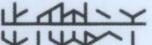
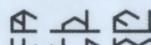
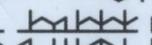
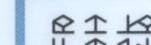
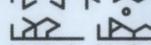
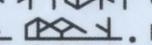
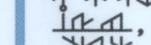
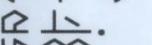
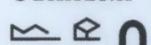
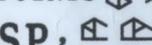
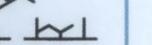
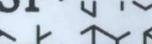
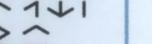
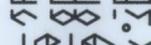


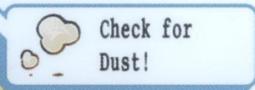
# Page 15 - Controls

**UNDERSTANDING STAMINA-POINTS**

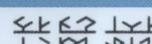
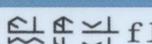
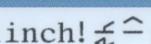
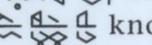
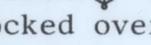
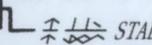
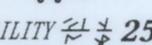
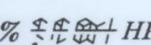
STAMINA-POINTS   
     invulnerability  
     !  
STAMINA-POINTS   
  **OSP**,     
      
    

You can always attack, even without stamina.  

**MOMENT OF SAFETY**

invulnerability  
  
   
INVULNERABILITY  Check for Dust!

**STABILITY**

    flinch!    
    knocked over.  
  STABILITY  25%  HP.

## Translation

### UNDERSTANDING STAMINA-POINTS

STAMINA-POINTS represent your poise and strength to perform certain actions. When you evade or perform other moves, your STAMINA-POINTS go down. When at 0 SP, you can still do many actions, but at a disadvantage.

### MOMENT OF SAFETY

At the start of evasion you have invulnerability briefly, so evade at just the right moment!

### STABILITY

Take enough hits and you will flinch! If a hit is really big, you can even be knocked over. The hidden STABILITY gauge is 25% of your total HP.

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Revision #5

Created 20 March 2022 08:56:58 by Firestrike

Updated 8 February 2025 04:42:04 by HylianAngel