

Family X Project

Game Manual - Combat Styles & Mechanics

Pick a STYLE (Rage, Super, Incantation, EX) and a SUB-STYLE (Cancel, Escape, Vanguard, Vanish) before character select. Each page explains one of them.

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|-----------------------|-----------------------|------------------------|------------------------------|
| 1. EX System | 2. Rage System | 3. Super System | 4. Incantation System |
| 5. Cancel Mode | 6. Vanish | 7. Escape | 8. Vanguard |

Controls: Weak, Strong, Special, Block, Jump. Weak + Strong = EX move / sub-style activation.
Back + Weak + Special = Incantation charge. Two gamepads or keyboard for local versus.

COMBAT MECHANIC

EX SYSTEM

01 HIT OR GET HIT

HIT LANDED

+ EX

HIT TAKEN

+ EX



EX BAR

25%



Landing a hit or taking one both fill the EX bar.

02 EX MOVE: 25%

INPUT MOVE +

WEAK

+

STRONG



EXTRA STRONG

EX BAR

COST: 25%



Input a move with Weak + Strong for an extra strong EX move.

03 SUPER: 50%

SUPER MOVE



EX BAR

COST: 50%



Spend half the bar to unleash a Super move.

Hit or get hit to fill the bar.
EX move costs 25%. Super costs 50%.

COMBAT MECHANIC

RAGE SYSTEM

Take hits. Build Rage.
Unleash your Ultimate.

01 TAKE A HIT



RAGE

LOW



Every hit you take starts charging your Rage meter.

02 RAGE BUILDS



RAGE

BUILDING



The more hits you take, the higher the meter climbs.

03 RAGE FULL



RAGE

MAX



When Rage is full, you can unleash your Ultimate move.

SUPER SYSTEM

Attack or get hit to fill the bar.
Spend 1 bar for a Super move.

01 ATTACK OR GET HIT

ATTACKER

+ SUPER

HIT TAKEN

+ SUPER



SUPER BAR

1 / 3

1

2

3

Landing attacks and taking hits both charge your Super bar.

02 BUILD UP TO 3 BARS

3 BARS MAX



SUPER BAR

3 / 3

1

2

3

Keep fighting. The bar stores up to 3 bars.

03 SPEND 1 BAR

SUPER MOVE



SUPER BAR

COST: 1 BAR

1

2

-1

Spend 1 bar to unleash a Super move.

INCANTATION SYSTEM

Hold to charge. Fill the bar.
Unlimited Super. Cancel anything.

01 HOLD TO CHARGE

CHARGING



← BACK + WEAK + SPECIAL

INCANTATION

CHARGING



Hold Back + Weak + Special to charge the Incantation bar.

02 THE BAR FILLS

CHARGING



← BACK + WEAK + SPECIAL

INCANTATION

FILLING



Keep holding the inputs and the bar keeps filling.

03 BAR FULL

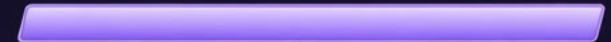
∞ UNLIMITED SUPER



SPECIAL > SUPER > ULTIMATE > ANY INPUT

INCANTATION

FULL



Unlimited Super, and all moves cancel into any input.

SUB MODE

CANCEL MODE

Take hits. Fill the Cancel bar.
Press Weak + Strong to cancel anything.

01 GET HIT



CANCEL BAR

BUILDING



Getting hit charges your Cancel bar.

02 BAR FILLS UP



CANCEL BAR

FULL



A full bar gives you up to 2 cancels.

03 CANCEL ANYTHING



CANCEL BAR

1 USED



Press Weak + Strong to cancel anything you want.

SUB STYLE

VANISH

Take damage. Fill the bar.
Press Weak + Strong for armor.

01 TAKE DAMAGE



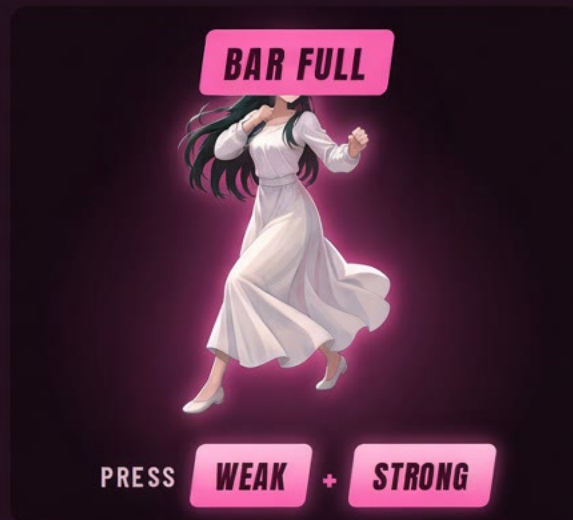
VANISH BAR

FILLING



Taking damage fills your Vanish bar.

02 ACTIVATE



VANISH BAR

FULL



Bar full? Press Weak + Strong to activate Vanish.

03 ARMOR ON



VANISH BAR

ACTIVE



Armor for a limited time. Keep fighting and take less damage.

SUB STYLE

ESCAPE

Builds in 25 seconds.
Press Weak + Strong to break free.

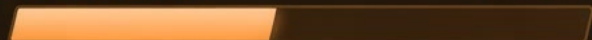
01 BUILDS IN 25 SEC

CHARGING



ESCAPE BAR

CHARGING



The Escape bar takes 25 seconds to build.

02 TRAPPED IN A COMBO

ESCAPE READY



PRESS

WEAK

+

STRONG

ESCAPE BAR

READY



Caught in a combo? Press Weak + Strong to escape.

03 PUSH THEM AWAY

ESCAPE!

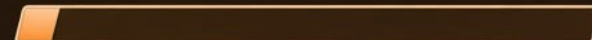
RECOVERY DELAY



ALSO CANCELS A MOVE

ESCAPE BAR

USED



Push the opponent away, but expect a recovery delay.

SUB STYLE

VANGUARD

01 TAKE DAMAGE



VANGUARD BAR

FILLING



Taking damage fills your Vanguard bar.

02 ACTIVATE



VANGUARD BAR

FULL



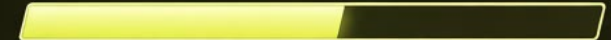
Bar full? Press Weak + Strong to activate Vanguard.

03 DOUBLE SPEED



VANGUARD BAR

ACTIVE



Twice as fast, with instant inputs and chains, for a limited time.

Take damage. Fill the bar.
Press Weak + Strong for double speed.

2 VS 2 - TARGET LOCK

Press L3 or R3 (click a stick) to lock on to an enemy.

1st press: lock enemy 1 2nd press: switch to enemy 2 3rd press: back to automatic

A LOCK icon with the locked player's seat (LOCK 3P, LOCK 4P...) appears above them, in your colour.

While locked, your character faces, grabs and aims specials at that enemy - even when the other enemy is closer, for example standing on a platform above you. The lock releases when they are KO'd.

Without a lock, you always face the nearest enemy.