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Produced by  
ω-Force  
OMEGA

# Attack on Titan

進撃の巨人

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# Attack on Titan

進撃の巨人

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\*The screenshots in this manual have been taken from a development version of the game. Some of the game features described in this manual are subject to change.

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*That day, humanity remembered.*

*The fear of their rule...*

*The humiliation of being trapped in a birdcage...*

It is a world populated with gigantic beings known as Titans that feast on humans for food. Living behind three massive Walls, mankind agreed to sacrifice its freedom in the name of security.

Growing up in the Shiganshina District, Eren Jaeger always dreamed of seeing life outside the Walls. Despite spending his days in peace with his old friends Mikasa and Armin, he resents those that are content to live their lives trapped behind the Walls.

One day, a Colossal Titan appeared with an Armored Titan and destroyed one of the Walls, causing the lives of the young heroes to come crashing down like the very walls themselves.

Two years later...

The 104th Cadet Corps look to take a stand against the Titans.

Among their ranks stand the familiar faces of Eren, Mikasa, and Armin.



## Eren Jaeger

Strong in mind as well as body, the young hero yearns to see the world beyond the walls. By joining the Scout Regiment, he dreams of journeying to the outside world...

Voice Yuki Kaji

Initial Skill Reckless



## Mikasa Ackermann

She has been by Eren's side ever since he saved her life when she was a child. Everything she does is to ensure his protection.

Voice Yui Ishikawa

Initial Skill Chain Attack



## Armin Arlert

Eren and Mikasa's friend since childhood. Highly intelligent, he is the one that taught Eren about the world outside the walls. However, he is physically weak, causing him to often lament his cowardice. While in the Cadet Corps, he earned top marks in his coursework.

Voice Marina Inoue

Initial Skill Tactician's Eyes



## Sasha Braus

She always speaks in a polite manner, and looks to avoid quarrels with her friends, which makes her seem gentle at first glance, even though she actually possesses a rather abrasive personality. She has an insatiable appetite, and often steals food from the cafeteria.

Voice Yu Kobayashi

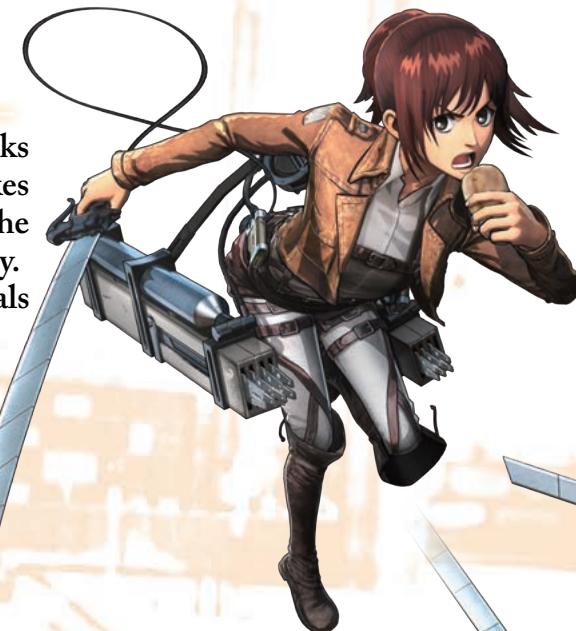
Initial Skill Elimination Bonus

## Connie Springer

He has an extremely active personality, and tends to get carried away easily. Simple and straightforward, he often tends to emote his feelings, whether it be excitement or anger. He refers to himself as the "Natural," but since he has trouble reading the atmosphere around him, he is easily swept away by events.

Voice Hiro Shimono

Initial Skill Swoop



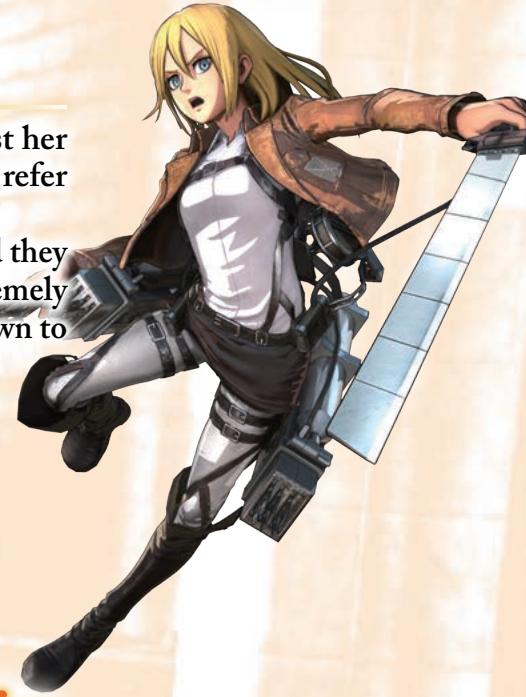
## Christa Lenz

She is extremely popular amongst her classmates, so much so that they refer to her as a "Goddess."

She is good friends with Ymir, and they can often be found together. Extremely good natured, even horses are drawn to her kind and gentle demeanor.

Voice Shiori Mikami

Initial Skill Charisma



## Jean Kirschtein

Somewhat of a nihilist, he is known for his often cynical remarks, but he is a top-notch operator of the omni-directional mobility gear. He rarely sees eye to eye with Eren, and the two are constantly at odds. Witnessing countless friends die in battle at the hands of the Titans leads him to grow as both a person and a leader.

Voice Kisho Taniyama

Initial Skill Chain Dash



## Annie Leonhart

She is usually silent, and is often on her own. She is a close-quarters combat specialist.

Voice Yu Shimamura



## Reiner Braun

He possesses excellent physical strength, and has a strong sense of responsibility as a soldier.

Voice Yoshimasa Hosoya



## Ymir

She speaks with a sharp tongue towards all of her classmates, with the exception of Christa, whom she is quite friendly with.

Voice Saki Fujita



## Bertholdt Hoover

Although he lacks assertiveness and rarely asserts his presence among his fellow cadets, he is quite talented.

Voice Tomohisa Hashizume



## Levi

Lieutenant in the Scout Regiment.  
Referred to as "Humanity's Strongest Soldier,"  
he possesses incredible combat skills and is said to possess  
the fighting strength of an entire brigade.

Voice Hiroshi Kamiya

Initial Skill Rotating Slash



## Hange Zoe

Section Commander in the Scout Regiment.  
Excellent in combat and highly intelligent,  
Hange is interested in capturing and studying Titans.

Voice Romi Park

Initial Skill Tactician's Eyes

## Erwin Smith

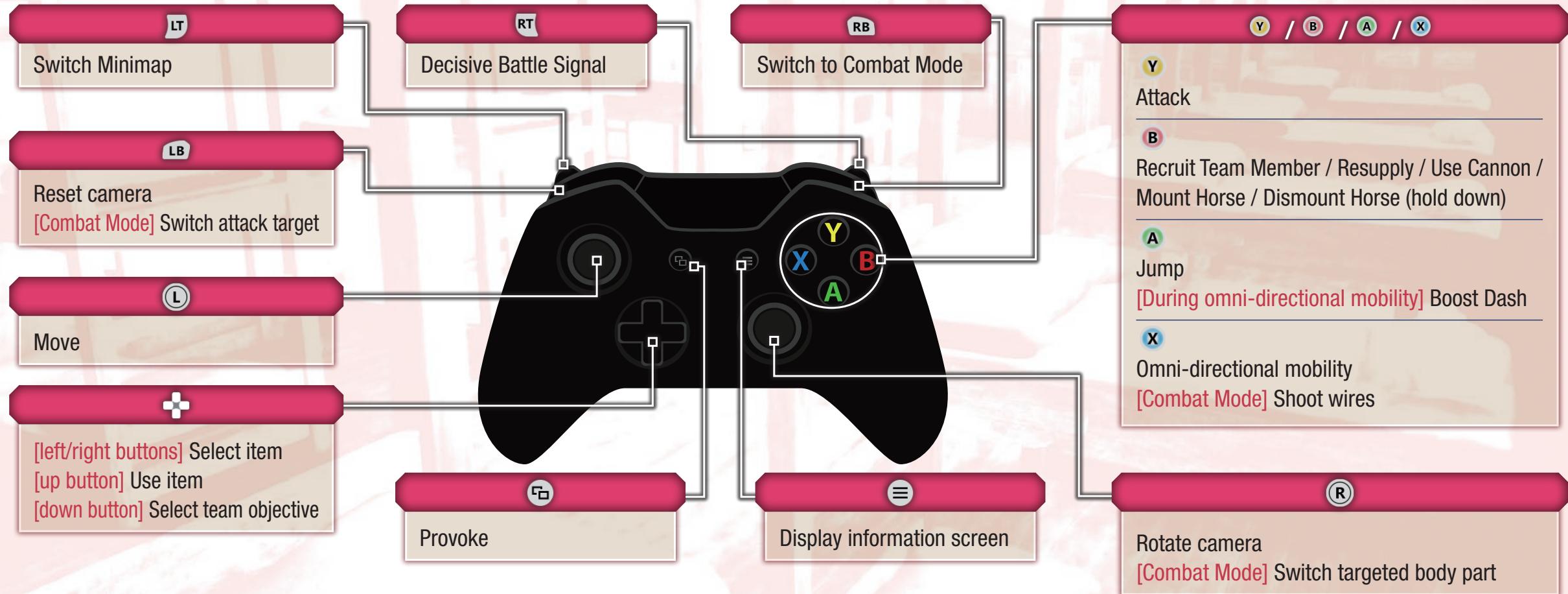
Commander of the Scout Regiment.  
He has strong leadership skills, enabling him to bring  
together the highly idiosyncratic members of the Scout  
Regiment.  
If it brings humanity a step closer to victory,  
he is prepared to make any decision, no matter how  
heartless.

Voice Daisuke Ono

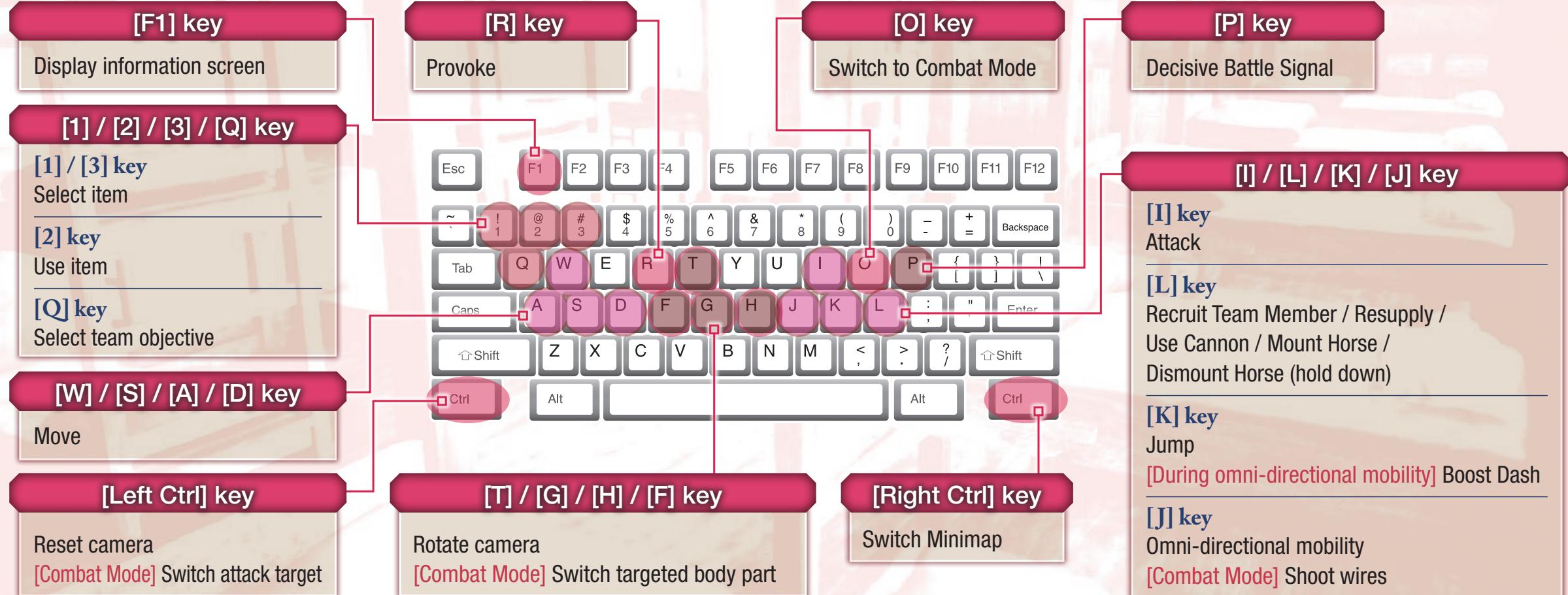
Initial Skill Tactician's Eyes



## Gamepad controls



## Keyboard controls



## Battle Basics

You can defeat Titans by inflicting damage to the nape area on the back of the neck.

### 1. Approach the Titan

Approach the Titan by pressing **X** (or the **J** key) to move using omnidirectional mobility, and **A** (or the **K** key) to use a Boost Dash.

### 2. Switch to Combat Mode

Approach the Titan, and press **RB** (or the **O** key) when the marker is displayed to switch to Combat Mode.



### 3. Attack

Select a body part to attack with **R** (or the **T** / **G** / **H** / **F** key), and press **X** (or the **J** key) to fire an anchor at that body part in order to approach the Titan. Once you are close enough, press **Y** (or the **I** key) to attack the body part. You will destroy the body part after you have dealt sufficient damage to it.

### 4. Destroy the nape

It is easier to attack the Titan's nape if you destroy its arms and legs first. You will slay the Titan after its nape is destroyed.



Its nape is its weak point.



## Omni-Directional Mobility - 1

Using an omni-directional mobility device attached to your hip, you can fly through the air at high speeds. The device fires steel wires that attach to walls or Titans and enable you to move as the wires are reeled back in. However, certain actions require the use of compressed gas to guide your movements.



Press **x** (or the [J] key) to fire the steel wires



Move about using omni-directional mobility



Press **A** (or the [K] key) to fire compressed gas to give yourself a temporary burst of speed (Boost Dash)

Holding down **x** (or the [J] key) lets you automatically shoot out the wires again, allowing you to continue moving using omni-directional mobility.

\*You will be unable to use a Boost Dash once the Gas Meter is empty.

## Omni-Directional Mobility - 2

### Firing the wires at targeted body parts

Combat Mode

While in Combat Mode, you can press **x** (or the **[J]** key) to shoot a wire, anchoring it to the body part of a targeted Titan. After the wire has been fired, you can move with **L** (or the **[W]** / **[S]** / **[A]** / **[D]** key). The longer you rotate about the Titan or use a Boost Dash, the more likely the anchor is to detach itself from the body part.



Targeted body part

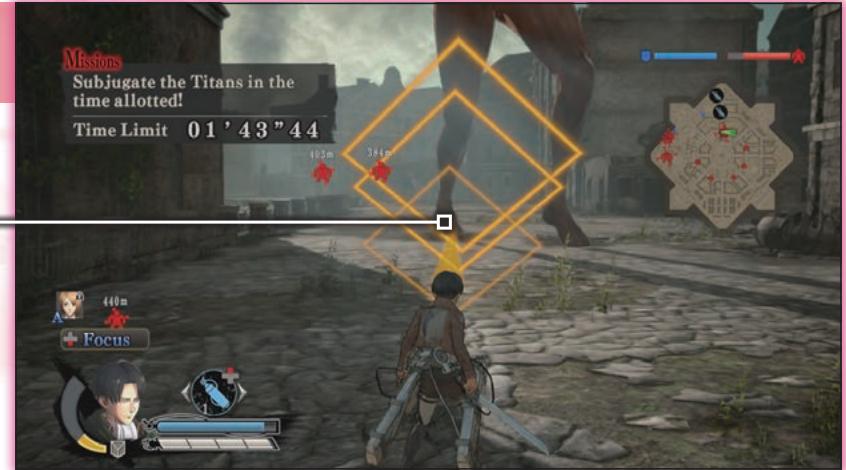


## Switching to Combat Mode

Approach the Titan and press **RB** (or the [O] key) when the marker is displayed to switch to Combat Mode.

\*If you press **RB** (or the [O] key) while in Combat Mode, you will exit Combat Mode.

Marker



## Attacks

After firing the anchor, you will automatically approach the targeted body part if you do not attempt to encircle it. Once you are close enough, press **Y** (or the [I] key) to attack the body part. Your attempt will fail if you are too far away, or if you have insufficient acceleration. Attacking after a Boost Dash (**A** (or the [K] key)) or other such movements will enable you to inflict massive damage on the Titan.

\*You must be at least a certain distance from a body part in order to accelerate towards it.



## Selecting Targets

If you find yourself near multiple Titans while in Combat Mode, you can press **LB** (or the [Left Ctrl] key) to switch between targets.



## Titan Body Parts

Even after taking damage, a Titan's body parts will gradually recover. Eventually, the body part will be destroyed after it takes a certain amount of damage. However, even if parts of their bodies are destroyed, they can regenerate within about one to two minutes.



## Switching targeted body parts

You can switch the body part targeted on a particular Titan by using **R** (or the [T] / [G] / [H] / [F] key) during Combat Mode.

## A Titan's Weak Point

The Titan's weak point is the nape, on the back of its neck. You can kill a Titan by destroying its nape. It will be easier to target the nape if you first destroy the Titan's arms so it cannot attack, or its legs so it is unable to move.

### Defensive parts

For Titans with defensive parts, you will be unable to effectively attack its nape until you first destroy the defensive part. Be sure to target it first.

\*Titans with defensive parts will have an icon indicating that their nape cannot be attacked.

Attack disabled icon (nape)



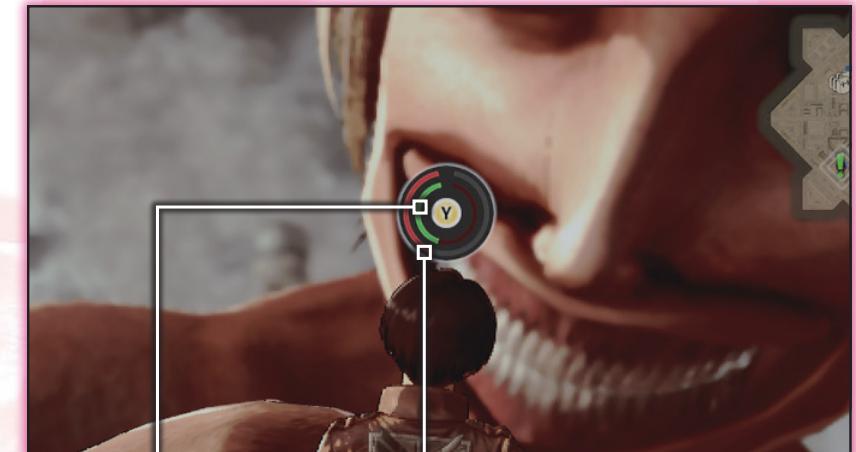
Defensive part

## When in Trouble - 1

### Escaping a Titan's grasp

Rapidly press **Y** (or the [I] key) if you are caught by a Titan. You can escape its grasp if the Strike Meter reaches 0 before the Feeding Meter does.

\*If you fail, you will be eaten by the Titan and the battle will be lost.



Feeding Meter (red)

Strike Meter (green)

## When in Trouble - 2

### Near-Death State

If you are grabbed by a Titan and suffer heavy damage, you will enter a near-death state. Being in a near-death state makes it harder to fight the battle, since your movement speed is reduced, and you face various other disadvantages. You can recover from a near-death state by avoiding damage for a set period of time, or by using restorative items.



### Focus Time

If you are in a near-death state and about to take additional damage from a Titan, you will enter a state known as Focus Time. During this enhanced state, your surroundings will move as if in slow motion until the Focus Meter is depleted. Use this opportunity to use a Boost Dash to escape from the Titan before the meter is empty.



\*There is a limit to how many times you can activate Focus Time. The limit will be reset when you recover from the near-death state.

## Battle Flow - 1

Your objective during battle is to achieve the victory conditions. You can confirm the victory conditions on the information screen.

### Complete missions and side-missions

Complete the missions and side-missions that arise during battle to move a step closer to victory.

\*You will fail some missions or side-missions if you cannot complete them within a certain amount of time.

Time remaining



<b>Missions</b>	Missions are indicated by a red smoke signal fired into the sky. They are essential to winning the battle and failing to complete them will lead to your defeat.
<b>Side-Missions</b>	Side-Missions are indicated by a green smoke signal fired into the sky. Completing them can provide you with various benefits during the battle, such as receiving items from your allies, or having them join you as a team member. Additionally, the Decisive Battle Signal Meter will fill faster.



## Gain new team members

Certain soldiers may join you as a team member (up to a maximum of 4) if you approach them and press **B** (or the [L] key), or if you assist them by completing side-missions. Team members act according to the objective set for the team.

## Resupplying gas, blades, and more

Press **B** (or the [L] key) near a Logistician to obtain items. You may also come across soldiers on the battlefield that have been defeated by the Titans. Approach them and press **B** (or the [L] key) to pick up any items they have on them.

## Battle Flow - 3

### Decisive Battle Signals

The Decisive Battle Signal Meter will gradually fill as you perform actions such as defeating Titans or completing side-missions.

When the Decisive Battle Signal Meter is full, press **RT** (or the **[P]** key) to fire a Decisive Battle Signal. For a limited time, your abilities will be powered-up and your Gas Meter and your blade's Durability will not be depleted. Additionally, any nearby allies will come to fight by your side.





## Battle Flow - 4

### Battle Outcome

The battle will end once you have completed the necessary missions and achieved the victory conditions.

You will be given an evaluation of your performance after the battle is over. Your evaluation will change depending on the number of missions accomplished, how many Titans you have slain, and the amount of time remaining in the battle. The amount of rewards such as Experience and funds that you receive will differ depending on your evaluation. Additionally, you will also obtain any equipment materials that you acquired during battle.

Once your Experience reaches a certain level, your Regiment Skill and Soldier Skill will increase. As your Regiment Skill rises, you will be able to develop new equipment at the Camp. As your Soldier Skill rises, you will be able to learn new Skills.

### Defeat / Retry

You will lose the battle if you are eaten by a Titan or if you meet the defeat conditions for the battle. Even if you are defeated, you can retry the battle from the previous checkpoint.

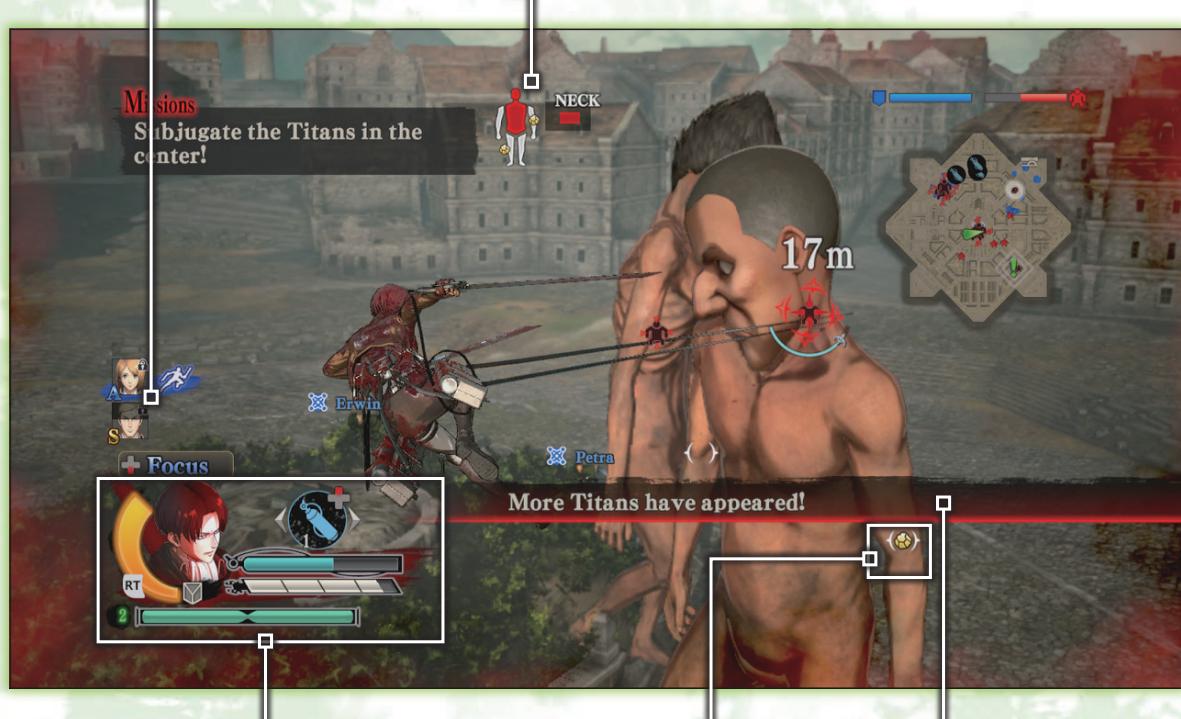
\*You can lose the battle when attacked by certain Titans, even if you are not eaten.

\*Checkpoints are automatically set when you complete certain tasks, such as arriving at the location of a smoke signal.



## Battle Screen 1

### Team Information



### Player Information

### Titan Info

### Materials Available

### Combat Status Info

### Team Information

Your team members and the strength of each one (S>A>B>C). You can select a team objective with the down button.

**Focus:** Targets the same Titan as you. When a  icon is displayed, the team member will follow up your attacks.

**Fan Out:** Automatically targets any nearby Titans.

**Guard:** Protects characters focusing on missions or important to the defeat conditions.

### Materials Available

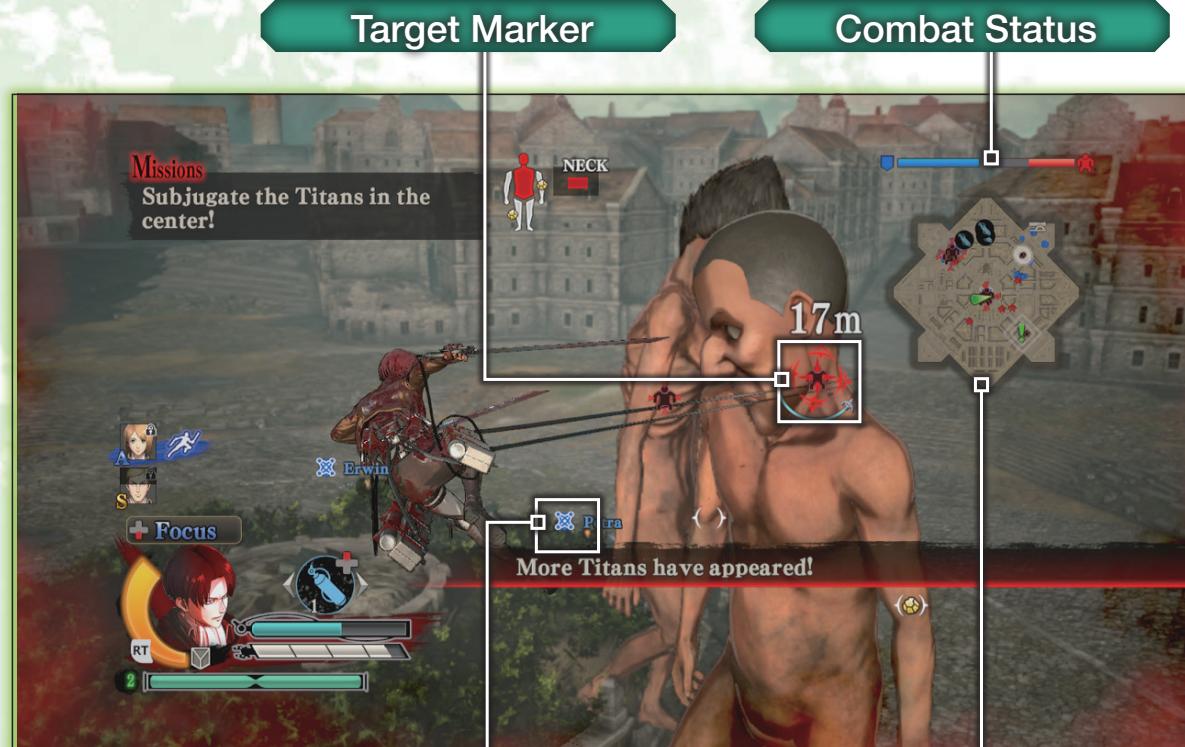
Destroy these body parts to obtain materials.

### Titan Info

The targeted body part of the Titan you are facing as well as its durability. As the body part takes damage, its durability will decrease, and the body part will be destroyed when its durability reaches 0.



## Battle Screen 2



### Target Marker

### Combat Status

### Objective Icons

### Minimap

### Target Marker

The targeted body part and its distance from you. You can target different body parts by using **R** (or the **[T]** / **[G]** / **[H]** / **[F]** key).

The meter shows the durability of your anchor. It depletes as you swing about the body part, and its color will change (blue→yellow→red) as it is emptied. Once it is empty, the anchor will detach from its target.

### Combat Status

The current Combat Status of the battle (Blue: Human, Red: Titan). The longer the blue meter, the greater your advantage is.

## Player Information

### Item Inventory

The items you possess as well as the number remaining (Green: have the max amount). Select items with the left and right buttons, and press the up button to use them. Use the gas item to restore your Gas Meter, and the blade item to restore your blade's Durability. You can recover from a near-death state by using restorative items.



### Decisive Battle Signal Meter

This gradually fills as you perform actions such as defeating Titans or completing side-missions. When it is full, you can press **RT** (or the [P] key) to fire a Decisive Battle Signal. Each time you fire it, a portion of the  meter will turn yellow. With each use, its duration increases and the number of troops that appear to assist you will also increase. It will reach its maximum value on the fourth usage.

### Gas Meter

The amount of gas you have remaining. It is gradually depleted as you engage in omnidirectional mobility, and depletes even faster when using a Boost Dash. You will be unable to use Boost Dash when it is empty.

### Blade Durability

This depletes as you attack Titans. Once it is empty, the amount of damage you inflict when attacking is drastically reduced.

### Item Inventory

### Decisive Battle Signal Meter



### Gas Meter

### Blade Durability

### Focus Meter

### Focus Meter

This is displayed when you are near death. It will reduce by one when you activate Focus Time. Once you have used up your reserves, you will be unable to activate Focus Time (green numbers: maximum number of uses remaining).

## Objective Icons

On the battle screen, objective icons will be displayed in the location of missions or other objectives for the stage. You can check the location of these objectives by looking at the minimap.



Icons	
	Human
	Mission objective (human)
	Defeat conditions (human)
	Titan
	Mission objective (Titan)
	Victory conditions (Titan)
	Abnormal
	Mission objective (Abnormal)
	Victory conditions (Abnormal)
	Mission smoke signal
	Side-Mission smoke signal
	Mission destination
	Side-Mission destination
	Team member
	Titan targeting the player
	Priority Target
	Logistician
	Restorative
	Gas
	Blade
	Flash Grenade
	Sound Grenade
	Firebomb
	Cannon
	Defensive facility
	Horse
	Titan trap

## Information Screen

Press **≡** (or the [F1] key) during battle to display the information screen. You can also confirm the victory and defeat conditions for the battle by pressing **Y** (or the [I] key).



<b>Mission Information</b>	Check missions and side-missions that have been issued.
<b>Battlefield Information</b>	Check the position of your character, other soldiers, Titans, and more.
<b>Player Information</b>	Check information such as your Skills, abilities, equipment, and horses.
<b>Combat Status Log</b>	View a history of what has happened during the battle.
<b>Options</b>	Adjust the game settings.
<b>Fall Back</b>	Exit the current battle. You can restart the battle from either a checkpoint or the beginning, or you can choose to return to the Camp or Main Menu.

## Skills

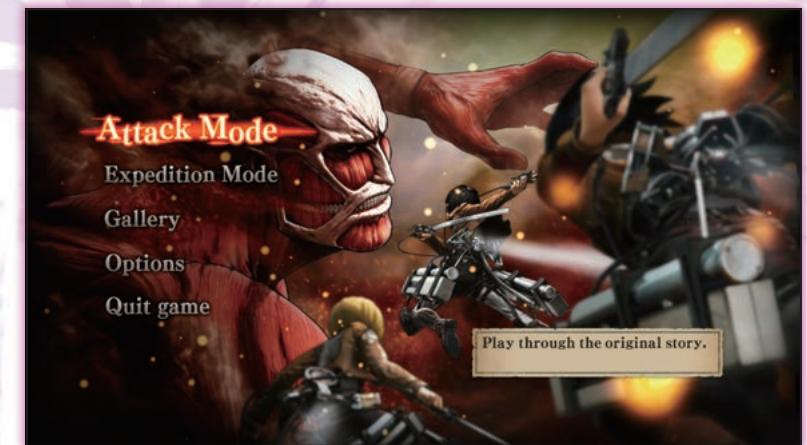
Each playable character has a special Skill that enables them to perform unique attacks, give attack orders to team members, or other various actions. As your Soldier Skill increases, you can learn new Skills as well. Check "Player Information" on the information screen for more details on your Skills.



Levi can perform a Rotating Slash.

## Main Menu

Press a button at the title screen to advance to the Main Menu.



<b>Attack Mode</b>	Play the "Attack on Titan" storyline.
<b>Expedition Mode</b>	Select a playable character and try to complete various missions.
<b>Gallery</b>	View movies, character models, and more.
<b>Options</b>	Adjust the game settings.
<b>Quit Game</b>	Quit game and return to Windows.

\*Equipment, Regiment Skill, Soldier Skill, materials, and other items are shared between Attack Mode and Expedition Mode.

## Saving / Loading

### Saving

The game automatically saves in locations such as after battle (autosave).

You can also save from the Main Menu by selecting "Save" from the "Options" menu.

### Loading

You will be given the option to continue your game when selecting a game mode from the Main Menu.

You can also load a game from the Main Menu by selecting "Load" from the "Options" menu.

### Restarting your game

Select "New Game" from "Options" in the Main Menu to start a new game from the beginning. This will create new save data for your game.



## Attack Mode - 1

Play a series of battles that follow the game's story.

### Attack Mode Game Flow

#### 1. Camp

Here, you can prepare for battle by selecting equipment, horses, and more. Speak to the character with an ! icon above their head to begin the battle.

#### 2. The battle begins

Attempt to fulfill the victory conditions for the battle while completing missions and side-missions.

#### 3. Win the battle

The battle will be won once you have fulfilled the victory conditions, allowing you to advance the story.





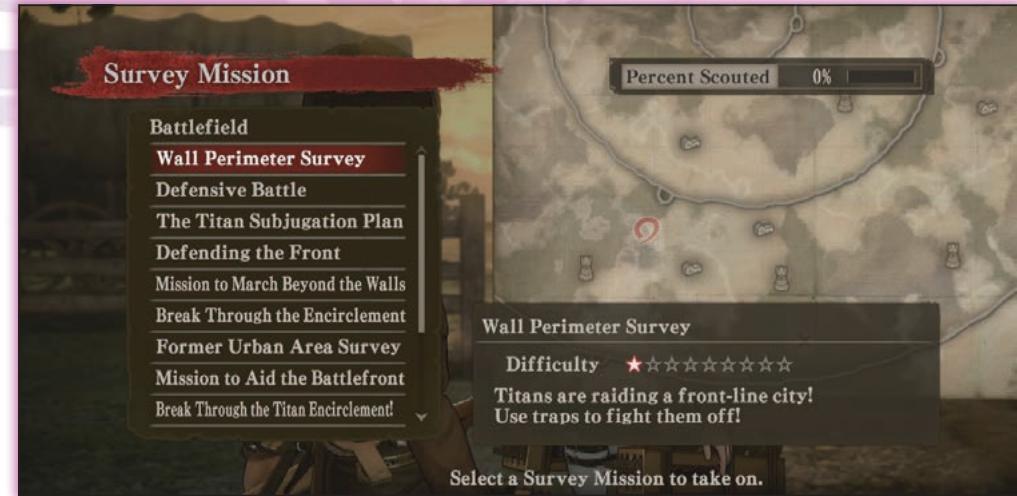
## Attack Mode - 2

### Survey Missions / Past Missions

From Chapter 2 onwards, you can speak to soldiers in the Barracks with a icon above their head to trigger a Survey Mission. The mission contents follow the same path as the Expedition Mode explanation from Point #2 onwards. Additionally, you can speak to soldiers in the Barracks with a icon above their head to replay a battle that you have already cleared.

## Expedition Mode

This mode allows you to undertake various missions assigned by the regiment. Depending on the results, you can obtain funds and materials, and also unlock additional areas and battlefields to choose from during your missions.



### Survey Missions

Select an area and battlefield to deploy on these missions. Completing them will increase the scouting percentage of the area.

Once a certain percentage of the area has been scouted, you will receive funds, new information will be added to the Muster Roll, and more. Additionally, new areas and battlefields will appear as the area is scouted.

### Expedition Missions

Each time a battle ends, you will be given a choice to proceed to the next battle or to withdraw. Choosing to advance to the next battle will increase the rewards you can obtain. You may also obtain special materials as well.

## Expedition Mode Game Flow

### 1. Select a character

Select your playable character.

### 2. Camp

Speak to a character with a  icon above their head to select a mission to undertake. The benefits and results of clearing a mission will differ depending on the mission type.

### 3. Fight the battle

Fight the battle while looking to complete its mission and side-missions.

### 4. Complete the mission

Complete the mission to clear the stage. You will be given an evaluation as well as a reward based on your performance.

## Gallery

View movies, character models, and more.



<b>Public Information</b>	Read an explanation of the terms in the game.
<b>Regiment History</b>	Replay event scenes that you have watched.
<b>Music Collection</b>	Listen to music that you have heard in the game.
<b>Muster Roll</b>	View character models and other information.
<b>Equipment Field Guide</b>	Check the abilities of equipment, horses, and other items you have obtained.
<b>Titan Field Guide</b>	View models and other information on Titans you have encountered in the game.

## Options - 1

Adjust game settings such as the difficulty and expression of gore, save and load your game, and more.

\*When you set Show Gore to OFF in the Game Settings menu, blood spurts resulting from subjugating a Titan, for example, will no longer be shown during gameplay.

\*You will be unable to adjust some options as you progress through the game.



## Options - 2

### Quality Settings

Modify the display quality of the game. Set the options below to [Low] or [Off] to minimize processing power.

Quality Settings	(High/Low/Custom) For the Quality Settings, select from among the preset settings. If you select [High] or [Low], the setting will be applied to all items. If you select [Custom], you can set each item individually.
Light Shafts	(On/Off) Choose whether to display light gradations such as bright lights shining down into dark areas.
Motion Blur	(On/Off) Choose whether to utilize the motion blur effect on objects within the game.
Depth of Field	(On/Off) Adjust the focal point of the camera within the game.
Anti-Aliasing	(On/Off) Choose whether to smooth out the edges of objects within the game.
Ambient Occlusion (AO)	(On/Off) Choose whether shadows are cast by objects within the game.
Effects Quality	(On/Off) Choose whether to use high quality effects within the game.
Reflections	(On/Off) Choose whether to enable reflected light within the game.
Radial Blur	(On/Off) Choose whether to enable radial blurring within the game.
Texture Filtering	(High/Medium/Low) Adjust the level of detail the game uses when displaying zoomed in or out images.
Shadows	(High/Low/Off) Adjust the level of detail for shadows of people and objects within the game.

## In the Camp - 1

You can speak to other characters when you are in a Camp (Barracks, Supply Base, Temporary Barracks). Pressing  (or the [F1] key) will also bring up the menu as follows, allowing you to change your equipment, outfits, and more.

Player Information	Check information such as your Skills, abilities, equipment, and horses.
Change Outfit/Equipment	Change your equipment, horses, and outfits.
Corps Information	Check the inventory of your items, materials, and more.
Task Information	Check the requests you have received from other characters.
Options	Adjust the game settings.
Return to Main Menu	Return to the Main Menu.

## In the Camp - 2

### Obtaining equipment, materials, horses, and more

Speak to the person in charge in order to obtain equipment and more.

\*Some barracks may not have a person in charge and you will be unable to obtain equipment, materials, or horses there.

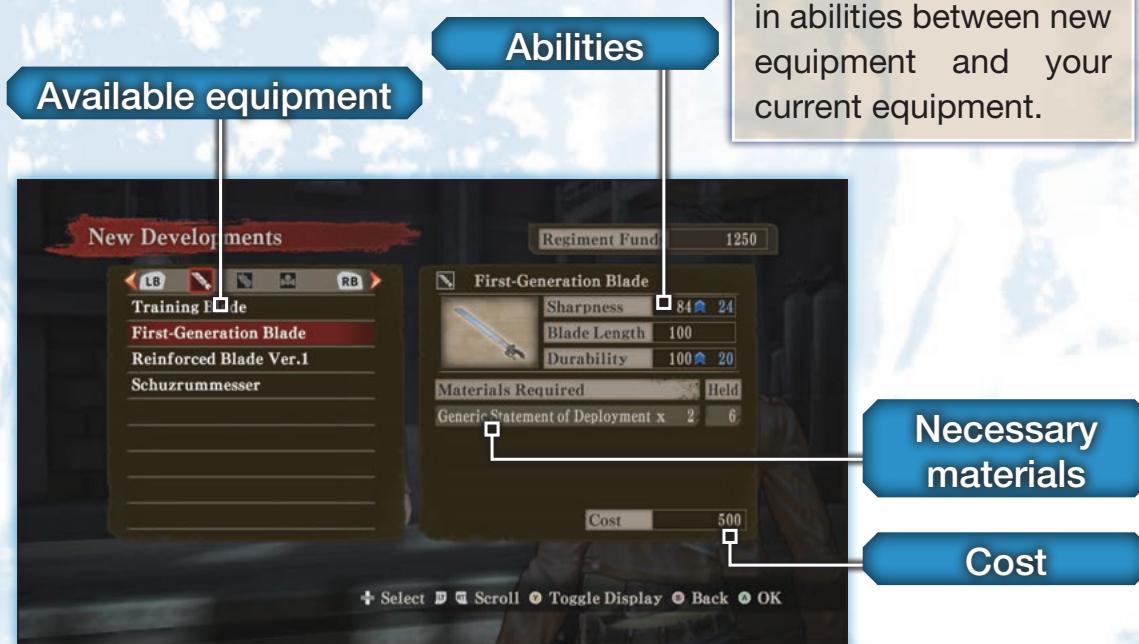
 Equipment Supply Station	Obtain and power up your equipment.
 Material Acquisition Depot	Obtain materials or exchange them for funds.
 Warhorse Supply Station	Obtain horses that you can take to battle with you.

## Equipment Supply Station - 1

Obtain equipment such as blades, scabbards, canisters, omni-directional mobility gear, or power up your existing gear. You can use the materials, funds, and other items that you have obtained from the battlefield and other locations.

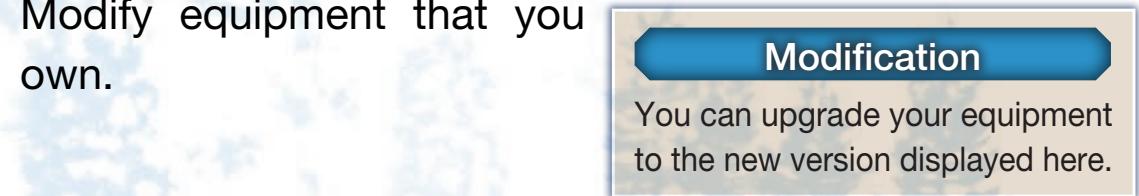
### New Developments

Obtain new equipment.



### Upgrade Equipment

Modify equipment that you own.



## Equipment Supply Station - 2

### Fortify

You can fortify your equipment by combining it with other pieces of equipment. Fortifying equipment will increase its base abilities.



Base equipment

Materials

Fortification result

Fortification result

Select "Start Fortification" to upgrade your equipment to the new version shown.

### Cash In

This enables you to exchange equipment and materials for money.





*This is your first step towards becoming a soldier!  
Pay attention if you don't want to be lunch for a hungry Titan!*

## Aim for the arms and legs

Large and medium-sized Titans will immediately counterattack if you aim for their nape right away! First, try to destroy their arms to prevent them from attacking, or their legs to keep them from moving about! Especially with Titans that have defensive parts, you will have to destroy those parts before you can even attack their nape! You need to constantly adjust your strategy as you target their body parts!



## Remain in the Titan's blind spot

Never try to approach a Titan head-on! No matter what body part you're aiming for, the Titan will defend itself if it sees you coming! Once your anchor is set, rotate around to behind it or its side before you begin your attack! If your wires get caught up in other obstacles, the anchor will become detached! Remember to watch where you're going when you're swinging about!

## Draw the Titan's attention

Sometimes, you'll need to come to the aid of your fellow team members! Try to draw the Titan's attention by provoking (□ (or the [R] key)) it so that your team member can attack its body parts or nape!

Items such as Flash Grenades or Sound Grenades that you can obtain from side-missions can also give you the necessary opening! However, there's a limit to how many of them you can carry! Save them for when they're really needed!



## Remember to resupply

As you attack the Titans, your blade will gradually get worn down over time! Blades that are worn out are unable to deal any significant damage to Titans! If you run out of gas, you will be unable to engage in omni-directional mobility, which cuts down on your evasiveness! Keep an eye on your Gas Meter and blade's Durability and be sure to replenish them when needed!

If you come across a Logistician on the battlefield, don't forget to stock up on gas, blades, and restorative items! Come across a Titan without spare gas and blades and you probably won't live to tell the tale!