



Xtreme Legends™

DYNASTY WARRIORS 3™



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.

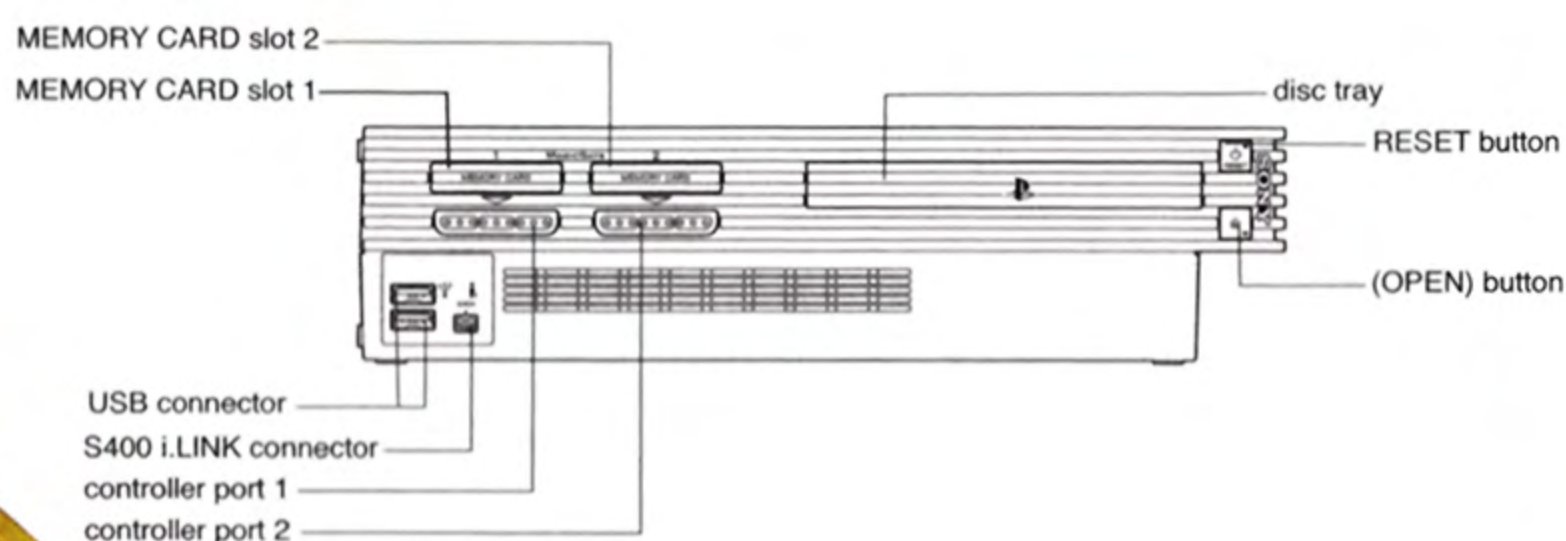


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DYNASTY WARRIORS 3 xtreme legends

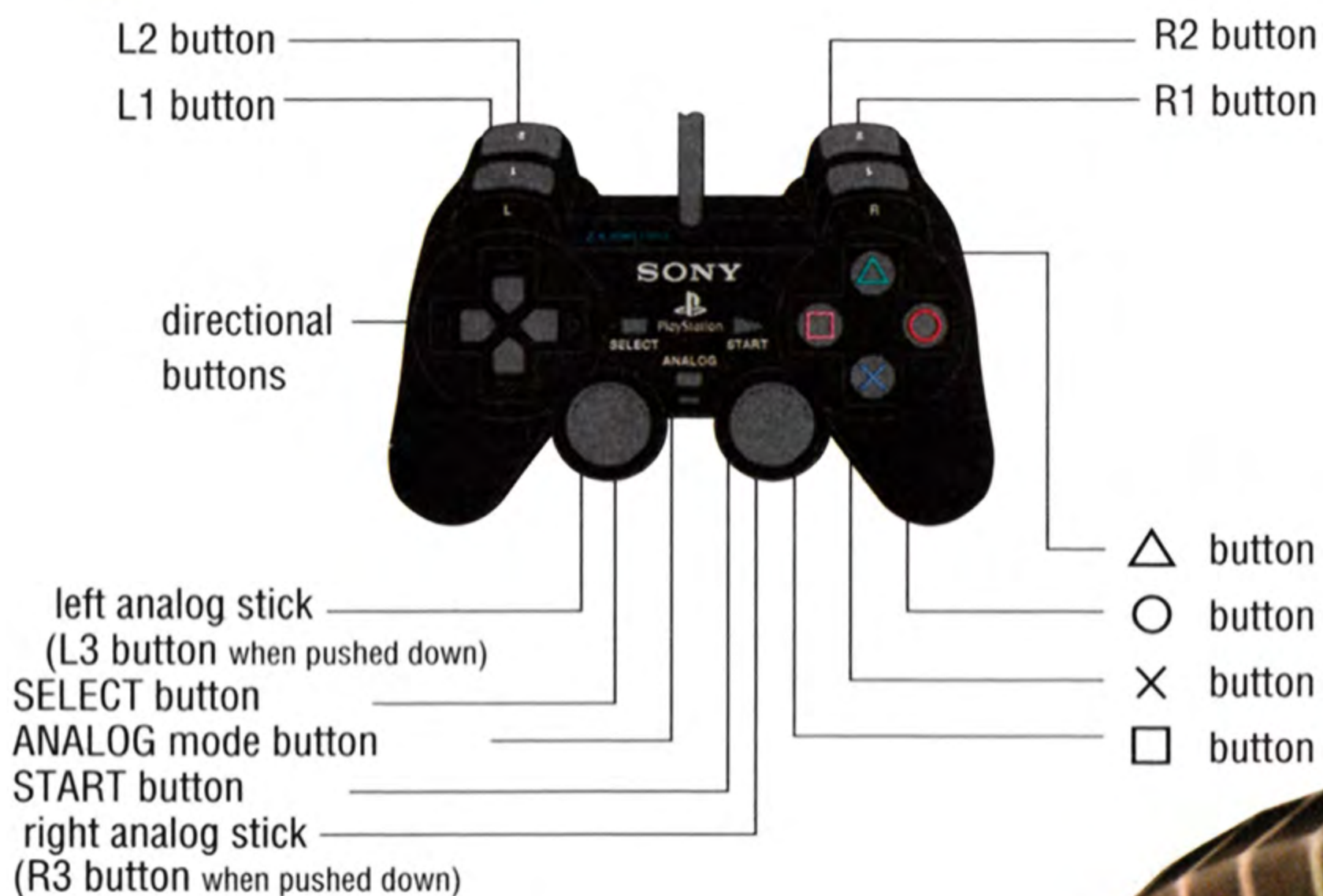
Getting Started



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 3 Xtreme Legends™* 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 ANALOG CONTROLLER CONFIGURATIONS



Wei, Wu, and Shu...

*An age of 3 Kingdoms carved out of one vast land.
Hidden within the epic history of this period are the stories of the
vanquished.*

*The mighty Hero, who could not see that his time had
come, and gone.*

*The noble General, whose bravery and valor earned him
a glorious death.*

*The lovely Enchantress, whose stunning beauty landed her
the leading role in a tragedy.*

*The passionate Visionary, whose dreams grabbed people's
hearts, and led them to ruin.*

*In later years, many came to see amongst these tales,
the seeds of their own dreams.*

Dynasty Warriors 3 Xtreme Legends.

*But for the whims of fate,
these stories, too, would have carved a place in history.*

Game Controls

Explanation of the basic controls for Dynasty Warriors 3 Xtreme Legends.

Basic Controls



Item Selection



Enter



Return/Cancel

L1
button

Guard/Shift

→39P

→32P

While this button is held down:

- The camera will give you a frontal view
- The character will guard against frontal attacks
- Moving the left analog stick will move the character while keeping the camera's current orientation

L2
button

Name/Life Display

→16P

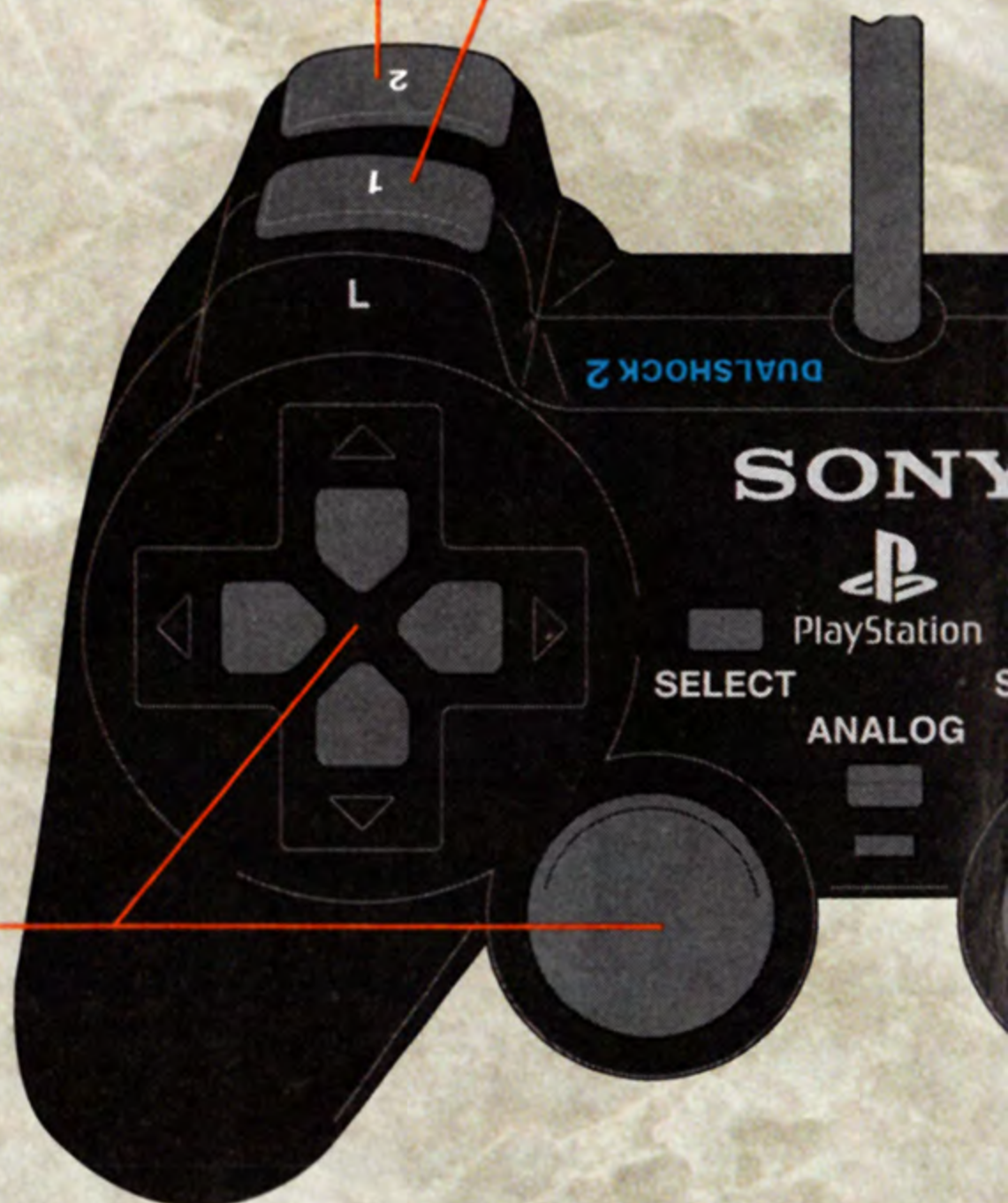
Displays the names of troops, officers and their remaining life.



Move

→32P

Moves the character in the indicated direction.



*Button controls are the same for SONY digital controller.

Vibration Function →11P

If Vibration in the Controller settings of the Options menu is set to on, DUALSHOCK®2 analog controller will vibrate.

*This is regardless of whether the Analog display is on or not.

Analog mode button

The display is always activated. (Analog Mode)

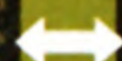
*This game automatically enters analog mode when the game starts up. This cannot be changed using the analog mode button of the controller.

**R2**

button

Toggle Maps**→17P**

Changes between the full and local maps.

**COMPLETE MAP****ZOOM MAP****R1**

button

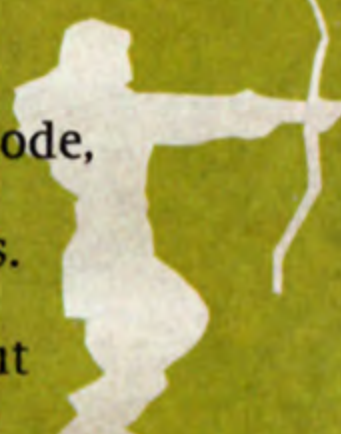
Prepare for a Bow Attack**→34P**

Hold down to enter Bow mode. In this mode, the left analog stick adjusts the sighting and the attack buttons release the arrows.

□ button: Normal bow attack

△ button: Increased power, can knock out the enemy.

⊙ button: A barrage of arrows, continued as long as the button is held. (Only available when the Musou Gauge is at Max)



□ button

Normal Attack**→34P**

Delivers a normal strength blow with the weapon. Press repeatedly to execute from a 4 to 6 blow combination attack.



△ button

Charge attack**→36P**

Gathers and focuses energy into a powerful attack. Executing one of these after a normal attack allows for a variety of combination attacks.



⊙ button

Musou attack**→38P**

Starts an attack using a special move. Possible only when the Musou gauge is full. The attack will continue as long as the button is held or until the gauge is empty. Holding down the button when the gauge is not full allows you to gather and focus energy to refill your Musou meter.



× button

Jump**→32P**

Beside a horse

On a horse

Mount**Dismount**

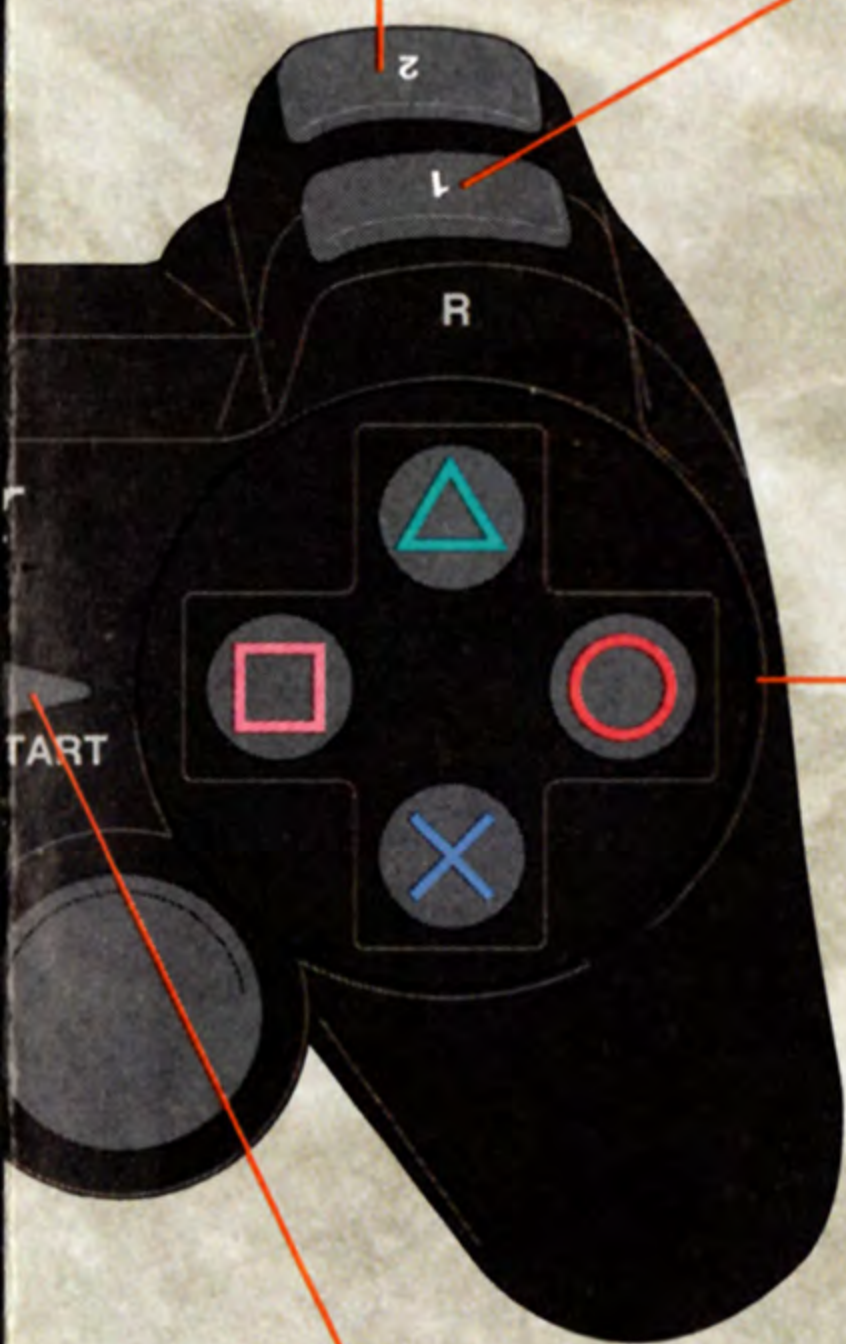
*The same for elephants
*Certain horses and elephants cannot be ridden by those of low rank.

**Pause/Display Information****→18P**START
button**Movie Skip**

Selecting a topic during pause will allow you to access various information

START + SELECT buttons

These allow you to return to the main menu from the various other modes.

→8P

Chaos Emerges

Beginning the Game



Setting the disk

Insert the Dynasty Warriors 3 Xtreme Legends Disk.

Insert a Memory Card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

The opening movie will begin automatically once the game has loaded. At the end of the opening or after you press the START button to skip the opening the title screen is displayed.

*A memory card is necessary to save game data. The game requires over 198 KB to save. For more detailed information on memory card usage, please refer to your PlayStation 2 user's manual.



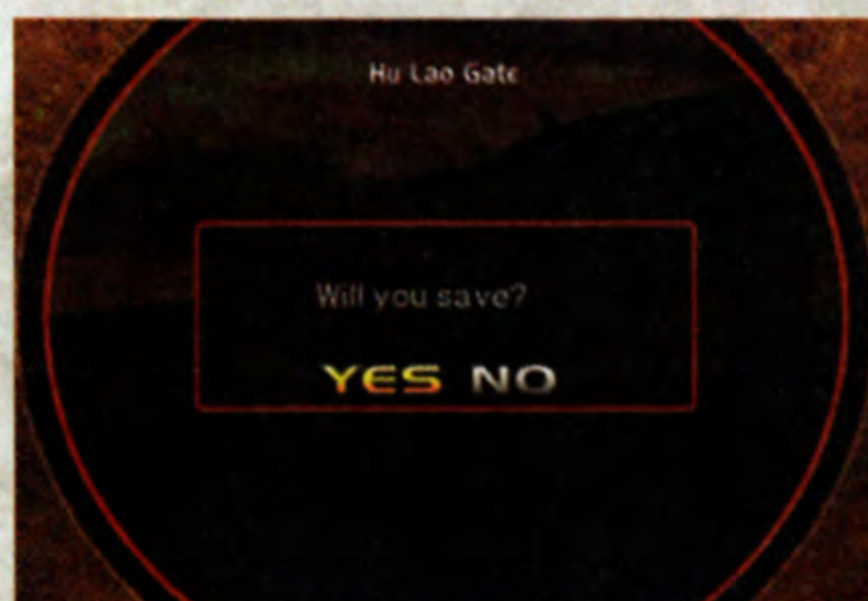
Select a Mode

Pressing the START button at the title screen will take you to the main menu. From this menu you select which mode you will play.

→ 8P

Save

Saves the data of a current game. By saving data, you are able to stop and rejoin the game from a previously saved point.



Saving Post Stage (Musou Mode/Free Mode)

After each stage is cleared a screen showing the game's results is displayed.

After this results screen, you are given a chance to save.

In Musou Mode

Select the slot to save to. You can have up to 3 saved games. → 21P

*The same for two players

*Selecting existing data will allow you to overwrite that data.



Quit and save game (Musou Mode/Free Mode)

Pressing the START button during game play will take you to the information screen. From this screen, select Quit. You can only have one in-battle saved data.

➔ 18P

* Previously saved in-battle data is overwritten.
* Saving a game after clearing a stage will also erase in-battle data.



Saving from the Options menu

Saves option settings and record values. Select Save/Load from the Options menu.

➔ 11P

Load

Continue a game using previously saved data.



In-battle saved data (Musou Mode/Free Mode)

CONTINUE will appear in the main menu if in-battle saved data exists. Simply select CONTINUE from the menu.

Stage clear saved data (Musou Mode)

Select MUSOU from the main menu. If saved data exists, you will be given a choice between NEW GAME and LOAD GAME. Select LOAD GAME, and choose from the displayed list the saved game that you would like to continue.

Modes



Select the desired mode from the main menu.

*To return to the menu after entering any of the modes, press the SELECT and START buttons simultaneously.



Musou Mode (Musou Mode) (2P Available)

➡ 14P

Select an officer and fight your way through the story.

In Dynasty Warriors 3 Xtreme Legends, you select from 7 main characters.

The story changes based on which officer you choose to play. A 2 player Mode is also available.



Free Mode (Free Mode) (2P Available) ➡ 15P

Select one stage to play.

A 2 player Mode is available.

*2 player Mode is unavailable if Musou bodyguard has been chosen in the bodyguard menu.



2 players in Musou Mode/Free Mode

In Musou Mode and Free Mode, 2 players (1P/2P) can cooperate in battle.

After selecting Musou Mode or Free Mode, 2P PUSH START will appear in the upper right corner of both the Character Selection screen and the Start Stage screen.

When showing, pressing the START button using the 2P controller will allow 2P to enter the game. Previously created bodyguards can be taken along as well. ➡ 22P

*Data saved after clearing a stage using 2 players can be restarted using 1 or 2 players (Only Musou Mode).



VS Mode

Challenge a friend to battle. (Time Limit: 90 minutes) There are 8 different stages to choose from. This is available after you load the original scenarios. ➡ **13P**

*In VS Mode, officer abilities are set and each officer is given a weapon capable of a 6 combination attack.



NEW

Challenge Mode ➡ **10P**

Strive for the best score in enemies defeated, stage clear time, and combination attacks.

Data Base ➡ **10P**

Review character, weapon, and item descriptions.

Options ➡ **11P**

Customize game and controller settings.



NEW

Original ➡ **13P**

Obtain the data necessary to play an original scenario from the Dynasty Warriors 3 disk.



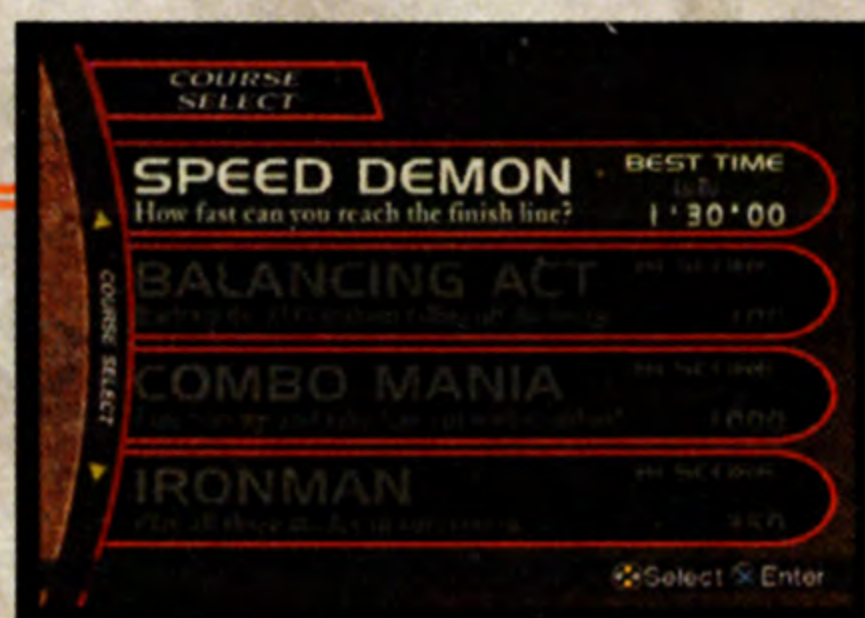
Continue

Continue a game from in-game saved data. This is displayed if you have selected Quit during Musou or Free Mode and saved the in-battle data.

Challenge Mode

(Musou/Free Mode)

There are 4 courses to choose from. Setting a new record in any of the courses will win you a valuable item. This mode can be attempted using officers you have built up in Musou/Free Mode. Using built-up officers can give you an advantage in these challenges.



*The weapon cannot be changed. The character will be given a weapon capable of a 6-combo attack. No items can be equipped.

*After obtaining the original scenario data, the two Challenge Modes from Dynasty Warriors 3 (Endurance, Time Attack) can also be played.

◆ SPEED DEMON

Contest how quickly you can reach a given goal. The game is over after 10 minutes or if your health drops to 0. Points are given for the course chosen.

◆ BALANCING ACT

Battle against hordes of enemies on a small bridge. Contest the number of enemies you can knock off the bridge. The challenge ends if your health reaches 0 or if you are knocked off the bridge yourself. The game also ends when time is up.

◆ COMBO MANIA

Within a set period of time, defeat your enemies using stunning combinations to win points. The better the combo attack (higher evaluation), the more points you get.

◆ IRON MAN

Undertake the Speed Demon, Balancing Act, and Combo Mania contests consecutively. Contest for the most overall points. Getting a game-over result in Speed Demon will cause you to advance to Balancing Act with 0 points.

PASSWORD DISPLAY

At the end of each challenge, selecting GET PASSWORD will give you a password created from your score. This will allow you to contest for rank with other players. For more information, visit the site listed below.

<http://www.koeigames.com>

*Please note that this site can be changed or discontinued at any time at Koei's discretion.

Data Base

◆ OFFICERS

Select from the list the name of an officer. For those officers the player can select, character art will be displayed along with the description.

◆ WEAPONS

Selecting a weapon from this list will display detailed information about that weapon.

◆ ITEMS

Selecting an item from this list will display detailed information about that weapon.

◆ BODYGUARD EQUIPMENT

Selecting a weapon or item from the list will display detailed information about that weapon/item.

Options

Selecting Default for any of the settings will return that setting to its initial value.

Settings	
Difficulty	Set game difficulty (Novice/Easy/ Normal /Hard/Very Hard) <i>NOTE: The Difficulty setting applies only to Musou and Free Modes.</i>
Events	Event Display On /Off
Vocals	Set the voice over language for movie and narration- (English /Japanese)
Controller	
Vibration	Turn analog controller vibration (On /Off)
Bow Control	Set the targeting method for aiming when using a bow (Normal/ Reverse) <i>Normal: Targeting moves in the direction the left analog stick is moved.</i> <i>Reverse: Up and down are reversed when this option is chosen.</i>
Setup	Customize the buttons of the game.
Sound	
Speaker	Set the type of sound (Stereo /Mono)
BGM Volume	Set the level of the background music (0- 15)
SE Volume	Set the level of the sound effects (0- 15)
Sound Test	Hear the background music played in the game
Screen Adjust	
Use the left analog stick to control the position of the screen. Pressing the START button will return it to its default position.	
NEW Character Reset	
Return a built-up officer to the game start default ability levels.	
Ranking	
Display high score lists for best point score or most enemies KO'd, etc.	
Save/Load	
Save	Save data, including settings values and/or high scores
Load	Load data from a saved game
Movie Gallery	
View previously unlocked game movies.	
Opening	
Edit the DW3 opening movie's character selection.	
NEW Create Bodyguard Unit ➡22P	
Edit your bodyguard unit.	

Opening

You can edit the movie that appears at the beginning of the game.



OPENING EDIT

Use the left analog stick (or directional buttons) to select a scene and press the **X** button. Next, use the left analog stick (or directional buttons) to select a character for that scene. Pressing the **START** button will play the edited Opening movie. Once you've confirmed your selection, press the **△** button to end.



VARIATION

By changing the variations, you can select what characters, troop types, situations, and other such items go into the opening movie. Select **Play Modified Opening** to view the opening scene as created.



REPEAT

Selecting **On** will cause the modified opening to loop repeatedly.

PLAY

This will play the opening movie created in the **Variations** section. Press the **△** button to cancel.

Movie Magic



Create your own unique Opening!
[Example]

- Add female warriors to scene 4 “Elephant Rampage.”
- Have a male character star in scene 5 “Enchantress.”
- Select two allies to battle in scene 13 “Clash.”

Obtaining Data from Dynasty Warriors 3

The Dynasty Warriors 3 disk is necessary to obtain this data. This data is lost if you press the MAIN POWER switch or RESET button. The data is also lost if you turn your PlayStation 2 console off.

*When exchanging disks, please do not insert a non-PlayStation 2 disk.

1. Select Original from the main menu.

Instructions will then be displayed on how to load the data.

2. Insert the Dynasty Warriors 3 disk.

The Dynasty Warriors 3 Xtreme Legends disk will automatically eject when you press the START button. Replace it with the Dynasty Warriors 3 disk.

3. Obtain the scenario data from Dynasty Warriors 3.

Please do not remove the disk while it is loading data.

4. Exchange disks.

After the "load data complete" message is displayed, the Dynasty Warriors 3 disk will automatically eject when you press the START button. Replace it with the Dynasty Warriors 3 Xtreme Legends disk.

Using the Data

Select either Musou Mode or Free Mode, then choose Original. This will allow you to play scenarios and stages from Dynasty Warriors 3.

You can select from any of the scenarios (stages) found in Dynasty Warriors 3's Free or Musou Modes. You are also able to select difficulty levels Novice and Very Hard. Finally, you are also able to play courses from Dynasty Warriors 3's Challenge Mode.

New items and weapons that were added to Dynasty Warriors 3 Xtreme Legends will also be found in the stages of Dynasty Warriors 3's Free and Musou Modes.

Bodyguards developed in Dynasty Warriors 3 Xtreme Legends can be taken with you into Dynasty Warriors 3's Free and Musou Modes.

You can play the VS Mode.



Know the Battle

Musou Mode (Musou/Free Mode)



Select an officer and find victory as you advance from stage to stage.

If you have saved data from a previously cleared stage, you will be given the following two choices.



New Game

Begin a new game.

NEW

● **XTREME**

Play one of the scenarios from this disk.

● **ORIGINAL**

Play one of the scenarios from the original PlayStation®2 Dynasty Warriors 3 game.

The Dynasty Warriors 3 disk is necessary for this option. ➡ **13P**



Load Game

Pick up from the point you left in a saved game. If using a Dynasty Warriors 3 scenario, the Dynasty Warriors 3 disk is required.

Very Hard Difficulty Level!



For those who believe they've mastered the Musou, we have prepared a Very Hard level. The enemies are powered up to give you a true battle. Enemy officers repeatedly break out their best moves to dazzle and defeat you. Also, only people who play the Very Hard level will find that exclusive 5th weapon. ➡ **28P**

Free Mode (Musou/Free Mode)



Select 1 stage to play. Additional stages and armies become available as you clear stages of the Musou Mode and fulfill certain conditions.

NEW ● XTREME

Play one of the scenarios from this disk.

● ORIGINAL

Play one of the scenarios from the original PlayStation 2 Dynasty Warriors 3 game.

The Dynasty Warriors 3 disk is necessary for this option. ➡ 13P



Famous officers as your bodyguards!

After choosing the stage, you select either Normal or Warrior Bodyguard. Selecting Normal Bodyguard will allow you to take a previously created unit with you into battle. ➡ 22P

Selecting Warrior Bodyguard will allow you to use one of the famous officers who appeared in the selection menu as your bodyguard. Now, with a Warrior Bodyguard, you can devastate the enemy with the powerful double-Musou attack in 1 player Mode! ➡ 38P

Raise your abilities using Free Mode!



Clearing a stage in either Musou or Free Mode will raise officer ability levels. Also, this built-up character can then be used in both Musou and Free Modes.

By playing and clearing a stage in Free Mode using an officer that has advanced a certain distance through Musou Mode, you can raise that officer's ability levels. This will make him more effective when you continue with him in Musou Mode again. Also, items obtained in Free Mode can be taken into Musou Mode as well.

If you come across a stage that you just can't clear in Musou Mode, take some time to raise your level in Free Mode. Then go back and try again!

Game Screen

ENEMY INFO

Enemy troop/ officer name, Army name and morale (★). The more ★ is displayed, the higher morale. Higher morale leads to more effective and powerful attacks. Defeating enemy troops or officers lowers the enemy's morale.

COMBO COUNT

The number of hits in your combo.



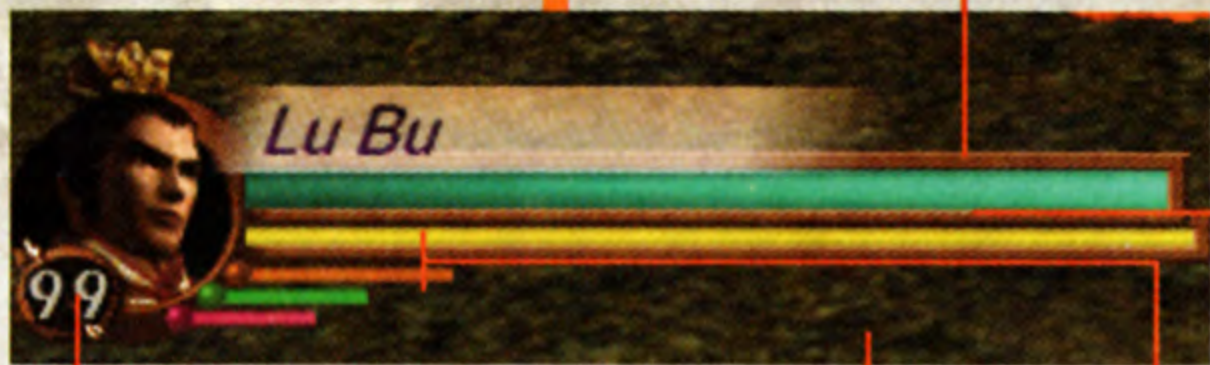
COMBO SCORE

Points received from an evaluation of your Combo. ➡ 40P



ENEMY HEALTH GAUGE

Enemy health. Decreases as you hit the enemy. The enemy is defeated when it reaches 0.



OF ARROWS (MAX 99)

The number of arrows the player currently has in inventory. (The initial value is 20.)

Arrows appear as items on the map.

REPORTS

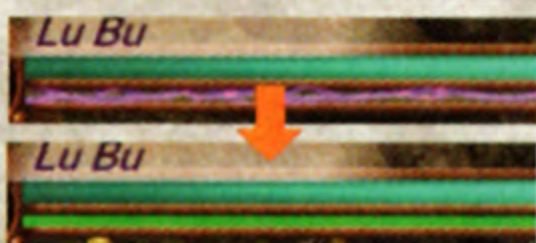
Messages appear in response to changes in the battle situation.

At the same time, the relevant area for each message is highlighted on the map.



LIGHTNING STRIKES THE GAUGE?

For every hundred enemy you defeat, the Musou gauge is struck by lightning and then glows a light green color. Pressing the Ⓢ button at this time will trigger a double Musou attack. ➡ 38P



Current Area

HEALTH GAUGE

Player's health. Decreases as you get hit by the enemy. The game ends if it reaches 0.

MUSOU GAUGE

When this is full, you can trigger a Musou attack.

➡ 38P

ABILITY GAUGE

Displays remaining time for abilities temporarily increased using items.

- Attack2X (30 sec)
- Defense2X (30 sec)
- Musou MAX(10 sec)

NAME/HEALTH



Troop and officer health. Displayed by pushing the L2 button.

MORALE

The morale of both sides (Blue allied forces, red enemy forces)

This changes as the morale of each individual unit changes. The more your color is shown, the better you are doing in the overall battle.

*This is not shown during the Challenge Mode.

REMAINING TIME



The remaining time appears when there is only 10 minutes left to go.

*This is always shown during Challenge Mode.

MAP

The battle situation and your character's current location.

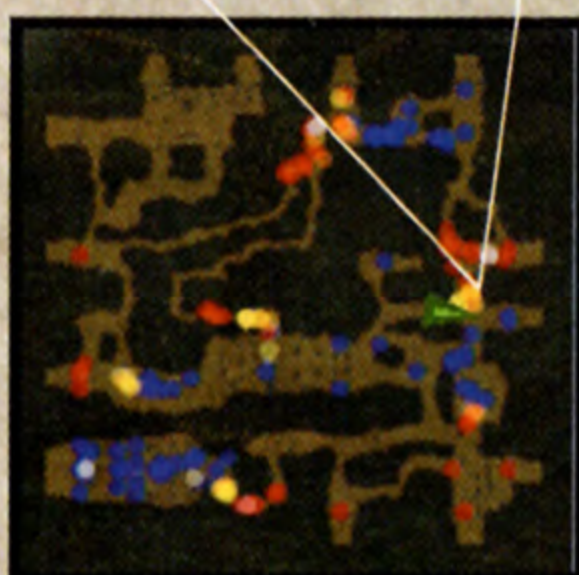
Use the **R2** button to change between the two map views.

K.O.COUNT

The number of enemies you personally defeated.



● Area where the battle is



Complete Map ← **R2** button → Zoom Map

- COMMANDER
- ENEMY
- ALLIES
- BODYGUARDS
- ▲ PLAYER (▲ oriented in the direction of movement)
- ★ LAST RIDDEN HORSE/ELEPHANT (Available when Beast Harness is equipped.) → **31P**

*On the zoom map, famous enemy officers glow.

Purpose of the Game

Become an officer and guide your side to victory.

You receive points for outstanding activities; defeating enemy officers and troops, finishing the stage quickly, etc.

Conditions of Victory

Defeat enemy troops and officers to advance through the stage. Enemies are KO'd when their health gauge reaches 0.

In general the stage is cleared when you fulfill one of the following conditions.

- Player character defeats the enemy Commander.
- The stage's objectives have all been completed.

Conditions for defeat

The game is over if one of the following conditions is fulfilled.

- Player's health drops to 0.
- Allied Commander is defeated.
- Time runs out.
- The stage's conditions for defeat are met.

Information Screen



Before the stage



Paused during the game



Conditions



Unit Info

You can access a wide variety of information at the start of the stage, or by pressing the START button to pause the game after a stage has begun.

EQUIPMENT (before the stage)

Prepare yourself and your equipment for battle.

→ 19P

PERSONAL INFO (paused during the game)

Various player information is shown.

Equipped weapon, items and current bodyguard information is displayed.

With the directional buttons, you can alter your instructions to your bodyguards. (Attack/Defense/Support/Shield)

CONDITIONS

Displays the conditions for victory and defeat for the stage.

UNIT INFO

Information concerning all units remaining in battle, both allied and enemy. Unit Commander, unit morale and strength, sub-officer names, current location are all shown. Use the left analog stick to change between sides (left/right) and between units (up/down).

INTRODUCTION (before the stage)

A description of the stage is given.

HISTORY (paused during the game)

This lists the Reports that have been made to that point. The message and battle, time and place of event is given.

Using the left stick (up/down) allows you to view up to the last 16 messages that have been displayed.

QUIT (paused during the game)

Quit game play and save in-battle game data.

→ 7P

When playing 2 players, both must select Quit in order to quit the game.

START/RESUME

Begin or rejoin the battle.

2P QUIT (When starting with 2 player mode)

End 2 player Mode (available only to 2P).

Equipment

After choosing Equipment from the Information Screen, the following topics appear with the officer information.



SELECT WEAPON

You are able to choose one weapon. Each character has up to 5 different variations to choose from. ➔28P

- CURRENT WEAPON
- AVAILABLE WEAPONS

*Aligning the cursor with the weapon displays the weapon stats and enhancements.



SELECT ITEM

You are able to choose which items to equip. Each character can equip up to 5 different items. ➔30P

- CURRENT ITEMS
- AVAILABLE ITEMS

Blue: An item that would raise an officer's abilities.

Red: An item that has a special effect or ability.



CREATE BODYGUARD UNIT ➔24P

The Orders can be altered during the stage when you pause the game and choose PERSONAL on the Information Screen. ➔18P

- UNIT - Choose which bodyguard unit to take into battle.
- NUMBER - Choose how many to take.
- TYPE (Sword/Spear/Pike/Bow/Crossbow)
- ORDERS (Attack/Defense/Support/Shield)
- GROWTH TYPE (Balanced/Life&Musou/Attack/Defense/Custom)
- UNIFORM (Normal/Blue/Red/Green/Purple)
- CHANGE EQUIPMENT - Alter the bodyguards' weapons and items.

Battle Results

After the fighting is through, an evaluation of the battle is displayed on screen.



REPLAY

Retrace your movements and those of each unit officer during battle on the map.

*If you lost the battle, the game will end immediately following the replay.



CHECKING ITEMS AND WEAPONS

Displays any items and weapons picked up during battle. ➡28-31P

● WEAPON/BODYGUARD WEAPON

If multiple weapons of the same type were picked up, you select which one to keep.

*After selection, the button allows you to rechoose if necessary.

● ITEM/BODYGUARD/ITEM

If multiple items of the same type were picked up, the one with the highest effect is automatically kept.



POINTS

Displays the number of points received during battle.

● POINTS

The point score is based on KO's, officers defeated, Clear time, Bonus (such as bodyguards remaining, Gates closed), and combination points.

Class, abilities, and bodyguard information are also displayed. Class increases depending on the overall number of points. Likewise, a bodyguard's class increases depending on the number of points he has. ➡25P

● CLASS Level (1-16)/ Class name





Hu Lao Gate
Total Points Ranking

1	Lu Bu	7634	6	Zhu Rong	5200
2	Lu Bu	6000	7	Diao Chan	5000
3	Dong Zhuo	5800	8	Liu Bei	4800
4	Yuan Shao	5600	9	Cao Cao	4600
5	Meng Huo	5400	10	Guan Yu	4400

Next

RANKING

Following the Points screen, pressing the  button will display the best 10 scores for that stage.

- POINT RANKING
- KO RANKING
- CLEAR TIME RANKING

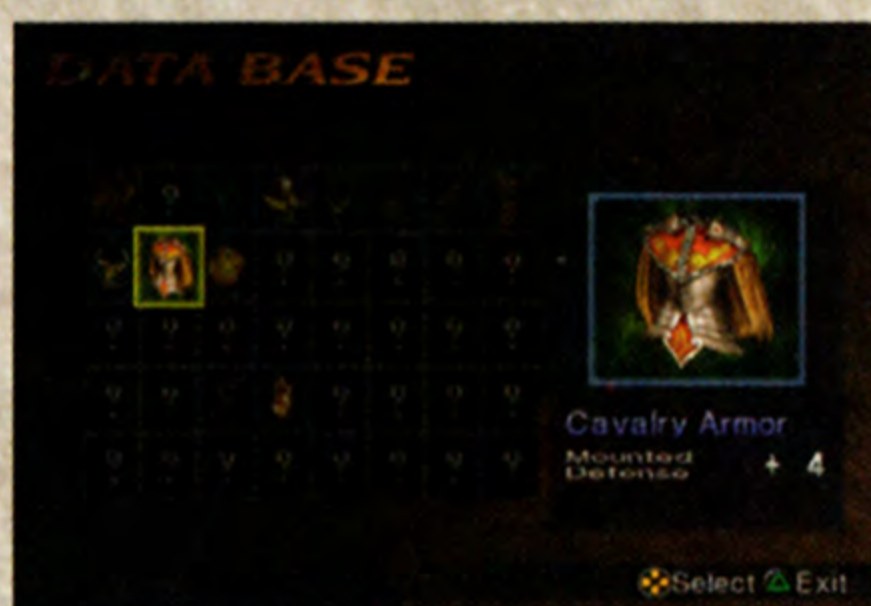


END (SAVE)

After the Points screen, press the  button. This will allow you to confirm whether you wish to save the results or not.

→ 6P

Weapons/Items



Weapons and items found during a stage are added to inventory after the stage or mode is cleared. These items and weapons can then be used in both Musou and Free Modes by any officer. (Note that certain weapons can only be used by certain officers.)

The Reliable Few

NEW

Creating Bodyguards

You can create your own customized bodyguards from the Create bodyguard topic of the Options menu. You can save up to 4 customized units per memory card.

[Bodyguard Screen]

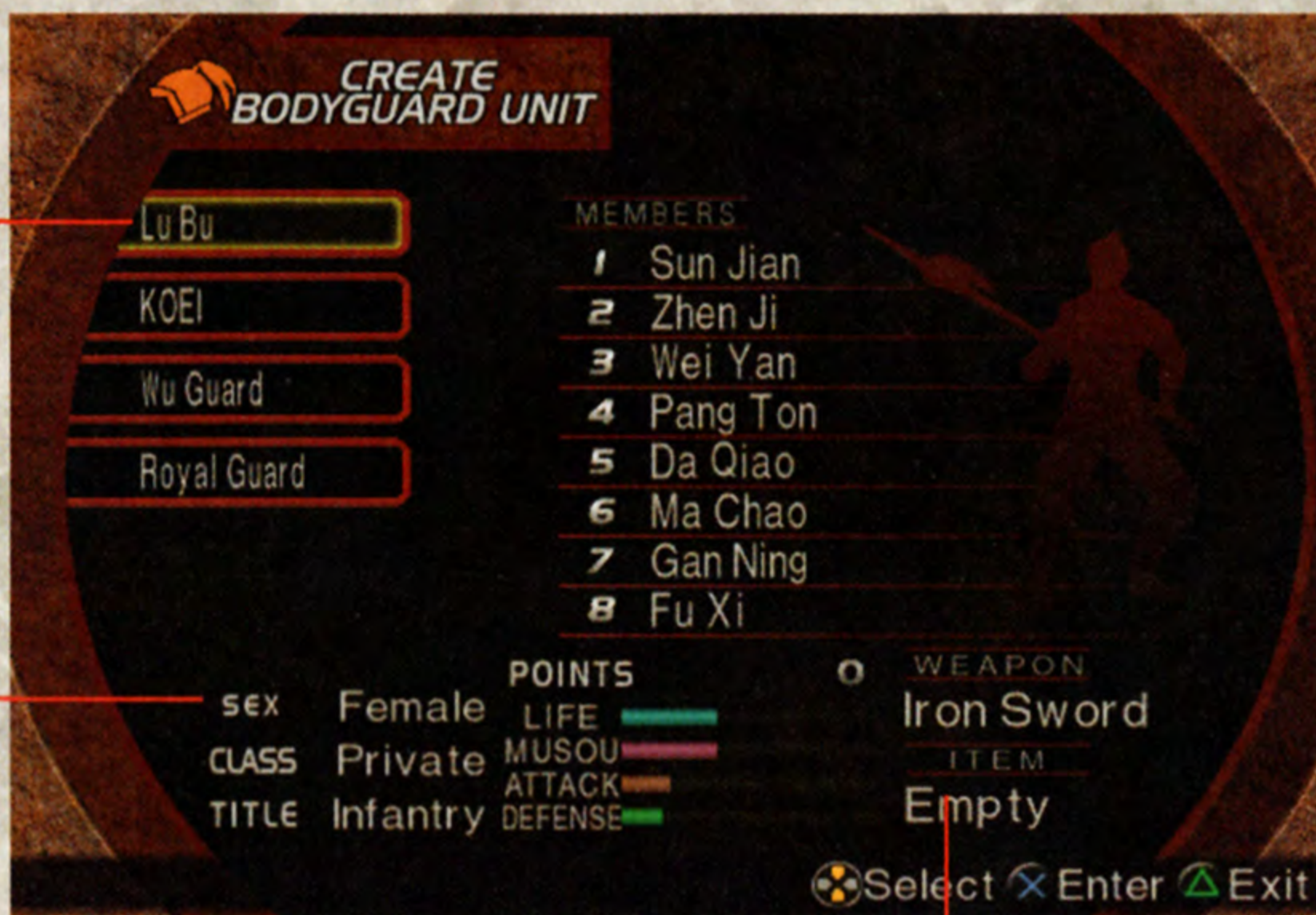
*Press the  button to return to the Options menu.

UNIT LIST

A list of the bodyguard units is displayed.

DETAILS ON THE SELECTED UNIT

Detailed information concerning the unit selected in the unit list is shown.



UNIT WEAPONS/ITEMS



If a customized unit has not been created yet, you select from among sample names. These units are: Shu unit, Wei unit, Wu unit, and Royal Guard.

Flow of Bodyguard Unit Creation



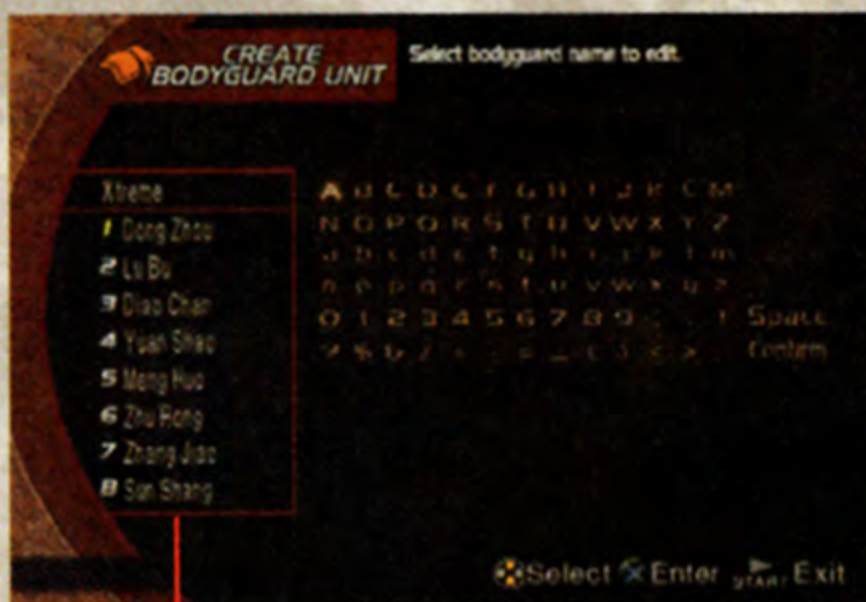
Input Screen

1. DECIDE THE GENDER OF THE BODYGUARD

Select between male and female. Upon clearing certain conditions, available selections will increase.

2. ENTER THE NAME OF YOUR UNIT

Determine your unit's name. The name of the unit may be up to 12 characters. Press the START button or select Confirm when you are done to register the name.



Bodyguard List

3. NAME THE UNIT'S 8 MEMBERS

Give names to each of the unit's members. Each name can have a maximum of 12 characters. The first name you enter becomes the leader of the unit. After entering the names of all 8 members, you can revise any of the names by selecting it from the list.

4. SAVE THE NEWLY CREATED UNIT

Save the unit to a memory card. Saved units can participate in the Free and Musou Modes.

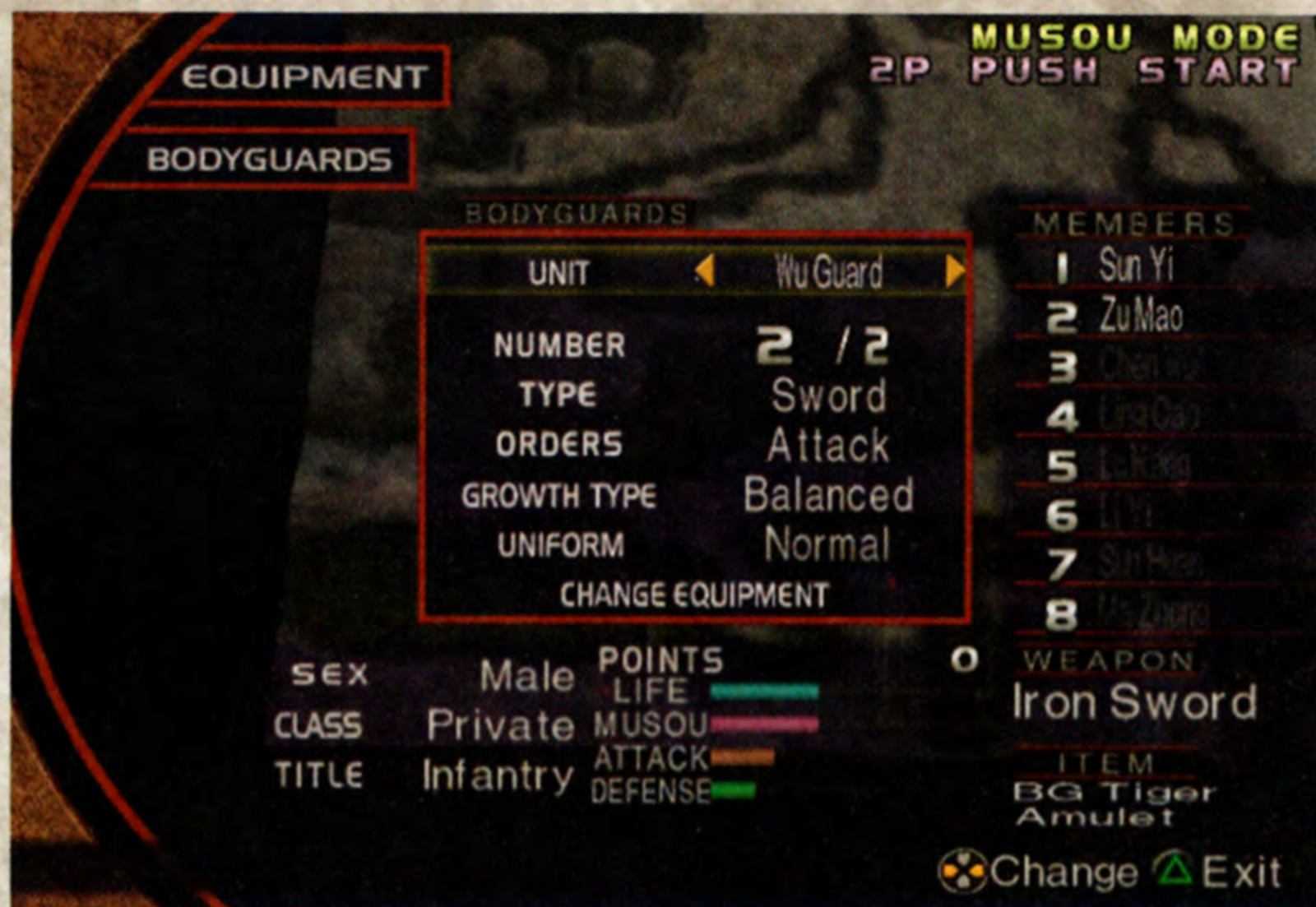
*Gender, unit name and member names cannot be changed after the save.

Basics for Bodyguards

1. Bodyguard health is restored by every meat bun eaten. (If you eat a meat bun+50, each bodyguard's health goes up 50. If there are 8 bodyguards, each gains 50 health.)
2. Bodyguards that are KO'd in one stage return in the next.
3. Bodyguards that are KO'd do not receive points.

NEW

Editing Bodyguards



Bodyguard troops can be modified at the Pre Battle preparation screen in Free and Musou Modes. Select a category you want to modify and press the **⊗** button. You can go through your selections using the left/right directional buttons.

➡ 19P

[Bodyguard Screen]

● UNIT

Lead a Bodyguard unit into battle. Selecting a unit will display the unit information. There the various members can be selected.

➡ 22P

● NUMBER

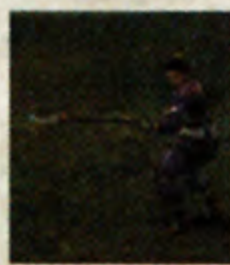
Determine the number of bodyguards to lead into battle. The more points a unit has, the more guards that are available for battle, with a maximum of 8. Changing the value to 0 indicates that you do not want any troops accompanying you into battle.

● TYPE

Decide the troop type.



SWORD
Attacks with a sword



SPEAR/PIKE
Attacks using a spear or pike. These weapons have longer attack ranges than swords.



BOW
Attacks using a bow.



CROSSBOW
Attacks with the more powerful crossbow. Defensive ability is low.

● ORDERS

Decide the policy the guards should adopt while in battle.

Attack Uses normal and charge attacks to ram through the enemy.

Defense Fights using normal attacks. Does not use charge attacks.

Support Does not use normal attacks. Using Charge 1 (broad attack) they head first for all bow troops.

Shield Concentrates solely on defense.

● GROWTH TYPE

Decides how the growth points given each bodyguard at the end of a stage should be apportioned. If a given attribute is at max, the points will automatically be used somewhere else.

- BalancedSplit evenly between all four different attributes (Class/Health&Musou/Attack/Defense)
- Life/MusouUse all points to increase Health and Musou
- AttackUse all points to increase attack ability
- DefenseUse all points to increase defense ability
- CustomAfter the stage is cleared, manually apply points to abilities you select.

● UNIFORM

Change the color of the bodyguards' uniforms. Select from 5 different colors. Fulfilling certain conditions increases this selection.

● CHANGE EQUIPMENT

Choosing Equipment and pressing the ⊗ button will allow you to move to the Equip Screen. Each unit can only use one weapon and one item each. The effects from that weapon and item extend to all guards. You can only select from weapons that are appropriate to the unit's type.



List of Weapons in inventory

Effect of Weapon/Item

Bodyguard Data

Bodyguard Growth

Bodyguards grow according to how the growth points are distributed. A growth point is earned at given levels of Points (1000, 2000, 3000, 4000, 5000, 6000, ...). Bodyguards earn more points if they are alive at the end of a stage and if the player has earned lots of Points.

● GROWTH

DISTRIBUTION

- ClassAffects appearance, health, offensive/defensive ability with the bow
- Health&Musou ..Maximum health and Musou Gauge increase.
- AttackBodyguard's attack ability, jump ability, etc. increase.
- DefenseBodyguard's defensive ability, movement, etc. increase.

AUTOMATIC

- TitleIs given to a bodyguard when his Points increase to certain levels.
- NumberIncreases as a bodyguard's Points increase to certain levels.

Items

You are able to gain items at various places during game play. These items have various effects: raise abilities, restore gauges, increase weapons and items in inventory, etc.

Items have different categories. Some items, like arrows and meat buns, take effect during the stage that they are found and affect only that stage. Others, like swords or shields, continue their effects even after the current stage is cleared. Still others, like equippable weapons and items, have no affect on the current stage and only take effect if equipped at the start of a stage. ➡28-31P

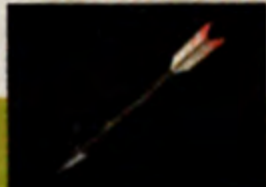
Equippable weapons and items are displayed after clearing the stage and can be checked then. ➡20P

Also, these items can be reviewed from the Data Base of the main menu by viewing the list of weapons and items in inventory. ➡10P

Meat Bun: Restores life

	Meat Bun	Life +50
	2 Meat Buns	Life +100
	3 Meat Buns	Life +200
	Special Meat Bun	Full Recovery

Arrow: Increases the number of arrows (Current stage only)

	5 Arrows	Arrows + 5
	10 Arrows	Arrows + 10
	15 Arrows	Arrows + 15
	Quiver	Arrows + 20

Sword: Increases attack ability (Permanent effect)

	Bronze Sword	Attack + 1
	Iron Sword	Attack + 2
	Silver Sword	Attack + 4
	Gold Sword	Attack + 8

Getting Items

- ◆ Destroy boxes and vases! There might be an item hidden there.



- ◆ Defeat enemy officers! Officers and gate commanders usually have good stuff.
- ◆ Take it before it vanishes! Items disappear after a set time. A sound announces when something appears so listen carefully.



Shield: Increases defensive ability (Permanent effect)



Common Shield Defense + 1



Noble Shield Defense + 2



General's Shield Defense + 4



Emperor's Shield Defense + 8



Other: Items with various effects



Dim Sum Life Gauge MAX + 10



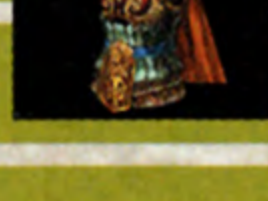
Musou Wine Musou Gauge MAX + 10

Chinese Wine Replenishes Musou Gauge



Healing Ointment Replenishes Life and Musou Gauges

Battle Axe Attack x 20 (30 sec.)



Battle Armor Defense x 2 (30 sec.)

Imperial Seal Musou Gauge MAX (10 sec)



Weapon Chest Equippable Weapon

→ 28P

Item Bag Equippable item

→ 30P

Equippable Weapons



Name
Ability
Effect

By equipping powerful weapons, an officer's abilities are augmented. Some weapons can only be equipped by a specific officer.

NEW Officers can equip any of 5 different weapons!

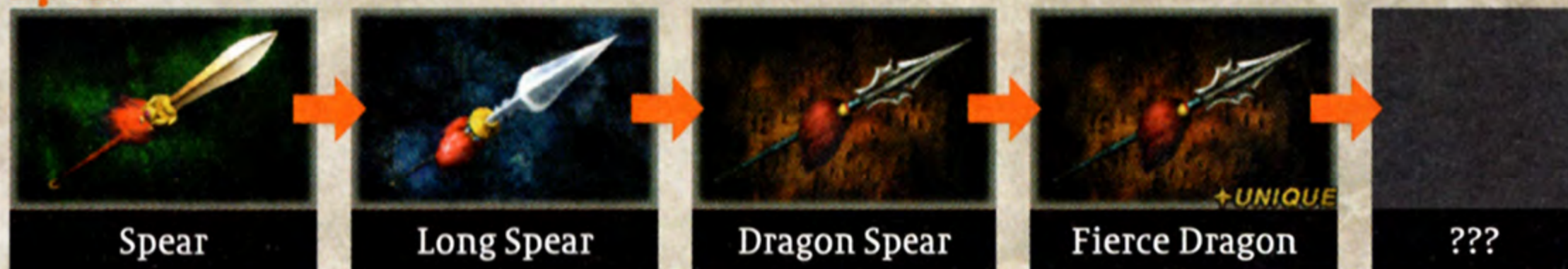
The fifth weapon can be found by clearing certain requirements specific to each officer in the Very Hard difficulty level of the game. (Free/Musou Mode)

Also, there are level 5 weapons hidden in the stages of Dynasty Warriors 3. It will be worth it to use Original scenario to load in the Dynasty Warriors 3 data and try to find these weapons for all of those characters as well.

Sword



Spear



Weapon Enhancements

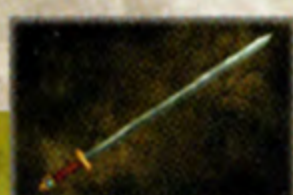
A weapon can enhance up to a maximum of 5 abilities. If you find more than one of the same weapon, be sure to compare the type and level of the enhancements and select the one you think best fits your fighting style.

NEW Bodyguard Weapons



Weapons for bodyguards can also be found during battle. By equipping these weapons, the abilities of all your bodyguards increase.

Swordsmen



Iron sword

Attack +8



Long sword

Attack +15

Spearmen



Spear

Attack +7



Dragon spear

Attack +15

Pikemen



Long Pike

Attack +7



Heavenly Spear

Attack +15

Bowmen



Iron bow

Attack +7



Steel bow

Attack +15

Crossbowmen



Iron crossbow

Attack +8



Steel crossbow

Attack +15

*There are other bodyguard weapons as well.

Equippable Items



Officer Ability

Item Name
Effect

Items have a variety of effects. They can raise an officer's abilities or give him certain special abilities.

5 different items can be equipped at any time.

Blue: Items that raise abilities.

Red: Items that allow special abilities.



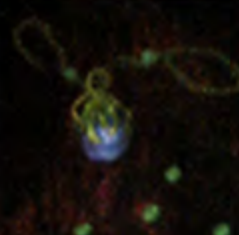
Speed Scroll

Increases movement speed



Wing Boots

Increases jumping ability



Dragon Amulet

Increases the Musou gauge



Shell Armor

Increases defense against bow attacks



Tiger Amulet

Increases Attack ability



Tortoise Amulet

Increases defensive ability



Huang's Bow

Increases bow attack ability



Elixir

Increases the speed the Musou gauge fills



Wind Scroll

Increases attack range



Seven Star Orb

Increases luck

*Other items appear as well.

Effect type and range

The enhancements of the weapons and items gathered on the battlefield are decided randomly. Sometimes you will pick up a weapon with a +1 value. Another time you might pick up the same weapon with a +20 value. The items are the same as the weapons.

*There are also weapons that go beyond the ranges provided in this chart.

Effect Type	Range	Bow Defense	1-40
Health Gauge	1-60	Horseback Attack	1-40
Musou Gauge	1-60	Horseback Defense	1-40
Meat Bun Restore	1-20	Movement Speed	1-16
Attack	1-20	Jump	1-16
Defense	1-40	Luck	1-20
Charge	1-12	Attack Range	1-20
Bow Attack	1-40	Increased Musou	1-20
		Initial Arrow Count	1-32

NEW Items



Mountain Quiver

Increases the number of arrows available at the beginning of a stage



Mountain Pouch

Increases the effect of the meat bun



Bronze Flask

Increases the power of the charge attacks



Beast Harness

Displays the position of the last horse or elephant you rode



Scroll of Accuracy

Attack doubles for a few seconds after being knocked down. (Defense decreases)



Imperial Harness

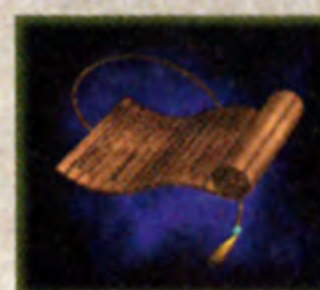
Increases horse strength

*Other new items appear as well.

NEW Bodyguard Items



Items that increase bodyguard abilities also appear in the game.



BG Speed Scroll

Increases bodyguard's movement speed



BG Tiger Amulet

Increases bodyguard's attack ability



BG Huang's Bow

Increases bodyguard's bow attack ability



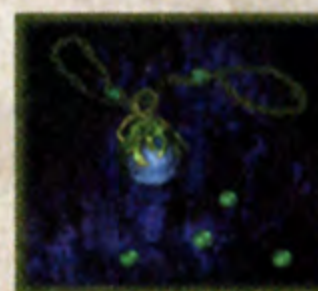
BG Wind Scroll

Increases bodyguard's attack range



BG Peacock Urn

Increases bodyguard's Health gauge



BG Dragon Amulet

Increases bodyguard's Musou gauge

*Other Bodyguard items appear as well.

Polish Your Skills

[Movement]

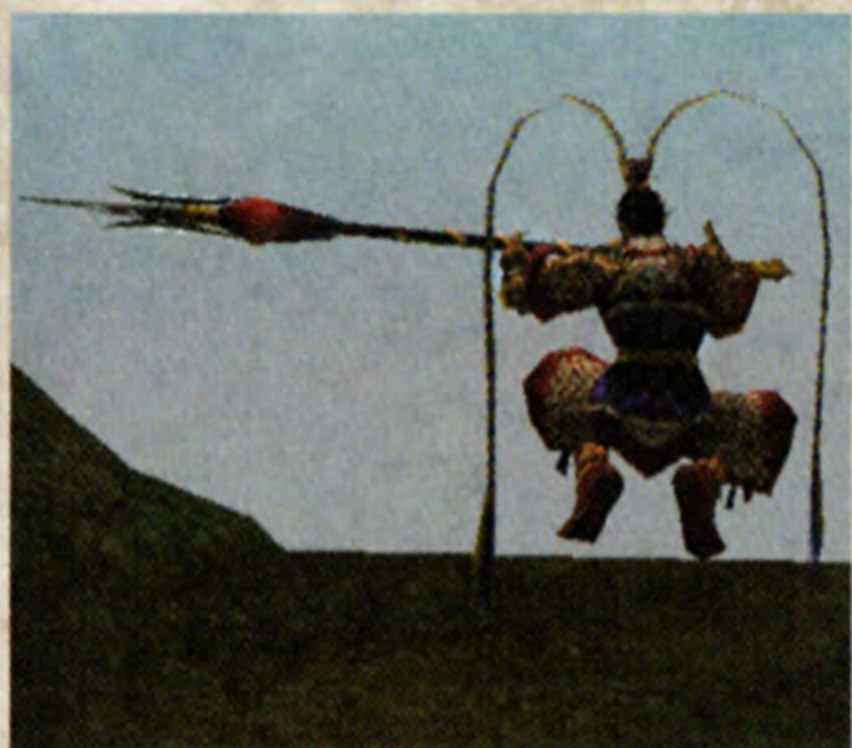
Move

[Normal/Mounted]



Your character moves in the direction you press the left analog stick. In analog mode, either the left analog stick or the directional buttons can be used. In the following explanations, all control descriptions which apply to the left analog stick apply to the directional buttons as well.

Jump



Jump straight up. By manipulating the left analog stick and pressing the **X** button, you can jump in the desired direction. The longer the button is depressed, the higher/farther the jump goes. Jump cannot be used from horseback or when firing a bow.

Shift Movement



Move, while maintaining the current camera orientation.

POINT!

Pressing the **L1** button will take you to the frontal view. The left analog stick can be used to move while the **L1** button is depressed. This allows the player to move without losing sight of the enemy in front of him. Shift movement is especially useful when you want to attack a given enemy or are trying to break through an enemy blockade. It can also be used on horseback and while firing a bow.

CONTROLLING YOUR CHARACTER

Mount Horse/Dismount

Next to a horse



button



Pressing the  button while next to a horse allows you to mount the horse.

Pressing the  button while on a horse allows you to dismount.

POINT!

Mounted, you can move quickly around the battlefield.

A powerful horse can also send weak enemies flying as it forges its way across the field. A high level horse will throw a low level officer who tries to ride it.

Elephant controls are the same as for the horse. On the elephant, all enemies in your path are sent flying. The elephant cannot move very quickly. However, the damage it can do is tremendous.

A difference in horses

Lu Bu's horse, Red Hare, was renowned in its time as the 'horse of horses.' His level is of course extremely high. To ride him and other such horses, you have to be a certain level of rank, or have a special item.



Red Hare

No. 1 in speed. Almost the equivalent of an elephant in power. Great for sending enemies flying quickly.



Hex Mark

The next strongest horse after Red Hare. Extremely fast. Liu Bei's favorite horse.



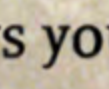
Low Level Horse

A horse even the lowliest soldier can ride. It's strength and speed almost make you want to get off and walk, though.

[Attack]

Normal Attack



Attack in a normal method. Repeatedly pressing the  button allows you to do a 4-6 move combo.

POINT! This attack can be done immediately, so it is effective for times when you are surrounded by enemies. The number of combos that can be done is determined by the Combo attribute of the weapon being used. This can be viewed on the information screen.

Jump Attack



While jumping



Attack an enemy while you are jumping.

POINT! If your timing is right, you can knock an enemy off of a horse or elephant. The attack is effective below you as well, so this can be an excellent help in breaking free when the enemy has you surrounded.

Dash Attack



After at least 6 steps



Move rapidly forward while attacking those you pass by. The effect differs between the various officers.

POINT! Very useful when cutting your way into an enemy squad.

Bow Attack



While pressing the **R1** button



While depressed, this button will take the character to Bow mode. In this mode, the left analog stick adjusts the sighting. To use this attack you need arrows. You can have as many as 99 arrows in stock. Arrows are picked up as items.

-  button: Normal bow attack
-  button: Increased power, can knock out the enemy.
-  button: A barrage of arrows, continued as long as the button is held. (Only available when the Musou Gauge is at Max)

POINT! Effective for use against mounted enemies.

Mounted Attack

While on a horse



Attack an enemy while mounted on a horse.

- button: Attack the enemies to the left or right.
- △ button: Use a charged attack against the enemies to the left or right.
- button: Use a Musou attack against the enemies to the left and right of your horse. (When the Musou gauge is full.) You can continue the attack until the Musou gauge runs out by keeping the button pressed.

Attack an enemy while mounted on an elephant.

- button: Ram the enemies and send them flying.
- △ button: Shake the ground and stop enemy movement.
- button: Charge and trample the enemy. (When the Musou gauge is full.) You can continue the attack until the Musou gauge runs out by keeping the button pressed.



Press the △ button to use bow attack for those tough enemies.



Finish them when they are down.

The useful Bow and Arrow

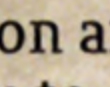
There is no need to rush in to do direct battle if you are down on health. Stand off a distance and take potshots at the enemy for a while. Then when their health is down, you can move in to easily finish them off. The bow attack is useful. That is why the enemy will also use it when they can. If you discover an enemy bow unit, ignore any others and go and take care of them first. You can use your own bow to shoot bowmen on towers or others who are shooting at you from a distance.

[Charge Attack]

Charge Attack



button

Allow your power to build up and then release it in a powerful attack against the enemy. Pressing the  button after a series of normal attacks allows you to do a Charge Combo.



button

Charge 1

Attack all enemies within a wide area. This can cause enemies to stumble, leaving them temporarily defenseless.

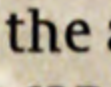


button



button

Charge 2

Lift enemies into the air. By pressing the  button again, you can continue the attack.



button



button



button

Charge 3

If this attack is successful, the enemy will be knocked out temporarily.



button



button



button



button

Charge 4

Attack the enemy over a wide area and send them flying. Any units they hit take damage as well.



Charge 5

Knock an enemy high into the air. By continuing the attack, you follow them into the air. This requires a weapon with a combo count of 5.

Flying charge drive

After a successful Charge 5 attack, try pressing the button. If all goes well, you'll be able to see a spectacular mid air series of attacks.



Charge 6

There are different attacks for different weapons. This requires a weapon with a combo count of 6.

Even more Charged attacks!

Certain officers are able to do more attacks after they have successfully executed a Charge 6 attack. After completing a Charge 6 attack, try pressing the button.



[Musou Attack]



When the Musou gauge is full you can use the Musou attack. When your character livens and his hands begin to glow, the move is ready to be used. The Musou gauge replenishes under the following conditions.

- Damage an enemy
- Be damaged by an enemy
- Health gauge turns red
- Hold down the  button

Musou Attack



Conduct a special attack against the enemy. You can continue the attack until the Musou gauge runs out by keeping the button pressed.

POINT! While doing the Musou Attack, you can not be hit by the enemy. This attack is best used when you are surrounded by the enemy or fighting a famous officer. However, if the enemy also uses a Musou attack, you could end in a deadlock.



True Musou Attack

When your health gauge is red



Conduct a powerful special attack against the enemy. You can continue the attack until the Musou gauge runs out by keeping the button pressed.

POINT! While doing the Musou Attack, you can not be hit by the enemy. This attack is best used when you are surrounded by the enemy or fighting a famous officer. However, if the enemy also uses a Musou attack, you could end in a deadlock.



Double Musou Attack



When using Warrior Bodyguards

Conduct a particularly powerful special attack against the enemy. You can continue the attack until the Musou gauge runs out by keeping the button pressed. This attack can be used when the following conditions are met.

- The Musou gauge is blinking yellow-green. Happens after each 100 enemies you KO.
- Famous officer among your bodyguards.
- You and the famous officer are within a certain distance of each other.
- The famous officer has not been KO'd.
- The Musou attack has been triggered.

POINT! Conditions for 2P Mode

- The Musou gauge is full.
- 1P and 2P are within a certain distance of each other.
- Both 1P and 2P initiate a Musou attack at almost the same time.



[Defense]

Guard



L1

button

Guard against attacks from the front. Pressing the **L1** button will take you to the frontal view. You will maintain your guard as long as you hold down the button.

POINT! Guard is also effective against bow attacks. The camera effect is useful when moving or in a crowded battle.

Power Guard



When guarding against an enemy attack



button

Throw off the enemy attack. After guarding against an enemy's attack, press the **□** button.

POINT! If the guard is successful, press the **□** button. This will throw the enemy back and give yourself some space to maneuver.

Recover



When in the air

L1

button

You can recover in midair after being knocked back by an enemy attack by pressing the **L1** button while in the air.

POINT! You can also recover after being bounced on the ground by an enemy attack. If successful, you are ready to attack as soon as you land. However, there are some attacks which you cannot recover from.

Other Actions



While Stunned

Left analog stick + any button

If the enemy succeeds in stunning you, quickly move the left analog stick and rapidly press buttons (except for START or SELECT buttons). You will recover faster.



Deadlock

Repeatedly press the **□** button.

If you win a deadlock, the enemy is left temporarily open to attack. If you lose, your Musou gauge becomes 0.

NEW

[Combo Evaluation System]



Evaluation

Points

This is a system to evaluate the different moves you do during a combo attack.

- The type of attacks you do in a Combo
- The score for each move (normal attack x 1 = 1 point, Musou attack = 7 points, etc.)
- An evaluation of the enemy you did the combo against.

Even when the combo ends, if you can start a new attack before the point display disappears, you can add more points to your former combo score.



3 Levels

PERFECT! (Over 100 Points)

GREAT! (80-99 Points)

GOOD! (50-79 Points)

If you get a good evaluation...



◆ Weapon and Item effects increase!
If you get high enough evaluations, your weapons could be powered up.

◆ Point Score grows!
With a good combo score, you receive more points at the end of the stage during the results screen.

Tips on Raising Your Evaluation

Don't use the same move twice!

You will get a higher score if you use a variety of moves.



Charge 5 ⇒ Charge 5 = 10 Combo
No Point Display



Charge 3 ⇒ Charge 2 ⇒ Charge 5 = 10 Combo
High point score



Add in a Musou or True Musou Attack!

The high-scoring Musou attack is always good as the finishing touch to any combo attack. It's the perfect way to end a good combination.



You can also start off with a Jump or Dash Attack!

One effective move is to start your combo attack off with a Dash or Jump attack. You can make a Dash Attack + Charge Attack + Musou Attack combo. This always gets a good evaluation.

A detailed illustration of the character Lu Bu from the game Dynasty Warriors. He is depicted as a formidable warrior, standing and holding a massive, ornate spear with a red tassel. He wears elaborate armor with red and gold accents, a helmet with a green plume, and a tiger mask on his chest. The background is a fiery orange and red gradient.

Lu Bu

The ultimate warrior. His weapon has a tremendous reach and he can knock away groups of enemies with a single blow. In the game, using a Charge 2 attack to knock an enemy into the air and then following with a series of attacks is enough to take out almost anyone. Great for that feeling of being supreme. Good for beginning players.

I am the Lord of Musou!

Gathering of Heroes



*The most beautiful flower on the
field of battle!*

Diao Chan

Short reach and not a lot of endurance. It is better to avoid close up fighting and make use of hit and run techniques. If facing a large crowd of enemies, cut your way through them with a powerful Charge 4 attack. If caught inside, use a Musou attack to cut your way out again.



Dong Zhuo

His power and attack ability covers his turtle-like movement. In a fight, his dash attack, followed by a Charge 3 attack (Stun), can be very effective. Be careful of using his Musou attack. He always falls down at the end, so a smart enemy might be able to catch you there.

For my dreams! I will prevail!



Yuan Shao

Wields his sword quickly and has excellent defense. An easy character to play. Like Dong Zhuo, his main move should probably be the Charge 3 attack. His Musou attack takes him in a straight line, so is extremely useful to escape when the enemy has you surrounded or when fighting a famous enemy officer.

For the Glory of the Yuan Family!

Zhang Jiao

Wields his weapon swiftly. Charge attacks also come smoothly. He does not have much endurance, but if you link together a number of charge combos, he won't be that easy to defeat. His backside is frequently undefended when he does a charge attack, so you want to always keep the enemy in front of you if possible.

Bring in the Age of the Way of Peace!

Meng Huo

Each of his blows is powerful. However, he moves slowly and leaves gaps in his defenses when he uses a charge attack. Pound on the enemy with normal attacks, and then when the time is right let rip with a charge attack. His dash attack stuns the enemy, so it can be quite useful at times.

The Great and Powerful overlord of the Nanman has come!

Zhu Rong

Fast, and well balanced attack and defense. Her Charge 4 attack drives back the enemy and is a major plus in her fighting repertoire. Judging when to use her Musou attack is the key. Her weapons can take out enemy at a distance, so using them against distant bowmen might be a good idea.

Gain the Advantage Raise Morale!



Gain the advantage, raise morale!

As morale increases, the attack strength of your allies does as well. This leads to an advantage in battle. The morale of allied forces can be raised in a number of ways.

- ◆ Defeat famous officers of the enemy.
- ◆ Defeat a certain number of enemy troops.

Alternatively, if an allied troop is wiped out and morale drops, your attack strength will drop and you will be at a further disadvantage in battle. Your best chance then is to find enemy officers and defeat them!



Don't let him gather his energy!



The best way to handle famous officers.

When facing an enemy officer, the first thing to remember is to guard. If you wait until the enemy has exhausted his attack, you can defeat them with no damage taken at all. The enemy might try to sneak up behind you when you are guarding, so remember to always keep them in front of you.

Also, when famous officers are low on health, they try to gather in energy and restore themselves. That is the time to attack them and keep them from healing themselves!



When you have Dynasty Warriors 3 data...

With data, when the game begins you are able alter the color of the uniforms and use weapons and items found in Dynasty Warriors 3. All you have to do is have a memory card in MEMORY CARD slot 1 that has game data from Dynasty Warriors 3 on it.

*Data can only be converted if you do not already have saved data from Dynasty Warriors 3 Xtreme Legends.

“To know the enemy and know yourself is worth a HUNDRED battles.” - SUN TZU



Use Items effectively!

◆ AFTER PICKING UP BATTLE ARMOR OR A BATTLE AXE, HEAD FOR THE ENEMY LINES! ◆

After picking up battle armor or a battle axe, plunge into enemy lines before the effect of the items wears off. Use the items to finish the fight in a hurry!

◆ ALWAYS CHECK YOUR EQUIPMENT (ITEMS) BEFORE BATTLE! ◆

Develop the habit of always going to Equipment and checking your items before you begin a stage. The items you pick up only work if you actually put them on!



Get in close to those pesky bowmen!

You should always circle and come at the enemy bowmen from the side. You'll run into a wall of arrows if you rush straight at them.

Use your own bow to take out the bowmen in towers and other places you cannot reach on foot. If for some reason you still can't get at them, just ignore them and move on. Or you can always lead your foe to the base of the towers where the bowmen cannot fire at you.



Learn to use horses and elephants!

◆ HORSE ◆

A treasure on those broad battlefields. With horses you can quickly move to reinforce an ally that needs help. Also the more powerful horses can bowl over most who stand in their way! Still, the game is set up so that you might not be able to ride the horses of the famous officers, at least at first. But, you can always take one off of an underling somewhere.

◆ ELEPHANT ◆

The button attack is recommended. You can stun all those ants that are fighting down at your feet! You can also knock another officer off of their elephant if done properly.





Any reason to use Combo Attacks?

Use Combo attacks whenever you can, even against the common soldier. If you pull off a 16 Combo attack or greater, even those enemies who usually do not drop items have been known to drop a meat bun or quiver of arrows. Also, the better your combo score, the more likely you are to get a good weapon or item when you find one.

DATA BASE



Marks are shown here



What is a Mark?

Certain of the items have Marks indicating that they have extra abilities. When using a specific Charge attack, weapons with  add an elemental power to their normal attacks. Weapons with the * Mark, have powers similar to items.

MARK	TYPE	DESCRIPTION
Steel		Instantly kills common troops. Does heavy damage to famous officers.
Fire		Burns the enemy. They take damage as long as they burn.
Lightning		Shocks the enemy with electricity. This spreads to others in the vicinity of those hit.
Wind		Causes a whirlwind. Troops caught in the wind are blown away.



When Luck Rises...

The luckier you are the more chance there is that good items will be dropped by those you fight. When you want a powerful weapon, use the Seven Star Orb to raise your luck while you go out to do battle with the enemy.

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