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NTSC

# Otogi 2

IMMORTAL WARRIORS

"Action gaming  
at its finest"

- GMR, Preview  
October '04

TEEN  
T  
CONTENT RATED BY  
ESRB

SEGA

# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing OTOGI™2: Immortal Warriors. Please note that this software is designed only for use with Xbox®. Be sure to read this instruction manual thoroughly before you start playing.

# Otogi 2



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All characters, locations and events depicted in this game are fictional.

## GAME START

### NEW GAME

To begin a new game, select **New Game** from the **Title Screen** and you will be taken to the **Game Settings** menu. Use  $\uparrow$   $\downarrow$  to select an option and  $\leftarrow$   $\rightarrow$  to adjust the settings as required.

<b>Vibration</b>	Set the vibration setting ON/OFF
<b>Captions</b>	Set subtitles ON/OFF
<b>Auto Lock-On</b>	Set automatic lock-on of enemies ON/OFF
<b>Brightness</b>	Adjust the screen brightness
<b>BGM Volume</b>	Adjust the background music volume
<b>Voice Volume</b>	Adjust the character voices volume
<b>SE Volume</b>	Adjust the sound effects volume
<b>Voice</b>	Set in-game speech to English or Japanese

When all settings are complete, select a location to save the game to, and press the **A** button to begin play.

### LOAD GAME

To continue a previously saved game, select **Load Game** from the **Title Screen**. Select the game you wish to play from those listed and press the **A** button to begin.

### SAVING AND LOADING GAMES

OTOGI™2: Immortal Warriors games are saved on the Xbox internal hard disc unit. A minimum of 4 blocks of free memory is required to play, and an additional 5008 blocks are required to save a game (maximum 8). Games can be saved between Stages via the Options menu (p.9). Never turn off the Xbox console while saving is in progress.

In the event that there is insufficient memory available when starting a new game, you will be given the option to either prepare the necessary space via the Dashboard, or to play without saving. All game progress will be lost if it is not saved when the machine is turned off.

## BASIC CONTROLS

The basic controls for each character are as follows. Please note that all buttons shown assume **Type 1** configuration. Controller settings can be adjusted in **Options**.



Directional pad	Change lock-on target (when locked-on) <b>Menu:</b> Select items
Left thumbstick	Move character. Click the thumbstick to re-position camera behind character <b>Menu:</b> Select items
Right thumbstick	Move camera. Press down to toggle enemy gauges
Left trigger	Lock-on to nearest enemy. Cancels lock-on when <b>Auto Lock-On</b> is selected
Right trigger	Dash
<b>A</b> button	Jump. Press twice for double jump and hold down after jump to float towards the ground <b>Menu:</b> Enter selection
<b>B</b> button	Light attack <b>Menu:</b> Cancel / Back
<b>X</b> button	Spell attack. Hold down to charge Spell and release
<b>Y</b> button	Heavy attack. Grab enemy to throw, or absorb Magic (depending on character) <b>Menu:</b> Toggle view
START button	Open <b>Pause</b> menu

**RAIKOH**

Command	Action	Combo Hits
B, B	Vertical chop, rotating slice.	2
B, Y	Vertical chop, wide rotating slice.	2
B, X	Vertical chop, Spell attack.	2
B, B, B	Vertical chop, rotating slice, lunge.	3
B, B, Y	Vertical chop, rotating slice, heavy chop.	3
B, B, X	Vertical chop, rotating slice, Spell attack.	3
B, B, B, B	Vertical chop, rotating slice, lunge, horizontal sweep.	4
B, B, B, Y	Vertical chop, rotating slice, lunge, double rotating slice.	4
B, B, B, X	Vertical chop, rotating slice, lunge, heavy Spell attack.	4

**KINTOKI**

Command	Action	Combo Hits
B, B	Horizontal slice, powerful horizontal sweep.	2
B, X	Horizontal slice, Spell attack.	2
B, Y	Vertical chop, grabs nearby enemies.	2
B, B, B	Horizontal slice, powerful horizontal sweep, rotating slice.	3
B, B, X	Horizontal slice, powerful horizontal sweep, heavy Spell attack.	3
Y, B / Y	Grab enemy, Throw.	
Y (held)	Grab enemy / absorb Magic.	

**TSUNA**

Command	Action	Combo Hits
B, B	Double vertical chop.	2
B, Y	Rising chop, wide rotating slice.	2
B, X	Rising chop, Spell attack.	2
B, B, B	Double vertical chop, rotating chop.	3
B, B, Y	Double vertical chop, wide rotating slice.	3
B, B, X	Double vertical chop, Spell attack.	3
B, B, B, B	Double vertical chop, rotating chop, wide sweep.	4
B, B, B, Y	Double vertical chop, rotating chop, wide rotating slice, launch destructive wave.	4
B, B, B, X	Double vertical chop, rotating chop, heavy Spell attack.	4

**SADAMITSU**

Command	Action	Combo Hits
B, B	Vertical swing, horizontal swing.	2
B, Y	Vertical swing, rotating slice.	2
B, X	Vertical swing, Spell attack.	2
B, B, B	Vertical swing, horizontal swing, lunge.	3
B, B, Y	Vertical swing, horizontal swing, throw axe.	3
B, B, X	Vertical swing, horizontal swing, Spell attack.	3
B x 3 to 9	Continuous vertical and horizontal swings.	9
B x 3 to 8, Y	Continuous vertical and horizontal swings, additional attacks depending on hit count.	9
B x 4 or 8, X	Continuous vertical and horizontal swings, heavy Spell attack.	9

**SUETAKE**

Command	Action	Combo Hits
B, B	Horizontal rotary attack, launch Chaos Wheel.	2
B, Y	Light attack, heavy attack.	2
B, X	Light attack, Spell attack.	2
B, B, B	3 times horizontal rotary attack, launch Chaos Wheel.	3
B, B, Y	2 times light attack, launch Chaos Wheel.	3
B, B, X	2 times light attack, Spell attack.	3
B, B, B, B	4 times horizontal rotary attack, launch Chaos Wheel.	4
B, B, B, Y	3 times light attack, heavy attack.	4
B, B, B, X	3 times light attack, heavy Spell attack.	4

**SEIMEI**

Command	Action	Combo Hits
B, B	Horizontal double swipe.	2
B, Y	Horizontal swipe, heavy attack.	2
B, X	Horizontal swipe, Spell attack.	2
B, B, Y	Horizontal double swipe, grab enemy, leap, smash into ground.	3
B, B, X	Horizontal double swipe, heavy Spell attack.	3
B, B, X, X	Horizontal double swipe, heavy double Spell attack.	4
Y, B / Y	Grab enemy, Throw.	
Y (held)	Grab enemy / absorb Magic.	

## VIEWING THE GAME SCREEN

### Enemy Gauge

Displayed when an enemy boss is present.

### Combo Hit Count

Displays the number of successful hits during a continuous (combo) attack.

### Escort Gauge

Displayed when an object, entity or character is under your protection.



### Lock-On Gauge

Displayed when locked-on to an enemy demon.

### Health/Magic

The large outer fan displays Health, and the small inner fan displays Magic.

## MENU SCREEN

From the **Menu** you can manage equipment, purchase items, adjust sound and controls, as well as save and load games.

### Stage

Choose a Stage to purify.

### Equip

Change Weapon and equipment settings for each character.

### Shop

Purchase and sell Spells, Accessories and upgrades.

### Cleared Stages

Replay previously completed Stages.

### Options

Make changes to various game settings.



## STAGE

Use  $\leftarrow \rightarrow$  to choose the Stage you wish to purify from the Netherworld Map and press the **A** button to select. Pay careful attention to the **Purification** and **Affinity** levels.

## MENU SCREEN

### Purification

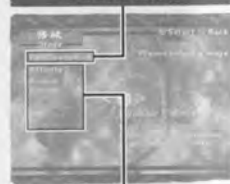
Displays the appropriate character level for clearing the Stage.

### Affinity

The spiritual energy "ki" present in each Stage affects the characters in different ways, and can have the effect of strengthening or weakening. The higher the number displayed, the stronger the character will perform in the Stage.

Only characters displayed in blue can be selected.

### Purification



### Affinity



Select **Creatures** from the **Next Stage** screen to view details of the various demons that will appear. Use the left and right triggers to scroll through these.

Pay special attention to the House Attributes (p.14) and attack styles of the demons to ensure you equip the most appropriate Spells and Accessories.

### Select Character

Use  $\leftarrow \rightarrow$  to select the character you wish to play, and press the **A** button to start the Stage. If you wish to modify the equipment settings for the character, you can also select **Equip** at this point.



## PHASES

Stages are arranged in phases, with each phase containing up to four Stages. Each character can only tackle one Stage per phase, so think carefully before selecting. Note also that some Stages will only allow specific characters to play.

## EQUIP

Use  $\leftarrow \rightarrow$  to select the character whose equipment you wish to make changes to, and  $\uparrow \downarrow$  to select between **Weapons**, **Magic** or **Accessories**. Press the  $\odot$  button to see the various attributes of each character.



In each category, use  $\uparrow \downarrow$  to scroll through the items available, and press the  $\triangle$  button to equip. Pressing the  $\odot$  button allows you to see a more detailed description of each item. Only one item from each category can be equipped at a time.

- Each Weapon belongs to the character that wields it, while Spells and Accessories are shared.

## SHOP

Here you can buy and sell Spells, Accessories and character upgrades. Use  $\uparrow \downarrow$  to select between the three categories and press the  $\triangle$  button to select. In the case of **Magic** and **Accessories**, you should also select whether you wish to **Buy** or **Sell**.



In each category, use  $\uparrow \downarrow$  to scroll through the items available for sale or purchase, and press the  $\triangle$  button to confirm. Press the  $\odot$  button to see more detailed descriptions of each item.

## Develop

By purchasing upgrades, you can increase the abilities of each character (see Reward on p.13 for further details). Use  $\uparrow \downarrow$  to choose a character to Develop,  $\leftarrow \rightarrow$  to select an upgrade to purchase, and press the  $\triangle$  button to select. The character's levels will be affected immediately.

## CLEARED STAGES

You may replay Stages that have previously been cleared. Use  $\uparrow \downarrow$  to choose a Stage to play, and then choose a character in the same way as for the **Stages** section (p.7). Finally, choose whether you wish to enter it in its **Current** or **Original** State.



## Current State

All destroyed objects and released Spirits are left in the same condition as the last time the Stage was cleared.

## Original State

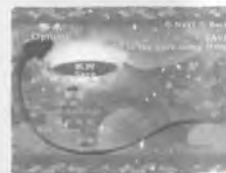
All objects and Spirits return to their original conditions.

Previously attained upgrades are unavailable in either state. However, all characters can be played in this mode, and you can access records by pressing the  $\odot$  button at the **Cleared Stages** select screen.

## OPTIONS

Change various settings, and save and load games.

Save	Save the current game.
Load	Load a different game.
Game Settings	Change game settings.
Controller Config	Change the button configurations for the controller.
Quit	Quit the game and return to the <b>Title Screen</b> .



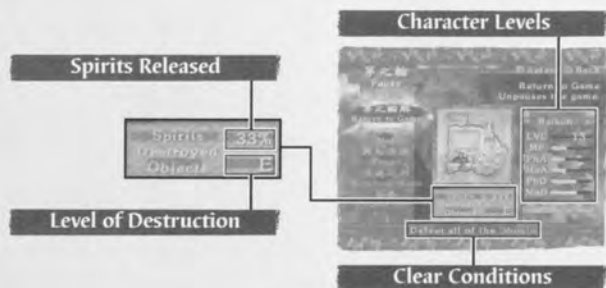
## For Dolby® Digital Decoding

This game is presented in Dolby Digital. Connect your Xbox to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select "Dolby Digital" in the Dashboard menu of the Xbox to experience the excitement of surround sound.

## PAUSE MENU

Press the START button during gameplay to display the **Pause** menu.

- Return to Game** Close the **Pause** menu and continue playing.
- Map** Enlarge the map display.
- Restart** Restart the current Stage from the beginning.
- Return to Menu** Quit the current Stage and return to the **Menu**.
- Give Up** Quit the current game and return to the **Title Screen**.



## RESULTS/GAME OVER

### RESULTS

- Level**  
Character's Level after the Stage is cleared.
- EXP**  
Experience collected from defeated demons.
- Destroyed Objects**  
Level of destruction caused.
- Clear Time**  
Time taken to clear the Stage.
- Bonus EXP**  
A higher evaluation can earn you bonus Experience.



### RESULTS/GAME OVER

### ADDITIONAL

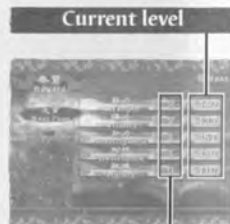
- Max Combo**  
The highest combo hit count during the Stage.
- Gold**  
Gold collected.
- Spirits**  
Percentage of Spirits released.
- Defeated Enemies**  
Number of demons defeated.
- Bonus EXP**  
Bonus Experience depending on the play results.



Types and number of enemies defeated

### REWARD

- Strength**  
Affects heavy attacks.
- Vitality**  
Affects defenses.
- Intelligence**  
Affects Spell use.
- Resistance**  
Affects resistance to Spells.
- Agility**  
Affects light attacks.



Level increased from current Stage

### GAME OVER

When Health reaches zero the game is over.

- Restart**  
Restart the Stage from the beginning.
- Return to Menu**  
Quit the Stage and return to the **Menu**.
- Give Up**  
Quit the game and return to the **Title Screen**.



## CHARACTER FEATURES

Each character has their own strengths and weaknesses, and should be carefully selected in accordance with the content of each Stage.



### RAIKOH

Raikoh features a good balance between attacking, Spell use, and maneuverability, and is ideal for beginners. He can be played in most Stages.



### KINTOKI

Kintoki is good at jump attacks, has a strong life force, and can throw enemies. He is strong in battle, but movement and available Spells are limited.



### TSUNA

Tsuna can attack over a wide area and is fierce when outnumbered. He is ideal in Stages with a large number of demons. Spells are limited, so he is better suited to direct battles.



### SADAMITSU

Sadamitsu is weak when attacking, but can reach high combo hits. To compensate for poor defenses, her maneuverability is strong, so she can easily escape from violent demon attacks.



### SUETAKE

Suetake can attack over a very wide range and he can jump indefinitely. He is easy to catch off guard and his movement is fairly slow, but there are certain powerful Spells that only Suetake can use.



### SEIMEI

Seimei is capable of very powerful and unique Spells that no other character can use, and she can also throw demons causing them greater damage.

## REWARD

Each character can gain Reward affecting their abilities and increasing their Level, depending on Experience, Upgrades, and actions performed during Stages.

### Level-Up

When you defeat demons you can collect their life force as Experience. When this reaches a certain level you can attain a Level-Up. The Experience required to Level-Up is the same for each character, but the specific changes to their attributes vary.



### Actions

Depending on actions used during Stages, it is possible for the character's abilities to increase. The number of demons attacking, number of combo hits, frequency of Spell use, levels of destruction etc., all have a bearing.

The following actions and attributes tend to be connected.

<b>Strength</b>	Attacking and defeating large numbers of demons.
<b>Vitality</b>	Destroying much of the map, throwing demons to cause destruction.
<b>Intelligence</b>	Using Spells to destroy demons or objects.
<b>Resistance</b>	Receiving damage from demons, changing condition.
<b>Agility</b>	Using combo hit attacks on rapidly approaching demons.

### Upgrades

Within the Stages and at the Shop, you can find upgrades that will affect each character's abilities. When equipped, these items can increase character attributes.



Note: When acquired, abilities can also be decreased under some circumstances.



## SPELLS AND ATTRIBUTES

By carrying a Talisman, each character can use a variety of Spells. Talismans can be found in the Stages or can be purchased from the **Shop**.

Talismans carry one of four House Attributes related as shown in the diagram below. Spells against demons of the opposite House will increase its effectiveness, while Spells against demons of the same house will be less effective.

The generals Kintoki, Tsuna, Sadamitsu and Suetake each have an inherent House Attribute for protecting against demon Spells. Raikoh and Seimei do not belong to a House, so protection is dependant on the Talisman they carry.

### Inherent House Attributes

Kintoki . . . . . Suzaku  
Tsuna . . . . . Byakko  
Sadamitsu . . . . Genbu  
Suetake . . . . . Soryu



- House Attributes of Spells used for attack are dependant on the Talisman carried, regardless of the Attribute of the character.

## FOREST OF HAVOC

Select **Forest of Havoc** on the Netherworld Map to enter the Trial Mode. Each player character can revisit the Trial Stages as many times as they like. As each phase is completed, new Trial Stages become available.

### Ninety-Nine Arches

Destroy all of the arches before time runs out.

### Last Stand

Fight back the demon army and protect the holy tree.

### Flood of Demons

Attack wave after wave of demons, destroying as many as possible.

## BASIC KNOWLEDGE

### Gold and Experience

When you defeat demons, a part of them remains and can be collected by the player character. The life force is added as Experience, and the soul is added as Gold. Experience is necessary for each character to Level-Up, while Gold is used for purchases. As well as being picked up during the Stages, these can also be awarded as bonuses at the end.



### Releasing Spirits

In every Stage, there are spirits trapped within buildings and objects. These can be released by destroying the objects in the environment. When you release all the spirits confined in a Stage, the **Spirits** level becomes 100% and you may be awarded a bonus item.



### Restore Magic Power

When collecting a demon's life force (Experience) your Magic recovers slightly. Seimei and Kintoki can also draw Magic from demons by restraining them for a short time.

Magic reduces when using Spells or Dash, as well as with the passing of time.

### Costume

Depending on the results at the end of each Stage, the player character may become able to change costume. Press the **Y** button at **Character Select** to change.

### Deflecting Spells

When enemies attack you with Spells, it's possible to deflect them back at the Spell caster by pressing the **X** or **Y** button at the correct time. Not all Spells can be deflected in this way.

### Condition Change

With certain types of enemy attacks, the player character may experience a change in condition. The condition is temporary and will return to normal after a period of time. Find a recovery Item to end the condition immediately.

<b>Red Flames</b>	When the character is engulfed in red flames, Health reduces for a time. Recover quickly by dashing or entering water.
<b>Blue Flames</b>	When the character is engulfed in blue flames, Health reduces for a time. Blue flames cause greater damage than red, but you will recover quickly in water.
<b>Frozen</b>	The character becomes frozen in ice, and cannot move.
<b>MP Drops</b>	Magic drops at an accelerated rate.
<b>Silence</b>	Dash, Spells and Throws become unavailable.

### Absorbing Magic

Kintoki and Seimei can absorb Magic by restraining demons. Approach a demon and hold down the **Y** button without releasing to absorb Magic. There is a limit to the amount that can be absorbed at one time.

### Throwing Distance

After restraining a demon, they can be Thrown by pressing either the **B** button or the **Y** button. Which button you press and the angle of the camera determines the trajectory they are Thrown.



**Y** button  
Throws demons horizontally over a short distance.

**B** button  
Throws demons at an angle upwards over a longer distance.

### Jump

Each character has their own style of jumping.

<b>Raikoh/Tsuna</b>	Double jumps possible.
<b>Seimei/Sadamitsu</b>	After a double jump, a mid air action makes a second double jump possible.
<b>Suetake</b>	Unrestricted jumps possible.
<b>Kintoki</b>	Single jumps only.

### Lock-On

Locking-on to an enemy demon makes it easier for attacks and Spells to hit, and it also makes certain special actions possible. For example, if you launch a locked-on demon into the air, applying Dash will automatically home in on the demon making continued attacks easier. Staying locked-on all the time though is not advised, as this makes attacking larger enemies or escaping much harder. Use the left trigger to lock-on to enemies when needed, and the left trigger again to cancel.

### Auto Lock-On

By setting **Auto Lock-On** in **Options** to **ON**, the character will automatically lock-on to the nearest demon. Use the left trigger to cancel.

When **Auto Lock-On** is enabled, the lock-on mark shows two different displays. When displayed in **blue**, it shows that a dash attack will hit, while in **red** it shows the distance is too great.



**Lock-On Gauge: Red**  
Enemy out of direct attacking range.



**Lock-On Gauge: Blue**  
Enemy within range of a Dash Attack.

## BASIC KNOWLEDGE

### 2nd Play

The **2nd Play** option lets you replay the game from the beginning with the items and levels you acquired your first time through. The mode becomes available when the game has been completed.



To play, select **2nd Play** from the **Title Screen**. This option is only available on Xbox consoles where a completed game has been saved. The saved game will need to be converted which may take a short time.

When the game has been converted, **2nd Play** can be selected via **Load Game** at the **Title Screen**.

Otogi™2: Immortal Warriors cannot be played using an Otogi™: Myth of Demons save game.



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# NOTES

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