Starting from Main-Menu, the player can press start/any button to advance from there.

On the main menu, the options the player has to choose from are:

Versus(2P)

Training(1P)

Tutorial

Credits

Options

Exit

Credits and Options are non-gameplay related. Credits shows the members of the team and Options allows the player to change sound options, screen size, etc. The credits screen has no further places to go into and can be backed out of to the main menu.

Tutorial mode has the player jump into the tutorial immediately, playing as Lynne and learning about the mechanics of the game from Randolf.

Training mode goes to the character select menu has player one select their character and element first and then select the dummy’s character and element. After both are set, the player is sent to the training stage with access to the features of training mode. The player can return to the main menu from the pause menu.

Versus mode similarly goes to the character select menu, but since this mode is for two players they both choose their own character and element. After both are set, the players are brought to the stage select screen to choose from the stages available to battle on. Afterwards they are brought to the battle screen to fight. They can either finish the fight to return to the main menu, or pause the game to do so.

When at the character select screen, the character select theme plays and stays while in the stage select screen. The battle theme plays on all stages in Tutorial, Training and Versus.