



DYNASTY WARRIORS 2



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.

See back page of this manual for Warranty and On-Line Support.

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This software uses Fonts that have been modified to fit the game design. The original Fonts were created by Fontworks International Limited. The Fontworks name and the font type names are either registered trademarks or trademarks of Fontworks International Limited.

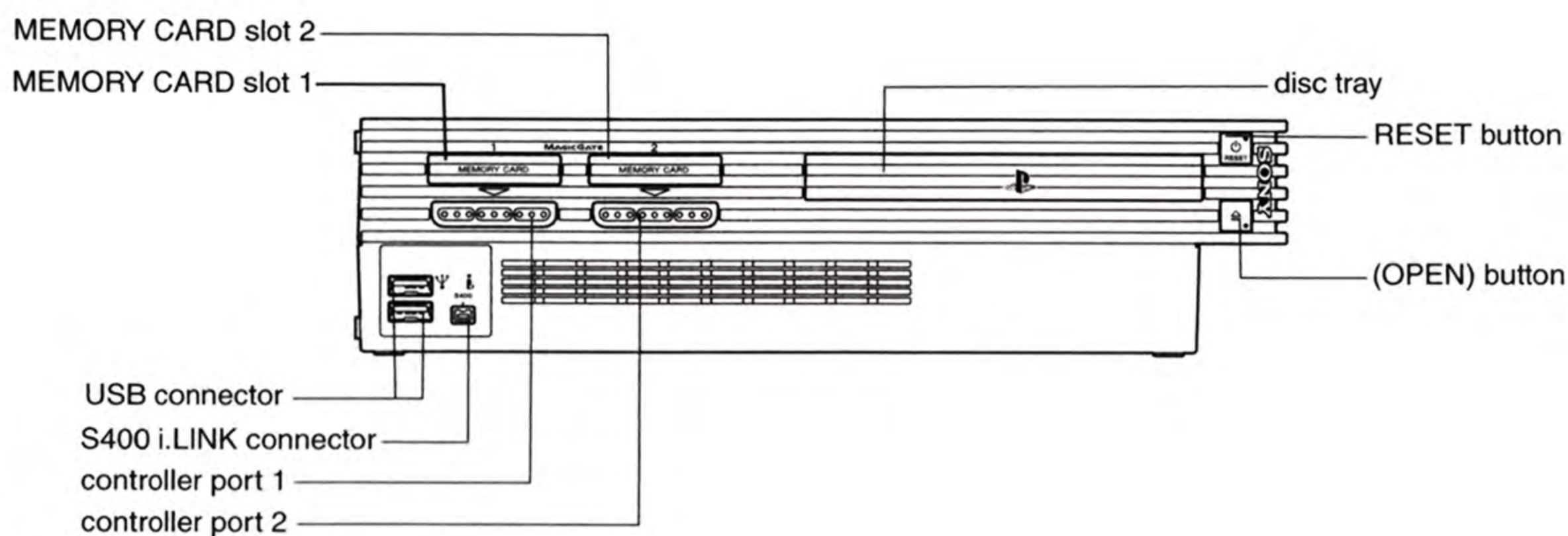


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GETTING STARTED



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 2** 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.

CONTROLLER

DUALSHOCK 2 CONTROLLER CONFIGURATIONS

Basic Controls

	Item Selection
	Enter
	Cancel

START button

Pause/Display Info

Press this button to pause the game. Display information by selecting menu items while the game is paused

L2 button Name/Life Display

Displays the names of troops, officers and their remaining life

L1 button Guard/Shift

Guard against frontal attacks. Hold the L1 button and use the directional buttons or left analog stick to move characters while keeping them facing forward

SELECT button

R2 button Toggle Maps

R1 button

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

left analog stick/ directional buttons

Movement

Use the left analog stick to move characters in analog mode

ANALOG mode switch

When the red light is on, the controller is in analog mode, and you can use the left analog stick to control character movement.

Toggle analog mode on and off by pressing the ANALOG mode switch

Turning Vibration On and Off

Set controller vibration ON and OFF using the [CONTROLLER] item in the [OPTIONS] menu. When vibration is set ON, the DUALSHOCK analog controller & DUALSHOCK 2 analog controller will vibrate

	button	Delivers a normal strength blow with weapon. Press repeatedly to execute a combination attack of up to 4 blows
Normal Attack		
	button	Delivers an attack with more powerful blows than the normal attack. Use with the normal attack to execute combination attacks
Charge Attack		
	button	Hold down to execute a Musou special attack. Can only be used when Musou Charge Bar is at maximum. Press to increase level of Musou Charge Bar when not at maximum
Musou Attack		
	button	If standing beside a horse, you mount the horse. If on a horse, you dismount. Otherwise, you jump
Jump, mount/dismount horse		

INTRODUCTION

Long ago, three fearless warriors battled for ultimate control over all of China.

These stalwart souls waged war across the vast expanse of the land and, like blood-thirsty demons, cut down any and all that stood in their way. They were both revered as mighty heroes and feared by millions...

THE STORY

It is 2nd century AD.

The Roman Empire, at its peak, has extended its reach throughout most of Europe and to Western Asia. In Japan, the Yayoi period is drawing to a close, and North America is a territory that will lay undiscovered for the next 1200 years or so.

And in China? It is only a matter of time before widespread corruption ends 400 years of rule by the Han Dynasty. The Yellow Turban Rebellion begins a chain of events that allows the despotic warlords He Jin and Dong Zhuo to take control of the dynasty. But their rule is short lived, as no one warlord is powerful enough to keep China united. China becomes a war-torn country riddled with small warlords vying against each other for land.

The first man to rise above the rest in this period of civil war is Cao Cao of the Wei kingdom. By riding the winds of change, he manages to gain control of over two-thirds of China. The next warlord to make a name for himself is Sun Qian of the Wu kingdom. To protect his southern territories, he creates the most powerful naval force China has ever seen. The final character to make his mark is Liu Bei of the Shu kingdom. He uses his exceptional personal skills to recruit the most fearless and feared warriors in all of China. The story of *Romance of the Three Kingdoms* is an epic saga that revolves around the battles, plots and lives of these three famous men.



TO THE BATTLEFIELD!

STARTING A GAME AND GAME OPTIONS

STARTING A GAME

GAME SET-UP

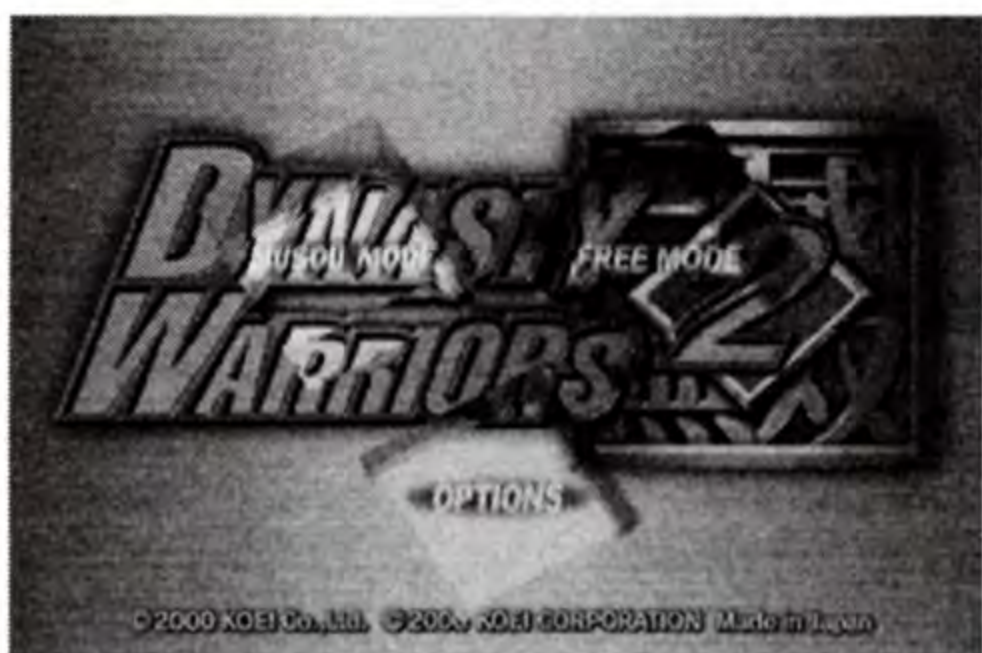


Set the "Dynasty Warriors 2" CD in the game console. Insert a memory card (for PlayStation®2) into MEMORY CARD slot 1.

When the power is turned on, the game opening begins. When the opening ends, or if the START button is pressed while the opening is playing, the title screen is displayed.

*The memory card (for PlayStation®2) is necessary if you want to save game data. You will need at least 288KB to save data for one game. Refer to your PlayStation 2 user's manual for details on using memory cards.

SELECT GAME MODE



Select a game mode from the menu on the title screen.

[MUSOU MODE]

Select one warrior from the Wei, Wu or Shu forces to battle through the various game stages.

NEW GAME: Start a new game.

CONTINUE: Continue a saved game.

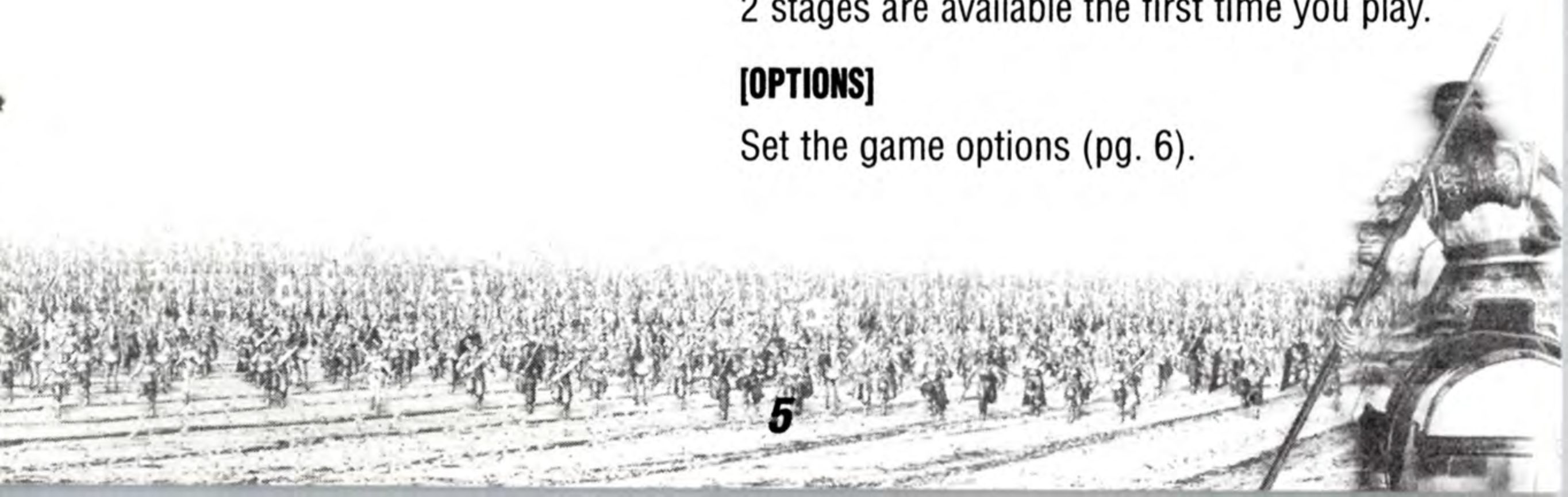
[FREE MODE]

Play in one of the stages previously completed in MUSOU MODE.

2 stages are available the first time you play.

[OPTIONS]

Set the game options (pg. 6).



OPTIONS

SET GAME OPTIONS AND CONFIGURE CONTROLLER BUTTONS.

GAME OPTIONS	General game options
DIFFICULTY	Set game difficulty (EASY/NORMAL/HARD)
DEFAULT	Return game options to default settings
CONTROLLER	Configure the controller
EDIT	Reassign buttons on the game controller
VIBRATION	Turn analog controller vibration on/off
BOW TYPE	Set the targeting method for aiming when using a bow (NORMAL/REVERSE)
DEFAULT	Return controller options to default settings
SOUND	Set background music and sound effects
SPEAKER	Set the speaker output (for audio dialog) (STEREO/MONO)
BGM VOLUME	Set the volume of background music (16 levels)
SE VOLUME	Set the volume of sound effects (16 levels)
DEFAULT	Return sound options to default settings
RECORDS	Display game records
POINT	Display officer ranking by points
K.O. COUNT	Display officer ranking by enemies defeated
CLEAR TIME	Display officer ranking by game clear time
Use left and right directional buttons to toggle between troops and stages	
MEMORY CARD (PS 2)	Save/Load games
SAVE	Save game options, records and other game data
LOAD	Load previously saved game data
SCREEN ADJUST	Adjust the screen position
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	
EXIT	Return to menu



STAY ON TOP OF THE BATTLE!

THE GAME SCREEN AND THE BASICS OF GAME PLAY

Enemy Life Meter

Displays the life of the enemy.
Meter decreases when character takes a hit.
When it reaches 0, the enemy is defeated.

Name of Unit

Morale of the unit (Maximum=8 stars)

The yellow bar decreases whenever a member of the unit is defeated. When the bar reaches 0, morale drops by 1 star. When bar is full, morale increases by 1 star.

Moral

Displays morale of both armies. It is affected by the outcome of each battle. The blue portion displays the morale of the player's army and increases when the battle fares well for the player.

Map

Displays a map of the overall battle conditions and the current location of the player. Press the R2 Button to toggle the map (zoom in and out). Yellow flashes show areas of fighting.

K.O. Count

The number of enemies a player has defeated.

Arrows (Maximum=99)

Displays the number of arrows a player currently has. Arrows appear in game stages as items.

Life Meter

Displays the life of the player character. It decreases when a player takes a hit. When it reaches 0, the game ends.

Musou Charge Bar

It increases when players defeat enemies or when you hold down the  button. When it reaches its maximum, players may use the MUSOU ATTACK (pg. 13). It decreases by the amount needed to execute the attack.

Name/Life

Displays troop or officer name and remaining life. Press the L2 Button to display this information.



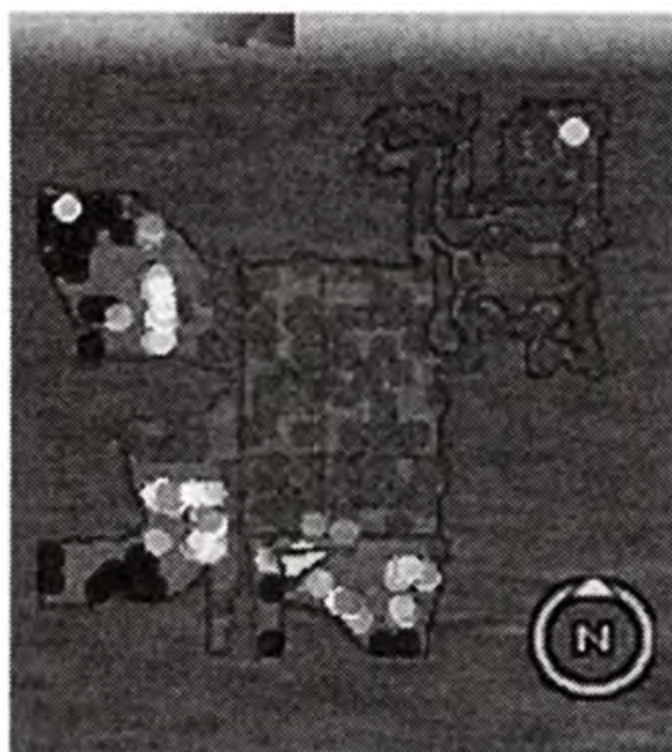
UNDERSTANDING THE GAME SCREEN

Information is displayed at the beginning of each stage or when the START button is pressed during game play. Select an item to view and press the **X** button to display. Select [FIGHT] to return to the game.

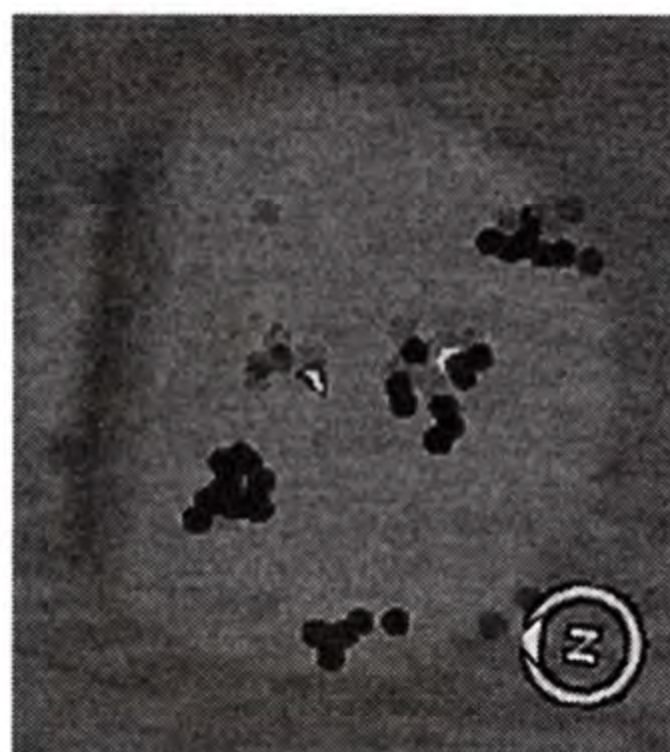


Displays information about the game stage

Complete Map



Zoom Map



- (white dot): Commander
- (red dot): Enemy
- (blue dot): Ally
- ▲ (green triangle): Player (arrow shows the direction the player is facing)



GAME RULES

<GOAL>

Players become an officer and fight their way through battles to lead their army to victory. The battle conditions will change constantly depending on how the player fights. Players will also get points based on events, the number of enemies defeated, and the time needed to clear the victory conditions for each stage.

<VICTORY CONDITIONS>

Players clear a stage only when they or their troops defeat the enemy commander. Players can verify VICTORY CONDITIONS with the INFORMATION DISPLAY.

<SAVING GAME>

There are two ways to save your game.

1. **SAVE:** save a game at the end of a stage.

When the player successfully completes a stage, the game will ask you whether you wish to save or not.

2. **STAGE SAVE:** save a game in the middle of the stage.

Several “black boxes” are hidden inside of wooden boxes, pots, etc. Once the item is taken, the player’s game is saved at that point. Just like other items, however, the “black boxes” will disappear over time once discovered.

- Musou Mode – stage saving will overwrite any previous Musou Mode data, Saved or Stage Saved.
- Free Mode – same as in Musou Mode, except that once Free Mode stage is cleared, the new character attributes are saved and the data is overwritten with the new information.
- You can save games for both the MUSOU and FREE Modes separately.
- If you save your game at the end of a stage, this saved data will overwrite any saved data from the middle of the same stage.

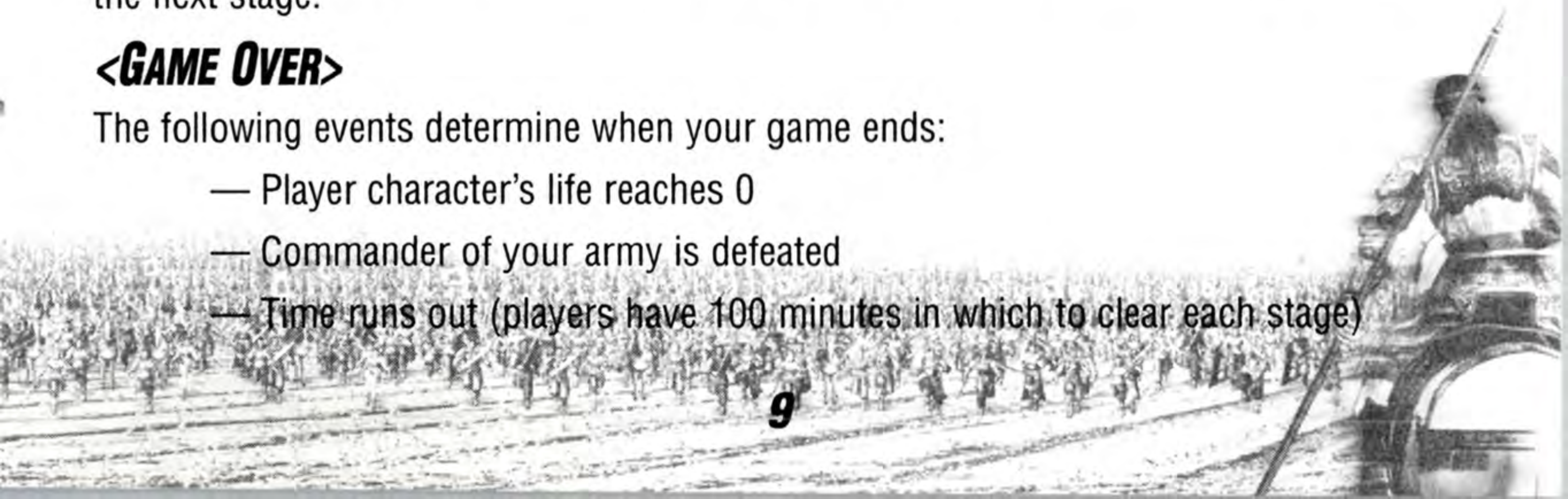
<PLAYING A SAVED GAME>

If you Stage Save your game, you can choose whether to start the game at that point (both Musou and Free Modes), or at the beginning of that stage (Musou Mode only). If you Saved your game at the end of the stage, the game will start at the beginning of the next stage.

<GAME OVER>

The following events determine when your game ends:

- Player character’s life reaches 0
- Commander of your army is defeated
- Time runs out (players have 100 minutes in which to clear each stage)



ON TO THE BATTLEFIELD!

MOVING AROUND THE BATTLEFIELD

MOVE

(Normal/Mounted)



The character moves in the direction the left analog stick or directional buttons are pressed.

When mounted on a horse, you can ride through enemies and send them flying. However, any enemies you take out while mounted do not count towards your K.O. Count. Furthermore, if you take a lot of hits while mounted, you may lose your balance and fall off.

MOUNT/DISMOUNT



To mount a horse, press the **X** button when next to it. Press the **X** button again to dismount.

JUMP



Press the **X** button to jump (when not beside a horse). To jump in a particular direction, press the **X** button while moving in the desired direction. The height of the jump depends on how long the button is held down.

GUARD



Hold down the L1 button to move the camera behind your character and guard against frontal attacks.

If you successfully guard against the attack, counterattack.

Press the  Button after a successful guard to attack.

SHIFT



Use the L1 button with the left analog stick or directional buttons to keep your character facing forward while moving in the direction desired.

When using SHIFT to move, the camera angle is set behind your character. The direction the character faces is also set. This is best used when you are trying to set an attack target or when you are surrounded by enemy troops.

TIPS ON MOVING

1. Check the Map

You should always check the complete map before moving anywhere. The area of fighting is displayed on the map. You will also see messages pertaining to the current battle situation, so use those as a guide as well. Decide on one of the following policies before moving:

- Join the fray by running into an area of fighting
- Head towards an ally (especially the commander) to give aid
- Fight your way towards the enemy commander



2. Get Items

Some items help characters heal more rapidly, while others may increase abilities. Items appear when you defeat an enemy or break a box or jar.

ATTACKS

NORMAL ATTACK



□ button — attack with a normal blow.

Press repeatedly to execute a combination attack of up to 4 blows; when on a horse, character will attack on both the left and right sides.

This attack is very quick, so use it when the enemy is close or when you are surrounded. Combine this attack with a jump to reach mounted enemies. Try this attack while moving to execute a dash attack.

CHARGE ATTACK



△ button — more powerful than the normal attack. Combine this with the normal attack to execute different types of combination attacks (not on horseback, however).

This attack is slower, but more powerful. You can use this attack to knock enemies off their horses.

NORMAL – CHARGE ATTACK COMBINATIONS

You can execute several different types of powerful combinations by mixing up the normal and charge attacks.

Button	Effect
△	Attack enemies within a broad area.
□ △	Knocks an enemy into the air. There is enough time to attack while in the air, so make sure to deliver a follow-up blow.
□ □ △	Paralyzes an enemy. Use another powerful combination to inflict maximum damage.
□ □ □ △	Sends an enemy flying backwards through the air. If the body touches other troops while still in the air, it will inflict damage to them too. This is especially useful when you are facing 15 to 1 odds.

MUSOU ATTACK



Attack using the character's special attack – **○** button. You can use this only when the Musou Charge Bar is at its maximum. Pressing the button when the Musou Charge Bar is not at its maximum helps charge the bar.

The bar decreases when the attack is performed. The longer you hold down the button, the longer the attack continues.

Not only will you damage nearby enemies, but normal enemy attacks will not effect you during this time. Use this attack when you're surrounded and the situation looks hopeless.



Increase your Musou Charge Bar...



Now you can use your MUSOU ATTACK!

BOW ATTACK

Press the R1 Button to raise your bow. Take aim with the left analog stick or directional buttons and fire arrows with any attack button.

- Button: Normal bow attack.
- △** Button: Enemy hit with this arrow is paralyzed.
- Button: Fire repeatedly until all arrows are fired or until the Musou Charge Bar reaches 0.



HINTS ON ATTACKING

<When Incapacitated>

When you take a strong hit and find yourself unable to move, press any of the keys and the directional buttons quickly and repeatedly to recover faster.



<When LOCKING BLADES occurs>

Repeatedly press the **□** or **△** button as quickly as you can. If you win, your enemy will be left wide open, so don't let the opportunity to attack slip away.



OFFICER INFORMATION

WEI KINGDOM

Wei is the large area of Northern China ruled by the legendary Cao Cao. Fueled by his ambition to unite all of China under his rule, Cao Cao refuses to settle on his own warriors and has built up an impressive army by gathering the best fighters in all of China. Of the three warring states, his is the closest to realizing the dream of unification.

XIAHOU DUN

The fierce one-eyed general. A relative of Cao Cao, he is always present at important battles acting as the right hand man, and is often employed as the first line of attack.

Weapon:	Broad Sword
LIFE:	★★★★☆
ATTACK:	★★★★★☆☆
DEFENSE:	★★★☆☆





DIAN WEI

A man of extraordinary muscular strength. His dauntless nature and imposing looks have caused others to call him the incarnation of evil itself.

Weapons: **Battle Axe (Bull head)**
 Armored Glove (Horse head)

LIFE: ★★★★★☆

ATTACK: ★★★★★★

DEFENSE: ★☆

XU ZHU

A giant man with Herculean strength. He is usually very quiet and calm, but once he starts fighting, nothing can stop him. This trait has earned him the nickname, Tiger Butcher.

Weapon: **Iron Mallet**

LIFE: ★★★★★★

ATTACK: ★★★★★★

DEFENSE: ★



WU KINGDOM

The rise to power of the Wu kingdom has spanned three generations. Founded by Sun Jian, hero of the South, the kingdom was further developed by his two sons. At their position in the basin of the Yangtze River, they have been using their most loyal officers and new talent to strengthen the sphere of their influence.

LU XU

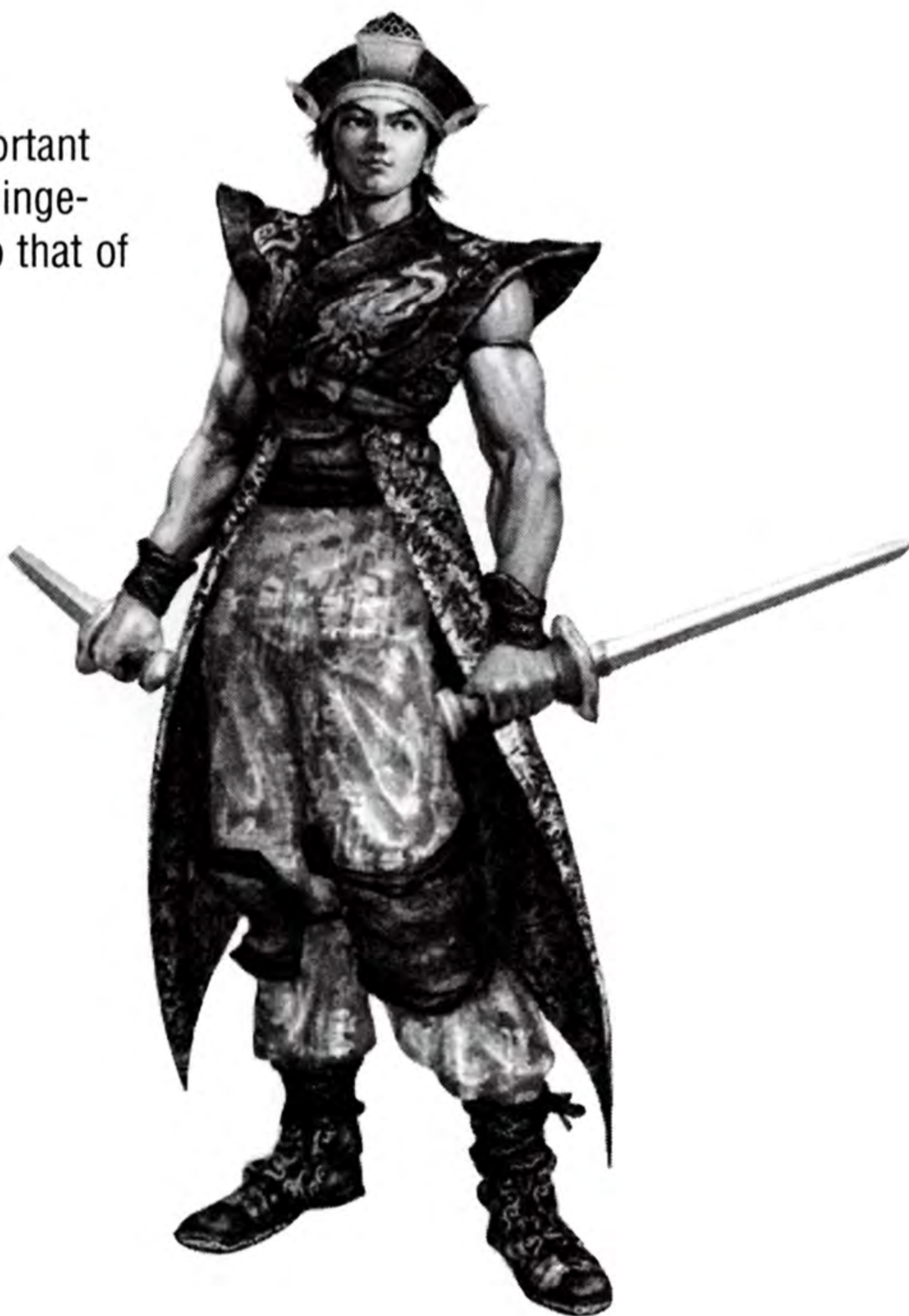
Although still young, he is an important member of the Wu army and very ingenious. His intelligence is likened to that of the great strategists of old.

Weapon: Double Swords

LIFE: ★

ATTACK: ★★☆☆

DEFENSE: ★★★★★



SUN SHANG XIANG

Drawn to the military arts, she has honed her skills since childhood. Her attacks resemble dance moves.

Weapon: Steel Rings
LIFE: ★
ATTACK: ★★★★★
DEFENSE: ★★★★★☆

**ZHOU YU**

A handsome man, he is also well versed in the literary and military arts and serves as commander of the Wu forces. Skilled in music and dance, he has earned the nickname, Pretty Boy.

Weapon: Long Sword
LIFE: ★★
ATTACK: ★★★
DEFENSE: ★★★★★★

SHU KINGDOM

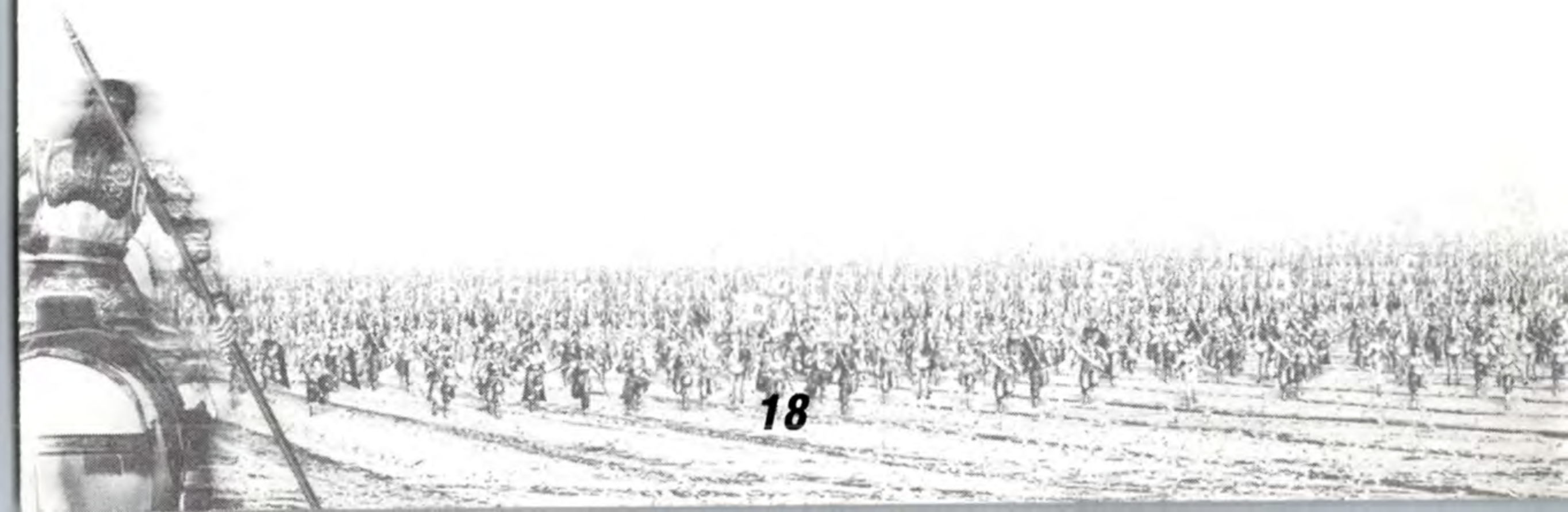
Liu Bei rules the kingdom of Shu. Many are attracted to this man of great virtue, so it is with his brothers-in-arms, Guan Yu and Zhang Fei, that Shu is founded. They gathered many great men, including the legendary strategist, Zhuge Liang. United in their dream to restore the Later Han Dynasty to power, this small kingdom pits itself against the much larger kingdoms of Wei and Wu.



ZHAO YUN

A brave officer who gallantly speeds into battle carrying his long spear. No one can rival his bravery, especially when he rides out alone into the midst of the enemy.

Weapons:	Long Spear
LIFE:	★★★
ATTACK:	★★★★☆
DEFENSE:	★★★



GUAN YU

This famous general was a true man of honor — a hero among heroes. His tall stature and flowing beard earned him the nickname, Beautiful Beard.

Weapons: Guan Do Sword

LIFE: ★★★★★

ATTACK: ★★★★★

DEFENSE: ★★



ZHANG FEI

This valiant warrior was an incredible fighter. It is said that he could make enemy troops cower with just a loud shout; his nickname — Everyone's Enemy.

Weapons: Snake Spear

LIFE: ★★★★★

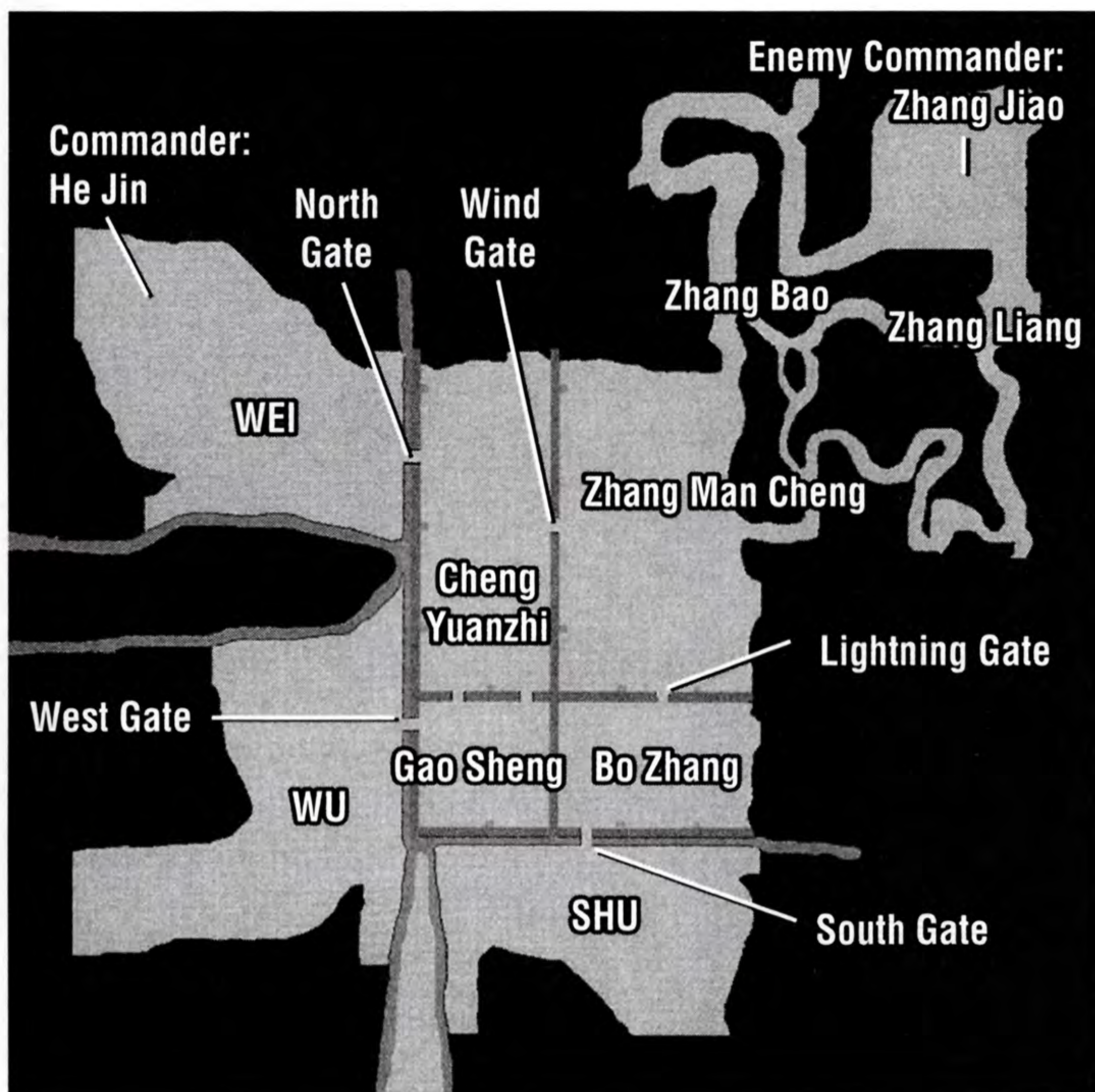
ATTACK: ★★★★★

DEFENSE: ★

STAGE INFORMATION

STAGE 1: YELLOW TURBAN REBELLION

With Zhang Jiao as their leader, a faction of the Chinese people dissatisfied with the decadent and corrupt Han Dynasty has raised the flag of rebellion. To signify the coming of a new age, the rebels wear yellow turbans...

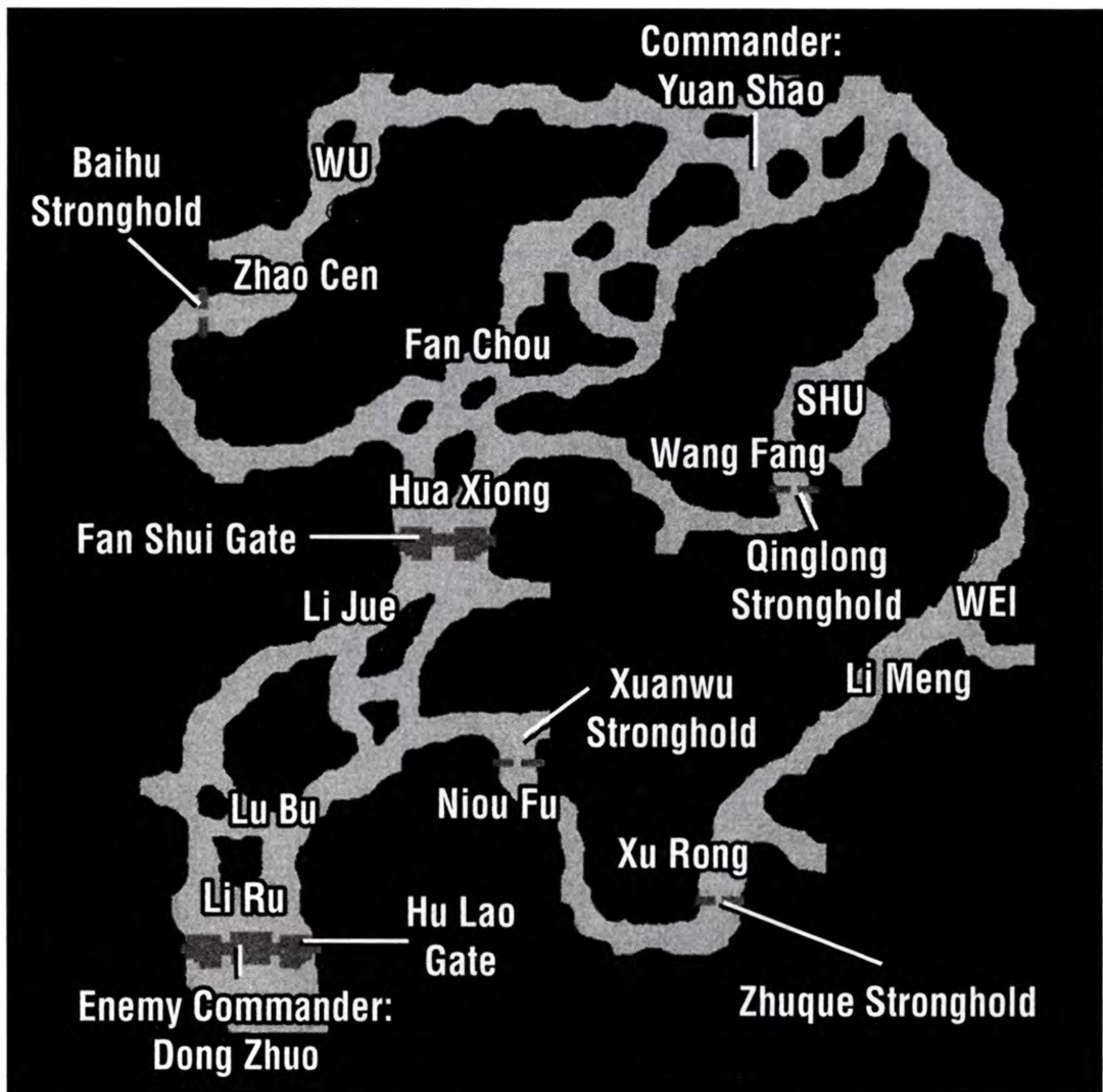


Strategic Pointers [1]

- You can break through gates after you have defeated the officer guarding it.
- Get as many items as you can. The sooner you start improving your officers the better.
- Use your arrows against the archers that fire down from atop the castle walls.

STAGE 2: THE BATTLE AT HU LAO GATE

Amidst the confusion, Dong Zhuo used his power to gain control of China and plunge the land into a brutal dictatorship. Determined to stop him, the Han loyalists gather an army to defeat him and choose Yuan Shao to lead them.



Strategic Pointers [2]

- As soon as you defeat the general defending the stronghold or castle wall, the peons under him will scatter in fear.
- If you advance too far too quickly, you'll soon find yourself surrounded by the enemy. Watch your allies and plan accordingly.
- Listen carefully to the battle reports. The information provides insight in determining your next move.

ITEMS LIST



Meat Bun
Life + 50



2 Meat Buns
Life + 100



3 Meat Buns
Life + 200



Special Meat Bun
Full Recovery



5 Arrows
Arrows + 5



10 Arrows
Arrows + 10



15 Arrows
Arrows + 15



Quiver
Arrows + 20



Bronze Sword
Attack + 1



Iron Sword
Attack + 2



Silver Sword
Attack + 4



Gold Sword
Attack + 8



Common Shield
Defense + 1



Noble Shield
Defense + 2



General's Shield
Defense + 4



Emperor's Shield
Defense + 8



Dim Sum
Life Max + 10



Chinese Wine
Musou Max



Healing Ointment
Life & Musou Max



Battle Axe
Attack x 2 (30sec.)



Battle Armor
Defense x 2
(30 sec.)



Emperor's Seal
Musou Max
(30 sec.)



???



???

Save Game



GAME STRATEGIES

INCREASING ABILITIES

As the character continues through the game, he has the opportunity to improve his abilities. By claiming the swords that appear after defeating certain enemy characters, the player's offensive ability increases. Likewise, collecting the shields that appear will cause an increase in his defensive capability. Thus, clearing each stage is not just a matter of defeating the boss character. It is also important to raise the character's abilities in preparation for the next stage. CAUTION: Changes in character attributes are saved after the stage is cleared. If you don't clear the stage, the character doesn't keep any of the bonuses he might have gained during that stage.

DEVELOPING BODYGUARDS

A character's bodyguards also develop as the game goes on. At the end of the stage, a bodyguard's abilities increase based on the number of points you earn during that stage; the increased amount is random, however. Still, the more points you earn, the better chance your bodyguards will have of making large leaps forward in ability. In the beginning, bodyguards might be killed rather easily, but as the game progresses they have the potential of being strong enough to defeat even the enemy's most famous generals.

DIFFICULTY LEVELS

The initial Game Difficulty is set at Normal. If you feel this is too difficult, we recommend you try the game at the Easy level until you get used to it. After you clear a certain set of conditions, hidden characters are made available for any difficulty level setting. Also, you can adjust the difficulty level at the Load menu; this allows you to change the level of difficulty of saved games as well.

CHARACTER DEVELOPMENT

There are two Modes — Musou Mode and Free Mode — and both allow you to develop your character. A character developed in the Free Mode can be used in the Musou Mode, and vice versa. In fact, if you reach a stage in the Musou Mode that you just can't seem to clear, you can always take your character to the Free Mode, raise his abilities, and then try again in the Musou Mode.

CLEARING THE STAGES: PART 1

The character's initial abilities are comparatively low. At this point, a one-man rush into a horde of enemy warriors is not something that we recommend. Until you reach a much more advanced level, we recommend you coordinate your attack with that of your allies. In addition, the scenario and game will end if your Commander is defeated — even if you survive. Being aware of battle conditions all over the field and acting accordingly is an absolute must. Use the information screen (accessed by the START button) wisely.

CLEARING THE STAGES: PART 2

Each force, both enemy and ally, has a Morale parameter. This parameter has a major influence on the outcome of battle when two units collide. In most cases, the enemy's Morale is going to be higher. If an allied force's morale is over two times less than the enemy's, then it would be advisable to ride to that force's rescue. Keep your eyes open during play. Knowing what to do to raise your ally's morale and lower the enemy's is a vital part of the game. Also, there are certain events you can trigger in certain stages that will lower the enemy's Morale and raise your own. These should be taken into account when making your plans.

RESTORING LIFE TO YOUR BODYGUARDS

The food that appears on the field restores a character's life points and vitality. At the same time, it restores that of his bodyguards. Therefore, even if your own life gauge is full, it is better to eat as much food as you can and strengthen the guards as well.

THE MIGHTY LU BU

Lu Bu, who appears during the taking of the Hu Lao Gate, was said to be the greatest of all warriors in the Three Kingdoms period. Likewise, he is exceptionally strong and difficult to defeat in the game. However, there may be no need to defeat him. One possible strategy would be to avoid fighting him and move on to clear the stage. You can always go back and fight him after your character has developed more, a lot more.

MULTIPLE HITS

In the upper left corner of the screen, multiple-hit combos are shown. Multiple hits have one important advantage: defeating an opponent with a multi-hit value of 8 or more changes the item that appears after he is defeated. For example, an opponent that would normally drop a +1 sword (a sword that adds 1 to your attack ability), will drop a +2 sword if defeated with a multi-hit combo of 8 or more. Also, enemies that would not normally drop an item can be forced to drop one if hit over 8 times. This can be useful if you find yourself down in life points as he may drop food for you.

BOWLING OVER THE ENEMY ON HORSEBACK

After knocking an enemy off his horse with a jumping attack, you are able to ride that horse. Riding around the battlefield and bowling over the enemy can be extremely exciting. However, in the early stages you will find that the horse is stopped rather frequently. The character can only bowl over enemies who are weaker than he. Therefore, if he runs into someone equal in strength or better, the horse will be brought up short. As you get stronger, you will find that you are able to knock over all but the strongest of enemies.

MUSOU ATTACK

The Musou attack is available only when the Musou gauge is full. However, you can elicit longer Musou attacks by keeping the button depressed. The attack will then continue until the Musou gauge runs out. This can be extremely useful when surrounded by large numbers of enemies or when fighting major opponents. Also, when your life gauge turns red, the Musou gauge fills at a faster rate than normal.

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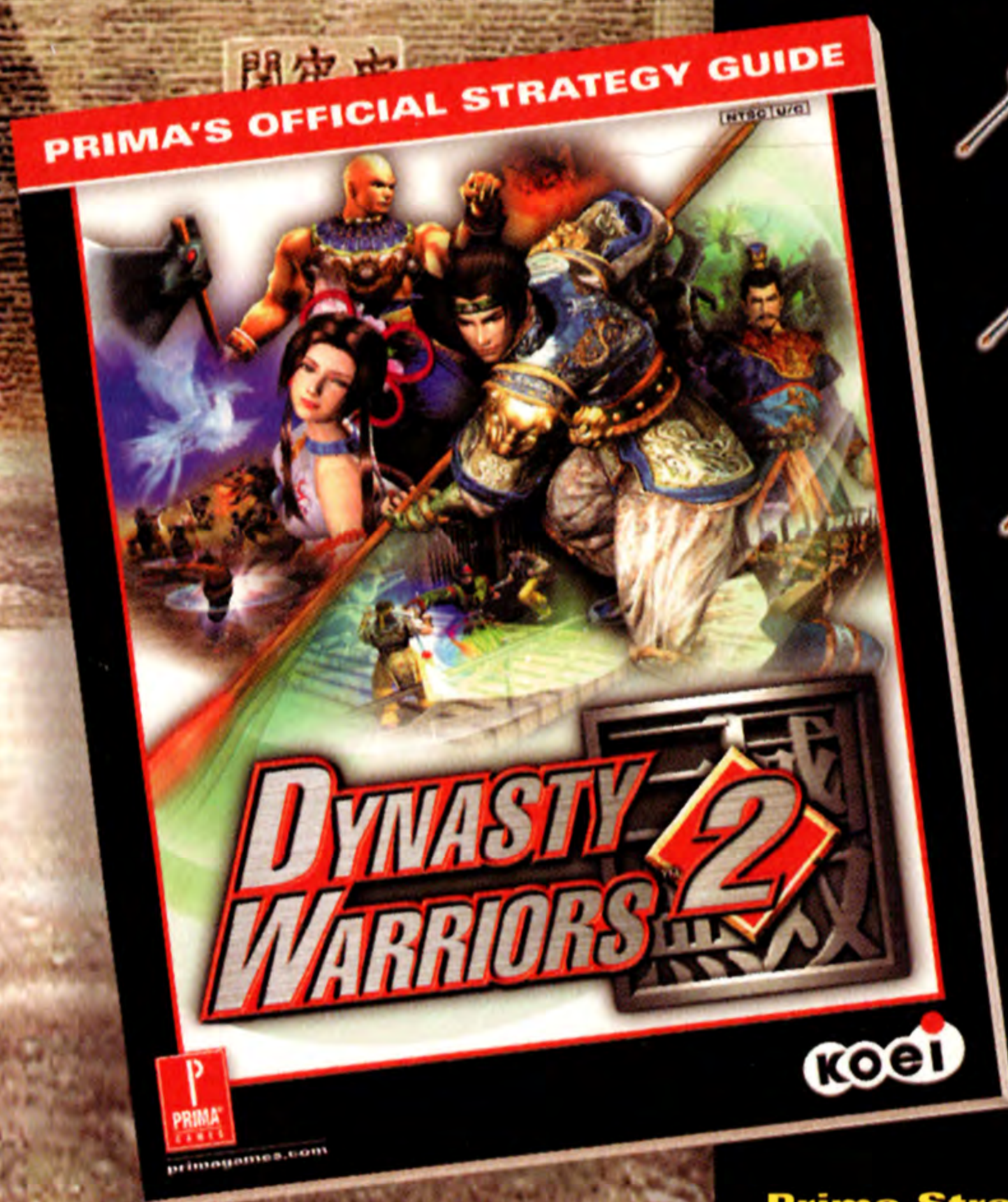
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