



Xtreme Legends[®]

SAMURAI WARRIORS[™]



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:

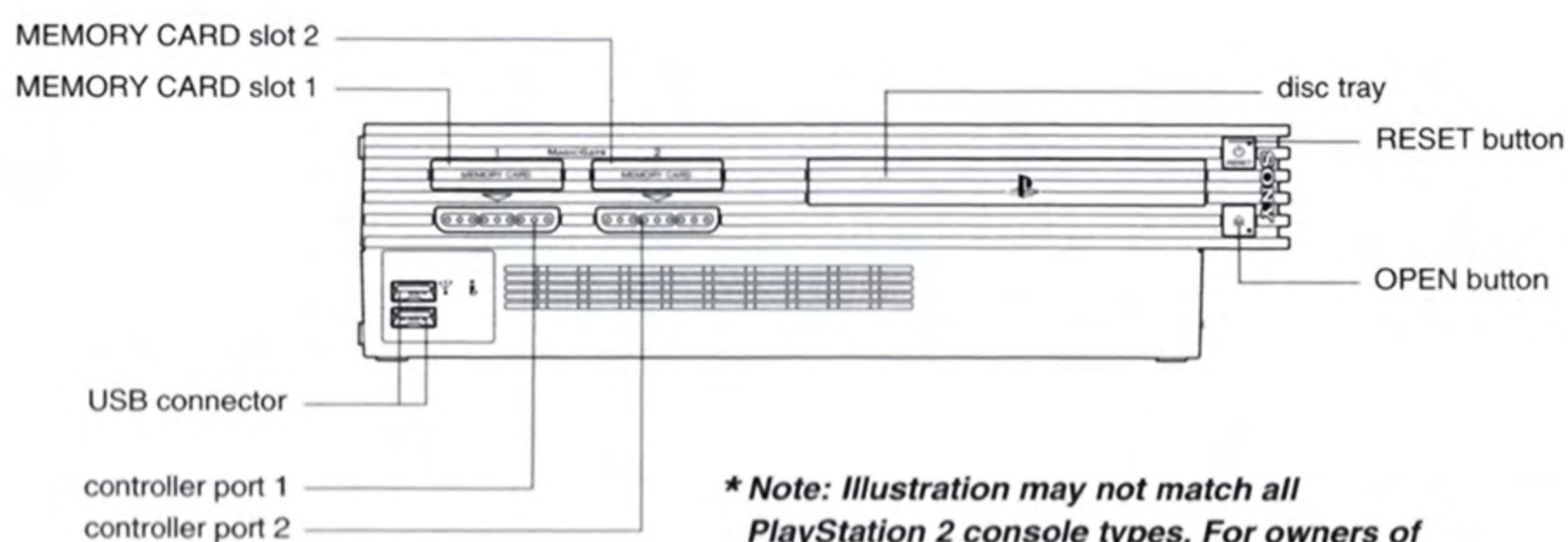
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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Produced by
Ω-Force
OMEGA

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GETTING STARTED

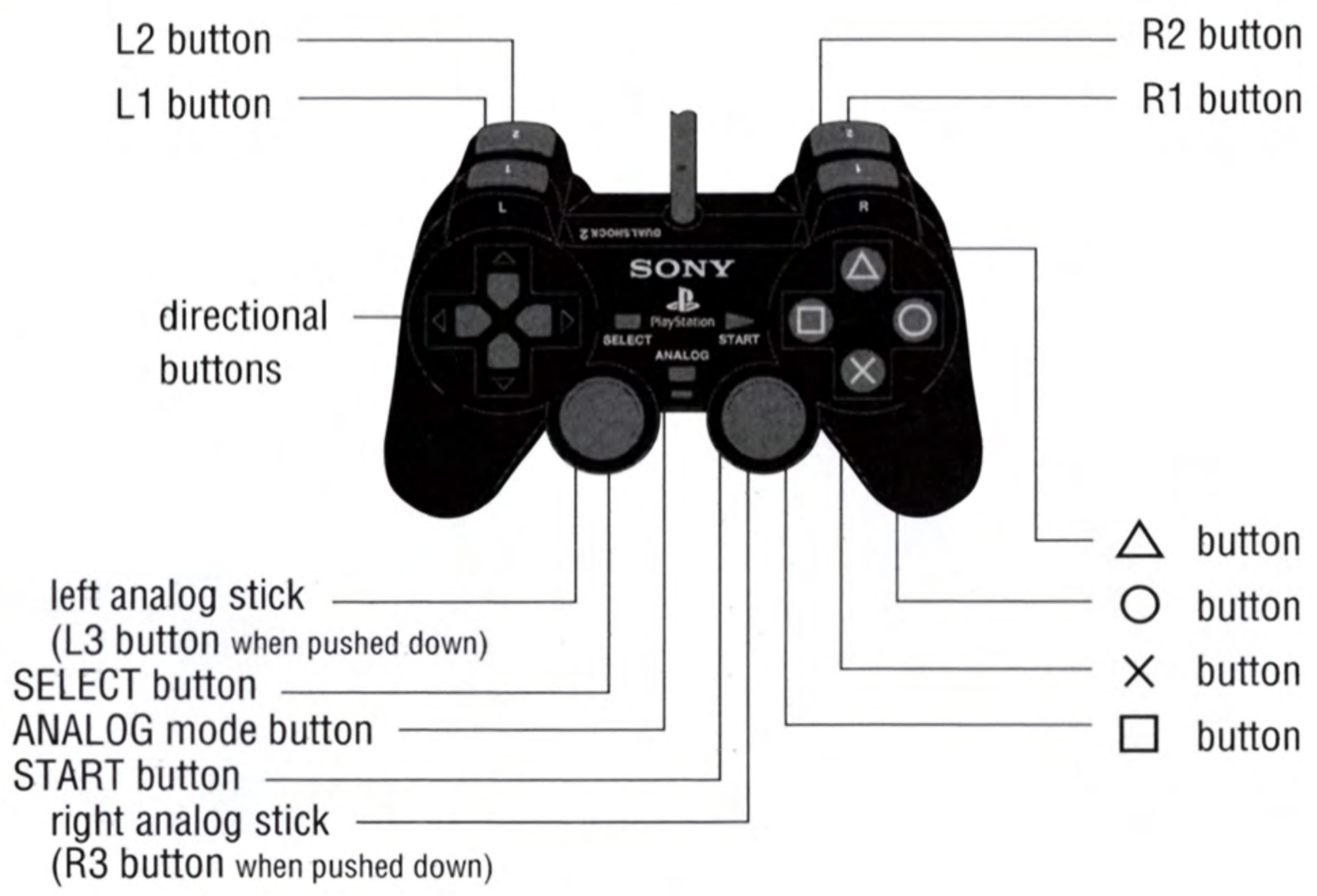


*** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

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 *Samurai Warriors™ 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



THE WORLD OF SAMURAI WARRIORS™ XTREME LEGENDS®

New additions take the challenge to new heights.

NEW

New Characters — Four New Warriors to Play!



Four new legendary warriors add variety to the action of *Samurai Warriors*: The nimble Hideyoshi Hashiba, the powerful Yoshimoto Imagawa & Tadakatsu Honda, and the well-balanced Ina. Which warrior will you choose?



◆ New Stage

Introducing the new battle stage "Komaki - Nagakute." The decisive battles between the Hashiba and Tokugawa unfold on this new map. Will the outnumbered Tokugawa forces defeat their powerful enemy?

Gameplay Improvements — Introducing the Special System

This system accumulates Bonus Points as you play Story Mode, Free Mode, Survival Mode and Vs. Mode. As you accumulate Bonus Points, you can get various special items (effects, privileges) from "Special" in the Options menu. The key to accumulating Bonus Points is to save date after battles. With enough play, those special features that you haven't been able to find before are within your reach. The ultimate warrior is no longer just a dream!

For example, there is a weapon that lowers difficulty. With that in hand, it becomes possible to easily get the allusive "Ultimate Weapon" that can only be gotten from difficulty level "Chaos".




Accumulated Bonus Points.


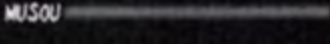
SPECIAL	
CHARACTER LEVEL	1,000,000
ULTIMATE WEAPON	100,000
5TH WEAPON	20,000
ENEMY CHARACTER MODEL	10,000
CHARACTER MODEL	2,000
VOICE TEST	1,000
SAVE ICON	500
BONUS POINTS	6700

Aim to create the ultimate warrior...

New Growth System — No More Artificial Limits

EXPERIENCE STORY MODE



Tadakatsu Honda
 RANK **20** LIFE 
 TITLE The Undaunted MUSOU 
 EXP **99999**
 SKILL POINTS **99999**

KO's **218**

		RATING	EXPERIENCE
CLEAR TIME	4'42'28	S	1160
ITEM EXP BONUS	200	C	240
MISSION COMPLETION	900	S	1080
MUSOU KO's	341	C	410
OVERALL RATING		B	2890

Gain experience even at level 20

The growth system has been reformed to allow further growth of characters even after they have already reached level 20. Enjoy greater skills as your EXP Points continue to increase even when your character has reached the highest level.

The characters of the original *Samurai Warriors*™ can be strengthened through the REMIX feature.* (*requires the original *Samurai Warriors* disc, sold separately.)

◆ Powerful Rare Skills -New skills (→P30)

9 new skills added. Skill levels can be taken to an additional level (level 4).

CHARACTERS



Vitality
Life Max increases easier


Increase Skill levels to strengthen your characters!

◆ Support in Battle -New Items (→P31)

6 new skill items have been added to heat up the battle.

WEAPONS

Yoshimoto Imagawa
 Tadakatsu Honda
 Ina
 New Officer-SWORD
 New Officer-SPEAR
 New Officer-NAGINATA



Tiger Slayer x8

BASE ATTACK **34**
 A grand spear said to have quelled the fiercest tigers.

Can you acquire new 6th weapons?

◆ Over the Top -New 6th weapons


New ultimate weapons that surpass the 5th level weapons of *Samurai Warriors* increase your attack power.

◆ Clear hard levels more easily

-Adjust the enemy's strength!

The stronger you get, the more the battle is in your favor! No longer does the enemy get stronger with each rank you achieve.

CHARACTERS



Tadakatsu Honda SKILL POINTS **99999**

RANK **20**
 TITLE The Undaunted

LIFE	290
MUSOU	285
ATTACK	296
DEFENSE	300
RANGED ATK	258
RANGED DEF	300
HORSE ATK	294
HORSE DEF	300
SPEED	180
JUMP	160
AGILITY	170

Develop your characters consistently!

SPECIAL

CHARACTER LEVEL	1000000
ULTIMATE WEAPON	
STR. WEAPON	
ENEMY CHARACTER MODEL	10000
CHARACTER MODEL	
WAVE TEST	
SAVE ICON	500
BONUS POINTS	9714500

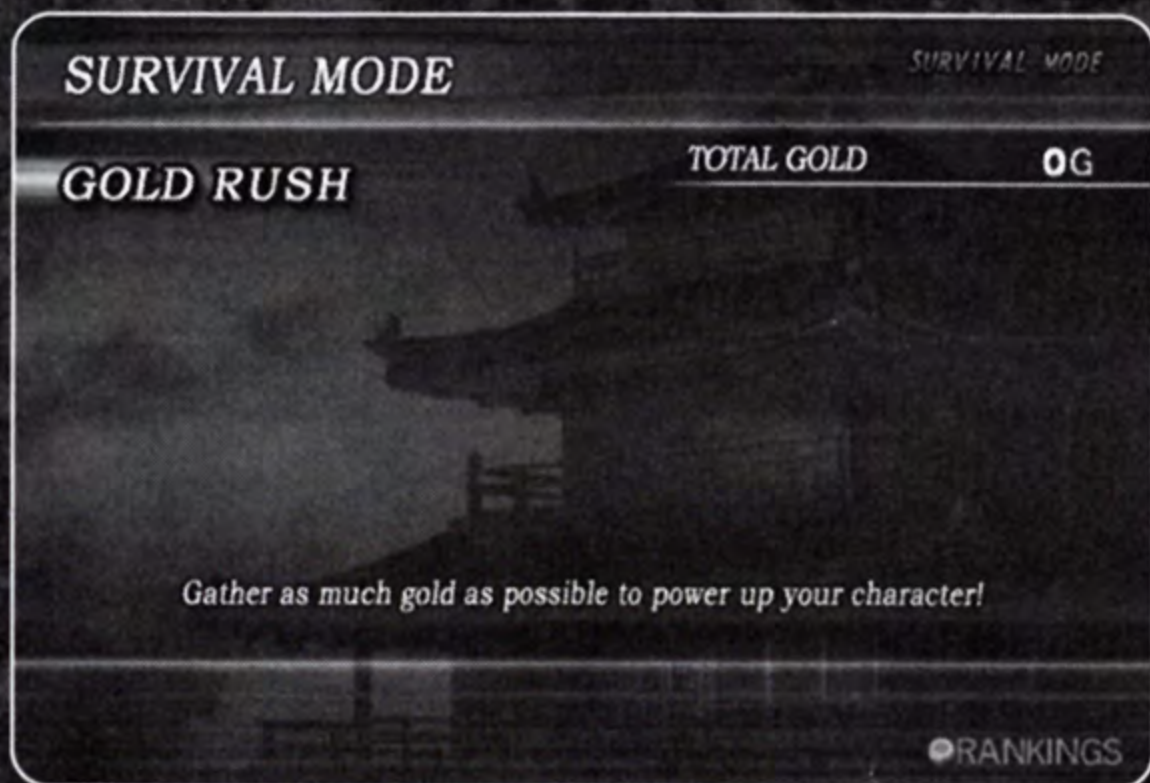
All characters can progress past their normal level limits.

Break the limits!

◆ Break through the Growth Limits

Each character has a set level of abilities. However, by choosing "Character Level" from the "Special" menu (→P16) you can strengthen each character beyond its normal limits.

Better Playability! - New Survival Mode, Vs. Mode and Difficulties



Collect Gold to power up weapons and items.

◆ Gather Gold -Gold Rush

Survival mode contains an exciting new course: "Gold Rush." Merely defeating the enemy will not win the stage. Instead you'll have to gather as much gold as you can. This might be more difficult than you think! (➡P8)

◆ New Gameplay in Three New Vs. Mode Courses

Challenge three new courses in Vs. mode; "Duel," "Sumo," and "Gatekeeper." Liven up competition play with a few new rules.



Duel



Gatekeeper



Sumo

◆ New Difficulty Levels: Novice and Chaos

Play at the Novice level to get through a level easily. Great for beginners and those who want to reach movie scenes quickly. Even though it's easier than normal, you can still acquire items.

Play at the "Chaos" level for more of a challenge. More valuable items are your reward at this very difficult level of play.

SETTINGS

DIFFICULTY **NOVICE** EASY NORMAL HARD CHAOS
 2P MUSOU GAUGE
 DISPLAY
 CONTROLS
 SOUND
 LANGUAGE
 DONE

Get the same EXP Points whether you're playing at the "Novice" or "Chaos" level.

Archives: Become an expert on the *Samurai Warriors*!

The Archives (→P17) contain the facts behind the personalities and battlefields in *Samurai Warriors™ Xtreme Legends®*.

ARCHIVES

Ina (1573 - 1620)



Daughter to Tadakatsu Honda who was later adopted by Ieyasu. She was well known for her beauty and cleverness. At a time when everyone obeyed Nobunaga out of fear, Nobuyuki Sanada alone defied him. Enchanted by his audacity and confidence, she married to him.

Komatsuhime (Daiei-ji Temple)

Previous Page

Characters

Battlefields

ARCHIVES

Okehazama

The location of the battle that was to make Nobunaga one of the most famous officers of Japan. In May of 1560 Yoshimoto Imagawa marched into Kyoto with a massive army of 40,000 troops in an attempt to seize hegemony.

On May 15th, the Imagawa Army entered

Previous Page Next Page

Double Musou Attack - Options for 2 Player Action

2P MUSOU GAUGE



JOINT



SOLO

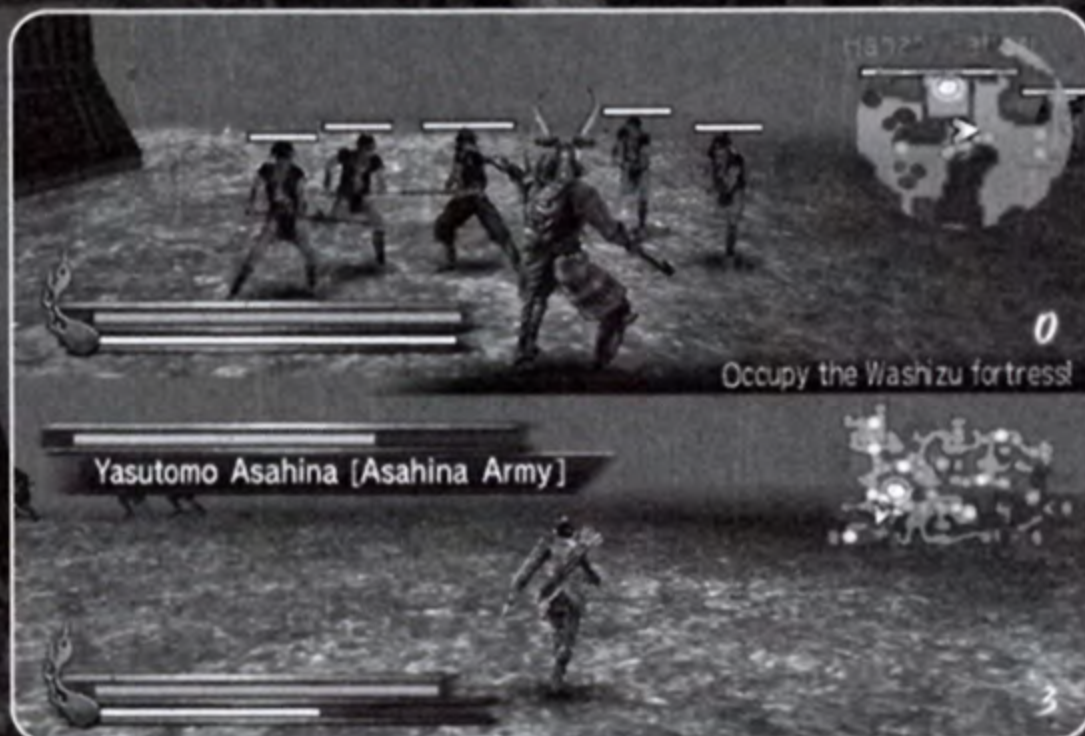
Both players share one Musou Gauge and can launch the Double Musou Attack once the gauge is full. The Musou Gauge fills up at twice the normal rate.

Two players can now choose to share the same Musou Gauge in "Joint" mode, or use their own gauge in "Solo" mode (→P16). The Double Musou Attack (→P26) is possible in either mode.

Choose your 2 Player Musou Gauge option.



Joint

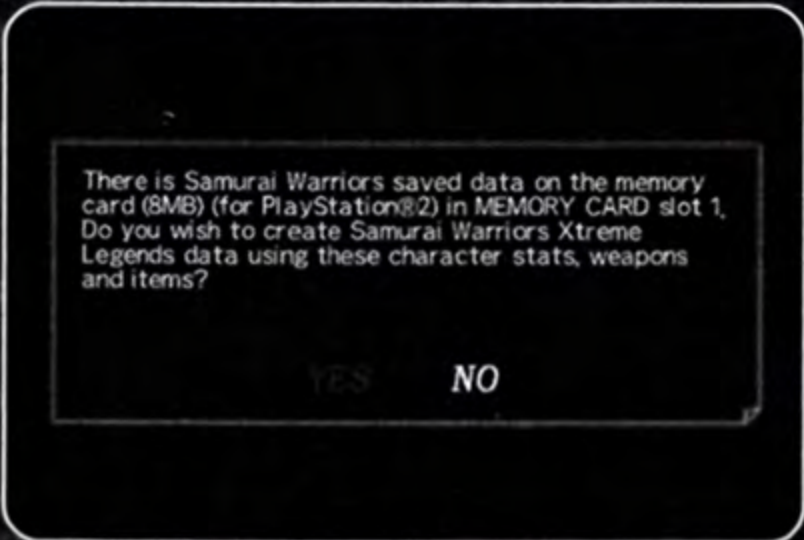


Solo

REMIX: Power up the original with Xtreme Legends features

Samurai Warriors™ *Xtreme Legends*® expands the *Samurai Warriors* world. When you choose "Import" (➔P15) from the Fight menu, you will be able to REMIX the two titles and do all of the following:

● Transferring Data



There is *Samurai Warriors* saved data on the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Do you wish to create *Samurai Warriors Xtreme Legends* data using these character stats, weapons and items?

If you have saved data from *Samurai Warriors* on a memory card (8MB) (for PlayStation®2), you can transfer data. This will allow you to use your previously created officers and bodyguards in *Samurai Warriors Xtreme Legends*.

*Data can be transferred without activating REMIX.

◆ Story Mode -All 19 characters (15 from SW, 4 from SWXL, and 1 new officer)

*One of the 20 characters is a new officer (➔P9).

Retry any stage you haven't cleared. With the new growth system, your officer's abilities will increase and you'll be able to find the elusive ultimate weapons.



◆ Free Mode -Choose one of the 20 officers* and a stage from the 20 tales!



*One of the 20 officers is a new officer (➔P9).

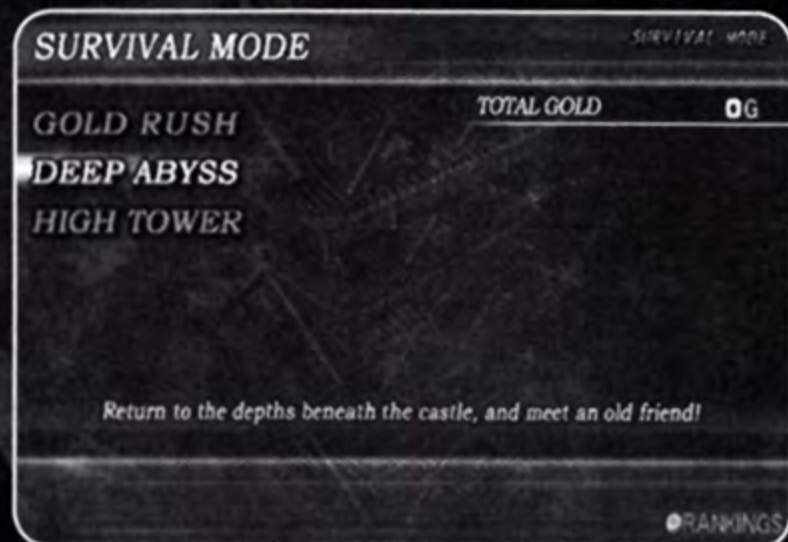
*If you have transferred data from *Samurai Warriors*, you can play through stages you have already cleared from the beginning. Even if you don't transfer data, you can choose one of the remaining 19 officers, excluding the new officer.

In Free mode, you can see all mission events, find hidden weapons, and complete all the stages.

◆ Survival Mode -More thrilling Abyss and Tower stages!

In addition to Gold Rush, you can REMIX *Xtreme Legends* with *Samurai Warriors* to challenge the "Deep Abyss" and "High Tower" courses (➔P9).

*Items now appear more frequently, and enemy strength relative to your character has been fine-tuned in these Survival mode courses. Items and weapons are now easier to get, and of course, you can choose from all 20 characters.



SELECT MODE

VS. MODE

DUEL

SUMO

GATEKEEPER

SHOWDOWN

PURSUIT

STRIKE

Defeating an enemy officer revives an allied one
Player is given infinite lives

Eliminate the entire enemy army!

◆ Vs. Mode

-New "Showdown", "Pursuit", and "Strike" Modes!

The Vs. Mode stages of *Samurai Warriors*™ - Showdown, Pursuit, and Strike - are playable. In the original, players were only able to select the stage. In *Samurai Warriors Xtreme Legends*, players may also select the mode. Enemy strength can also be adjusted and all 20 characters are playable. Characters may be chosen at random in "Showdown," "Pursuit," and "Strike."

◆ Vs. Mode Objectives

Showdown... the first to defeat the enemy commander wins.

Pursuit... the first capture / defeat Goemon Ishikawa wins.

Strike... the first to defeat 1000 enemy soldiers wins.

◆ New Officer

-Train and use new officers in battle

Create an original officer and train him or her for battle. New officers' abilities will depend upon their performance in the Trials. You can create up to 15 new officers. Details on new officer creation and development are on pages 34-39 of the original *Samurai Warriors* manual.

SELECT MODEL



SELECT COURSE

CHALLENGE MODE

MELEE

MUSOU

COMBO

ARCHERY

DEFLECT

BURST

RIDING



Defeat as many enemies as you can!

RANKINGS

◆ Challenge Mode

Play through mini-game style training challenges and race against the clock or strive to achieve as many KOs as possible. For Challenge mode course rules, refer to page 37 in the *Samurai Warriors* manual.

GAME CONTROL

See P22-27 for detailed control descriptions.

◆ DUALSHOCK®2 ANALOG CONTROLLER

The controls are the same for the DUALSHOCK® analog controller. For 1 Player games, only controller port 1 can be used.

L2 button **Toggle Map**

→ P19

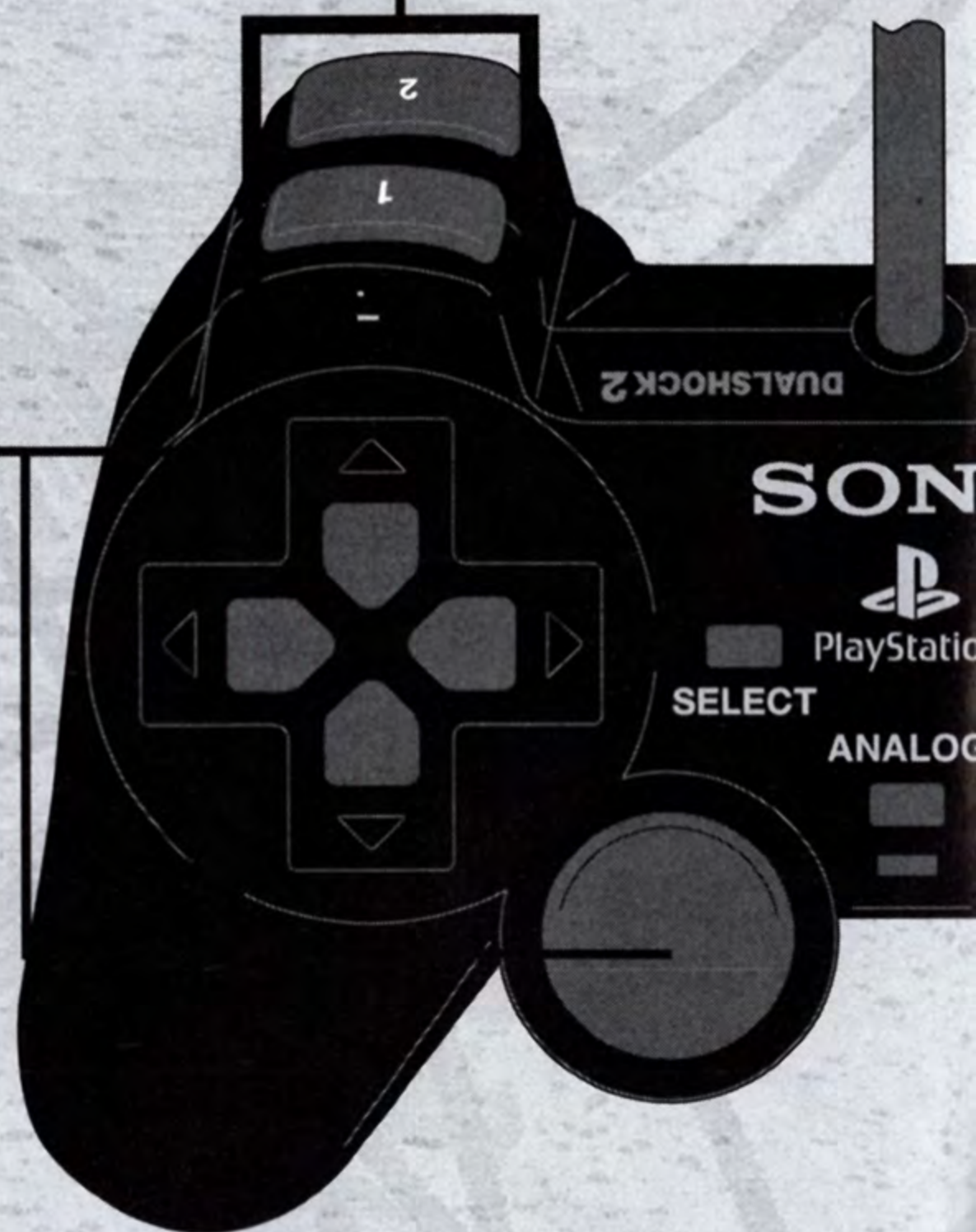
L1 button **Guard**
Shift Move

→ P27

→ P22

left analog stick **Move**
/directional button

→ P22



For 2 Players

Connect the DUALSHOCK®2 analog controller or DUALSHOCK® analog controller to controller port 2. Therefore, controller port 1 is for 1P and controller port 2 is for 2P. While “2P Press Start” is displayed, press the START button on 2P analog controller. When you choose a character to play with, 1P chooses a character before 2P does.



R 2 button **Evade** → P22

R 1 button **Ranged Attack** → P23

* Use the R1 button and the left analog stick/directional button to aim, and press the **□** button to fire, or press the **△** button for a more powerful attack.

O button **Musou Attack** → P26

X button **Jump** → P22
Mount / Dismount → P22

△ button **Charge 1 (Special) Attack** → P23
Multi-Charge Attack → P24

□ button **Normal Attack** → P23

R 3 button **Switch Camera Angle**
*This cannot be used during indoor castle stages.

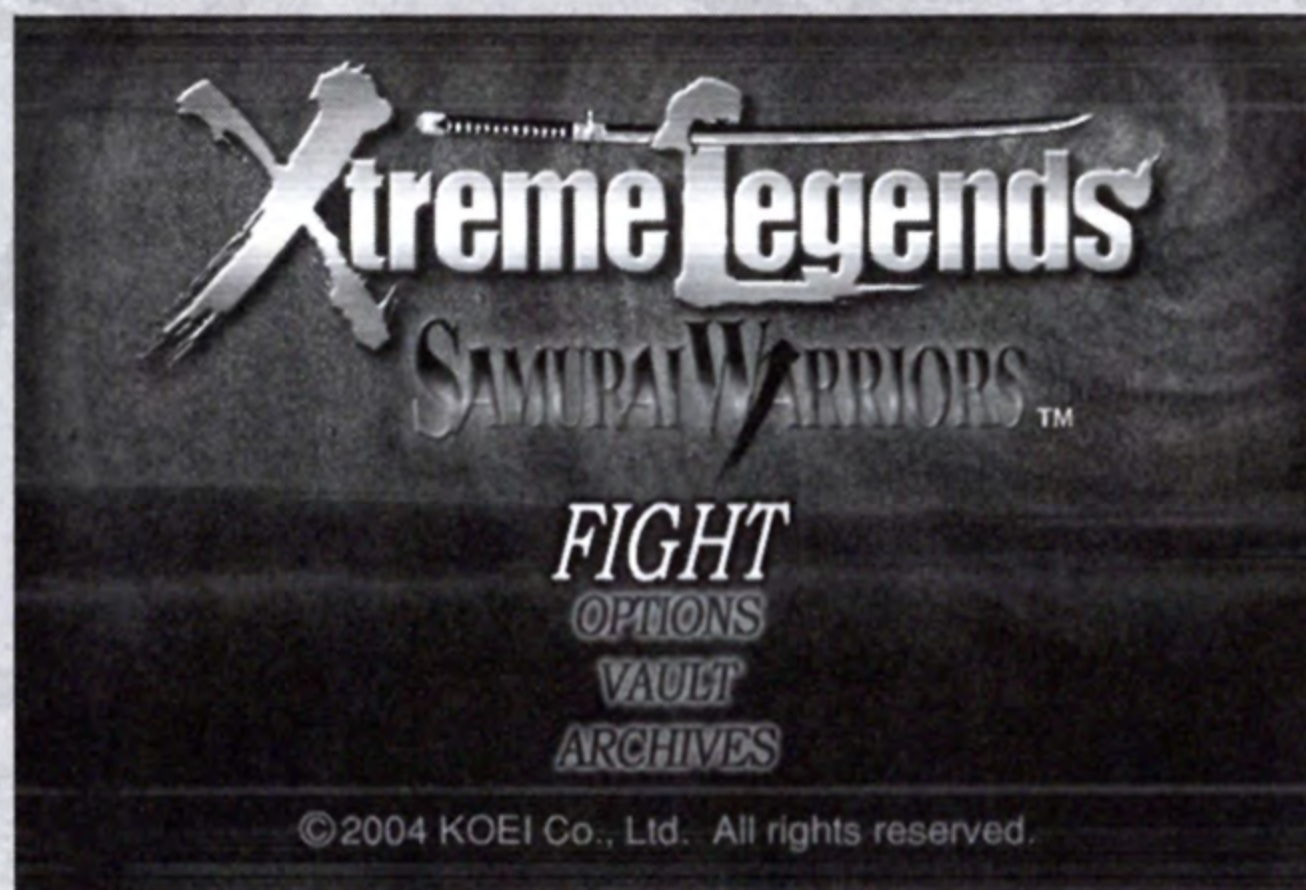
START button **Pause/Display Info Screen** → P20

♪ Vibration Function Setup

From the Options Menu, go to Settings, and then Controls. Select Vibration to switch the Vibration function of the DUALSHOCK®2 analog controller on or off. (→P16)

STARTING A GAME

STARTING A NEW GAME



1. Insert the “*Samurai Warriors™ Xtreme Legends®*” game disc into the PlayStation®2 console.
2. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. (1*)
3. Press the START button during the opening sequence and select the game mode you wish to play.

1*Insert a memory card (8MB) (for PlayStation®2) containing saved data from Samurai **NEW** Warriors and you will be able to use characters you developed in the original *Samurai Warriors*.

*If there is *Samurai Warriors Xtreme Legends* game data saved on your memory card, the game will skip the opening sequence and will go directly to the Main Menu.

* A memory card (8MB) (for PlayStation®2) is required to save *Samurai Warriors Xtreme Legends* game data. For detailed instructions, please refer to the PlayStation®2 instruction manual.

Fight	Story Mode/Free Mode/Survival Mode/Vs. Mode/Import	➔P14-17	
Options	Configure various game and control settings.	➔P16	NEW
Vault	View weapons, items and movies from the game.	➔P17	
Archives	View encyclopedias for officers and history.	➔P17	NEW

SAVING

Save progress made during a game, and restart gameplay from that point.

◆ Save After Clearing a Game Stage **Story Mode/Free Mode/Survival Mode**

When you clear a game stage, you will see a series of result screens. Then you will see a confirmation screen for saving game data.

*You can create up to five different saved data files per memory card (8MB) (for PlayStation®2). To save, *Samurai Warriors™ Xtreme Legends®* requires at least 246KB of free space.

*If you save Survival Mode with Remix after clearing a stage, saved data will be defaulted.



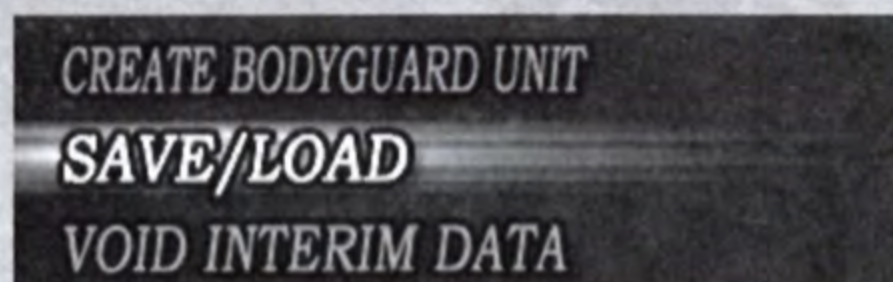
◆ Save Data During a Stage (Interim Save) **Story Mode/Free Mode**

During a game stage, press the START button. When the Info Screen is displayed, select Save at the Equipment Screen. Only one interim save can be made at a time.

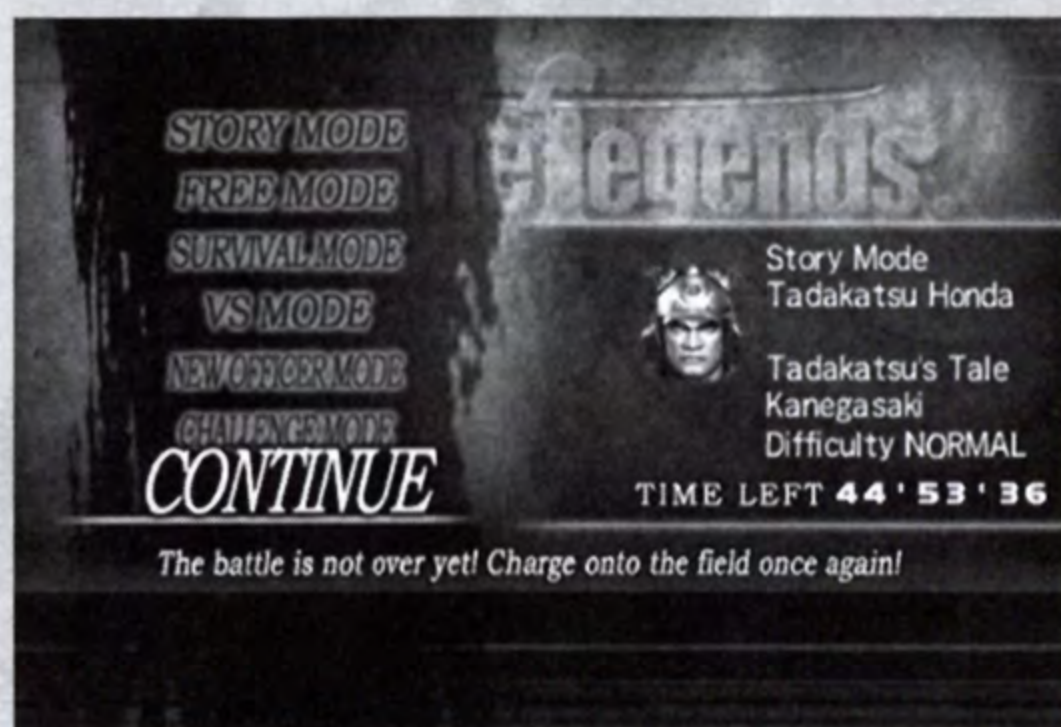
*Interim saves are not possible during indoor castle stages.

*If you save data after clearing a stage, during which you have also saved interim data, the interim data will be overwritten.

◆ Saving in the Option Menu



Save game settings and records by going to the Option Menu. Select Settings and then Save/Load.



LOADING

◆ Load Data Saved at the End of a Stage **Story Mode**

1. Select Fight from the Main Menu and then select Story Mode.
2. Select a character and then select the next available game stage.

◆ Load Interim Data **Story Mode/Free Mode/Survival Mode**

If interim save data exists, the option Resume will appear at the Fight Menu. Select Resume to continue the saved stage.

GAME MODES

◆ Fight



Story Mode

Select a character and play through series of stages. You can choose from 4 officers in *Samurai Warriors™ Xtreme Legends®*. If you satisfy certain conditions within a stage, you are given a choice of subsequent stages. 2 Player play is also possible. (The second player chooses from the remaining 19 officers.)



Free Mode

Choose an officer and a stage (tale), and play through your selected stage. You can choose from 19 officers and 2 Player gameplay is possible.

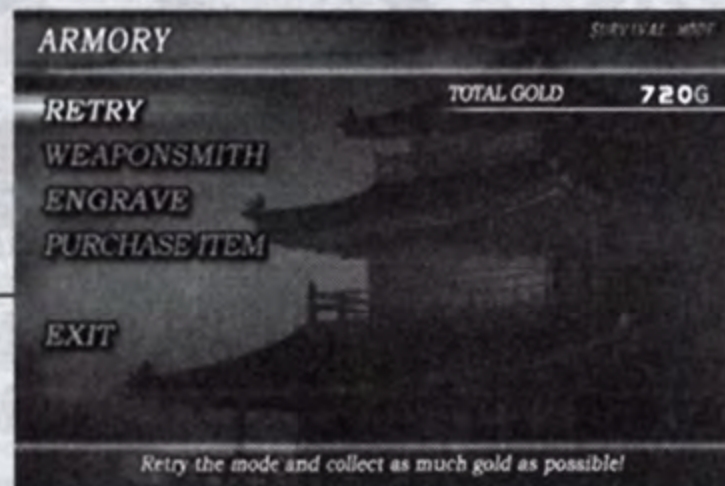


Survival Mode **NEW**

In "Gold Rush," defeat your enemies and gather gold while inside the castle. Reach the exit before your time runs out and you may use the "Armory." You can choose from 19 characters.

Retry ...play Gold Rush again.
Weaponsmith ...reinforce your weapon.
Engrave ...change the name of your weapon.
Purchase Item ...buy an item.

Use Gold to reinforce weapons and items



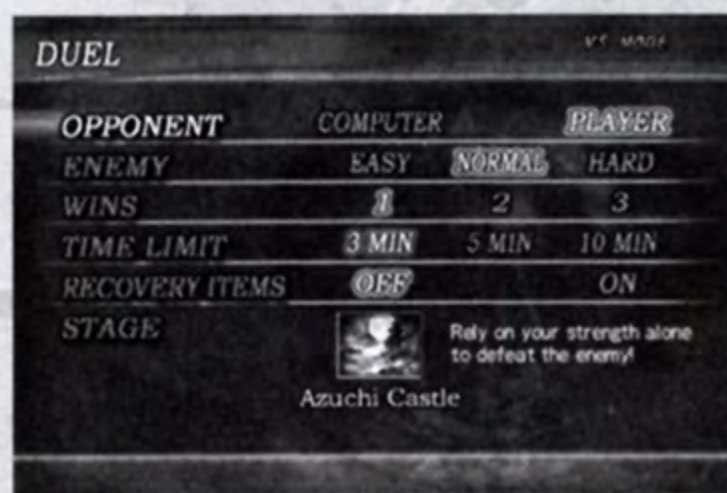
Gold Rush rules

- Difficulty level cannot be changed.
- 5 minute time limit.
- Gold accumulated is stored.
- Completing tests (missions) during the game extends the time limit.
- Game is over when your life is depleted the time runs out (all accumulated gold disappears).
- Weapons and Items acquired here can be used in other modes.

*If you have successfully imported data (➡P15), with the REMIX function you can also play Deep Abyss and High Tower. The rules of Deep Abyss and High Tower are the same as the previous edition's Abyss and Tower. Please refer to the *Samurai Warriors* manual (➡P9).

Vs. Mode **NEW**

Compete against another player or the computer.



1. Choose the mode.
2. Set the rules.
3. Press the **X** button to begin battle.

Characteristics of VS. Mode

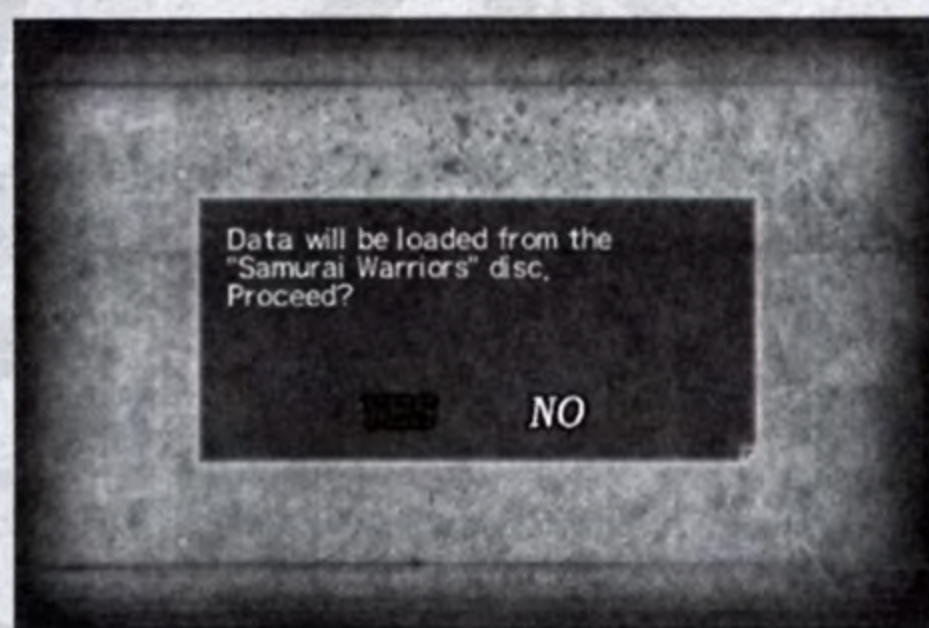
Duel: Officers fight one on one. The first to reduce the opponent's life to 0 wins. The situation varies with each stage, and can be randomly selected. Choose from 19 Officers.

Sumo: Force your opponent out of the ring. The player who forces the most opponents out of the ring wins. Fighting the Ninja is similar to fighting any other officer, except that the Ninja cannot jump or evade attack. Each Ninja's abilities vary. When you defeat a famous officer or captain, Bonus Points are added to your KOs. Your Life Meter will refill as necessary while within the time limit. However, each time you are defeated, your opponent will earn bonus KOs.

Red Ninja	Musou Type	Can perform Musou Attacks, but other abilities are low.
Blue Ninja	Speed Type	Can get recovery items easily, but using Musou is difficult.
Yellow Ninja	Life Type	Difficult to defeat, but slow.
White Ninja	Defense Type	Can withstand multiple attacks, but the Life Meter is low.

Gate Keeper: Defeat the enemy invading your base. The player with the most KOs wins. If a soldier enters your base, KOs are awarded to your opponent. Defeating a famous officer or Captain earns bonus KOs. Defeating a large number of enemy soldiers with a single Musou Attack sends ally soldiers to attack your opponent's base. Choose from 19 officers.

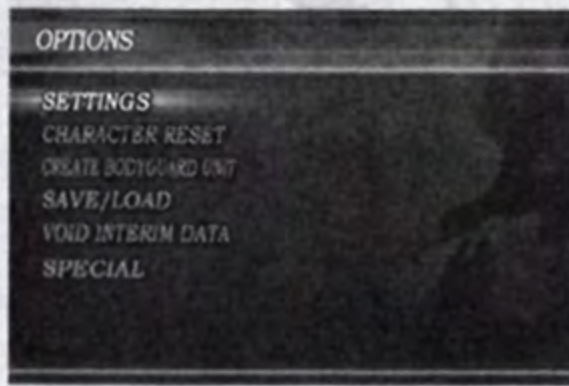
*With REMIX, Showdown, Pursuit, and Strike from the original *Samurai Warriors*TM are also playable.



Import **NEW**

When you import *Samurai Warriors* saved data, you can REMIX the two titles. Follow the directions on the screen and insert the *Samurai Warriors* disc. If the game is reset or the power is shut off while remixing, you will need to re-import the data.

◆ Options



Select game and control settings.

*Default settings are in bold.

Settings	Difficulty	Adjust game difficulty level (Novice/Easy/ Normal /Hard/Chaos) NEW		
	2P Musou Gauge	Select a display of 2P Musou Gauge (Joint /Solo)		
	Display	Enemy Life	Display Enemy Life Meter	(On/Off)
		Events	Display events	(On/Off)
		Camera Speed	Speed at which camera follows player (16 Levels)	
		Adjust Screen	Adjust screen using the directional button	
	Controls	Vibration	Turn vibration function on or off (On/Off)	
		Bow Control	Select control setup for aiming Ranged Attacks. (Normal/Reverse)	
		Button Setup	Assign functions to controller buttons	
	Sound	Audio	Select sound setup Dolby® Digital Pro Logic® II/Dolby® Pro Logic® II /Stereo/ Mono	
		BGM Volume	Adjust background music volume (16 Levels)	
		SE Volume	Adjust sound effects volume (16 Levels)	
		Voice Volume	Adjust voice volume (16 Levels)	
		BGM Test	Listen to background music tracks	
	Language	Subtitles	Display subtitles On/Off	
Voice		Select languages for voice Japanese/English		
Character Reset	Reset character abilities to their default settings			
Create Bodyguard Unit	Create an original bodyguard unit by selecting class, unit name and member names. (Up to 3 units can be created.)			
Save/Load	Save	Save current game data.		
	Load	Load previously saved data.		
Void Interim Data	Delete current interim data.			
Special	Use Bonus Points (➡P4) to unlock Special tricks such as Character Level, Ultimate Weapons, 5th Weapons, Enemy Character Model, Character Model, Voice Test and Change Saved Icon. NEW			

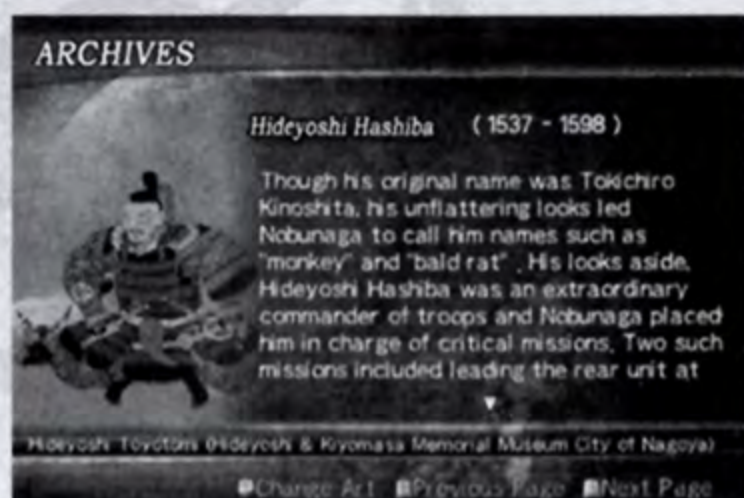
*CHARACTER RESET AND CREATE BODYGUARD UNIT cannot be used if interim data exists. In this case, please use the VOID INTERIM DATA function.

◆ Vault



View acquired weapons, items, in-game movies, character growth, mission completion rates, etc.

◆ Archives



Research the historical accounts of the characters and battles depicted in *Samurai Warriors*.

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 "auto-detect" feature.

GAME SCREENS

MAIN SCREEN

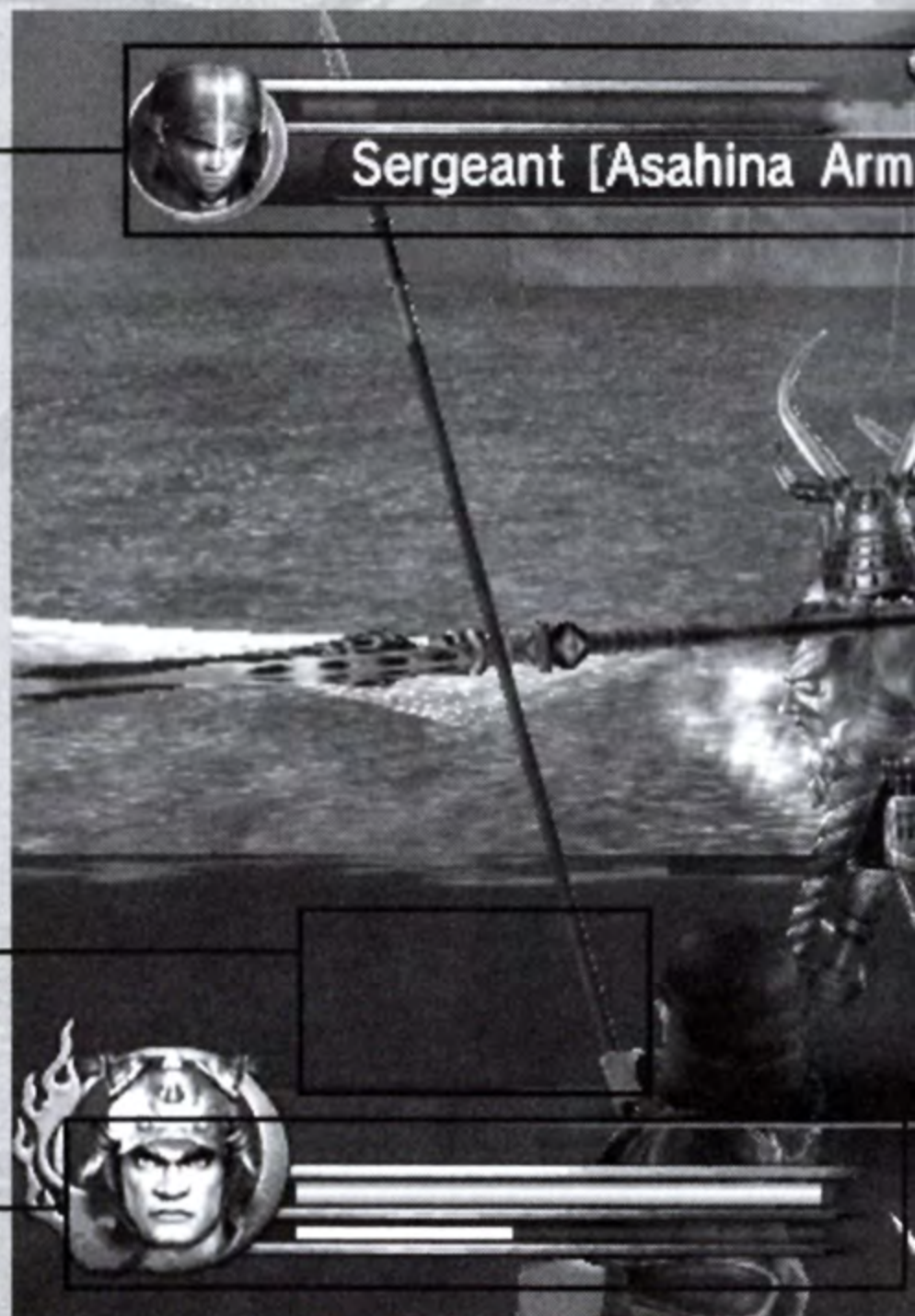
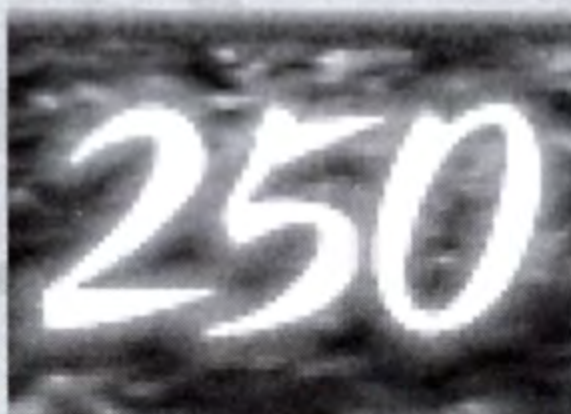


Enemy Info Enemy unit type or officer name.

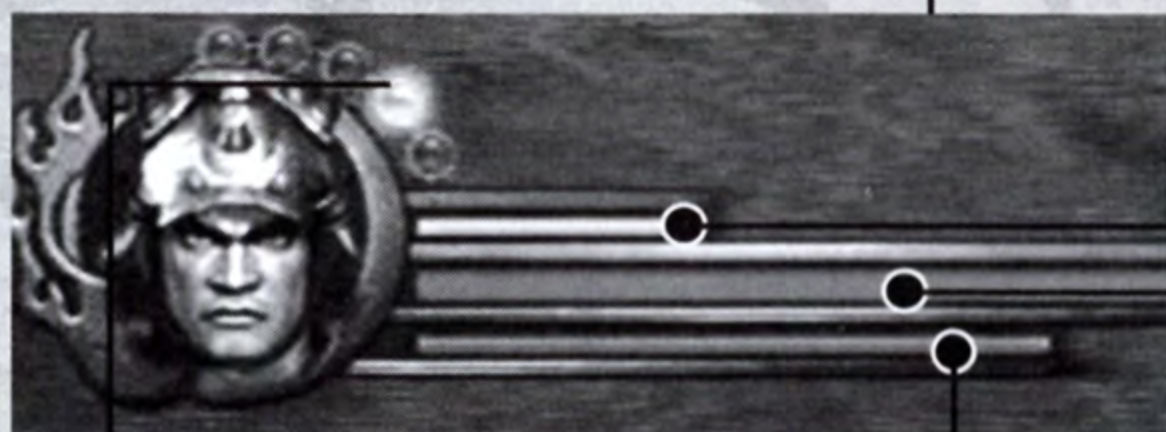
Enemy Life Meter Enemy's remaining life.

EXP

Experience Points (→P28) Points are acquired when enemies are defeated or when EXP items are picked up on the battlefield.



Player Info



Ability Marker

When the remaining time of an ability enhancing item begins to run out, the marker will flash quickly. (→P33)

Musou Gauge

When this gauge is full, a Musou Attack can be used. (→P26)

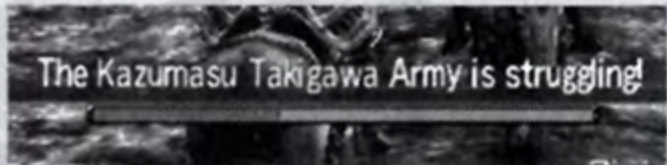
Steed Meter

The Life Meter for your steed only appears when your character is mounted. When the meter is depleted, the character will automatically dismount.

Life Meter

The character's life. When the character receives damage, the meter will change color. (Blue→Yellow→Red) The Life Meter reaches zero When the Life Meter reaches zero.

- (Yellow) Elemental Attack powered up (30 sec.)
- (Red) Musou Gauge at MAX (5/10 sec.)
- (Blue) Speed at MAX (30 sec.)
- (Green) Defense doubled (30 sec.)
- (Orange) Attack doubled (30 sec.)



Morale

The morale of both armies (blue=player, red & yellow=enemy) Shifts in army morale are displayed here. The army with the higher morale has the advantage. (Not shown during indoor castle battles.)

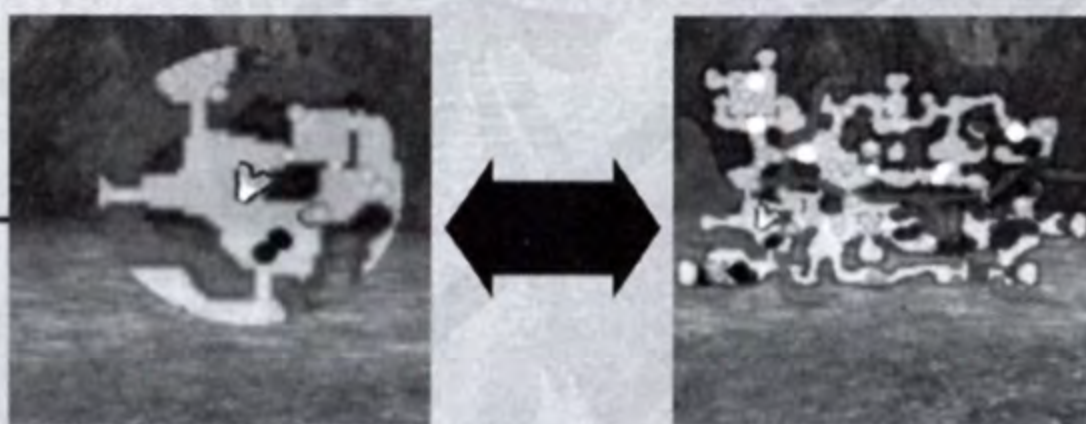
Time Left

Displayed when there are only a few minutes of time remaining in the stage.

(Displayed at the beginning of the in indoor castle stages.)

Battle Map

Press the **L2** button to toggle the map. The map cannot be toggled in deep fog. During indoor castle stages, only explored areas are shown. Press and hold the **L2** button to turn off the map.



Battle Map Details

- ▲(Green): Player
- (Green): Bodyguards
- (Blue): Player Army
- /● (Red/Yellow): Enemy Armies
- ×/●(Blue): Mission Points (× is a location, ● is a person)
- ◆(Orange): Last mounted steed **NEW**
- (Blue): Stars (Only indoor castle battles)

* Powerful officers are shown in brighter colors.

* A light will radiate from the Army Commander's ●.



Combo Hits

Displays number of attacks landed in succession (combos).

KOs

Number of enemies defeated.

Eliminate Yoshimoto Imagawa!

Mission Message

The mission(s) currently being undertaken.

No Entry Signs



Players cannot proceed beyond the No Entry signs.

Two Player Screen

NEW



In 2 Player Mode the screen is divided horizontally (→P7, 10). Players can share the Musou Gauge in "Joint Mode" or have individual Musou Gauges in "Solo Mode". Only with two players is the Double Musou Attack possible.

INFORMATION SCREEN

Displayed at the start, or when the START button is pressed during battle.

◆ Before Battle

Equipping for battle

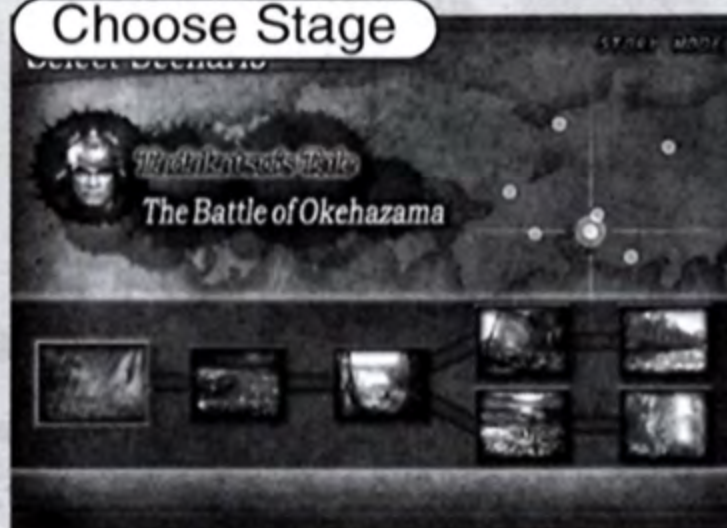


Change Weapon	Select a weapon to use. The chosen weapon will be displayed.
Change Item	Select items to equip (up to 5 items).
Set Bodyguards	Select a weapon to use. The chosen weapon will be displayed.

Preparations cannot be made when moving from a field battle into a castle.

⊗ button

Choose Stage

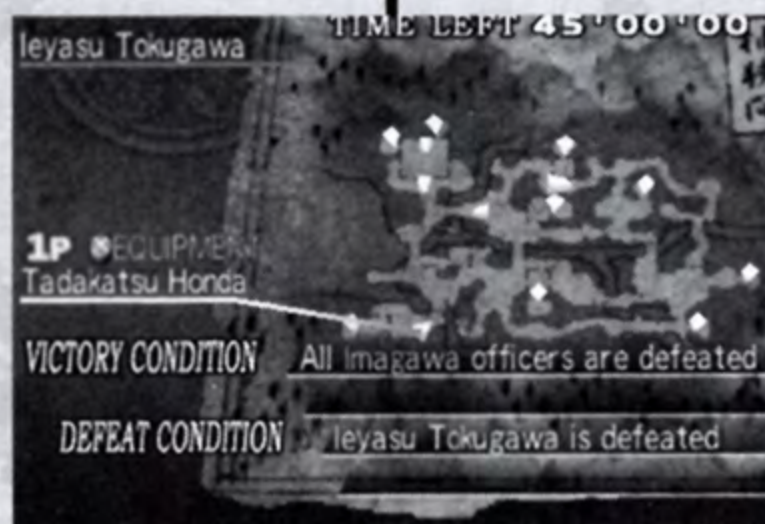


Battle Preparations



START button to begin battle

⊙ button



Stage conditions for victory and defeat.

L1 button

R1 button

Unit Information



L1 displays your armies. R1 displays enemy armies.

⊠ button

Story



⊙ button displays the stage story.

⊠ button displays important place names, castle names, and the location of officers.

Map Details



◆ During Battle

Equipment



Unlike pre-battle equipping, here, all you can do is change bodyguard orders and view records.

View past battle progress messages using the left analog stick or directional button.

History



RESULTS SCREEN



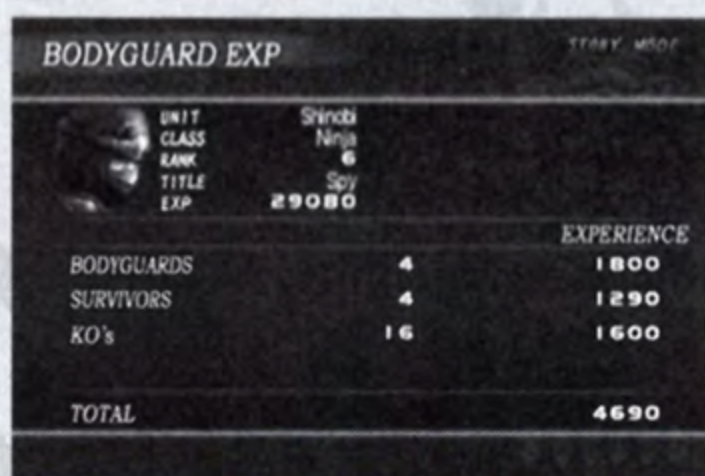
◆ Replay

Review the movements of your officer and the allied officers on the map.

◆ Acquired Weapons and Items

Weapons and items acquired can be equipped at the next stage.

Up to three weapons can be stocked. When an item is duplicated, the item with the greater effect will remain.

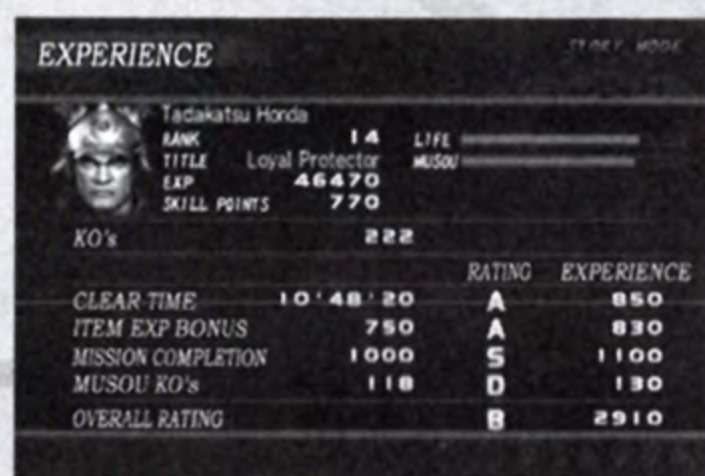


◆ Bodyguard EXP

The EXP gained is determined by the bodyguard unit's total number of soldiers, number of surviving bodyguards, and total KO count. As EXP increases, the bodyguard level also increases (up to 20).

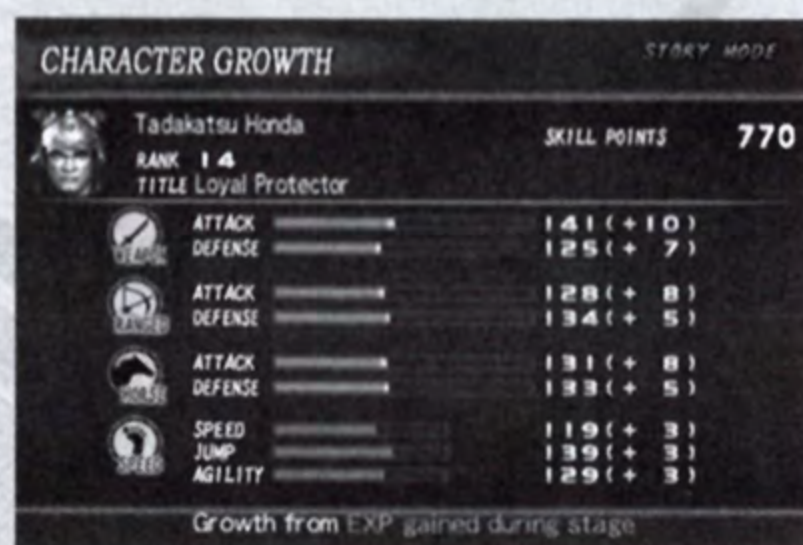
◆ EXP Earned

The player's EXP is determined by the clear time, experience items achieved, missions completed, and the Musou KO count (→P28)



CHARACTER GROWTH

Character abilities increase as experience is gained. Increase in abilities varies depending on results (→P28). Abilities that have reached the maximum limit are displayed in yellow.



LEARNING SKILLS

Learn the skills- Might, Prowess, Guard, and Element. (→P29)

Might	Mostly used for power skills
Prowess	Mostly used for balance skills
Guard	Mostly used for speed skills
Element	Elemental attack skills

BATTLE CONTROLS

MOVEMENTS

Move

left analog stick/directional button

Shift Move

L1 button + left analog stick

Move while always facing forward.

Jump

X button (+ left analog stick)

Character jumps. Jump direction can be controlled using the left analog stick.

- * Jump distance depends on how long the **X** button is pressed.
- * Characters are unable to jump while aiming a ranged weapon.

Evade

R2 button (+ left analog stick)



Do a forward somersault to evade an enemy attack. Direction can be controlled using the left analog stick.

- * Cannot be used while mounted on a steed, or while using a ranged attack.

Double Jump

X button during jump



Character jumps again during a jump.

- * Only Kunoichi and Hanzo can use Double Jump.

Mount/Dismount

Mount: **X** button while you see the horse mark

Dismount: **X** button

If you are able to mount, the horse mark will be displayed.

- * If the horse's ability is high, it can knock away enemies.



* You can use Double Jump to easily acquire items at higher places inside castle stages. Additionally, Goemon Ishikawa can destroy some walls with his Ranged Attack to acquire rare items.

ATTACKS

Normal Attack

□ button

A maximum of 4-8 sequential attacks are possible. (Depending on the character and weapons to use)

Jump Charge Attack

△ button while jumping

A charge attack unleashed when landing from a jump. Can also be used on downed enemies.

Jump Attack

□ button while jumping

Ranged Attack

R1 button + □ button/△ button

Attack with bows/arrows. All characters have unlimited ammunition. While holding the R1 button, aim with the left analog stick, and press an attack button.

□ button – Light damage, but continuous fire is possible.

△ button – Heavy damage; continuous fire is not possible.

Charge 1 Attack (Special Skill)

△ button

Unique powerful attacks that are different for each character.



Dash Attack

□ button while running

Dash attack can be performed only after moving a fixed distance. Its effects vary depending on the character and weapons.

Horse Attack

□ button/△ button while mounted

Attack while mounted on a horse.



□ button – Attack while mounted.



△ button – the horse stomps on the enemy. If used while running, the horse will perform a jump attack.

*During interior castle battles, using a Ranged Attack against a target on a stronghold will close the stronghold.

MULTI-CHARGE ATTACKS

After a series of Normal attacks, press the Δ button to perform a Multi-Charge Attack. Each character has a different type of Multi-Attack, and the effects are different.

EXAMPLE: Tadakatsu Honda

Required
Weapon

\square button

\square, \square button

Level 1 &
Over



\square, Δ button

Throw the enemy into the air.



\square, \square, Δ button

KO the enemy with only one attack.

Level 2 &
Over



\square, Δ, Δ button

Slam the enemy to the ground.



$\square, \square, \Delta, \Delta$ button

Throw the enemy into the air.

Level 3 &
Over



$\square, \Delta, \Delta, \Delta$ button

Blow the enemy away!



$\square, \square, \Delta, \Delta, \Delta$ button

Finish with a spear attack from both sides.

Elemental Charge Attacks!

When “a weapon is imbued with an Element”, “this means that an Elemental Attack Skill has been learned. When your Musou Gauge is full all Multi-Charge Attacks will become Elemental Attacks. Elemental Attacks can be learned for each Multi-Charge Attack. If a weapon type and a character type are same, Elemental Attacks become more powerful.

□, □, □ button

Level 1



□, □, □, △ button

Hit the ground and blow the enemies away with a shockwave.



FIRE

The target is engulfed in flames, and continually loses Life while burning.



LIGHTNING

The target and nearby enemies are struck by lightning, causing massive damage.



ICE

The target is temporarily frozen and unable to move.



DARK

The target is drained of Life, which is then added to the character's own Life.

Level 2



□, □, □, △ button

Hit the ground and blow the enemies away with a shockwave.



□, □, □, △, △ button

Slash the enemy from both sides, and then blow them away.

Level 3



□, □, □, △ button

Hit the ground and blow the enemies away with a shockwave.



□, □, □, △, △ button

Slash the enemy from both sides, and then blow them away.



□, □, □, △, △, △ button

Spin your spear and blow away distant enemies with a shockwave.

MUSOU ATTACKS

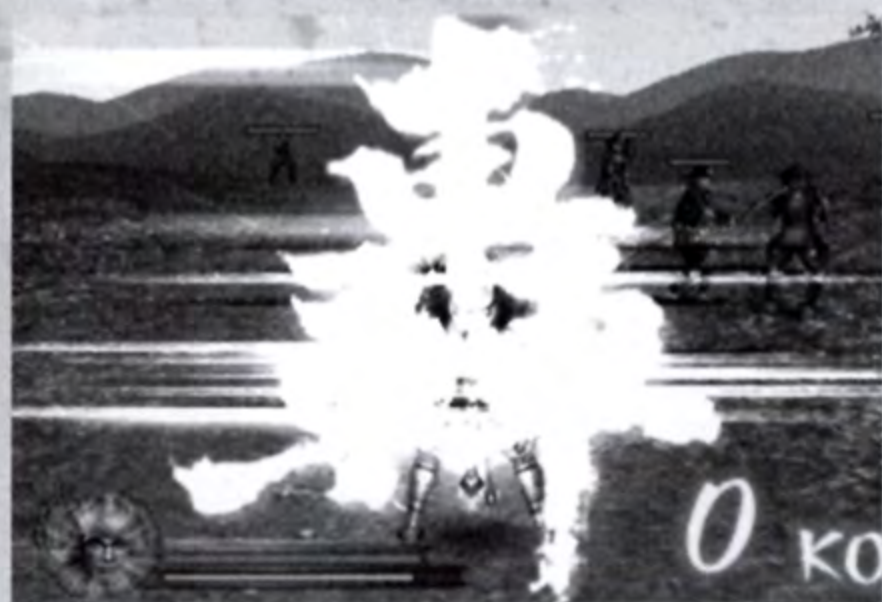


Fill the Musou Gauge by holding the **○** button.

When the Musou Gauge is full, a Musou Attack can be performed. The following actions will fill the gauge:

- Player deals damage to enemy
- Enemy deals damage to player
- Player's Life Meter turns red
- **○** button is held down

* A Musou Attack can be performed when mounted on a steed..



Musou Attack

○ button

An incredibly powerful attack unique to each character. The character will continue to attack until the Musou Gauge is depleted. When the character is mounted, the horse's speed and power will increase.

True Musou Attack

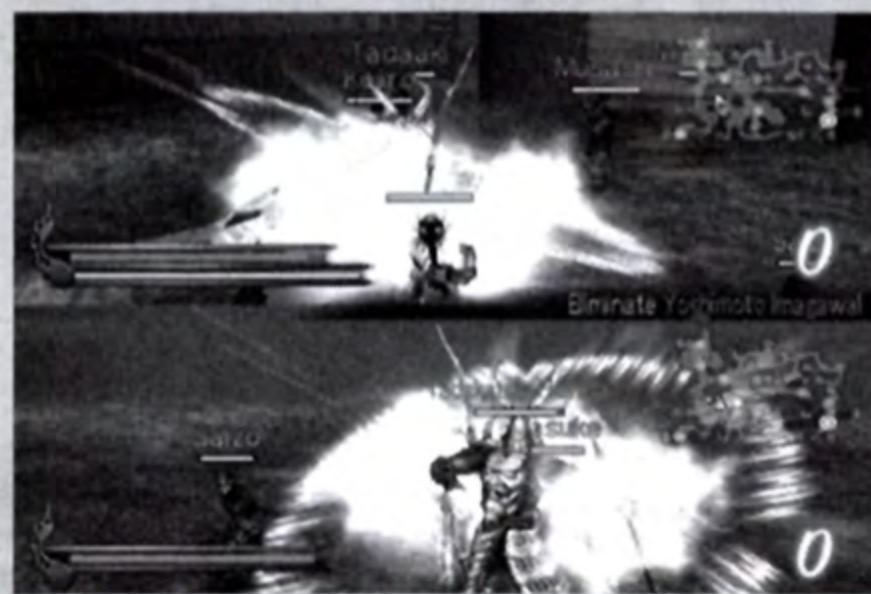
○ button when the Life Meter is red



The True Musou Attack is the ultimate attack. When mounted, the horse's speed and power will increase. If the character has acquired the "Mastery" skill, a Musou Attack can be performed even though the Musou Gauge is not red.

Double Musou Attack **NEW**

○ button after fulfilling certain conditions



Attack with a powerful Musou move. Only available in 2 Player mode.

[Joint Musou Gauge] Player 1 or Player 2 performs a Musou Attack.

[Solo Musou Gauge] Player 1 and Player 2 are within a set distance and both perform Musou Attacks at the same time.

*Change the Musou Gauge with "2P Musou Gauge" at the Options Menu (➡P16)

DEFENSE

Guard

L1 button

Guard against frontal attacks. The character will continue to guard as long as the **L1** button is held down.

- *Players can guard against ranged attack.
- *It is possible to guard while mounted.
- *If enemy's attack ability is greater than the player's defense ability, the player's guard can be broken. However, if the player's character has learned the special skill, "Block", the player's guard won't be broken. **NEW**

Counter

△ button while guarding

Counter an enemy attack. While holding down the **L1** button, press the **△** button right before an enemy attack lands. If successful, the player character will execute a counter-attack.

Deflect

○/△ button with good timing

Deflect an incoming arrow. If the player character's weapon makes contact with an arrow at the right time, the arrow will be deflected back toward the enemy.

- *If the character has acquired the "Repel" skill, Musket fire can be deflected. **NEW**
- *Cannon fire cannot be deflected.

Somersault

L1 button in mid-air

When the character is blown away by an enemy attack, a mid-air adjustment can be made.

- *If successful, the character can land on his/her feet and immediately be ready to attack.
- *Somersault does not work against some enemy attacks.

⌋ In These Situations...

● Dazed by Enemy Attack

When an enemy attack dazes your character, the character will be temporarily unable to move or attack. Rapidly and repeatedly press the **L1** and **R1** buttons, or the **○/△/□/×** buttons to quickly recover.

● Deadlocks

When a deadlock occurs, a Deadlock Gauge will appear. Once the gauge appears, rapidly and repeatedly press the **■** button.

If you win the deadlock, the enemy will stagger, creating an opening for an attack. However, if you lose, your character will be left vulnerable and your Musou Gauge will become empty. If you can manage to completely fill the Deadlock Gauge, a powerful Deadlock Bonus Attack will occur.



STRENGTHENING YOUR CHARACTER -NEW GROWTH SYSTEM

Characters grow stronger by winning battles and obtaining weapons and items. In *Samurai Warriors™ Xtreme Legends®*, even when your officer has reached the highest rank (level 20), he can still grow stronger (→P30).

CHARACTER GROWTH

◆ Life Meter/Musou Gauge

The length of the Life Meter/Musou Gauge depends on the rank of the officer. The maximum length varies with each officer. As the officer rises in rank, their Life Meter/Musou Gauge increases.



Gauge Lengthens



Rank is determined by earned EXP Points. The Gauge extension rate depends on the character type (balance/power/speed).

◆ Abilities

Abilities increase when an officer rises in rank, and when battle results are good.

CHARACTERS		SKILL POINTS	1290
Tadakatsu Honda			
RANK	14		
TITLE	Loyal Protector		
LIFE		240	
MUSOU		235	
ATTACK		144	
DEFENSE		127	
RANGED ATK		132	
RANGED DEF		127	
PHYS. DEF		138	
SPEED		123	
JUMP		142	
AGILITY		133	

All abilities increase

CHARACTERS		SKILL POINTS	9999
Tadakatsu Honda			
RANK	20		
TITLE	The Undaunted		
LIFE		290	
MUSOU		285	
ATTACK		286	
DEFENSE		300	
RANGED ATK		288	
RANGED DEF		300	
PHYS. DEF		292	
SPEED		180	
JUMP		160	
AGILITY		170	

Defeating enemies is not enough. Rising in rank requires EXP Points.

CHARACTER GROWTH		FREE MODE
Tadakatsu Honda		
RANK	10	SKILL POINTS 1770
TITLE The Unstoppable		
ATTACK	94 (+25)	
DEFENSE	90 (+18)	
ATTACK	91 (+22)	
DEFENSE	108 (+17)	
ATTACK	98 (+22)	
DEFENSE	111 (+17)	
SPEED	105 (+10)	
JUMP	125 (+10)	
AGILITY	115 (+10)	
Growth from Overall Rating		

◆ Gaining EXP Points

1. Defeat the enemy. The level of experience gained changes with the rank of the enemies you defeat (commander, general, officer, captain, etc.).
2. Acquire EXP Items.
3. Clear missions.

⌋ Ratings After a Battle

(↑ indicates easily raised abilities)

1. EXP Points earned - The abilities raised depend on character type.

2. Clear Time - Gain more experience by clearing the stage as quickly as possible.

↑ Mounted Attack/Mounted Defense

3. Acquiring EXP Items - Improve your ability levels by acquiring more experience up items.

↑ Ranged Attack/Ranged Defense

4. Mission Completions - Abilities increase faster depending on how many missions you complete.

↑ Speed/Jump/Agility

5. Musou KOs - The number of kills during a single Musou Attack and the total number of Musou kills are displayed. Improve your ability by effectively using your Musou attack.

↑ Attack/Defense

6. Overall Rating - Abilities, other than Life Meter/Musou Gauge, rise depending on character type.

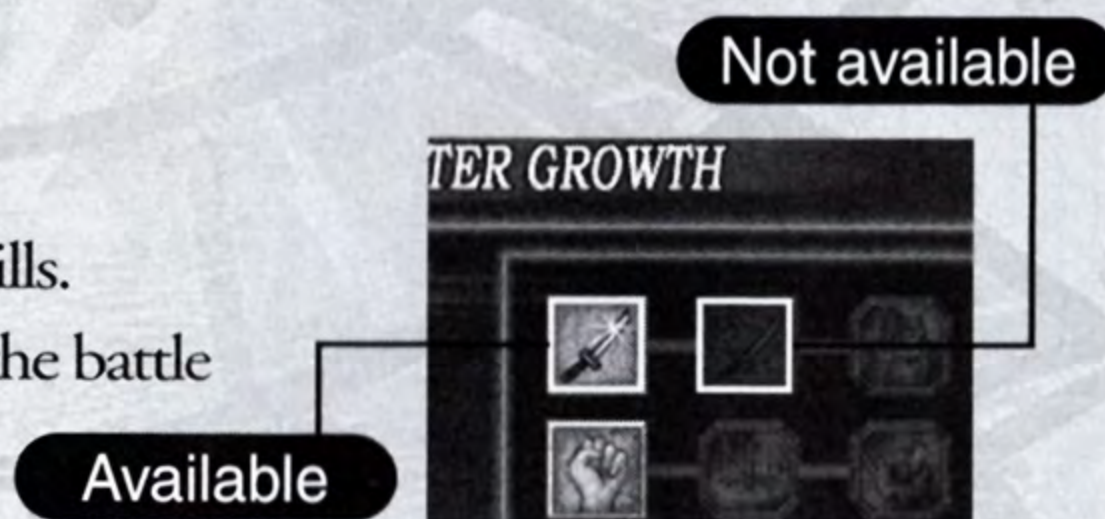
SKILLS SETUP

In addition to basic abilities, Officers can learn "Skills." Skills are special abilities with different effects.

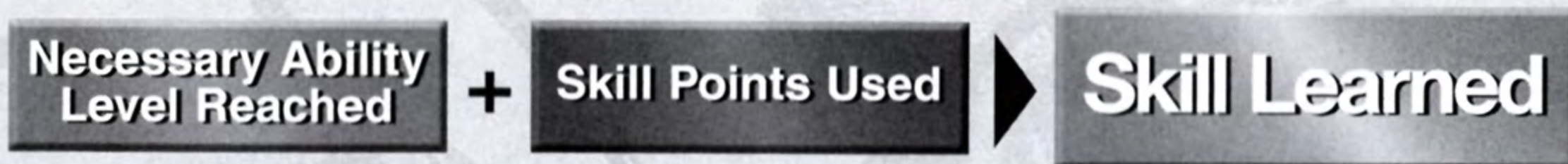
◆ Learning Skills

EXP and Skill Points are required to learn Skills.

Skill Points vary depending on the results of the battle ratings (→P28).



*After clearing a stage, the icon of the skill that can be learned will light up. Use the ⊗ button to select the skill you want to learn.



◆ Skill Categories

The four Skills categories are Might, Prowess, Guard, and Element. The ability levels needed to learn each Skill are determined by Officer type. Also, each Skill has a level (1-4), and the effects are greater as Skill level increase.

*Rare Skills (Skills that are difficult to learn) do not have levels.

*Skills must be learned in a predetermined order. To learn the later skills, higher abilities and more Skill Points are required. The Skill order varies for each officer type.

POWERING UP WITH ITEMS

Items may appear after defeating enemy officers. These items can be used by all of your officers. By equipping your officer with these items, abilities are strengthened and special abilities are gained. You can equip up to 5 items.

POWERING UP WITH WEAPONS

A weapon may appear after defeating enemy officers. All weapons have a base attack power. Using high level weapons increases the abilities of the officer. Each officer can stock up to 3 weapons and you can choose a weapon before battle. Once battle begins the weapon cannot be changed. Some weapons have special effects. Even though the base attack power is the same the effects can be different.



The same weapon has different effects.

*The number of consecutive normal attacks is displayed, for example x6 or x8.

NEW

OFFICER GROWTH IS EXPANDED – CHANGES IN THE GROWTH SYSTEM

CHARACTER GROWTH		STORY MODE	
	Tadakatsu Honda	SKILL POINTS	1260
	RANK B		
	TITLE The Unstoppable		
	ATTACK	98 (+22)	
	DEFENSE	92 (+16)	
	ATTACK	95 (+18)	
	DEFENSE	110 (+13)	
	ATTACK	99 (+19)	
	DEFENSE	110 (+14)	
	SPEED	106 (+7)	
	JUMP	126 (+7)	
	AGILITY	116 (+7)	
Growth from Overall Rating			

◆ Growth Past Level 20

Even after a character reaches level 20, EXP Points can still be gained, abilities can be strengthened, and Skills can be learned.

◆ Removing Learned Skills

After clearing a stage use the button to select a learned skill to remove it. However, Skill Points are not restored.

◆ 9 new Skills

These skills require a lot of skill points but can be learned with long continuous play.

	Gust Break the enemy guard with the shockwave of a Musou Attack.		Kasumiwari The additional shockwave attack is more powerful.		Chaos Increases combo attack damage with each blow.
	Shura Counter attack with Demon element.		Garyu The Hidden Power element becomes the Weapon element.		Nigemizu Emergency Evade is possible when performing a Charge.
	Repel Improves your ability to deflect arrows and bullets.		Buck Weapon element is added to your mounted shockwave attack.		Awakening Raises the level of the Hidden Power element.

☾ What is the Demon Element

Normally this ultimate elemental attack cannot be acquired. As you overcome many battles, and gather many items, it becomes possible to use. Here is a hint, “Elemental Forces”.

☾ Mounted Shockwave

Push the button while mounted. If you are stationary, the hourse stamps on emenies to attack. If you are moving, the horse jumps to attack enemies.

◆ Skill Levels are Raised to Level 4

Tadakatsu Honda		SKILL POINTS	
	Tadakatsu Honda	120	
	RANK B		
	TITLE The Unstoppable		
	ATTACK	94	
	DEFENSE	90	
	ATTACK	91	
	DEFENSE	108	
	SPEED	105	
	JUMP	125	
	AGILITY	115	

Example

Rage

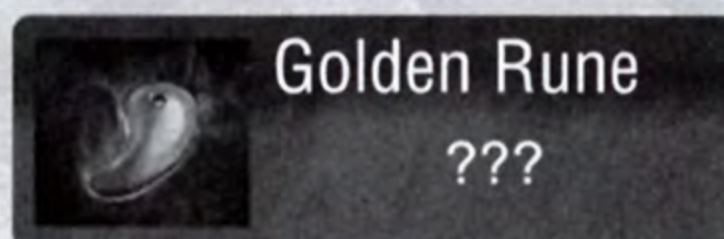
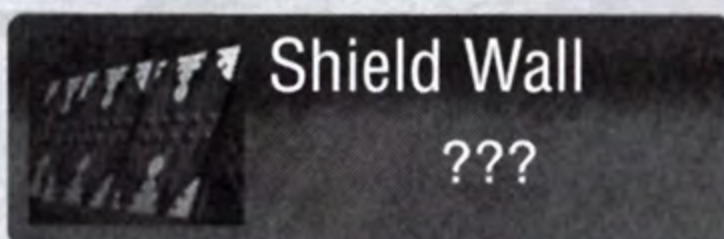
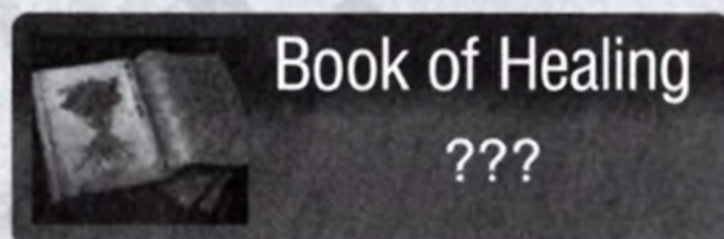
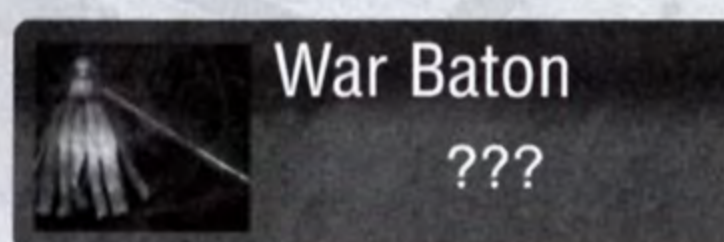
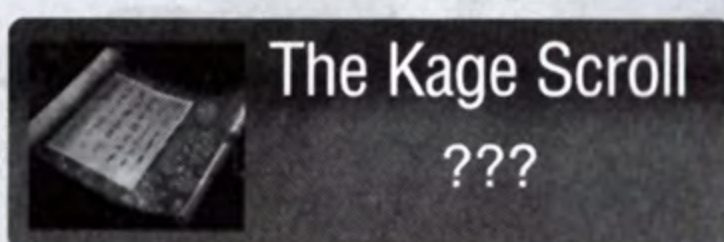
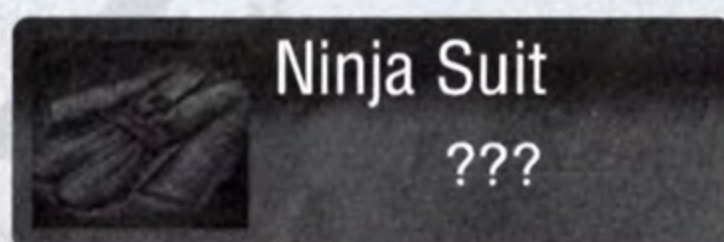
The Musou Gauge fills faster



Lv1	+10
Lv2	+20
Lv3	+50
Lv4	+75

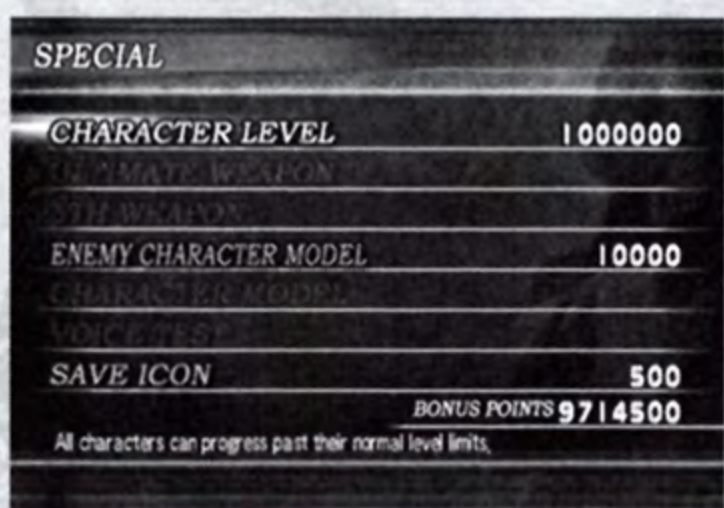
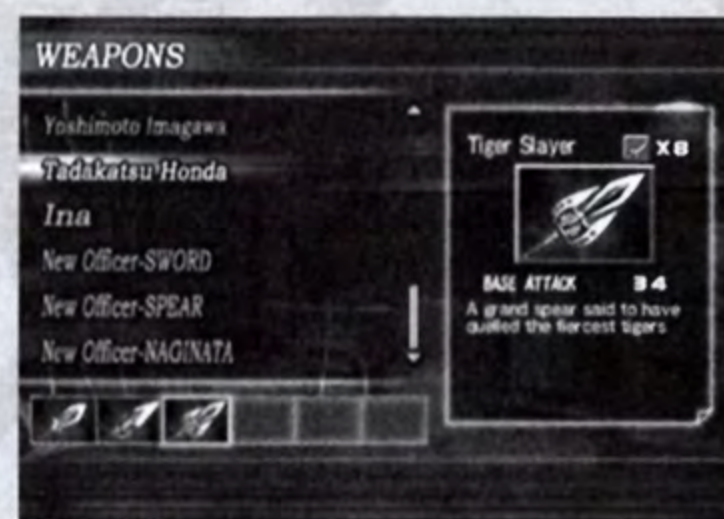
◆ 6 New Skill Items

New items are hidden throughout the game. These items are difficult to find, but they are very effective in battle.



◆ Ultimate Weapons and Weapon Leveling

These weapons which can be found at the "Chaos" level of difficulty, surpass the 5th level weapons used in the original *Samurai Warriors*™. In the game's new "Special" system (found in the Options menu), unlock the items, "5th Weapon" or "Ultimate Weapon", to obtain 5th level weapons or Ultimate weapons without playing the "Chaos" level of difficulty. Weapons can be reinforced in Survival Mode's "Gold Rush." course.



◆ Improving Character Levels

Life Meter, Musou Gauges, and maximum abilities are fixed. However, in the game's new "Special" system (found in the Options menu), unlock the item, "Character Level" to allow the characters to grow beyond their preset limits.

♪ A Guide to Skills

- To increase your Life Meter **Vitality**
- To increase your attack range **Reach**
- To raise your EXP Points and battle results **Acclaim**
- To raise the power of your Charge Attack **Drive**
- To obtain better items **Discern**
- Healing items have a stronger effect **Fitness**



SKILL LIST

◆ Might



Vitality

Life Max increase



Reach

Attack range increases



Gust

Break the enemy guard with the Musou Shockwave.

NEW Rare



Kasumiwari

The additional Shockwave attack is more powerful.

NEW Rare

◆ Prowess



Acclaim

Skill points increase after battle



Cavalier

Horse Attack power increases



Chaos

Increases combo attack damage with each blow.

NEW Rare



Garyu

The Hidden Power element becomes the Weapon element.

NEW Rare

◆ Guard



Focus

Musou Max increase



Fitness

Effect of healing items increase



Nigemizu

Emergency Evade is possible when performing a Charge.

NEW Rare



Repel

Improves your ability to deflect arrows and bullets.

NEW Rare

◆ Element



Ward

Resistance to enemy Elemental Attacks.



Element Shot

Elemental effect added to Ranged Attacks.



Buck

Weapon element is added to your mounted shockwave attack.

NEW



Awakening

Raises the level of the Hidden Power element.

NEW Rare

*There are more abilities than these. Look carefully!

ITEM LIST

◆ Normal Items

● Healing



Rice Cakes

Life +50



Rice Ball

Life +100



Rice Balls
Life +200



Rice Bowl
Full Life



Musou Sake
Full Musou



Hannya
Full Life and Musou

● **Temporary Ability Boosters (time limit applied)**



White Blade
Attack doubled for 30 seconds



Ancestral Armor
Defense doubled for 30 seconds



Bronze Mirror
Musou Gauge full for 5 seconds



Spirit Mirror
Musou Gauge full for 10 seconds



War Sandals
Speed at MAX for 30 seconds



Spirit Gem
Elemental attack level at MAX
For 30 seconds

● **Experience Up Items (take effect after battle)**



Gold Dust
50 EXP Points



Gold Coin
100 EXP Points



Gold Bar
200 EXP Points

● **Treasure Boxes**



Treasure Box
Contains skill item



Wooden Case
Contains weapon

◆ **Skills Items**



Solar Gem
Life Max + 1-50



Saddle
Begin any non-indoor stage
mounted



Moon Stone
Musou Max +1-50



Power Bracer
Attack +1-50



Ninja Suit
???



Golden Rune
???

NEW

NEW

* There are many more skill items. Look closely!

NEW

Hideyoshi Hashiba

Type: Speed

Element: Lightning

Cover for your low attack power with quick strikes and confuse the enemy with fast movements.

Charge 1 Attack
Jump and attack with shockwave. This attack even damages enemies that have fallen.



WEAPON



Sansetsukon



Steel Sansetsu



Great Sansetsu



NEW CHARACTERS

NEW

Yoshimoto Imagawa

Type: Power

Element: Dark

He has a good balance of attack and defensive power. Fight using a Katana and then clear out the enemy with his Kemari attack! Make good use of his strong Musou abilities.

Charge 1 Attack
Blow the enemy away with a Kemari attack! Face forward and blast off. A beautiful white smog will spread.



WEAPON



Leather Kemari



Cloth Kemari



Silk Kemari



Tadakatsu Honda

NEW

Type: Power

Element: Fire

Break through the enemy's defenses and knock them unconscious!



Charge 1 Attack

A running slash attack, good for dispersing enemy crowds.

WEAPON



Iron
Spear



Great
Spear



Tiger
Slayer

NEW

Ina

Type: Balanced

Element: Ice

Able to perform all styles of attacks, Ina is an all around warrior. Inflict damage with her great bow, and then shoot for the final blow.



Charge 1 Attack

Shoot an arrow into the sky and damage enemies on the ground below.

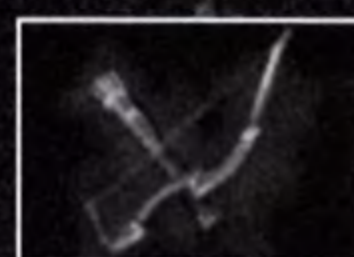
WEAPON



Bow



Steel Bow



Great Bow

THE WAY OF THE WARRIORS

Two Ways to Grow Your Characters

Two Ways to Grow Your Characters

Your character data can be shared between “Story Mode”, “Free Mode”, and “Survival Mode”. There are two ways to develop your characters.

● Develop your characters in “Story Mode” and “Free Mode”

Clear stages, increase character abilities and acquire weapons and items. If you play the easier levels, your character’s abilities will increase, but you may not get the best weapons and items.

● Develop your characters in “Survival Mode”

Clear stages and acquire weapons and items. Use gold earned at the “Gold Rush” course to purchase items and strengthen your weapon. Character’s abilities cannot be developed in the “Survival Mode”.



Challenge the “Chaos Mode”

“Chaos Mode” becomes much more difficult in *Samurai Warriors™ Xtreme Legends®*. In order to clear stages in “Chaos Mode”, you need to develop your character to the max.

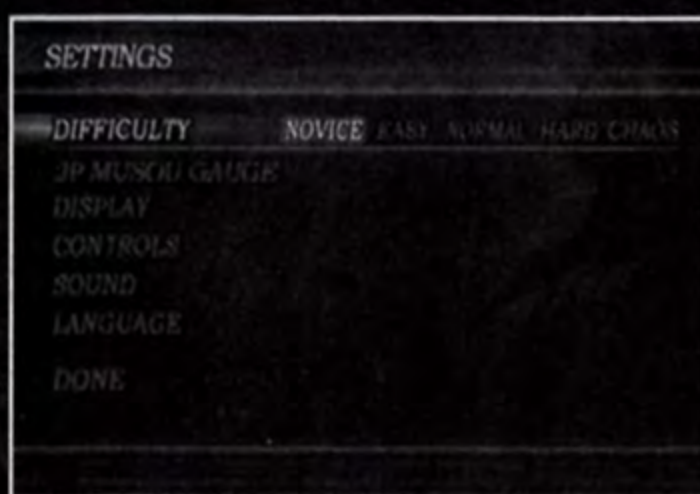
When your character’s abilities achieve their max levels, unlock the “Character Level” item in the “Special” menu (found at the the Options menu) to allow your character’s abilities to further improve.



If You’re Having Trouble in “Story Mode”

If you have trouble completing the missions in Story Mode, try playing “Novice Mode.” Strengthen your characters first and then challenge the more difficult levels.

Once you have cleared a stage, you can go back and play them again at any time. Strengthen your characters first and take on more difficult levels.



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PlayStation®2



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Mild Language
Violence