



DYNASTY WARRIORS 6

国 無双



WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

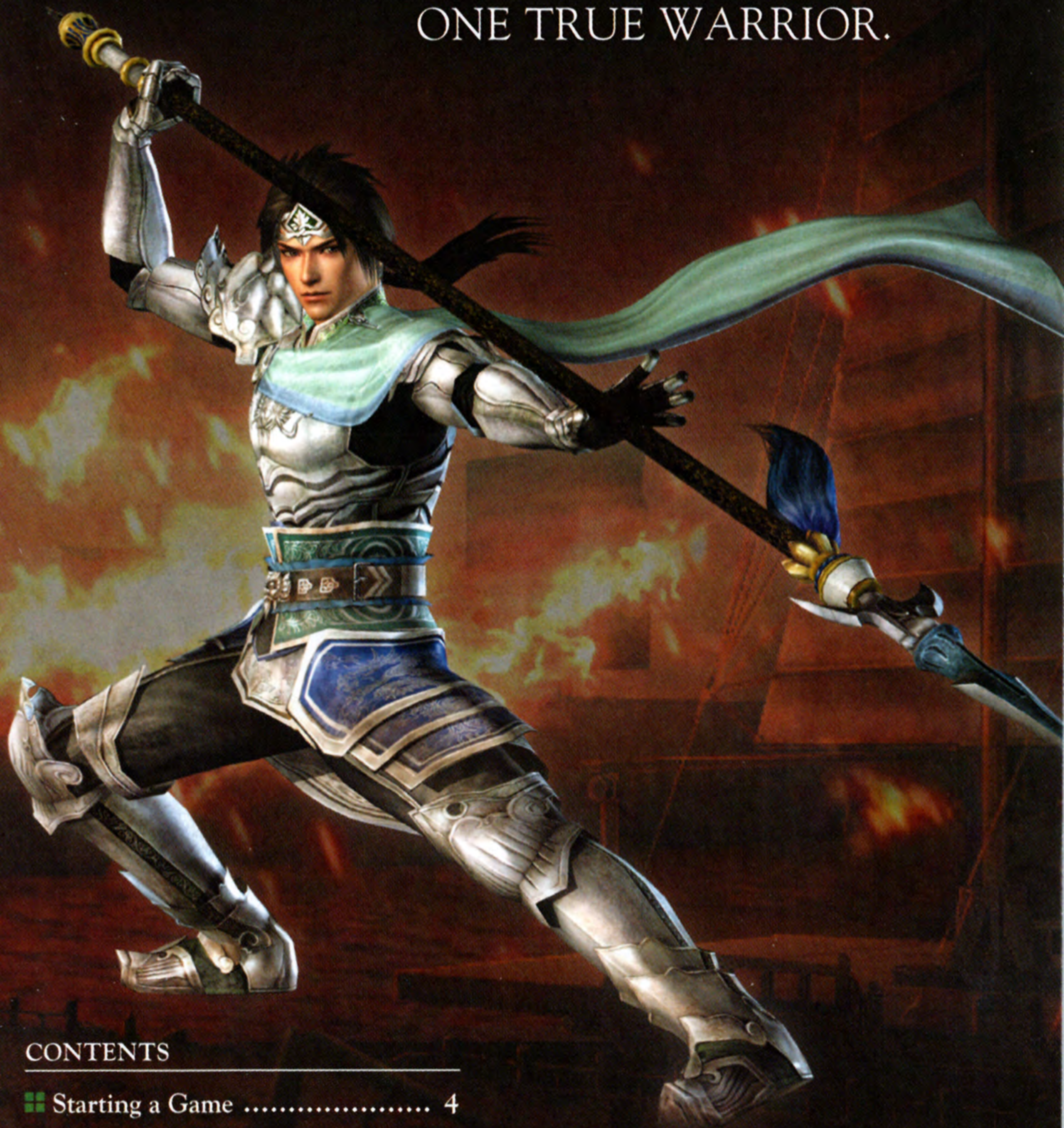
Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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.

A THOUSAND MEN.

ONE TRUE WARRIOR.



CONTENTS

■ Starting a Game	4
■ Battle Controls	6
■ Game Screen	10
■ Musou Mode	12
■ Officer Development	18
■ Character Art	22
■ Warranty	25

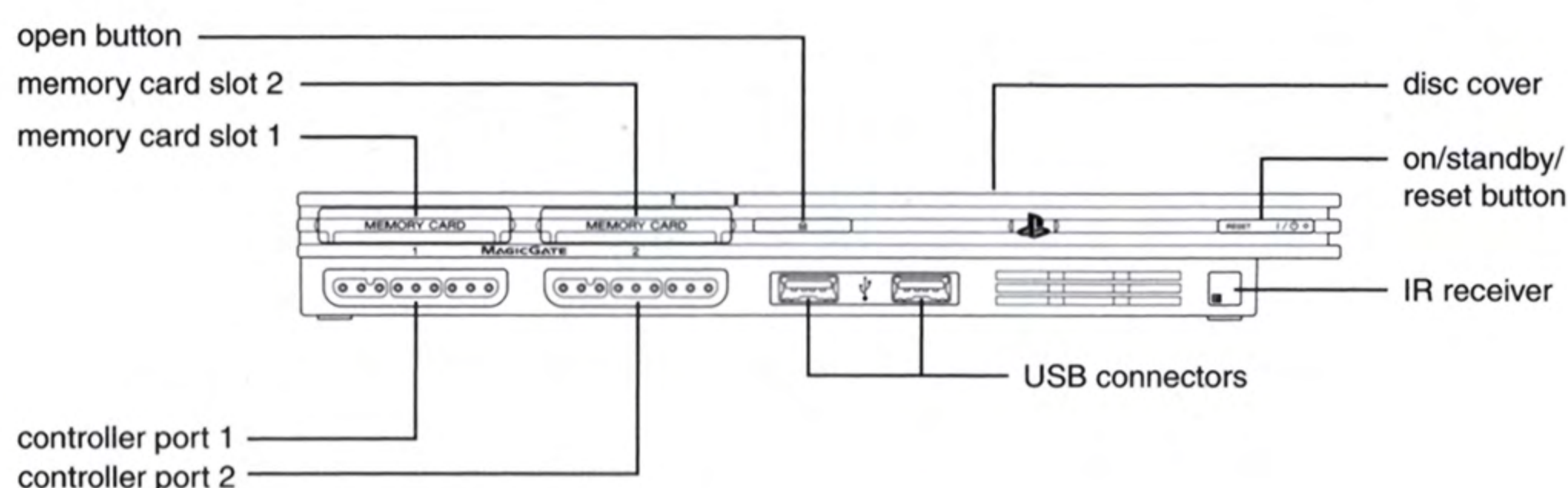
Produced by
Ω-Force

Manual Design: DAI-ART PLANNING

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GETTING STARTED



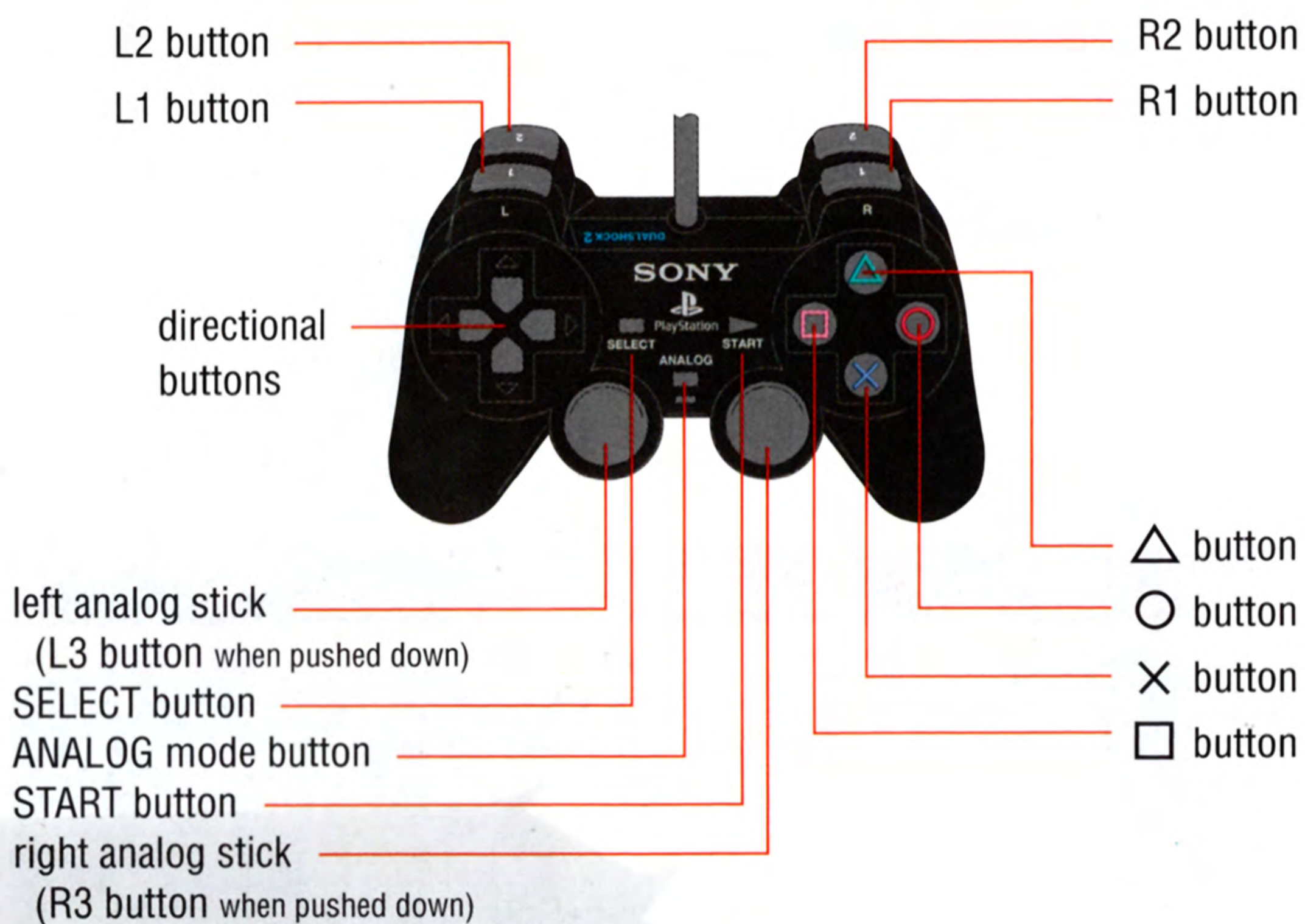
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Dynasty Warriors®6* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Starting a Game

The following is an explanation of how to start the game and adjust the game settings.

How to Start the Game

1. Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.
* This game requires a memory card (8MB)(for PlayStation®2) in order to save game data. At least 300KB of free space is required to save.
2. Insert the DYNASTY WARRIORS 6 disc into the PlayStation®2 system.
3. Pressing the START button during the opening movie or at the Title Screen will proceed to the Main Menu.
4. Select a game mode from the Title Menu.



Game Modes

Musou Mode (→P.12)	Select an officer from a kingdom and play through their story mode. Playable scenarios will depend on which officer you choose. Clearing special conditions will increase the number of officers you can choose. * A 2 player co-op mode is available. When [2P PRESS START] is displayed in the upper right corner of the screen, Player 2 can press the START button to join the game. The same officer or horse cannot be chosen by both players.
Free Mode (→P.12)	Select an officer and stage to play. You can choose scenarios that are playable in Musou Mode. The difficulty level can be seen by the height of the meter. Officer levels will increase if used in Free Mode. * A 2 player co-op mode is available. When [2P PRESS START] is displayed in the upper right corner of the screen, Player 2 can press the START button to join the game. The same officer or horse cannot be chosen by both players.
Challenge Mode	Select a challenge course and compete, against the clock, on number of K.O.s, etc. Abilities and weapons are set for each officer. Renbu Rank is set at Infinite. Rampage: Defeat as many enemies as possible in the time given. Sudden Death: Defeat as many enemies as possible without being defeated yourself. Speed Run: Compete to reach all of the fortresses in the shortest amount of time. Havoc: Compete to destroy as many items as possible within the time limit. Gauntlet: Try to obtain the highest score by picking up as many EXP items as possible.
Camp	View the officers and horses that you have developed.
Encyclopedia	View the story of the Three Kingdoms, as well as an explanation of the officers, battles, terminology, and a timeline.
Options (→P.5)	Adjust game settings.
Continue	Resume playing from a previously saved game in-battle.

Options

Adjust the game settings. By selecting [Default], you can revert each of the same settings to their original values.

Display Settings	Map	[Semi-Auto/Auto/Manual] Switches the map view when the battle messages are displayed. Semi-Auto : Will automatically switch to the overview map and stay there. Auto : The map will return to the previous setting after switching to the overview map. Manual : The map will not switch.
	Subtitle	[On / Off] Turn the subtitles for the movies on or off.
Controller	Camera (Vertical)	[Standard / Inverse] Switch the direction of moving the camera up and down (Right analog stick).
	Camera (Horizontal)	[Standard/Inverse] Switch the direction of moving the camera left and right (Right analog stick).
	Vibration	[On/Off] Turn the vibration function for the controller on and off.
	Button Settings	Assign commands to each of the buttons on the DUALSHOCK®2 analog controller.
Sound	System	Select sound setup [Dolby® Digital Pro Logic® II / Dolby® Pro Logic® II / Stereo / Mono].
	BGM Volume	Adjust the volume of the background music within the game.
	SE Volume	Adjust the volume of the sound effects within the game.
	Voice Volume	Adjust the volume of the voices within the game.
	Sound Test	Playback songs that are played within the game.
Save/Load	Save	Save your current progress in the game.
	Load	Load previously saved game data.
Game Previews	View trailers on upcoming KOEI games.	

Saving and Loading

After clearing a scenario, you will be able to confirm your results and save the game. Choosing [LOAD GAME] in the Musou Mode will allow you to resume your game.

Saving During Battle

Selecting [Save] in the Information Screen (➡P.12) will allow you to save during a battle. You can only have one in-game save at a time between the Musou and Free Modes. The number of times you can make an in-game save during a single stage depends on the difficulty level you have chosen (Easy: No limit, Normal: 3, Hard: 1).

Select [CONTINUE] from the Title Menu to resume from your last in-game save.

Dolby® Sound Setup

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

● Setting up Dolby® Digital Pro Logic® II

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

● Setting up Dolby® Pro Logic® II

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

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

Battle Controls

The following is an explanation on the controls for the various actions during the battles in Dynasty Warriors 6.

DUALSHOCK®2 Analog Controller

L1 button

Guard (Center camera behind you) Same when mounted

The camera will be centered behind you and while holding down the button, you will guard against enemy attacks in the direction you are facing. However, strong attacks from the enemy will undo the guard.



Shift Move

Same when mounted

By holding down the **L1** button and moving the Left analog stick, you will move while facing forward.

Parry/Counterattack

Immediately after guarding against an enemy attack, press the **□** button or **△** button to deflect it and counterattack.

- button: Undo the enemy's guard.
- △** button: Counterattack. This will knock the enemy away.



Grapple Attack → P.8

Hold down the **L1** button and press the **□** button or **△** button to unleash a powerful attack against the enemy.

Somersault

When knocked into the air by an enemy, press the **L1** button to regain control in mid-air and land on your feet.

Down button

Call warhorse

You must have a warhorse selected during battle preparations to use this.



If caught in a Weapon deadlock...

Rapidly press the **□** button. If you win, the enemy will be temporarily stunned, but if you lose, your Musou Gauge will be depleted. If you completely fill the gauge, then you can perform a special attack.

When Stunned...

Rapidly press the **L1** button, **R1** button, **□** button, **△** button, **□** button or **○** button to recover quickly.

L2 button

Special Attack → P.9

This allows you to perform a special attack for a limited period of time. You can only use this when you have a [Tome].

SELECT button

Display Name/Life

Turn the name and life displays of your character and other special officers on and off.

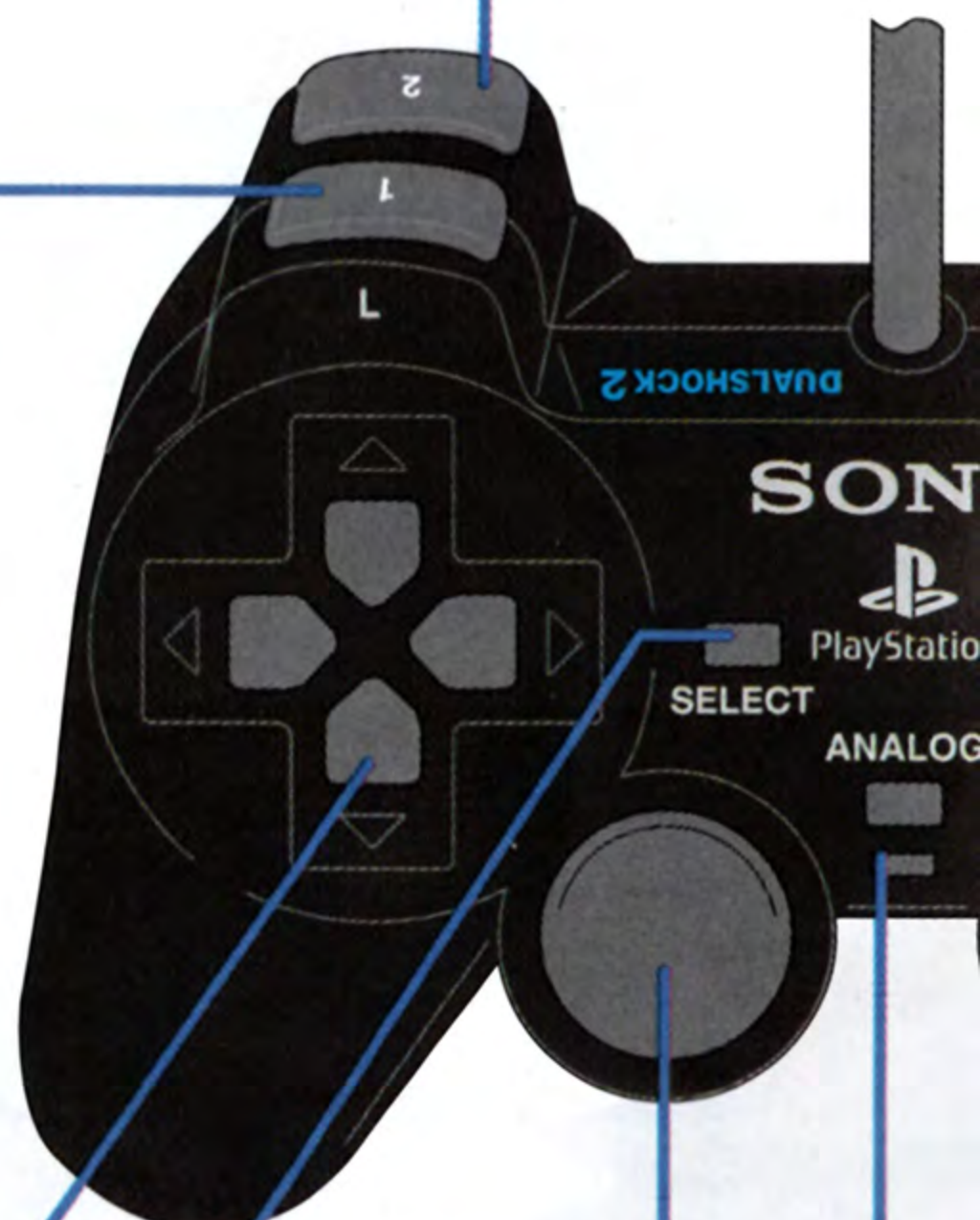
Left stick

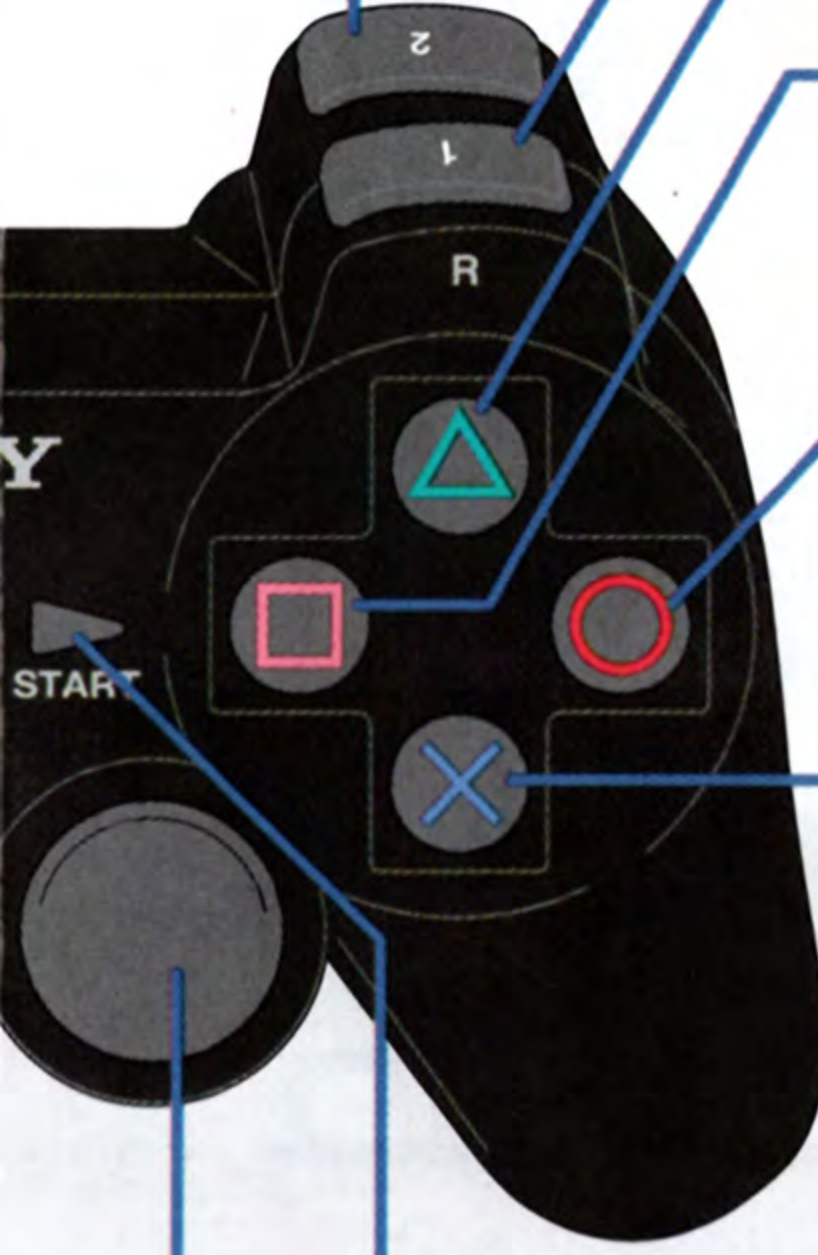
Move

Move your officer.
*You cannot move using the directional buttons.

LED display

This should always be red (analog mode).





R2 button
Change map → P.11
Switch the map between the Complete Map and the Zoom Map.

R1 button
Evade
Quickly move out of the way of enemy attacks.
Jump Horse
Pressing the **R1** button while running with the horse will cause it to jump.

△ button
Power Attack → P.8 Same when mounted or in mid-air
Unleash a powerful attack against the enemy that can even break through their guard. Depending on how long you hold down the button, the type of attack will change.
Short Press: Attack the enemy in front of you. Can also charge into the enemy.
Long Press: Attack all of the enemies around you.

□ button
Normal Attack → P.8 Same when mounted or in mid-air
Perform a rapid attack that can continue without interruption. The higher your Renbu Rank, your attacks become more powerful and elaborate.

○ button
Musou Attack → P.9 Same when mounted
The special attack for each character. You can only use this when your Musou Gauge is full. It will continue until you let go of the button or the gauge is depleted. You can also press this button to fill the Musou Gauge.

× button
Jump
The longer you hold down the **×** button, the higher you will jump. Pressing the **□** button/△ button while jumping will allow you to perform a jump attack.
Mount/Dismount Horse
By approaching a horse and standing next to it, the area around its feet will glow and you can press the **×** button to mount it. If you press the **×** button while on the horse, you will dismount it.
Climb Ladder
Press the **×** button when near a ladder and the ground around it is glowing. Once you get a hold of the ladder, you can use the Left analog stick to move up and down. If you press the **L1** button while on the ladder, you can assume a guard position, allowing you to defend against rocks being dropped on you. If you press the **×** button, then you can jump down to the bottom of the ladder.

START button
Display Information Screen → P.12
Pauses the game, displays the Information Screen and cancels event scenes.

Right stick
Move the camera. Press the **R3** button to return the camera to its previous position.



*This game is intended to be played with the DUALSHOCK®2 analog controller.

*For controls on the Information Screen and others, refer to the guide at the bottom of the screen.

*Pressing the SELECT and START buttons together will take you back to the Title Menu (→P.4).

*You can assign controls for each of the buttons and the direction the camera rotates by going to CONTROLLER (→P.5) in the OPTIONS menu.

*To change the vibration settings go to the OPTIONS menu, select CONTROLLER, then VIBRATION (→P.5).

*Press down on the Right analog stick to use the **R3** button.

Normal Attack

□ button

This is a swift attack that can be performed rapidly without interruption. The higher your Renbu Rank, the more powerful your attacks will be and the more types of attacks you can use (→P.13).

At first, you cannot go any higher than a Renbu Rank of 2. In order to achieve a rank of 3 or higher, you will need to use the Skill “Third Renbu” or “Infinite Renbu” (→P.21).

How To Get A Temporary Infinite Renbu Rank

- Obtain the Item [Beads] (→P.16)
- Use the Special Attack [Swift Attack] (→P.9)

Power Attack

△ button

This is a powerful attack that can even break through an enemy's guard. The type of the attack will change depending on how long you press the △ button.

Short press of the △ button (rapid pressing ok)



Unleash a powerful attack in front of you. By pressing the △ button repeatedly, you can link together attacks (the higher your Renbu Rank, the more attacks you can link together).

Long press of the △ button



Attack any enemies surrounding you.

Grapple Attacks

Press the □ button or △ button while guarding

This is a powerful attack that you can use against a single enemy. If you press the button while guarding (→P.6), it will be used if you hit the enemy. You cannot take damage while performing a Grapple Attack. If you defeat an enemy officer with a Grapple Attack, then you will get an EXP Item (→P.16) that is one rank better than when defeating them with a normal attack. Finally, if you defeat an enemy with a Grapple Attack, then your Renbu Gauge (→P.10) will increase by 1 or more.

Grapple Attack — □ button while guarding



Grapple attack allows you to attack quickly.

Grapple Power Attack — △ button while guarding



Attack any enemies surrounding you.

Musou Attack

Ⓐ button



You cannot be harmed by enemy attacks while performing a Musou Attack, so it's good to use it when you find yourself in trouble.

Musou Attack

This is a special attack unique to each officer that you can use when the Musou Gauge is full. You can continue the attack until you release the Ⓐ button or the Musou Gauge is empty.

How to fill up the Musou Gauge

- Inflict damage upon the enemy
- Take damage from the enemy
- Hold down the Ⓐ button
- Life Gauge is in the red



When an electric bond is formed between both players' hands, then you're ready to go!

True Musou Attack

If you use a Musou Attack while your Life Gauge is in the red, you can use the extra powerful True Musou Attack.

Double Musou Attack

When playing the game with two players, Players 1 and 2 can perform a powerful Double Musou Attack if they are close enough to each other and use their Musou Attack within a reasonable amount of timing.

Special Attacks

Press the L2 button when the Tome Marker is displayed



A Tome appears.



The Tome Marker is displayed.

You can use a special attack for a set period of time. By collecting a Tome (→P.16), the Tome Marker will be displayed and you can use the special attack. There are 5 types of special attacks, and each officer has 1. By learning a Skill (→P.20), your special attack can gain various attributes or become even more powerful.

If you defeat an enemy soldier while using a special attack, then the enemy soldier will drop an EXP Item (→P.16). There are certain times that are best suited for each special attack, meaning that the effect of the special attack will be even greater than normal.

Type	Description	Optimum Conditions & Additional Effects
True Speed	Your character's speed will increase, allowing you to use powerful attacks while dashing.	If used when mounted on a horse, then your character will be able to dash on the horse as well (You can also mount a horse while using this Special Attack).
Swift Attack	Your Renbu Rank will turn to Infinite, and enemy attacks will be less likely to have an effect on you.	If used when your Life Gauge is in the red, you will become even more powerful.
Volley	Attack the enemies surrounding you with a volley of arrows.	If you use it against enemy archers, then you will defeat them in one blow.
Fire	Start a fire around you, depleting the life of the enemy.	If used within a base, then the base will be engulfed in flames and deplete the life of even more enemies.
Rockfall	Bring down rocks around you, depleting the life of the enemies hit by the rocks.	If used at the top of a slope, then the rocks will roll down the slope, causing damage to even more enemies.

Game Screen

How to view the game screen.

Main Game Screen

Pressing the START button will take you to the Info Screen (→P.12).

Enemy Info

Displays the enemy's name, unit and life.

Chain →P.13

The number of attacks you have managed to string together. The higher your chain is, the easier it is to fill the Renbu Gauge. If you are hit with a powerful attack from the enemy or if you do not continue attacking for a while, then it will return to 0.

Renbu Gauge →P.13

This gauge fills by continually attacking the enemy. Each time the Renbu Gauge reaches full, your Renbu Rank will increase by 1 level. If you do not continually attack the enemy, the gauge will gradually begin to decrease.

Renbu Rank →P.13

This will increase each time you fill the Renbu Gauge. Conversely, if the Renbu Gauge becomes empty, then this rank will decrease. The higher your rank is, the more powerful your attacks are and the more types of attacks you can perform. The ranks proceed from 1 → 2 → 3 → Infinite. In the beginning, you cannot progress any higher than Rank 2, but by obtaining a Skill, you can increase to 3 or Infinite.

Tome Marker →P.9

This is displayed when you have a Tome. By using the Tome, you can use a Special Attack. The marker will rotate when you are using a Skill. The ● refers to the number of Tomes you can have at one time.

Temporary Item Timers

These will flicker whenever you are using Temporary Items (→P.16), which can increase your abilities for a short time. As the time limit approaches, the speed at which they flicker will increase.

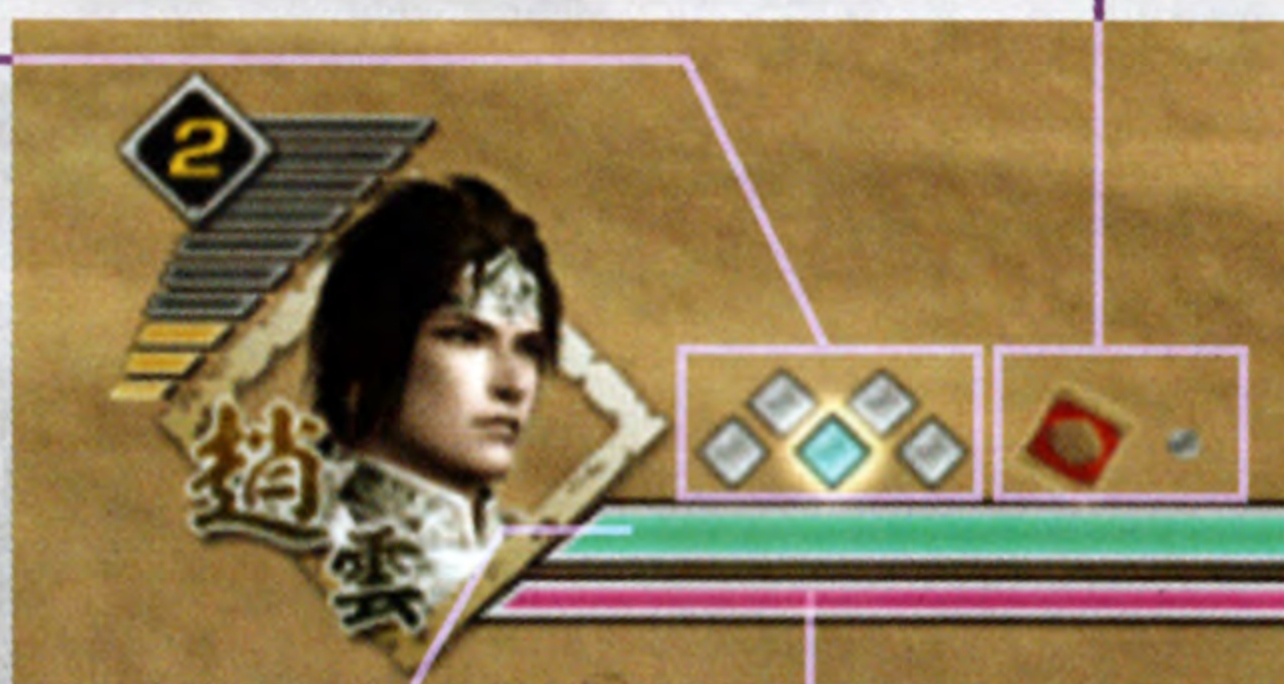
- ◆ ... Attack x 2 (30 secs)
- ◆ ... Defense x 2 (30 secs)
- ◆ ... Speed Up (30 secs)
- ◆ ... Musou Gauge MAX (10 secs)
- ◆ ... Infinite Renbu (30 secs)

Life Gauge

The player's remaining life (HP). This gauge decreases when taking damage and will change color from Blue to Yellow to Red. If the gauge reaches 0, then the game is over.

Musou Gauge →P.9

When this gauge is full, you can perform a Musou Attack.



Morale

This shows the morale of each army.
(■: Allied, ■: Enemy, ■: 3rd party)

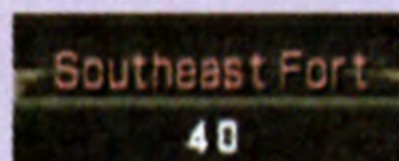


K.O. Count

This is the number of enemies you have defeated.

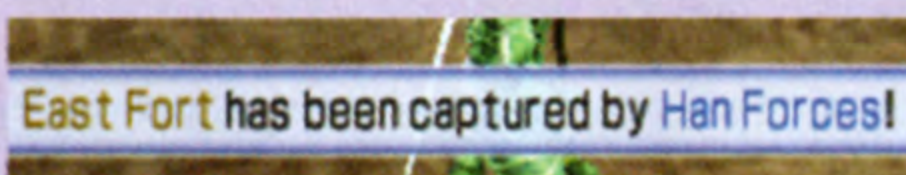
Base Durability → P.14

When you enter a base, this will be displayed in the upper portion of the screen. If the base's durability reaches 0, then the base will be yours.



Battle Messages

The status of the battle will be reported and the location of each event will be displayed on the map. You can check on important information at the Information Screen under Battle Log (→ P.12).



No Entry Mark

You are unable to proceed any further past wherever this mark appears.

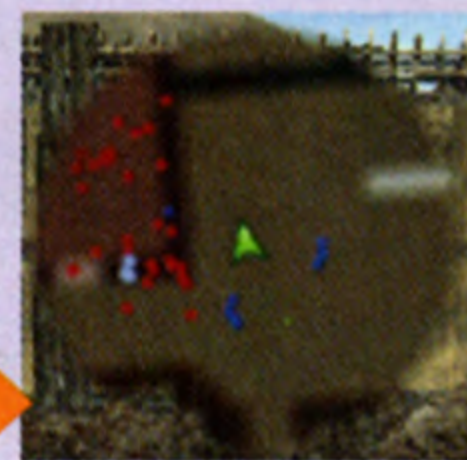


Map

Press the **R2** button to switch between the Complete Map and the Zoom Map.



R2
button



Base

The background color indicates the force in control of the base.

Stairs/Ladders (light green)

Border

You are unable to go beyond this line. However, there are times when you can pass over them by jumping from a higher location to a lower one, etc.

Terrain Elevation

The brighter the color of the terrain, the higher its elevation and the darker the color, the lower its elevation. In places where the difference is stark, there will be a cliff separating them.



▲ Your location and the direction you are facing

● Allied Army

● Enemy Army

● 3rd Party Army

● Your horse

● Allied Officer

● Enemy Officer

● 3rd Party Officer

Time Remaining

This will be displayed when the time remaining in the stage is less than 10 minutes.

04'49"66

Gate Gauge → P.14

This is displayed when you approach a gate. By attacking the gate, the gauge will decrease. If the gauge reaches 0, then the gate will be destroyed. Some gates must be destroyed with siege weapons (Sieges → P.15).



2 Player Screen

When playing the game with 2 players, the screen will be split in half.



Musou Mode

In Musou Mode, you adjust the settings of your officers and difficulty. In Free Mode, you can adjust the settings of scenarios, officers and difficulty levels.

Battle Preparations

In Musou Mode, you adjust the settings of your officers and difficulty. In Free Mode, you can adjust the settings of scenarios, officers and difficulty levels.

Clearing special conditions will increase the number of officers and difficulty levels you can choose from. Scenarios that became playable in Musou Mode can be selected in Free Mode.



Information Screen

You can equip weapons and warhorses before going to battle in "Battle Preparations".



Info Menu

Preparation/Personal	Equip/Confirm Weapons	Select a weapon to equip and confirm weapons you currently own. An officer can have hold up to 8 weapons.
	Select/Confirm Warhorses	Select a warhorse to ride at the beginning of the stage and check the warhorses you currently own. You can call your horse (→P.6) if you have selected a warhorse.
	Skills	Confirm the Skills that you currently know (→P.20).
Conditions	Check the conditions for victory and defeat in the battle (→P.13).	
Targets	Confirm the optional side-missions for the stage (→P.13).	
Battleground	This contains information on the armies and bases in the battle. The arrow refers to [Morale]. If your army's Morale is rising, then its abilities will increase, and they will decrease when Morale is decreasing. If you switch the battleground info to [Bases], then you can check the type, controlling force and durability of each base. 	
Overview (Start)	The conditions at the start of the battle as well as the strategy to proceed.	
Battle Log (Paused)	A log of the battle messages received during the stage.	
Save (Paused)	Saves the current game data. The number of times you can save in the middle of a stage is limited by the difficulty level you choose (Easy: unlimited, Normal: 3, Hard: 1).	
2P Exit (When starting with 2 players)	Quits the game for Player 2 and allows Player 1 to continue alone.	
Exit	Quits the current stage and returns you to the Title Menu.	
Start/Resume	Start or resume the current battle in progress.	

Conditions and Targets

Conditions and Targets can be checked in the Information Screen (→P.12). You can check these during battle as well. Victory conditions are set according to each scenario so be sure to check these. There are 3 targets set for each stage. By completing these targets, you can collect even more experience points and weapons for your officer.

VICTORY

Fulfill the victory conditions set for the stage.

DEFEAT

You will lose the battle if one of the following happens:

- Your character is defeated
(if either character is defeated in a 2 player game)
- You fulfill the conditions for defeat for the stage
- The time limit for the stage expires

During Battle

During the stage, the conditions of the battle will continually change. It is important to pay attention to the orders of the strategist and follow the overall strategy while moving in unison with the rest of your army. You can access information on the location of armies, battle log from the Information Screen at anytime.

Achieve the Stage Targets

You should first try to achieve the stage targets. The amount of experience you can receive for achieving the stage targets is large, so they can have a large effect on your officer's development.

- ◆ Incomplete
- ◆ Completed
- ◆ Failed



Raise your Renbu Rank!

By attacking the enemy, your Renbu Gauge will fill, and when it is full, your Renbu Rank will rise. As your Renbu Rank increases, your attacks will become more powerful and you will be able to use even more attacks. Additionally, if you can continually attack the enemy without taking damage yourself, then the number of Chain will rise. As the number of Chain rises, it will be easier to fill up the Renbu Gauge, so it is important to try and keep up your Chain as much as possible.

Renbu Ranks have 4 levels, ranging from 1 → 2 → 3 → Infinite (in the beginning, you cannot progress any higher than Rank 2) The higher your rank is, the more powerful your attacks are and the more types of attacks you can perform (→P.8). Once your Renbu Rank reaches Infinite, you can also get elemental damage added to your attacks.



Watch your Renbu gauge increase as you attack enemies..



When it reaches it's maximum, you will go up in rank.



Finding the "Beads" item (→P.16) will give you Infinite Renbu Rank for 30 seconds.

Know Your Enemy

Are you too focused on your own movements when fighting battles? By simply studying your enemy for the following signs, it will make a large difference in how effective a fighter you are.

If the enemy soldier
glows yellow?



He's preparing a powerful attack! Evade or attack first.

The enemy officer is
glowing red!



He's ready to use a Musou Attack. Use a Power Attack or Musou Attack of your own, or try to evade him.

The enemy officer has a
red aura...



He's powering up. You'll need to be careful if you plan to attack him!

Occupy As Many Bases As Possible

By occupying bases, you will increase the number of locations producing recovery items, as well as increasing the number of allied soldiers and increasing allied Morale. First, you should check who is controlling the bases on the map before going to battle. Blue bases are controlled by your allies and red ones are controlled by the enemy.

Entering the base

Normally, the gates to the enemy bases are closed. By attacking the gates, the Gate Gauge will decrease and when it reaches 0 (→P.11), the gate will be destroyed and you can enter the base. However, there are some gates like Hu Lao Gate, that are essentially impervious to your attack and will require you to use rams to break down (see more on sieges on →P.15).

Surprise attack

Jumping into or entering a base without passing through the gate will likely lead to a "Surprise Attack". If this happens, the enemy's defenses will be lowered momentarily.

Occupying the base

When the durability of the enemy base reaches 0, then the base will be yours.

WAYS TO DECREASE A BASE'S DURABILITY

- It will decrease by 1 for each enemy soldier you defeat within the base.
- It will decrease by 20 for each Corporal you defeat.
- The base will be yours automatically if you defeat the Guard Captain.
- If you defeat an enemy officer within the base, then it will decrease by the number of soldiers within that officer's unit.

* Guard Captains will not appear until the durability of the base reaches 100 or lower. Also, they will not appear in smaller bases.



Recover in your Base

Within your own bases, when you take a recovery item (→P.16), it will be replaced after a set amount of time. The larger the base, the better the recovery item will appear. However, only "Meat Buns" will appear if an enemy is in the base.



Siege Battles

In certain stages such as The Battle of Hu Lao Gate, there will be Siege Battles where you need to break down a castle gate. Sieges begin when the attacking army arrives at the castle gate. Even if you attack the gate directly, it will be impossible to destroy it. When the Siege Battle begins, allied Engineers will appear before the gate and begin building the siege weapons. You will be responsible for protecting the allied engineers and siege weapons from the enemy.



Protect the siege weapons from the enemy!

Use the Terrain to Your Advantage

If you think you're stuck and can't proceed any further, be sure to check your surroundings. In addition to traversing about the battlefield, you can also move using the following. Use these to your advantage in battle and to work your way around the enemy.



You can cross a river if it's not too deep.



By pressing the $\otimes$ button when near a ladder, you can climb and descend ladders.



You can also jump down from cliffs and other higher elevations.

Units & Independent Officers

Every officer and troop move in units. If the unit commander is defeated, then that unit's troops will be forced to retreat. Additionally, officers assigned to armies may wish to go out on their own and decide to separate from their current unit. If this happens, then the strength of their previous unit will decrease. This can have a great effect on the battle, so be sure to keep an eye on the battle messages.



A new unit has been formed. What effect will this have on the battle?

Ability of Bannermen

Bannermen have the ability to raise the morale of allied troops. Once every several seconds, they will approach allied troops and officers and raise their abilities. The ability raised will be one of the following: Attack x 2, Defense x 2 or Speed Up.



Items

These are items that appear during battles. Depending on the type of item, the way in which it appears will differ. Once they appear, they will remain for only a limited period of time, so be sure to pick them up as quickly as possible.

WAYS IN WHICH ITEMS APPEAR

- Appears within a base → Recovery Items
- Destroy urns within the stage → Recovery Items
- Destroy wooden boxes within the stage → Saddles
- Defeat enemy bannermen → Wine, Temporary Items, Tomes
- Defeat guard captain → Tomes
- Defeat enemy officer → EXP Items, Treasure Box, Saddles

Types of Items

Recovery Items		Meat Bun Recover 50 Life
		Meat Bun x 2 Recover 100 Life
		Meat Recover 200 Life
		Whole Chicken Recover 400 Life
		Wine Fills Musou Gauge
		Elixir Recover Life, Musou and Renbu Rank
Other		Tome Able to use Special Attacks
		Treasure Box Obtain a new weapon
		Saddle Obtain a warhorse
Temporary Items		Battleaxe Attack x 2 for 30 seconds
		Suit of Armor Defense x 2 for 30 seconds
		Wei Tuo Sky Boots Speed up for 30 seconds
		Imperial Seal Musou Gauge at MAX for 10 seconds
		Beads Renbu Rank at Infinite for 30 seconds
EXP Items		EXP Pouch - Small Receive 10 or 50 experience points
		EXP Pouch - Medium Receive 100 experience points
		EXP Pouch - Large Receive 200 experience points

* Recovery Items and Temporary Items take effect immediately after you pick them up.

* Chests and Saddles will take effect after the stage is completed. If you are defeated, then you will lose them, so be careful.

* EXP Items take effect when you pick them up, but you will lose them if you are defeated.

Rating

When you clear a stage, the results of your efforts in battle will be displayed.

Results

Bonus experience points based on your number of K.O.s, completion of stage targets, collection of EXP Items, clear time, and maximum chain length will be displayed. The experience points you receive are added to your score and will make up your total score. If during the stage or on the Results Screen, your experience points pass a certain level, then your officer's level will increase. When your level increases, your abilities will increase and you will obtain Skill Points.



Learning Skills

When you obtain Skill Points, you can use them to learn Skills (➡P.20). You choose Skills from the Skill Tree. Skills that can be learned will glow. The skills can be learned are arranged from left to right on the tree.

Obtaining Weapons

The weapons that you collected during the stage will be displayed. Weapons are unique to each officer. Weapons have types, power, elemental affinities, effects and more (➡P.19). Your officer can hold up to 8 weapons. If you already have 8 weapons, then you must dispose of a weapon if you wish to pick a new one.

Warhorse Experience

When you select a warhorse to take into battle with you, your horse's experience points will increase depending on the number of K.O.s and experience points. The warhorses have levels, abilities, elemental affinities and special characteristics (➡P.19). Once your warhorse's experience points have gone over a certain amount, the horse's level will increase. When the horse's level increases, each of its abilities will also rise. It may also gain special characteristics or elemental affinities.

Obtaining Warhorses

Any warhorses you obtained during the stage will be displayed. Warhorses can be used by any officer. Your officer can own up to 8 warhorses. If you already own 8 warhorses, then you must dismiss one in order to obtain the new one.

Unlocking Officers

By completing certain conditions within the game, the number of officers you are able to choose from will increase. There are some officers that you can unlock that can be used in all of the game modes, as well as some officers that you can only use in the Free or Challenge Modes.



Officer Development

The following describes the rules for developing your officer.

Factors Determining Officer Development

You will gain levels after accumulating enough experience points. An increase in level will give your officer a new title and increase abilities. You may even receive some Skill Points. You can use these Skill Points to learn new skills (→P.20). Learning new skills will increase basic abilities and may give your officer special attributes. The type of weapon you have equipped will also increase in power or give your officer new abilities.

LEVEL (LV) → Earn experience points and level up

SKILLS (→P.20) → Use Skill Points to learn Skills (Skill Points are earned when you level up)

WEAPONS (→P.19) → Obtain by defeating an enemy officer in battle
→ Obtain by completing stage targets

Earning Experience Points

Complete Stage Targets

By completing the stage targets, you can obtain a large amount of experience points. There are three targets for every stage.

Obtaining EXP Items

EXP Items can be obtained by defeating enemy officers. Depending on the strength of the enemy officer and other conditions, the level of the EXP Item dropped will differ.

Increase your K.O. Count

You will obtain experience points for every 100 K.O.s you achieve. However, you will not be able to receive any additional experience points if you go over 1,000 K.O.s.



EXP Items are essential for leveling up your character.

To Receive More Experience Points

Fighting with exceptional technique can lead to receiving more experience points, as well. Additionally, by raising the game's difficulty level, a bonus will be applied to all of the experience points you receive.

Use a Special Attack to defeat the enemy



If you defeat the enemy using a Special Attack (→P.9), even normal soldiers will drop an EXP Item (enemy officers will drop an EXP Pouch - Large).

Use a Grapple Attack to defeat an enemy officer



By finishing off an enemy officer with a Grapple Attack, you will receive an EXP Item one rank above what you would get normally.

Defeat an enemy officer during a surprise attack



If you defeat an enemy officer during a surprise attack (→P.14), then even regular troops will drop an EXP Item (enemy officers will drop an EXP Pouch - Large).

Obtaining Weapons

By obtaining Treasure Box (➡P.16) within the stage, or by completing the stage targets, you can receive new weapons at the end of the stage.

Viewing the Weapons Screen

Weapon Type The weapon's attack strength and effects will differ by type.		Power This affects the attack strength of the weapon.
Elemental Affinity The elemental attack that will accompany attacks from the weapon.		Effects Special attributes obtained by equipping the item. Press the R2 button to see more information.

Weapon Type

Standard	The weapon's power is average. The higher your Renbu Rank, the greater the weapon's reach.
Strength	The weapon's power is strong. If you have a high Renbu Rank, normal attacks will become as powerful as Power Attacks.
Skill	The weapon's power is weak. Your Renbu Rank will determine the speed of your weapon.

Warhorse Development

If you obtain a saddle (➡P.16) and win the battle, then you will receive a warhorse at the end of the stage. Your horse will acquire experience points, gaining levels and learning new skills (➡P.17), if you go to battle equipped with a horse.

Viewing the Warhorse Screen

Warhorse Level (1-5)		Affinity Elemental attack that will affect any enemies hit by the horse.
Summary Gives a hint to the abilities it can easily develop as well as its developmental type.		Skills Special abilities gained when riding the horse. Press the R2 button to see more information.

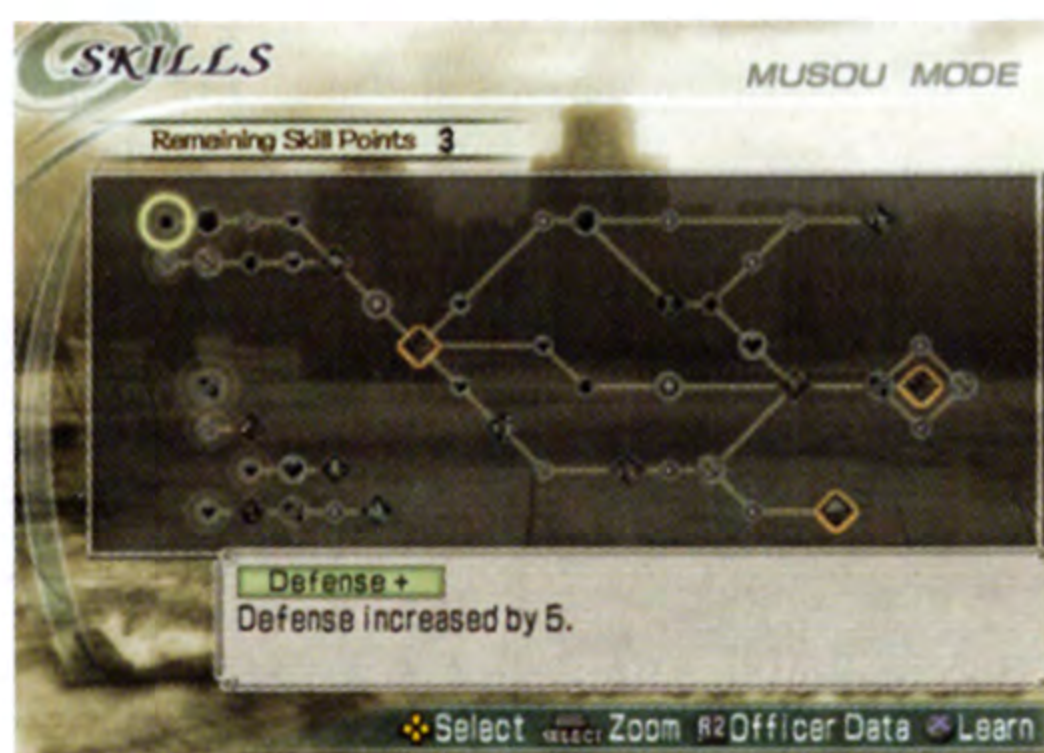
Affinity

Similar to weapons, your horse's attacks can have special elemental attacks.

- Fire:** Engulfs the enemy in flames, continually inflicting damage on them.
- Ice:** Temporarily freezes the enemy, stopping their movement. If you attack while they are frozen, you will inflict more damage than usual.
- Lightning:** Stuns the enemy, and continually inflicts lightning damage on the enemy while they are stunned.

Learning Skills

By learning Skills, your character's basic abilities will rise, and you will gain special abilities. To learn 1 Skill, you must use 1 Skill Point. You obtain a new Skill Point each time your officer levels up.



You can learn Skills that are glowing. In general, the Skill Tree flows from left to right.

Types of Skills

Skills that Increase Basic Abilities

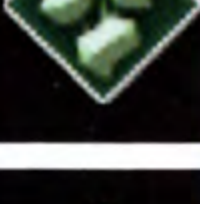
	Life + Max Life increases by 5		Musou + Max Musou increases by 5		Attack + Attack Strength increases by 5
	Defense + Defense increases by 5		All + Max Life & Musou, Attack and Defense increase by 5		Life ++ Max Life increases by 20
	Musou ++ Max Musou increases by 20		Attack + Attack increases by 20		Defense + Defense increases by 20

Immediate Power-Up Skills

	Adrenaline When near death and knocked down, Attack x 2 for 30 seconds		Evade When near death and knocked down, Speed Up for 30 seconds		Ward When near death and knocked down, Defense x 2 for 30 seconds
	Fire Resist Renders enemy fire elemental attacks ineffective		Ice Resist Renders enemy ice elemental attacks ineffective		Thunder Resist Renders enemy lightning elemental attacks ineffective
	Arrow Guard Damage from enemy arrows is cut in half		Sprint Running continuously will increase Speed		Spirit Increases Musou
	Recovery + Increases the effect of Recovery Items		Extension + Increases the duration of Temporary Items		Victor's Aura Increases the success rate and duration of surprise attacks

	Wardrums Increases the effectiveness and frequency of morale boosts		Beastmaster Wild animals, such as lions and wolves, will temporarily fight for you		Swift-foot Increases running speed
	Horsemanship Warhorse skill is increased to maximum		Lady Luck Increases the chance of discovering powerful weapons and warhorses		Special Start Start the battle with a Tome already in possession
	Bonus Special Receive a Tome for every 300 enemies defeated		Pouch Enables you to carry 2 Tomes and increases the chance of Tomes appearing		Bag Enables you to carry 3 Tomes and increases the chance of Tomes appearing
	Third Renbu Allows the use of Renbu Rank 3 attacks		Infinite Renbu Allows the use of Infinite Renbu attacks		

Special Attack Skills

	Rush While using True Speed, inflicts heavy damage on the enemy by touching them		Leader's Aura While using True Speed, grants the ability to dash and increases the Morale and strength of nearby allies		Shadow While using True Speed, casts a shadow that allows for multiple attacks
	Rage While using Swift Attack, increases damage and decreases the chances of interruption of strong attacks		Destroy While using True Speed, increases the damage dealt to objects with strong attacks		Fire Arrows While using Volley, bestows arrows with fire that engulfs the enemy in flames
	Ice Arrows While using Volley, bestows arrows with ice that freezes the enemy		Range While using Volley, increases the range of Volley arrows		Rapid Shot While using Volley, increases the reload speed of your archers
	Heavy Bolt While using Volley, volleys will also include a heavy ballista bolt		Piercing While using Volley, arrows will explode upon making contact with the ground		Thunder Arrows While using Volley, bestows arrows with lightning that shocks the enemy
	Flame Increases damage inflicted by the Special Attack, Fire		Hungry Flame Increases the range of the Special Attack, Fire		Boulders Increases damage inflicted by the Special Attack, Rockfall
	Landslide Increases the range of the Special Attack, Rockfall		Stamina Increases the duration of Special Attacks		Overawe Weakens the defense of nearby enemies when using a Special Attack
	Hinder Slows the speed of nearby enemies when using a Special Attack		Battlecry Stuns nearby enemies when using a Special Attack		Command Increases the Morale of nearby allies and adds their K.O.s to your own when using a Special Attack

Cao Pí

Zhang He

Xiahou Dun

Sima Yi

Cao Cao

Dian Wei

A group of six Dynasty Warriors 6 characters are posed against a dark red background with faint, stylized mountain silhouettes. In the top left, Taishi Ci is in full plate armor with a red plumed helmet, holding a long red spear. In the top right, Ling Tong is in red and gold armor, holding a red staff. In the center, Zhou Yu is in a red and white robe with a cape, holding a red staff. To his right, Lu Xun is in red and gold armor, holding a sword. In the bottom left, Sun Shang Xiang is in a colorful, revealing outfit with green and yellow elements, holding a bow. In the bottom right, Sun Jian is in red and gold armor, holding a large sword. The characters are arranged in a dynamic, overlapping composition.

Ling Tong

Taishí Cí

Lu Xun

Zhou Yu

Sun Jian

Sun Shang Xiàng

Guan Yu

Zhang Fei

Zhao Yun

Ma Chao

Yue Ying

Liu Bei

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