



SAMURAI WARRIORS™

戦国無双



EmuMovies



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

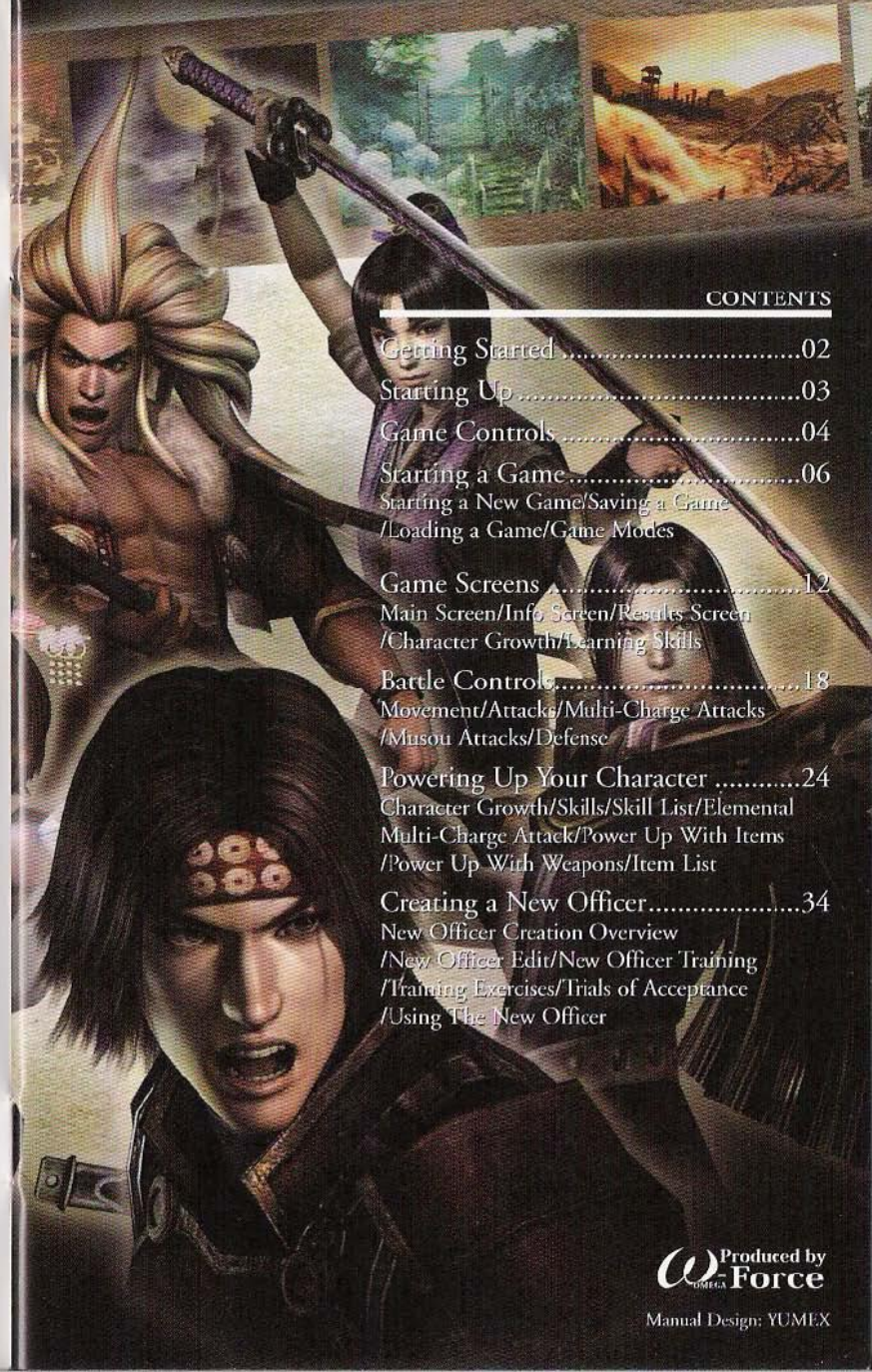
USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



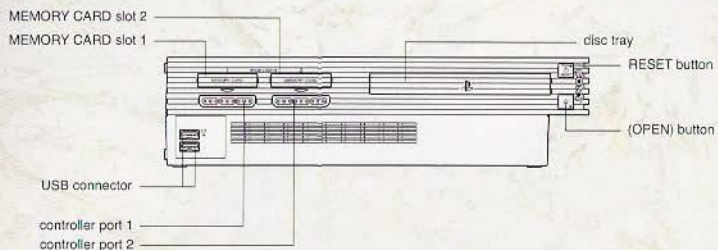
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Produced by
W **Force**
YUMEX

Manual Design: YUMEX

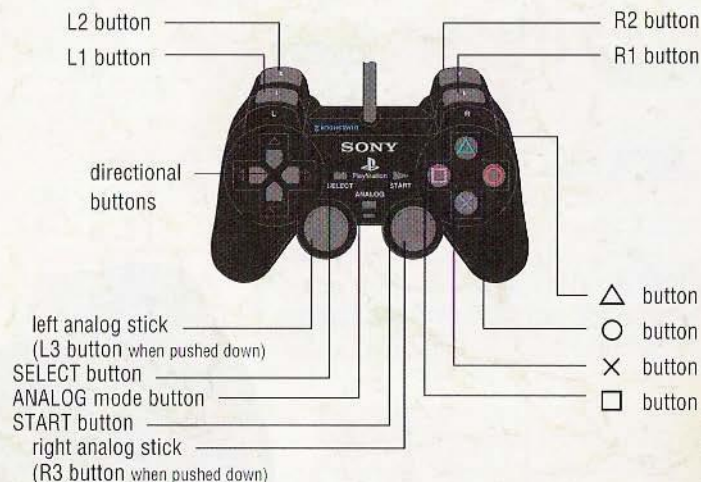
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Samurai Warriors™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

Basic Controls for the *Samurai Warriors* Game.

See p. 18-23 for detailed control descriptions.

DUALSHOCK®2 ANALOG CONTROLLER

The controls are the same for the DUALSHOCK® analog controller. For 1 Player games, only Controller Port 1 can be used.

L1 button **Guard** → P23
Shift Move → P18

L2 button **Toggle Map** → P13
see Battle Map on p. 13

left analog stick **Move** → P18
/directional buttons


START button **Pause/Display Info Screen** → P14




R1 button **Ranged Attack**
* Use the R1 button and the left analog stick/directional button to aim, and press the  button to fire, or press the  button for a more powerful attack.

R2 button **Evade** → P18

 button **Musou Attack** → P22

 button **Jump** → P18
Mount/Dismount → P18

 button **Charge 1 (Special) Attack** → P19
Multi-Charge Attack → P20

 button **Normal Attack** → P19

R3 button **Switch Camera Angle**
* This cannot be used during indoor castle stages.

Vibration Function Setup
From the OPTIONS Menu, go to SETTINGS, and then CONTROLS. Select VIBRATION to switch the Vibration function of the DUALSHOCK®2 analog controller on or off. → P10
* This procedure is unrelated to turning the mode indicator on or off.

STARTING A GAME

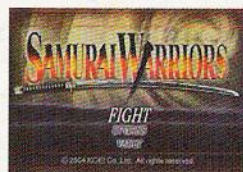
How to start a new game, and an introduction to each game mode.

STARTING A NEW GAME

1. Insert the *Samurai Warriors* game disc into the PlayStation®2 console.
2. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.
3. When the game loads, the opening sequence will begin. If the START button is pressed during the opening sequence, the Main Menu will appear. From the Main Menu, select the game mode you wish to play.

* When previously saved *Samurai Warriors* game data exists, the opening sequence will be skipped, and the game will go directly to the Main Menu.

* A memory card (8MB) (for PlayStation®2) is required to save *Samurai Warriors* game data. For detailed instructions, please refer to the PlayStation®2 instruction manual.



FIGHT	STORY MODE	Select a character, and play through a series of game stages.	P8
	FREE MODE	Play a game stage with the character of your choice.	P8
	NEW OFFICER MODE	Create and develop a new character.	P8
	SURVIVAL MODE	Play through an infinite indoor castle stage and attempt to set new records.	P9
	VS MODE	Two players compete against each other.	P9
	CHALLENGE MODE	Play through various challenge courses and attempt to set new records.	P9
OPTIONS	Configure various game and control settings.		P10
VAULT	View weapons, items and movies from the game.		P11

SAVING A GAME

Save progress made during a game.

Save After Clearing a Game Stage

Story Mode/Free Mode/Survival Mode

At least 310 KB of free space is required to save *Samurai Warriors* data. After a game stage is cleared, a series of result screens will be displayed, after which, a save prompt will appear. You can save one Story Mode save file per memory card (8MB) (for PlayStation®2). In Survival Mode, once gameplay is resumed, the previously saved data will be deleted.



Save Data During a Stage (Interim Save)

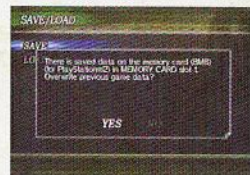
Story Mode/Free Mode

During a game stage, press the START button. When the Info Screen is displayed, select EQUIPMENT to go to the Equipment Screen, and then select SAVE. Only one interim save can be made at a time. If a save is made after clearing a stage with interim save data, that interim save data will be erased. Interim saves cannot be performed during indoor castle stages.



Saving in the OPTIONS Menu

Save game settings and records by going to the OPTIONS Menu. Select SETTINGS, and then SAVE/LOAD.



LOADING A GAME

Load previously saved game data.

Load Data Saved at the End of a Stage

Story Mode

1. Select FIGHT from the Main Menu, and then select STORY MODE.
2. Select a character, and then select the next available game stage.

Load Interim Data

Story Mode/Free Mode/Survival Mode

If interim save data exists, then the option CONTINUE will appear at the FIGHT Menu. Select CONTINUE to resume the saved stage.



GAME MODES

FIGHT

Story Mode



Select a character, and play through a series of game stages for that character. 5 characters are initially available, but when their scenarios are cleared, more characters will appear. 2 Player co-op play is available in this mode.

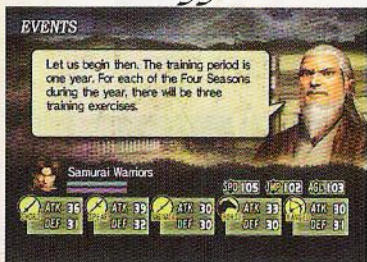
Free Mode



Play any previously cleared game stage with the character of your choice. 2 Player co-op play is available in this mode.

New Officer Mode

→ P34



Create and develop your own original character. Character abilities will change as they are developed. Up to 15 characters can be created.

Survival Mode



Play through an indoor castle stage, and attempt to set records for floors cleared, KOs, etc. The stage maps will change every time the mode is played as a result of the game's AFS (Auto Formation System). Survival Mode has two courses.

- Abyss** – Head down to the depths of the earth, where a mystery character awaits.
- Tower** – Attempt to clear as many floors as possible within the time given.

Survival Mode Rules

- Difficulty cannot be selected.
- The time limits are 60 minutes for Abyss, 20 minutes for Tower.
- When the player character's Life Meter is depleted, the game is over.
- Acquired weapons and items can be used in other modes.
- There is an interval (rest period) every three floors, where a character's Life Meter is restored, and the game can be saved.

VS Mode



2 players face off against each other. Three different battlefields are available, each with a unique condition for victory. 1 player vs. COM is also available.

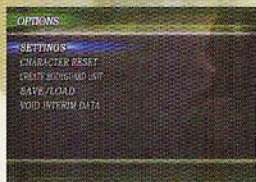
Challenge Mode

→ P37



Play the training exercises introduced in New Officer Mode and attempt to set new records. Select the character and training exercise of your choice.

● OPTIONS



Select game and control settings.

BOLD lettering is the default setting

SETTINGS	DIFFICULTY	Adjust Game difficulty level	EASY/NORMAL/HARD/CHAOS	
	DISPLAY	ENEMY LIFE	Display Enemy Life Meter	ON/OFF
		EVENTS	Display events	ON/OFF
		CAMERA SPEED	Speed at which camera follows player	16 Levels
		ADJUSTSCREEN	Adjust screen using the directional button	
	CONTROLS	VIBRATION	Turn vibration function	ON/OFF
		BOW CONTROL	Select control setup for aiming Ranged Attacks	NORMAL/REVERSE
		BUTTON SETUP	Assign functions to controller buttons	
	SOUND	AUDIO	Select sound setup	Dolby® Digital Pro Logic® II/Dolby® Surround Pro Logic® II /Stereo/Mono
		BGM VOLUME	Adjust background music volume	16 Levels
		SE VOLUME	Adjust sound effects volume	16 Levels
		VOICE VOLUME	Adjust voice volume	16 Levels
		SOUND TEST	Listen to background music tracks from the game	
	LANGUAGE	SUBTITLES	Display subtitles	ON/OFF
VOICE		Select languages for voice	JAPANESE/ENGLISH	
CHARACTER RESET	Reset character abilities to their default settings			
CREATE BODYGUARD UNIT	Create an original bodyguard unit by selecting class, unit name and member names. Up to 3 units can be created.			
SAVE/LOAD	SAVE	Save settings, records, etc.		
	LOAD	Load previously saved data		
VOID INTERIM DATA	Void existing interim data			

* CHARACTER RESET and CREATE BODYGUARD UNIT cannot be used if interim data exists. In this case, please use the VOID INTERIM DATA function. Please note, this will erase your interim data.

● VAULT



View acquired weapons, items, in-game movies, character growth, mission completion rates, etc.

Dolby® sound setup

When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the PlayStation 2 System Configuration menu.

● Setting up Dolby® Digital Pro Logic® II

If you have a sound system with Dolby Digital or Dolby Pro Logic IIx decoding, connect your game console to a sound system with a digital optical cable, and select "Dolby Digital Pro Logic II" from the sound options. The movie scenes will play back in Dolby Digital 5.1, and depending on the decoding features of your sound system, the sound during the gameplay will playback in Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic.

● Setting up Dolby® Surround Pro Logic® II

If you have a sound system with Dolby Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, connect your game console to a sound system with either a digital optical cable or an analog cable and select "Dolby Surround Pro Logic II" from the sound options to experience the excitement of surround sound during gameplay, including movie scenes.

*This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others may not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

GAME SCREENS

An introduction to each game screen.

MAIN SCREEN

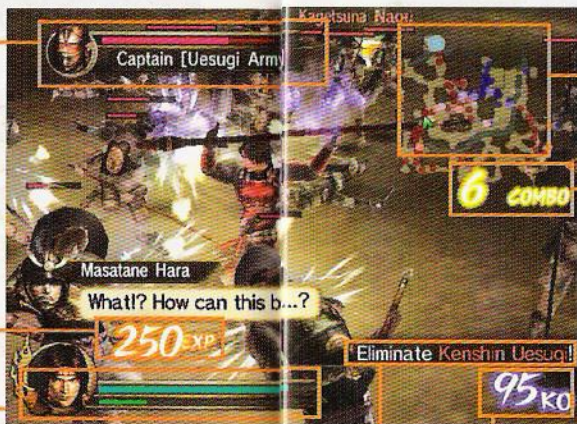


Enemy Info Enemy unit type or officer name.

Enemy Life Meter Enemy's remaining life.

EXP

Experience points (→ p.25). Points are acquired when enemies are defeated or when EXP Items are picked up on the battlefield.



Steed Meter

Life Meter for your steed. Appears only when your character is mounted. The meter decreases when attacked. When the meter is depleted, the character will dismount. Attacks such as musket fire dismount characters regardless of the meter.

Life Meter

The character's life. When the character receives damage, the meter will decrease and change color. (Full life: Blue → Yellow → Red: Life nearly depleted) When the Life Meter reaches zero, the player is defeated.

Player Info



Ability Marker

Appears when temporary ability-enhancing items are picked up. When the remaining time for the ability enhancing item begins to run out, the marker will flash quickly (→ p.32).

Musou Gauge

When this gauge is full, the Musou Attack can be used. During 2 Player co-op play, only Player 1's Musou Gauge is displayed.

- Elemental Attack powered up (30 sec.)
- Musou Gauge at MAX (5/10 sec.)
- Speed at MAX (30 sec.)
- Defense doubled (30 sec.)
- Attack doubled (30 sec.)



Morale

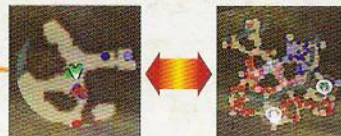
The morale of both armies (blue = player army, red & yellow = enemy armies). The army with the longer bar has the advantage. Morale shifts in each army unit affect the Morale bar. (Not displayed in indoor castle battles.)

Time Left

Displayed when there are only a few minutes of time remaining in the stage.

Battle Map

Press the **L2** button to toggle the map. The map can also be turned off by holding down the **L2** button.



Battle Map Details

- ▲ Player
- Bodyguards
- Player Army
- Enemy Army (Third Party Enemies are ●)
- In Battle
- ★ Stead
- × ● Mission Points
(× is a location, ● is a person)

*Powerful officers are shown in brighter colors.
*A light will radiate from the Army Commander's ●.



Combo Hits

Displays number of attacks landed in succession (COMBO). Displayed after 5 hits.



KOs

Number of enemies defeated.



Mission Message

The mission(s) currently being undertaken.

No Entry Signs

Players cannot proceed beyond the No Entry signs.



2 PLAYER SCREEN



In 2 Player Mode, the display will be divided horizontally across the middle of the screen.

INFO SCREEN

Shown before a stage, or if the START button is pressed during battle.

● Before Battle



Select stage



Prepare for battle

START button to begin battle

● Equipment (before battle)



Select weapon/items, and set bodyguards.

Weapons



Select a weapon to use.

Items



Select the items to use. Up to 5 items can be equipped.

Bodyguards



Adjust the settings for the bodyguard unit that will protect you in battle. Select the class and number of soldiers in your unit.

* Bodyguard orders are as follows: Normal, Charge, Defend and Shield (heavy defense).

CONDITIONS



Review the stage's conditions for victory and defeat.

EQUIPMENT

(during battle)



Information about the player character. Bodyguards can be set here, and the game can be saved as well.

UNIT INFO



Press the **L1** button to view allied army units. Press the **R1** button to view enemy units.

STORY

(before battle)



Press the **○** button to read the story behind the current game stage.

HISTORY

(during battle)



View a log of each of the battle messages shown during the stage. Use the left analog stick/directional button to select message categories.

MAP DETAILS



Press the **□** button to view key place names, officer names, and the location of each army commander.

RESULTS SCREEN

Appears after a stage is cleared.

● Replay



View a replay of the actions taken by the player and each of the commanders on a map.

● Acquired Weapons/Items



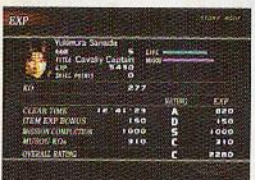
Shows weapons and items acquired during the stage. These weapons/items can be equipped at the next stage. Players can stock up to 3 weapons per character. If the character already possesses 3 weapons, one weapon must be discarded if a newly acquired weapon is to be kept. If a newly acquired item has a higher or more powerful effect than a similar item that is already in possession, the lesser item will automatically be discarded.

● Bodyguards



Displays the deeds of the player's bodyguard unit, as well as the unit's EXP gained during the stage. The EXP gained is determined by the unit's total number of soldiers, the number of surviving bodyguards, and the unit's collective KOs. As bodyguards gain EXP, the unit's Level will increase.

● EXP



Displays EXP gained by the player character. A character's EXP is based on Clear Time, EXP Items acquired, Mission Completion Rate, and Musou KOs (→ p.25).

CHARACTER GROWTH



Character Abilities increase in accordance to the EXP gained during the stage. Ability increases vary depending on the player's performance (→ p.25).

LEARNING SKILLS

The four Skill categories are: MIGHT, PROWESS, GUARD and ELEMENT (→ p.26).

[MIGHT]



Mostly power-based skills.

[PROWESS]



A balanced array of skills.

[GUARD]



Mostly speed-based skills.

[ELEMENT]



Element Attack skills.

CHARACTER GROWTH CONFIRMATION



This is a confirmation screen where you can review all of a character's abilities and skills.

BATTLE CONTROLS

A detailed description of the game controls.

MOVEMENT

Move

left analog stick/directional button

Move character.

Jump

X button (+ left analog stick)

Character jumps. Jump direction can be controlled using the left analog stick.

* Jump distance depends on how long the X button is pressed.

* Characters are unable to jump while aiming a ranged weapon.

Double Jump

X button during jump



Character jumps again during a jump.

* Only Kunoichi and Hanzo can use Double Jump.

Shift Move

L1 button + left analog stick

Move while always facing forward.

Evade

R2 button (+ left analog stick)



Do a forward somersault to evade an enemy attack. Direction can be controlled using the left analog stick.

* Cannot be used while mounted on a steed, or while using a ranged attack.

Mount/Dismount

X button

Mount or dismount a horse. When mounting a steed is possible, a horse icon will appear.



* If the horse's ability is high, it can knock away enemies.

ATTACKS

Normal Attack

□ button

Attack an enemy. Depending on the character and weapon used, a maximum of 4-8 sequential attacks are possible.

Jump Attack

□ button while jumping

A jumping attack.

Ranged Attack

R1 button + □ button/△ button

Attack with a long-range weapon. All characters have unlimited ammunition. While holding the R1 button, aim with the left analog stick, and press an attack button.

□ button – Light damage, but continuous fire is possible (length depends on weapon).

△ button – Heavy damage, but continuous fire is not possible.

Charge 1 (Special) Attack

△ button

A unique, powerful attack. The type of attack and its effect are different for each character.

Jump Charge Attack

△ button while jumping

A charge attack unleashed when landing from a jump. Can also be used on downed enemies.

Dash Attack

□ button while running

Attack while dashing forward. The attack and its effects vary depending on the character and weapon used. Dash Attacks can be performed only after moving a fixed distance.

Horse Attack

□ button/△ button while mounted

Attack while mounted on a horse.




□ button – Attack while mounted.



△ button – The horse stomps on the enemy. If used while running, the horse will perform a jump attack.

MULTI-CHARGE ATTACKS

If the  button is pressed after one or a series of Normal Attacks, a Multi-Charge Attack is performed. The number of attacks available depends on the player character's Weapon Level. The types and the effects of Multi-Charge Attacks are different for each character.

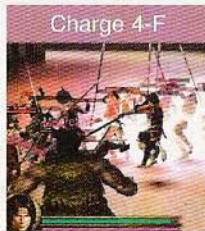
* Charge Attacks can be performed while mounted.

EXAMPLE: Yukimura

Required Weapon	Level 1 & over	Level 2 & over	Level 3 & over
 button	Charge 2-1   Lift the enemy into the air.	Charge 2-2   Attack the enemy in mid-air.	Charge 2-3   Slam the enemy to the ground.
	Charge 3-1   Daze the enemy with a spear thrust.	Charge 3-2   Move while slashing the enemy.	Charge 3-3   Threaten and stun nearby enemies, and then blow them away.

 button

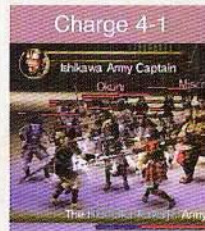
Level 1



 button

Spin spear and blow away nearby enemies.

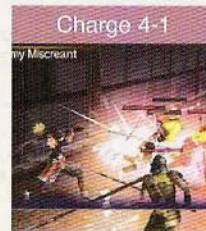
Level 2



 button

Thrust spear multiple times.

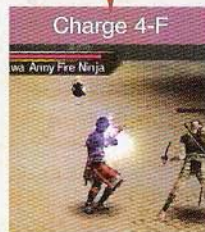
Level 3 & over



 button

Thrust spear multiple times.

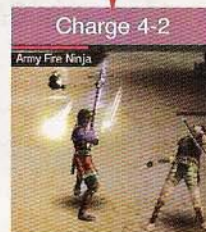
Charge 4-F



 button

Spin spear and blow away nearby enemies.

Charge 4-2



 button

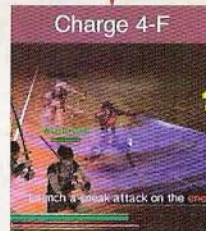
Thrust spear multiple times.

Elemental Charge Attacks!

When a weapon is imbued with an Element, Elemental Charge Attacks become possible! (→ p.30)



Charge 4-F



 button

Spin spear and blow away nearby enemies.

MUSOU ATTACK



The Musou Gauge can be filled by holding down the **○** button.

When the Musou Gauge is full, a Musou Attack can be performed on foot or while mounted. When the Musou Gauge is not full, the following actions will fill the gauge:

- Player deals damage to enemy
- Enemy deals damage to player
- Player's Life Meter turns red
- **○** button is held down

* When 2 Player co-op play is used, 2 players cooperate to fill the gauge together. Once the Musou Gauge is full, both can use a Musou Attack at the same time.

Musou Attack

○ button



An incredibly powerful attack unique to each character. The character will continue to attack until the Musou Gauge is depleted. When the character is mounted, the horse's speed and power will increase.

True Musou Attack

○ button when Life Meter is red



The True Musou Attack is the ultimate attack. If a character has the "Mastery" skill, The True Musou Attack can be used regardless of the Life Meter. When mounted, the horse's speed and power will increase.

Double Musou Attack

○ button under special conditions



A powerful 2 Player Musou Attack. When the two players are within a certain distance of each other, and both players initiate a Musou Attack at the same time, it will become a Double Musou Attack. A Double Musou Attack is only available in 2 Player Co-op modes.

DEFENSE

Guard

L1 button

Guards against frontal attacks. The character will continue to guard as long as the **L1** button is held down.

* Players can guard against ranged.

* It is possible to guard while mounted.

* If the enemy's attack ability is greater than the player's defense ability, the player's guard can be broken, causing the player character to stagger.

Counter

△ button while guarding

Counter an enemy attack. While holding down the **L1** button, press the **△** button right before an enemy attack lands. If successful, the player character will execute a counter-attack.

Somersault

L1 button in mid-air

When the character is blown away by an enemy attack, a mid-air adjustment can be made. If successful, the character can land on his/her feet and immediately be ready to attack. Somersault does not work against some enemy attacks.

Deflect

○/△ button with good timing

Deflect an incoming arrow. If the player character's weapon makes contact with an arrow at the right time, the arrow will be deflected back toward the enemy. Musket and Cannon fire cannot be deflected.

In These Situations...



Dazed by Enemy Attack

When an enemy attack dazes your character, the character will be temporarily unable to move or attack. Rapidly and repeatedly press the **L1** and **R1** buttons, or the **○/△/□/×** buttons to quickly recover.



Deadlocks

When a deadlock occurs, a Deadlock Gauge will appear. Once the gauge appears, rapidly and repeatedly press the **□** button.

If you win the deadlock, the enemy will stagger, creating an opening for an attack, but if you lose your character will be left vulnerable, and the character's Musou Gauge will empty. If you can manage to completely fill the Deadlock Gauge, a powerful Deadlock Bonus Attack will occur.

POWERING UP YOUR CHARACTER

How to develop powerful characters.

CHARACTER GROWTH

Character abilities go up when characters win battles, or when they pick up certain items. The main attributes that improve are as follows:

1 Life Meter



Life Meter and Musou MAX go up!



2 Musou Gauge



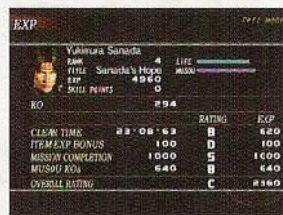
All stats go up!



3 Ability Parameters

Increasing the Life Meter/Musou Gauge

The range of the Life Meter/Musou Gauge is relative to your character's Rank. When a character's rank goes up, his/her maximum Life/Musou will go up as well. Rank is determined by the total EXP a character has acquired. The amount of Life/Musou that increases varies according to the Character Type (Balanced/Power/Speed). The maximum growth possible for the Life Meter/Musou Gauge varies from character to character.



Raising Ability Parameters

Characters have a total of 9 Ability Parameters.



Weapon	Attack
	Defense
Ranged	Attack
	Defense

Horse	Attack
	Defense
Movement	Speed
	Jump
	Agility



Ability Parameters go up when:

1. Character Rank goes up (Growth rate is dependent on Character Type).
2. Character receives good ratings after a battle. To increase abilities, a character must do more than defeat enemies. To go up in Rank, a character must gain EXP Points efficiently.



To Gain EXP Points in Battle:

1. Defeat enemies. Depending on the status of the enemy defeated (Commander, Unit Leader, Officer, etc.) the amount of EXP given will vary.
2. Acquire EXP items. (→ p.32)
3. Clear missions within the stage.

Ratings After a Battle

After a battle, the player will receive a rating in four major categories. Each category will increase different character abilities.



Rating Analysis

(↑ means abilities likely to go up)

1. Clear Time: Clear a stage quickly to quickly increase a character's abilities.
 - ↑ Speed/Horse Attack/Horse Defense
2. EXP Items Acquired: The more EXP Items (→ p.32) a character acquires, the more that character's abilities increase.
 - ↑ Ranged Attack/Defense
3. Mission Completion: Clear as many missions as possible to quickly increase a character's abilities.
 - ↑ Jump/Agility
4. Musou KOs: Ability increase is dependent on

SKILLS



In addition to increasing their abilities, characters can also learn special skills as the game progresses. Skills with various effects can be learned after clearing a stage.



Learning Skills

To learn Skills, a character needs to have reached a certain level of ability, and must possess Skill Points. Skill Points are given after a stage, in accordance to a character's Rating. (→ p. 25)



An icon will appear for an available Skill.

Available

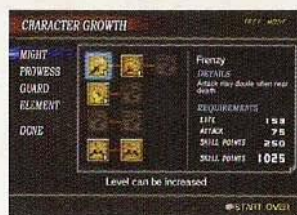
Not available

Select the Skill you wish to learn with the button.

Ability Level Reached

Skill Acquired!

Skill Points Used



Skill Categories

The four Skill categories are: MIGHT, PROWESS, GUARD and ELEMENT. Ability requirements and Skill Points needed to learn a Skill will vary from character to character. The following are Skill preferences by Character Type:

- MIGHT** Power Type
- PROWESS** Balanced Type
- GUARD** Speed Type
- ELEMENT** All Types

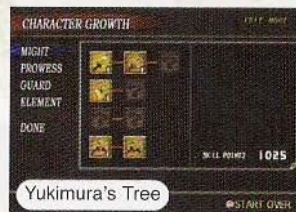


Many Skill Points are needed to learn high-level Skills.

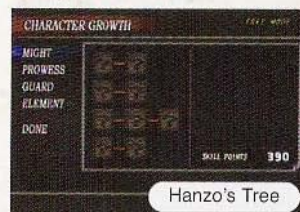


Skill icons are displayed in a branching format that follows a specific order in which Skills must be learned. Skills that appear further along a branch will have more stringent Ability Requirements and will require more Skill Points to learn.

All characters have a unique Skill Tree.




Yukimura's Tree




Hanzo's Tree


SKILL LIST


Unique Skills

 **2 x Jump**
Jump again in mid-air. Only Hanzo and Kunoichi can use this Skill.


 **Break**
Destroy special walls. Only Goemon can use this Skill.


MIGHT Skills

 **Vitality**
Life Max increases easier.


 **Frenzy**
Attack may double when near death.


 **Reach**
Attack range increases.


 **Rage**
Musou Gauge fills up faster.

 **Pressure**
Deadlock Bonus. Attack power increases.


 **Vigor**
Deadlocks are easier to win.


 **Resist**
No staggering after an enemy attack (first hit only).


 **Guts**
No staggering after receiving ranged attacks.


 **Precision**
Counter Attack power increases.


PROWESS Skills


 **Potence**
Musou Attack power increases.

 **Acclaim**
Improved EXP and Ratings after clearing stage.


 **Cavalier**
Horse Attack Power increases.

 **Drive**
Charge Attack Power increases.


 **Rally**
Assisting an ally increases ally's morale.


 **Mastery**
True Musou Attack is always available.

 **Parry**
Automatic guarding during movement.


 **Evade**
Ranged attacks pierce enemies.


GUARD Skills


 **Focus**
Musou Max increases easier.


 **Fortitude**
Defense may double when Life Meter is low.


 **Discern**
Better items can be found.


 **Fitness**
Healing items have more effect.

 **Counter**
Counter-attack may occur randomly.


 **Celerity**
Speed may increase when Life Meter is low.


 **Resilience**
No disorientation after any attack.

 **Grace**
Automatic somersault.

 **Block**
Guard cannot be broken.

ELEMENT Skills *Elemental Attack Skills vary from character to character.

 **Ward**
Resistance to enemy Elemental Attacks.

 **Elemental Shot**
Elemental effect added to Ranged Attacks.

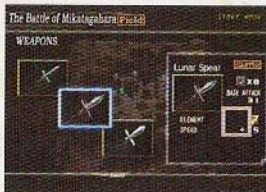
ELEMENTAL MULTI-CHARGE ATTACK



When the following conditions are met, Multi-Charge Attacks (→ p.20) will become Elemental Attacks.

Elemental Attack Conditions

- Equipped weapon is imbued with an Element
- Elemental Attack Skill has been learned
- Musou Gauge is at MAX



If a weapon's Element and a character's preferred Element are the same, the power of the Elemental Attacks will increase. Elemental Attacks also have levels, and the higher the level, the more potent the attacks become.

The Four Elements



Fire

The target is engulfed in flames, and continually loses Life while burning.



Lightning

Target and nearby enemies are struck by lightning, causing massive damage.



Ice

Target is temporarily frozen and unable to move.



Dark

Target is drained of Life, which is then added to the character's own Life.



One Elemental Attack at a Time

Elemental Attacks must be learned for each Multi-Charge Attack a character has, if that character is to use Elemental Attacks at that level. Also, even if an Elemental Attack Skill is learned by a character, if his/her weapon is not imbued with an Element, Elemental Attacks cannot be used.

POWER UP WITH ITEMS



When enemy officers are defeated by the player, they will at times drop equippable items (→ p.32). These items, once acquired, can be used communally by all player characters.

When these items are equipped, characters will gain ability bonuses, or be granted special abilities. Up to 5 items can be equipped at one time, and can be used from the next stage after they are found. Some items will have varying levels of quality, with the higher quality ones having more effect.

If a player possesses an item already, and the same item of a higher quality is acquired, the lower quality item will automatically be discarded.



POWER UP WITH WEAPONS

When enemy officers are defeated by the player, they will at times drop weapons.

Weapons have varying levels, with higher-level weapons having a higher base attack power. Each character can stock up to 3 weapons, and can select which one to use before a stage. Once a stage begins, however, the character cannot change weapons. Weapons may have various additional effects, meaning even weapons with the same name can still be quite different.



High-level additional effects are color-coded

20-29	Yellow
30-39	Orange
40-50	Red



Same weapon, different effects.

ITEM LIST

Field Items

Healing

 Rice Cake Life +50	 Rice Ball Life +100
 Rice Balls Life +200	 Rice Bowl Full Life
 Musou Sake Full Musou	 Hannya Full Life and Musou

Temporary Ability Booster

 White Blade Attack doubled for 30 seconds	 Ancestral Armor Defense doubled for 30 seconds
 Bronze Mirror Musou Gauge full for 5 seconds	 Spirit Mirror Musou Gauge full for 10 seconds
 War Sandals Speed at MAX for 30 seconds	 Spirit Gem Elemental Attack Level at Max for 30 seconds

EXP Items

 Gold Dust 50 EXP Points	 Gold Coin 100 EXP Points
 Gold Bar 200 EXP Points	

Treasure Boxes


 Treasure Box Contains Skill Item	 Wooden Case Contains weapon
------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------

Skill Items

Ability Boosters

 Solar Gem Life Max + 1-50	 Moon Stone Musou Max + 1-50
 Power Bracer Attack + 1-50	 Himiko's Rune Defense + 1-50

 Vixen Tail Musou Gauge recovery + 1-50

 Tengu Sandals Speed + 1-50

 Hare Greaves Jump + 1-50

 Kappa Amulet Luck + 1-50 (better items can be found)


 Wind Gloves Ranged Attack + 1-50


 Cloak of Might Ranged Defense + 1-50


 Demon Staff Horse Attack + 1-50

 Serpent Bracer Horse Defense + 1-50

Support

 Saddle Begin any non-indoor stage mounted on a horse

 Arabian Saddle Begin any stage on an Arabian Steed


 Matsukaze Saddle Begin any stage on Matsukaze

 Horse Armor Damage to Steed Meter halved


 Warrior's Tale Bodyguards become stronger

 Battle Drum Raise Player Army Morale

 Gold Incense Field Items last 1.5 times longer

 War Rations Life Meter recover to half when it is depleted (one time only)


 Guiding Doll Guides player to treasures (displayed pink on map) inside castles


 Healing Balm Bodyguards are revived after falling (one time only)


 Hachiman Bell Warns player about traps (displayed purple on map) inside castles

 Lantern Displays entire map of a castle floor


Elemental


 Element Rune All Elemental Attack Levels are increased by 1

 Book of Earth When all books are equipped...?

 Book of Water When all books are equipped...?

 Book of Fire When all books are equipped...?

 Book of Wind When all books are equipped...?

 Book of Air When all books are equipped...?

CREATING A NEW OFFICER

How to create and develop an original character.

In New Officer mode, the player can create original characters and train them to become powerful samurai. Character abilities will vary according to the success (or failure) of the training. Created characters can be used in Story mode, Free mode and VS mode. Up to 15 original characters can be created.



NEW OFFICER CREATION OVERVIEW

The following is the typical flow of creating a new character.

* New characters cannot be saved until they pass the Trials of Acceptance.

1. New Officer Edit → P35

Select a character face model and enter a name. The character's default ability parameters will differ according to the model chosen.



2. Training Exercises → P37

Develop the newly created character. Character abilities are developed through "training exercises," and depending on the character's performance, his/her abilities will go up or down. Special events will occur when certain conditions are met, through which the character may be given ability boosts or items.



3. The Trials of Acceptance → P38

The developed character must pass a set of challenges in order to serve a feudal clan. The "Trials of Acceptance" are based on the training exercises the character performed during training. If a certain level of performance can be reached, the character will pass the Trials and officially become a samurai. Once the Trials are passed, the character can be saved. If the character fails the Trials, the game ends, and the character cannot be saved.



NEW OFFICER EDIT

Create a new character.

1. Select Character File

Select a file in which to save your new character. Up to 15 characters can be saved.



2. Select Model

Select a face model for your character. There are initially 8 face models to choose from. Depending on which model is chosen, certain abilities will be easier to raise than others (ability limits are chosen at random). More models will appear when certain conditions are met.

	Attack					Defense					Life	Musou	Speed	Agility	Jump	
	Sword	Spear	Naginata	Ranged	Horse	Sword	Spear	Naginata	Ranged	Horse						
Fighter Male	✓	✓			✓									✓		✓
Armor Male						✓	✓		✓		✓					✓
Wild Male	✓	✓			✓									✓		✓
Rune Male						✓	✓		✓		✓					✓
Fighter Female		✓	✓	✓										✓	✓	
Armor Female			✓				✓			✓			✓	✓	✓	
Wild Female		✓	✓	✓										✓	✓	
Rune Female			✓				✓			✓			✓	✓	✓	

3. Enter Name

Enter the character's name. Character names are limited to ten (10) spaces. Press the START button to confirm.



NEW OFFICER TRAINING

Train your newly created character to increase his/her abilities. Characters are trained through various mini-games called "training exercises." The training period is one year divided into four seasons, and during each season, characters can do up to 3 training exercises (12 total). Depending on how characters perform during these exercises, and how many times they take part in a certain exercise, their abilities may go up, but they may also go down.



Training Flow



1. Select Training Exercise
Choose which training exercise you want to undertake. There are 7 different exercises in total (► p.37). Training exercises have 3 difficulty levels (Beginner, Intermediate, Advanced). The easier levels must be cleared before the harder levels can be selected.



2. Select Weapon
For each training exercise, you must choose one of three weapons: Sword, Spear or Naginata (Japanese Halberd). Ability gain/loss is affected according to the selected weapon.



3. Training/Rating
Complete the training exercise. Once completed, the Master rates your performance. The character's abilities will change according to the weapon chosen, type of training and rating received. There are five possible ratings in total (Perfect, Great, Good, Fair, Poor).

Do this 12 times

- Select "Rest" to replenish character's Life.
- Events may occur if certain conditions are met.

Once the training period ends, the character advances to the Trials of Acceptance.

TRAINING EXERCISES

* Growth is rated, from best to worst, in + - 0 - 0 - -.

Melee



Defeat as many enemies as possible in the time given. KOs and COMBOs may provide time extensions.

Ability Increase	Ability Decrease
★ Selected Weapon Attack	↓ Unselected Weapon Defense
○ Life	↓ Ranged Defense
▲ Jump	↓ Horse Defense

Musou



Defeat enemies using only the Musou Attack.

Ability Increase	Ability Decrease
★ Musou	↓ Unselected Weapon Defense
○ Selected Weapon Attack	↓ Ranged Defense
○ Agility	↓ Horse Defense
▲ Speed	

Blast



Evade enemies and traps, and reach the destination point as quickly as possible.

Ability Increase	▲ Jump	Ability Decrease
★ Speed		↓ Unselected Weapon Attack
★ Life		↓ Ranged Defense
○ Musou		↓ Ranged Defense
▲ Selected Weapon Defense		↓ Horse Defense

Combo Perform the highest COMBO Attack possible in the time given.

Ability Increase	▲ Speed	Ability Decrease
○ Selected Weapon Attack	▲ Agility	↓ Unselected Weapon Defense
○ Ranged Attack		↓ Ranged Defense
○ Horse Attack		↓ Horse Defense
○ Life		
○ Speed		

Archery



Defeat advancing enemies, with bow attacks only, in the time given.

Ability Increase	Ability Decrease
★ Ranged Attack	↓ Unselected Weapon Defense
○ Life	↓ Speed
○ Ranged Defense	
▲ Horse Attack	

Deflect Deflect as many enemy arrows as possible in the time given.

Ability Increase	○ Agility	Ability Decrease
★ Ranged Defense	▲ Jump	↓ Unselected Weapon Attack
★ Musou		↓ Speed
○ Selected Weapon Defense		
○ Ranged Attack		
○ Horse Defense		

Riding Mount a horse and head to the destination points as quickly as possible.

Ability Increase	Ability Decrease
★ Horse Attack	↓ Unselected Weapon Attack
★ Horse Defense	↓ Ranged Attack
○ Life	↓ Agility
○ Musou	↓ Jump
▲ Selected Weapon Attack	
▲ Selected Weapon Defense	

THE TRIALS OF ACCEPTANCE

As a final rite of passage, a new character must face the Trials in order to join a feudal clan and become a full-fledged samurai. Specifically, the trials will entail performing two out of the seven exercises offered during training.

When a character passes the Trials, that character can be saved as a new officer. Up to 15 new officers can be saved.



1. Select a Daimyo Clan to Serve

Select the Daimyo (warlord) clan you want the character to join. There are 9 clans to choose from. Each Daimyo clan has a different set of trials.



*INT = Intermediate Level ADV = Advanced Level

	Melee	Musou	Combo	Archery	Deflect	Blast	Riding
Oda	INT	ADV	—	—	—	—	—
Takeda	—	—	—	—	—	INT	ADV
Uesugi	ADV	—	—	—	—	—	INT
Tokugawa	—	—	—	—	INT	ADV	—
Date	—	INT	ADV	—	—	—	—
Honganji	—	ADV	—	—	INT	—	—
Azai	—	—	—	INT	ADV	—	—
Imagawa	—	—	INT	ADV	—	—	—
Hojo	ADV	—	—	—	—	INT	—

2. Face the Trials

Take the trials assigned to you by the selected clan. The trials will be the same as the exercises done during the training period. After each trial, a performance evaluation will be made.



3. Results Are Announced

At the end of the trials, a Result screen will appear with your evaluation. The minimum number of points required to pass the Trials of Acceptance is 100. If your combined point total from the two trials is more than 100 Points, then you have passed. If it is less than 100 Points, then you have failed, and the game is over.



USING THE NEW OFFICER

New Officers can be used in the Story mode, Free mode, and VS mode. The New Officer's weapon (Sword, Spear, or Naginata) is determined by his/her abilities at the end of the training period. Like the other set characters, New Officers can improve their abilities and learn Skills. An original scenario is available for the New Officer in Story mode.



● Sword



● Spear



● Naginata





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Animated Blood
Fantasy Violence
Suggestive Themes