

# Gauge Description

## S.P.G. (Selective Potential Gear)

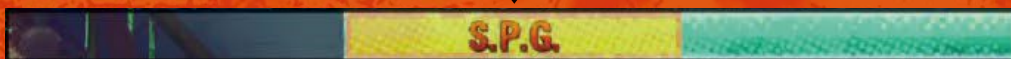


Your S.P.G. can be set to one of three positions (start, middle, end) on your health gauge. S.P.G. is deemed “active” when your remaining health is in your chosen S.P.G. position.

S.P.G. provides the following effects when active:

- Your health gauge recovers gradually over time.
- Your attacks become more powerful.
- Your power gauge builds up in larger increments.
- Your REV Meter builds up in smaller increments.

Set your S.P.G. farther down the health gauge to increase the benefits of the above effects.



## Power Gauge

The power gauge builds up when you land certain moves (normals, specials, etc.) or block. You can stock up to two power gauge bars.



## Ignition Gear

(Refer to each character’s command list.)  
Perform a powerful Ignition Gear (super) at the cost of one power gauge bar.



## Redline Gear

(Refer to each character’s command list.)

Call upon your character’s untapped potential!

Unleash a devastating Redline Gear at the cost of two power gauge bars.



## Hidden Gear

(Refer to each character’s move list.)  
An epic move and ace up your sleeve that is only available while your S.P.G. is active.  
Your REV Meter recovers fully when this hits.

Experiment with your character and discover the devastating power of Hidden Gears yourself!

