

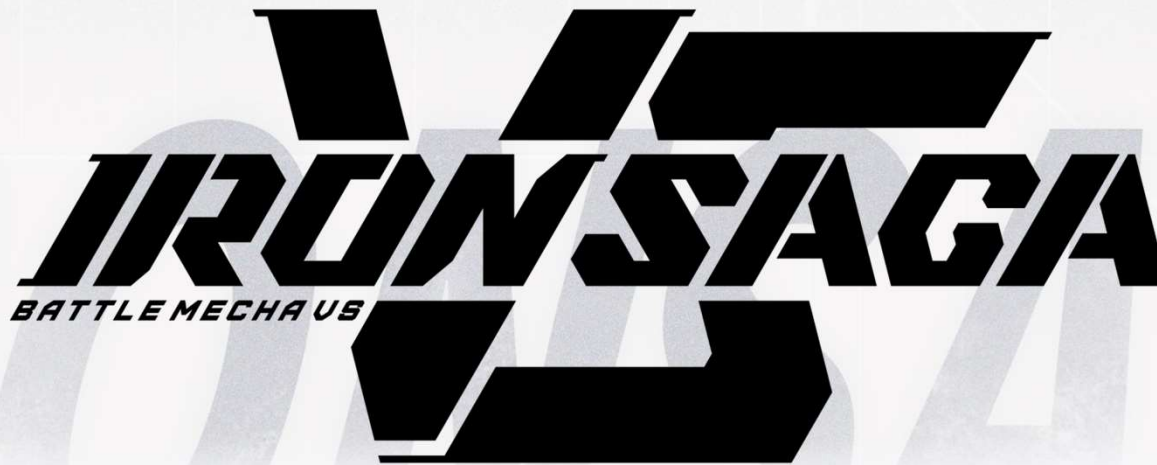


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About ISVS

With red-hot sparks, laser swords and rocket-propelled fists, a **modern Mecha fighting game** finally appears! Iron Saga, Game Duchy's mech-themed mobile game, spins off into its Versus version: Iron Saga VS! As a modern fighting game, it features robust **rollback online play**.

12 powerful mechs are at your disposal to pilot, including from classic Anime series: Mazinger Z, Getter Robo, Great Mazinger, Boss Borot and Dancouga. They are joined by original mechs from Iron Saga mobile - Vassago, Kaguya, Qing Long, Susanoo, Mephisto, Wu Shuang, and Nero.



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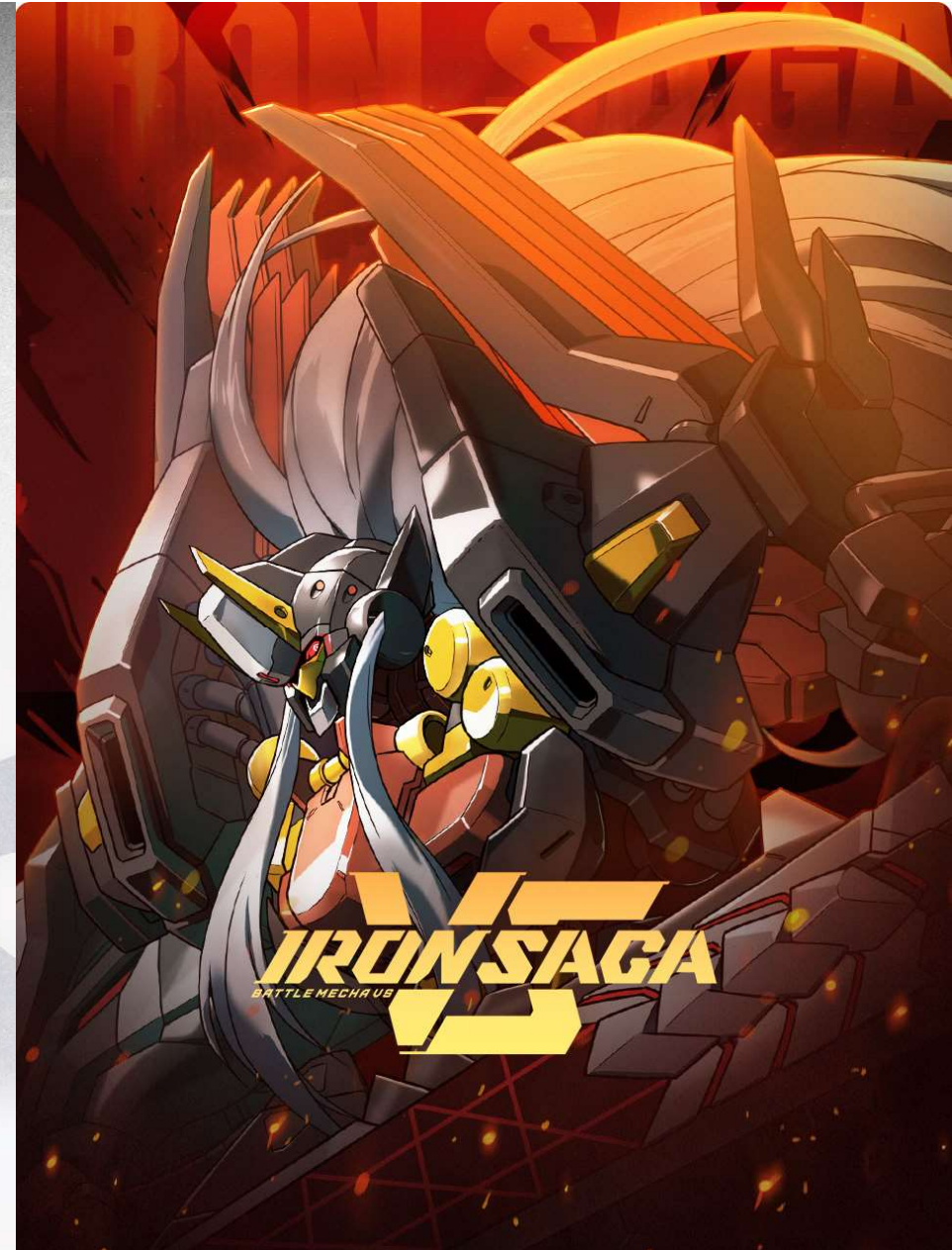
About ISVS

| | |
|------------|---|
| Title | Iron Saga VS/アイアンサーガVS/ 机动战队VS |
| Developer | GAMEDUCHY |
| Genre | Fighting, Action, Mecha |
| Language | English, Simplified Chinese, Japanese |
| Platform | PC (Microsoft Windows) |
| Sites | CN: https://ironsagavs.com EN: https://en.ironsagavs.com JP: https://jp.ironsgavs.com |
| Steam | https://store.steampowered.com/app/2463800/VS/ |
| Contact Us | ironsagavs@gameduchy.com |



Features

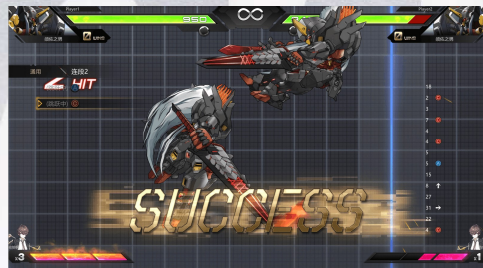
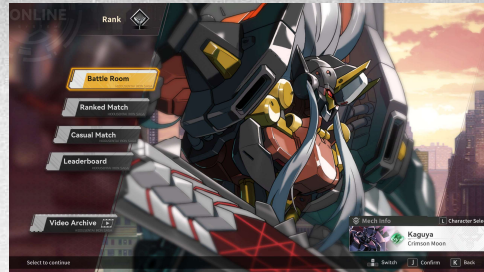
1. 12 playable Mechs, each with multiple Supermoves and their unique choices of Arsenal, including many classic anime Super Robots
2. Arsenal System allows the same Mech to be played differently, changing all moves done with the “D” button
3. Rollback online netcode and quick matchmaking for a smooth online experience
4. Single-player Arcade mode lets you see the backstory of the characters, and the “Simulacrum Chronicle” mode gives players various themed missions and objectives
5. Each Mech and Arsenal combination has access to two Supermoves: the Awakening Supermove, usable once per round when under 50% HP, and the awesome Power Max Supermove, usable at the cost of 3 EN.





GAMEPLAY

Game Modes



Multiplayer

Matchmaking

Quickly find a match in either Casual or Ranked play

Battle Room

Find opponents and spectate matches across the world in public battle rooms or create your own and invite your friends

Single Player

Pilot Academy

Discover advanced techniques in the Tutorial and master each mech's Combo Trials

Simulacrum Chronicle

Fulfill your missions' objectives in the increasingly challenging Simulacrum Chronicle

Arcade

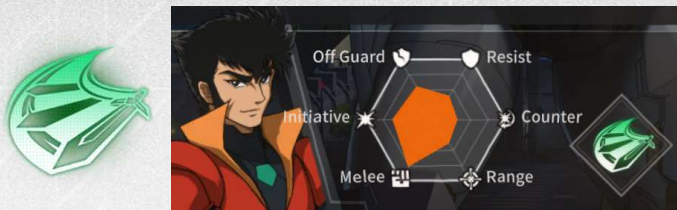
Discover the lore behind your Mecha and its pilot in Arcade Mode

Training Mode

Master your own techniques in the robust Training mode

Arsenal

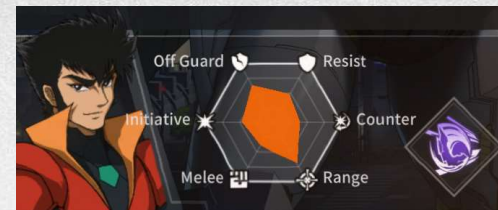
In ISVS, each mecha possesses multiple independent [Arsenal] systems, allowing players to choose exclusive moves for their chosen Arsenal in the character selection screen.



Arsenal ① Deathbringer's Power

Great Mazinger uses the powerful Mazing Blade swords and can convert Photon Power to lightning for the Supermove [Thunder Break].

Choose your Arsenal after selecting your character.



Arsenal ② Combat Pro

Specializing in agile techniques using the Great Boomerang. With full energy, it can use the Power Max Supermove [Breast Burn].

Each Arsenal features different moves and Supermoves



“D” Button: Let players change how they play their favorite characters

Energy System

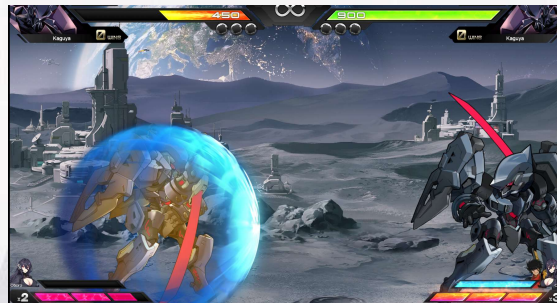
Energy Moves

Players can consume one bar of energy to unleash a more powerful special move.



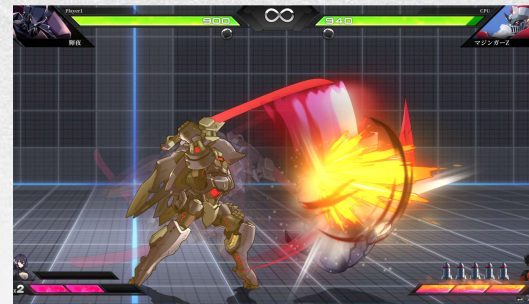
Energy Shield

The mecha can consume energy to generate a short-term shield that blocks all attacks, including grab attacks.



Energy Reversal

While blocking your opponent's attacks, you can use this defensive counterattack to push your opponent away and regain the advantage.



Supermoves

Once your Energy gauge is filled at 3 units, your mecha can consume 3EN to unleash the Power Max Supermove, dealing massive damage to the opponent. A different Supermove is also available once per round, while under 50% HP – the Awakening Supermove.



Special Mechanics

Flash Counter

Using a heavy attack to hit an opponent in the middle of an attack causes significant stun, giving you a free chance to use enhanced skills.



Arsenal Skills

Selecting different arsenals allows the same mecha to perform new moves.



Limit Break

When a move hits the opponent, you can instantly cancel the stun at the cost of overloading and quickly approach the opponent. During overloading, energy cannot be used.



Awakening Supermove

When the mecha's durability drops below 50%, it gets a chance to unleash an awakening supermove.



Combat Mechanics

Basic Combo

Hold the attack button upon hitting the opponent. Then shake the direction randomly to initiate a combo. The faster you shake, the stronger the combo.

This mechanic allows beginners to perform combos easily.



Clash

Triggered when both weapons collide, knocking both players back slightly.



Hover

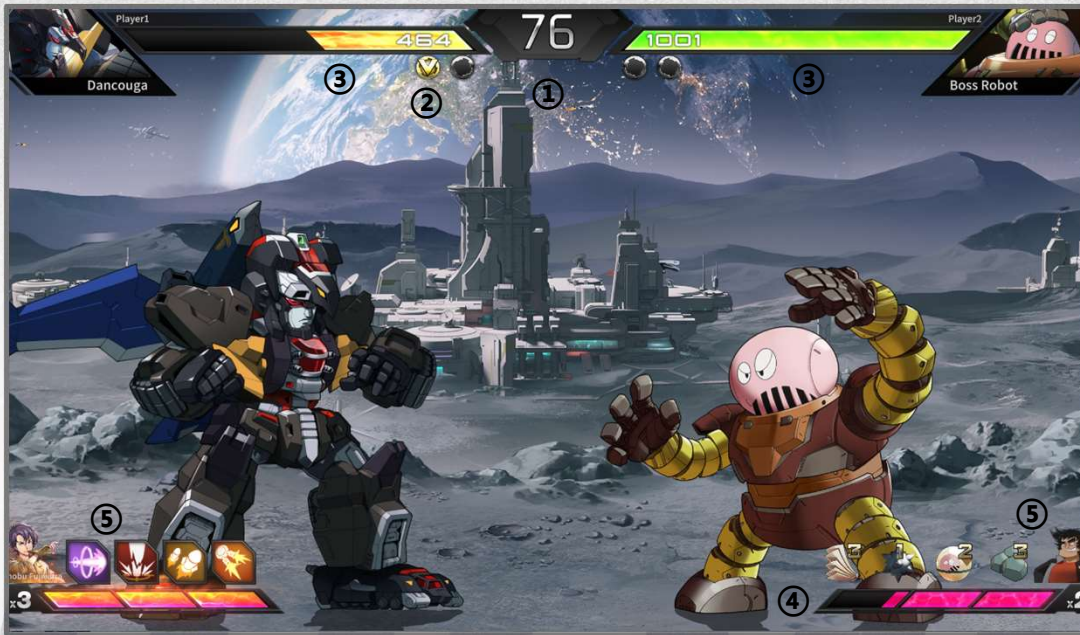
After a high jump, the unit hovers in the air with the help of boosters. The mecha will keep its momentum in the air, travelling further and landing later.



Projectile Deflection

The mecha's weapons can knock down the opponent's projectiles – punching rockets away works even better than blocking them!

Combat UI



① **Time Limit:** The duration of each match. Players must defeat the opponent within the set time, or win if their durability is higher when time runs out.

② **Round Score:** The maximum number of rounds can be set. When a player wins a round, a mark lights up. Lighting up all marks on your side wins the match.

③ **Durability Gauge (HP):** Shows the current durability of the mecha. If the opponent's durability drops to 0 or is lower than yours when time ends, you win the round. When durability drops below 50%, the mecha enters [Awakening Moment], gaining a chance to use an Awakening Supermove, signaled by the HP gauge becoming orange.

④ **Energy Gauge:** Shows the mecha's current energy level. It is charged by hitting your opponent, getting hit and performing Special Moves. Energy can be consumed to use powerful skills. When the gauge is full, a super art can be unleashed.

⑤ **Weapon Gauge:** Some mechas have a weapon gauge independent of the energy gauge. Its usage depends on the mecha and weapon characteristics.



Characters

Kaguya & Oboro



Kaguya (Unit): Most of Kaguya's moves are multi-hit attacks that also offer strong mobility and long range. Possesses excellent anti-air moves that can intercept airborne opponents and launch them for combos.

Oboro (Pilot): Oboro's ancestors were Oboro Swordmasters from distant eras—a title bestowed only to once-in-a-century genius swordmasters such as herself. At the age of twelve, she already mastered the clan's lost secret art, the Oboro Wheel, becoming the strongest swordswoman in the Far East.

Unit: Kaguya
Pilot: Oboro
IP: Iron Saga @ GAMEDUCHY

Qing Long & Ying Lin

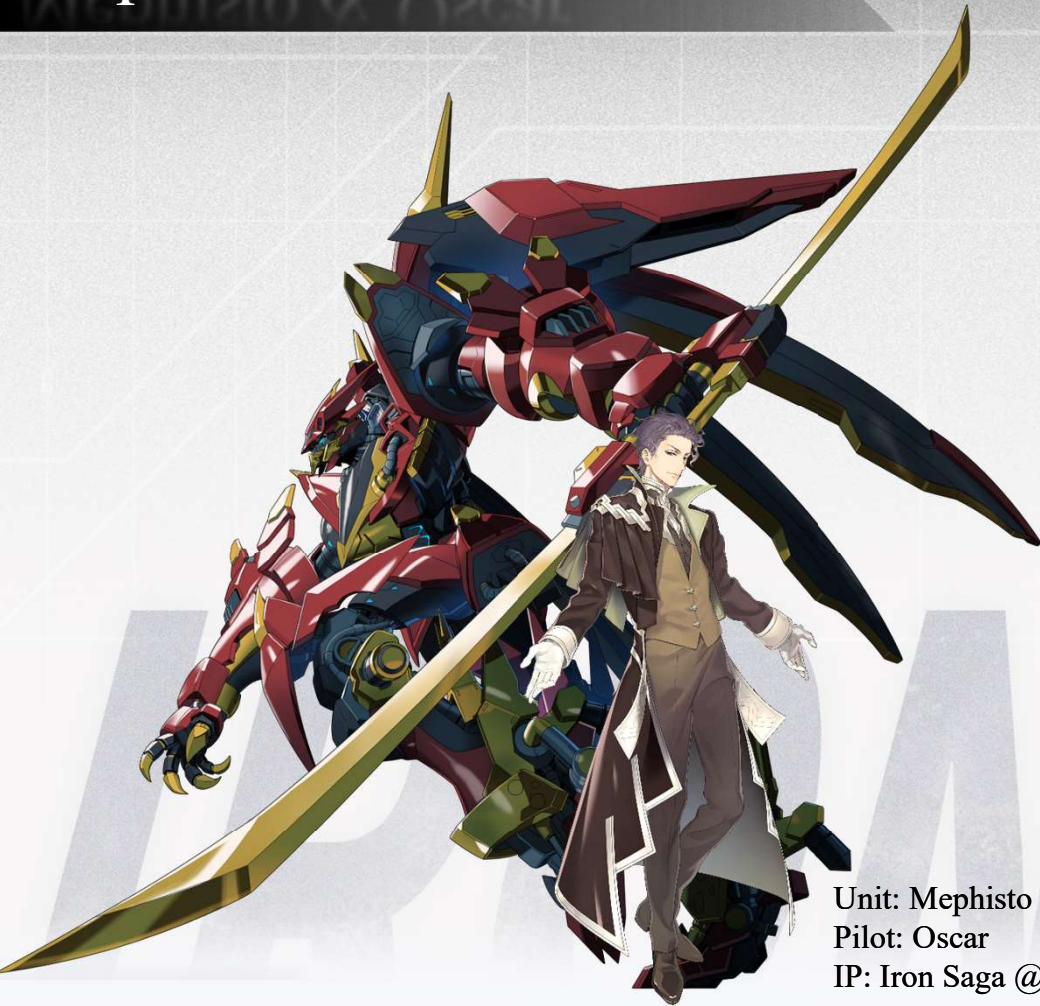


Unit: Qing Long
Pilot: Ying Lin
IP: Iron Saga @ GAMEDUCHY

Qing Long (Unit): Qing Long has strong melee combat capability, able to quickly close distances on opponents. It also possesses an array of block and parry moves that ensure its own safety.

Ying Lin (Pilot): Ying Lin, one half of the Kirin Gemini from the Far East, may look like a young man but is in fact only seven years old. His composed demeanor and his constantly downcast eyes seem to convey his disinterest in conflict, but despite this, he lives to fight.

Mephisto & Oscar



Unit: Mephisto
Pilot: Oscar
IP: Iron Saga @ GAMEDUCHY

Mephisto (Unit): Much like its versatile pilot, Mephisto is a well-rounded mech with a balanced performance. It possesses flight capability, anti-air, melee and enhancement moves that leave its pilot spoiled for tactical options in combat.

Oscar (Pilot): Oscar, a self-proclaimed historian, possesses extensive knowledge and an extraordinary eloquence that strongly supports this status. But to others, he is a mysterious, scheming character active in every corner of the world, behind every battlefield.

Susanoo & Kaede Saiki



Susanoo (Unit): As a mech intrinsically linked to its pilot, it is much easier for Susanoo to display technical finesse. It can confuse opponents with alternating specials that slip past their defenses. Also, it also has outstanding aerial capabilities to zone out opponents.

Kaede Saiki (Pilot): Saiki Kaede, A.C.E Academy 2nd-year student. Initially seeking a simple, uneventful life, inexplicable circumstances severed his livelihood, forcing him to work several part-time jobs during his studies.

Unit: Susanoo
Pilot: Kaede Saiki
IP: Iron Saga @ GAMEDUCHY

Wu Shuang & Yin



Wu Shuang (Unit): Wu Shuang has limited mobility, but makes up for it with powerful damage output. It can suppress opponents at close range, and pull off ranged zoning moves or chip away at them.

Yin (Pilot): "Zzztt... (Static)" "Ssszzzt... Search failed: No relevant information on this pilot found in database..." "Scan... terminated, connecting signal..." "...What are... you... spying on?!"

Unit: Wu Shuang
Pilot: Yin
IP: Iron Saga @ GAMEDUCHY

Vassago & Becas



Unit: Vassago
Pilot: Becas
IP: Iron Saga @ GAMEDUCHY

Vassago (Unit): Vassago boasts balanced performance output: it can zone out opponent at long range with its rifle, and use its shield techniques in melee range to utilize a perfect fusion of offense and defense. It also possesses a variety of anti-air moves, and powerful sub-systems.

Becas (Pilot): Becas, a mercenary with a C-Class license in OTAH Corp. He has been often called an "oddball" for his carefree nature and capriciousness in handling affairs. It is also because of this that he typically gets unwittingly involved in all sorts of peculiar, precarious situations.

Nero & Slokai



Nero (Unit): As the chosen vessel of Slokai the Pope, Nero excels at versatile ranged suppression tactics. Its agile frame and trajectory-altering combat techniques allow it to disorient foes and launch unpredictable assaults, embodying Slokai's ruthless precision.

Slokai (Pilot): The 7th Pope of the Mechanical Vatican and the commander-in-chief of the Mechanical Vatican Army. Even among successive pontiffs, she is a rare psychic prodigy.

Unit: Nero
Pilot: Slokai
IP: Iron Saga @ GAMEDUCHY

Mazinger Z & Koji Kabuto



Unit: Mazinger Z
Pilot: Koji Kabuto
From: Mazinkaiser (OVA)

Mazinger Z (Unit): Mazinger Z possesses multi-angled flight abilities and mid-range assault moves to either quickly approach or keep opponents away with projectiles.

Koji Kabuto (Pilot): Mazinger Z's creator, grandson of genius scientist Juzo Kabuto—Koji Kabuto, a man possessing exceptional athleticism. Ever since Dr. Hell invaded with his mecha-beast army, he has been at the helm of Mazinger Z, cleaving a path of resistance against the villain.

Great Mazinger & Tetsuya Tsurugi



Unit: Great Mazinger
Pilot: Tetsuya Tsurugi
From: Mazinkaiser (OVA)

Great Mazinger (Unit): As the Combat Pro's mech, Great Mazinger boasts plenty of offensive measures. Whether in melee or from a distance, Great Mazinger can quickly gain the upper hand with its versatile arsenal.

Tetsuya Tsurugi (Pilot): Known as the "Combat Pro" and "Great Hero", Tetsuya Tsurugi was adopted by Koji Kabuto's father, Kenzo Kabuto, at a young age, then trained as the pilot for the Great Mazinger. Having undergone rigorous training since young, he possesses a strong sense of duty and pride, traits that shaped his candid personality.

Boss Borot & Boss



Unit: Boss Borot
Pilot: Boss
From: Mazinkaiser (OVA)

Boss Borot (Unit): As the accidental No.1 mech, Boss Borot adheres to no single playbook. Its moves are so unpredictable even Boss himself doesn't know what will happen.

Boss (Pilot): Boss, Koji Kabuto's classmate, who once dreamed of surpassing Koji Kabuto and becoming the "Strongest Delinquent Leader". But after witnessing Koji Kabuto's power in the Mazinger Z, Boss hopes to become an even stronger pilot than Koji Kabuto.

Getter Robo & Ryoma Nagare



Getter Robo (Unit): Getter Robo has a unique mechanism that allows it to switch forms and moves via specific methods. The well-rounded Getter-1 is equipped with both ranged zoning capabilities and close-combat proficiency.

Ryoma Nagare (Pilot): The Getter Robo is controlled by three pilots working in harmony. Among them, Getter-1 pilot Ryoma Nagare is the leader of the Getter Team, known as the "Strongest Man". He is merciless against his enemies, sometimes even losing his cool, but is nonetheless an invaluable pilot.

Pilot: Getter Robo

Pilot: Ryoma Nagare

From: Getter Robo Armageddon (OVA)

Dancouga & Shinobu Fujiwara



Dancouga (Unit): Dancouga excels in grappling moves, has strong defense-breaking abilities and deals high damage. It lacks mobility though, making it best suited for close-quarters combat.

Shinobu Fujiwara (Pilot): Shinobu Fujiwara, Captain of the Super Beast Team and Eagle Fighter pilot. Already an exceptional pilot in his military academy days, his stellar piloting technique have consistently put him in the limelight amidst the perils of the battlefield.

Unit: Dancouga
Pilot: Shinobu Fujiwara
From: Dancouga – Super Beast Machine God



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