combo and additional 25% guard damage.

Long Range Def - -25% damage received when hit in long range.

drive ex-c - Magic Damage is critical/fatal when in Full Drive

drive ex-l - Longer Full Drive +2.50 secs

Material L (Dark Hayate)

MP Cut - Magic of your opponent will be drain when hit. -5% magic.

MP Loader - Drive Gauge is much faster than normal to be refilled. +25% speed of refilling.

Mp gain - Automatically gains magic when your magic/physical attack is successful. +25% in the magic gauge.

Drive Stock + - Full Drive Cartridge +1 bar.

Heal - Automatic HP regen when the HP is in critical or in Guard.

Drive Loader - After the battle Drive Stock is back to 2 bars

Credits :

Credits to the following :

Bandai Namco Games - for bringing this promotional PSP Game for the first movie of Mahou Shoujo Lyrical Nanoha franchise.

Lantis - For helping me on some skill uses.

GameFaqs.com - For Hosting this FAQ.

Neoseeker.com - For Hosting this FAQ.

SuperCheats.com - For Hosting this FAQ.

D2BRO - For posting the Game Play FAQ Thread in the boards.

And to YOU - For reading this boring FAQ.

History ~07

Arf - 1.0

Nanoh - 1.1

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