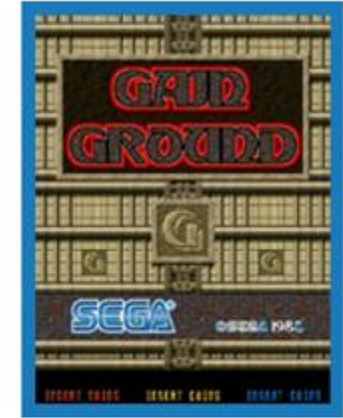




GAIN GROUND™

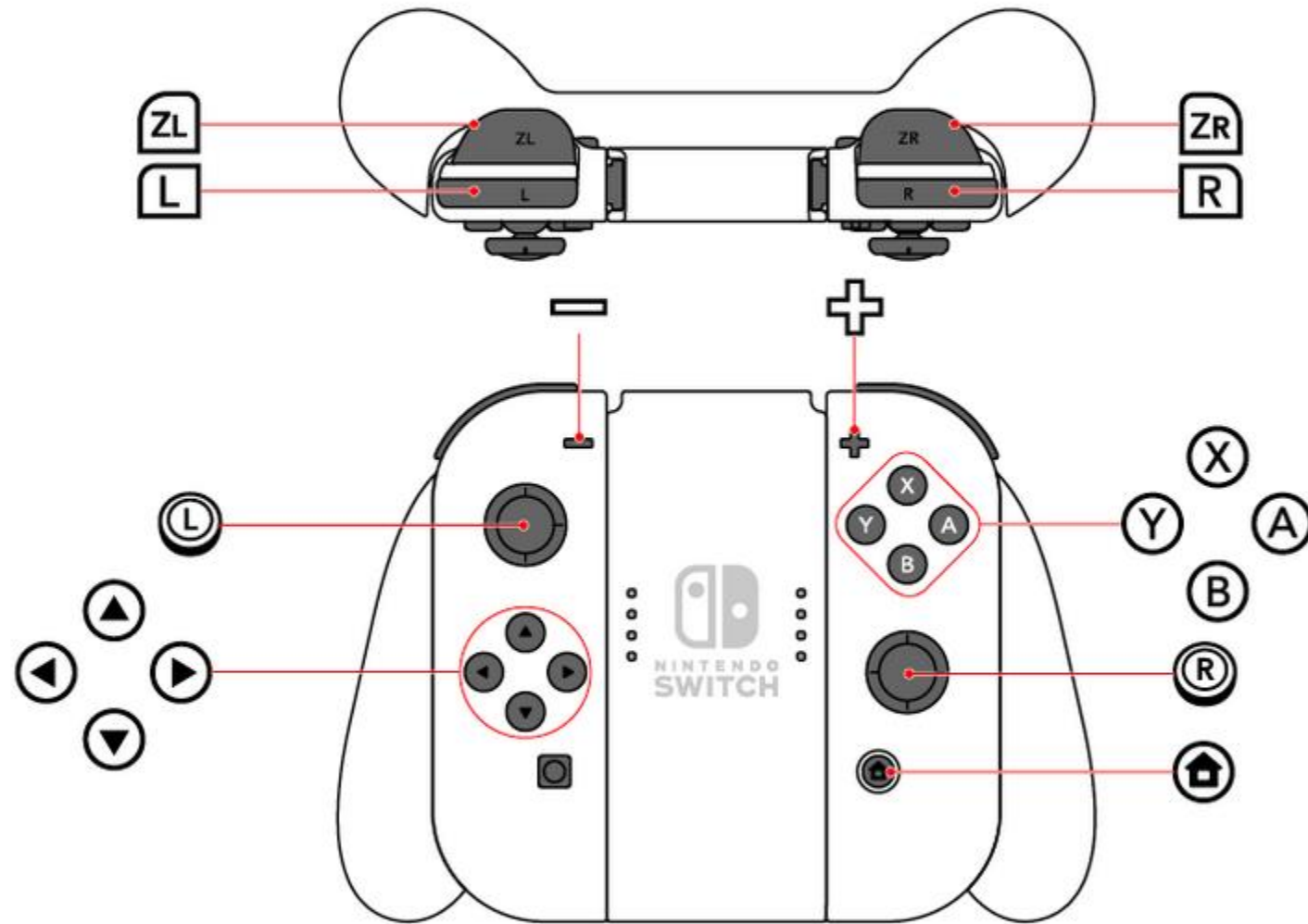
Gain Ground

- 🔗 [Basic Controls](#)
- 🔗 [How to Play](#)
- 🔗 [Characters](#)



Basic Controls

■ Joy-Con™ Grip



Commands that use the directional buttons (⬆ / ⬇ / ⬅ / ➡) may also be performed using the Left Stick (Ⓕ).

* The Nintendo Switch Pro controller uses the same commands.

■ Button Assignments (Default Setting)

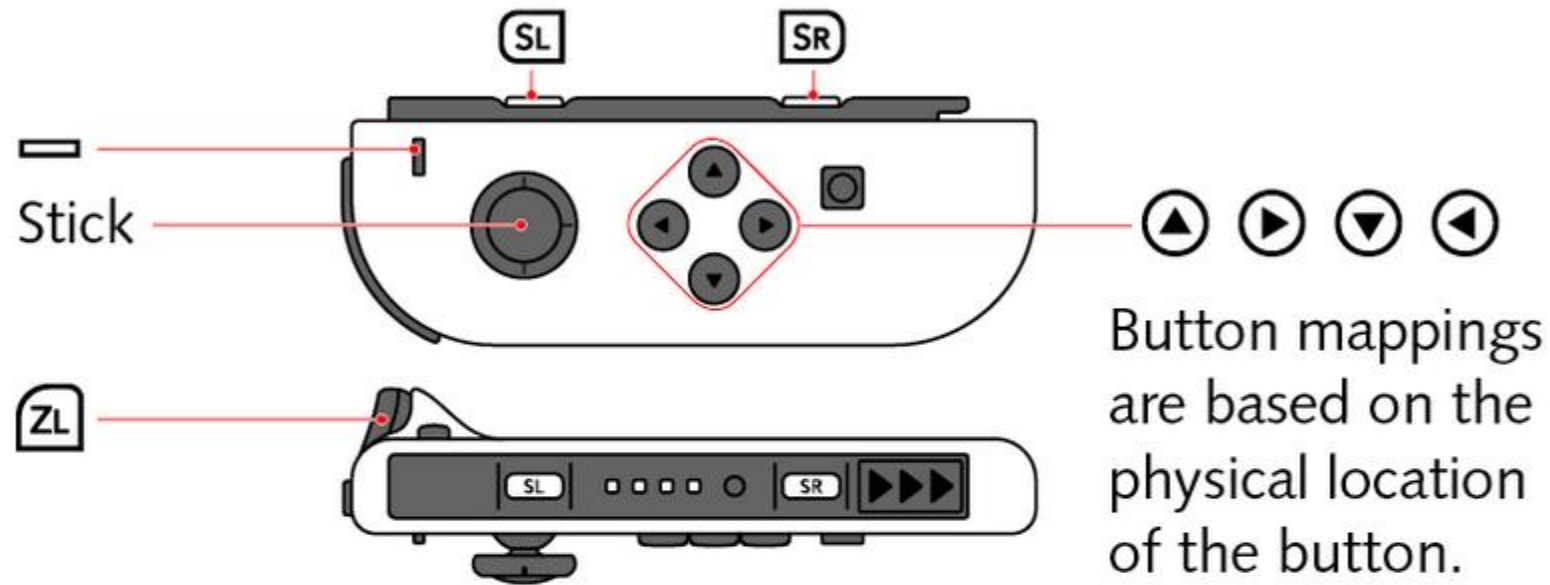
Button assignments can be changed via the SETTING MENU.

Ⓐ	Weapon 1 (Normal Weapon)
Ⓑ	Weapon 2 (Special Weapon)
ⓧ	Coin
Ⓨ	Weapon 1 (Normal Weapon)
Ⓛ	Unassigned
Ⓡ	Unassigned

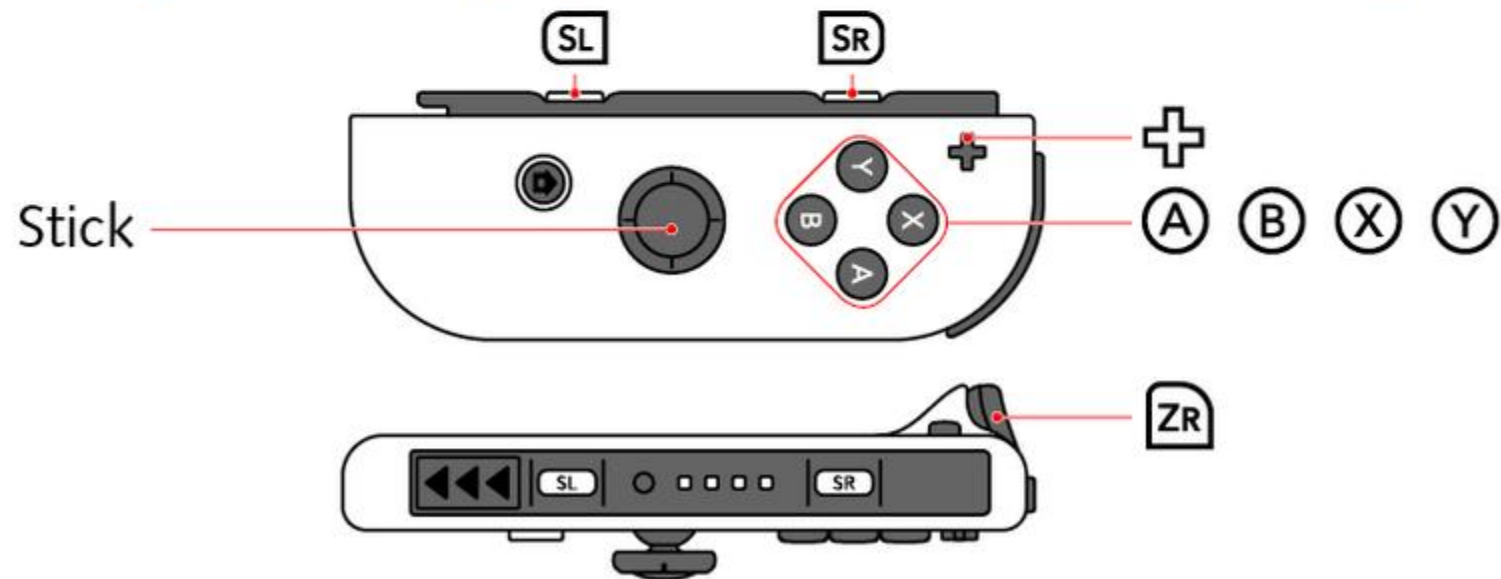
* Other button assignments cannot be changed.

Basic Controls

Joy-Con™ (L) Solo Horizontal Grip



Joy-Con™ (R) Solo Horizontal Grip



Up to three players can enjoy simultaneous play. A separate controller is required for each player.

Button Assignments (Default Setting)

Button assignments can be changed via the SETTING MENU.

Weapon 1 (Normal Weapon)	
Weapon 2 (Special Weapon)	
Coin	
Weapon 1 (Normal Weapon)	
Unassigned	SL
Unassigned	SR

* Other button assignments cannot be changed.

START MENU

Start the game to display the START MENU. Use ⬆ / ⬇ to select an item and ⓐ to confirm.

🔗 Original Mode

Launch the game in *Original Mode*. Depending on the Game Version, cooperative play is available for 3 (*International*) or 2 (*Japan*) players. Press ⬆ / ⬇ to set ↗ **REWIND** On / Off.

✳ *When Rewind is set to On, you cannot register to the Ranking or save Replays.*

🔗 Full Member Mode (Japan Version Only)

Begin the game with all 20 characters. There are no captives placed on the game field.

✳ *Full Member Mode cannot be played when Game Version is set to International. Selecting this mode will lock the Game Version to Japan.*

■ Load

Press ⬅ / ➡ to select a save slot, and begin from where you left off.

Press Ⓨ to lock and unlock the selected data. Hold Ⓛ and Ⓡ to delete a save that isn't locked.

✳ *Deleted data cannot be recovered. Please use with caution.*

■ Manual

Open and view the online manual (this one).

✳ *An internet connection is required for viewing the online manual.*

■ Staff Credit

See the staff responsible for bringing you the SEGA AGES version of *Gain Ground*.

START MENU

■ Ranking

See the most recent Ranking for each category. Press (A) to download the latest Ranking.

* An internet connection and a Nintendo Account are required for viewing and registering scores to the Ranking.

(L) / (R)	Switch between categories of ranking.
(X)	Switch between <i>Top Rank</i> and <i>My Rank</i> .
(▲) / (▼)	Switch between scores.
(A)	See information on selected scores (Top 50 + <i>My Rank</i> only).

■ Play Replay

Press (◀) / (▶) to select a replay slot. Controls during Replay are as follows:

(L) / (R)	Change speed of playback.
(◀) / (▶)	Fast rewind / Fast forward.
(A)	Pause / Restart (while paused, press (▶) to skip).
(B)	End playback.
(Y)	Restart playback from beginning.
(X)	Display / Hide command menu.

Press (Y) to lock and unlock the selected replay data. Hold (L) and (R) to delete a replay that isn't locked.

* Deleted data cannot be recovered. Please use with caution.

SETTING MENU

Press (X) at the START MENU or PAUSE MENU to open the SETTING MENU.

Press (L) / (R) to switch between categories of settings. When settings are complete, press (B) to return to the previous screen.

■ Game Settings

Game Version	Set the Original Mode version to <i>Japan / International</i> .
Difficulty	Set difficulty from 1 (easy) to 8 (hard).
Time Limit	Set time limit to <i>100 / 120 / 150 / 200 / 500</i> .
Stage 4-8	Set Round 4 Stage 8 specs to <i>Arcade / Bug Fix</i> . See the explanation to the right for additional details.

Round 4 Stage 8

• Arcade

Play the original arcade version of this stage for both regions. The versions differ in the following ways:

Japan:

Destroying laser turrets does not reduce Enemy count. You cannot clear the stage by total clear.

International:

Laser turrets are excluded from Enemy count. You can clear the stage by total clear without attacking laser turrets.

• Bug Fix

Both versions are fixed to properly include laser turrets in the Enemy count.

SETTING MENU

■ Screen Settings

Display Mode	Set to <i>Normal / Fit</i> .
Screen Rotation	Set to <i>Off / Rotate Right / Rotate Left</i> . When rotated, the game screen will expand to fill the display.
Input Orientation Lock	Set to <i>Off / On</i> . When set to <i>On</i> , the stick input direction rotates to match, allowing you to play on a vertical screen.
Display Effect	Set to <i>Off / Scan line / Smoothing / Scan line + smoothing</i> .
Wallpaper	Choose a wallpaper to display.

Press or hold **Y** to see a preview of the selected screen settings.

■ Command Settings

Select the controller you wish to reassign commands to and press **A**. Next press **▲** / **▼** to select a controller button and **◀** / **▶** to assign a command.

■ Sound Settings

Listen to in-game music. Press **◀** / **▶** to select a track, and press **A** to listen.

PAUSE MENU

Press \oplus / \Rightarrow during gameplay to display the PAUSE MENU.

■ Save

Press \odot / \triangleright to select a save slot and save your game progress. Up to 10 games may be saved.

■ Load

Press \odot / \triangleright to select a save slot, and begin from where you left off.

■ Player Setting

During a multiplayer game press \odot / \triangleright with each controller to select a player to control, and press \textcircled{A} to confirm your choice. Once a player has been confirmed, it cannot be selected by other players.

* When Game Version is set to Japan, AMBER Player can still be selected, but cannot played.

■ Ranking

View the current  **RANKING**.

* There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

■ Manual

Open and view the online manual (this one).

■ Game Reset

Select this item, then press and hold \textcircled{A} to reset the game. The PAUSE MENU will be exited automatically.

■ Return to Start Menu

Select this item, then press and hold \textcircled{A} to end the game and return to the START MENU.

Starting the Game

■ Insert Coin

During the demo or gameplay, press (X) to insert a coin and increase your game credit up to a maximum of 9. Credits are used when starting or continuing a game.



■ Start Game / Jump In

Press (A) / (B) / (Y) on your own controller to start a game or jump in on a game in progress.



■ Select Stage (Full Member Mode)

When starting a game, the Select Stage screen will be displayed. This allows you to begin at any stage previously cleared.



Credits

When *Game Version* is set to *International*, credits are counted separately for each player. A coin inserted by one player cannot be used by another.

When set to *Japan*, credits are shared by both players.



Japan Version

Game Controls

■ Weapon 1 (Normal Weapon)

Press (A) / (Y) to attack in the direction the character is facing. Burst fire is possible for most characters. You cannot attack high up areas.



■ Weapon 2 (Special Weapon)

Press (B) to use the character's special weapon. Check the chart [here](#) for details of each character's weaponry.



✳ Both weapons can be set to *Rapid-fire* in SETTINGS.

■ Move

Use the directional buttons to move in all directions. Speed of movement varies depending on the character.



■ Open Pause Menu

Press (X) / (Z) to pause the game and open the [PAUSE MENU](#).

■ Rewind (when enabled)

Press (ZL) / (ZR) to rewind the game up to five seconds for a quick do-over. While rewinding, press (A) to restart the stage from the beginning.

Playing the Game

The game comprises 4 Rounds of 10 Stages each. Take control of each character in turn as you try to complete each stage.

■ Select Character

Press **▲** / **▼** to select a character and press **A** / **B** / **Y** to place them in the field. When the character exits the field or is incapacitated, you then choose the next character to play.

■ EXIT

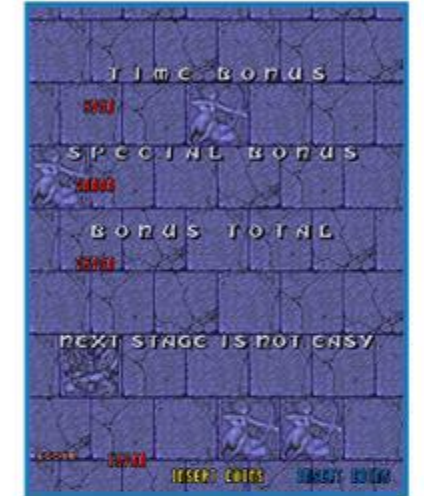
If the character you are controlling arrives at the clearly marked EXIT, then he or she has successfully escaped, and will not be available again until the next Stage.

There is no time for complacency though—the timer is still ticking, and any characters left in the stage or sidelines when it reaches 0 will be permanently out of the game.



■ Stage Clear

Destroy all enemies (total clear), or maneuver your entire team to the EXIT to clear the Stage. You will receive a bonus score for a total clear.



Playing the Game

■ Captives

Characters taken down by enemies become captives and remain in the spot where they fell. Some Stages have pre-positioned captive characters from the outset.



■ Rescuing Captives

Touch a captive to revive them, and lead them to the EXIT. Each player character may only rescue one captive. Rescued characters can be played from the next Stage.



* If a character revives a captive, and then completes the Stage by total clear instead of escorting the captive to the EXIT, then the rescue attempt will be unsuccessful, and the captive will be lost.

* In final Stages which have no EXIT, captives cannot be rescued.

■ Losing Captives

During a rescue attempt, if the character in control is taken down, then the captive will be lost for good!



* Pre-positioned captive characters cannot be lost this way.

Playing the Game

■ Boss Battles

The final Stage of each Round is a Boss Battle. With the exception of Round 2, Boss Battles have no EXIT, and can only be cleared by destroying all enemies (total clear).



■ Game Over

If all player characters are incapacitated, or the timer reaches 0 before any have escaped, then the game will be over.

At Game Over, if you have one of the higher scores, you can record your name into the records.



■ Continue

If you have credit, press (A) / (B) / (Y) to continue gameplay. With multiplayer games, as long as a single player is still playing, other players can jump back in at any time.



Playing the Game

■ Game Screen



① Remaining Time

② EXIT

③ Enemy Count

Not all enemies are visible from the outset. Some will appear from offscreen, so keep an eye on this number when planning your strategy.

④ Captive

⑤ Score

From left to right, the RED, AMBER (*International* only) and BLUE player icons are displayed.

■ Character Select Display



Special Weapon Icon (Details [here](#))

Characters left to play

Characters that got out

The total of these two figures is the number of characters available for play.

Replay and Ranking

■ Saving Replay Data

Upon a total clear or a game over, your replay data will be saved. Up to 10 replay data files can be kept, with the oldest being deleted automatically.

You can prevent replay data being deleted by locking it. Please note that it is not possible to lock all 10 data slots.

■ Ranking

On game clear or game over, then if you have a new high score, it will be registered to a Ranking specific to game settings, together with a replay. If you restart from a continue, then whichever attempt scored higher will be registered.

For *Japan*, *International* and *Full Member* games played with *Difficulty*, *Time Limit* and *Stage 4-8* settings set to default, high scores will be registered to mode specific Rankings. Games with customized settings will be registered to *Freestyle Ranking*.

- * Only the RED player score is registered to the Ranking.
- * Rankings are not registered for games restarted using *Load*.
- * If you are unable to register your score due to connection issues, then it is not possible to register it at a later time.

Characters

■ Characteristics





This game features 20 playable characters. Each character has unique weapons, attack styles, movement speed, and other characteristics. Try to choose characters that are well suited to your strategy for each given Stage.

Characters available from the start of the game are highlighted in orange ■.





■ Special Weapon Icon (Character Select)

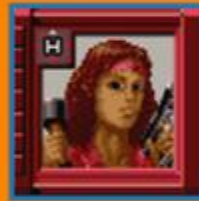

The icon shown to the top left of the Character Select icon shows the characteristic of the special weapon. The letter at the center shows its capabilities: H for high attack, L for low attack, and M for magic attack. The surrounding white marking shows the directions attacks are capable (excluding magic attacks).







Name	Normal Attack	Special Attack	Characteristics
 ASHRA	SPEAR <ul style="list-style-type: none"> 8-way attack 	SPEAR <ul style="list-style-type: none"> 8-way attack Flies up, then down 	<ul style="list-style-type: none"> Run fast Attack high places Short attack range
 GASCON	SPEAR <ul style="list-style-type: none"> 8-way attack 	SPEAR <ul style="list-style-type: none"> Frontal attack Flies up, then down 	<ul style="list-style-type: none"> Run fast Attack high places Short attack range
 WEBAD	CROSSBOW <ul style="list-style-type: none"> 8-way attack 	BOW <ul style="list-style-type: none"> 8-way attack Flies up, then down 	<ul style="list-style-type: none"> Attack high places Long attack range
 MARCIE	CROSSBOW <ul style="list-style-type: none"> 8-way attack 	BOW <ul style="list-style-type: none"> Frontal attack Flies up, then down 	<ul style="list-style-type: none"> Attack high places Long attack range





Characters

Name	Normal Attack	Special Attack	Characteristics
<div>  <div>FIRE KNIGHT</div> </div>	FIRE BOMB <ul style="list-style-type: none"> 8-way attack 	FIRE MAGIC <ul style="list-style-type: none"> Frontal attack 	<ul style="list-style-type: none"> Sustained fire Mid attack
<div>  <div>WATER KNIGHT</div> </div>	MAGIC BOMB <ul style="list-style-type: none"> 8-way attack 	WATER MAGIC <ul style="list-style-type: none"> 8-way attack 	<ul style="list-style-type: none"> Freezes enemy Mid attack
<div>  <div>WIND KNIGHT</div> </div>	MAGIC BOMB <ul style="list-style-type: none"> 8-way attack 	WIND MAGIC <ul style="list-style-type: none"> 360 degree attack 	<ul style="list-style-type: none"> Tornado kills enemy Mid attack
<div>  <div>LIGHT KNIGHT</div> </div>	MAGIC BOMB <ul style="list-style-type: none"> 8-way attack 	LIGHT MAGIC <ul style="list-style-type: none"> Circling light balls 	<ul style="list-style-type: none"> Light balls kill enemy Mid attack

Name	Normal Attack	Special Attack	Characteristics
<div>  <div>HOBey</div> </div>	GUN <ul style="list-style-type: none"> 8-way attack 	BOMB <ul style="list-style-type: none"> 8-way attack Flies up, then down 	<ul style="list-style-type: none"> Attack high places
<div>  <div>BETTY</div> </div>	GUN <ul style="list-style-type: none"> 8-way attack 	BOMB <ul style="list-style-type: none"> Frontal attack Flies up, then down 	<ul style="list-style-type: none"> Attack high places
<div>  <div>BACKILLY</div> </div>	GUN <ul style="list-style-type: none"> 8-way attack 	BOOMERANG <ul style="list-style-type: none"> 8-way attack 	<ul style="list-style-type: none"> Attack low places
<div>  <div>MUM</div> </div>	GUN <ul style="list-style-type: none"> 8-way attack 	BOOMERANG <ul style="list-style-type: none"> Frontal attack 	<ul style="list-style-type: none"> Attack low places

Characters

Name	Normal Attack	Special Attack	Characteristics
<div> <div>  </div> <div>JONNY</div> </div>	RIFLE <ul style="list-style-type: none"> • 8-way attack 	RIFLE <ul style="list-style-type: none"> • Frontal attack 	<ul style="list-style-type: none"> • Attack low places • Long attack range
<div> <div>  </div> <div>PROFESSOR</div> </div>	RIFLE <ul style="list-style-type: none"> • 8-way attack 	RIFLE <ul style="list-style-type: none"> • Left and right attack 	<ul style="list-style-type: none"> • Attack low places • Long attack range
<div> <div>  </div> <div>HOWIE</div> </div>	MACHINE GUN <ul style="list-style-type: none"> • 8-way attack 	MACHINE GUN <ul style="list-style-type: none"> • Frontal attack 	<ul style="list-style-type: none"> • Attack low places • Long attack range
<div> <div>  </div> <div>KIP</div> </div>	MACHINE GUN <ul style="list-style-type: none"> • 8-way attack 	MACHINE GUN <ul style="list-style-type: none"> • Left and right attack 	<ul style="list-style-type: none"> • Attack low places • Long attack range

Name	Normal Attack	Special Attack	Characteristics
<div> <div>  </div> <div>MUD HARRY</div> </div>	GUN <ul style="list-style-type: none"> • 8-way attack 	CANNON <ul style="list-style-type: none"> • Frontal attack 	<ul style="list-style-type: none"> • Run slow • Attack low places • Long attack range
<div> <div>  </div> <div>GENERAL</div> </div>	GUN <ul style="list-style-type: none"> • 8-way attack 	FIRE <ul style="list-style-type: none"> • 8-way attack 	<ul style="list-style-type: none"> • Attack low places • Short attack range
<div> <div>  </div> <div>ROBIE</div> </div>	GUN <ul style="list-style-type: none"> • 8-way attack 	ROCKET BOMB <ul style="list-style-type: none"> • 8-way attack 	<ul style="list-style-type: none"> • Attack high places • Long attack range
<div> <div>  </div> <div>SYBER</div> </div>	GUN <ul style="list-style-type: none"> • 8-way attack 	ROCKET BOMB <ul style="list-style-type: none"> • Frontal attack • Fire 6 rockets at once 	<ul style="list-style-type: none"> • Attack low places • Long attack range

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