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The screenshot is from the PlayStation®4 version.

CONTROLS

Valor Burst& Bloody Valor

Requires 50% SP Gauge

Move

R+ Left Stick to sidestep



Guard

Close Ranged Attack Long Ranged Attack

Break Attack

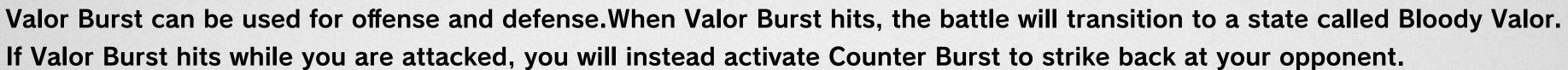
※Unleash attacks that can't be guarded.
Opponents hit with a break attack will beblown back,
and can be attacked again using ♠ or ♠ or ♠ or ♠.

Jump

XYou can attack during jumps and dashes using the assigned buttons.

BLOODY VALOR

Press L + R together when you have 50% or more of your SP gauge to unleash Valor Burst.







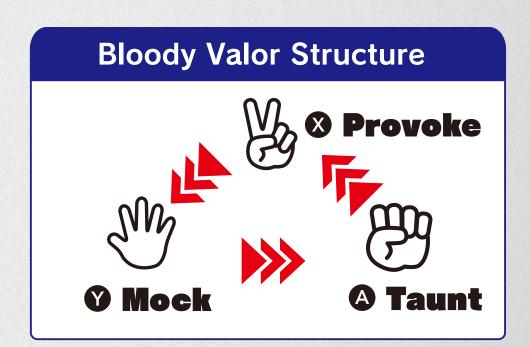


The Attacker and Defender will face each other by either taunting, provoking, or mocking. When the Attacker either wins or the Bloody Valor ends with a draw, various effects will kick into play, so read your opponent and make the right call.

Each action you take has an advantage and disadvantage against each other action. Regardless of the choice, one will come out as victor.

If the Attacker wins, their Valor Level will go up by 1, and Bloody Valor will continue. This continues until your Valor Level reaches max, so you can gain a great advantage the more you win during Bloody Valor.

XYour Valor Level maxes out at 3.



Valor Level Effects

LEVEL1: Each character gains various benefits, such as a boost in attack range.

LEVEL2: Each character's Special Attack will power-up into a Super Attack.

LEVEL3: The SP gauge fills slowly with time, and you will be able to use your SEN-I-SOSHITSU Secret Art.

Winning in Bloody Valor will increase your Valor Level. Your Valor Level will give various boosts as it goes higher to give you an advantage in battle

STORY



Experience a new KILL la KILL story in this mode.

Original story written and supervised by Kazuki Nakashima.

Experience playing as Ryuko's rival, Satsuki Kiryuin, and see how the world played out in her eyes.

Unbeknownst to Satsuki, it isn't Nui impeding her way in the Honnouji Academy Naturals Election - it's Ragyo...

Why did Ragyo appear? What is really going on with the elections? Enjoy a new "IF" story branching from the original story's Episode 8!

Unlock Ryuko's Story mode after clearing Satsuki's Story mode!

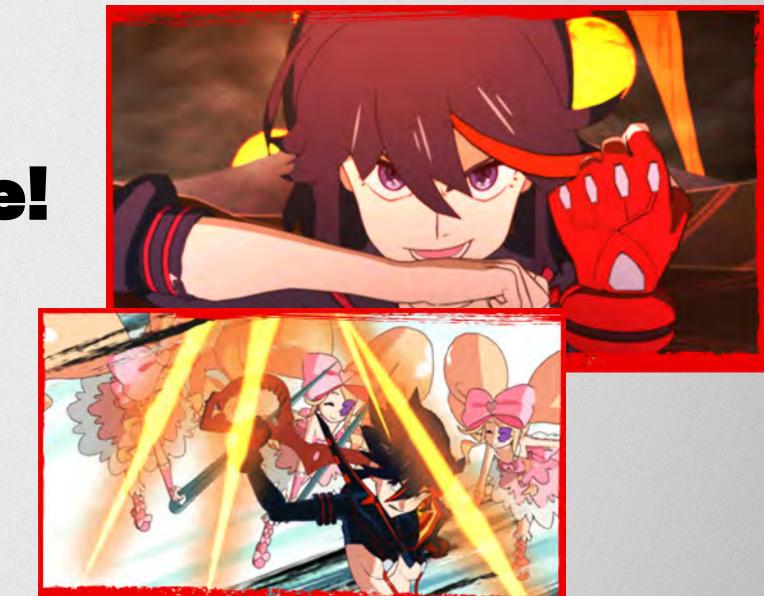
See through Ryuko's eyes a brand new story. Behold as Ryuko faces countless challenges again as main in the IF story!

After losing to Satsuki, Nui appears in front of Ryuko. Seeking strength,

Ryuko seeks help from, of all the people, Nui...

What is the untold secret behind the Life Fibers?

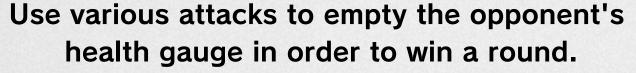
Get ready for a new "IF" story in tandem with Satsuki's story to see the world unfold!



GAME RULES

The game features action fighting up to two players.







Whoever takes two rounds first wins.

1Wins

This icon will appears with each round you win. Win two rounds first to win the battle.

2Time Remaining

This shows how much time you have remaining.

When the time runs out, whoever has more health wins.

*If that person has already won one round, the player will win the battle.

3Health Gauge

This shows how much health the player has remaining. Whoever empties the opponent's health wins the round.

4SP Gauge

This gauge is used to perform various special and powerful actions.

****The following actions will increase the SP gauge.**

·Guard an attack (big boost)·Land an attack (modest boost)·Take damage (small boost)

SCREEN DETAILS



6Bloody Valor Icon/Valor Level display



When the SP gauge hits 50% or above, the icon will glow red, signifying that you can use Valor Burst. The number of stars signifies your current Valor Level.





When the Valor Level is at 3-stars, and you have 100% in your SP gauge, you will be able to use your SEN-I-SOSHITSU Secret Art.

What is Valor Level?

Your Valor Level increases each time you win in Bloody Valor. Each time your level increases, your character gains various stat boosts, and their special moves becomes more powerful.

VERSUS

In VERSUS, you can challenge COM controlled characters or other players, locally or online.

FREE BATTLE

You can set various settings, such as stages and time limits, and challenge COM controlled characters or other players, locally or online. When challenging another player, you will need to connect a second controller then select VS PLAYER.

PLAYER MATCH

You can create online rooms or enter another player's room to challenge players online.

You can search for player rooms based on various criteria, such as stage and player levels, to find the rooms you are looking for.

You can also use the 4-digit room ID to find specific rooms.

Create your room based on various settings. You can also set a password, which will becomes your room ID.

RANKED MATCH

Find other players online with a similar Thread Count to face off in battle.

The more you win, the higher your Thread Count, and the more you lose, the lower.

Your wins and win rate are recorded in ranked matches.

You can download replays of high-ranking player battles.

PRACTICE

In PRACTICE, you can practice your moves and enjoy battles based on varying rules. Note that you can only select Tutorial, Training, Survival Challenge, and COVERS Challenge in PRACTICE.

TRAINIG

You can test and try various character combos and special moves, verify the damage output, and practice your battle skills.

SURVIVAL CHALLENGE

Here you will face the COM until you run out of health.

Choose your character, and win a single round to continue on to the next opponent.

Your health will recover slightly after each battle. The challenge ends when you lose all your health.

COVERS CHALLENGE

You will face the COVERS in battle. Face off against 3 different challenges. Choose your character, and test your mettle facing the hordes of COVERS.

100-UNIT EXTERMINATION

You will challenge yourself to see how quick you can defeat all 100 COVERS. You will fail if you lose all your health during the challenge.

1 MIN. EXTERMINATION

You will fight to see how many COVERS you can defeat in a minute. You will fail if you lose all your health during the challenge.

ENDLESS EXTERMINATION

You will battle waves of COVERS until you lose all your health.

Note that some COVERS may drop an item during battle.







Syringe

An item that temporarily increases your Valor Level. There are 3 types of syringes, which will increase your Valor Level accordingly.





Knuckles

An item that temporarily increases your attack power. There's a silver and gold version, with the gold version being more potent.





Gong

An item that increases your time remaining. There's a silver and gold version, with the gold version being more potent. This item only appears during 1 MIN. EXTERMINATION.





Mystery Croquette

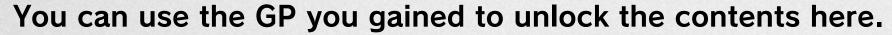
An item that recovers health. There's a single croquette and a heap of croquettes, with the heap recovering more health. This item only appears during ENDLESS EXTERMINATION.

Getting another Syringe or Knuckles while you are under their effect will reset the duration and effect. For example, if you get a Single Syringe while under the effect of a Triple Syringe, your Valor Level will shift from 3 to 1.

GALLERY



In GALLERY, you can enjoy the game's music, voices, movies, and models.



You will need those GP to gain access to everything, so be sure you gather them in the other game modes.

DIGITAL FIGURE

Place character models, and set their poses and expressions, which can then be saved so that you can enjoy viewing them later. You can unlock various expressions and poses using your GP.

VOICE LIBRARY

Listen to the various voices that plays in the game. You can unlock various voices using your GP.

SOUND TEST

Listen to the various BGMs used within the game.

REPLAY LIST

Check various saved online battle replays. You can also control the camera in battle.

Download and view player replays from high-ranking matches.

ANIME

You can view movies you watched during the game's Story mode here.

GLOSSARY

Read various details and information related to KILL la KILL characters, Goku Uniforms, and more.

BASIC ACTIONS

		left stick	Move
		В	Jump
	Ground	R	Guard
		R +B	Homing Dash
Basic Actions		L + R SP Gauge is 50% or more	Valor Burst Uses 50% of the SP gauge,but can't be used while being attacked.
		R + Toward opponent	Front Step
	Ground During a Jump	R + ←□→	Side Step
		R + Away from opponen	Back Step
	During a Jump	В	Homing Dash
Damaging Actions	When taking damage	L + R SP Gauge is 50% or more	Counter Burst Uses 50% of the SP gauge, but can't be used unless attacked.
		A	Taunt (Attacker heals when successful.)
Valor Actions	During Bloody Valor	X	Provoke (Attacker recovers SP when successful)
			Mock (Attacked deals damage when successful)

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