STREET FIGHTER X TEKKEN

capcom-unity.com

Autodesk
Scaleform®

TEEN
T
CONTENT RATED BY
ESRB

CAPCOM®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NOTICES:
Video output in HD requires cables and an HD- compatible display, both sold separately.
Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

CONTENTS

This game supports Dolby® Digital 5.1. In order to enjoy Dolby Digital 5.1 Surround Sound you must connect your PlayStation®3 system to a sound system that supports Dolby Digital using an HDMI cable or a digital optical cable. From the XMB™ (XrossMediaBar) , select Settings ⇨ Sound Settings ⇨ Audio Output Settings, then select the cable type you connected, and finally select "Dolby Digital 5.1 ch" to experience the excitement of surround sound.

GETTING STARTED

PlayStation®3 System

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the STREET FIGHTER® X TEKKEN® disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ✕ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

🏆 **Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.
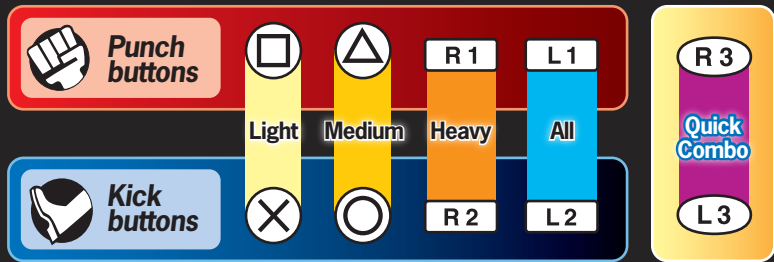
Saved data for PS3™ format software
Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

CONTROLS

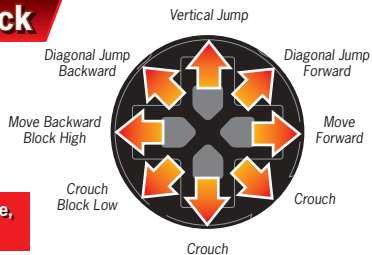**Using the DUALSHOCK®3 Wireless Controller for PlayStation®3 system**

SELECT
L2
L1
Directional buttons

START
R2
R1

SONY

SELECT   START

Left stick
L3

Right stick
R3

Directional buttons/Left stick

Directional buttons and left stick controls are shown for when your character is facing the right. When facing the left, all left/right controls are reversed.

Diagonal input requires pressing 2 buttons at once, such as the left and down directional buttons.

Vertical Jump

Diagonal Jump Backward   Diagonal Jump Forward

Move Backward Block High   Move Forward

Crouch Block Low   Crouch

Crouch

A Quick Tip from Dan

Stick with me and I'll give you some juicy tips about how to play the game! Try pressing the down directional button (or moving the left stick down) and then immediately jump. You'll jump higher than usual! That's what we call a "high jump"!

Buttons

Punch buttons	□	△	R1	L1	R3
	Light	Medium	Heavy	All	Quick Combo
Kick buttons	✕	◯	R2	L2	L3

Other controls

Directional buttons/left stick: Select mode, mode menu, and Select an option
✕ button: Confirm
◉ button: Cancel
Pressing L2 and R2 with the directional buttons or left stick: Cursor jump (only in certain modes)

START button

Press the START button during the game to pause and bring up the Pause Menu. Press again to resume (note the game cannot be paused while playing against an opponent online).

You can also use the command list on the Pause Menu to check the unique moves, special moves, or Super Arts of each character. Please note that Easy Inputs and Super Easy Inputs are only available in battle when the appropriate Gems are set.

*These are the default button settings. They can be changed to other configurations from Options (⇨**P.04**).
*The vibration function can also be turned on/off via Options (⇨**P.04**).

STARTING THE GAME

Starting the Game

Press the START button on the title screen to advance to the Main Menu.

Main Menu

ARCADE	In this mode, you fight against the CPU as you follow along with the game story. If you use the Fight Request setting, you can accept invitations to online battles (⇨*P.16*).	# of Players **1 - 2**
VERSUS	Select characters and a battle stage and then fight against the CPU or another player (⇨*P.16*).	# of Players **1 - 4**
NETWORK	Fight other players online via PlayStation®Network (⇨*P.22*). *Broadband connection required.*	# of Players **1 - 2**
TRAINING	Choose how your opponent will behave and then practice against them (⇨*P.16*).	# of Players **1 - 2**
CHALLENGE	Take on a series of challenging battles (⇨*P.16*).	# of Players **1**
CUSTOMIZE	Customize a variety of battle-related settings (⇨*P.17*).	
PLAYER DATA	View online/offline statistics and gameplay records.	
OPTIONS	Adjust various game settings.	
STORE	Search for and purchase downloadable content.	

Installing/Uninstalling the Game

You can install or uninstall the game data under Options on the Main Menu. 2600MB of free space is required on the PlayStation®3 system hard disk drive (HDD) in order to install the game.

Save Data

This game uses an Auto-Save function. Data will automatically be saved after each match and after changing game settings. Do not switch off the power when the HDD access indicator is flashing. 18 MB of free space is required on the PlayStation®3 hard disk drive (HDD) to save data.

Character Select

On the Character Select screen, you can choose and customize your character.

Character Setting Window

COSTUME	Purchase costumes from the PlayStation®Store and you can then use them on the corresponding character.
COLOR	Change the color of your character's costume. You can also use colors that you have customized yourself (⇨*P.20*).
COMMENT	Select the message to be displayed when you win a match. *Only available in certain modes.*

Gem Unit Window

Select gems to use in battle (⇨*P.15*).

Handicap Window

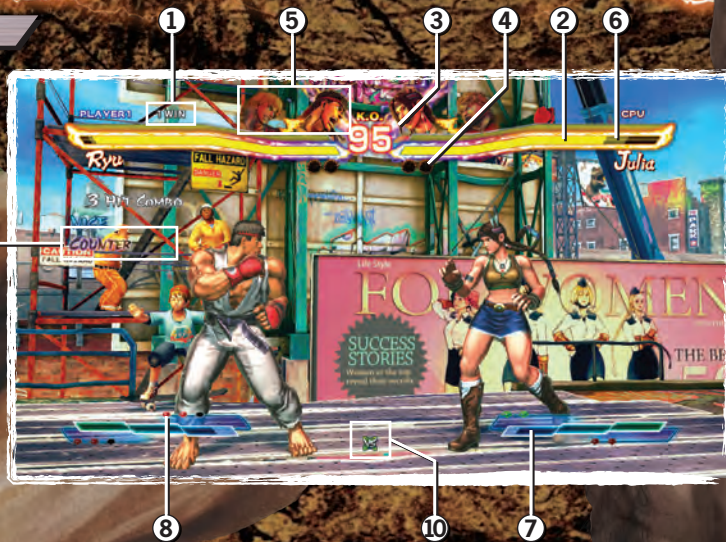Set the starting vitality gauge level. *Only available in certain modes.*

A Quick Tip from Dan

Did you know that you can change your controller's button assignments right from the Character Select screen? Well, you can! Just press the START button! But remember—this only works in offline modes!

STARTING THE GAME

Game Screen

❶ **Consecutive Wins**	Current consecutive wins.	
❷ **Vitality Gauge**	Your remaining vitality.	
❸ **Timer**	The remaining battle time.	
❹ **Win Markers**	Displayed after winning a round. The icon changes depending on the circumstances of victory.	
❺ **Character Portrait**	Displays a portrait of the character you are currently using, as well as the character standing by. The standby character is displayed toward the rear.	

❻ **Recoverable Damage**	Displays the amount of damage that can be recovered while standing by.	
❼ **Cross Gauge**	This gauge increases as your character attacks or takes damage. Super Arts and EX Special Moves consume your Cross Gauge.	
❽ **Gem Icon**	Displays the status of your selected gems. Gems will glow when activated.	
❾ **Bonus Message**	Various messages are displayed here during the action.	
❿ **Fight Request Icon**	During Arcade or Briefing, an icon appears when the Fight Request setting is on.	

BASIC CONTROLS

All of the controls shown in this section are for when your character is facing right. When facing left, all left/right controls are reversed.

Normal Moves

Press the punch and kick buttons to perform normal moves. The actual move performed depends on the position of your character and the button pressed.

Special Moves

Pressing the directional buttons and attack buttons in specific combinations allows you to execute a special move. Even if your opponent manages to block a special move, they will still sustain a small amount of damage. Inputting the command for a special move during certain normal moves allows you to cut short, or "cancel," the normal move and quickly go straight into performing the special move. Using cancelling skillfully is one way to create damaging combinations.

EX Special Moves

EX Special Moves are powered up versions of your regular special moves. Perform an EX Special Move by pressing 2 or more punch or kick buttons (depending on the special move) when inputting a special move command (this uses 1 block of your Cross Gauge).

EX Command

Example: EX Hadoken

2 or more simultaneously

A Quick Tip from Dan

Have you noticed messages like "COUNTER" or "REVERSAL" appearing on the screen during a battle? These pop up when your attack hits just as your opponent was attacking, or when you perform a special move with the right timing—just as you are attacked or while you are blocking.

Block

Pushing the directional buttons away from your opponent allows you to block their attacks. You can block high (standing) and low (crouching) attacks. High and low blocks can block specific attacks, but not every attack. You will need to carefully and quickly swap between the 2 types to block all incoming attacks. You cannot block while in the air.

Block High

Block Low

After successful block

Cross Cancel

When you enter this command after successfully blocking your opponent's attack, you will perform a Cross Cancel. Depending on the character, this may be an attack or a movement. It consumes 1 block of your Cross Gauge.

Heavy + Heavy

Recovery

When your opponent's attacks have knocked your character to the ground, you can press down on the left stick or directional buttons or any 2 attack buttons simultaneously the instant you hit the ground to perform a quick recovery. A successful recovery will reduce the amount of time spent prone on the ground and make it easier to respond to the next incoming attack.

Some attacks, such as throws, do not allow a recovery to be performed after them.

Just before landing or Press 2 or more buttons together

Forward Roll Recovery

While down, press the directional buttons in the direction of your opponent to perform a forward roll recovery. While performing a forward roll recovery, you are temporarily invulnerable. If used well, this can allow you to avoid your opponent's attacks.
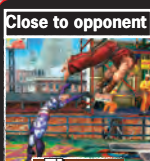
While down

BASIC CONTROLS

Throws & Throw Escapes

Throw When standing close to your opponent, press the Light Punch and Light Kick buttons simultaneously to throw your opponent. You can change the direction you throw the opponent by pressing left or right on the directional buttons or left stick. *Some characters can also perform a throw when jumping (aerial throw).*

Throw Escape

👊 **Light** ➕ 👟 **Light**

You can prevent yourself from being thrown by pressing Light Punch and Light Kick together when your opponent begins to throw you.

Close to opponent	When grabbed
*Throw Escapes cannot be performed against aerial throws.	
Throw	**Throw Escape**

Dash

Press the directional buttons twice towards your opponent in quick succession to perform a forward dash, or press the directional buttons twice in quick succession away from them to perform a backward dash. Dashing allows you to get close to your opponent quickly or to drop back and reassess the situation.

Dash 🔴 ➡️➡️

Backward Dash ⬅️⬅️ 🔴

Switching

Press the Medium Punch and Medium Kick buttons simultaneously to switch with your partner. When a character switches with their partner, they enter standby mode and will be able to recover any recoverable damage (⇨P.07).

👊 **Medium** ➕ 👟 **Medium**

By using 1 block of the Cross Gauge it is also possible to cancel an action and switch with your partner.

Launchers

A Launcher is a combined offensive/defensive attack where you launch your opponent into the air before performing a character change. Press the Heavy Punch and Heavy Kick buttons simultaneously while your character is on the ground to perform a Launcher.

👊 **Heavy** ➕ 👟 **Heavy**

A Launcher makes you invulnerable to your opponent's low attacks.

Boost Combo + Cross Rush

Perform a Boost Combo by pressing the Light ⇨ Medium ⇨ Heavy Punch or Kick buttons, in that order.

Pressing Light ⇨ Medium ⇨ Heavy, or alternatively Light ⇨ Heavy or Medium ⇨ Heavy—followed by a final Heavy attack—will unleash a Launcher. This is called a Cross Rush.

👊 **Light** OR 👟 **Light**   👊 **Medium** OR 👟 **Medium**   👊 **Heavy** OR 👟 **Heavy**

👊 **Heavy** OR 👟 **Heavy**

Perform another Heavy attack and...

A Launcher will be performed!

Super Arts

If you use 2 blocks of Cross Gauge, you can perform a powerful special move known as a Super Art. The Super Art commands differ from character to character.

Super Charge

Special moves that have ⟳ (CHARGE) next to them in the command list can be charged up to 3 levels by holding down the button. If you charge it up to level 3, you can perform a Super Art without consuming any of your Cross Gauge.

Special moves increase in power as follows, allowing you to perform an EX Special Move or Super Art without using your Cross Gauge: Special Move ⇨ EX Special Move ⇨ Super Art.

In the case of Ryu, input 🔴↱ + 👊 **and hold down** 👊

And you will perform a Super Art!

Cross Arts

The most powerful combination move possible, performed together with your partner. If successfully landed, a Cross Art will do a great deal of damage to your opponent, but will consume all 3 blocks of your Cross Gauge. When a Cross Art hits, you will automatically switch with your partner.

🔴↱ + 👊 Medium 🤚 Medium

Cross Assault

A Cross Assault is a special technique in which you call in your partner and fight together. It uses all 3 blocks of the Cross Gauge. During Solo Play, the character you call in will be controlled by the CPU. During Pair Play, your partner will control the character.

🔴↱ + 👊 Medium 🤚 Medium

A Quick Tip from Dan

All attacks result in recoverable damage, but Cross Arts are different! A Cross Art will convert all of your opponent's recoverable damage into actual damage! Wow!

BASIC CONTROLS

## Pandora

↓ ↓ + 👊 Medium 🦶 Medium

Pandora is a last-ditch attempt to change the course of a battle that you can only activate when you have 25% or less of your total vitality remaining. When activated, you will no longer be able to use the current character in that round, but your partner will get the following bonuses:

① Your partner's attack strength is increased.

② Your partner's Cross Gauge is always at maximum.

③ Your partner will receive twice your current character's remaining vitality.

In addition, after activating Pandora, no tag moves can be used, and if you are unable to KO your opponent before Pandora ends, you will lose via Time Over.

Quick Combo

👊 Light + 🦶 Heavy OR 🦶 Light + 👊 Heavy
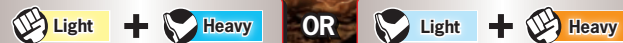
Activate the combo you set under "Quick Combo" in Customize (⇨P.19). Using a Quick Combo requires at least 1 block of your Cross Gauge.

Gems

Gems are special items that can be activated under certain conditions to provide you with support during battle. There are 2 types of gems: "Boost Gems," which boost characters' abilities during battle, and "Assist Gems," which help you control your character. Note: gems must be selected before going into battle (see P.18 for information about equipping gems).

Boost Gems

Land 5 normal attacks and...

The gem will be activated, temporarily boosting the amount of damage done to your opponent!

Assist Gems

If you have a gem allowing automatic Throw Escapes...

You'll automatically shake off throws at the cost of your Cross Gauge!

A Quick Tip from Dan

Gems have a variety of effects! Some increase the amount of damage that your opponent takes, while others let you perform automatic Throw Escapes—but that's not all! There are many other kinds of gems out there!

GAME MODES

Arcade

In this mode you can enjoy the Street Fighter X Tekken story. Use 2 controllers and you can play with a friend in Pair Play. In addition, if you use Fight Request, you can play while waiting for a Ranked Match opponent (⇨P.22).

Versus

Play a match against the CPU or against another player. Select Scramble Battle to play a 4-player simultaneous match.

Training

This training mode is for offline practice in either Solo Play or Pair Play. You can select a wide variety of settings such as gauge level and CPU strength.

Challenge

Learn the basic controls for Street Fighter X Tekken and attempt a variety of challenges.

Customize

Select "CUSTOMIZE" from the Main Menu to display the Customize Mode menu. Here you can customize everything from Gem Unit and Quick Combos to character colors and your Battle Profile.

Gem Unit (⇨P.18)	Under Gem Unit, you can select the Boost Gems and Assist Gems you want to use for each character, allowing you to easily select them on the Character Select screen.
Quick Combo (⇨P.19)	Under Quick Combos, you can select a combo for each character that can be easily activated with a button combination in battle.
Character Color (⇨P.20)	Customize character colors.
Battle Profile (⇨P.21)	Edit the player title and comments displayed at the lobby for online matches.

GAME MODES

Customize

Unit Screen   List Screen

Gem Unit

➊	**Gem Unit Name**	The name of the Gem Unit that you are currently editing. Press the SELECT button to change the name. You can also press the L1 or R1 buttons on the unit screen to change the unit that you are editing.
➋	**Gem Slot**	Displays the name, effect, and slots used of the currently selected gem. Press the ✕ button on a blank spot to equip a gem, and press the △ button to remove an equipped gem.
➌	**Slots Used**	Displays the number of slots currently being used.
➍	**Gem Type**	Press the L1 or R1 buttons on the list screen to switch the display between Boost Gems, Assist Gems, and log history (allowing you to select recently used gems).
➎	**Gem List**	A list of usable gems.

Auto Set

Press the START button on the unit screen to equip gems automatically.

Filter/Symbol Guide

Press the START button on the list screen to display a window for filtering the display to only include certain gems. Press the SELECT button to display details pertaining to the icons used to show gem effects.

Buying Gems

To use a gem displayed on the Gem Unit list screen with the 🛒 mark, you must download it.
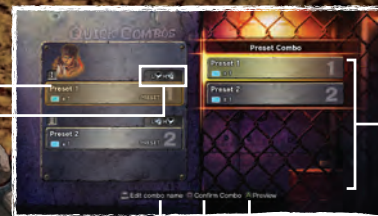
Broadband connection required.

Press the △ button to check the details of downloadable gems.

You can also purchase gems under "STORE" on the Main Menu (⇨P.28).

Quick Combo

➊	**Combo Slot**	Displays the equipped combo.
➋	**Combo Activation Command**	Displays the command necessary to activate the equipped combo.
➌	**Combo List**	Displays the names of combos and the amount of the Cross Gauge they consume.
➍	**Edit Combo Name**	Change the name of the selected combo.
➎	**Confirm Combo**	Check the details of the selected combo.
➏	**Preview**	Try out the selected combo.

GAME MODES

Customize

Character Color

❶
❷
❸
❹

> To use palettes or costumes with the cart displayed, you must download them.

|	
❶ COSTUME	Character costume type. You can change costumes by pressing the **L1** or **R1** button.
❷ CUSTOM NO.	The custom color number used by the costume currently being edited. You can change custom color by pressing the **L2** or **R2** button.
❸ PARTS	Displays the parts that can have their colors changed. The number of parts will vary depending on the selected character and costume.
❹ PALETTES	A list of the palettes that can be selected.

Camera Controls

Press the SELECT button to assume control of the camera.

CONTROLS		
Left or right directional buttons	Rotate the camera left or right.
Up or down directional buttons	Move the character up or down.
△ button, ▣ button	Zoom the camera in or out.
START button	Reset the camera.
SELECT button	Finish the camera controls.

Battle Profile

Here you can edit your Battle Profile. Press the △ button on the title selection screen to switch to the comment selection screen. Press the ▣ button on the comment selection screen to switch back to the title selection screen.
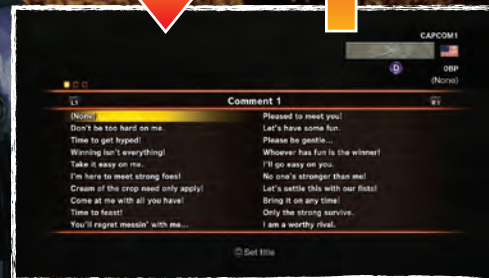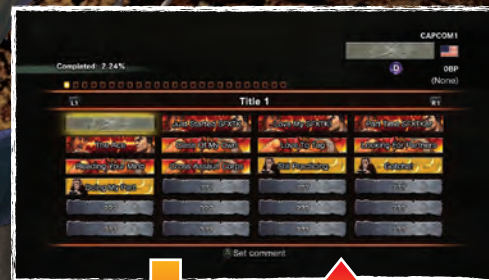
You can also edit your Battle Profile from the Main menu.

20   21

ONLINE BATTLES

Select "NETWORK" from the Main Menu to enter into online battles with players from around the world.

ONLINE BATTLE

Participate in matches that affect your Battle Points.

❶ Ranked Match	In this mode you will receive or lose battle points (BP) depending on the results of the match. Your battle points will affect your ranking (⇨P.23).
❷ Endless Battle	Multiple players take each other on in continuous matches. Your battle points (BP) will not be affected by the outcome.
❸ Scramble Battle	Multiple players take each other on in continuous Scramble Battles (special battles in which all 4 players are always active). Your battle points (BP) will not be affected by the outcome.
❹ Briefing Room	A practice mode in which you join up with your partner to fight the CPU and test your Pair Play skills, or train by fighting your own partner. You can also enable Fight Request for this mode via the Pause Menu to wait for Ranked Match opponents while you train. *Note you can only select Briefing Room if you have already found a partner under Partner Settings.*
❺ Partner Settings	Search for a partner to use in Pair Play.

A Quick Tip from Dan

If you have 2 controllers, you can team up with a friend to play an online battle! It's easy—just press the START button on the other controller while at the Character Select screen! This is called Local Pair Play!

RANKINGS

In this mode (selected under "NETWORK" on the Main Menu), you can check your rank for battle points (BP) and wins you have gotten during online battles.

Total BP Rankings

❶ Follow Icon	Shows which players you are following. If you are following a player, the icon will be lit up.
❷ Class Icon	Shows player class.
❸ Replay Icon	When this is lit up, a replay has been uploaded and is ready for viewing.
❹ Add/Delete Follow	Follow a player you like. Use this to unfollow as well.
❺ Menu	Change the items displayed for the rankings.
❻ Player Info	Check detailed info for the selected player.
❼ Replay Details	You can play back the selected replay, and save it as well.
❽ Follow Check	Save new replays from followed players to "My Collection."

A Quick Tip from Dan

Following players may not be the flashiest feature, but it's really useful! Following your favorite players or friends makes it easier to collect their latest replays!

REPLAY CHANNEL

Replay Channel Modes

Replay Channel is found under "NETWORK" on the Main Menu. In this mode you can view and collect replays uploaded by other players, and manage replays that you have collected.
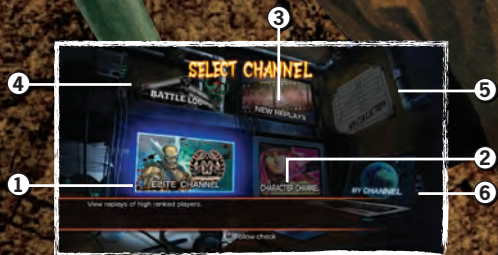
❶ **Elite Channel**	View replays from top-class players.
❷ **Character Channel**	View replays that include the character you have selected.
❸ **New Replays**	View the latest replays uploaded for Ranked Matches.
❹ **Battle Log**	View your own battle replays that have been temporarily saved. Replays for the last 50 matches are saved, with older matches being deleted as new ones are added.
❺ **My Collection** (⇨P.25)	Collect and view your favorite replays. You can save up to 300 replay files. You can also sort them with tags and change their names.
❻ **My Channel** (⇨P.26)	Share and view replays stored in "My Collection" with other players. After selecting My Channel, you can create your own lobby or search for lobbies created by other players by pressing the L1 and R1 buttons.

A Quick Tip from Dan

Have you used Follow Check? It's a very useful feature that will tell you when any of the players you follow have uploaded new replays! Nice, huh?

My Collection

❶ **Category**	Shows the category of the listed replays. Use the L1 and R1 buttons to switch the display between Any ⇨Tag 1 ⇨Tag 2 ⇨Tag 3 ⇨Tag 4 ⇨Tag 5.
❷ **Replay File List**	A list of saved replay files.
❸ **Tags**	Displays the tags set for your replay files.
❹ **Show Win/Loss**	Displays win/loss stats for all replay files.
❺ **Menu**	Change or delete menu replay names.
❻ **Details**	Check detailed information about replay files.
❼ **Tag Settings**	Add tags to replay files. There are 5 different tags available for you to rename as you like. You can also delete all files that have a particular tag.

REPLAY CHANNEL

My Channel (View)

View replays that the host has selected from his or her collection. Playlist selection is performed after the host enters the viewing lobby.

❶ Playlist	This item is only selectable by the host. The host selects replays from their collection to view.
❷ Friend Invite	Send an invitation message to another player.
❸ Remove Player	This item is only selectable by the host. This allows the host to force a player to leave the lobby.
❹ Timer	When all of the marks light up, the replay will start playing.
❺ Menu	Check the profiles of other players or change mute settings.

A Quick Tip from Dan

Have you ever wished you could save the replay you're currently watching? If so, press the SELECT button to mark it for saving! But don't forget—you can only do this for replays in Elite Channel, Character Channel, and My Channel!

My Channel (Broadcast)

Here, people can download replay files the host has selected from their collection. Sharing begins once the host finishes selecting a playlist in the hosting lobby. As soon as a guest enters the lobby, downloading will commence. When the download is complete, they will automatically leave the lobby. They cannot perform any other operations.

❶ Playlist	This item is only selectable by the host. The host selects replays from their collection to broadcast.
❷ Friend Invite	Send an invitation message to another player.

A Quick Tip from Dan

Have you heard of the "mute" setting? If not then listen up! Mute allows you to turn off another player's voice chat audio. Give it a try!

You can check details for downloadable content under "STORE" on the Main Menu.

In addition to "STORE" on the Main Menu, gems can also be purchased via "Gem Units," located in Customize Mode (⇨P.19).

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