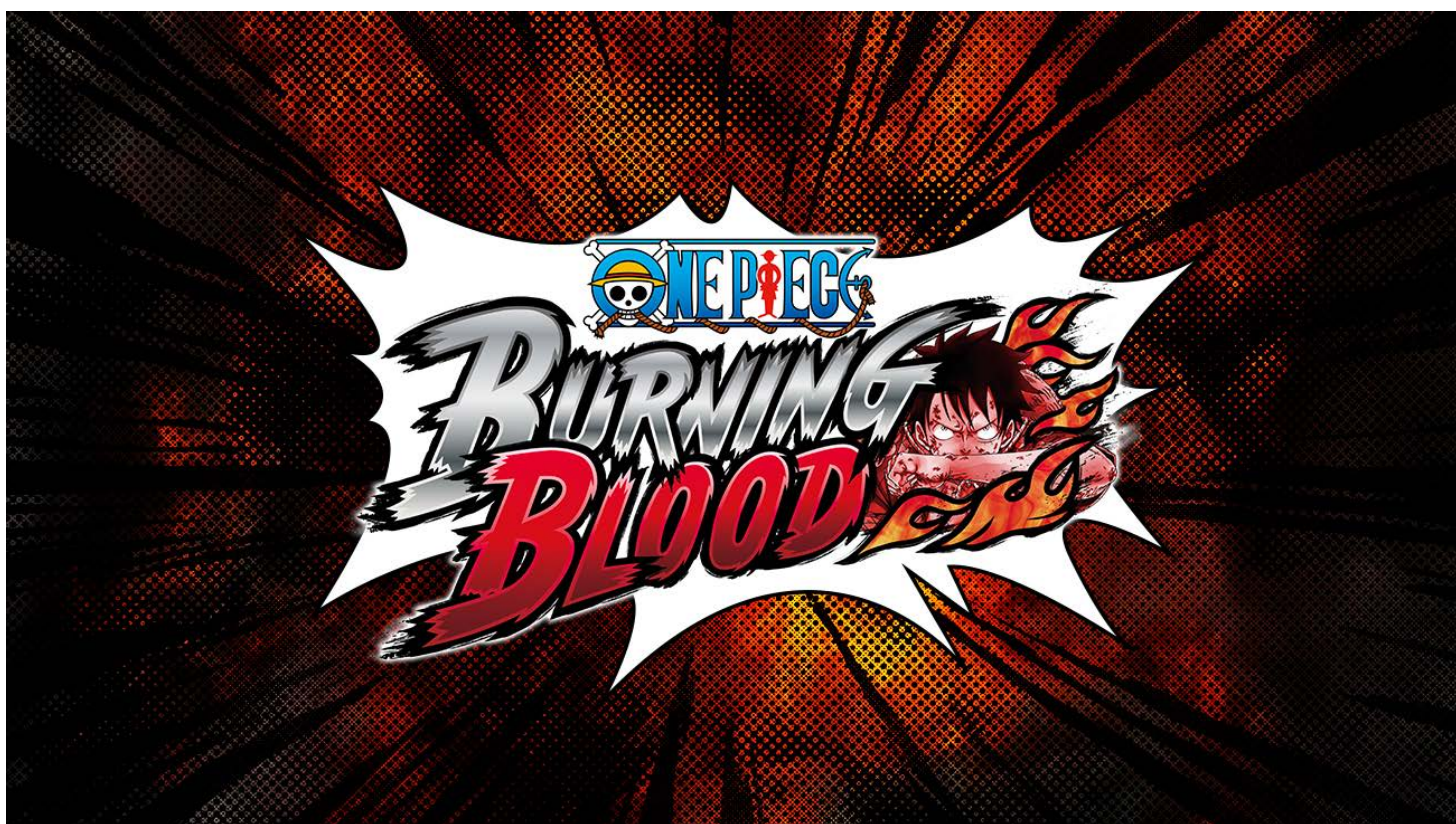


STARTING THE GAME



Welcome

Thank you for purchasing ONE PIECE BURNING BLOOD for your system. Make sure to read this manual before playing to ensure you get the most out of your game experience.

SAVE DATA

This game automatically saves your progress.

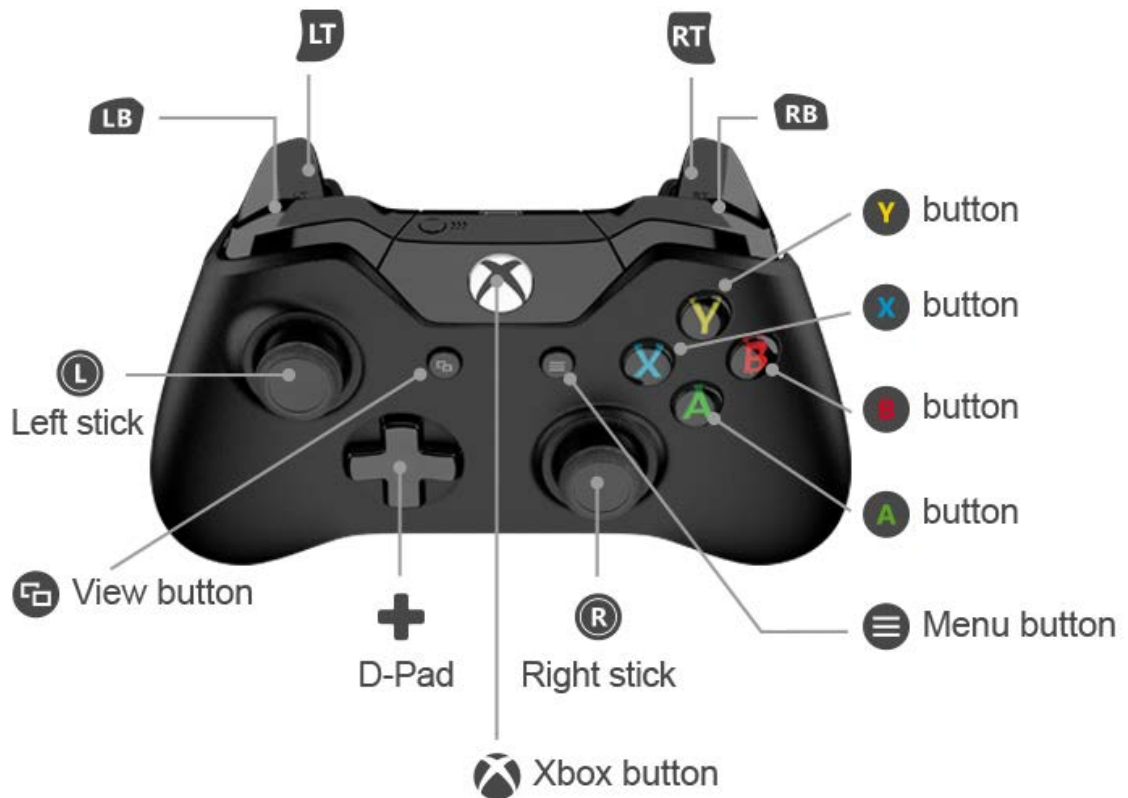
Once you create save data when you begin play, the game will automatically update your save file at the end of battles and other events. You must have at least 500KB of free storage to create your save data.

ACHIEVEMENTS

You can unlock Achievements in this game by fulfilling certain in-game conditions. When you unlock one, you'll hear a sound and get a notification onscreen. Go to the Achievements section from the Steam Library page to see the Achievements you've unlocked.

BASIC CONTROLS

XBOX ONE WIRELESS CONTROLLER



MENU CONTROLS

Left Stick / D-Pad: Select options / Move cursor

A button: Confirm / Skip messages

B button: Cancel / Go back

Y button: Options screen (Main Menu)

LB / RB: Page through displays

The controls in this menu assume that the default controls (Type A) are selected. Go to Button Configuration in the Options screen to change your controls.

BATTLE CONTROLS

Left stick: Move

D-pad (up/left/right): Unleash support character effect

X button: Attack

Y button: Character-unique attack

A button: Jump

B button: Guard

Move left stick when guarding: Sidestep

LB + (X button / Y button / B button): Special attack (1/2/3)

RB: Unleash Abilities

LT: Swap out 1

RT: Swap out 2

Press R (When Burning Gauge is at max): Awaken

Press R (When Awakened): Ultimate Attack

Menu button: Pause Menu

D-pad (down): Change camera distance

CONTROLS IN BATTLE

Left stick (down) + X button: Ranged attack

Left stick (down) + Y button: Character-unique attack 2

X button + A button: Guard Break

Y button + B button: Heavy Guard Break

Move right stick (left or right): Camera control

MAIN MENU

Press the **A** button on the title screen to proceed to the Main Menu, where you'll select the mode to play.

Use D-pad or left stick to select a mode and press the **A** button to confirm.

Press the **Y** button to go on to the Options screen.

PARAMOUNT WAR

Experience the events of the Paramount War story arc.



WANTED VERSUS

Try your hand at taking down assorted bounties as you train yourself. → [Wanted Versus](#)



FREE BATTLE

Fight against COM or a friend using your choice of fighting rules, or train yourself in battle. → [Free Battle](#)



ONLINE

Go online and fight other players.

You need to have a stable internet connection to access this feature. → [Online](#)

PIRATE BASE

Obtain new characters and view the ones you have now. → [Pirate Base](#)



COLLECTION

View event cutscenes or replay data you saved previously, or check out your User Data, Keyword Log, Play Hints, Wanted Posters, Title List and Emblem List.



You can only select Paramount War and Options when playing for the first time. All other modes will become available as you proceed through the game.

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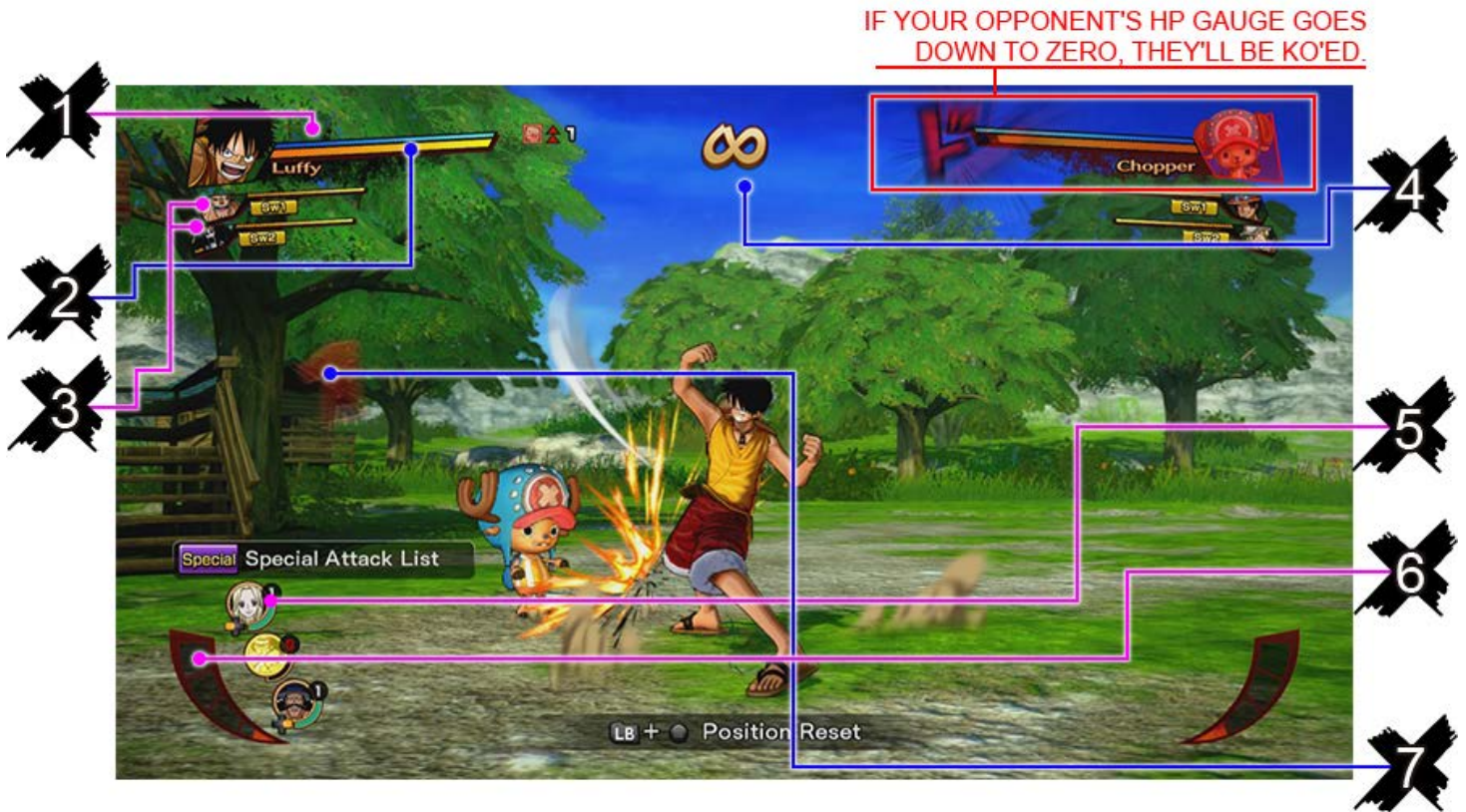
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BATTLE RULES



1. **Ability Gauge:** Used for unlocking your character's Ability.

2. **HP Gauge:** The character's remaining energy.

3. **Partner:** Your current partner and their HP Gauge.

Use **LT** and **RT** to swap them in and out.

4. **Time:** The remaining time in the round. When this hits zero, the battle ends.

5. **Support Character:** Characters that refill your HP or help you out in other ways during battle.

Character portraits will be darkened once they perform their support action for you.

6. **Burning Gauge:** Used to "Awaken" and go into Awakened mode. This goes up as you land hits, take damage or call on certain support characters.

7. **Combo:** The number of consecutive hits. Displayed during a multi-hit attack.

WINNERS AND LOSERS

1. If a character's HP is reduced to zero before time runs out, that character is KOed. If the character has no partner to swap in, their opponent wins the battle. If a partner is available, he or she will automatically swap in. Beat all team members, and you win the battle.



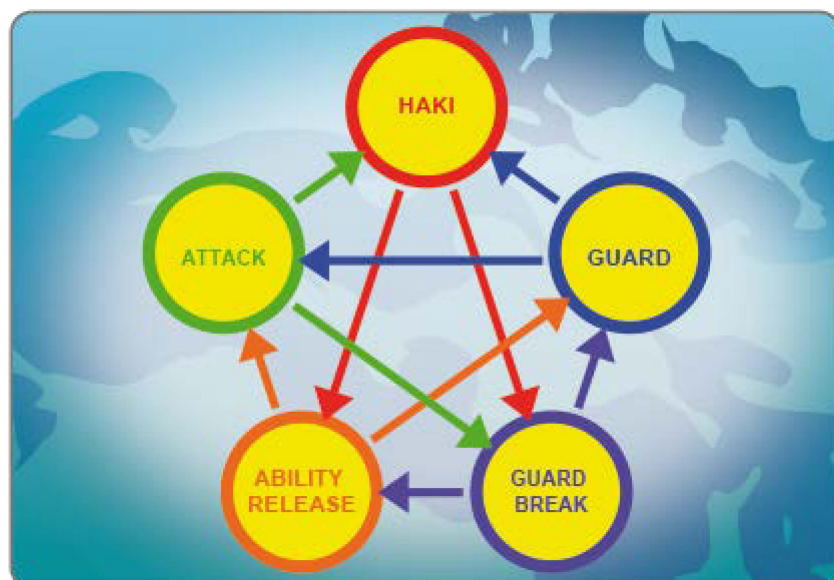
2. If time runs out while both sides still have HP left, or if they defeat each other simultaneously, the battle is a draw.
3. The game will show the Results screen after battle.



THE BALANCE OF BATTLE

The three basic moves — attacking, guarding, using a Guard Break — are all strong or weak against each other. Mix in Abilities and Haki, and that makes for five intertwining elements in battle.

STRONGER >



BATTLE CONTROLS

ACTIONS

MOVEMENT: LEFT STICK

Move the left stick to move your character in any direction,



JUMP: BUTTON

Press this button to execute a jump. You can also execute assorted attacks during your jump.



SIDESTEP: MOVE LEFT STICK WITH **B** BUTTON HELD

Step in the direction to which you move the left stick.

Sidestepping will not protect you from a Heavy Guard Break.



GUARD: **B** BUTTON

Take a guard position and block enemy attack.

This will not defend you from a Guard Break, Heavy Guard Break, or throwing move.



FLASH GUARD: **B** BUTTON JUST BEFORE AN ATTACK HITS

Defend yourself to block opponent's attack.



FLASH COUNTER: **X** BUTTON JUST BEFORE AN ATTACK HITS

Use your Ability Gauge to perform a counterattack.



ATTACKS

NORMAL ATTACK: **X** BUTTON

Press repeatedly to execute a combo attack.

You can guard or sidestep to dodge these attacks.



RANGED ATTACK: LEFT STICK DOWN + **X** BUTTON

This can be executed during a combo attack as well. You can guard against it, but sidestepping will not work.



* Consult the Move List in the Pause Menu for more details about each character's moves.

SPECIAL ATTACKS

CHARACTER UNIQUE ACTION: **Y** BUTTON (OR LEFT STICK DOWN + **Y** BUTTON)

Execute an attack unique to your current character.

Some characters have a second unique action. To perform it, press the **Y** button in the air, or press it while holding the left stick downwards.



GUARD BREAK: **X** BUTTON + **A** BUTTON

This lets you damage enemies who are guarding (or unleashing their Ability). You can execute this during a combo as well. It cannot be guarded against, but you can sidestep to avoid it.



HEAVY GUARD BREAK: **Y** BUTTON + **B** BUTTON

This lets you damage enemies who are guarding (or unleashing their Ability). Neither guarding nor sidestepping will block this.



- * Guard Breaks and Heavy Guard Breaks can be deflected with a normal attack.
- * Consult the Move List in the Pause Menu for more details about each character's moves.

Special attack 1: **LB** + **X** button

Special attack 2: **LB** + **Y** button

Special attack 3: **LB** + **B** button

Execute powerful moves unique to each character.

Some characters have special attacks they can only execute in the air.



UNLEASH ABILITIES

UNLEASH ABILITIES: HOLD DOWN **RB**

Unleash the latent Ability of a character, or bring them into Haki mode if they're a Haki user. Logia users, for example, can press this to pull off a Logia Guard, while Haki users can execute Haki attacks. While this is active, your Ability Gauge will gradually go down; when it hits zero, your Ability will turn off. The Ability Gauge gradually refills itself over time. If your character is neither a Devil Fruit nor a Haki user, press this button to temporarily power up their stats.



SPECIAL MOVEMENT: **A** BUTTON WITH ABILITIES UNLEASHED

Execute a special move unique to each character. The effect turns itself off once your Ability Gauge hits zero.



AWAKENING AND ULTIMATE ATTACKS

AWAKEN: PRESS **R** (WHEN BURNING GAUGE IS AT MAX)

Puts your character in Awakened mode for a period of time. This may transform them, make them

grow larger, or boost their abilities.



ULTIMATE ATTACK: PRESS **R** (IN AWAKENED MODE)

Execute an extremely powerful attack.



GRAND IMPACT: PRESS **R** (WHEN DEALING THE FINAL BLOW TO AN ENEMY IN AWAKENED MODE)

When your foe's HP is low and you're ready to strike the final blow, press this to execute a powerful Grand Impact.



CRASH DOWN: STRIKE A BLOW THAT BRINGS YOUR FOE'S HP TO ZERO OR BELOW

Each character has Crash Down moves that trigger when you win a battle using certain attacks. They may even send foes through buildings and other scenery.



SWAPPING

If you have a partner, press **LT** or **RT** to swap places with them. If one of your characters runs out of HP before time expires, your partner will automatically swap in.

SWAP: **LT** OR **RT**

Press the buttons to switch places with the partners. You cannot swap in partners if they are out of HP.

LT to swap with partner 1

RT to swap with partner 2



UNITY MOVES

Swap in with your partner at certain times, and you'll use the Burning Gauge to pull off special Unity moves. If your Burning Gauge is empty or unavailable, these moves will not be triggered.

UNITY CHAIN: REQUIRES 2 BURNING GAUGE SEGMENTS; TRIGGERED WHEN YOU SWAP PARTNERS AFTER EXECUTING CERTAIN MOVES

Your partner executes a follow-up attack.



UNITY ASSIST: REQUIRES 3 BURNING GAUGE SEGMENTS; TRIGGERED WITH **LT** OR **RT**

Swap with your partner even if you're being attacked by the enemy.



UNITY CLASH: REQUIRES 3 BURNING GAUGE SEGMENTS; TRIGGERED WITH **LT** OR **RT**

Lets you cancel your opponent's Unity Assist.



* Consult the Move List in the Pause Menu for more details about each character's moves.

SWAPPING WITH SPECTATORS

If your friend has a wireless controller configured to be player two's, you can switch battle control to that player without physically handing your controller over. During battle, press **LT** or **RT** on player two's

controller to switch control over to the other controller.

You can do this outside of 2P Play mode as well.

- * The other controller must be configured as player two's controller.
- * This cannot be done if controller swapping is not available (such as when there's no one to swap control to).
- * Any new save data or Achievements will be awarded to the original player, not the one using player two's controller.
- * Consult the Move List in the Pause Menu for more details about each character's moves.

SUPPORT CHARACTERS

If you have a support character, they will perform assorted support moves for you.

(Characters with automatically-triggered support)

These characters will perform a support move when the battle situation calls for it.

Ex.: Monkey D. Dragon



Dragon will refill your Burning Gauge to max if the enemy's HP drops below 30%.

(Characters with timing-controlled support)

Press D-pad up, left, or right to trigger these characters' support moves.

You can call upon a support move only a certain number of times. Once you exhaust the number of uses, the character's icon will be darkened.



* Support trigger conditions and effects are shown in the Move List in the Pause Menu, as well as in the support character select screen.

WANTED VERSUS

This mode lets you tackle wanted posters with assorted special rules and difficulties, as well as focus your training on specific moves. You can also try out rare, limited-time-only wanted posters.

WANTED VERSUS MENU

Select the wanted poster you want to play.



WANTED LIST

Tackle wanted posters of assorted difficulties. “Bride’s Training” is the only one available at first, but as you finish special “Rank UP” wanted posters, you’ll unlock new ranks and more posters to try.

RAYLEIGH’S TRAINING

Try out Rayleigh’s training program, perfecting specific moves like ranged attacks and guards. Complete enough “Basic Training” programs, and the next rank of wanted posters will be unlocked.

SPECIAL WANTED POSTERS

These special posters pose a major challenge. You’ll be able to select them following special events once you unlock certain battle characters.

RANK UP WANTED POSTERS

Once you complete enough regular wanted posters, you'll be able to select these. Finish them to unlock the next rank of wanted posters, giving you more to choose from.

LIMITED WANTED POSTERS

Go online to access special limited-time-only wanted posters.

WANTED VERSUS GAME FLOW

SELECT A POSTER

Select the mode you want to play, then choose a wanted poster rank to bring up the wanted-poster screen. Use the left stick or press D-pad left or right to page through posters.



SELECT A CHARACTER

Select the number of battle and support characters specified by the wanted poster.



BATTLE / RESULTS

Once you complete your selections, the battle will begin. Once it's over, you'll see the Results screen.

WANTED POSTER SCREEN



1. **Title:** The title of the wanted poster.
2. **Opponents:** Images of the opponents you'll be fighting.
3. **Difficulty:** The difficulty of the poster, rated in stars. The more stars, the tougher the challenge.
4. **Description:** An outline of the poster challenge.
5. **Rating:** An evaluation of your performance, from S (highest) down to A, B, C, and F (lowest). You'll see "NEW RECORD!" here if you earn a new or improved rating. If you haven't tried the wanted poster yet, you'll see "None" instead.
6. **Battle conditions:** The conditions you need to meet to finish the poster. Some conditions may ask you to perform special tasks, like executing a successful guard before winning.
7. **Team conditions:** The maximum number of battle and support characters allowed, as well as their maximum pirate points.
8. **Time limit:** The battle's time limit.
9. **Stage:** The stage used in the battle.
10. **Reward:** The reward you'll earn if you meet all the battle conditions and emerge victorious.

CHECKING CHARACTERS

Press the **X** button to view the level and EXP of the characters available to you.
Move the left stick or press D-pad up and down to scroll through the list.



CHARACTER SELECT SCREEN



1. Player: The player currently forming a pirate team. Player two and COM will also be shown here in Free Battle mode.

2. Pirate points: Your current and maximum pirate point total. Your finished team must be within the maximum pirate points allowed.

3. Selected characters: Portraits of the characters you've already selected.

4. Character: The character you're currently choosing.

5. Character info: Data on the character you're currently choosing.

Grade: The pirate grade (points) of the character,

Style: The character's battle type. This can be Power, Speed, Technical, Tricky, or All-Round.

Ability/Haki icons and current level: Ability or Haki icons are shown here for characters with those capabilities.

6. Character list: Move the left stick or press D-pad left and right to switch between battle and support characters.

CHARACTER SELECTION FLOW

SELECT CHARACTER SLOT

Move the left stick or press D-pad left and right to switch between battle and support characters. Move it up and down to select a character slot. Press the **A** button when you're ready.



SELECT CHARACTER

Use the left stick or D-pad to select a character. Press the **A** button to confirm. Select the "?" icon to have a character selected randomly at the start of battle.



CHANGING COSTUMES

Press **LB** or **RB** to change between costumes if you're using a character with multiple outfits.

PIRATE POINTS

If a maximum pirate point total has been defined, the total of your selected characters must not surpass the maximum. Your team will need to remain under that number.

REMOVE

Select a character slot and press  button to remove a character from it.

LOAD PIRATE CREWS

You can load pirate crews you've previously added in the Pirate Base, overwriting any previous selections.

Move the left stick or press D-pad left and right to switch pirate crews.



FINISH SELECTION

Once you've selected all your characters, press the Menu button to finish creating the team. Battle will begin afterwards.

ADDITIONAL CHARACTERS – DOWNLOADABLE CONTENT

If you have downloadable content containing additional characters, these will also be available here.

FREE BATTLE

This mode lets you define any ruleset you like and fight COM or a friend in a two-player battle, as well as train yourself against an AI opponent.

FREE BATTLE MENU

Select the mode you want to play.

1P PLAY

Battle against COM.

2P PLAY

Battle against another player. Two controllers are required for this.



TRAINING

Engage in any training you choose, using a COM opponent whose behavior you can define.

RULE SETTINGS

Change the rules of 1P Play and 2P Play mode.

FREE BATTLE FLOW

Select a mode to play, then select characters to play as or fight against. In 1P Play and Training modes, you'll use player one's controller to select characters for COM. In 2P Play mode, player two will use their own controller instead. After that, select a stage to fight in, and battle will begin afterwards.

TEAM OF FOUR OR MORE

In Free Battle, your team can have up to nine battle and three support characters. If you select four or more battle characters, the battle will use a block-based system. Whenever one team's block of characters is KOed, the battle will be stopped for a moment, then restarted with the next block of fighters. The winning side's HP and other gauges will remain where they were before.

STAGE SELECT

Use the left stick or D-pad to select a stage, and **LB** and **RB** to select your music. Press the **Y** button to play the selected tune.

Set your stage to "?" and your music to "Random" to play with randomly-picked selections.



RULE SETTINGS

Move the left stick or press D-pad up and down to select a rule, then move left or right to change it. Press **LB** and **RB** to switch between pages.

Time Limit: Change how long each battle lasts.

Select (infinity) for no time limit.



HP / Burning Gauge: Change the state of player one and player two/the AI's gauges. Select "Always MAX", and the gauges won't go down even if you're damaged or use Ultimate Attacks.

Support Char. Gauge: Change the number of times player one and player two/the AI can call on support characters. Select "Always MAX", and you can use them as many times as you like during battle.



In 1P Play mode, you can define **COM Strength** between 1 and 7, with 1 the weakest and 7 the strongest.

For 2P Play mode, meanwhile, you can opt whether to turn Split Screen on or off.

If you turn this off, the screen will never be split, and the battle will always be shown from a single vantage point.

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ONLINE

This mode lets you to connect online and fight with opponents. You need to have a stable internet connection to access this feature.

ONLINE MENU

Use the left stick or D-pad to select an option.

Press the  button to confirm.



RANKED MATCH

A competition that uses special ranked-match rules, where your performance affects your online ranking.

LEADERBOARDS

View your performance in ranked matches.

PLAYER MATCH

Create a room and fight against players who join it, or join another player's room to fight against them.

BATTLE RECORD

View your online battle record, as well as data on your battle and support characters.

PLAYER SETTINGS

View earned titles/emblems, define which ones you want to use, and view/change your pirate crews.

RANKED MATCH FLOW

SELECT MATCH

Select the type of match.

Quick Match: Fight against a player close in rank to you without defining any more settings. **Custom Match:** Search for players that match your desired connection speed, rank, and language.



ADJUSTABLE CUSTOM MATCH SETTINGS

Network: Choose whether to fight only players with at least 4 or 5 bars, or to match you with anyone regardless of connection.

Rank: Choose whether to fight players around the same rank as you, or stronger.

Language: Choose whether you only want to fight people who speak the same language as you.

OFF TO BATTLE

If fighting a Quick Match, you will go right into battle. In a Custom Match, you'll choose among players who match your required conditions before the fight begins.

RESULTS

After battle, you'll see a results screen followed by a screen that shows any titles or emblems you've earned.



PLAYER MATCH FLOW

SELECT MATCH

Select the type of match.

Quick Match: Fight against a player without defining any more settings.

Create Room: Make a room with your own defined settings.

Search Rooms: Search players who match your requirements for Room Participants, Language, Pirate Point Limit, Fight Order and Network.

CREATE ROOM SETTINGS

Room Message: Select a message to search for, such as "Anyone OK!" or "Experts OK!"

Room Participants: Select whether the room should have two or four people.

Private Slot: Select between 0 and 4.

Language: Choose whether you only want to fight people who speak the same language as you.

Pirate Point Limit: Set the maximum number of pirate points allowed to 3000, 7000, or 9000.

Fight Order: Choose whether winners or losers stay on after the battle.

This cannot be defined for two-person rooms.

Network: Choose whether to fight only players with at least 4 or 5 bars, or to match you with anyone regardless of connection.

ROOM PARTICIPANTS

If you're searching for rooms of two or four people, battles will take place between two participants at once, with the winning player battling the next player in the following match (if "Win through" is selected for the fight order). After battle, you'll go back to the room screen and change opponents as needed before the next one.

CREATE A ROOM

Create a room as the host player and wait for other players to come in. Once an opponent arrives,

press the **A** button to move on to the room screen and start the battle.



SEARCH FOR A ROOM

Define your desired conditions and press the **A** button to confirm.

You'll see a list of available rooms. Select one, and you'll go into battle after the player in the room with rights to the next match is ready to go, or after enough time passes.



In each room, you'll see the current and maximum number of members, the room message, information on the host (gamertag, rank, network connection), and rules (pirate points, fight order).



ROOM SCREEN

In the room screen, press the **Y** button to see the Gamercard of your opponent. Press the View button to open a message window, letting you select a message to send to others. Press the **A** button to

confirm your selection.



CONFIRM INVITATION

Room hosts can invite friends into their room in Player Match mode. Invitees can accept the invite by clicking on the notification in Steam Mailbox or by clicking on the invite pop-up on task bar.

LEADERBOARDS

Select the type of ranking.



Single Point Ranking: A ranking based on the Single Points earned in ranked matches.

Character Point Ranking: A ranking based on the Character Points earned in ranked matches. These are tabulated for each battle character.

BATTLE RECORD

Select the type of battle record. Use **LB** and **RB** to switch between types.



Results: A ranking based on the Single Points earned in ranked matches.

Battle Character: A ranking of battle characters based on Character Points and number of times used. Press the **A** button to change the display order.

Support Character: A ranking of support characters based on number of times used. Press the **A** button to change the display order.



PLAYER SETTINGS

This screen lets you view and edit the titles and emblems you've earned.

Title: View and edit the titles you've earned.

Emblem: View and edit the character symbols and pirate flags you've earned.



ONLINE BATTLE PAUSE MENU

You can bring up the Pause Menu while fighting online, but the battle will continue and you might be attacked while it's displayed. You can also opt to "Give Up" and leave the online battle, which counts as a defeat for you.



PIRATE BASE

This mode lets you set up your own pirate crews, view characters, and use your Beli to bring on new battle or support characters.

PIRATE BASE MENU

Select the option you want.

CREATE PIRATE CREW

Build your own pirate crew.



BATTLE CHARACTER

Spend Beli to recruit new battle characters, view their models, and listen to their dialogue.

SUPPORT CHARACTER

Spend Beli to recruit new support characters.

Any battle or support characters you earn here are unlocked in the character select screens of all other modes.

MAKING A PIRATE CREW

Use the character select screen to select battle and support characters to build and create your own pirate crew with.

Character select screen details.

Press the **Y** button to bring up the Create Pirate Crew menu.













CREATE PIRATE CREW SCREEN

Each character has their name, pirate points, current Ability/Haki if they have any (battle characters only), and support type/number of uses on display.

Move the left stick or press D-pad left and right to choose where to place the character, then press the **A** button to add them.

This will overwrite any previously-defined pirate crew.



-  : Affects Burning Gauge or Awakening (ex.: Expands the amount of time you remain in Awakened mode)
-  : Affects the Ability Gauge (ex.: Boosts the Ability Gauge's recover rate for a period of time)
-  : Affects the HP Gauge (ex.: Heals your partner's HP)
-  : Affects your attacks (ex.: Boosts attack power when HP is at 50% or below)
-  : Affects your defense (ex.: Boosts defense just once the next time you are damaged)
-  : Affects Unity actions (ex.: Heals HP and boosts attack power of character swapped in during a Unity Chain)
-  : Affects movement capabilities (ex.: Lets you instantaneously move near far away opponents)
-  : Affects team strength (ex.: Become invisible for a period of time)
-  : Affects support characters (ex.: Reduces cooldown time of other support characters to zero)
-  : Interferes with your opponent (ex.: Fire balls of miasma that poison any foe who touches them)

BATTLE/SUPPORT CHARACTER FLOW

You can spend Beli to recruit new battle characters or support characters, as well as view their models and listen to their voice.

(Support characters do not have models or voices to check out.)

Use the left stick or D-pad to select a character to recruit, then press the  button to confirm.

Characters you've recruited will have a stamp over their icons.



SELECTION SCREEN



Recruited character



Non-recruited character

Select "Yes" in the confirmation screen to recruit the character. If you don't have enough Beli, you won't be able to recruit them.

Once you recruit a character, you can view its model and listen to its voices.

SEE MODEL

Move the camera with the left stick. Move the right stick left and right to rotate, or up and down to zoom in and zoom out.

Press the Menu button to return it to its original position.



VOICES

Move the left stick or press D-pad up and down to scroll through the list. Press **A** button to play the voice.

Press **LB** and **RB** to change voice types.



Normal: Voices exclusive to that character.

Enemy Team: Dialogue with the selected character (if on enemy team).

Allied Team: Dialogue with the selected character (if on allied team).

CUSTOMER SERVICE SUPPORT



CUSTOMER SERVICE SUPPORT

Australia	1902 26 26 26	\$2,48/min (may change without notice)	au.support@bandainamcoent.com.au
Belgie		Support en français: Support in English:	fr.support@bandainamcoent.eu customerserviceuk@bandainamcoent.eu
Deutschland	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883	1,24€/min aus dem dt. Festnetz Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
España	+34 902 10 18 67	Lunes a jueves: 09.00 – 18.00 Viernes: 09.00 – 14.00	es.support@bandainamcoent.eu
Ελλάδα	+30 210 60 18 800	Ασκή Χρέωση Δευτέρα - Παρασκευή: 09.00-17.00	gr.support@bandainamcoent.eu
France	0825 15 80 80 0,15€/min Lundi-Samedi: 10.00-20.00 non stop	Support Technique CS80236 33612 CESTAS	fr.support@bandainamcoent.eu
Italia			it.support@bandainamcoent.eu
Nederland		Support in English:	customerserviceuk@bandainamcoent.eu
New Zealand	0900 54263	\$1,99/min (may change without notice)	au.support@bandainamcogames.eu
Nordic Countrie Nederland	Sweden Norway Finland Denmark	Support in English:	customerserviceuk@bandainamcoent.eu
Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655	€1,35€/min Montag-Samstag: 14.00 - 19.00 Uhr	de.support@bandainamcoent.eu
Portugal	+34 902 10 18 67	Segunda a Quinta: 09.00 – 18.00 Sexta Feira: 09.00 – 14.00	pt.support@bandainamcoent.eu
Schweiz	Technische: 0900-929300 Spielerische: 0900-770780	2,50 CHF/min Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
Singapore	+65 6538 9724		support@bandainamcoent.asia
United Kingdom		Monday - Friday: 09:00 - 18:00 GMT	customerserviceuk@bandainamcoent.eu

Please visit www.bandainamcoent.eu For the full list of support contacts

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