

# NEBULA'S ACCESSIBILITY GUIDE FOR:



## ZOIDS WILD: BLAST UNLEASHED

Released Oct. 2020, Nintendo Switch

Guide written by Nebula Bash ([controllerconfig.com](https://controllerconfig.com))

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Got questions or feedback? Send an email to [nebula@controllerconfig.com](mailto:nebula@controllerconfig.com)

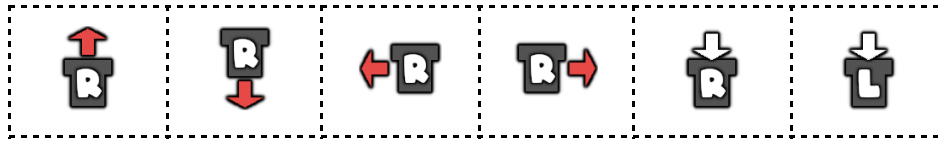
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# GAME CONTROLS

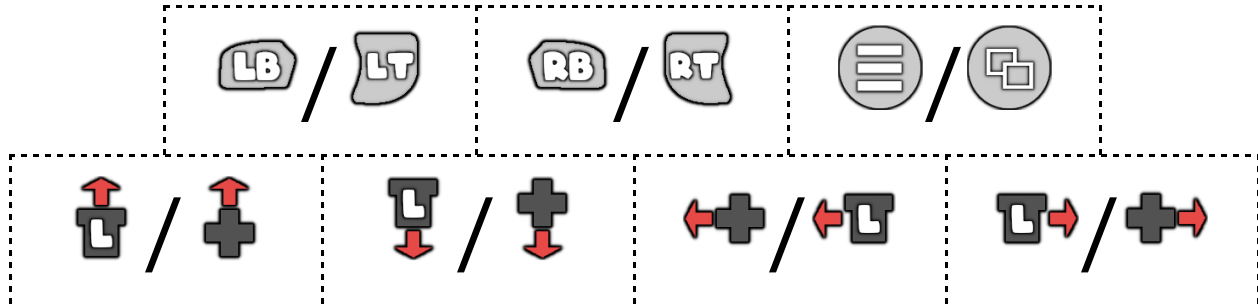
| Control                                                                             | Ingame                                                                              | Function (Menus)                                                 | Function (Combat)                                                              |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|------------------------------------------------------------------|--------------------------------------------------------------------------------|
|    |    | <b>Confirm</b><br>(Text Cutscene) Next<br>(Credits) Skip Credits | <b>Guard Break</b><br>(+RB) Wild/Blast Action 3<br>(+LB) Sidestep Strike Right |
|    |    | <b>Back</b>                                                      | <b>Dodge</b><br>(+L Stick) Directional Dodge                                   |
|    |    | (Sound Menu) Reset to Default<br>(Battle Rules) Reset to Default | <b>Heavy Attack</b><br>(+RB) Wild/Blast Action 2<br>(+LB) Push Off             |
|    |    | (Image Viewer) Hide Text<br>(Battle Rules) Practice Mode         | <b>Quick Attack</b><br>(+RB) Wild/Blast Action 1<br>(+LB) Sidestep Strike Left |
|    |  | <b>Move Cursor Up</b>                                            | <b>Move Zoid Up</b><br>(+A) Dodge Up                                           |
|   |                                                                                     | <b>Move Cursor Down</b>                                          | <b>Move Zoid Down</b><br>(+A) Dodge Down                                       |
|  |                                                                                     | <b>Move Cursor Left</b><br>(Some Scrollbars) Page Up             | <b>Move Zoid Left</b><br>(+A) Dodge Left                                       |
|  |                                                                                     | <b>Move Cursor Right</b><br>(Some Scrollbars) Page Down          | <b>Move Zoid Right</b><br>(+A) Dodge Right                                     |
|  |  |                                                                  |                                                                                |
|  |  |                                                                  |                                                                                |
|  |  | (Text Cutscene) Skip                                             | <b>Pause/Resume</b>                                                            |
|  |                                                                                     | <b>Return to Home Menu</b>                                       |                                                                                |

# CONTROL NOTES

1.) The following controls are not used when playing this game:



2.) The following controls are redundant:



3.) The following controls are optional, but are included for user experience:

|                                                                                     |                                                                                                                           |
|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------|
|   | Only controls pause and cutscene skipping. Matches are short and restart quickly enough for pausing to be optional.       |
|  | Launches the console's home menu. Not required for gameplay, but is convenient for things like changing console settings. |

4.) This game does not feature standard button icons (for example: A, B, X, and Y). It instead opts for relative position icons to support the Nintendo Switch's split joycon multiplayer capabilities.



With the joycons combined, the commands above (from top to bottom) would correspond to Y, X, and A...



...while, in horizontal mode, they correspond to B, Y, and X.



Though USB controllers (like the Xbox Adaptive Controller) function like a set of combined joycons...

- 5.) ...due to the face button configuration difference between the Xbox controllers and Nintendo controllers, **A and B are flipped**.

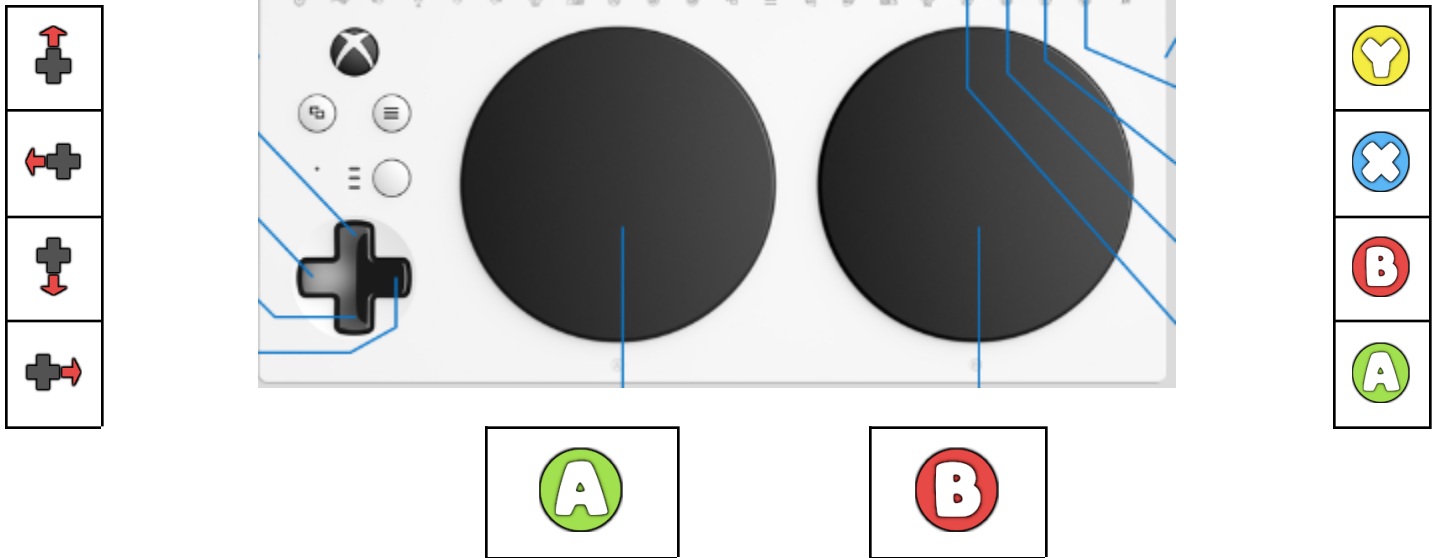
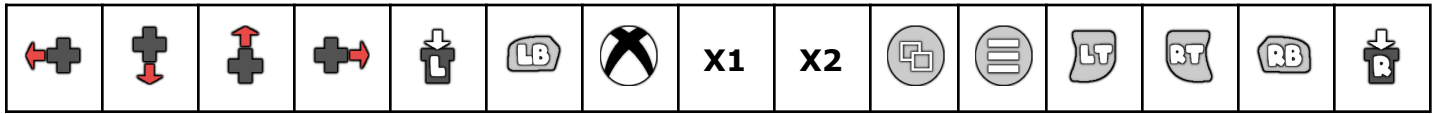


This makes the controls featured in control note #2 correspond to X, Y, and **B**, respectively.

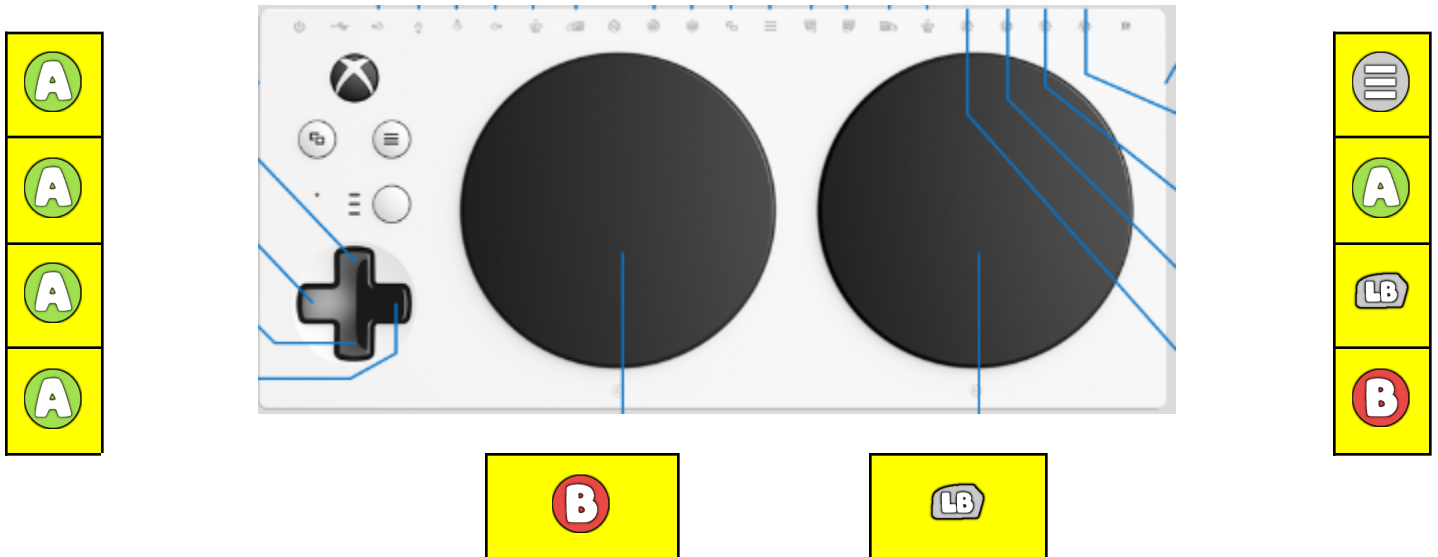
- 6.) This game features combos/action chaining (for example: X->X->X->Y). Zoid-specific combos are available in the command list from the pause menu during combat. For this reason, it's useful to know which buttons map to their relative directions.
- 7.) This game is forgiving in terms of zoid movement (left analog stick/directional inputs). Most attacks will automatically guide you toward your enemy.
- 8.) Shift controls are not used in Nebula's Xbox adaptive controller configuration for this game.

# XBOX ACCESSORIES PC APP CONFIGURATION

Be sure to create (and assign) a new profile for this game when configuring!



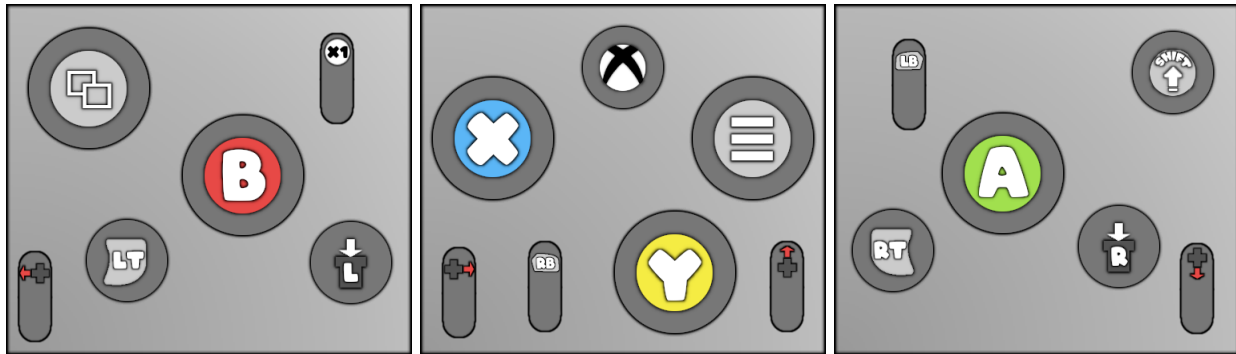
**Default Adaptive Controller Configuration**



**Nebula's Adaptive Controller Configuration**

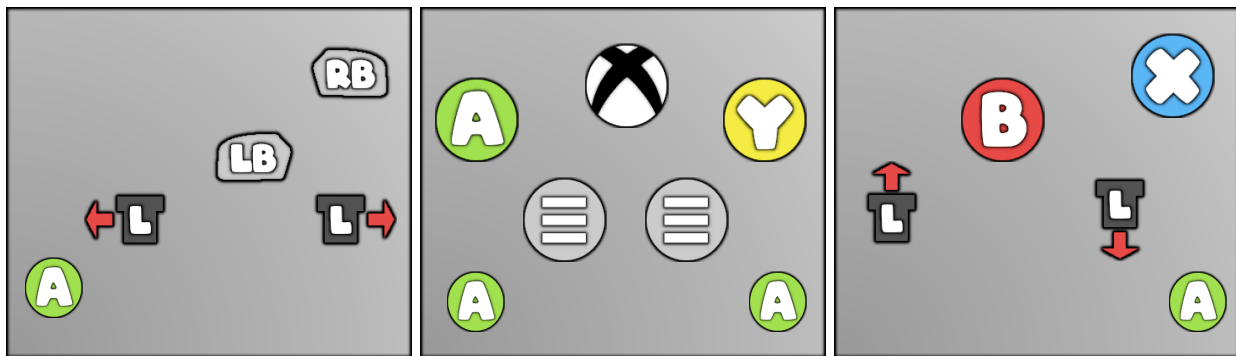
Changed controls are highlighted in yellow

# NEBULA'S ADAPTIVE CONTROLLER LAYOUT



## Initial Button Placement (and corresponding input jack)

Please note, the SHIFT button is registered to the X2 input jack



## Control Mapping (using Nebula's controller configuration)

# MAPPING/PLACEMENT EXPLANATION

- 1.) The home and pause buttons are placed in the center of the adaptive controller layout because they are the least relevant to gameplay.
- 2.) Left stick inputs are spread out to reduce leg movement and for ease of operability. It does have a small learning curve, but allows for incorporation of more controls (as opposed to a layout where the left stick inputs are on a single pad).
- 3.) A-buttons are placed below each left stick input to allow easier dodge combinations with one foot.
- 4.) Most combo attacks are performed through quick tap inputs on the Y, B, and X buttons. It is best to pair this type of motion with your dominant foot as it is stronger (thus, can tap faster).
- 5.) Wild/Blast actions and counterattack actions require the player to hold LB or RB while pressing Y, B, or X. It's best to pair this type of motion with your non-dominant foot (as it is slower).
- 6.) Guards are typically held, while Wild/Blast actions are not. Because of this, the LB is placed more toward the center of the player's non-dominant foot.
- 7.) The B-button is used for menu navigation. Because of this, it is placed more toward the center of the player's dominant foot.
- 8.) LB+B performs a sidestep counterattack to the left, while LB+Y performs a sidestep counterattack to the right. Because of this, the Y button is placed to the left, while the B button is placed right of it.
- 9.) Another A button is placed on the right side of the non-dominant foot. This is intended for menus, and is not a necessary addition.