



DYNASTY WARRIORS 5

五戰五勝



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.

The place is the vast lands of China.
The time is the turn of the 2nd century.

This is the story of the Three Kingdoms
which has been passed down for generations.

A story of Peace, and Chaos. Prosperity, and Decline.

A story of braves Heroes, and treacherous Villians.

Witness the tales of these warriors, for the Stories of yesterday
are the History of tomorrow.

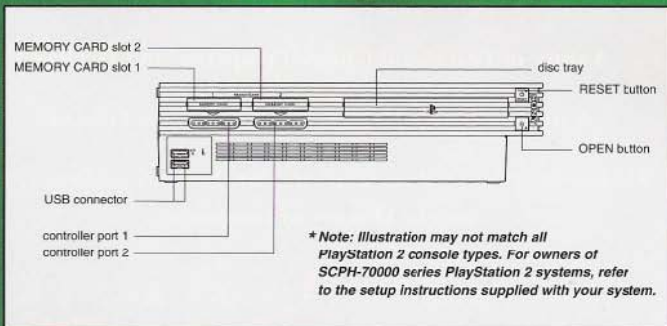


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Produced by
Force

Manual Design: GEO grafica

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 Dynasty Warriors® 5 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



Controls

DUALSHOCK®2 analog controller

L2 button

Display Name and Life

Displays each character's name or troop type, as well as unit name and remaining life.

P.17

START button + **SELECT** button

When pressed at the same time, the game is reset and the player returns to the Main Menu.

*This function does not work during movies or while saving and loading.

SELECT button

Change bodyguard orders.

Changes your bodyguard's orders.



P.29

START button

Pause / Display information screen, Skip Event

P.18

R2 button

Toggle maps

Toggle between complete map and zoom map.



Zoom Map

P.17

R1 button

Bow Attack

Hold down to raise the bow. Aim using the directional buttons or left analog stick and press an attack button (△, ◻, ○) to shoot.

△ button: Normal attack

◻ button: Increased strength, stuns the enemy

○ button: Volley, shoots many arrows at once (may only be used when Musou Gauge

P.30

L1 button

Guard Parry Shift Move

When the button is pressed, the camera moves behind your character as he/she guards against frontal attacks. While guarding, press the △ button to deliver a counter attack to the enemy directly in front of the character. Hold the L1 button down and use the directional buttons or left analog stick to move the character to the side while keeping him or her facing forward.

Guard Parry Shift Move

P.35 P.35 P.28

Vibration Settings

Set controller vibration On or Off under Controls in the Options menu. When set to On, the controller (DUALSHOCK®2 analog controller) will vibrate.

P.10

directional buttons / left analog stick

Movement

Use the directional buttons or the left analog stick to move the character.

P.28

LED Indicator

The LED indicator is always red, indicating analog mode. Dynasty Warriors 5 may only be played in analog mode, and cannot be changed.

R3 button (push down the right analog stick)

Musou Rage

After you have obtained a Musou Token, push the R3 button and you will enter Musou Rage. For a set period of time, your power and speed will increase, as well as allowing for a more powerful Musou Attack.



Musou Token

P.37

△ button

Normal Attack

Press to perform a normal attack. Press repeatedly to perform a combination attack of up to 4-6 hits (depending on the type of weapon and its number of attacks).

* In the case of the Evolution Attack, you may achieve a combination attack of up to 9 hits.

◻ button

Charge Attack

Perform a charge attack. Charge attacks are unique to each character. Various moves can be performed when used together with normal attacks and/or jump.

○ button

Musou Attack

Perform a powerful Musou Attack. Can only be used when the Musou Gauge is full. The Musou Attack continues until the △ button is released, or the Musou Gauge is depleted. If the Musou Gauge is not full, holding the ○ button down will fill it.

◻ button

Jump, Mount/Dismount (when standing next to, or while on a horse)

*Also mounts and dismounts an elephant.

Normal Attack Charge Attack Musou Attack Jump Mount/Dismount

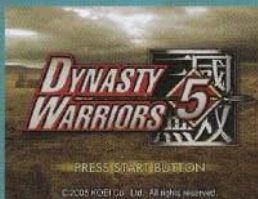
P.30 P.32 P.36 P.28 P.29

Starting the Game

How to start and set up the game.

How to Start the Game

- 1 Put the Dynasty Warriors® 5 disc in the disc tray.
- 2 Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.
- 3 The intro movie will start when the power is turned on.
- 4 Press the START button to end the intro movie and bring up the title screen.
- 5 When the Main Menu appears, select a game mode.



* You must have a PlayStation®2 specific memory card (8MB) (for PlayStation®2) to save data, and you will need at least 150 KB free in order to save. Refer to your PlayStation®2 user's manual for details.

Saving

Saving at the end of a stage (Musou Mode and Free Mode)

After you clear a stage, your results will be displayed. After viewing your results, you will be asked if you wish to save. In Musou Mode, the maximum number of save files is 16. In Free Mode, you can save officer data and items that you have obtained during battle.



* If you select a save file with previously saved data in it, the old data will be overwritten.

Saving in the middle of a stage (Musou Mode and Free Mode)

Press the START button during play to bring up the Information screen and select INTERIM SAVE. You may resume your game after saving. If you choose to save again at a later point in the stage, the previous interim save will be overwritten. If you save after clearing the stage, then any interim save data saved during the stage will be erased. The number of times you may use the interim save function is dependant on the game's difficulty level.



Easy unlimited saves

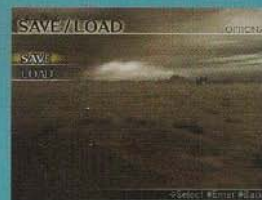
Normal up to three saves

Hard one save

Saving a game from the Options screen

You can save the game settings and records by going to the OPTIONS menu and selecting SAVE (P.10).

In Challenge Mode (P.9), you can save once you have completed any course.



Loading

Continue a previously saved game (Musou Mode)

Select Musou Mode from the Main Menu. If you have previously saved data, NEW GAME and LOAD GAME will appear in the menu. Select LOAD GAME and choose from the list which game you wish to resume.



Loading a game saved in the middle of a stage (Musou Mode and Free Mode)

If you have gameplay data saved in the middle of a stage (INTERIM SAVE), then CONTINUE will appear in the menu.



Game Modes

Musou Mode

Select an officer from one of the kingdoms (Wei, Wu, Shu), and play the story for that officer.

Depending on the officer you select, the stages you play and stories that unfold will change. If you satisfy certain conditions, the number of officers you will be able to choose will increase.



Free Mode

Select one scenario/stage to play.

You will only be able to select scenarios that you have been able to play in Musou Mode. The difficulty level is preset for each scenario. The officer development is the same in both Musou Mode and Free Mode.

If you develop an officer in Free Mode, that development will also be reflected in the Musou Mode. If you are unable to clear a stage in the Musou Mode, try developing him/her in the Free Mode before trying the Musou Mode again.



Musou Mode/Free Mode (2 player)

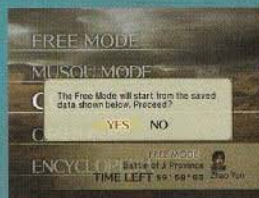
In Musou Mode and Free Mode, 2 players can play in cooperation with each other. When 2 P PRESS START appears in the upper right hand corner of the screen, Player 2 can join in by pressing the START button.

In Musou Mode, if a game was saved at the end of a stage, Player 2 can join the continued game.



Continue

You can continue a game saved in the middle of a stage. CONTINUE will appear on the Main Menu if there is data saved in the middle of a Musou Mode or Free Mode stage.



Challenge Mode

Attempt to beat the clock or destroy a certain number of objects, etc. in each Challenge Mode course. All characters will use their default attributes. Unique items may not be used and weapons are set to a maximum of 6 hits. At the end of a course, a password will be displayed. Enter that password at the ranking website below and compete against players from around North America.

www.koei.com/rankings

(The website contents may be changed or discontinued without notice.)

Time Attack	Defeat 100 enemies in as little time as possible.
Bridge Melee	Knock off as many enemies as possible in the time given.
Rampage	Defeat as many enemies as possible in the time given.
Sudden Death	Both the enemy and your own officer will be KO'ed by one hit! Get as many enemies as you can.



Camp

Here you will be able to see officers, weapons, unique items and bodyguards found in the Musou Mode and Free Mode.

When viewing officers and bodyguards, use the **LS** and **RS** buttons to rotate the character model. While viewing officers, you may also use the **LS** and **RS** buttons to change the character model (for officers that have multiple models).



Encyclopedia

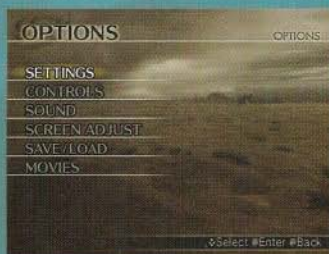
View the Encyclopedia to see the history of The Three Kingdoms and the biographies of officers from the story.



Options

Change the game settings and configure the game controls.

* Default settings are indicated in red.



Settings	EVENTS	Events [On / Off] *Some of the more important events will be displayed even when this is turned Off.
Controls	VIBRATION	Turn vibration function [On / Off]
	BOW CONTROL	Set the targeting method for aiming the bow [Normal / Reverse]
	SETUP	Reassign buttons on the game controller.
Sound	SYSTEM	Set sound output type [Dolby Digital Pro Logic II / Dolby Pro Logic II / Stereo / Mono]
	BGM VOLUME	Set volume of the background music [16 levels]
	SE VOLUME	Set volume of the sound effects [16 levels]
	SOUND TEST	Listen to the background music played during the game.
Screen Adjust	Use the directional buttons to adjust the display position of the game screen. * Press the START button to return the screen to the default display position.	
Save/Load	SAVE	Save game options, records, and other game data.
	LOAD	Load previously saved data.
Movies	Watch movies shown during the game. If you select OTHER, you will be able to see previews of other Koei games.	

Before Starting a Game...

Raise morale to fight more effectively...

You can lower your enemy's morale by taking control of their bases or by defeating their officers. The more enemy officers you defeat, the higher your own morale will rise.



Utilize bases effectively...

If the enemy comes to the gate of an allied base, it will close to protect the base. If you find yourself trapped within a base, use the ramps located next to the gates to escape. Defeat the Gate Captain in order to open the gates of enemy bases. When fighting powerful enemies, it is best to fight near one of your supply bases, since its Guard Captain will use items to provide you with support.



Battle Tips

Go for the Guard Captain!

When you find an enemy base, first defeat the Guard Captain. If you defeat him, the base will cease to function and the battle will be much easier. This is much more efficient than just taking out the enemy soldiers one by one.



Destroy the Towers!

Destroy any enemy archer towers that you come across during a stage. Anyone who is beneath the tower when it collapses, whether ally or enemy, will sustain damage. Be sure to stand clear when the tower comes down.



Dolby® Sound Setup

When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the console 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® Pro Logic® II

If you have a sound system with Dolby Pro 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 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 Information

Musou Mode Game Flow

1 Choose a Story

First, choose a kingdom (Wei, Wu, Shu) and then choose an officer.

Each officer has their own story, which is broken down into a number of stages.

POINT As you progress through the game, the number of officers you will be able to choose from will increase.



2 Choose a Difficulty Level

Select Easy, Normal, or Hard. You cannot change the difficulty level while playing the Musou Mode.

POINT If you satisfy certain conditions, then an additional difficulty level will be made available.



Game Rules

Victory Conditions

If you satisfy the victory conditions for a given stage, you will clear that stage.

Defeat Conditions

If any of the following happen, you will be defeated and the game will be over.

- The player character is defeated (or if either player is defeated in 2 player mode)
- The allied commander is defeated
- If you meet the conditions for defeat for the particular stage
- If you go over the time allotted for the particular stage

3 Drama Part - Story Overview

The officer you choose will offer thoughts on the battle at hand. After that, the ruler or strategist of your Force will explain the conditions affecting your Force and the strategy for the upcoming battle.

* The Drama Part does not appear for all scenarios.

POINT Some hints about stage strategy are hidden.



4 Preparing for Battle

Confirm the conditions for victory and defeat, the battle overview, and solidify your strategy.

POINT Don't forget to select the settings for your Weapons, Items and Bodyguard.



5 Starting a Stage

Following the instructions and tactics your strategist provided, coordinate your movements with your fellow officers and prepare for battle.

POINT Restore your health with Meat Buns and other Items.

POINT You will make things very difficult for yourself if you stray too far into enemy territory.



Officer Special Skills

During battle, there are times when officers, both allies and enemies, will use their special skills. Special skills will have various effects upon entire armies, units or individual officers. Watch the Battlefield Messages and carefully monitor the other units' and officers' movements.



The enemy has raised their defenses! Defeating them is going to take time and perseverance!

Controls

Preparing for Battle

Game Information

Battlefield Controls

The Three Kingdoms

6 Penetrate the Bases and Destroy Them!

Take control of the bases, or conquer the bases to tip the battle in your favor.

POINT

You will earn points for defeating enemy bases or by occupying neutral ones.



Bases

Attacking and defending bases will have a major influence on the battle. Take the following points into consideration when planning your strategy.

- When you conquer an enemy base, the enemy army's morale will fall.
- Defeating an enemy Gate Captain will open the gate, while defeating a Guard Captain will cause the base to fall.
- A conquered base will cease to function and will not function for the duration of the battle (except for checkpoints).
- At the beginning of the battle, neutral bases are not aligned with any side.
- Neutral bases will belong to the side of whichever unit enters them first.
- When you want to enter a closed allied base, defeat all of the enemies in front of the gate to open it.
- If you are trapped inside a base and the gate is closed, use the ramp next to the gate.
- When a base is conquered, other bases for that side will temporarily cease to function (become confused).

Base Types

There are four types of bases. If you conquer an enemy attack, defense or supply base, that base will cease to function. Although these bases will not change hands, it will affect the performance and morale of each side's forces. (Neutral bases are an exception.)



Attack Base

Large weapons next to the gate indicate an attack base. Defeat the Guard Captain in order to receive an item that increases your attack ability.

Function It attacks enemy units with catapults or iron bolts. The units protecting the base will attack aggressively.



Defense Base

These bases are surrounded by high walls. Defeat the Guard Captain to receive an item that increases your defense ability.

Function Units guarding the base can block your attacks.



Supply Base

These bases help raise morale as well as contain items. Defeat the Guard Captain in order to receive an elixir that restores your Life and Musou.

Function The Guard Captain may use items (P.22), which will affect his troops within the base (including the player character).



Checkpoint

If you defeat an enemy checkpoint, it will become an allied one. Checkpoints are the only type of bases that can change control.

Function Sends reinforcements.

Base Condition

If you look at the flag at the front gate, you will know who controls the base.



Enemy



Allied



Neutral / Taken

There is no flag. Smoke will rise from a base that has been occupied.

Special Battles

Depending on the stage, you can enjoy special battles in which you can fight with a powered-up enemy officer. When you enter one of these battles, the enemy officer will speak a special message and focus his attacks against you. This special battle will end when you defeat the enemy commander or the powered-up enemy officer.



There are officers that power-up.

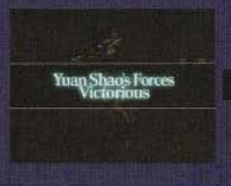
7 Aim for Victory

While keeping an eye on the battle, work your way towards victory. You can receive points for defeating enemy officers and obtain items that will increase your abilities.



8 Clearing a Stage

If you satisfy the conditions for victory, you will clear the stage.



9 Rating

Your commander and officer will reflect on the completed battle. Then, items and points that you obtained during the stage will be displayed. Sometimes, a new bodyguard will volunteer to serve you during this phase.

On to the next stage!

Game Screen

Enemy Information

Displays the enemy officer / unit type and his / her morale (→★). When there are many ★, enemy morale is high. The number decreases when an enemy unit or officer is defeated.

Enemy Life Meter

Displays the remaining life of the enemy being fought. Decreases when the enemy character takes a hit. When the life meter reaches zero, the enemy is defeated. When enemy life is greater than the length of the bar, a brighter color will be displayed above a dark color.

Morale

Displays the overall morale for both armies (→ = Allied Army, ← = Enemy Army). The longer your morale indicator is, the better the battle is going for your side. The gauge will move with changes in each army's morale. *Morale is not displayed in Challenge Mode.

Battlefield Message

Displays messages as the battlefield conditions change. At the same time, the location of battlefield events will be highlighted on the complete map.

Yan Yu's unit has strengthened its defenses!

Combo

Displays the number of hits in your current attack. Only combos of 5 hits or more are displayed.



Time Remaining

Appears when the time remaining is less than 10 minutes. When it reaches zero, the game is over. *Time remaining always appears in Challenge Mode.

9' 58" 80

Map

Displays overall battle conditions and the player's current location. Use the **MAP** button to toggle maps.



Complete Map

Zoom Map

K.O. Count

Displays the number of enemies defeated.

No Entry Mark

Indicates that it is not possible to advance beyond this point. If the mark forbids horses and elephants, you may dismount and then proceed on foot.



No Entry

No Entry Mounted on Horse

No Entry Mounted on Elephant

Ability Bar

Displays the length of time an item will increase an ability.

- Offense x 2 (for 30 seconds)
- Defense x 2 (for 30 seconds)
- Maximum Speed (30 seconds)
- Musou Gauge Max (10 seconds)

Arrows

Displays the number of arrows the player has (the starting number is 20). Arrows appear as field items in game stages. The maximum number is 99.

Musou Gauge

When full, the player can use an Evolution Attack (P. 34), or a Musou Attack (P. 36).

Life Gauge

Displays the player character's remaining life. When you take hits, your life decreases and the bar changes color. If it reaches zero, the game ends.

Bodyguard

Displays bodyguard settings. Use the SELECT button to change bodyguard settings (P. 29).



ATTACK

GUARD

HOLD

Musou Rage Marker

If you have obtained a Musou Token (P.22), then the Musou Rage marker will be displayed. If you press the **△** button (push down on the right analog stick), you enter Musou Rage (P.37).



Name / Life

Press the **L2** button to display the name and remaining life of a specific unit or character. When a character has more life than the length of the bar, a darker layer will be displayed over the normal bar.



2 Player Screen

In a 2 player game, the screen is split horizontally.



*Pressing the START button during the main game will cause the Information Screen to appear (P.18).

Information Screen

The Information Screen appears at the beginning of each stage or when the START button is pressed during game play.

* The contents of the Information Screen differ based on the mode or condition.

Attack Base (TRI)	Defense Base (SQU)	Supply Base (CIR)	Checkpoint	Taken Base / Other
Ally	Ally	Ally	Ally	N/A
Enemy	Enemy	Enemy	Enemy	N/A
Neutral	Neutral	Neutral	N/A	



Preparation (Game Start Only)

Weapon (P.25)

Choose the weapon your officer will use. You may obtain weapons during a stage. Each officer may have up to 4 weapons. Check the weapon power, its maximum number of hits, its weight and special attributes in order to choose the best weapon for each battle.

Items (P.24)

Choose the items your officer will use. You may obtain items during a stage. There are 3 types of items: HARNESS, ORB and SPECIAL. You may equip only 1 HARNESS and 1 ORB at a time. Depending on the level of development for your character, you may equip up to 5 SPECIAL items.



How to Use Items

Select the type of item you wish to equip and then select the item from the list on the right.



Bodyguards (P.26)

Choose one bodyguard to fight by your side. Check the level, weapon, ability, attributes and any special skills they may have in order to choose the best bodyguard for each stage.

Changing Character Models

As your character's rank increases, the number of character models available to you increases as well. You can change the model by pressing the C button.

Personal (when PAUSED)

Displays your character's information. You can check information about the character's weapon, equipped items and bodyguard settings.



Objectives

Displays the conditions for victory or defeat for the current stage.

Overview (at the beginning of the stage)

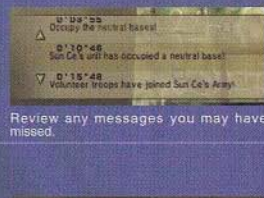
At the beginning of a stage, the battle conditions and recommended strategies will be displayed.

Check the overview screen before the battle.



Battle Log (when PAUSED)

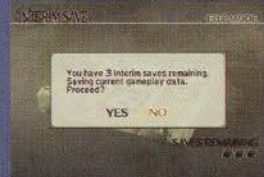
This contains a list of all Battlefield Messages. Using the up and down directional buttons, you can view up to 64 previous messages.



Review any messages you may have missed.

Interim Save (when PAUSED)

Save game data during play (P.6). The number of times you can save during a stage is pre-determined. The number of saves changes depending on the difficulty level. (Easy = Unlimited saves, Normal = 3 saves, Hard = 1 save)



Use your Interim Saves

Start / Resume

(before beginning of a stage or when paused)

Start a stage or resume playing.

2 Player Exit

(when playing in 2 Player mode / beginning of stage)

Ends the game for Player 2. Only Player 1 continues to play.

Rating

Displays battle results when the player clears a stage.



Victory Message

The commander or strategist will reflect on the battle and will talk about their ambitions for the battles to come.

Items Acquired

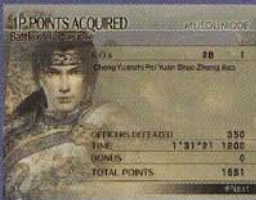
Displays items acquired during battle. When the same type of item has been acquired, the one with the greater effect is kept automatically and the others are discarded.



This screen will not be displayed if no new items were acquired.

Points Acquired

Points are determined by the number of K.O.s, worthy opponents defeated, how long it took to clear the stage and the bonus points earned for that level. Once you have reached a certain number of points, your rank will increase, allowing you to equip more items and choose from more character models.



Weapons Acquired

Displays weapons acquired during battle. The type of the weapon you can possess is determined by the officer. Each officer can possess up to 4 weapons. If you acquire a new weapon when you already have 4 weapons, you will have to choose which weapon you wish to discard. Be sure to select the best weapons based on weight, strength and special attributes.



This screen will not be displayed if no new weapons were acquired.

Bodyguard Rating

If you took a bodyguard into battle with you, this screen will display their stats and points earned during the battle. Bodyguard points are determined by the number of K.O.s, rewards (a bonus based on the player's points), and whether the bodyguard was still alive when the stage was cleared.

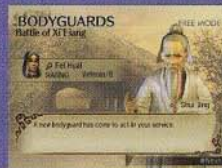


New Bodyguards (P. 26)

In Musou Mode and Free Mode, new bodyguards may join your service. You may have up to 8 bodyguards in total. If you satisfy the following conditions, you will increase your chances of getting new bodyguards.

Earning bodyguard points during battle.

Player level is high.



If the bodyguard you took into battle has the special skill "Hire", you will certainly have new bodyguards join your service.

Shui Jing's Evaluation

Shui Jing will offer an evaluation of your bodyguard's quality and development type. When you have the maximum number of bodyguards, and a new bodyguard becomes available, you can look at the evaluation to determine which bodyguards to keep. The first half of Shui Jing's Evaluation is about your bodyguard's "Development Potential," and the latter part is about "Development Type."



Pattern of the evaluation. The following is a rough idea of what an evaluation will look like.

Development Potential	Development Type	Initial abilities and development
Veteran	Veteran	Initial abilities are high, but development will be difficult
Remarkable	Remarkable	Initial abilities and development are average
Brilliant	Brilliant	Initial abilities are low, but it is possible to develop quickly
Superior	Superior	Initial abilities are high and it is possible to develop quickly

Items acquired...

Items acquired during the stage can be used after clearing that stage or mode. These special items can be used by any officer in the Musou Mode or Free Mode. However, it is necessary to equip the item in order for it to work, so don't forget to do so before going to battle.



Regular Items

These are items that appear during a stage. Collect these items to recover your life or improve your abilities.

If you go to the place where they appear, you will automatically collect them (you may also collect them while mounted on a horse). After a fixed period of time, they will disappear, so be sure to collect them quickly.



In addition to the following items, there are other items you may get if you meet certain conditions.

How Items Appear

Breaking a crate or urn

Defeating an officer, commander or captain

Recovery / Improvement

(takes effect immediately)

 Meat Bun Life +50	 Meat Bun x2 Life +100
 Meat Life +200	 Whole Chicken Life +400
 Wine Musou Gauge recovers to MAX	 Elixir Life and Musou recover to MAX
 Quiver Arrows +10	 Musou Token Press R3 button to enable Musou Rage

Temporary Ability Boosters

(takes effect immediately)

 War God's Axe Attack x2 for 30 seconds	 War God's Armor Defense x2 for 30 seconds
 Speed Boots Maximum speed movement for 30 seconds.	 Imperial Seal Unlimited Musou attacks for 10 seconds.

Ability Boosters

(Effective after clearing a stage)

Attack	 Bronze Sword Attack +1	 Iron Sword Attack +2
	 Silver Sword Attack +4	 Gold Sword Attack +8
Defense	 Private's Shield Defense +1	 Nobleman's Shield Defense +2
	 General's Shield Defense +4	 Emperor's Shield Defense +8
Others	 Dim Sum Life Gauge Max +10	 Large Dim Sum Life Gauge Max +20
	 Musou Wine Musou Gauge Max +10	 Rice Wine Musou Gauge Max +20
	 Item Sack Contains a unique item (P.24)	 Treasure Box Contains a weapon(P.25)

Officer Development

Life (MAX), Musou (MAX), Attack, and Defense will improve if you collect the items above. Be aggressive in defeating Guard Captains and enemy officers in order to obtain them. Also, your abilities will increase when you equip the unique items (P.24) and weapons (P.25) that you find.



Unique Items

These may be found on the battlefield in the item sacks that may be left behind after defeating an officer or breaking a crate. If you equip these under the "Preparation" section at the beginning of the stage, your officer can gain special abilities and increased skills. There are three types of unique items: Harnesses, Orbs and Special Items.

The following is a partial list of unique items. You may find others as well.

Harnesses

[Only 1 Harness can be equipped]

Your character may begin the stage mounted on a steed.



Red Hare Saddle

Begin stage mounted on Red Hare



Hex Mark Saddle

Begin stage mounted on Hex Mark

Orbs

[Only 1 Orb can be equipped]

Adds a special effect to your character's attack. If equipped, your Charge Attack will become an Elemental Attack.



Fire Orb

Elemental Attack As long as it burns, it will continue to inflict damage.



Ice Orb

Elemental Attack May freeze the enemy for a while.



Shadow Orb

Elemental Attack This may defeat the enemy with one hit (will deplete your Musou Gauge).



Light Orb

Elemental Attack Inflicts damage on the enemy, even if they are guarding.

Special Items

[1-5 Special Items can be equipped]

Increases character abilities or add abilities. The level of the effect varies between 1-20. More powerful items are easier to get if you are playing a stage with a high difficulty rating, which can be confirmed by selecting the stage in the Free Mode.



Peacock Amulet

Life Gauge maximum capacity will increase



Dragon Amulet

Musou Gauge maximum capacity will increase



Horned Helm

Improves mounted attack and defense



Huang's Bow

Improves bow attack and defense



Demon Band

Increases the effective time of Musou Rage



Tiger Collar

Fight with a tiger at your side (★).

* (★) The tiger will attack whomever he wants. The tiger will not sustain damage. The tiger cannot be ridden.

Weapons

Weapons can be found in the treasure boxes (P.23) that may appear when breaking crates or defeating enemy officers. There are 4 types of weapons for each officer. Equipped weapons will have various effects. More powerful weapons are easier to get if you are playing a stage with a high difficulty rating, which can be confirmed by selecting the stage in the Free Mode.



Weapon Information

Evolution Attack Indicator

After 6 hits, you can perform an Evolution Attack (P. 34).

Weapon Weight

Weapons come in 3 different weights: "Light," "Medium," and "Heavy"

Light: These weapons are fast, but their power is limited.

Heavy: These weapons are slow and cumbersome, but they are quite powerful.



Attribute Indicator

Each weapon has up to 5 attributes.

Life	Life Gauge maximum will increase	Bow	Improves bow attack and defense
Musou	Musou Gauge maximum will increase	Horse	Improves mounted attack and defense
Attack(ATK)	Increases attack power	Luck	Increases your chance of finding better items
Defense(DEF)	Increases defense	Fill	Increase the speed at which the Musou Gauge fills.
Speed	Increases speed	Charge	Increases charge attack power

Acquiring Unique Weapons

There is a unique weapon for each officer. Unique weapons are powerful and every time you defeat 100 enemies, you can obtain the Musou Token (if you defeat 100 enemies while you are executing a Musou Rage, a Musou Token will appear).

You can obtain unique weapons if you set the difficulty level to Hard and if you fulfill the conditions prepared for each officer (in Musou Mode and Free Mode).

Bodyguards

These officers fight at your side and frequently come to your aid. There are 4 bodyguards available at the beginning of the game, but you may only take 1 along with you into battle.

Choose your bodyguard at the Information Screen (P. 18) before beginning a stage. New bodyguards may volunteer their service after a battle ends (P. 21). You may have up to 8 bodyguards in total.

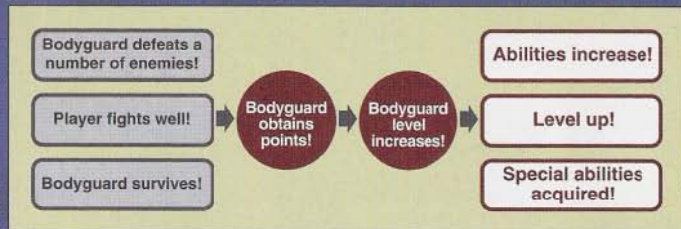
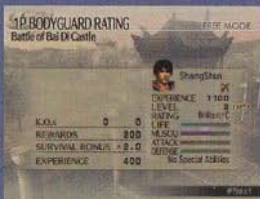


When the player character and the bodyguard are in close range of each other, there will be an electric bond, signifying that a Double Musou Attack (P.36) is possible.

Bodyguard Development

Bodyguard Development depends upon the Bodyguard Points.

When the number of points advances beyond a certain amount, the Bodyguard level will increase. The bodyguard's abilities increase with an increase in level. Also, your bodyguard can learn new special abilities or Elemental Attacks (P.24).



Acquiring Unique Weapons

The bodyguard will heal when the player heals (except in the case of the special ability "Heal"). Even if your own life gauge is full, but your bodyguard is in danger, you should seek out a Meat Bun. However, if your bodyguard is far away, you will be unable to heal him / her.



The same selection of bodyguards is available to all characters. Whichever officer you select, be sure to pay attention to your selection of bodyguard.

Bodyguard Info

Elemental Attacks

May be available as their level increases.



Weapon

The bodyguard's weapon. The weapon is pre-determined for each bodyguard.

Bodyguard Points

Displays total Bodyguard Points.



Evaluation

This is a summary of Shu Jing's evaluation (P.21).

Special Abilities

Abilities specific to bodyguards. When you take a bodyguard into battle, he/she will exhibit these

Weapons There are 6 types of weapons available to the bodyguards. Depending on the bodyguard's weapon, their behavior changes when the player is in trouble.

	Sword		Spear	Bodyguard will assist you in a Musou Attack		Staff	Bodyguard will assist you in wide ranging Charge Attack
	Bow		Crossbow	Bodyguard will assist with a powerful Charge Attack		Fan	Bodyguard will heal you

Special Abilities These abilities may have effects during and after a battle. When the bodyguard's level increases, he/she may acquire a new ability.

Heal	The bodyguard will heal self when in trouble
Rage	The bodyguard's Attack power will increase when in trouble
Wall	The bodyguard's Defense will increase when in trouble
Fame	Player's army morale becomes less likely to decrease
Link	Even small combos will leave better items than usual (P.34)
Hire	After a battle, a bodyguard will definitely come to join you
Item	After a battle, acquired items will increase by 1 (P. 20)
Find	After a battle, acquired weapons will increase by 1 (P. 20)

Battlefield Controls

How to move and attack within the game.

Move

left analog
stick

directional
buttons



You may use either the directional buttons and/or the left analog stick for all controls in this section.

Shift Move

L1

button

+

left analog
stick



Character moves while always facing forward. Pressing the **L1** button centers the camera from behind the player character. Hold the **L1** button down and use the left analog stick to move your character.

POINT

Best used when surrounded by enemies or trying to attack a specific enemy. Shift can also be used while mounted on a horse or an elephant or while using a bow.

Jump

X

button

+

left analog
stick



Character jumps in the direction the left analog stick is pressed. The height of the jump depends on how long the **X** button is held down.

*Character cannot jump while riding a steed or using a bow.

Mount/Dismount

Next to or on
top of a horse
or an elephant

X

button



Horses and elephants available to ride will have a white ring around their feet. Pressing the **X** button while the horse is running causes your character to jump off. Use the same controls to mount or dismount an elephant.

POINT

Moving around the battlefield is much faster on horseback. Horses with high abilities can knock down officers.

POINT

Though riding an elephant is not so fast, it can cause massive damage as it tramples the enemies in its path.

Change Bodyguard Orders

SELECT
button



Use the **SELECT** button to change the orders for your character's bodyguard.



ATTACK

Support the player and attack enemies.



GUARD

Only protect the player.



HOLD

Stay in current position and intercept enemies.

Put your bodyguards to good use!

ATTACK

A basic setting until the player gets used to play the game. Your bodyguard will provide you with support when you are in danger!

GUARD

Use the **GUARD** order when you fight against mighty famous officers. Your bodyguard is more likely to survive.

HOLD

Choose the **HOLD** order when you would like your bodyguard to avoid fighting. Make sure your bodyguard waits in a safe place.



Normal Attack



button



Press repeatedly to perform a consecutive attack of up to 4-6 blows (Up to 9 blows for the Evolution Attack). The number of consecutive attacks is determined by the weapon's attack rating.

POINT Due to the quick attack speed, it is useful when your character is surrounded by enemies.

Dash Attack

While running



button



Attack with a forward thrusting motion. Effectiveness and type depend on characters.

POINT Use to charge into an enemy unit.

Bow Attack

R1

button



button



button



button



While holding the **R1** button, use the left analog stick to take aim and fire using an attack button.

- ⊙ button: Normal bow attack
- ⊕ button: Takes slightly more time but hits with more strength and paralyzes enemies
- ⦿ button: Fire shots in rapid succession (Only works when Musou Gauge is full)

POINT Bow attacks consume arrows. Arrows appear as items within each stage. Characters begin each stage with 20 arrows and can carry a maximum of 99.

Jump Attack

While jumping



button



Attack while jumping.

POINT When timed right, a jump attack can be used to dismount enemies from their steeds. It is also an effective way to escape when surrounded.

Jump Charge Attack

While jumping



button

Perform a charge attack while jumping. Effectiveness and type depend on each character.

POINT It is effective to press the **△** button right after jumping. You can perform a combo after the enemy is knocked in the air.

Zhao Yun



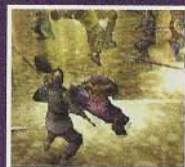
A mid-air combo!
Earn combos by pressing the **△** button repeatedly!

Zhou Yu



Execute a shock wave!
Perform a charge attack when landing!

Dian Wei



Take out the enemies in front of you when landing from your jump!

Mounted Horse Attack

On horseback



button



button



button



Attack while on horseback. You are less likely to be attacked compared to usual. (When you are not on horseback.)

- ⊙ button: Normal attack
- ⊕ button: Charge attack
- ⦿ button: Musou attack (Musou Gauge must be full)

Mounted Elephant Attack

On an elephant



button



button



button



Attack while on an elephant.

- ⊙ button: Knock over any enemies standing in front of you.
- ⊕ button: Stomp on the ground and knock over enemies.
- ⦿ button: Charge enemies and trample them down. (Musou Gauge must be full)

Charge Attack



button

Perform a powerful attack unique to each character.

POINT Combine with normal attacks to produce various kinds of combos. Find out which charge attacks each character can do!

<p>Charge 1</p> <p>Zhao Yun</p> <p>Invincible charge into enemies.</p>	<p>Charge 1</p> <p>Huang Gai</p> <p>Prepare an explosive. Throw the bomb by pressing the button repeatedly.</p>
--	---

<p>Normal Attack 1</p> <p>button</p>	<p>Normal Attack 2</p> <p>button</p>	<p>Normal Attack 3</p> <p>button</p>
<p>Charge 2</p> <p>button</p> <p>Throw the enemy into the air</p>	<p>Charge 3</p> <p>button</p> <p>Perform a dash attack</p>	<p>Charge 4</p> <p>button</p> <p>Blow enemies back</p>
<p>Attack with the button</p>		
<p>Consecutively attack the enemy in the air</p>	<p>Continue the dash attack</p>	<p>The enemies blown back knock over any enemies they touch</p>

Use charge techniques for elemental attacks!

If you equip an orb, the Charge Attack will have an additional effect. The effects depend on which orb is equipped and will occur automatically. Moreover, some officers can perform an Elemental Attack even without equipping an orb.

Cao Pi's Charge 1. He can form a ball of ice that freezes nearby enemies.

<p>Normal Attack 4</p> <p>button</p>	<p>Normal Attack 5</p> <p>button</p>	<p>Normal Attack 6</p> <p>button</p>
<p>Charge 5</p> <p>button</p> <p>Knock a bunch of enemies into the air (Weapon Attack rating must be at least 5)</p>	<p>Charge 6</p> <p>button</p> <p>Execute a powerful attack unique to each character (Weapon Attack rating must be at least 5)</p>	<p>Evolution Attack (P.34)</p>
<p>Attack with the button</p>		<p>Press the button repeatedly (depending on officer)</p>
<p>Additional attack to the enemy in the air</p>	<p>Some officers can perform additional attacks after Charge 6</p>	

Evolution Attack

After the Normal Attack 6



button repeatedly

The attack after the Normal Attack 6. Because you can create up to 9 consecutive attacks by pressing the button repeatedly, you can easily create large combos. It does not consume the Musou Gauge.

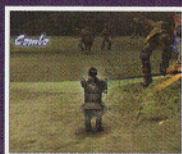
After the 6th attack, lights will flash from the character's hands.....



Conditions for the Evolution Attack

Equip weapons that are able to perform the Evolution Attack (icon displayed)

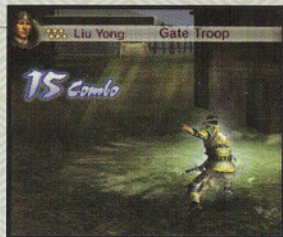
The Musou Gauge is full



Up to 9 consecutive attacks by pressing the button repeatedly!

Create Combos!

Defeat famous enemy officers and Guard Captains (attack and defense bases) with combos. The items that may appear (Bronze Sword/Footsoldier's Shield) may be more powerful than usual. Use Charge Attacks, Musou Attacks and Evolution Attacks to create higher combos and quickly level up your character. If your bodyguard's special ability is "Link," then you can receive more powerful items with smaller combos.



Use Charge 5 to link together large combos!

Guard

L1

button



When the **L1** button is pressed, the camera centers itself behind the character. Hold down the **L1** button to continue guarding.

POINT Also guards against bow attacks. Can be used to change character's viewpoint while moving or in a crowded battlefield.

Parry

while guarding



button



While guarding by pressing the **L1** button, press the button right before the enemy attacks.

POINT If you fail to parry, you will be vulnerable to attack.

Somersault

when knocked in the air

L1

button



Regain control after being thrown into the air by an enemy attack.

POINT If successful, the character can attack immediately. There are some attacks after which a somersault is impossible.

When stunned...

Press the **L1/R1** or , , , buttons repeatedly. Your character may recover faster.



If your character recovers quickly, you can attack the enemy before his attack.

Weapon deadlocks

Press the button repeatedly. If you win the deadlock, the enemy will be momentarily stunned. If you lose, your Musou Gauge will be completely depleted.



It is difficult to fight when the Musou Gauge is 0. Hit the button as fast as you can!

Musou Attacks

You can perform Musou Attacks when the Musou Gauge is full. When the Musou Gauge is full, the character's body will glow.

In order to charge the Musou Gauge

The character does damage to an enemy

An enemy inflicts damage to the character

Character's Life Meter becomes red


The  button is held down

Musou Attack



button



Each character has their own unique Musou Attack. As long as the  button is pressed down, the attack will continue until the Musou Gauge is depleted.

POINT

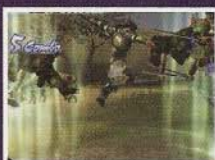
The enemy cannot damage the character during his/her Musou Attack. Use this attack as a defense when you are in danger.


True Musou Attack

When the Life Meter is red



button



A more powerful Musou Attack. As long as the  button is pressed down, the attack will continue until the Musou Gauge is depleted.

POINT

A True Musou Attack is more powerful than a Musou Attack. When your Life Meter is low, the Musou Gauge charges quickly, so don't hesitate to use it!


Double Musou Attack

When certain conditions are met



button



A more powerful and deadly attack. For 2 players, Player 1 and Player 2 must be within a certain distance of each other and use the Musou Attack at roughly the same time. In the single player mode, press the  button when your bodyguard is within range and his/her Musou Gauge is full.

POINT

You will notice a glowing light connecting you and your bodyguard. When the bodyguard's Musou Gauge is full, his/her body glows.

Musou Rage

Musou Rage indicator is displayed

R3

button



For a fixed period of time, your character's abilities will increase. To activate, you need to pick up a Musou Token (may appear after destroying enemies or crates). Upon picking up a Musou Token, the Musou Rage indicator will be displayed next to your character's portrait in the bottom left corner of the screen. The indicator will disappear once you use the Musou Rage. You cannot obtain multiple Musou Tokens.

Effects of the Musou Rage Attack

Musou Gauge increases to MAX

Attack increases

Speed increases

You will not be affected when you sustain most enemy attacks

Even when your Life Meter is not glowing red, you may perform a True Musou Attack

POINT

You can use this attack at your own discretion, but you would be wise to use it against powerful enemies.



Obtain a Musou Token



Musou indicator is displayed



Unleash a True Musou Attack

Know Your Enemy!

Multiple Attackers

If the enemies that were surrounding you suddenly move away from you all at once, watch out. They may be preparing for a powerful simultaneous assault against you. Either put up your guard or attempt to put more distance between you and the enemy to avoid damage.



A joint enemy attack!

Enemy officer Musou Attacks

If the enemy's body glows red, either defend against him or get away from him. However, at the moment the enemy glows red, he is defenseless. If you use a well-timed Charge Attack or Musou Attack, you may be able to stop him.



The enemy is glowing red!

Enemies with strong fighting spirit

There are some officers who possess an aura that shows their fighting spirit. Their Attack and Defense are at a very high level. Use your attacks or Musou Attacks to try and stop them.



This is obviously a strong enemy!

THE THREE KINGDOMS

Warriors who
Fought to Preserve
Virtue...

The Heroes



The way of master and servant, the affection of the people, a peaceful life. These important virtues have been forgotten in the chaos of war. Liu Bei and his followers will keep fighting in order to restore the glory of the Han and return peace to the land.

Even if there are some who scoff at their desires, they believe in a future after the fighting is finished.

The Ruler of Shu



Liu Bei

The ruler of the Shu Kingdom, he hopes to restore the Han Dynasty to its former glory.

Shu

Shu is a kingdom in the mountainous region of southwestern China. A descendant of the Han Imperial line, Liu Bei created this kingdom in order to place the Han Emperor back on the throne.



Zhao Yun

A brave young soldier who traveled around the country seeking a man who could end the chaos and reunite the country.

Guan Yu

A soldier who embodies the virtues of justice and loyalty. The sworn brother of Liu Bei and Zhang Fei, he made his name in the Yellow Turban Rebellion.



Zhang Fei

A lover of many kinds of wine and a sworn brother of Liu Bei and Guan Yu. Alongside his brothers, he will continue the fight to restore his kingdom to prominence.

Ma Chao

The eldest son of Ma Teng. His home in ruins, Ma Chao travels across the country, seeking to avenge the death of his father.

Huang Zhong

A master archer, he formerly served Han Xuan. He does his utmost to serve his new leader, Liu Bei.

Xing Cai

Zhang Fei's daughter, she is calm under pressure and skilled in battle. Her first foray into battle hints at her greatness.

Unique Stories

Every officer has his or her own story, including those who do not claim allegiance to any one of the Three Kingdoms. Play as each officer in order to experience their legacies.

Controls

Preparing for Battle

Game Information

Battlefield Controls

The Three Kingdoms

Warriors who Sought to Conquer...

Heroes



With the rise of the Hero of Chaos, Cao Cao, a new era had been ushered in. Will the land come to know peace under his ambitious rule? Or will their oppressive rule simply increase the feelings of unrest throughout the land? The Kingdom of Wei strives to prove that its brand of government is what's best for the people.

The Ruler of Wei



Cao Cao

Legendary for his prowess in both literature and strategy, he rules with an iron fist to bring order to this world of chaos.



Xiahou Dun

A man of intense fury and passion, Cao Cao's cousin, he is his most trusted officer. A fierce warrior, he fights to unite the land under Wei.

Dian Wei

An officer of nearly super-human strength, he was discovered by Xiahou Dun in the mountains. He later became Cao Cao's most trusted bodyguard.

Wei

Wei is a kingdom that stretches from the center of China to the north. Cao Cao and his son Cao Pi oversee their vast empire and are supported by a number of talented officers.



Xu Zhu

Amazingly strong, he was judged by Cao Cao to be the equal of Dian Wei in battle. Although slightly dull, he fights with the ferocity of a tiger on the battlefield.

Zhang Liao

Formerly an officer of Lu Bu's, the two of them continually searched to perfect their might. Now a servant of Wei, Zhang Liao's quest continues.

Zhen Ji

A woman of enchanting beauty, she is the wife of Cao Pi. Not satisfied with staying behind during the fighting, she strives to prove herself on the battlefield.

Cao Pi

Cao Cao's heir and eldest son. His intelligence and level-headedness makes him a match even for his father. His path to greatness began at the Battle of Guan Du.

The Drama Unfolds

Pay close attention to the story that unfolds between stages. You'll not only see how the officers feel about the upcoming battle, but also how they feel about the life and death events that affect everybody in the land.

Controls

Preparing for Battle

Game Information

Battlefield Controls

The Three Kingdoms

Warriors who Fought for Family...

The Heroes



Blessed with rich and fertile lands, the Kingdom of Wu strives to bring peace to the chaotic land. Descendants of the legendary strategist, Sun Tzu, the strength of their family bond remains strong in the face of adversity. Will this family of warriors from Jiang Dong be able to realize their burning ambition? Only time will tell.

The Ruler of Wu



Sun Jian

The Tiger of Jiang Dong, Sun Jian is the embodiment of bravery and resourcefulness.

Wu

Founded by Sun Jian and later developed by his sons, the Kingdom of Wu lies to the southeast of the mighty Chang Jiang river. This proximity to the water has led to a well-developed navy.



Zhou Yu

Well-versed in the art of strategy, he and his friend, Sun Ce, work together to build up the Wu Kingdom and unite the land.

Lu Xun

The future of Wu lies with this young warrior. In a land divided amongst three warring kingdoms, he seeks to establish a land under a single rule.



Taishi Ci

An extremely loyal warrior, he fights against those who would try and disrupt the peaceful lands of Wu.

Sun Shang Xiang

The daughter of Sun Jian, she studied the martial arts from a young age. Her precociousness and cheerful disposition enable her to rise above the chaos.

Sun Quan

The second son of Sun Jian, he has a talent for leading his people. His story begins with the fate of the Sun Family resting on his shoulders.

Ling Tong

The son of Ling Cao, he is a bit cynical, but a brave fighter nonetheless. He takes to the field with his nunchakus in hand, ready to fight.

A Number of Conclusions

Each warrior has his or her own story, which follows its own path. Not everybody was concerned with uniting the land. Choose your favorite character and follow the story of their life and its events.

Controls

Preparing for Battle

Game Information

Battlefield Controls

The Three Kingdoms



Tides of men will face
the tides of war.

KESSEN III

決戦



Awesome action! With the improved "Crowd Engine" you have direct control of your troops. Defeat mighty armies!



More than 30 killer attacks! Use the "Deathwheel" or "Spearwall" along with Regular, Break, and Charge attacks.



Choose your own battle techniques. Coordinate attacks with your support units or target an enemy unit with each of your nearby troops!

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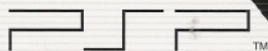


A Kou Shibusawa Production | An Action Strategy Game



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Violence