



PROJECT JUSTICE
20 PTS.



TAKE IT TO THE EDGE CAPCOM EDGE

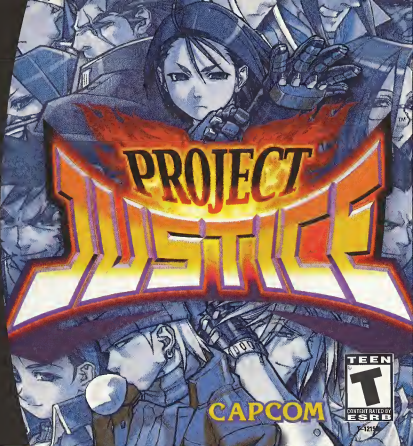
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Dreamcast™



PROJECT JUSTICE

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TEEN
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CONTENT RATED BY
ESRB

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting PROJECT JUSTICE for your Sega Dreamcast.

We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Colmead Parkway, Sunnyvale, CA 94088

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Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game

Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m.

Pacific Time. This hint line supports games produced by

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on our Consumer Service line. You must have a touch-tone

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SEGA DREAMCAST™

SEGA DREAMCAST™ HARDWARE UNIT



Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. For PROJECT JUSTICE, use Control Ports A, B, C and D to connect controllers for players 1, 2, 3 and 4 respectively.

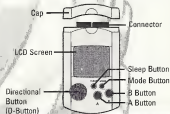
PROJECT JUSTICE is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports. Purchase additional controllers (sold separately) to play with two or more people.

To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

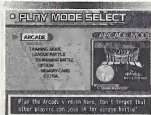
SEGA DREAMCAST™ VISUAL MEMORY UNIT (VMU)

To save option settings and high score information, insert a memory card into Expansion Slot 1 of the controller in Control Port A BEFORE turning on the Sega Dreamcast.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



STARTING A GAME



Press the Start Button at the Title screen to display the Play Mode Select menu. To make your selections, use the Directional Button or Joystick to choose and press the A Button to confirm.

- Select a game mode. (See game mode descriptions beginning on page 8.)
- Select a school, character or team of characters, depending on your game mode. (See the "Character" section starting on page 17.)

SAVING/LOADING GAME INFORMATION

You can save game information to an optional memory card and access your saved games in order to resume play. Use the MEMORY CARD option from the Play Mode Select menu. (See page 11 for instructions.)

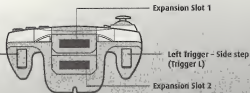
This game requires an optional memory card with 4 free blocks to save game information.



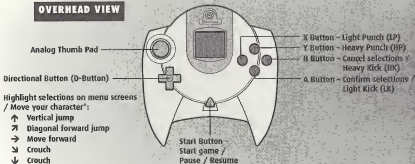
CONTROLS

SEGA DREAMCAST CONTROLLER

FORWARD VIEW



OVERHEAD VIEW



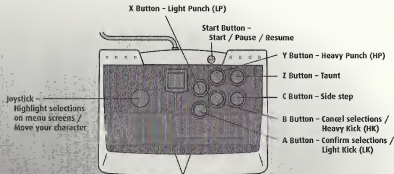
Highlight selections on menu screens / Move your character*:

- ↑ Vertical jump
- ↗ Diagonal forward jump
- Move forward
- ↘ Crouch
- ↓ Crouch
- ↙ Crouch / Lower block
- ← Move backward / Upper block
- ↖ Diagonal backward jump

* These moves are for characters facing right. Reverse the left/right directions for fighters facing left.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

SEGA DREAMCAST ARCADE STICK



SEGA DREAMCAST JUMP PACK™

PROJECT JUSTICE supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast controller or compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the gameplay experience. (The Jump Pack cannot be used with the Arcade Stick.)

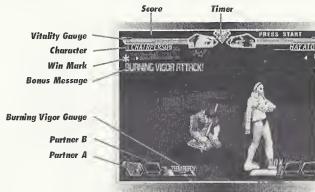
Note: When inserted into Expansion Slot 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jostled, the Jump Pack may fall out during gameplay or otherwise inhibit game operation.



- PROJECT JUSTICE is a 1-to-4 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- To return to the Title screen at any point during game play, simultaneously press and hold the A,

- B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.
- For both the controller and Arcade Stick, you can change the default button assignments. Use the BUTTON CONFIG option in Option mode. See page 10.

GAME SCREEN



Score	Player's current score.
Timer	Remaining round time.
Vitality Gauge	Character's remaining vitality. The color bar decreases as character is attacked. If the color bar disappears, the character is knocked out.
Character	Name and portrait of the player.
Win Mark	Shows number of rounds won.
Bonus Message	Various messages appear as the battle rages on.
Burning Vigor Gauge	The gauge builds up as you attack an opponent or block the opponent's attack. When the gauge reaches a certain level (1, 2 or 3), you can perform the Burning Vigor Attack, Team Up Technique, Team Up Technique Counter and Triple Team Up Technique. (See pages 15-16.)
Partner A / Partner B	Your partners for Team Up Technique, Team Up Technique Counter and Triple Team Up Technique.

FIGHT RULES

MATCH PLAY

- Each round lasts for 99 counts (default) or until one player wins.
- The first player to use up all the opponent's vitality before time is up wins the round.
- If both players have some vitality remaining when time is up, the player with more vitality wins the round.
- The first player to win two out of three rounds (default) wins the match.

DRAW GAME

A draw game occurs when both fighters run out of vitality at the same time (double K.O.), or when both fighters have the same amount of vitality left when time is up.

If a draw game occurs in the final round, the match is judged on points.

Note: Use Option Mode to change round time and number of rounds in a match. See page 10.

CHARACTER CHANGE

You can change your character before each round of the match.



GAME MODES

ARCADE (1 or 2 players)

Play in Story Mode or Free Mode:

- **STORY MODE** – Play against the computer. Choose a school, follow the story, and defeat the final enemy to see the exciting ending.
- **FREE MODE** – Choose three characters and play them as a team against the computer. Defeat the final enemy to see the incredible ending.



VERSUS (2 players)

Challenge a friend head-to-head. Insert two controllers into your Sega Dreamcast before starting. Choose a fighter and set handicaps (add stars to increase power) before each match.

TRAINING

Practice basic controls and special moves. Select your character and sparring partner. Press the Start Button to display a menu allowing you to change the settings. To make your adjustments, use the Directional Button or Joystick to choose and press the A Button to confirm.



LEAGUE BATTLE MODE (up to 6 teams)

A round-robin tournament by two to six teams. The team that wins the most matches wins the tournament. Choose the number of teams first, then select characters for each team.

TOURNAMENT MODE (up to 8 teams)

A tournament for up to eight teams. Choose 'CPU' in the Character Select screen to have a computer-controlled opponent participate.

- Press the Start Button in the Character Select screen to randomly choose team characters and allow the computer to control the team.
- When only one controller is connected, all the matches are automatically played against the computer. To play with more than one player, connect two or more controllers.



BASIC SPECIAL MOVES

BLOCK

Select either **MANUAL** block or **SEMI-AUTO** block from the Options/Game Systems menu. (See page 10.) Each option works as follows:

MANUAL — Block your opponent's attack by pressing the Directional Button/Analog Thumb Pad/Joystick away from the opponent. You can use Upper Block or Lower Block — choose according to the opponent's attack.

SEMI AUTO — Block without using the Directional Button/ Analog Thumb Pad /Joystick. Perform a Lower Block by pressing the Directional Button/Analog Thumb Pad/Joystick ↓.

JUMP, HIGH JUMP

Jump by pressing ↑. Jump diagonally by pressing ↖/↗. For a high jump, press ↓+↑ quickly.

DASH

Dash by quickly pressing →→ or ←←.

PUNCH

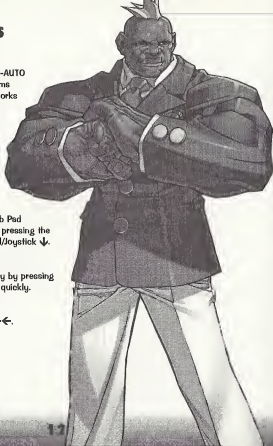
X Button — Light punch.

Y Button — Heavy punch.

KICK

A Button — Light kick.

B Button — Heavy kick.



THROW

Press the Right Trigger (or the X+Y Buttons simultaneously) while near an opponent to throw that fighter.

When your opponent is crouching, press ↓ while pressing the Right Trigger (or the X+Y Buttons).

DODGE

Press the A+B Buttons + ↓ simultaneously to dodge forward (toward the front of the stage).

Press the A+B Buttons + the Left Trigger simultaneously to dodge backward (toward the back of the stage).

If you are skillful in dodging, you can move around to the opponent's back. Now's your chance to attack!

GET UP

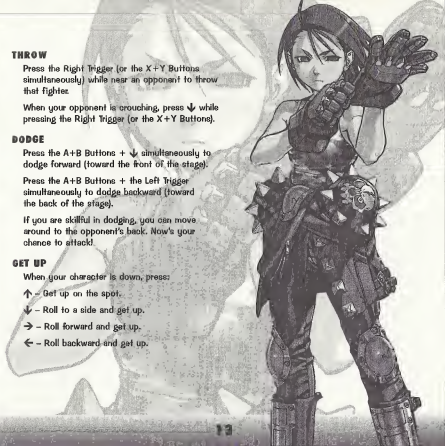
When your character is down, press:

↑ — Get up on the spot.

↓ — Roll to a side and get up.

→ — Roll forward and get up.

← — Roll backward and get up.



TECHNIQUE

TEXTBOOK COMBO

**LP or LK + LP or LK
then HP or HK + any
direction + HP or HK**

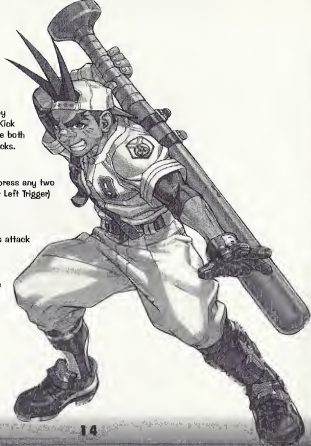
Perform a chain of attacks by pressing the Punch (P) and Kick (K) buttons in sequence. Use both Light (L) and Heavy (H) attacks.

DEFENSIVE FALL

When launched into the air press any two buttons (or just the Right or Left Trigger) to land on your feet.

TARDY COUNTER

Counterattack an opponent's attack by pressing a special move command while blocking the opponent's attack. Special move commands are different for each character (see "Characters" beginning on page 17).



RIVAL LAUNCHER

Press **↘ + HP or HK** to launch your opponent into the air. Jump to pursue your opponent, then continue the combo with your attacks. Combine it with the Textbook Combo for even greater damage!

BURNING VIGOR ATTACK

Storing up power in the Burning Vigor Gauge will allow you to use this awesome move. See "Characters" beginning on page 17 for individual Burning Vigor Attacks for each character. A Burning Vigor Attack consumes one Burning Vigor Gauge.

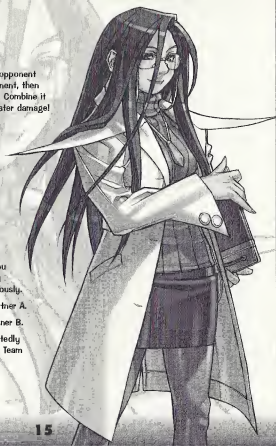
TEAM UP TECHNIQUE

When two or more gauges are stored on your Burning Vigor Gauge and the **READY!** sign is displayed on screen, you can perform the Team Up Technique by pressing **LP+LK** or **HP+HK** simultaneously.

HP+HK - Team Up Technique with Partner A.

LP+LK - Team Up Technique with Partner B.

You can increase the damage by repeatedly pressing a button while performing the Team Up Technique.



TEAM UP TECHNIQUE COUNTER

When your opponent performs a Team Up Technique on you, press **LP+LK** or **HP+HK** to call your Partner to help you. Team Up Technique Counter uses a Level 1 Burning Vigor Gauge.

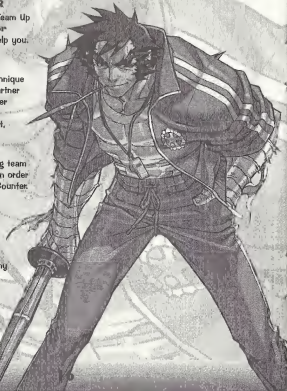
When you perform a Team Up Technique Counter, a match between your Partner and your opponent's third character begins. If you hit the opponent's character first within the time limit, you can successfully counter the opponent's Team Up Technique.

Note: Your team and the opposing team must have three characters each in order to perform a Team Up Technique Counter.

TRIPLE TEAM UP TECHNIQUE

When five or more gauges are stored in your Burning Vigor Gauge and the ALL READY! sign is displayed, you can perform the Triple Team Up Technique. Press any three attack buttons, or press the Left and Right Triggers simultaneously.

Increase the damage by repeatedly pressing a button while performing this technique.



CHARACTERS

In this section, the arrow moves shown are for characters facing right; reverse when characters are facing left. P = Punch; K = Kick.



**BATSU
TAIYO SCHOOL**

A hot-blooded, quarrelsome PE devotee, Batsu has a strong sense of justice. He is an expert street fighter. People tend to think he's rough, but he has a rarely-seen gentle side.

SPECIAL MOVES

Guts Bullet ↓↘↘ + P (usable in air)
Guts Uppercut →↓↘ + P
Crescent Kick ↓↙↙ + K
Shooting Star Kick ↓↘↘ + K (in air)

BURNING VIGOR ATTACKS

Super Guts Bullet ↓↘↘↘↘ + P
 (usable in air)
Super Guts Uppercut ↓↙↙↙↙ + P
Super Shooting Star Kick ↓↘↘↘↘ + K (in air)



**HINATA
TAIYO SCHOOL**

A bright, high-energy girl, Hinata allied with Batsu to solve the year-old mystery of the disappearances. Gifted in martial arts, she is a karate master and expert in all sports.

SPECIAL MOVES

Rengokiken ↓↘↘ + P (press rapidly)
Shouyoken →↓↘ + P
Enbakyaku ↓↙↙ + K (usable in air)
Renkyakudan ↓↘↘ + K in air

BURNING VIGOR ATTACKS

Super Rengokiken ↓↘↘ ↓↘↘ + P
Fire Senpukyaku ↓↙↙↙↙ + K
 (usable in air)



**KYOSUKE
TAIYO SCHOOL**

This mysterious, cool-headed boy cooperates with Batsu while hiding a secret. He possesses magnificent fighting techniques, and makes sport of his opponents.

SPECIAL MOVES

- Cross Cutter ↓↘↘ + P
- Shadow Wave ↓↘↘ + P (in air)
- Shadow Cut Kick ↓↘↘ + K
(also usable in air)
- Lightning Uppercut →↘↘ + P
- Shadow Breaker ↓↙↙ + P

BURNING VIGOR ATTACKS

- Super Cross Cutter ↓↘↘↓↘↘ + P
- Super Shadow Cut Kick ↓↘↘↓↘↘ + K
(also usable in air)
- Super Lightning Uppercut ↓↙↙↓↙↙ + P



**SHOMA
GORIN SCHOOL**

A short-tempered and competitive power slugger, Shoma's scrappy sense of justice causes a confrontation wherever he goes. Natsu is his good childhood friend.

SPECIAL MOVES

- Fast Ball ↓↘↘ + P
(also usable in air)
- Grand Slam Smash →↘↘ + P
- Fishing Swing ↓↙↙ + P

BURNING VIGOR ATTACKS

- Illusion Balls ↓↘↘↓↘↘ + P
(also usable in air)
- Homerun Hitter ↓↙↙↓↙↙ + P
- Homerun Slide ↓↘↘↓↘↘ + K



**NATSU
GORIN SCHOOL**

Natsu is an excellent volleyball player with a powerful attack. She is competitive, smart and determined to protect her teammates. She is also Batsu's cherished childhood friend.

SPECIAL MOVES

- Serve Spike ↓↘↘ + P
(also usable in air)
- Sliding Receive →↘↘ + P
- Rolling Receive ↓↙↙ + P
- Top Block →↘↘ + P (in air)
- Iokkun Spike ↓↙↙ + P (in air)

BURNING VIGOR ATTACKS

- Blazing Serve ↓↘↘↓↘↘ + P
(also usable in air)
- Orbital Serve ↓↙↙↓↙↙ + P



**ROBERTO
GORIN SCHOOL**

Usually cool, Roberto turns hot-blooded when playing soccer. A masterful goalie, he only fights for the sake of friendship and always helps someone in need.

SPECIAL MOVES

- Long Shot ↓↘↘ + K
- Shining Save ↓↘↘ + P
(also usable in air)
- Thrust Kick →↘↘ + K
- Shining Catch ↓↙↙ + P

BURNING VIGOR ATTACKS

- Blazing Strike ↓↘↘↓↘↘ + K
(also usable in air)
- Blazing Juggler ↓↙↙↓↙↙ + K



**BOMAN
PACIFIC SCHOOL**

A-counselor-in-training, Boman tries not to lose his temper because he knows he could really hurt someone. When he does fight, there is no stopping him!

SPECIAL MOVES

- Great Run ↓↘→ + P
- Great Hook ↓↙← + P
- Great Offense ↓↘→ + K
- Great Lariat ↓↙← + P (in air)

BURNING VIGOR ATTACKS

- Great Slash ↓↘→↓↘→ + P
- Great Cross ↓↙←↓↙← + P (also usable in air)



**INCHO
TAIYO SCHOOL**

Incho is very popular and trusted by all her friends. She has a strong sense of responsibility, though only passing ability in martial arts or sports.

SPECIAL MOVES

- Wind Stance ↓↘→ + P (also usable in air)
- Dragon Stance →↓↘ + P (chargable)
- Lightning Stance ↓↘→ + K (chargable)
- Rock Breaker Stance ↓↙← + P
- Front Stance ↓↙← + K

BURNING VIGOR ATTACKS

- Demonstrations ↓↘→↓↘→ + P
- Lecture Attack ↓↘→↓↘→ + K



**RAN
TAIYO SCHOOL**

Ran hopes one day to be a journalist. She is high-spirited and rushes to cover any event that makes good copy. Her favorite phrase is "This is a scoop!"

SPECIAL MOVES

- Flash Attack ↓↘→ + P (also usable in air)
- Extra Editor ↓↙← + P (also usable in air)
- Change Film ↓↙← + K (also usable in air)

BURNING VIGOR ATTACKS

- Super Flash Attack ↓↘→↓↘→ + P
- Exclusive Interview ↓↙←↓↙← + P



**EDGE
GEDO SCHOOL**

His uncontrolled manic streak keeps Edge on the brink of total violence. He follows his leader Dairo's instructions.

SPECIAL MOVES

- Reversing Blade Strike ↓↘→ + P (also usable in air)
- Cheap Shot ↓↘→ + K
- Low Blow ↓↙← + K (also usable in air)

BURNING VIGOR ATTACKS

- Strike Out ↓↘→↓↘→ + P (also usable in air)
- Slash Out ↓↙←↓↙← + P



GAN
GEDO SCHOOL

Gan has extraordinary power, which he is very proud of. He teams up with Edge frequently. He loves food, and can eat five cheeseburgers at every meal.

SPECIAL MOVES

- Gun Stabbing ↓↘↘ + P
- Clapping Hand Destruction →↓↘ + P
- Rough Wave Stomping ↓↘↘ + K
- Giant Storm →↘↘↘↘ + P
- The Rock ↓↘↘ + K (in air)
- Giant Cyclone ↓↘↘ + P (in air)

BURNING VIGOR ATTACKS

- Super Gun Stabbing ↓↘↘↘↘ + P
- Concrete Smash ↓↘↘↘↘ + P
- Helicopter Smash ↓↘↘↘↘ + P (in air)



DAIGO
GEDO SCHOOL

Big boss Daigo is very strict, though warm-hearted. He has a strong sense of duty. He is also a very charismatic leader who never fights dirty.

SPECIAL MOVES

- Phoenix Fist ↓↘↘ + P
- Phoenix Fire ↓↘↘ + P
- Phoenix Kick ↓↘↘ + K
- Skull Aura ↓↘↘ + P (in air)

BURNING VIGOR ATTACKS

- Phoenix Fery ↓↘↘↘↘ + P
- Super Skull Aura ↓↘↘↘↘ + P (in air)



HIDEO
JUSTICE SCHOOL

A Shimazu-style karate expert, Hideo's job as a teacher has led him into some unsavory dealings. He joins Kyoko and Hayato to investigate what is happening.

SPECIAL MOVES

- Seihaken ↓↘↘ + P
(also usable in air)
- Anti-Air Seihaken ↓↘↘ + P
- Jicchokuken →↘↘ + P
- Shinenkyaku ↓↘↘ + K
- Raieishuu ↓↘↘ + K
(in air)

BURNING VIGOR ATTACKS

- Shimazu Seihaken ↓↘↘↘↘ + P
- Shimazu Jicchokuken ↓↘↘↘↘ + P



KYOKO
JUSTICE SCHOOL

A brainy and energetic nurse, Kyoko's medical training as a surgeon makes her deadly in combat. She is investigating the case with Hideo.

SPECIAL MOVES

- Shokushin ↓↘↘ + P then K
(press rapidly)
- Shussekkakunin ↓↘↘ + P
- Kaishin ↓↘↘ + K
- One Wing Stance ↓↘↘ + K then P or K

BURNING VIGOR ATTACKS

- Stairway to the Sky ↓↘↘↘↘ + K
- Final Prescription ↓↘↘↘↘ + P



**HAYATO
TAIYO SCHOOL**

A red-blooded PE teacher, Hayato is secretly helping his students. He makes his own justice with his bamboo sword.

SPECIAL MOVES

- Scolding Slash ↓↘↘ + P
(also usable in air)
- Counter Thrust ↓↙↙ + P
- Devastation Kick →↓↘ + K
- Second Kick ↓↙↙ + K

BURNING VIGOR ATTACKS

- Burning Push-Ups ↓↘↘↓↘↘ + P
- Burning Cross Counter ↓↙↙↓↙↙ + P



**AKIRA
SEIJUN GIRL'S SCHOOL**

Akira rides a motorcycle for kicks. A former Gedo student, she now attends Seijun with her best friends Zaki and Yurika. Akira thinks her brother Daigo is acting strangely.

SPECIAL MOVES

- Gate Elbow ↓↘↘ + P
- Dancing Cyclone Kick ↓↘↘ + K
- Houou ↓↙↙ + K
- Leaping Smash ↓↙↙ + P

BURNING VIGOR ATTACKS

- Kikoukai ↓↘↘↓↘↘ + P
(also usable in air)
- Reflex Barrage ↓↙↙↓↙↙ + P
- Aerial Barrage ↓↙↙↓↙↙ + K



**ZAKI
SEIJUN SCHOOL**

Zaki helps Akira investigate Daigo's unusual acts. Zaki used to lead a 5,000 girl gang. She is extremely suspicious of strangers.

SPECIAL MOVES

- Hakou no Tessa ↓↘↘ + P
(also usable in air)
- Dokuhebi no Tessa ↓↙↙ + P
→↓↘ + K
- Gankou Geri ↓↙↙ + K

BURNING VIGOR ATTACKS

- Hissatsu Inazuma ↓↘↘↓↘↘ + P
- Gankou Geri ↓↘↘↓↘↘ + P
- Hissatsu Denkou Tessa ↓↙↙↓↙↙ + K



**YURIKA
SEIJUN SCHOOL**

Yurika has outstanding musical ability and uses her violin as her primary weapon. She helps her brother Kuro fight, but at heart she wants him to stop.

SPECIAL MOVES

- Tragic Serenade ↓↙↙ + P
(also usable in air)
- Tragic Waltz ↓↘↘ + P
- Tragic Minuet →↓↘ + K
- Tragic Lullaby ↓↙↙ + K

BURNING VIGOR ATTACKS

- Fatal Nocturne ↓↘↘↓↘↘ + P
- Fatal Requiem ↓↙↙↓↙↙ + P
- Fatal Rondo ↓↘↘↓↘↘ + K
(also usable in air)



**MOMO
GORIN SCHOOL**

Momo tags along with Shoma. Though she is backing Kuro's evil plan, it's only because it seems like fun to her and she likes Kuro.

SPECIAL MOVES

- Whale Serve ↓↘→ + P
- Serve and Volley ↓↘→ + P (during Serve)
- Rocket Racket →↘↘ + P
- Spin Smash ↓↘→ + K
- Giant Swing →↘↘← + P

BURNING VIGOR ATTACKS

- Whaam Slam ↓↘→↘↘ + P
- Momo Crash ↓↘→↘↘ + K
(also usable in air)



**NAGARE
GORIN COLLEGE**

Nagare coaches the swim team. He is usually quiet and hides his feelings, but his personality changes completely when he is in the water.

SPECIAL MOVES

- Concrete Dive ↓↘→ + P
(also usable in air)
- Artificial Respiration ↓←← + P
- Breaststroke Kick ↓↘→ + K

BURNING VIGOR ATTACKS

- Underwater Dash ↓↘→↘↘ + P
(also usable in air)
- Splash Kick ↓↘→↘↘ + K



