



Produced by  
Ω-Force  
OMEGA

# Attack on Titan 2

進撃の巨人



STEAM®

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Based on the manga "Shingeki no Kyojin" by Hajime Isayama originally serialized in the monthly BESSATSU SHONEN magazine published by Kodansha Ltd.  
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# Story Mode

Play following the story of the Attack on Titan anime.

## Story Mode Flow

### Daily Life/Camp

Get your equipment in order so you're ready for the next battle. You can also talk to people around you and enjoy a variety of different interactions.

Speak to characters with a  icon displayed over them to advance in the story.




### Episode

Aim to fulfill the victory conditions as you complete missions and side missions. \*Once you fulfill the victory conditions, the episode is over and you can advance in the story.

### Scout Missions

These are battles that have no effect on the flow of the story. They consist of 2-5 battles, and after each victory you have the choice of continuing on to the next battle or heading home.

\*Your game is automatically saved after battle and at other key times.

\*From Chapter 1, Episode 2 onward, you can use distress calls to take on episodes in cooperation with other players. Continue in Daily Life/Camp until  is displayed and then press the **LB** to activate an online distress call. Once members have joined, the mission will begin.



# Another Mode

Take on challenging scout missions with your favorite characters.

## Another Mode Flow

### Camp

Get your equipment in order so you're ready for the next battle.

By talking to certain people within the camp, you can also access scout missions.



### Scout Missions

These missions consist of 2-5 battles, and after each victory you have the choice of continuing on to the next battle or heading home. By completing side missions as you do battle, you can increase your friendship level with related characters.





# Another Mode (Online Play)

When playing Another Mode online, you can play cooperatively with other players or battle against them.



Battle against other players.



Take on scout missions together with other players.



Check the rankings.



Initiate joint development with other players.

\*When the searching party is ready with the equipment and the helping party is ready with the materials, both parties will receive new equipment.



Answer the distress calls of other players and work through Story Mode episodes together.



## Online Battle: Annihilation Mode

Up to eight players can take part. You work in rival teams to eliminate Titans. The team that earns the most points within the time limit wins. You earn points by destroying parts of Titans, establishing bases, completing missions, etc.

\*The team that takes out a Titan in the end by the nape of the neck wins the points for destroying the parts of that Titan.

\*Working together with comrades to destroy parts of a Titan's body can earn you bonus points.



# Gallery / Options

Enjoy perusing the contents of the gallery, and set up your gaming environment just the way you like it.

## Gallery

Check out the in-game movies, backing tracks, character models, etc.

The further you advance in the story, the more you'll have access to in the gallery.

## Options

Change settings related to your gaming environment, such as difficulty level, gore level, etc.

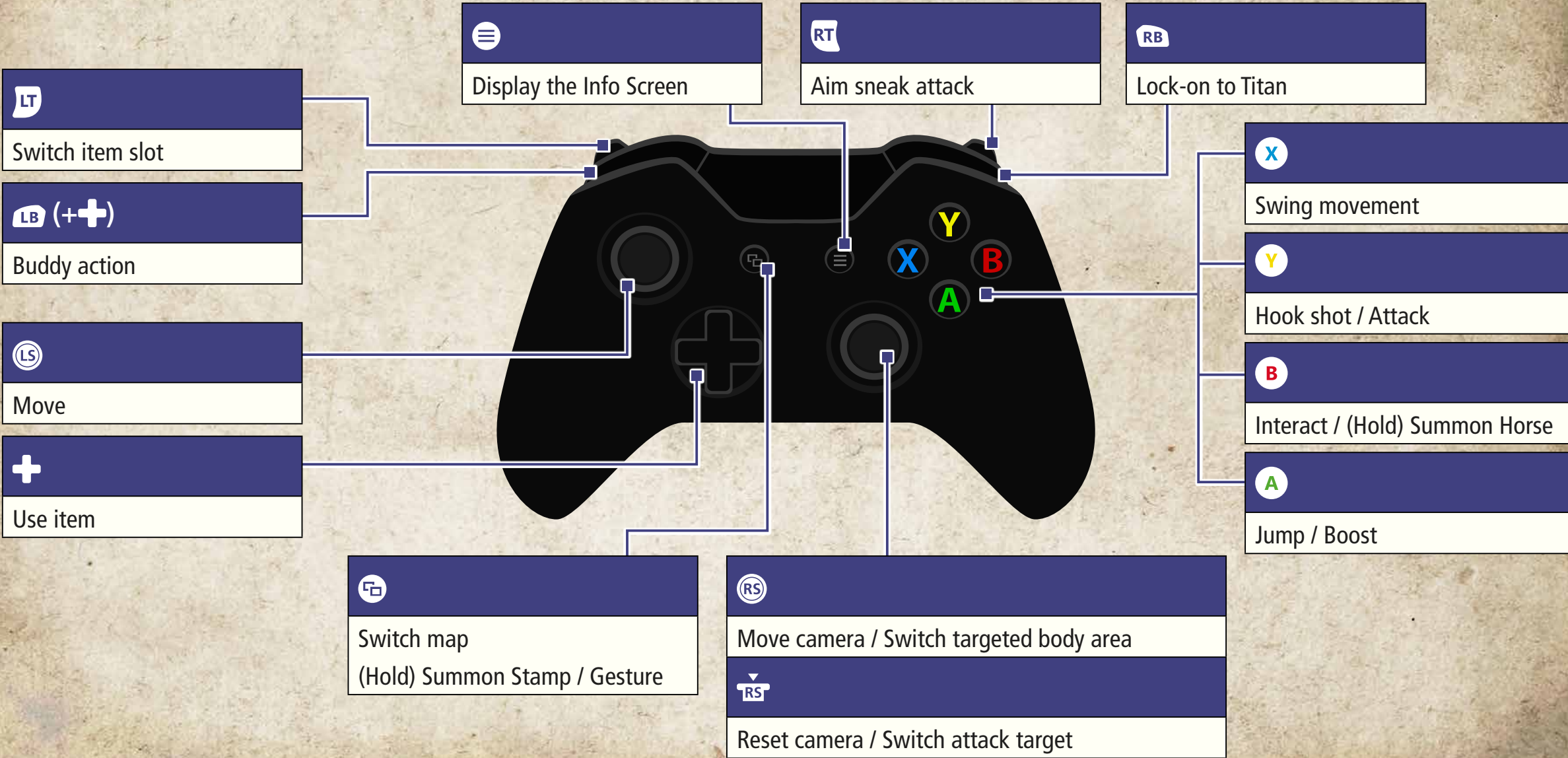
\*Some settings cannot be changed, depending on the particular point you are at in the game.





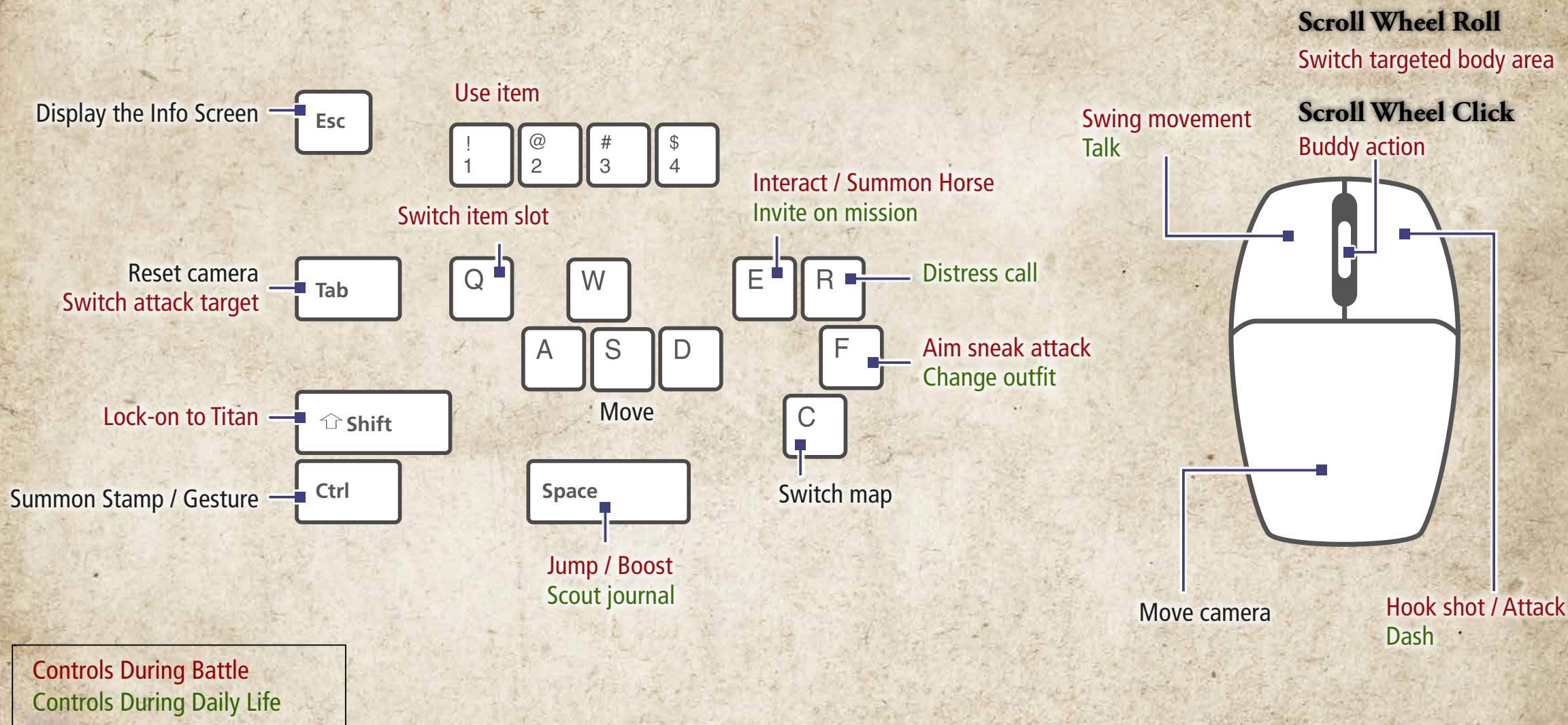
# Controller Operation

Note: For controls during daily life, please refer to the key guide shown at the bottom right of the screen.





# Keyboard and Mouse Operation





# The Battle Screen

## Team member info

Comrades involved in linked activity.


## Player info

## Detection gauge



Titans' level of awareness toward the player. This can change from white to yellow to red. At the max, you enter the danger zone and attacks from Titans get significantly stronger.

## Targeted area of body

The targeted area of the Titan's body and its durability. You can switch to other parts of the using the .

## Mission / Side mission info

## Mini map

## Danger gauge

This only appears when you are in the danger zone. You remain in the danger zone until the gauge disappears.







# Player / Team member info

## Player info

### Items in possession

The number of each of the different types of item you have. Switch slots with the , and use the corresponding  to use an item.



Gas



Blades



Restorative



Flash grenades



Battle alert signal



Restraining gun



### Remaining gas

All swings use gas, and boosts really eat it up. When gas is exhausted, you can still swing, but various actions will be restricted.

### Blade durability

Durability falls the more you use your blades. Once durability hits zero, your attacks will be severely weakened.

## Team member info

### Fixed members



The members you can't switch out of the team.

### Rank

A member's toughness. There are six levels: D - A, S, and S+.



### Buddy action

When the face icon is lit up, press the corresponding  while holding the  to activate.



Charge attack



First-aid



Support attack



Cooperative attack




















Ordered attack



# Target icons


Various icons are shown on the battle screen and mini map.

	Human		Mission target area
	Human mission target		Side mission target area
	Human part of defeat conditions		Team member
	Titan		Base construction site
	Titan mission target		General base
	Titan part of victory conditions		Supply base
	Abnormal		Automated artillery
	Abnormal mission target		Bomb base
	Abnormal part of victory conditions		Manual artillery
	Mission smoke signal		Front line base
	Side mission smoke signal		Mining base





# The Info Screen

Pressing the  during battle or daily life will bring up the info screen.  
Switch between pages using **LB** / **RB**.

## Daily Life



Player	Check out the player's status (equipment, items), equipment for obtained skills, materials and gifts the player has in his/her possession, etc. You can also get game hints here.
System	Save / Load your game, and set up your gaming environment. You can also return to the main menu from here.

## During Battle



Mission	View details about the mission or side mission. Press <b>Y</b> to see the victory conditions, etc.
Map	Check out the location of soldiers, Titans, and bases.
Player	Check out the player's status (equipment, items), and game hints.
System	Set up your gaming environment, or opt to retreat. Choosing to retreat will end the current battle.