

# HADO PLAYER GUIDE

HADO is a team sport played with **up to three people** on each team. Each game lasts **80 seconds**. The team with the most points at the buzzer wins. (Teams compete in overtime if a match ends in a draw. The first team to score wins.)

## USER INTERFACE

80 0

### CLOCK

The clock starts at 80 seconds. Teams must pay attention to the time left on the clock to have a chance at winning.

### OPPONENT LIFE CELLS

Each player has four life cells. A team scores a point by breaking all of an opponent's life cells.

### ENERGY GAUGE

This is the energy necessary to fire energy balls. A full charge provides up to five shots.

### SHIELD GAUGE

This is the energy necessary to raise a shield.

### PLAYER LIFE CELLS

This shows your own life cells.

## ATTACK

Aim and fire energy balls at your opponents life cells.

### ENERGY BALLS

Raise your arm up to charge the energy gauge. Always make sure the charge meter is full so you never run out of energy balls.



1 Raise your arm to charge.



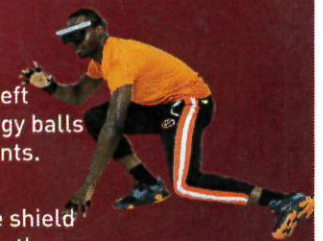
2 Straighten your arm to fire a shot.

## DEFENCE

Avoid energy balls to protect your life cells.

### EVASION

Strafe right or left and dodge energy balls fired by opponents.



### SHIELDS

Lower your arm to charge the shield gauge. Always pay attention to the stock of shields left to employ a powerful defensive strategy.



1 Lower your arm to charge the shield gauge.

2 Swing your arm up to raise a shield.





# CUSTOMIZE SKILL SET

Each player can customize energy ball and shield performance using their arm sensor. Assign six points across four different skills in a way right for your playstyle. (The skill set assigns a total of up to ten points.)

Players can customize the skillset strategically before the game starts.



**HADO** HADO-REDB-1 Initial

Settings, Arm Sensor, Battery, RESET (Press 3 seconds length)

FRONT

1 1 1 1

6 REMAINING POINT

BULLET SPEED BULLET SCALE CHARGE SPEED SHIELD STRENGTH

ENTRY

Assign points to this skill to increase the energy ball speed. Faster energy balls are more accurate and harder to avoid.

Assign points to this skill to increase the ball size. Larger energy balls make it easier to hit multiple life cells.

Assign points to this skill to increase the charge speed. Faster charging lets players fire more energy balls.

Assign points to this skill to determine the number of available shields. A shield stock helps defend against more energy balls.

An assassin takes an offensive stance to earn points and win.

## ASSASSIN



Target players low on life cells to earn points and win! This playstyle is geared toward people with great accuracy.

- 4 3 2 1
- 4 4 1 1 etc.



A technician confuses opponents and determines the pace of a match.

## TECHNICIAN

Break shields and overpower opponents with attacks. This playstyle is great for people confident in their endurance.

- 1 3 5 1
- 2 2 4 2 etc.

# HADO IS A TEAM SPORT!

Teams can devise a strategic playstyle to win by assigning roles to each player.

The defender stops attacks to protect their team.

## DEFENDER

Effectively place shields in front of opponent assassins and energy balls. This playstyle is fantastic for people who can strategize on the fly.

- 3 1 1 5
- 2 2 2 4 etc.