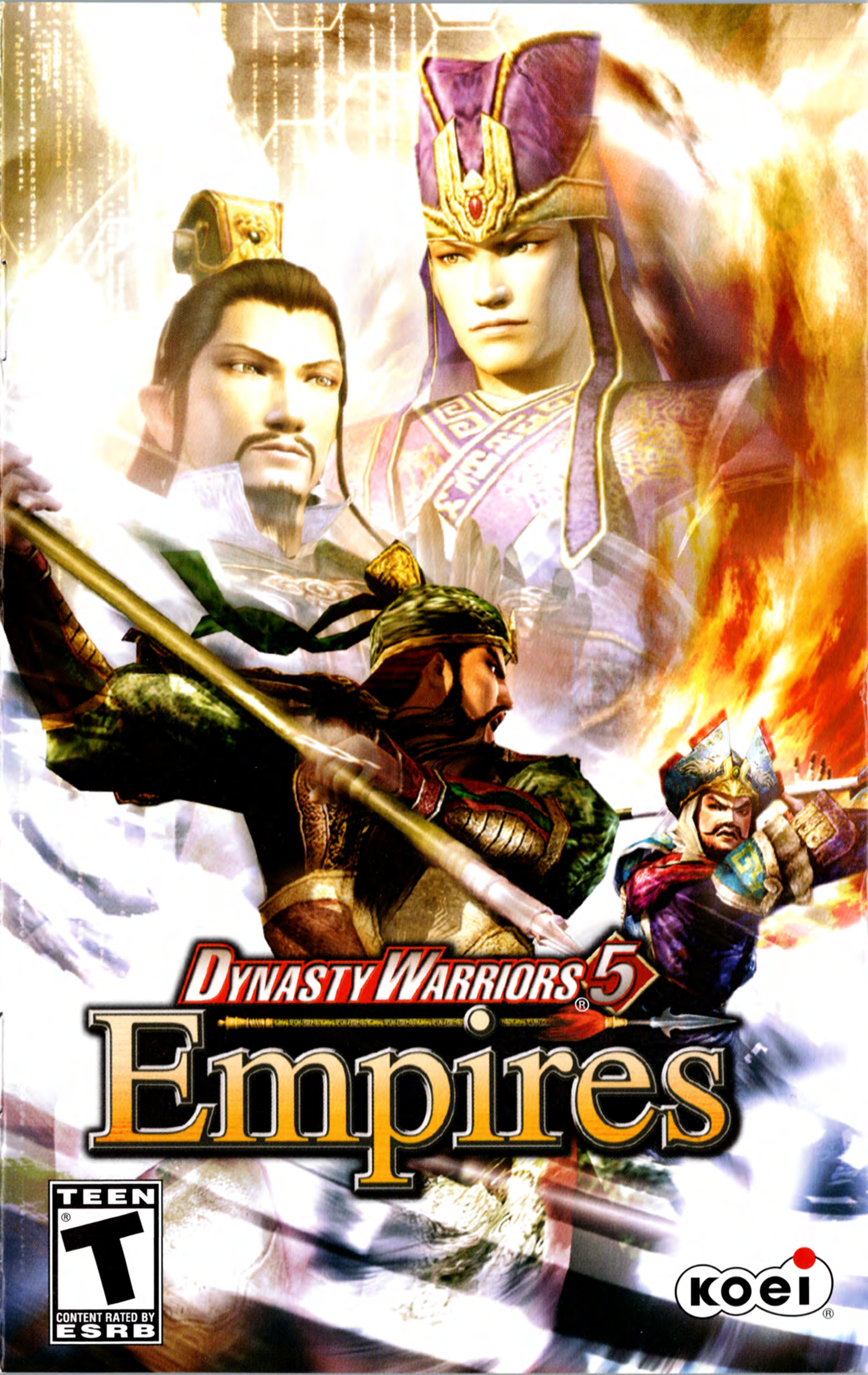




DYNASTY WARRIORS 5

Empires



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.

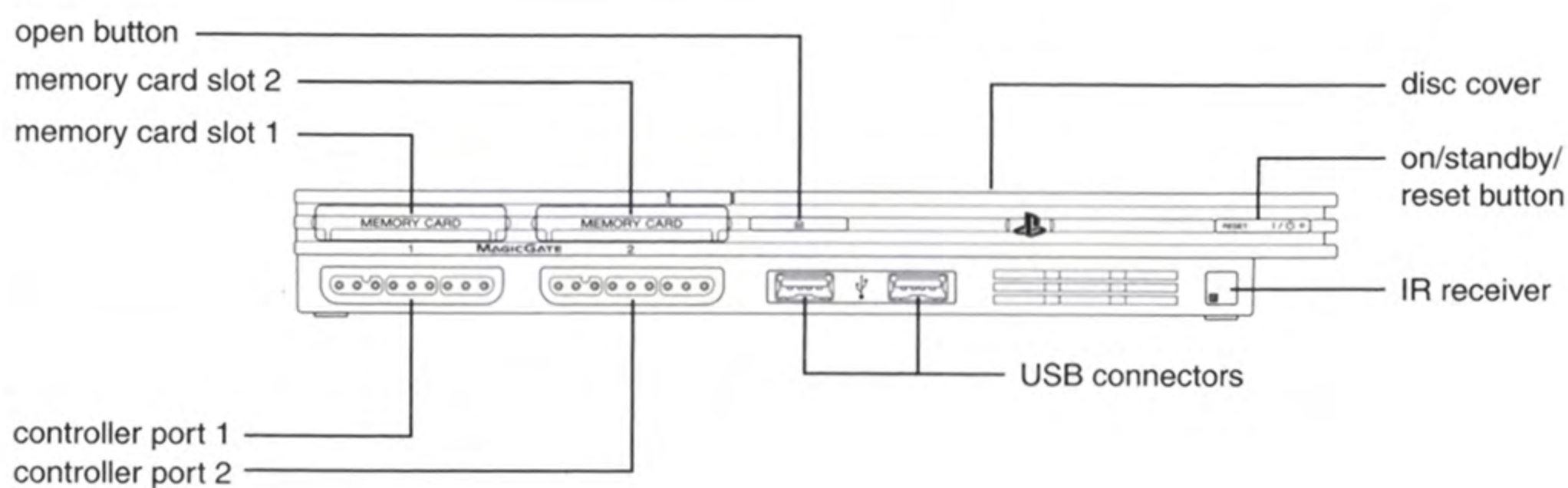


DYNASTY WARRIORS 5 **Empires**

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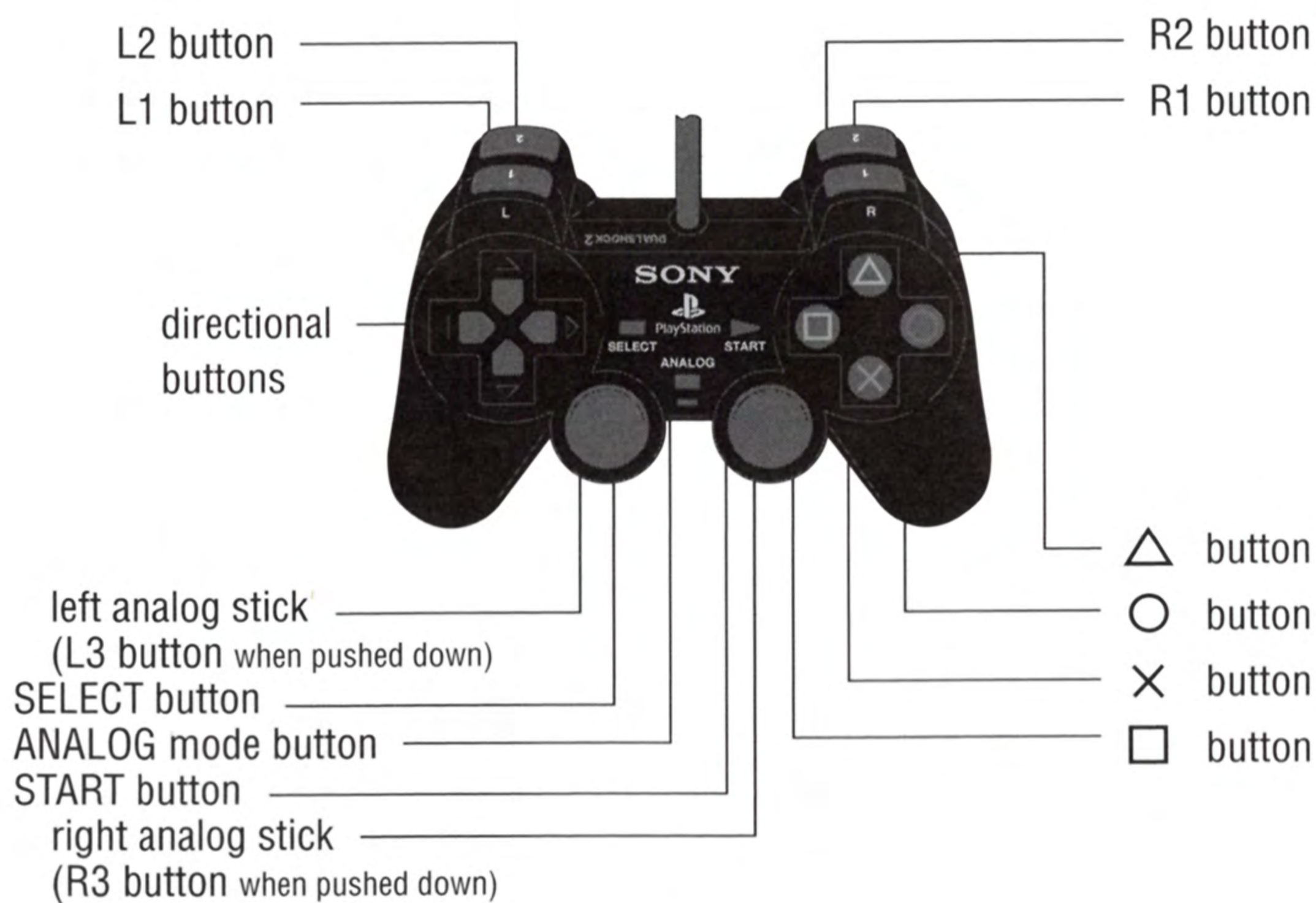
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its construction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Dynasty Warriors®5 Empires** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 analog controller



GAME CONTROLS

DUALSHOCK[®]2 analog controller

L2 button

Name and Life Display

Show or conceal names and life bars of characters on battlefield.

L1 button

Guard/Counter/Strafe

Shift camera behind character and guard against frontal attacks (while held down).

While guarding, press $\triangle$ just before your character is hit to parry and counterattack.

While held down, use the left analog stick to move without your character turning or the camera shifting.

START button

Pause/Skip

Pause game and display information.

Skip an event scene.

directional buttons

Issue Orders

Issue an order to all of your allied officers.

UP: Attack nearest base.

LEFT: Gather around your character.

RIGHT: Allow each officer to determine own orders.

DOWN: Defend nearest base.

left analog stick

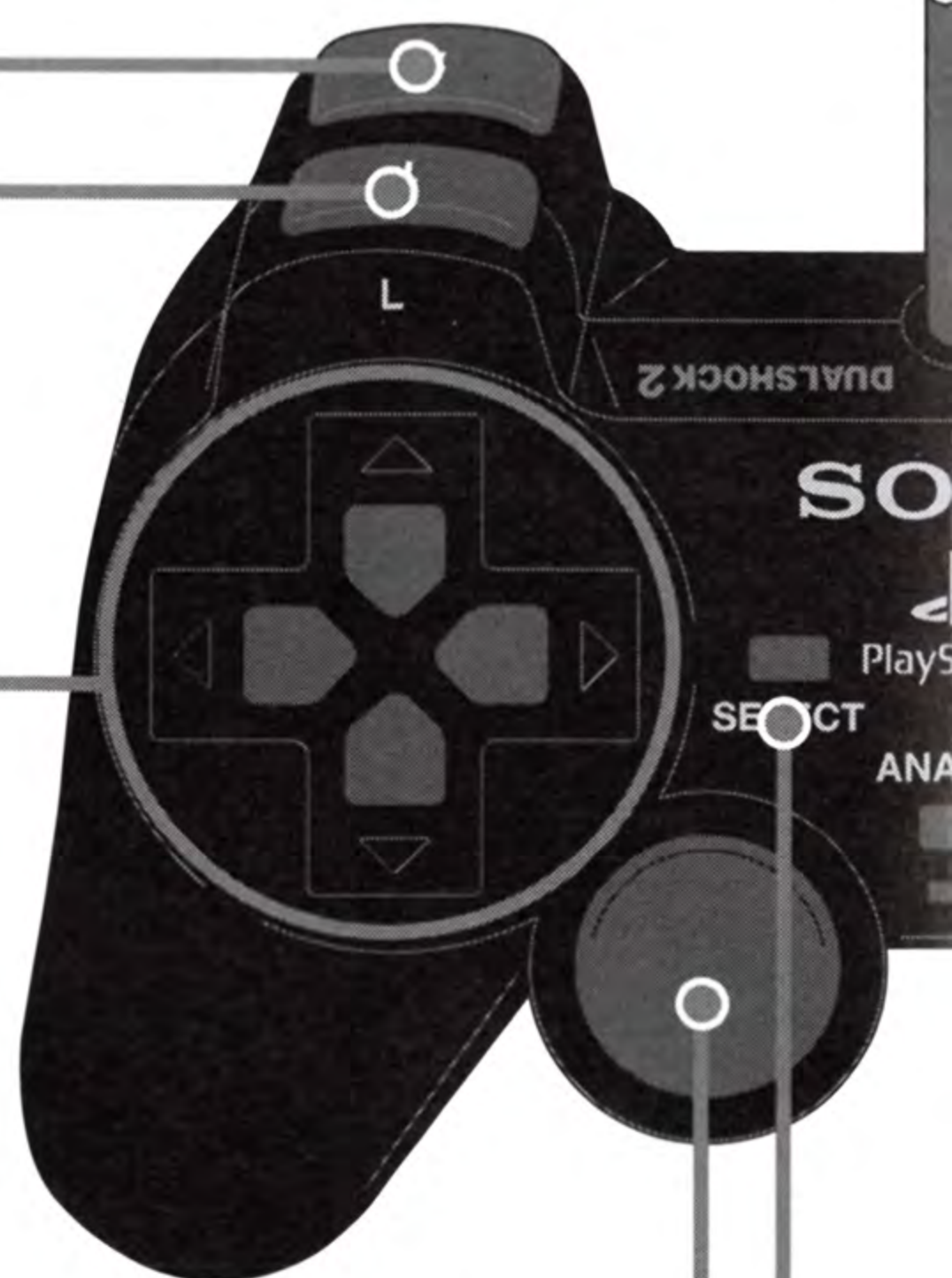
Movement

Move your character in any direction.

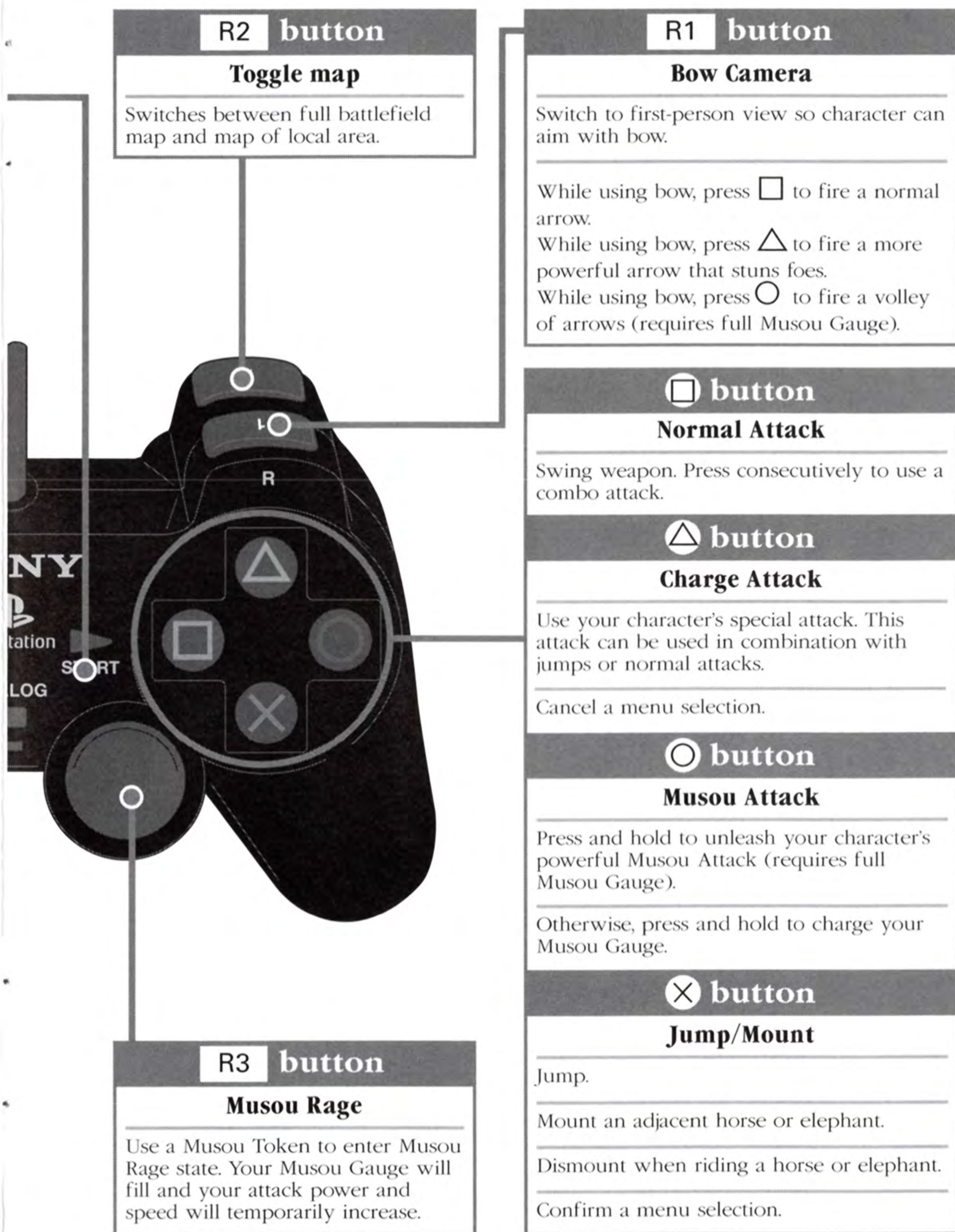
SELECT button

Display Options

Display additional options for viewing character models in the Archives.



To play a single player game, connect a DUALSHOCK 2 analog controller in controller port 1. A second player may join in during battle scenes if you connect a second controller in controller port 2.



BEGINNING THE GAME

Starting the Game

BEGINNING THE GAME

Insert the Dynasty Warriors 5 Empires disc. Insert a memory card (8MB) (for PlayStation2) in Memory Card slot 1. Once the game has loaded, the opening movie will play. Press the START button during the movie or at the title screen to bring up the main menu.

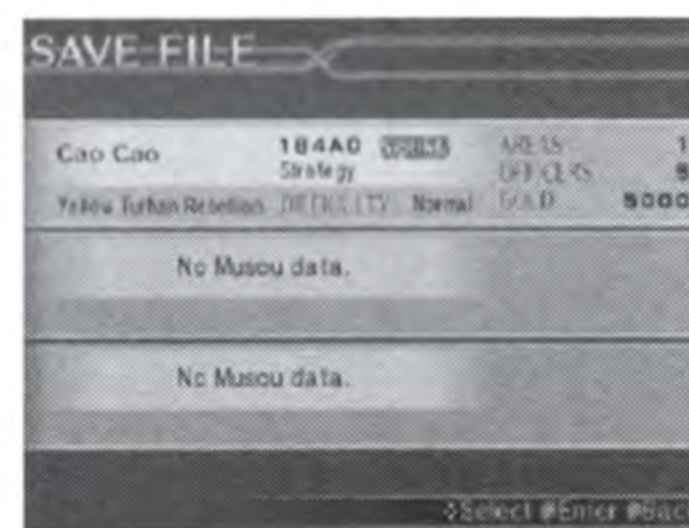


SAVING AND LOADING

You may save your game at the Empire Mode "Policy" screen or by selecting "Interim Save" in the middle of an Empire Mode or Free Mode battle. You will also be given the chance to save at various points in the game. You may save your progress in one of three slots. Saving in a previously used save slot will overwrite the existing data.



To continue a saved game, select either Free Mode or Empire Mode and the "Load" option will appear if you have a saved game. Certain aspects of the game, such as Edit Mode characters and options settings, are automatically loaded whenever you play.



TRANSFER DATA FROM OTHER GAMES

If you have saved data from a Dynasty Warriors 5 or Dynasty Warriors 5 Xtreme Legends game, such as Edit Mode characters and options settings, you will be given the option to import it when you begin Dynasty Warriors 5 Empires. Imported data will give you immediate access to certain items, Encyclopedia entries, and Archive data.

• **NOTE** - Data from previous games cannot be imported if you have already created a Dynasty Warriors 5 Empires save file.

The Main Menu

The Main Menu allows you to change your Options settings, begin a new game, and view information on the world of Dynasty Warriors.



OPTIONS

Change game settings.

SETTINGS	Determine auto-map display settings.
CONTROLS	Toggle vibration settings and Bow Controls, and map functions to controller button to suit your preferences.
SOUND	Change your sound output preferences and listen to game music.
SCREEN ADJUST	Change screen position and brightness settings.
SAVE/LOAD	Save and load options settings.
RESET ABILITIES	Return all officers to base abilities and experience levels.

Dolby® Sound Setup

When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the console configuration Menu.

Setting up Dolby® Digital Pro Logic® II

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

Setting up Dolby® Pro Logic® II

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

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



EDIT MODE

Use the Edit Mode to create up to ten new officers, which you may save to a Memory Card and use in Free Mode or Empire Mode. Select a blank file to begin.

NAME	Enter a name of up to 10 characters.
GENDER	Select Male or Female.
FACE	Select a face and hairstyle.
BODY	Move the height and weight sliders to determine your character's size.
APPEARANCE	Select headgear and clothes for your character's Torso and Legs. New appearance options will be unlocked as you play Empire Mode.
MOTION	Select your character's fighting style. This will determine which weapons are available to him or her.
VOICE	Select a voice (based on gender) that suits your hero.

BEGINNING THE GAME

ARCHIVES

As you meet new characters and discover new items during the course of the game, they'll be added to the Archives menu. Check here to examine all of the game's character models, development art, CG movies and more!



OFFICERS

View the models and hear the voices of officers you've encountered in the game. Press SELECT for more options.



TROOPS

View the models of the grunts who make up each officer's battalion. Press SELECT for more options.



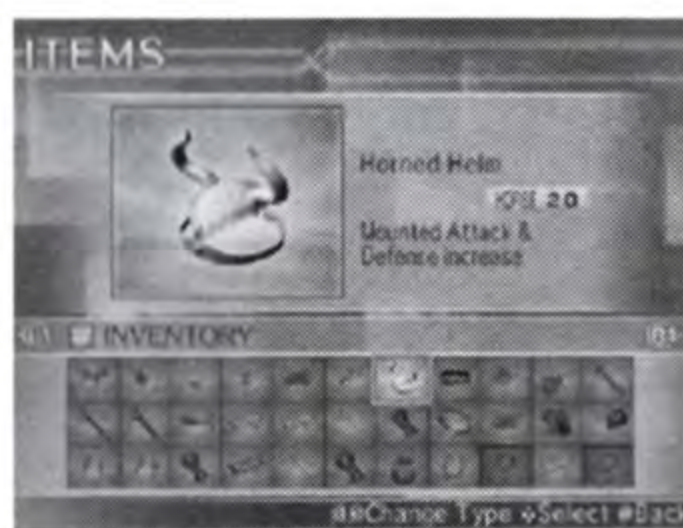
GALLERY

View artwork, CG event scenes, endings, and other movies that you've unlocked.



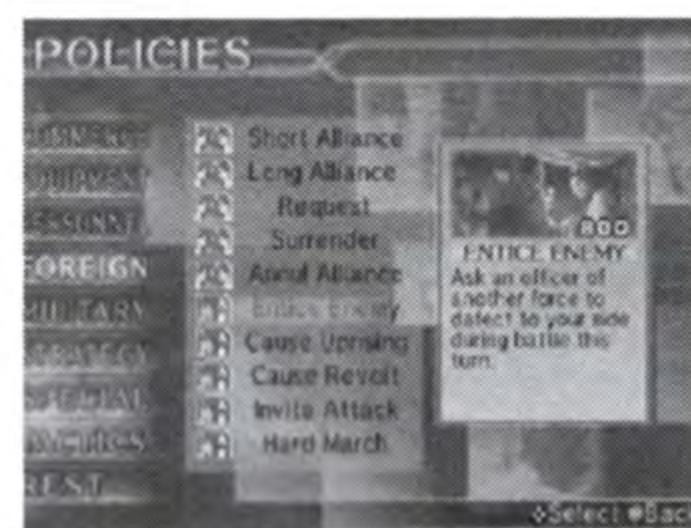
WEAPONS

See images and basic stats for all of the weapons in the game.



ITEMS

See images and descriptions for all of the items you've developed in Empire Mode.



POLICIES

See all of the policy cards you've unlocked in Empire Mode.

ENCYCLOPEDIA

Need to brush up on 2nd and 3rd century Chinese military history? This is the place to learn about the Three Kingdoms period in which this game is set, and discover each officer's role in the history of the period.

Free Mode

Free Mode allows you to select a character and fight a battle on whichever side you choose.

SETUP

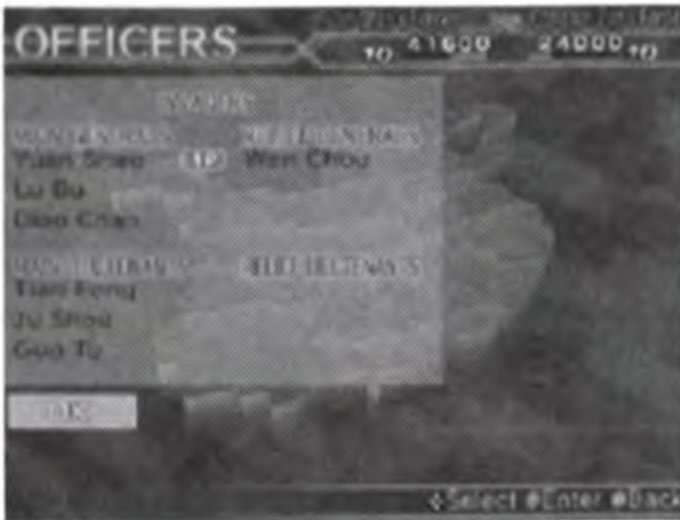
Select your battle and then choose whether you wish to Invade or Defend. You'll then be taken to a limited Settings menu that includes:

DIFFICULTY	Five difficulty settings, from Novice to Chaos.
CONDITIONS	This setting refers to the number of troops on your side. The worse the conditions, the fewer the troops.
EXPERIENCE	If set to "Yes," each character and weapon will retain experience earned in past battles. If set to "No," everything will be at base stats during the fight.



OFFICER SELECT

Each battle has a default roster of officers, but you're free to replace them with any other unlocked officer, including ones created in Edit Mode.



BATTLE SETTINGS

You'll then be taken to the Information Screen where you'll see a map of the area and several pre-battle options. On this screen a second player may press START to join in the battle as one of your generals. See page [18] for explanations of the pre-battle options.



EMPIRE MODE

In Empire Mode, your goal is to unify the 25 areas of China under a single general. Your force will grow as you invade enemy areas and make savvy political decisions.

Starting an Empire Mode Game



SELECT A SCENARIO

(5 lines)

The game starts with two scenarios to choose from in Empire Mode. The first is based on actual historical events, while the second, "A Gathering of Heroes," is fictional and distributes forces at random throughout the kingdoms. Other scenarios can be unlocked through game play.



FORCE SELECT

In the "Forces" screen of a historical scenario, select a colored area to play as that area's ruler. If you choose a neutral area (colored in white), you may choose your own ruler and officers in the "OFFICERS" screen, selecting from any unlocked character or any character made in the Edit Mode. In the "A Gathering of Heroes" scenario, you may choose any officers for any area.

• NOTE - New Officers

Whenever you recruit a new officer in Empire Mode, that character will be selectable the next time you begin a new Free Mode or Empire Mode game. Make sure to save your game whenever a character appears with the "Get!" mark.



CHOOSE YOUR SETTINGS

MAP

Determines auto-map display settings.

DIFFICULTY

Affects strength of enemies and your ability to save during combat.

EXPERIENCE

If set to "Yes," officers retain experience gained in other games (like Free Mode battles).

TIME LIMIT

If set to "Yes," you must unify China within 200 turns to win.

EDIT OFFICERS

If set to "Appear," characters created in Edit Mode may appear in game.

ANNEX

If set to "Ruler," conquering a ruler's area will earn the victor all of the ruler's lands. In "Isolate", defeating a ruler with no place to run will do the same.

OFFICER LIMIT

Sets the rules concerning the maximum number of officers you can control.

OFFICER DEATH

If set to "No," officers cannot die outside of storyline events.

Starting Phase

SPECIAL EVENTS

In the first segment of each turn you may be approached by rival rulers who seek alliances, or deposed officers who wish to pledge their service to you. Certain areas may be stricken by natural disasters such as earthquakes or plagues that drain gold, lower area defenses, or kill soldiers.

REVENUE REPORT

At the beginning of each turn, you'll receive a report on the amount of income gained in the previous season. Each turn represents one season out of the year. Your income will increase as your force grows and you conquer more areas.

Policy Phase

SELECT A POLICY

The next step is to devise political strategies for the remainder of the turn. For examples of policies, turn to page [12]. You may determine your policies in one of three ways:

CONSULT

Implement a pair of policies suggested by one of your officers. Whichever officer you choose, you must accept both policies; you may not pick and choose. You may choose "SELECT NONE", to return to the previous menu.

DELEGATE

Choose any officer and entrust them with the task of making all of the policy decisions for the turn. The selected officer will choose a number of policies equal to the number of Orders remaining.

ASSIGN

Select and implement a specific policy of your choice. There is a limited selection of policies available initially, but your officers will develop new ones as you use the Consult and Delegate options. Whenever you implement a policy with the "NEW!" Tag, it will appear in your list of available policies.

• NOTE - Order Limits

The number of Orders you may give in each turn is limited by the number of areas you control. Additionally, each policy has a gold cost. You cannot implement policies you cannot afford! You earn gold at the beginning of each turn and from certain policies.

REGIONS CONTROLLED	ORDERS PER TURN
1	1
2 - 3	2
4 - 9	3
10 - 15	4
16 - 25	5

EMPIRE MODE

STATION OFFICERS

It is important to keep your best officers on the front lines; you can only attack an area with officers in areas adjacent to the target, and only the officers stationed in or adjacent to an area can defend it from enemy attacks. The Station command is a free action that does not use up an order.

To move officers, first choose one area you control, then scroll to the right and choose a second area. You can now move officers freely between the two areas, and to and from the “Unplaced” list. Officers left in the “Unplaced” list will be expelled from your force when you are finished stationing.

OTHER FUNCTIONS

If you select the “Info” command you’ll be taken to a screen where you can view a wide variety of information, including:

FORCES	Each opponent and the strength of his force.
AREAS	Each area’s defenses, income and resources.
OFFICERS	The basic stats of all officers in your force.
WEAPONS	The current stats of all of the game’s weapons.
ITEMS	Your force’s current inventory.
POLICIES	A list of all currently active Policies.
TACTICS	Your force’s inventory of Tactics.
ALLIES	Your allies and the duration of those alliances.

Policies

Commerce	
	DESCRIPTION
Promote Craft	Encourage development within the areas under your control, receive 300 gold.
Promote Craft+	Strongly encourage development within the areas under your control, receive gold.
Southern Trade	Invest in southern trade with the hope of receiving gold and items.
Northern Trade	Invest in northern trade with the hope of receiving gold and items.
Western Trade	Invest in western trade with the hope of receiving gold and items.
Nanman Trade	Invest in Nanman trade with the hope of receiving gold and items.
Governance	Inspect the areas under your control and listen to the people’s suggestions.

Charitable Aid	Show your benevolence by distributing a large sum of gold amongst the people.
Rob Grave	Steal from a buried tomb in order to obtain gold and items.
Emergency Tax	Demand 500 gold in taxes from the people.

Equipment

	DESCRIPTION
Production	Produce 1 of your developed items.
Upgrade	Improve the quality of an item and increase it level.
Upgrade+	Greatly improve the quality of an item and increase its level.
Development	Promote industry within the areas under your control and develop a new item for production.
Bladesmith	Increase the Tech level of the bladesmith.
Spearsmith	Increase the Tech level of the spearsmith.
Weaponsmith	Increase the Tech level of the weaponsmith.
All Smith	Increase the Tech level of all smithies.
Philanthropy	Give the people gold and all of the item you have the most of.
Depotism	Demand gold and items from the people.

Personnel

	DESCRIPTION
Search Local	Search for people within an area under your control. You may try to employ any that you find.
Search Wide	Search for people within all the areas under your control. You may try to employ any that you find.
Recruit	Search for people within your own areas as well as those around you. You may employ 1 from those that you find.
Hire Local	Offer an item to a free officer within your areas or to an officer of another force in an attempt to get them to join you.
Hire Wide	Offer an item to any free officer on the map or an officer of another force in an attempt to get them to join you.
Train	Train an officer to raise experience.

Foreign

	DESCRIPTION
Short Alliance	Form an alliance with another force. Valid for 1 year.
Long Alliance	Form an alliance with another force. Valid for 3 years.
Request	Request reinforcements from an ally. Valid only for this turn.
Surrender	Demand another force to surrender.
Annul Alliance	Annul an alliance with another force.

EMPIRE MODE

Entice Enemy	Ask an officer of another force to defect to your side during battle this turn.
Cause Uprising	Plot for the people of an area under another force's control to revolt.
Cause Revolt	Tempt an officer of another force to rebel and declare independence.
Invite Attack	Provoke another force into attacking an area under your control.
Hard March	Able to move to an area not adjacent to you for this turn only.

Military

	DESCRIPTION
Reinforce	Restore 1000 troops to a single officer.
Reinforce+	Restore 2000 troops to a single officer.
Reinforce++	Restore a single officer's troops to max.
Replenish	Restore 500 troops to all officers.
Replenish+	Restore 1000 troops to all officers.
Replenish++	Restore 2000 troops to all officers.
Defense	Increase the defense of a selected area under your control.
Defense+	Increase the defense of all areas under your control.
Release	Allow 20% of the troops under each officer to retire.
Conscript	Continually draft troops from the people until all officer's troop levels are at max.

Strategy

	DESCRIPTION
Hinder	Delay the speed at which an enemy unit replenishes its troops following a battle fought this turn.
Expedite	Increase the speed at which an allied unit replenishes its troops following a battle fought this turn.
Local Aid	During an invasion this turn, the people that have revolted from the enemy will join your forces.
Blockade	Interfere with enemy reinforcements this turn, preventing them from joining the battle.
Equal Start	Begin the battle with roughly half of the bases on the battlefield under your control.
Neutral Start	Begin the battle with all of the bases neutral other than the main camp.
Extend Time	Extend the time limit for the battle during this turn by 10 minutes.
Shorten Time	Decrease the time limit for the battle during this turn by 5 minutes.
Point Increase	Double the experience received by the officer you control for the battle during this turn.
Scout Report	Send a spy to determine the enemy army's objectives and tactics.

Special

	DESCRIPTION
Juggernaut	Produce juggernauts and take them into battle with your forces for this turn.
Sorcerers	Employ a sorcerer unit and take them into battle with your forces for this turn.
Beastmasters	Employ a beastmaster unit and take them into battle with your forces for this turn.
Armor Troops	Employ an armor troop unit and take them into battle with your forces for this turn.
Bandits	Employ a bandit unit and take them into battle with your forces for this turn.
Wood Ox	Produce wood oxen and take them into battle with your forces for this turn.
Fire Arrows	Equip your archers with fire arrows for a battle this turn.
Ice Arrows	Equip your archers with ice arrows for a battle this turn.

Tactics

	DESCRIPTION
Raze Grounds	Engulf the entire battlefield in flames, causing great damage to the enemy army for a set time.
Capture	For a set time, your abilities will be halved, but you will capture any enemy officer you defeat.
Call Reserves	Restore the troop strength of all allied units to max.
Poison Enemy	Decrease the number of troops of all enemy units.
Set Ambush	Ambush the enemy, causing damage to their unit.
Charm Enemy	Convince the enemies around you to surrender and join your forces.
Rally Troops	Increase the morale of all allied units to max.
Force March	Raise all allied unit's speed for a set time.
Slow March	Lower movement and attack speed for all enemy units.
Demoralize	Lower the morale for all enemy units.



EMPIRE MODE

Develop tactics and items for battle!

Battle items that boost your stats, grant you steeds, or improve your powers are not found on the battlefield; they must be developed by Policies. When you create a favorite item, use the policy repeatedly to increase your store of that item (up to nine units), since items are lost after being used in battle. The same holds true for Tactics, which may turn the tide of battle in your favor. But you can only stock five tactics at once—total.

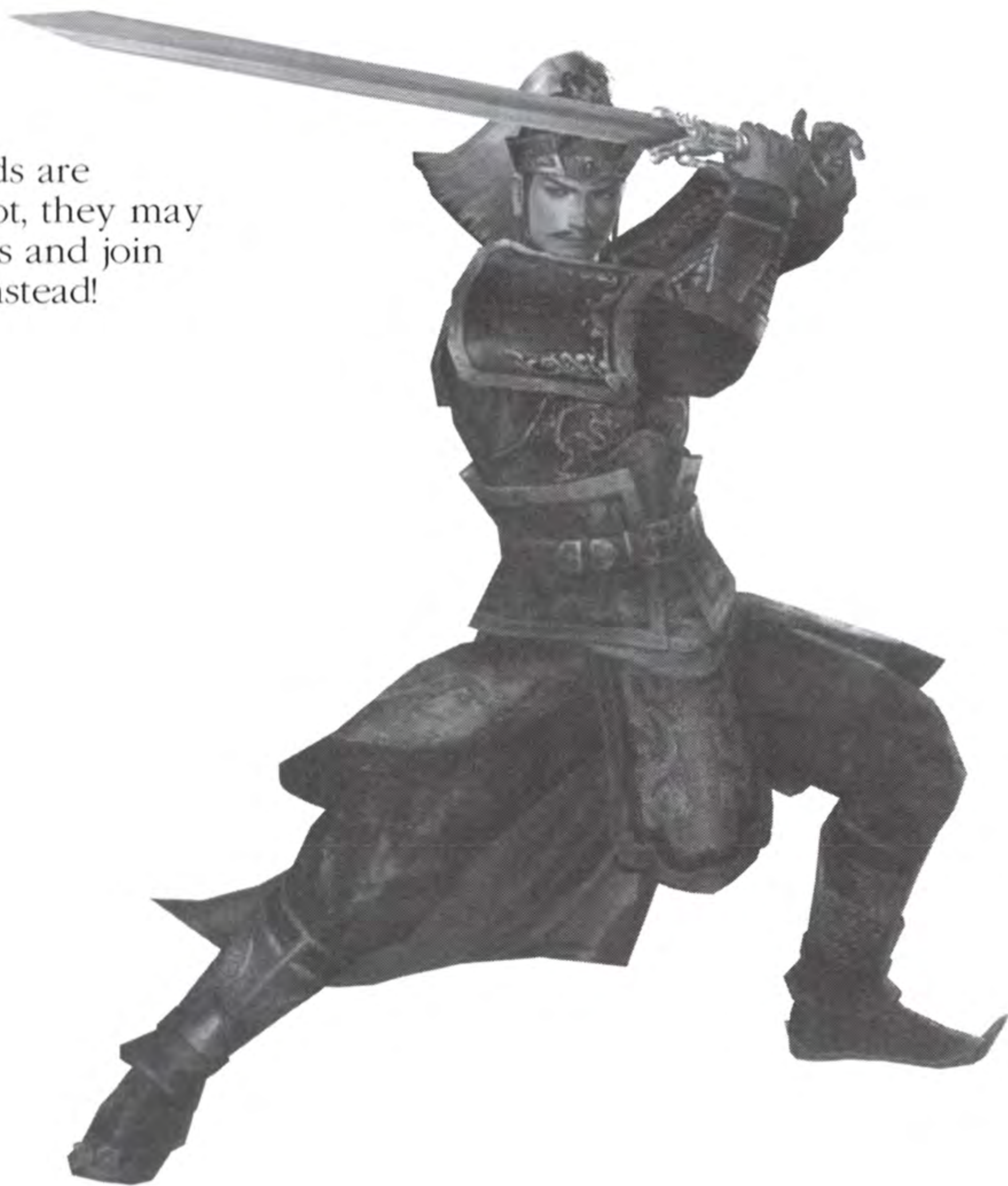
Watch your troop levels!

It's hard to win a difficult battle without an army on your side, but lost soldiers won't replace themselves. The only way to refill your squadrons is with Military policies.

Winning the respect—or fear—of the peasants.

Those who rule justly will win the respect of their subjects, while cruel tyrants will earn only contempt. Those who rule consistently fairly will gain access to especially enlightened Policies and lose access to unjust Policies, while tyrannical leaders will gain access to especially cruel Policies and lose access to the fair ones.

If the peasants
are happy,
they'll join your
army in droves
when their homelands are
attacked. If they're not, they may
welcome the invaders and join
the attacking army instead!



Battle Phase



BUILD YOUR EMPIRE ON THE BATTLEFIELD

When you are done implementing policies and stationing troops, select “Proceed” to move to the Battle Phase. Here you can choose to invade neighboring areas, aid allies on the battlefield or defend your own lands against attackers. You may only participate in one battle per turn. To proceed to your next turn without combat, select “Skip Battle.”

INVADE

Lead an attack on an adjacent area. If you win the battle, the area and its officers will join your force. Before you attack an area, study its defenses carefully in the Info screen.

DEFEND

Personally lead the defense of an area against an opponent’s invasion. Note that if you choose not to defend an area (or cannot because you were attacked multiple times in one turn), the enemy attacks will be resolved based on the defenses of the area and the strengths of the opposing forces.

JOINT ACTIONS

When an ally requests your help, you may send an officer to aid in their cause. Select JOINT ATTACK to participate in an ally’s invasion, or HELP ALLY to help defend their area from a mutual enemy. You won’t claim land for these victories, but your ally will repay you with gold.



UNIT SELECT

The next step is to select the officers that will participate in battle. In an invasion, you may only select officers that are stationed in areas that are connected to your target by a white line. You may typically choose up to three generals and three lieutenants. The first player will control the first selected general, while a second player can choose among the remaining generals.

• NOTE - Officer Ranks

Major characters and characters created with the Edit Mode are generals. You can only play as a general. The generals you do not control can use skills when engaged in battle, but Lieutenants cannot. The skills are:

RUSH	Temporarily boost Attack of general’s troops
DEFEND	Temporarily boosts Defense of general’s troops
RALLY	Raises Morale of general’s troops
SPEED	Temporarily raises Speed of general’s troops
ASSAULT	Leads vicious attack on enemy base
FIRE	Set fire to an enemy base, damaging those within
TAUNT	Your force’s inventory of Tactics.

EMPIRE MODE

The Battlefield

Whether you're playing in Free Mode or Empire Mode, it will take both strategy and reflexes to lead your forces to victory.



PRE-BATTLE OPTIONS

The Information Screen contains a map of the battlefield and several pre-battle options. It is here that a second player may press the [START] button to join in the game.

PREPARATIONS

Players can change their character's equipped weapon and equip one harness, one orb, and up to five special items (see page [21]). Note that win or lose, these items will be lost at the end of the battle.

CONDITIONS

Review the conditions of victory and defeat in this battle. The victory condition usually involves taking over a specific enemy base, so take this opportunity to plan your strategy!

UNIT INFO

Review the starting positions of the officers on both sides of the field. You can also see their troop levels, troop morale, and skill.

TACTICS

Ready up to two of the special battle Tactics you stocked during the policy stage. Some tactics are active throughout the battle, while others must be selected and used during the fight. The readied tactics are lost at the end of the battle.

OPTIONS

Here you can change your map display preferences and select a music track for the battle.



MID-BATTLE OPTIONS

During battles, you can return to the Information Screen by pressing the **START** button. In addition to most of the above options, you have a few new ones:

PERSONAL

This screen allows you to review your stats and equipped items.

UNIT INFO

During battle, you can now use this command to give your officers specific orders. The orders are:

ATTACK UNIT	Attack a specific enemy officer.
ATTACK BASE	Attack an enemy-held base.
AID UNIT	Support an allied officer.
AID BASE	Defend a friendly base against attack.
NONE	Officer will choose his own goals.

BATTLE LOG

If you miss some of the on-screen messages in the heat of battle, you can review the last 64 messages here.

RETREAT

Abandon your attack or defense plans and admit defeat. As with a normal loss, some of your officers may be captured by your opponent.

2P EXIT

In a two player game, the second player may choose this option to leave the game and return his or her general to computer control.

INTERIM SAVE

Save your current position in the battle. The number of times you can use this option per battle is limited by your difficulty mode:

NOVICE	No limit
EASY	No limit
NORMAL	3 times
HARD	1 time
CHAOS	Not permitted

Victory and Defeat

THE SPOILS OF WAR

When you are successful in combat, you earn items as well as accomplish your goals. These items do not go in your inventory, but instead are automatically used to raise your general's stats, improve your weapon, or add gold to your coffers. You earn more and better items depending on the difficulty of the battle.

MODIFYING YOUR WEAPON

Among the rewards are scrolls, which can be added to your weapon to improve its abilities. Each weapon can have up to five scrolls equipped at once.

EMPIRE MODE



EARNING EXPERIENCE POINTS

You and your officers will earn points based on your achievements (conquering bases, defeating generals, etc.) and the overall success of the entire army. These points will raise levels and improve stats.



VICTORY IN EMPIRE MODE

After winning a battle as an invader, the contested territory is added to your area, and your officer limit and revenue will increase. You will also gain the ability to produce that area's signature products. If you win as a defender, you retain the contested territory. Either way, you can then hire any captured enemy officers (at a price of between 400 to 4000 gold each) or dismiss them.



DEFEAT IN EMPIRE MODE

If you lose a battle as a defender, the contested territory falls into enemy hands. (If you lose all of your areas, the game is lost.) Some of your officers who participated in the battle may have been captured by your opponent, who can hire or dismiss them.

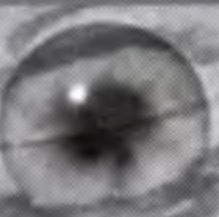
Items

The items shown here cannot be found on the battlefield. Instead, they must be developed by Policies during Empire Mode. You can equip these at the beginning of any battle, but they will be removed from your inventory after the fight.



ORBS

Orbs add a special elemental effect to your Charge attacks. Their levels cannot be raised.

	Fire Orb Add a special fire attack.		Ice Orb Add a special ice attack.
	Shadow Orb Empties Musou Gauge and enemies may be defeated in 1 blow.		Light Orb Attacks break through the enemy's guard

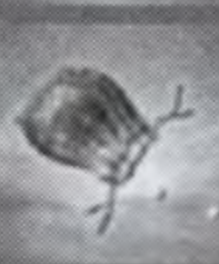
HARNESS ITEMS

When you equip a harness, you'll begin the game mounted on a horse or elephant.

	Red Hare Harness Begin stage mounted on Red Hare.		Hex Mark Harness Begin stage mounted on Hex Mark.
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ENHANCEMENT ITEMS

These boost your stats throughout the battle. Each can be enhanced up to level 20.

	Peacock Amulet Life MAX increases.		Dragon Amulet Musou MAX increases.
	Tiger Amulet Attack increases		Seven Star Sash Luck increases
	Ginseng Musou Gauge fills faster		Parry Scroll Strength of parries increases.

SPECIAL ITEMS

These supplement a special skill, provide a special ability or change a game rule. Their levels cannot be raised.

	Vampire Arm Health restored by guarding just before an enemy attacks.		Green Scroll Attack increases but defense decreases.
	Meat Bun Sack Defeated enemies drop meat buns at a set probability.		Naga Earrings Defense increases for every 100 enemies defeated.
	Dragon Arms Can jump during Charge Attacks.		Musou Armor Wearer not stunned by bow attacks.
	Way of Musou Can use True Musou Attack regardless of health.		Demon Band Extends the length of the Musou Rage.

BATTLE GUIDE

The Battle Screen

Enemy Life Bar

The red bar shows your current enemy's remaining health.

Name/Rank/Morale

Below the life bar is your foe's name and rank. The stars represent his unit's Morale level.

Combo Count

When you score more than five consecutive hits, the combo counter will appear.



Player Information



Remaining Arrows

The amount of arrows left in your quiver. These can be replenished if you find more on the battlefield.

Musou Gauge

When this gauge is full, you can unleash a powerful Musou Attack or fire a volley of arrows.

Ability Gauge

While an item is providing a temporary stat boost, this gauge appears to show the duration of the effect.

Life Gauge

The amount of health remaining for your character. The battle ends when this runs out, but your Musou attacks are enhanced while you are in the near-death "red zone".

Musou Token

If you've collected a Musou Token, it appears here. Press **R3** to use it and enter a Musou Rage state.

Situation Report

Force Count

These bars show the total manpower of each army (blue for yours, red for your enemies).

Revival Count

The numbers to the left and right of the Force Count show how many times each force can revive its officers after they have been beaten in combat. After an officer is revived, this number decreases by 1.

Base Status

When you're in a base, the dots above the Force Count show how many officers of each side are in residence. When one side runs out of officers, the other side may claim the base.

Remaining Time

When you run out of time, victory goes to the defender.

KO Count

The amount of foes your character has personally defeated.

No Entry Mark

There are some areas you can't enter while on a Horse or Elephant—you'll have to dismount to proceed. Others can't be entered by your character at all, and are merely enemy retreat routes.

Map

Allied areas are shown in blue, and enemy areas are shown in red. Zoom in for more detail.



Complete map



Zoom map



BATTLE GUIDE

Battle Controls



MOVEMENT

Movement



left analog stick

Use the left analog stick to move your character in any direction. If you prefer, you may use the Options menu to map character movement to the Direction Pad instead.

Strafe



L1 button + left analog stick

Hold **L1** and use the left analog stick to move your character without changing the direction that he or she is facing.

Jump



X button (+ left analog stick)

Press the **X** button to jump. Jump while holding the left analog stick to leap in that direction. The longer you hold the **X** button, the higher you'll jump.

Mount/Dismount



X button

Press the **X** button while standing beside a horse or elephant to mount it (this is difficult in the heat of battle). Press **X** while riding to dismount.



ATTACKS

Normal Attack



☐ button

A basic attack with your equipped weapon. Press it repeatedly to deliver a combo attack. The amount of possible combo hits varies by weapon (usually 4 to 6).

Running Attack



☐ button while moving

After moving at least seven steps, press ☐ to use a special running attack. Each character's running attack is different.

Bow Attacks



R1 button + (☐ / /)

While holding **R1**, move your crosshairs with the left analog stick and press an attack button to fire. When aiming at a distant enemy, you will automatically zoom in on your foe. You begin each battle with 20 arrows, but can find more on the battlefield.

☐ : Normal Attack

: A stronger attack that stuns foes

: Fire a volley of arrows. A full Musou gauge is required; you will fire arrows until you run out of arrows, run out of Musou energy, or release the button.

Jump Attack



☐ button while jumping

Jump with the **X** button and press ☐ to use a normal attack while jumping.

BATTLE GUIDE

Jump/Charge



△ button while jumping

Jump with the **X** button and press **△** to use a special charge attack while jumping. The effect varies widely by character, but often hits foes within a wide area.

Horse Attacks



□, △, ○ button while on horseback

While riding a horse you have access to three special attacks.

- : Mounted normal attack
- △** : Mounted Charge Attack
- : Mounted Musou Attack (requires full Musou gauge)

Elephant Attacks



□, △, ○ button while on elephant

While riding an elephant you have access to three special attacks.

- : Jump forward at enemy
- △** : Stomp the ground to dizzy enemies
- : Charge forward and crush enemies (requires full Musou gauge)





MUSOU ATTACK

Your most powerful moves require a full Musou gauge to use. No need to look down at the gauge in the heat of combat—when your Musou gauge is full, a soft light will surround your character. You can gradually refill your gauge by doing any of the following things:

Damage enemies

Recieve damage from enemies

Hold down the button

The Musou gauge will also gradually refill itself while your life bar is red (due to taking heavy damage).

Musou Attack



button

Hold down the  button to perform your Musou Attack. The attack will continue until you release the button or run out of Musou energy. You cannot be damaged while using a Musou Attack. Each character has a different Musou attack.

True Musou



button (while life bar is red)

When your life bar is in the red zone, your Musou Attack will be transformed into a more powerful True Musou Attack. When empty, your Musou Gauge will gradually refill itself.

Musou Rage



button

When you have a Musou Token, you can press  to spend it and enter a Musou Rage state. You can only hold one Musou Token at a time. While under the effects of a Musou Rage:

- Your Musou Gauge is completely refilled
- Your Attack Power increases
- Your Speed increases
- You are immune to most enemy attacks
- You may perform a True Musou Attack even if your life bar is not red

BATTLE GUIDE

CHARGE ATTACKS



 button

Charge Attack

Each character has a unique charge attack that can be used with the  button. Charge attacks are incredibly versatile—add them to the end of a normal combo attack and the range and effect will vary based on the number of combo attacks that preceded it.



, 
button

Charge 2



Knock your enemy upwards with this simple combo. Follow it up with a  button combo for additional damage.



, , 
button

Charge 3



A charging attack. With many weapons you can do additional damage by repeatedly pressing the  button.



, , , 
button

Charge 4



The final hit of this combo is a powerful strike that sends its targets flying. The flying enemies will damage foes they're knocked into!



□,□,□,□,△
button

Charge 5



Knock enemies upward and strike them in midair. With some weapons you can do additional damage by repeatedly pressing the △ button.

- Requires a weapon capable of a 5-hit combo



□,□,□,□,□,△
button

Charge 6



The final hit of this ultimate combo varies by character, but it usually devastates its target.

- Requires a weapon capable of a 6-hit combo

Evolution Attack



□ button repeatedly, after the 6th Normal Attack

This is an attack that will always come after the 6th normal attack. You may execute a simple 9 hit combo by repeatedly pressing the □ button. After the 6th normal attack, your character's hands will begin to flash. Your Musou Gauge will not decrease when executing an Evolution Attack.

Conditions for Executing an Evolution Attack

- You must have an Evolution Attack capable weapon equipped.
- The Musou Gauge is full.

BATTLE GUIDE



DEFENSIVE ACTION

Guard



L1 button

While you hold down the **L1** button the camera will shift behind you and you will block all forward attacks. You remain vulnerable to attacks from other directions and certain unblockable attacks, however.

Parry



△ button while guarding

While holding **L1**, press **△** right before an enemy's attack would connect from the front to parry that attack and deliver a quick counterattack.

Somersault



L1 button (in midair)

After being knocked back by a powerful enemy attack, press **L1** in midair to land with a somersault and suffer no further ill effects. You will be able to attack immediately upon landing.

If you can't move

If your character is stunned, repeatedly press the **L1** and **L2** buttons or any of the attack buttons rapidly to make your character snap out of it quickly.

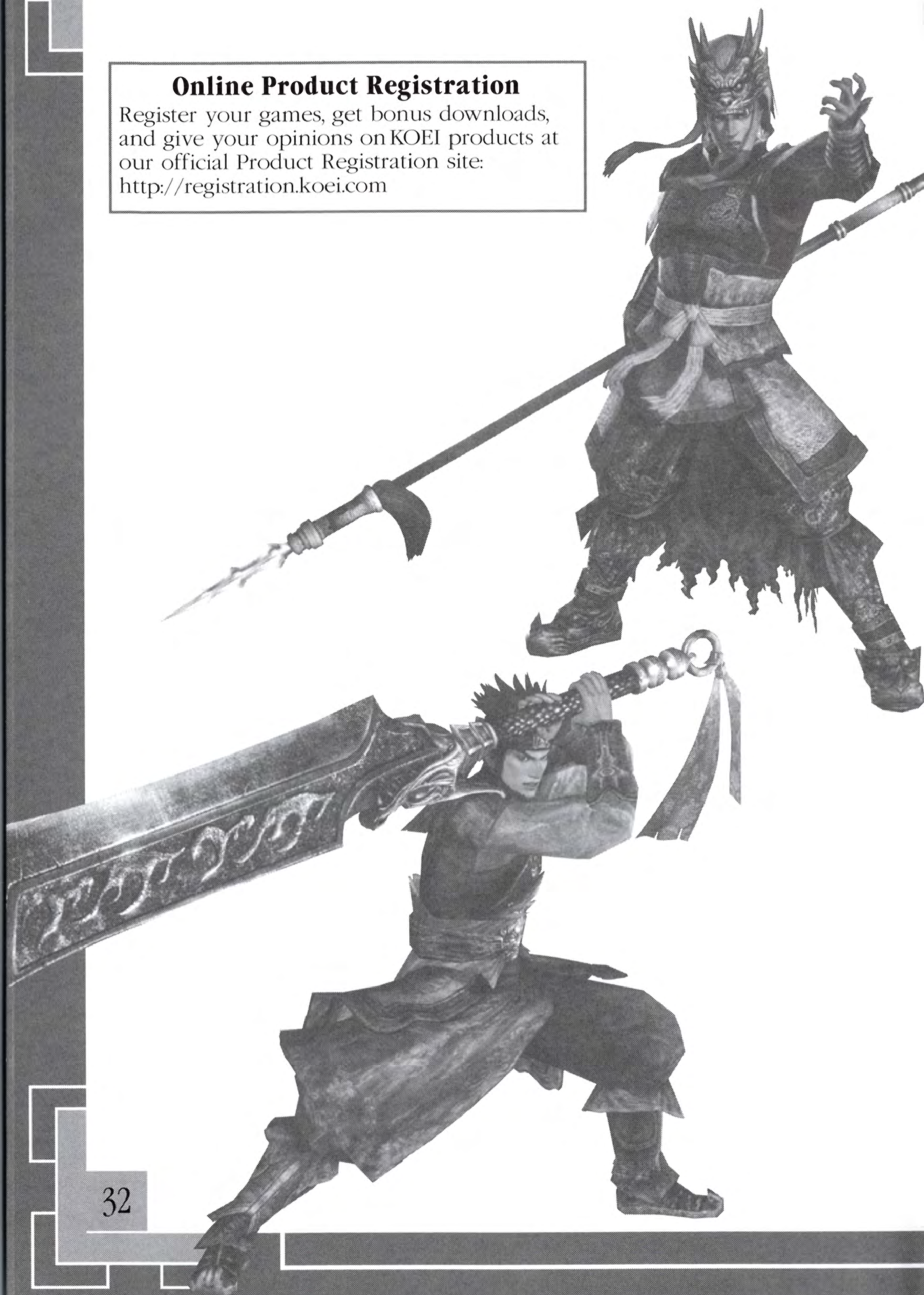
Weapon Deadlocks

If your character and an enemy swing with the same attacks at the same time, you may end up locking weapons. Press the ☐ button rapidly to win the deadlock—if you do, your enemy will be stunned. If you fail, you'll lose all of your Musou energy.



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