

QröiHieuf Σ

クロワール・シグマ



GAME MANUAL



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System Requirements

OS: Windows XP, Windows Vista, 7

Processor: Intel Core2Duo (or equivalent) or better

Memory: 1 GB RAM

Graphics: 512MB or more of VRAM

DirectX: Version 9.0c

Hard Drive: 800 MB available space

Sound Card: DirectX9.0c or later compatible

Other: Using a game controller is recommended!

Story

Tonight, in the Queen's realm of Ilance, two prodigies representing the Knight and Aristocrat factions will do battle in 'the Adjuvant Trial'. This ritual, which has been held since the founding of the nation, decides which faction will hold military and political authority, and protect the Queen, the living symbol of the realm. The fate of the nation is at stake as these two girls set aside their childhood friendship and undergo a trial in which there can be only one victor.



Controls

Keyboard

Z: Attack / Confirm

X: Jump / Cancel

C: Dash

V: Bomb

A: Special Attack

S: Reset Camera

Q: Turn Camera

W: Turn Camera

Direction Arrows: Movement

Spacebar: Start / Pause

Note: You can fully remap keys at the **Options Menu** or through the special Configuration utility that comes with the game.

Game Controller

a) You can also assign the different command prompts as you please by using the Configuration tool or through the Options Menu. **Playing with a controller is highly recommended!**

b) Upon starting the game for the first time you'll be prompted to configure a game controller. This makes the game running in Steam Big Picture Mode (BPM) a much swifter experience. Please take time to set your button prompts carefully!



Game Modes

This section explains the menus for CroixleurΣ. We highly recommend you reviewing this section before playing for the first time!

Main Menu



GAME START: Starts the game. From here, you can select your game mode.



The above screens shows the entirety of the available modes. Players start with the Story, Score Attack and Survival modes available and will need to unlock the others.

Story Mode and Arcade Mode: These are the main 'Adjuvant Trial' campaigns. Arcade Mode progresses the same way as Story mode, but includes no story or dialogue cutscenes.

Score Attack Mode: In this mode you fight against increasingly difficult waves of enemies for three minutes. This is score chaser heaven!

Survival Mode: Survive for as long as you can against the endless waves of enemies! Fight until the last breath!

NOTE: Unlocking Francesca by clearing Story Mode and defeating Fran will also make a “**Dramatic Mode**” (local two player co-op play) option available in Score Attack and Survival modes. To toggle on Dramatic Mode, map press the **2P START button** on this screen.



Cut through the enemy with all your might and engage in jolly cooperation with your friends!

Challenge Mode: these are various challenges where certain objectives need to be achieved in order to obtain victory. Clearly, nothing a valiant soul couldn't beat, right? Knight up!

Bonus Mode: TOP SECRET. Clear the game to find out!

Selecting character and weapons: Select which character and weapons you would like to play with. Lucrezia and Francesca have different weapons, so choose the combination that suits your taste and play style!

Up to four 4 weapons can be selected to use in the game. Each weapon has different capabilities and a unique special attack. Weapons cannot be changed once the game begins, so choose carefully. (Special attacks can be demoed by pressing the D button.)



Once your character and weapons are confirmed, the battle begins!



NOTE: Weapons unlocked in the Story mode will become available for use in all the other game modes. Try to find them all!

Special Attacks: Special Attacks are performed by holding the assigned L1 button and pressing the A, B, C or D button. Special Attacks vary depending on the weapon used: some offer aerial combos, others crowd control or strong damage. Use cancelling to chain different Special Attacks together.

Note: Special Attacks use up MP and cannot be used when the MP gauge is empty!



Game Rules:

HP (Health Points) and MP (Magic Points): The game ends when the player's HP gauge reaches zero. HP replenishes when a recovery item is picked up, when the player levels up, and when moving between through floors in the tower.

Dashing and Special Attacks both use MP. These actions cannot be performed when the MP gauge is empty. MP automatically replenish over time, so try not to over use these action and run out of MP when you need them most. In addition to automatic replenishing, MP also increases when enemies are defeated and coins are collected.



CHAIN: The chain counter increases as you collect coins. When you receive damage, a **CHAIN BREAK** occurs and the chain counter resets. True supersonic swordmasters blaze through the battlefield unharmed to build massive chain counters!



Time: Story Mode, Arcade Mode, Score Attack and Challenge Mode all have time limits. The game will end if /when the timer reaches zero.



Weapon levelling: Defeating enemies increases the experience of a weapon and will eventually increase its level. A star icon will appear for each level that a weapon gains and that weapon's attack power will increase, while the amount of HP it consumes for Special Attacks will decrease. Defeating enemies with Normal Attacks will also award experience to weapons.



RATE: A high rate provides higher scores. Rate increases when enemies are defeated and decreases if time passes without defeating enemies.



Tutorial

This mode introduces the basic controls and game mechanics. **We heavily recommend playing the tutorial before playing the game!**

Stats

This screen provides a list of statistic about how the game has been played so far such as time played and coins collected for each character.



Collection

Here you can view a list of the achievements earned so far. Achievements are obtained by fulfilling certain criteria whiel playing the game. The higher the achievement, the more difficult the criteria required to obtain it.



Rankings

This screen shows your scores and rankings achieved for all game modes.



Options

The game settings can be adjusted from this screen, such as controls, sound, graphics, difficulty level and the camera.



PLEASE NOTE:

The configuration utility must be used to adjust the screen resolutions and toggle between windowed and full screen modes. The default full screen resolution is 1280x720.

Full screen mode is only available in 1280x720 and 1920x1080 resolutions.

FAQ

Q: The game is running slow or stutters.

A: This may be due to the specs of the PC running the game. First try to lower the settings available through the configuration tool. In particular, lowering the resolution and disabling anti-aliasing may improve performance. If the problem persists, it may be an graphics card-related issue. Please avoid using integrated cards if possible.

Q: There is no sound.

A: There may be a problem with your sound card driver. Please make sure you are using the latest version of your sound card driver and check if there are no programs in the background that may be blocking the sound.

Q: The game closed itself while playing on my laptop.

A: This may be caused by overheating. Please make sure you are playing in a cool place and check your laptop settings to avoid overheating.

General Troubleshooting:

Please ensure you are using the most recent graphics card driver and the latest version of DirectX.

On behalf of Nyu Media and souvenir circ., THANK YOU for supporting Croixleur Sigma! We hope you enjoy it!

