



I R O N S A S A

IRON SAGA

BATTLE MECHA US

I R O N S A S A

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 some from classic anime series! Mazinger Z, Great Mazinger, Boss Borot, Getter Robo, Dancouga, and original mechs from Iron Saga mobile - Kaguya, Qing Long, Susanoo, Mephisto, Wu Shuang, Nero



The logo features the word 'IRON SAGA' in a large, bold, black, stylized font. Below it, the words 'BATTLE MECHA VS' are written in a smaller, black, sans-serif font. The 'VS' is significantly larger and more prominent than the other text. The background is a light gray with a faint grid pattern and large, faded letters spelling 'IRON SAGA'.

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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.ironsagavs.com>

Steam <https://store.steampowered.com/app/2463800/VS/>

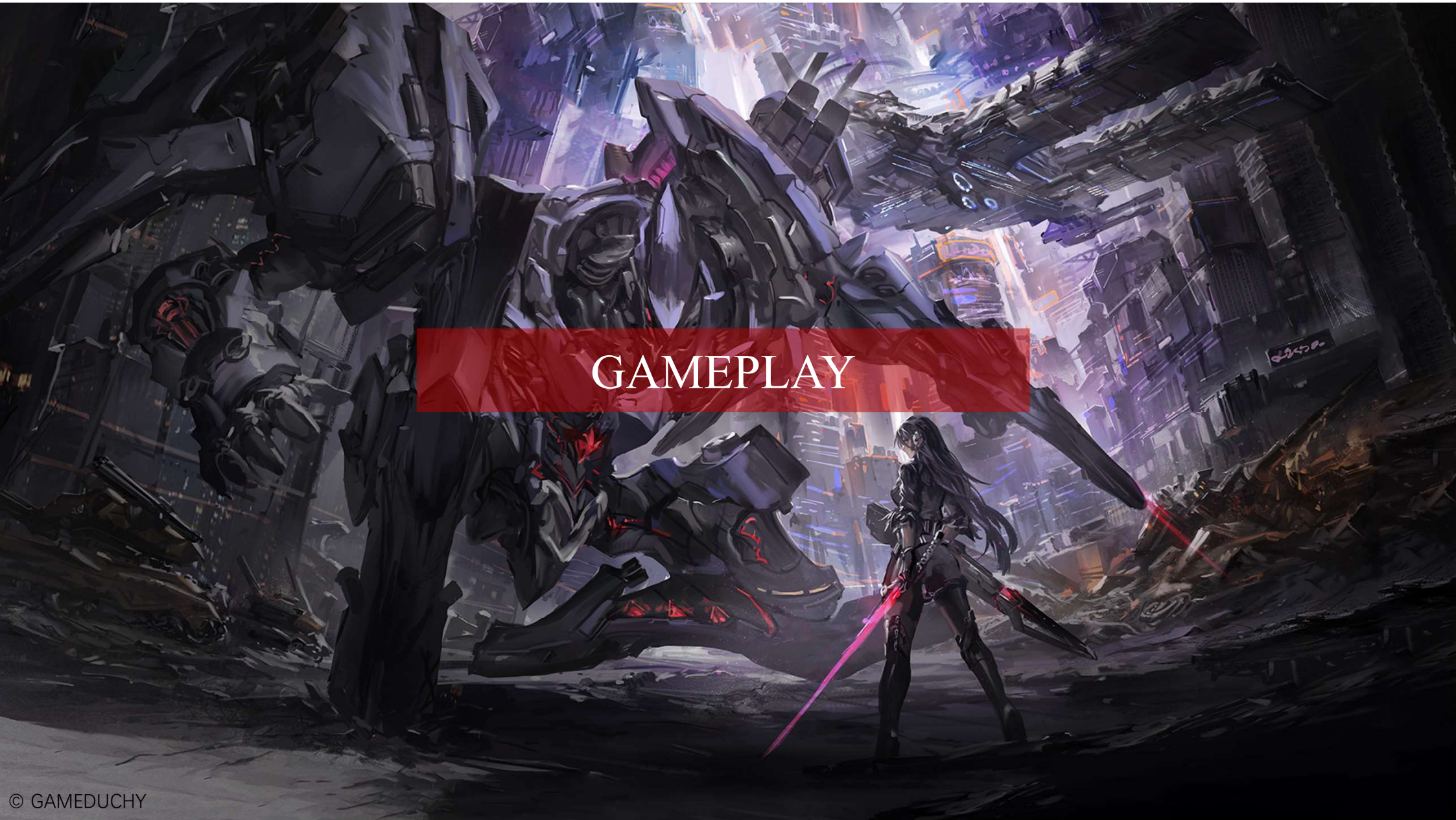
Contact Us ironsagavs@gameduchy.com



Features

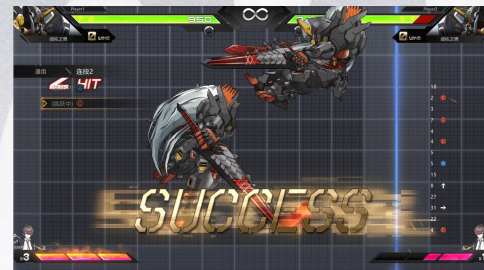
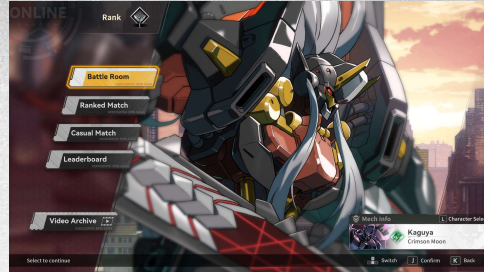
1. 12 playable Mechs, each with multiple Supermoves and their unique choices of Arsenal, including many classic anime Super Robots
2. Arsenal System allows the same Mech to be played differently, changing all moves done with the “D” button
3. Rollback online netcode and quick matchmaking for a smooth 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

Ranked Match

Venture through Ranked Match and Casual Match

Battle Room

Get ready for a decent fight with global players

Single Player

Pilot Academy

Learn the best techniques in the Pilot Academy

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

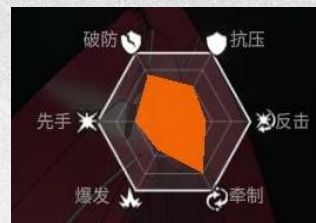
Master your own techniques in the robust Training mode!

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.



Choose Your Arsenal



Arsenal ① Deathbringer
Great Mazinger can turn the Photon Power into Lightning Power, striking the enemy with astounding might.



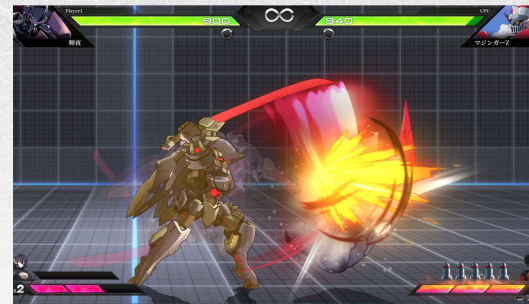
Arsenal ② Combat Pro
Upon full energy, a strengthened ultimate skill will be launched - [Breast Burn].

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

Energy System

EX Skills

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

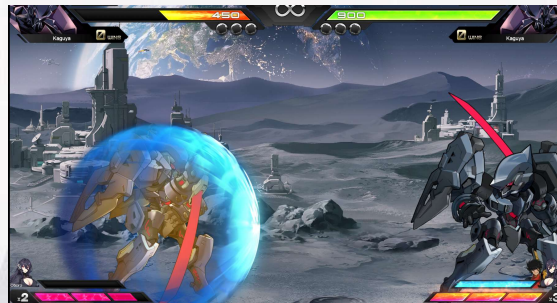


Energy Reversal

When the opponent's attack hits your defense, you can use a defensive counter to instantly switch from defense to offense.

Energy Shield

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



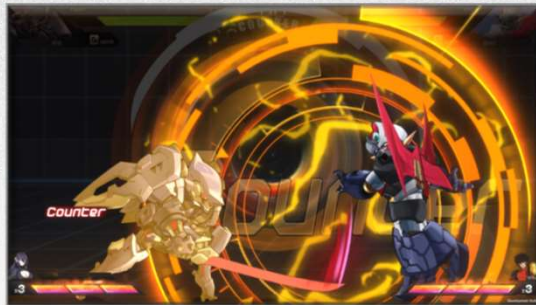
Super Arts

When the energy gauge is full, the mecha can unleash a powerful super move, dealing massive damage to the opponent.

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.



Energy Reversal

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.



Aiuchi

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.

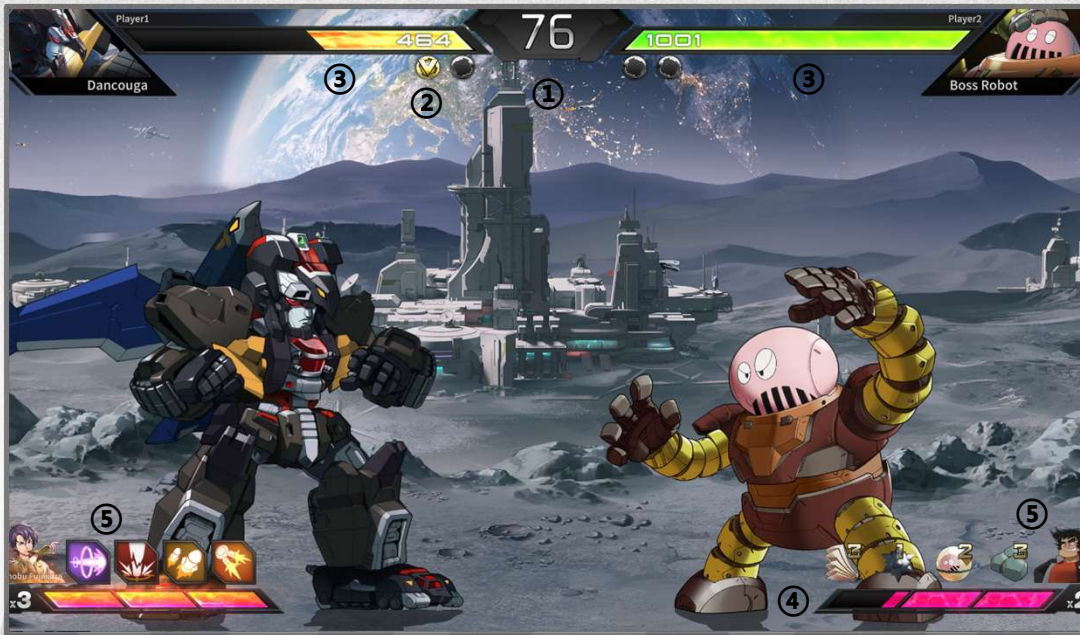


Projectile Deflection

The mecha's weapons can knock down the opponent's projectiles.



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:** 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 match. When durability drops below 50%, the mecha enters [Counterattack Moment], gaining a chance to use a reversal super move.

④ **Energy Gauge:** Shows the mecha's current energy level. 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 while offering strong mobility. Possesses excellent anti-air moves that can intercept airborne opponents and launch attacks.

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

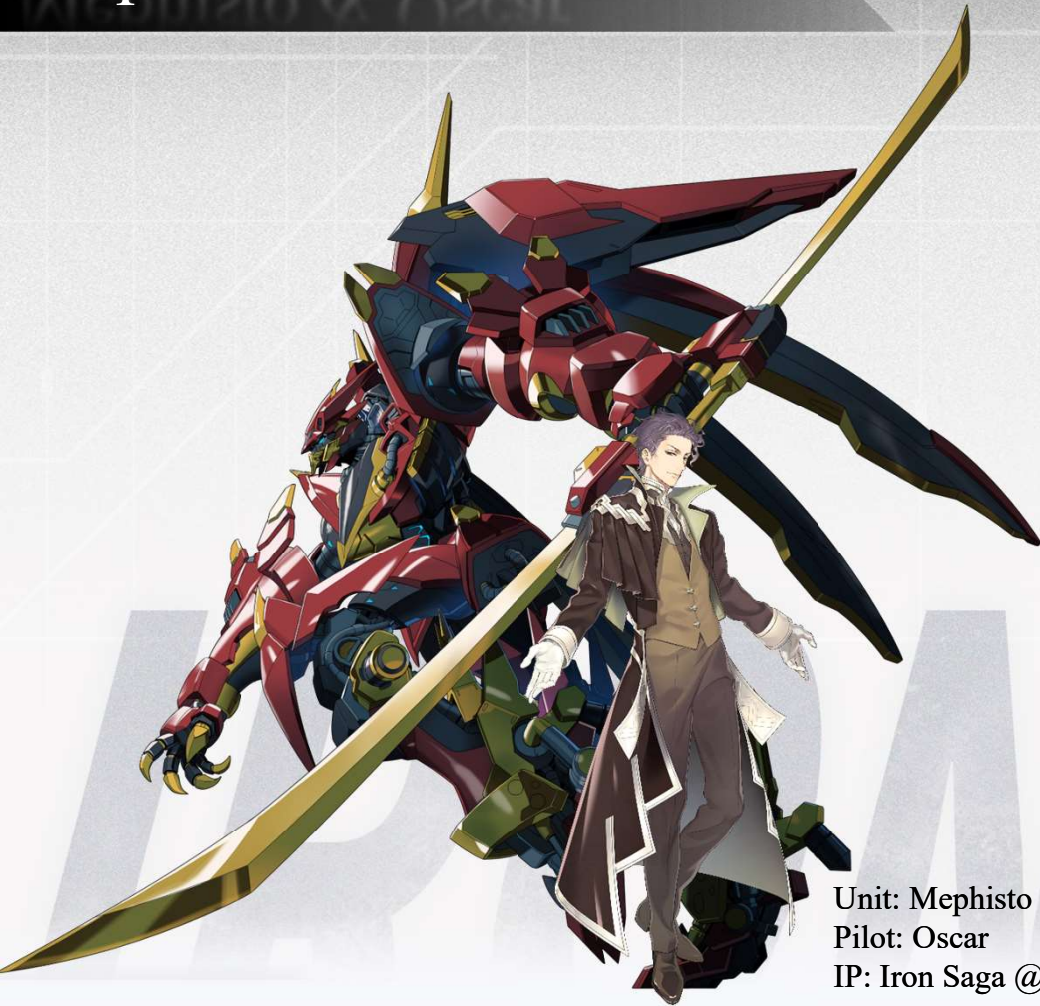


Qing Long (Unit): Qing Long has strong melee combat capability, able to quickly close distances on opponents. It also possesses an array of block and parry moves that ensure its own safety.

Ying Lin (Pilot): Ying Lin, one-half of the Kirin Gemini from the Far East, may look like a youth, but is in fact only seven years old. His composed demeanor and his constantly downcast eyes seem to convey his disinterest in conflict, but don't be fooled by any of this.

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

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 choice 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 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 destroy their defenses. Also, it also has outstanding flight capability to restrain 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

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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 restraining 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

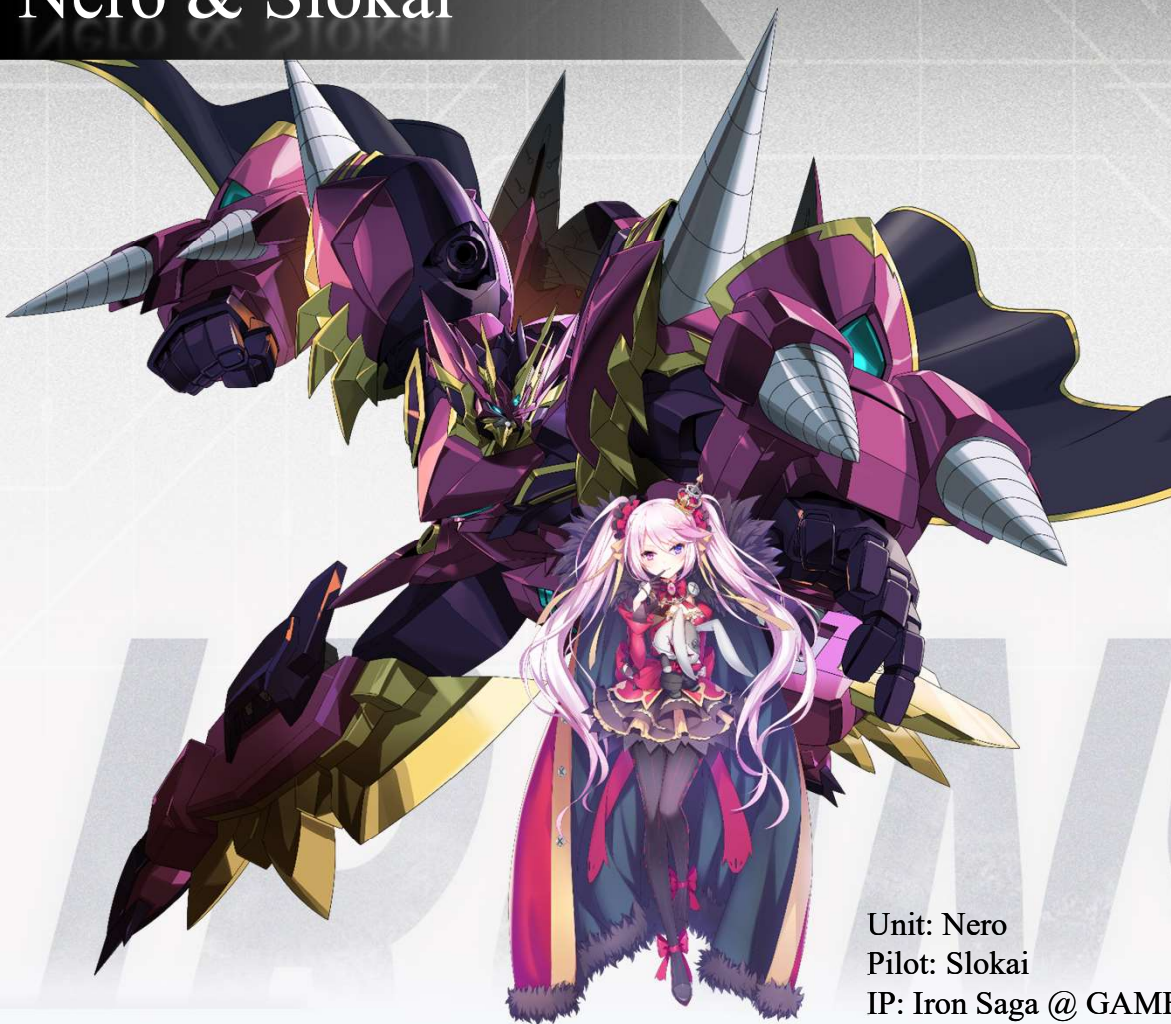


Vassago (Unit): Vassago boasts balanced performance output: It can restrain opponents from range, and use its shield technique in melee range to utilize a perfect fusion of offense and defense. It also possesses anti-air moves—its Heavy Attack version allows it to block enemy attacks during a forward charge.

Becas (Pilot): Becas, a mercenary with a C-Class license in OTH 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.

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

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

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 capable of restraining opponents.

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 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 unpredictable, some even producing special effects.

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 Robot 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 restraining capabilities and close-combat proficiency.

Ryoma Nagare (Pilot): The Getter Robot 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 higher 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



Brand Guideline

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LOGOS

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Positive logo is preferred with light background while the reverse logo is preferred with dark background. The red logo is for special uses only. Please contact us before trying to use it.

Keep safe distance of 10% with other elements. Do not overlap or add frame.

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Any unauthorized modifications to room furnishings must be removed within 24 hours of discovery.

Assets



White



White text
with black shadow



Black



Red



Yellow text
with black shadow



Yellow

LOGO



White A



Black



Yellow A



White B

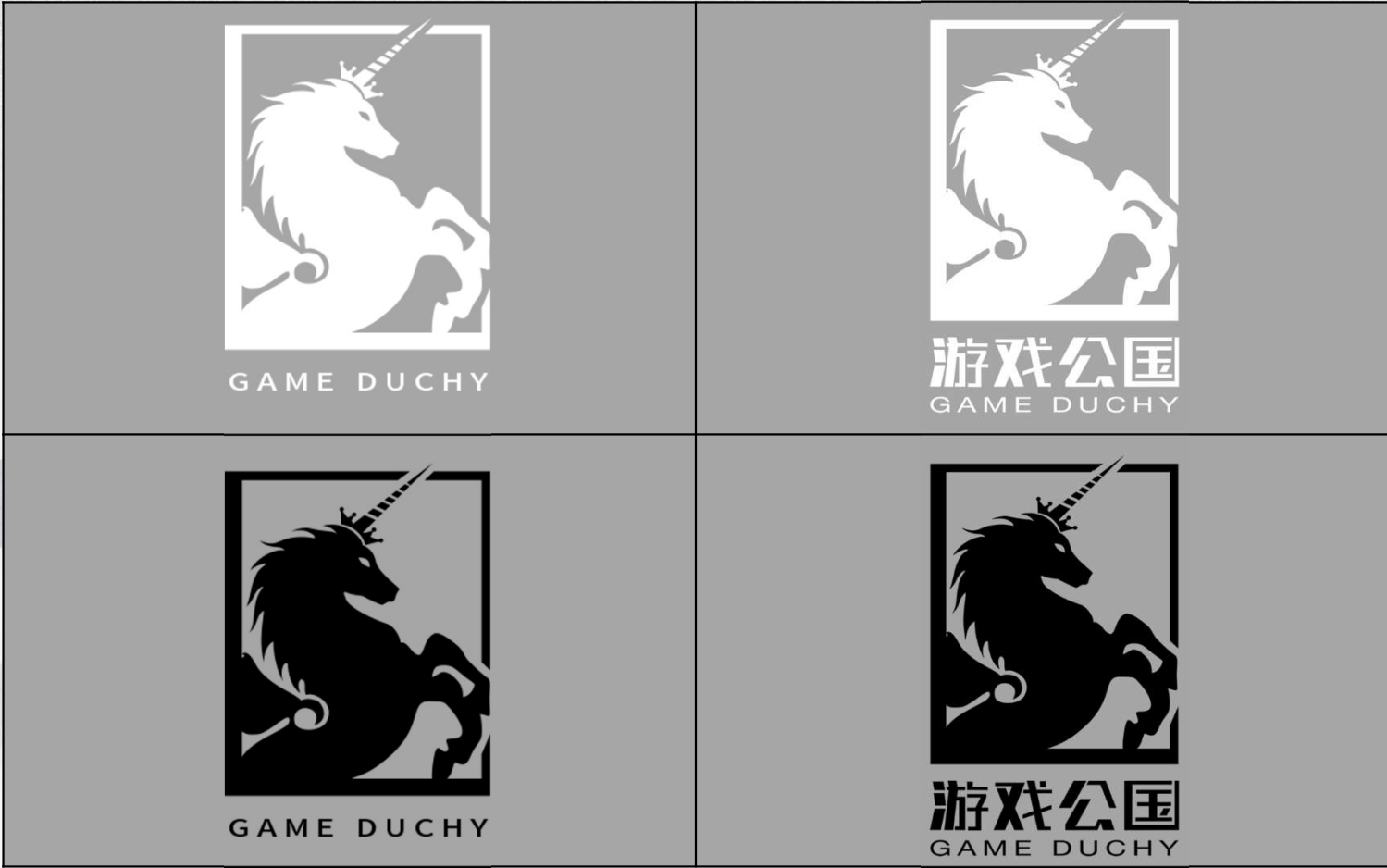


Red



Yellow A

LOGO





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