

EXOPRIMAL™

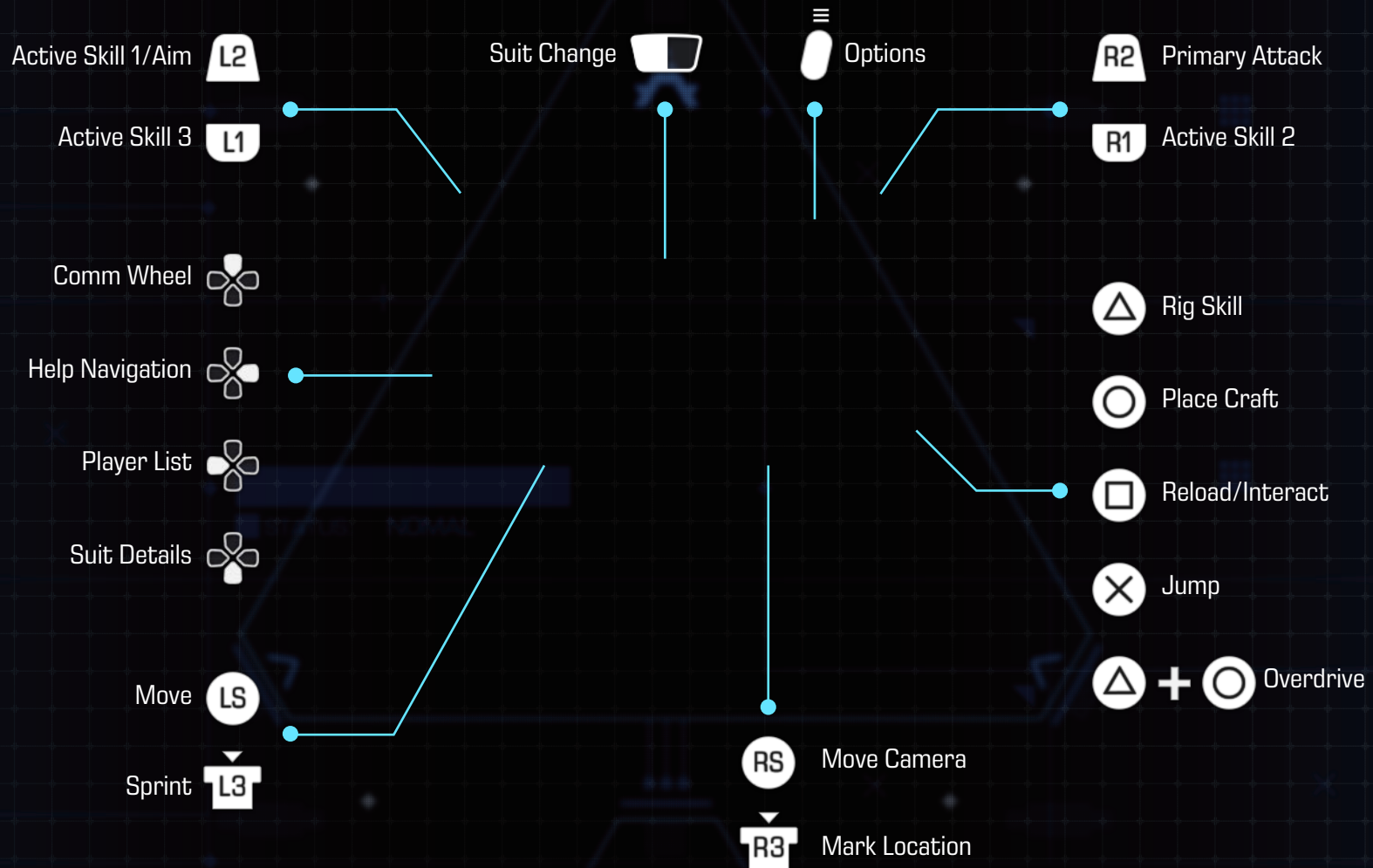
Open Beta Test Control Guide



PS5™



CONTROLS



HUD



EXOSUIT MANUAL: ASSAULT SUITS



User-friendly, all-purpose exosuit. Excels at medium and long distance combat.

R2 Ravager

R1 Thrust Attack

L2 Aim

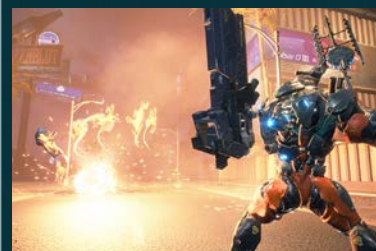
L1 Dive Dodge

L2 ▶ **R1** Rifle Grenade

△+○ Cluster Salvo



Rifle Grenade



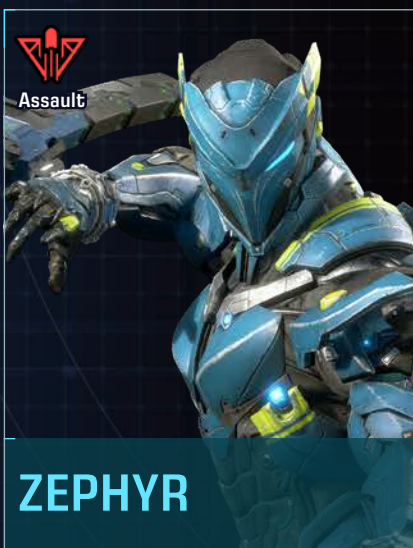
The Rifle Grenade is an explosive that detonates on impact and deals damage to enemies in the blast area. Use it to devastate a large number of enemies at once.



Thrust Attack



Thrust Attack is a powerful, close range strike. It can be charged up by holding the activation button, which will increase the damage and area of the ability.



A speedy, melee-focused exosuit. Requires deft movement skills to compensate for its light armoring.

R2 Tonfa Blitz

R1 Sky High

L2 Linear Strike

L1 Turbine Step

While jumping **×** Double Jump

△+○ Limiter Override



Linear Strike



Linear Strike is a powerful tackle that can knock some enemies back and even cause them to crash into other enemies. Time the ability well to eliminate many dinosaurs at once.

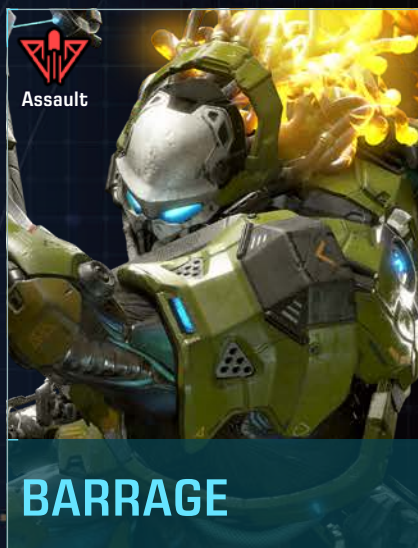


Sky High



Sky High unleashes a kick powerful enough to send some enemies airborne. Combine it with Linear Strike to dish out serious damage.

EXOSUIT MANUAL: ASSAULT SUITS



An exosuit that excels at using explosives. Its grenades are most effective in tight spaces.

R2 Skipbomber

R1 Stun Grenade

L2 Triple Threat

↩ **L2** Detonate

L1 Flip Dodge

△+○ Burning Heart

 **Triple Threat**

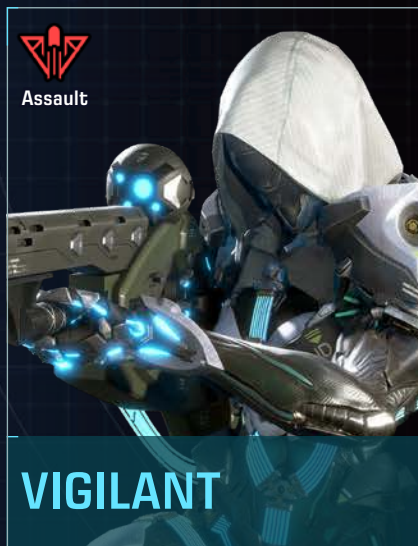


Triple Threat launches three landmines that can be detonated later with another press of the bound button. Best used in tight spaces where the flames can impede enemy progress.

 **Stun Grenade**



Stun Grenade can temporarily stun enemies. Make great use of it when surrounded by enemies.



An exosuit that excels at delivering long-range fire. Requires excellent positioning skills and accuracy.

R2 Subsonic Burst

R1 Stinger Shot

L2 Railgun Charge

L1 Frost Lock

While jumping **×** Vault

△+○ Barrel Breaker

 **Frost Lock**



Frost Lock launches a ball of ice that can freeze enemies in place. Be sure to target frozen dinosaurs first. When eliminated, they will shatter and scatter ice shards that can damage nearby enemies.

 **Stinger Shot**



Stinger Shot is a powerful, long-range shot that can go through enemies. Most effective when used on enemies who are lined up behind one another.

EXOSUIT MANUAL: TANK SUITS



A heavyweight exosuit with supreme durability. Its shield increases the team's survivability.

R2 Haymaker

R1 Taunt

L2 Ballistic Wall

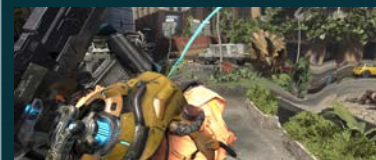
L1 Skid Dodge

L2 > R2 Shield Blast

△+○ Storm Drive



Taunt



Use Taunt to become the focus of nearby dinosaur attacks. Hold off the attacking enemies while friendly exosuits finish them off.



Shield Blast



Shield Blast can be used to knock back enemies Roadblock is fending off with its shield. The more enemies hit by the shield, the stronger the impact.



A heavy tank exosuit with formidable suppressive firepower. Its arsenal can stop enemies in their tracks.

R2 K-40 Repulsor Minigun

R1 Dome Shield

L2 Stunlock Missile

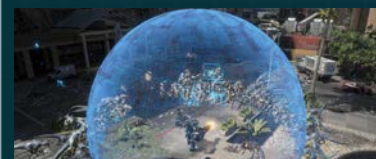
L1 Thruster Dash

While jumping X Hover

△+○ Todesregen



Dome Shield



Activate Dome Shield to block enemy attacks and knockback small dinosaurs. Use when surrounded by enemies to create a safe zone from which allies can continue the fight.



Stunlock Missile



Lock onto enemies and fire off a volley of homing missiles with Stunlock Missile. Enemies hit by the missiles will be paralyzed and left vulnerable to attacks.



An exosuit equipped with a massive blade. Uses the blade's reach to block and counter enemy attacks.

R2 Kiri-Ichimonji

R1 Vajra Counter

L2 Crescent Moon

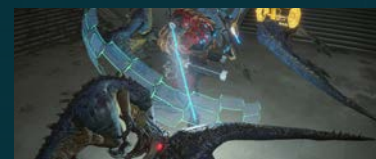
↶ R2 Counterattack

L1 Strafe Hook

△+○ Meikyo Shisui



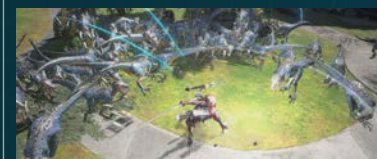
Vajra Counter



Vajra Counter is a special stance that allows Murasame to block incoming attacks from all directions. Blocking a certain amount of damage will increase the power of Murasame's blade while allowing Murasame to enter Rasetsu stance and unleash powerful counters.



Crescent Moon



Use Crescent Moon to unleash a wide slash that deals damage to surrounding enemies and forces them to focus their efforts on Murasame.

EXOSUIT MANUAL: SUPPORT SUITS



Support suit that synergizes well with allies. Its abilities focus on repairing and buffing others.

R2 Neuro Rod

R1 Repair Zone

L2 Feed

L1 Rescue Leap

While jumping X Glide

△+○ Vital Aura



Repair Zone



Repair Zone generates a field that will repair allies who stand within it. Stick close to damaged allies and activate this ability.



Feed



The Feed ability can be used to heal and buff allies or to damage and debuff enemies. Witchdoctor's Neuro Rod will become fully charged when an enemy is hit by Feed.



A support exosuit that can fly in the air. Equipped with abilities that can hamper enemy movement.

R2 Aether Lance

R1 Graviton Cage

L2 Optics Jammer

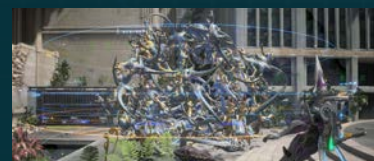
L1 Slipstream

While jumping X Air Supremacy

△+○ De-Synchronize



Graviton Cage



Graviton Cage manipulates gravity to draw foes into a single area. Combine it with other exosuits' abilities to wreak havoc on the enemy.



Optics Jammer



Optics Jammer can be used to heal allies and jam/blind enemies. Fire it into areas occupied by both friends and foes for maximum effect.



A highly mobile support exosuit with weapons that can switch between damage and healing modes.

R2 Mars & Apollo

R1 Spreadshot

L2 Mode Switch

L1 Holo Warp

△+○ Antipode Burst



Spreadshot



Spreadshot calls forth Nimbus' weapons and fires off a volley of projectiles that will damage enemies or heal allies depending on which mode Nimbus is currently using.



Mode Switch



Mode Switch is Nimbus' defining feature and allows the exosuit to switch between damaging and support modes. Switching modes reloads Nimbus' weapons with projectiles boasting enhanced power or repair potency.





RIGS

Rigs are equipment that grant Rig Skills to exosuits. Rigs can be changed via the Suit Change menu.

Experiment with rig and suit combinations to find your ideal playstyle.

CANNON



Fires a powerful long-range laser. Use it to attack airborne enemies or enemies that are far away.

AID



Launches an energy projectile that produces a small repair field. Useful for healing on the go.

CATAPULT



Performs a quick boost jump. Perfect for repositioning or making a quick escape.

SHIELD



Deploys a shield that defends against attacks. Use it to endure enemy assaults or to save yourself from certain death.

BLADE



Launch an electromagnetic shuriken that paralyzes enemies on contact. Paralyzed enemies can't move and are highly vulnerable.

DRILL FIST



A powerful drill attack that can be charged up before being unleashed. Best used on toppled or otherwise immobile enemies.





CRAFTS

Craft chips will be rewarded after a certain number of enemies are defeated. These chips can be used to make and place craftables on the battlefield.

All suits can use crafts, so be sure to use whatever craft the state of battle calls for.

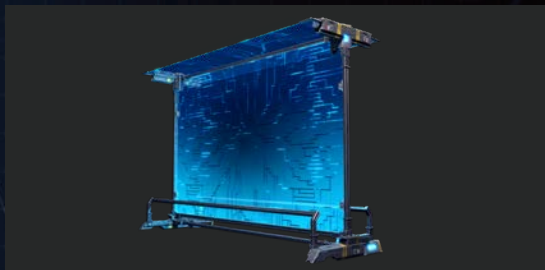


Using Crafts

- Acquire craft chips and then use  to place a craft.
- Hold  to preview where the craft's placement.

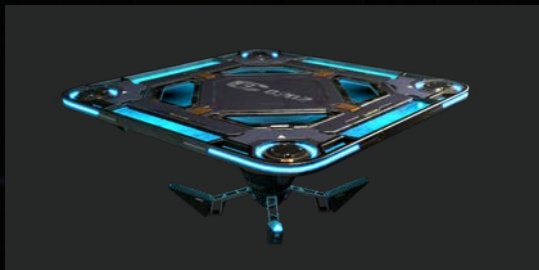


Look at the bottom right of the HUD to see the number of crafts you are holding.



Wall

A highly durable wall that can be placed anywhere. Ally attacks can pass through, but enemy attacks cannot.



Platform

A platform that floats in midair. Allows exofighters to take advantage of the high ground at any point in the fight.



Turret

A cannon that fires powerful lasers at regular intervals. Damages enemies in front of the turret.

DOMINATORS

Dominators are special rigs granted to exofighters by Leviathan that allow exofighters to summon and control a large dinosaur.

Use these beasts to invade the enemy's dimension and impede their progress.



- Hold to pick up
- Hold to equip or cancel
- Hold to activate while equipped

T. Rex

A large dinosaur with extremely powerful and long-reaching attacks.



Gnash

Damage enemies with a swift biting attack.
Hold to do a 3-hit combo.



Boulder Toss

Kick a boulder into the air and smash it with the tail to send rubble flying forward.



Flying Gnash

Jump high in the air to damage airborne enemies before damaging enemies on the ground upon landing.



Raging Rend

Pounce on enemies and crush any foe unlucky enough to be caught in the deadly jaws.



Carnotaurus

A highly mobile large dinosaur that excels at using attacks to hamper its prey's movement.



Gnash/Stomp

Perform a swift biting attack.
Use and move to the left or right to attack in either direction.



Thrust

Raise your head for a frontal attack that sends foes flying on impact.



Charge

Charge forth at full strength and send foes flying upon impact. Combo multiple hits to inflict massive damage.

Triceratops

A large dinosaur boasting frontal defenses and powerful charges perfect for obstructing the enemy's progress.



Charge

Charge while holding .
Hit and drive enemies into a wall to deal significant damage on impact.



Slam

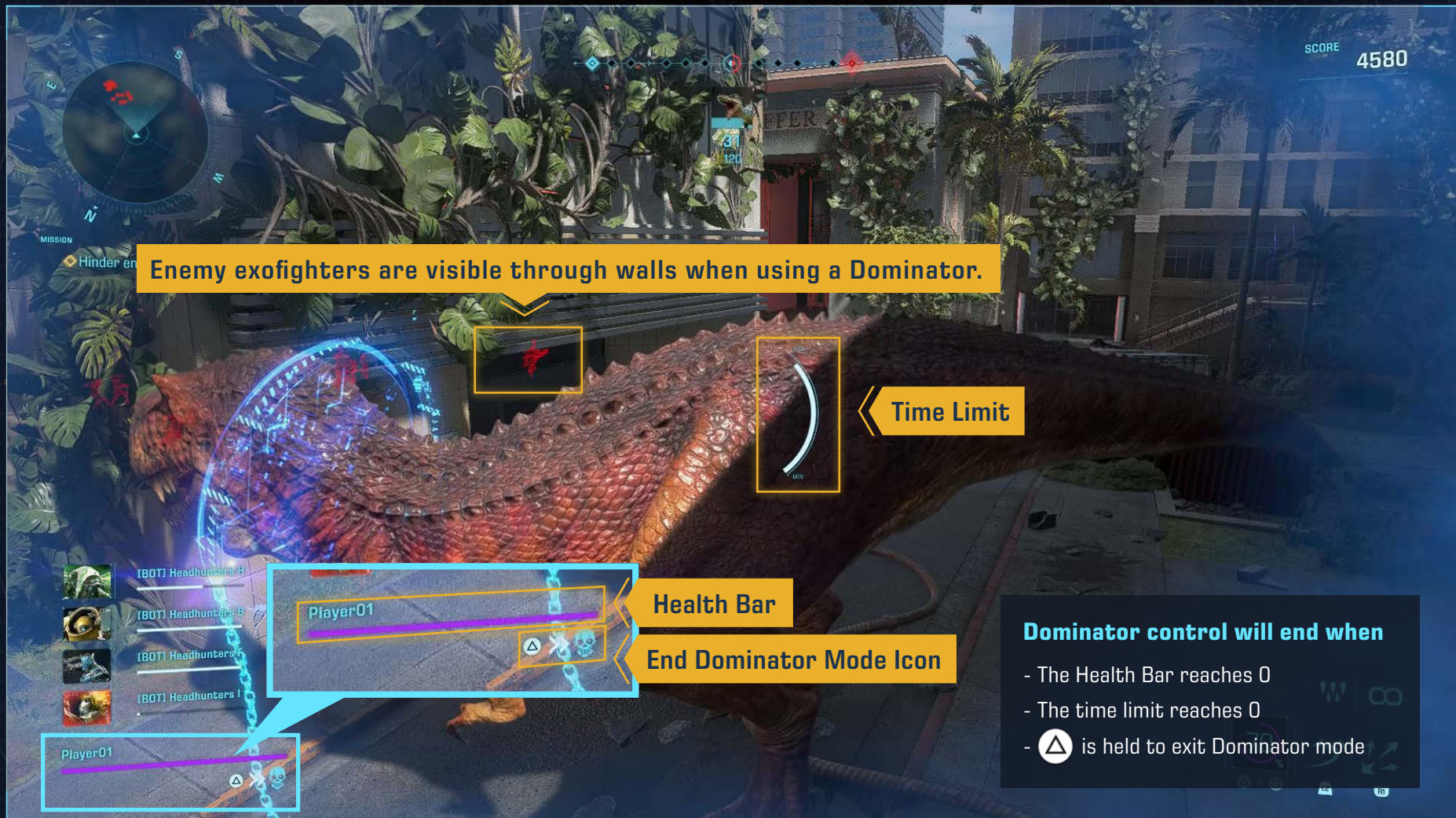
Charge in the direction of .
Move while charging to change course.



Grand Impact

Deal massive damage to surrounding foes by trampling them with the Triceratops' full weight.

HUD & DOMINATOR STATUS



OPTIONS

! Cross-Platform Play Settings



Cross-platform play is available for this Open Beta Test. Cross-platform play can be enabled via the Network settings from the General category of the Options menu.

! Voice Chat Settings



Players can use in-game voice chat to communicate with their teammates. Voice chat can be toggled from the Sound category of the Options menu.