



SAMURAI WARRIORS[®] 2

戦 国 無 双



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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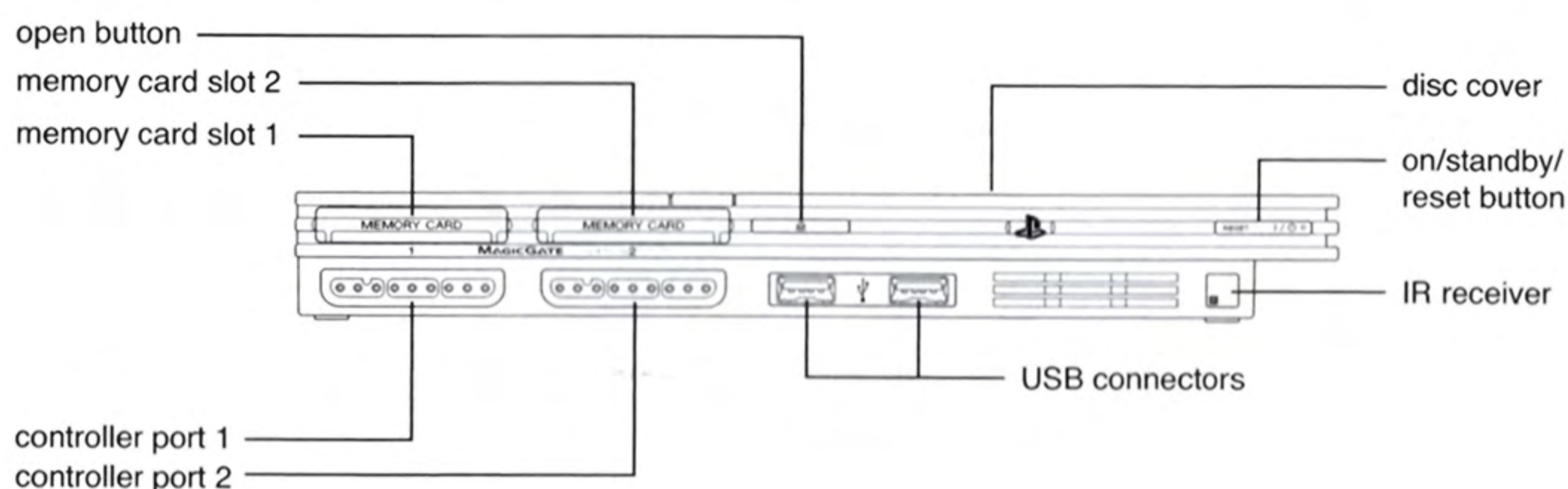
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Force

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Manual Design: Ayako Miyashita

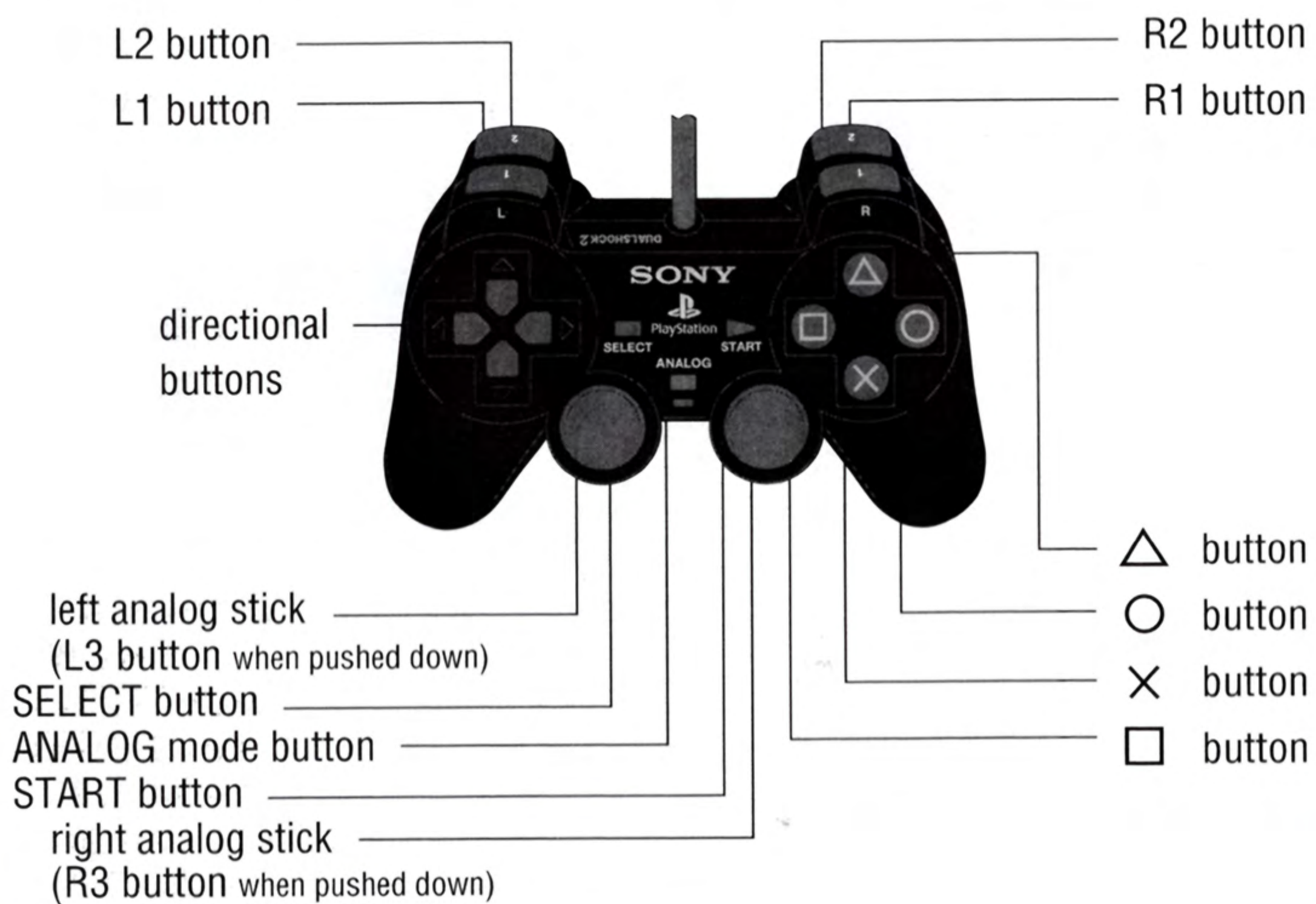
GETTING STARTED



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). Press the OPEN button to open the disc cover. Place the SAMURAI WARRIORS®2 disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

This section will explain how to control your character.



CONTROLS

For single player games, use only Controller Port 1.

Controls are identical when using the DUALSHOCK® analog controller.

L2 button

Toggle Map (P.21)
Toggles between Zoom Map and Complete Map.

L1 button

Guard / Strafe (P.7 / 6)
When the L1 button is pressed, the camera will move behind your character as you guard against frontal attacks. Use the directional button or left analog stick to move from side to side while still facing forward.

Left Analog Stick / Directional buttons

Movement (P.6)

START+SELECT button

Return to the Main Menu.

LED Indicator

Will always show red to indicate Analog Mode.



R2 button

Evade (P.6)
Allows you to roll out of the way of enemy attacks.

R1 button

Special Stance / Special Attack (P.10)
Allows for use of special attacks unique to each game character. Pressing the  button while your character is in the special stance will execute special attack 1; pressing the  button will execute special attack 2.

button

Normal Attack (P.8)
This will execute a standard attack move.

button

Charge Attack (P.9)
This will execute a powerful charge attack. A charge attack can be linked with a normal or jump attack to create even stronger attack moves.

button

Musou Attack (P.11)
A special attack executable after your Musou gauge is full. Two or more gauges will increase the power of the attack.

button

Jump, Mount / Dismount (P.6/7).

Right Analog Stick

Rotate camera angle.

START button

Pause / Display Info Screen.



Move

Left Analog Stick / Directional button



Your character will move in the direction you press the left analog stick. (For this and all other controls, the directional button may also be used instead of the left analog stick.)

Strafe

L1 button + Left Analog Stick



Character can move in all directions while facing forward. (You may also do this while mounted).

Jump

⊗ button + Left Analog Stick



Your character will jump in the direction you push the left analog stick. (Hanzo Hattori, Kotaro Fuma and Nene can execute a double-jump by pressing the ⊗ button while in the air during a jump).

Evade

R2 button + Left Analog Stick



Do a somersault to evade an enemy attack. You may choose the direction in which to roll by pushing the left analog stick.

Guard

L1 button



Guard against frontal attacks.

Flip

L1 button



When your character is thrust into the air, a mid-air flip may be executed so your character can land on his or her feet.

Mount / Dismount

ⓧ button



Pressing the ⓧ button while the 🐎 icon appears will allow you to mount a horse. Pressing the ⓧ button while on the horse will make your character dismount the horse.

In these situations...

Dazed by an Enemy Attack

When your character is dazed by an enemy attack, rapidly pressing the L1 / R1 / ⓪ / ▲ / ◻ / ⓧ buttons will help your character recover more quickly.



Deadlocks

Rapidly press the ◻ button to win a deadlock. If you lose the deadlock, your Musou gauge will become empty. If you win, your opponent will suffer a great deal of damage.



Normal Attack

□ button



A normal attack. The number of sequential attacks your character may execute will depend on your character's growth. (P.29)

Jump Attack

□ button while jumping



An attack executed while jumping.

Dash Attack

□ button while running



An attack executed while dashing forward. The attack and its effects vary depending on the character and weapon used. This move is a great way to attack several enemies at once.

Mounted Attack

□/△ button while mounted



An attack executed while mounted on a horse. Pressing the □ button will execute a normal attack, and pressing the △ button will make the horse stomp. Pressing the △ button while running will perform a jump attack.

Jump Charge Attack

△ button while jumping



A charge attack unleashed when landing from a jump. Also effective against downed enemies.

Charge Attack

△ button



A unique, powerful attack. Link normal attacks with charge attacks to execute even greater attack moves. (See below for details on charge attacks).

Linked Charge attacks

The types and effects of linked charge attacks are different from character to character.

EXAMPLE: Yukimura



□, △ button



□, □, △ button



□, □, □, △ button

↓ AFTER CHARACTER GROWTH ↓



□, △, △ button



□, □, △, △ button



□, □, □, △, △ button

(Attack varieties become available as your character grows in ability.)

Special Attacks

R1 button +  button +  button



Each character has two unique special attacks. Press the R1 button to put your character into the Special Stance and then press the  button or  button to execute a special attack.

- *You may walk around while in the Special Stance by holding down the R1 button and moving with the left analog stick.
- *Your character's special attacks become more powerful as the character's level increases.

Sample Special Attacks

Special Attack 1

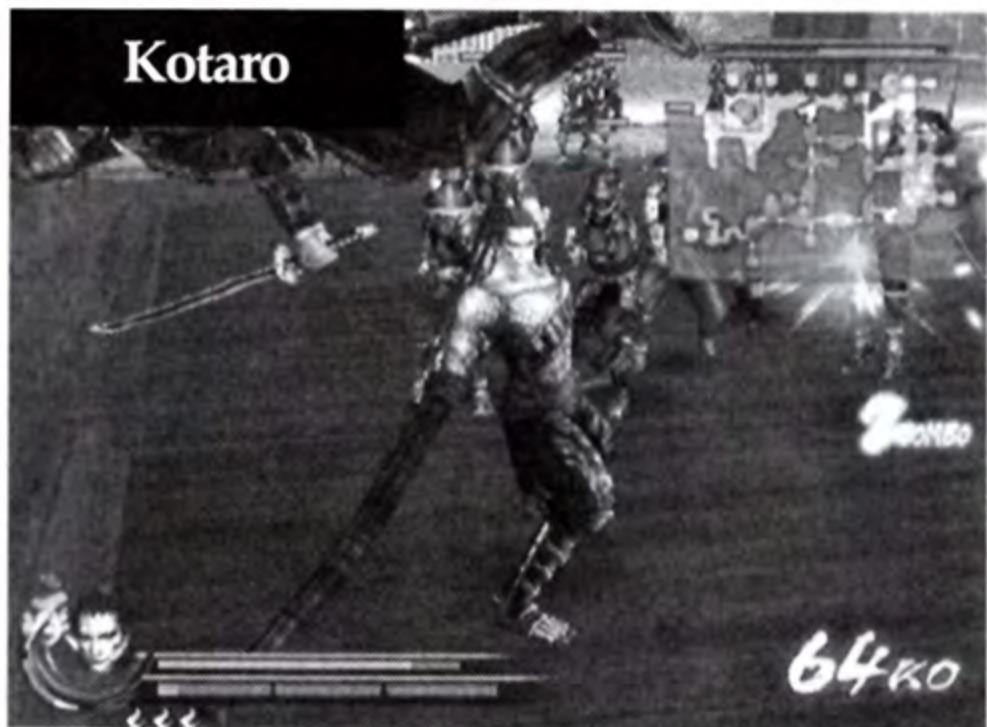
R1 +  button

Masamune



Releases rapid fire while walking around.

Kotaro



Grabs and throws enemies.

Ginchiyo

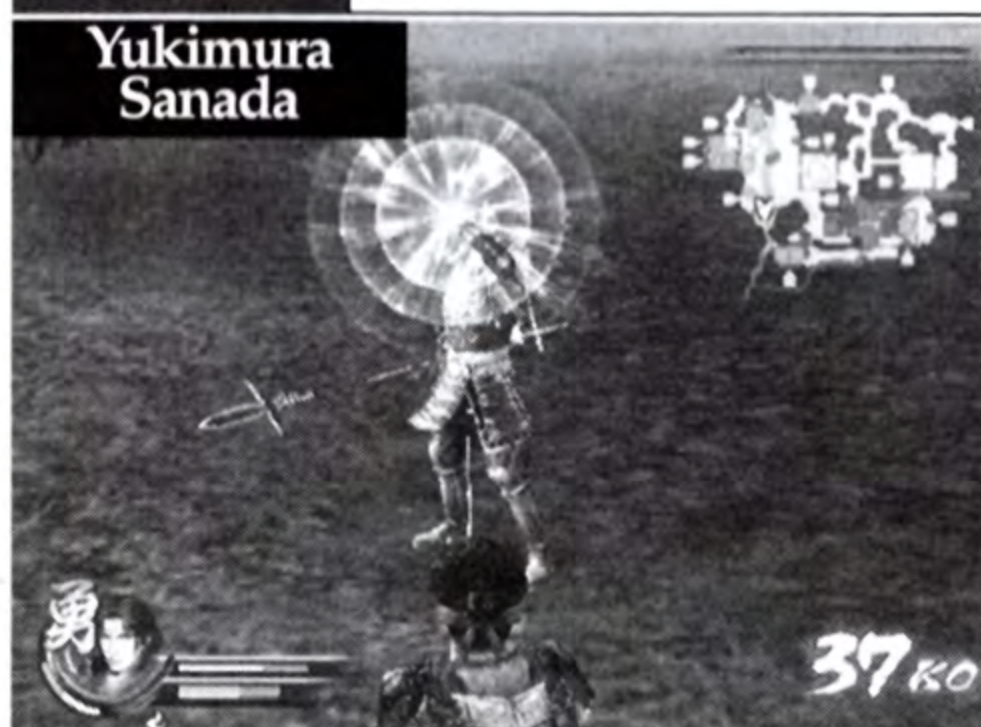


Summons a bolt of lightning.

Special Attack 2

R1 +  button

Yukimura Sanada



Whistles for his horse.

Ieyasu Tokugawa



Fires five guided cannonballs.

Hanzo Hattori



Creates up to three shadow doubles.

*See pages 12-40 for more descriptions of characters and their special attacks.

Musou Attack

○ button



You may execute a Musou attack as soon as one of your Musou gauges becomes full. As your character grows, you may obtain up to three Musou gauges. Two or more Musou gauges will increase the power of your Musou attack.

EXAMPLE: Yukimura

Musou Attack Level 2



Musou Attack Level 3



True Musou Attack

○ button when life bar is red



This will execute a very powerful Musou attack which is further strengthened by the elemental attribute of fire (P.38).

Double Musou Attack

○ during certain conditions



A very powerful attack, further strengthened by the elemental attribute of Lightning (P.38). A Double Musou Attack can occur if you perform a Musou attack near a guard or second player.

*A Double Musou Attack will only occur if your character and the secondary character are linked by a bolt of lightning when executed.

Starting a Game

Starting a Game

1. Insert the game disc into the PlayStation®2 console and insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.
2. When the game loads, the opening sequence will begin. Press the START button if you wish to skip the opening sequence.
3. Pressing the START button during the opening sequence will bring up the Main Menu screen. Select the game mode you wish to play from the Main Menu.



*You must have a PlayStation®2 memory card (8MB)(for PlayStation®2) to save game data. You will need at least 272 KB free in order to save.

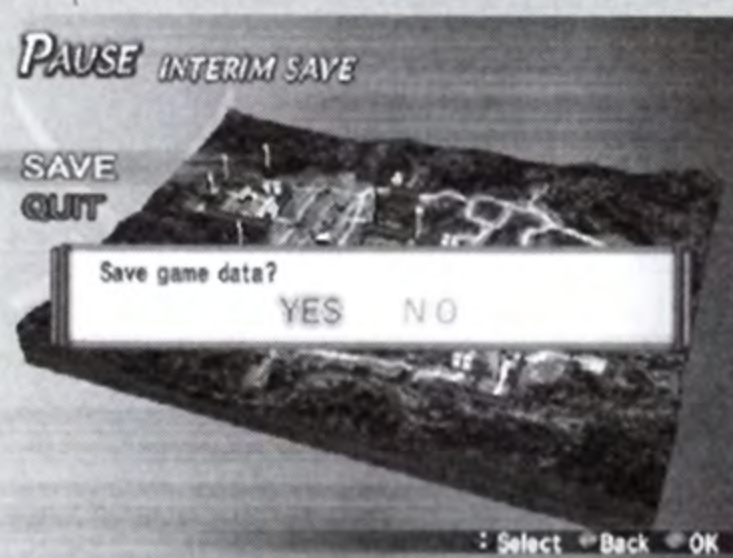
*Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1-A if using the PlayStation®2 Multitap.

Saving a Game

Save after clearing a stage

After a stage is cleared, a series of results screens will be displayed, after which, a save prompt will appear.

Interim Save



During a game, press the START button to pause and bring up the Info Screen. From there, select INTERIM SAVE.

*Your interim save data will be overwritten if you save after clearing the stage.

*You may do an interim save once every five floors in the Survival Mode.

Loading a Game

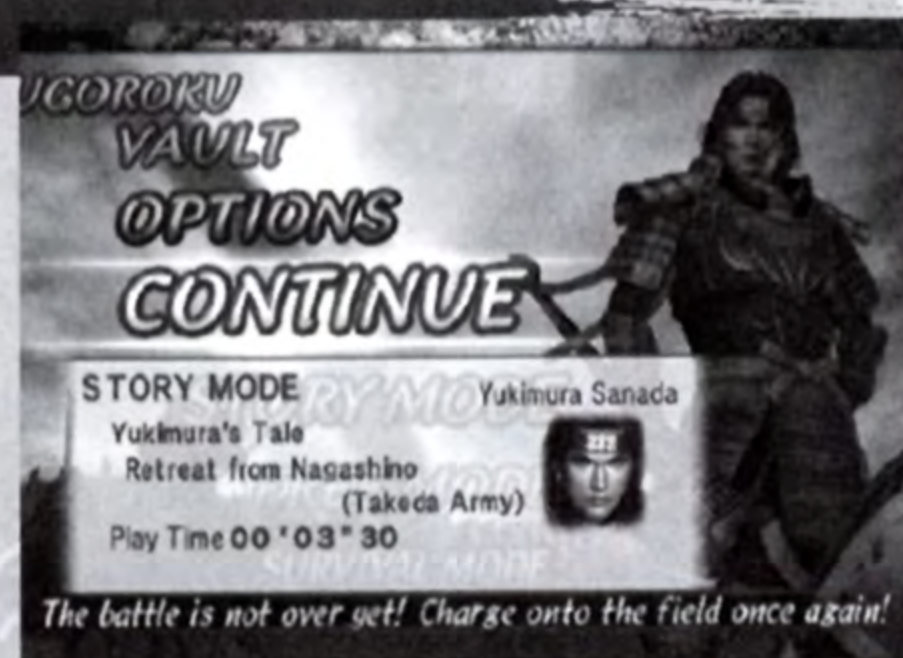
Load Data from Last Cleared Stage

Select Story Mode and choose the character and scenario you wish to play.



Load Interim Data

If interim save data exists, then the option "Continue" will appear in the Main Menu. Select "Continue" to resume interim save data.



Character Profiles

Special Move 1

Dash with flames



Special Move 2

Summon horse



Yukimura Sanada

Japan's bravest warrior
Growth Type: Charge Attacks

Shingen Takeda

The Tiger of Kai
Growth Type: Special Moves



Special Move 1

Grab and throw an enemy



Special Move 2

Temporary ability increase



Game Modes

Story	Select a character, and play through a series of game stages that tell that character's tale. By clearing available characters' Story Modes, more characters will become available for play (P.16) *Two-player cooperative play is available in the Story and Free Modes. Player 2 may join the game by pressing the START button when "PRESS START" is displayed in the upper-right hand corner of the screen.
Free	Play any previously cleared stage with the character of your choice. The same rules apply for the growth of characters in Story, Free, and Survival Modes.
Survival Mode	Play through a castle of countless floors and attempt to set new records by clearing as many floors as possible (P.34).
Sugoroku	Up to four players may compete in a board game style mini-game (P.36).
Vault	View all acquired weapons, items, in-game movies, guards, steeds, etc.
Options	Select game and control settings (P.15).
Continue	Resume an interim saved game.

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.



Options

Settings	Display	Enemy life	Display enemy life meters [ON/OFF]
		Events	Display in-game events [ON/OFF]
		Movie Subtitles	Display subtitles during movies [ON/OFF]
		Screen Adjust	Adjust screen alignment using the directional button
	Controller	Vibration	Toggle vibration function [ON/OFF]
		Inverse Camera	Reverse directions of camera control using the left analog stick [ON/OFF]
		Button Settings	Change your button settings
	Sound	System	Select sound setup [Dolby® Digital Pro Logic® II / Dolby® Pro Logic® II / Stereo / Mono]
		BGM	Adjust background music volume 16 levels
		Effects	Adjust sound effects volume 16 levels
		Voice	Adjust voice volume 16 levels
		Sound Test	Listen to background music tracks from the game
Officer Reset		Reset character abilities to their default settings.	
Save / Load		Save settings, records, etc., or load previously saved data.	
Void Interim Save		Void existing interim save data.	

Character Profiles

Special Move 1

Summon Lightning Bolt



Special Move 2

Momentary weapon power-up



Yoshihiro Shimazu

Great veteran soldier
Growth Type: Normal Attacks

Ginchiyo Tachibana

Lady warrior of Kyushu
Growth Type: Normal Attacks

Special Move 1

Attack increases, defense decreases



Special Move 2

Tackle enemies



Story Mode

This section explains the rules and game flow of the Story Mode.

Play all stories to experience the entire game!

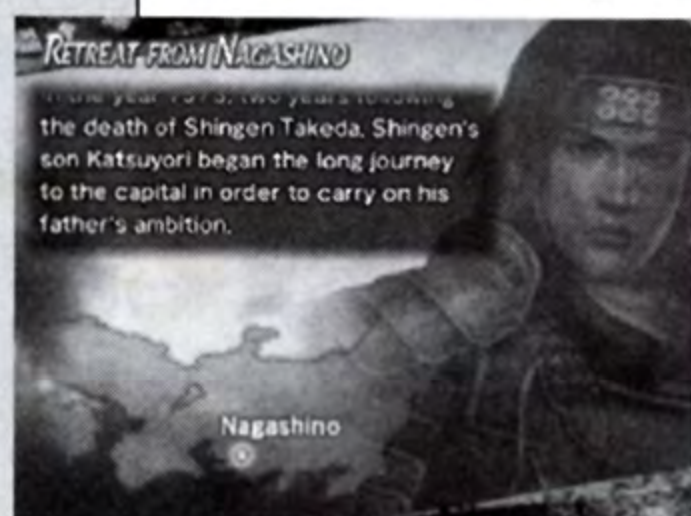
Game flow of the Story Mode:

Select a Stage (P.17)

Choose your character, difficulty, and scenario. You may also go to the shop to improve your character before selecting a scenario.



Scenario Background



Prepare for Battle (P.18)

Equip weapons and items, select a personal guard, and confirm victory conditions.



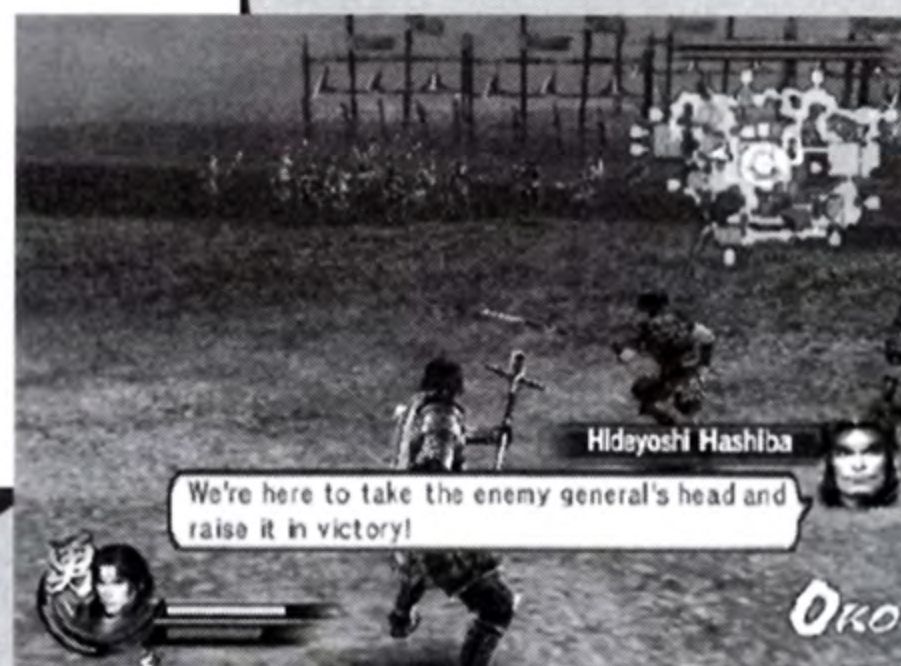
Begin Battle (P.20)

Clear missions that appear during the battle while working towards fulfilling the victory conditions. Your character's level will increase by defeating enemy soldiers and officers.



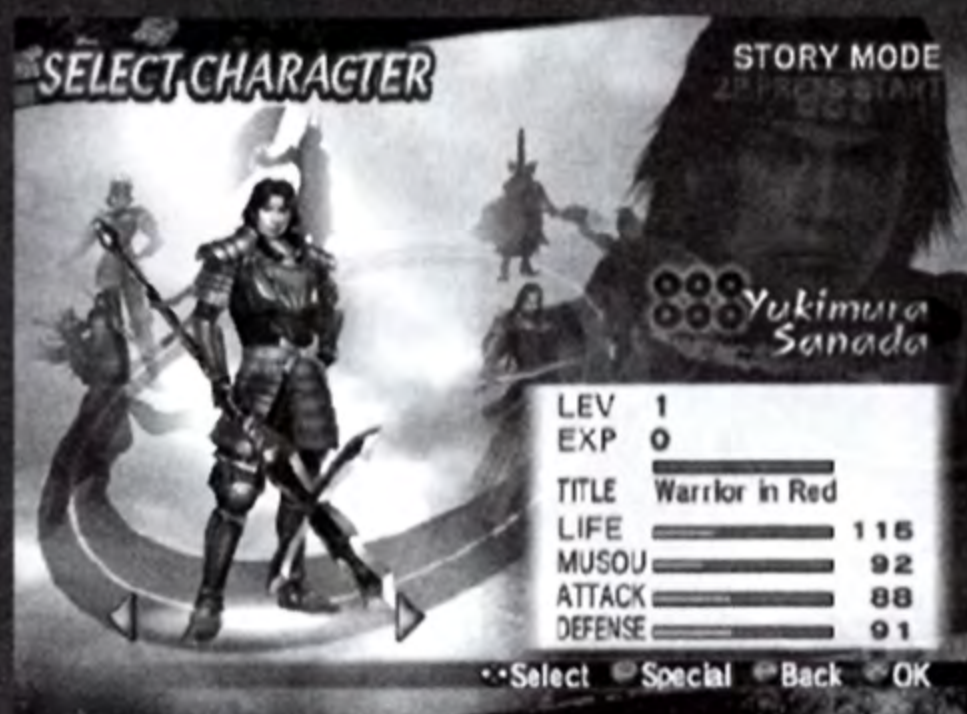
Victory Conditions Fulfilled! (P.26)

The battle is won if you fulfill all victory conditions. EXP will then be awarded and your character will grow stronger.



Choose a Stage

Select Character and Difficulty



Select a character and set the level of game difficulty. The number of available characters will increase as you clear more character Story Modes.

Fulfilling certain conditions will also unlock the "Chaos" difficulty level.

Select a Scenario



Choose a scenario. When cleared, new scenarios will be revealed. You may also select to visit the Shop where you can purchase new items and equipment (P.32).

You may use the gold you have acquired during play to buy new weapons and skills, as well as guards and horses.

Character Profiles

Special Move 1

Set mine



Special Move 2

Detonate mine

Mitsunari Ishida

Loyal retainer of Hideyoshi
Growth Type: Special Moves

Sakon Shima

Shingen's finest strategist
Growth Type: Special Moves



Special Move 1

Damage enemies within set range



Special Move 2

Protection from unknown ally

Preparing for Battle

Weapons / Skills



Always remember to equip weapons you have acquired during battle (P.32). Skills are automatically equipped (P.30), so be sure to check what your new skills do.

You may also unequip any skills you do not wish to use.

Guards / Mounts



Select the guard and horse you would like to take to battle. You will start the stage mounted on the horse you have selected. Guards are strong allies who will fight with you during a battle.

You may purchase guards and mounts at the Shop (P.32).

The Info Screen

This screen is displayed before each battle. You can also view it during a battle when you pause via the START button.

*You may view the battle history and create an interim save (P.12) from this screen as well.

Morale of both Armies

Allies (BLUE)

Allied Stronghold (BLUE)

Morale decreases if these are captured by the enemy.

Player

Enemy Stronghold (RED)

Morale increases if you capture these.

Enemy Officer (RED)

Time Remaining

The game will end when this counter runs out.



Main Keep

The battle will continue indoors when entered.

Gate

Can be opened by defeating the soldiers who defend it.

Conditions

PAUSE CONDITIONS

Katsuyori Takeda
Yukimura Sanada

Nobunaga Oda



VICTORY Defeat Nobunaga.

DEFEAT Katsuyori or Yukimura is defeated.

Rotate Map Back

Confirm the victory and defeat conditions before beginning the battle. Knowing where key officers are on the battlefield is important for victory.

You may always check conditions from the Info screen when pausing the game via the START button.

Move List

PAUSE MOVE LIST

Type: Charge

Normal Attack

Charge Attack

Special 1

Dash forward, leaving a trail of flame

Special 2

Call Yukimura's horse to his side

Back

Your character will gain new attack techniques as he or she grows. You may check each character's Move List to see newly acquired techniques.

For more information on linked attacks and charge attacks, see page 9. See page 10 for more on special attacks.

Character Profiles

Special Move 1

Attack strengthened by war god Bishamonten

Special Move 2

Throw an explosive effigy of the god of war

Naoe Kanetsugu

Strategist of the Uesugi
Growth Type: Special Moves

Special Move 1

Create a field of protective charms

Special Move 2

Slow down enemies within a certain range

Beginning a Battle

Main Screen

Enemy Info

Name of the enemy you are fighting. The gauge indicates the enemy's life.



EXP Gauge

This gauge increases whenever you defeat an enemy or pick up an EXP item (P.26). Your character's level will increase when the meter is full. Once the level increases, the meter will become empty again.



Musou Level

Displays the current level of your character's Musou attack (P.11).

Musou Gauge

You may obtain up to three separate Musou gauges. When one becomes full, you are able to execute a Musou attack. You may execute a more powerful Musou attack by unleashing two or more full gauges (P.11).

Ability Marker

Appears when temporary ability-enhancing items are acquired. When the remaining time for the item begins to run out, the marker will flash quickly.

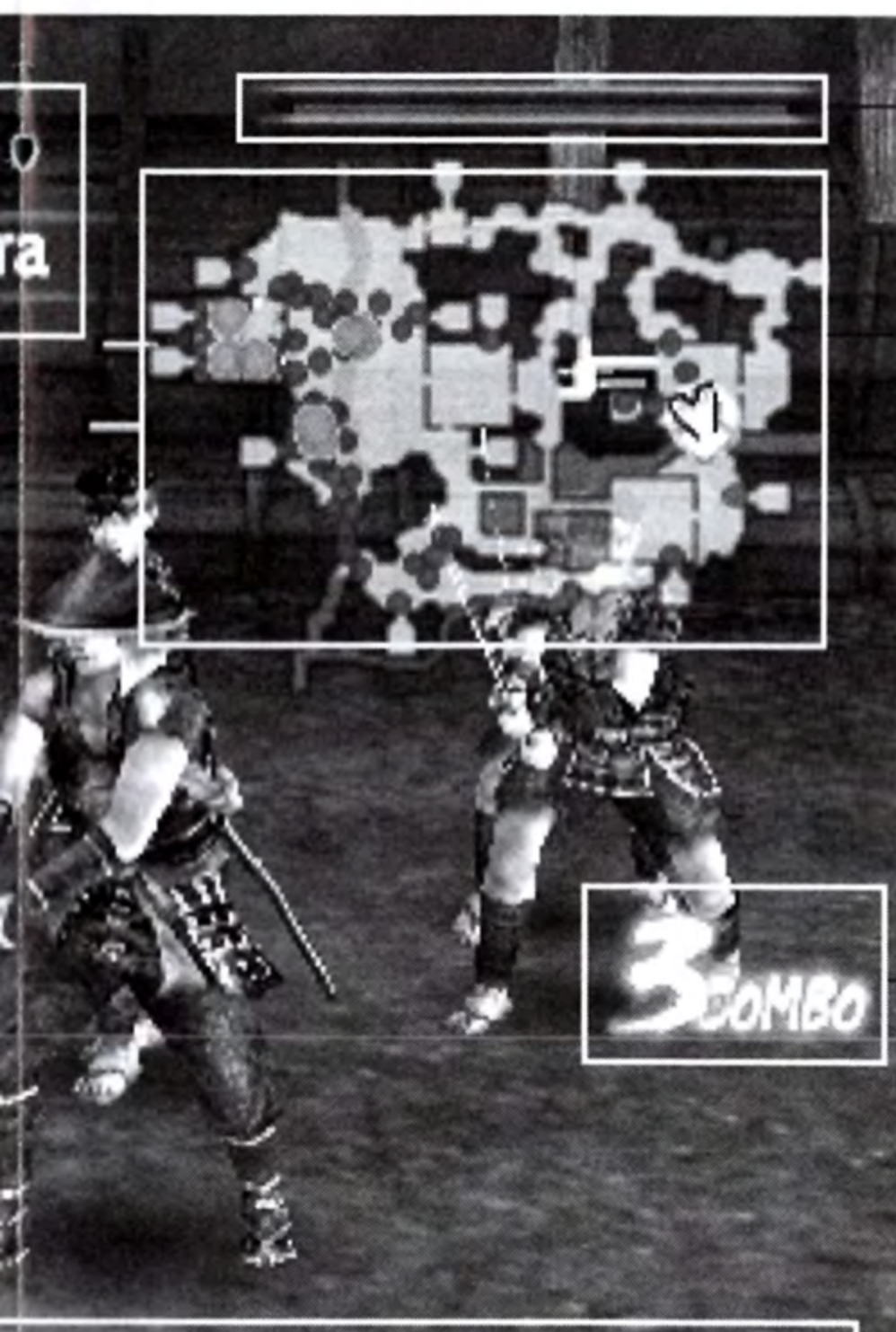
(YELLOW)	Musou gauge at MAX
(GREEN)	Defense doubled
(BLUE)	Speed at MAX
(ORANGE)	Attack doubled

Mount Gauge

Strength to remain mounted on horseback. When this gauge becomes empty, your character will be thrown off of his or her horse.

Life Meter

Your player's life gauge. The meter will decrease whenever damage is sustained and will change colors as it decreases from blue to yellow to red. The player is defeated if the meter becomes empty.



Akechi and Nobumasa Okudaira!



KOs

Number of enemies defeated.

No Entry Signs

Player cannot enter.



Player cannot enter while mounted on horse.



Double Jump Sign



Only Hanzo Hattori, Kotaro Fuma, or Nene may pass via a double jump.

Morale

Displays both the allied and enemy army's morale (Blue: Ally, Red / Yellow: Enemy). The longer the meter, the greater the advantage to that army (P.23).

Map

(GREEN ▲) - Player
(GREEN ●) - Guard
(ORANGE ◆) - Mount

(BLUE ●) - Allies
(RED & YELLOW ●) - Enemies
(BLUE & RED DOUBLE ●) - Mission Objectives



Morale increasing



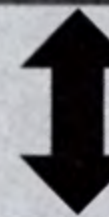
Morale decreasing



Stronghold captured

* Marker colors are indicated as:
Blue: Ally, Red / Yellow: Enemy

Complete



Toggle between maps by pressing the L2 button

Zoom



Combo hits

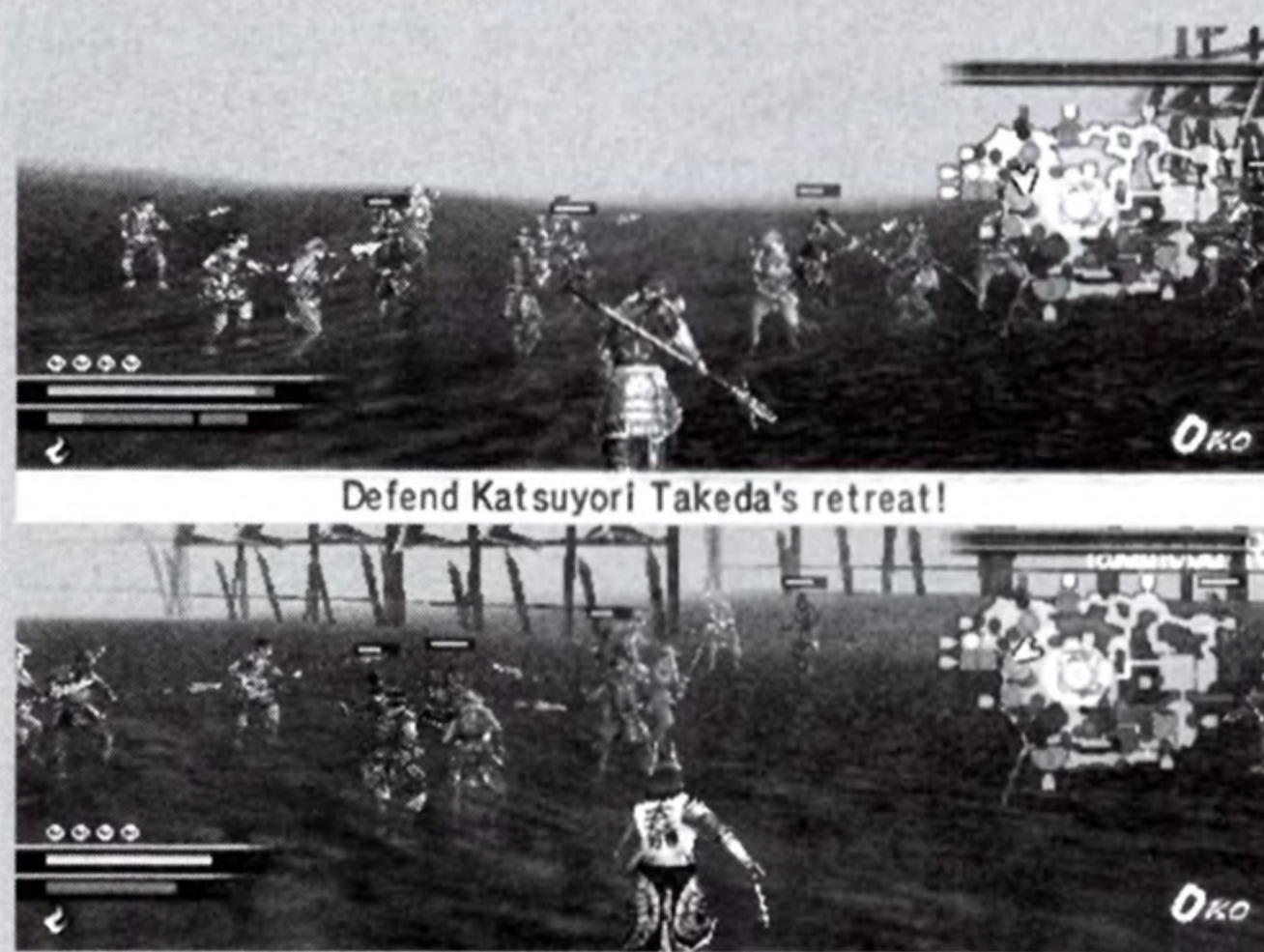
Displays the number of attacks landed in succession. Attacks on multiple enemies also included if landed in time.

Mission Messages

The mission(s) currently being undertaken (P.22).

Two-Player Screen

In Two-Player Mode, the display will be divided horizontally across the middle of the screen.



Beginning a Battle

Missions



Missions occur during each battle. Clearing a mission successfully may change the tide of the battle in your favor.

Missions occur when you enter certain parts of the map. Some missions may have a time limit.

Capture the Strongholds!



Enemy reinforcements will continue to flow in from the gates of their strongholds. Defeat the stronghold's Reserve Captain to prevent further enemies from entering the battlefield.

You can confirm stronghold locations on the Info Screen.

Attacking Castles

It is easy to get lost in large castles like Osaka Castle and Odawara Castle. The map in the upper right corner will help guide you through them.

Look for the stairs!

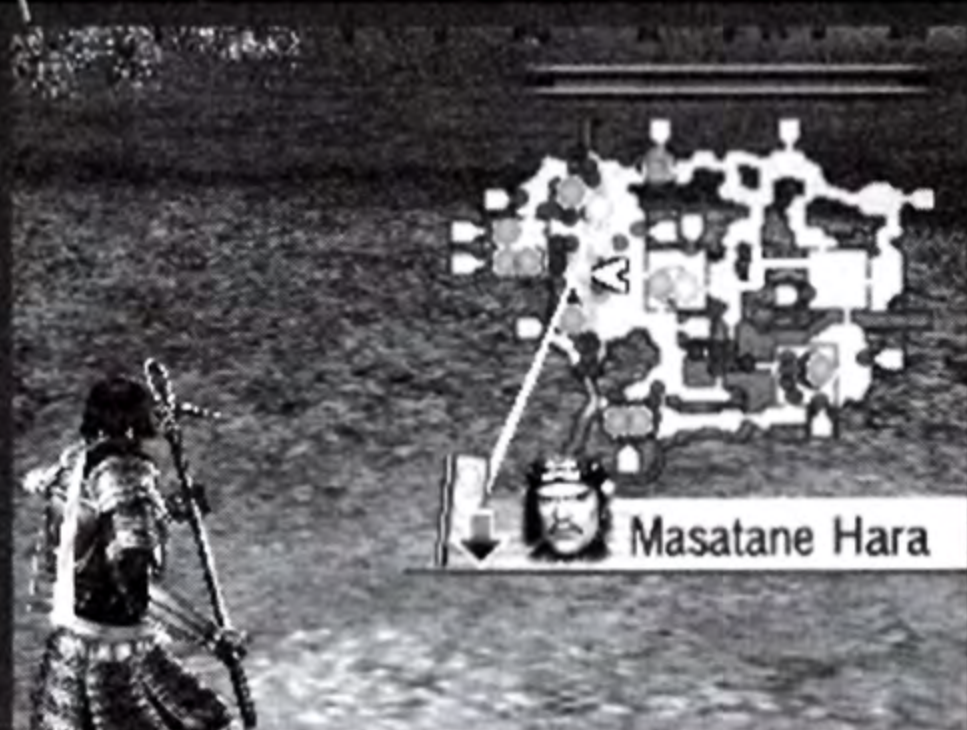
When inside castles, the map will indicate ascending staircases in yellow and descending staircases in green.



To open gates that have been shut...

Certain sections of Odawara Castle are blocked by lattices. You will need to find a way to open them in order to get through.

Morale



Morale is easily changed by events during the battle and will affect your allies' will to fight. Higher morale will prevent your allies from retreating.

Defeating an enemy officer and capturing enemy strongholds will increase the morale of your army.

Entering a Castle



Some battlefields include castles. If you enter a castle, seek out the staircases that lead to the top floor.

There are certain doors and pillars that you can destroy when inside a castle.

Character Profiles

Special Move 1

Walk around while rapidly firing his rifle



Special Move 2

Fire at multiple enemies at once



Magoichi Saika

Leader of the Saika Renegades
Growth Type: Charge Attacks

Keiji Maeda

Wild man who lives to fight
Growth Type: Charge Attacks

Special Move 1

Throw enemies, even those who are guarding



Special Move 2

Summon horse



Beginning a Battle

Increase Level!



When your level increases, your abilities will momentarily increase as well. Attack, defense, and speed all increase and your Musou gauge becomes full for 5 seconds.

The EXP gauge fills slowly with every defeated enemy. You will gain a level instantly whenever this gauge is completely filled.

Use your Skills!



You may learn a skill when defeating an enemy officer (P.30). You can check which skills you have acquired after clearing a stage.

The skills that you may learn from defeating officers are limited to those that the defeated opponent possessed. You can check what skills an officer has by viewing officers on the Info Screen.

Regular Items

Healing

	Mini-Rice Ball Life +20		Dumplings Life +50		Rice Ball Life +100
	Rice Balls Life +200		Rice Tub Full Life		Mini Sake Bottle Musou Gauge +20
	Sake Bottle Fills up 1 Musou Gauge		Sake Cask Full Life and Musou		

Temporary Ability Booster

	White Blade Attack doubled for 30 seconds		Ancestral Armor Defense doubled for 30 seconds		War Sandals Speed at MAX for 30 seconds
	Bronze Mirror Musou Gauge full for 5 seconds		Spirit Mirror Musou Gauge full for 10 seconds		

Master your Combos!



Hits will accumulate against multiple enemies for as long as your attacks connect. Your number of combos and best record can be viewed in the results screen following a battle.

If you have the "Chaos" ability, the damage increases with the number of combo hits.

Look for Weapons!



Keep an eye out for special boxes containing weapons after defeating enemy officers. If you pick up a weapon after defeating an enemy officer, you will see what the weapon is after the battle ends (P.32).

Your chances of acquiring a good weapon will increase if you have equipped the "Discern" skill.

Character Profiles

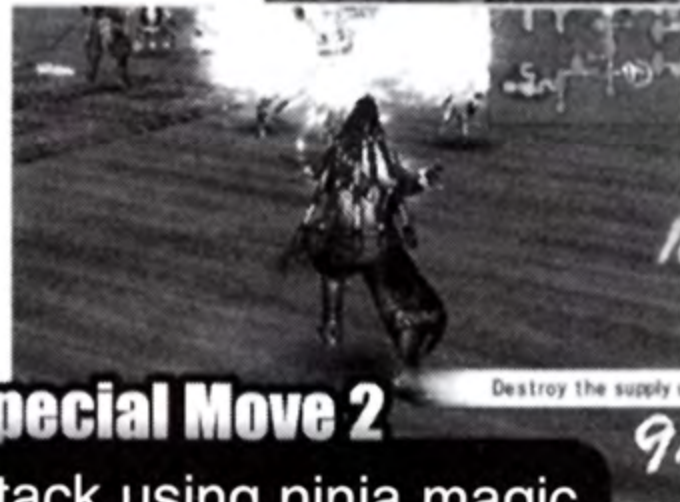
Special Move 1

Extend arm to grab and throw an opponent



Special Move 2

Attack using ninja magic



Kotaro Fuma

Ninja who lives for chaos
Growth Type: Charge Attacks

Musashi Miyamoto

Japan's legendary swordsman
Growth Type: Charge Attacks

Special Move 1

Can perform a fast counter attack



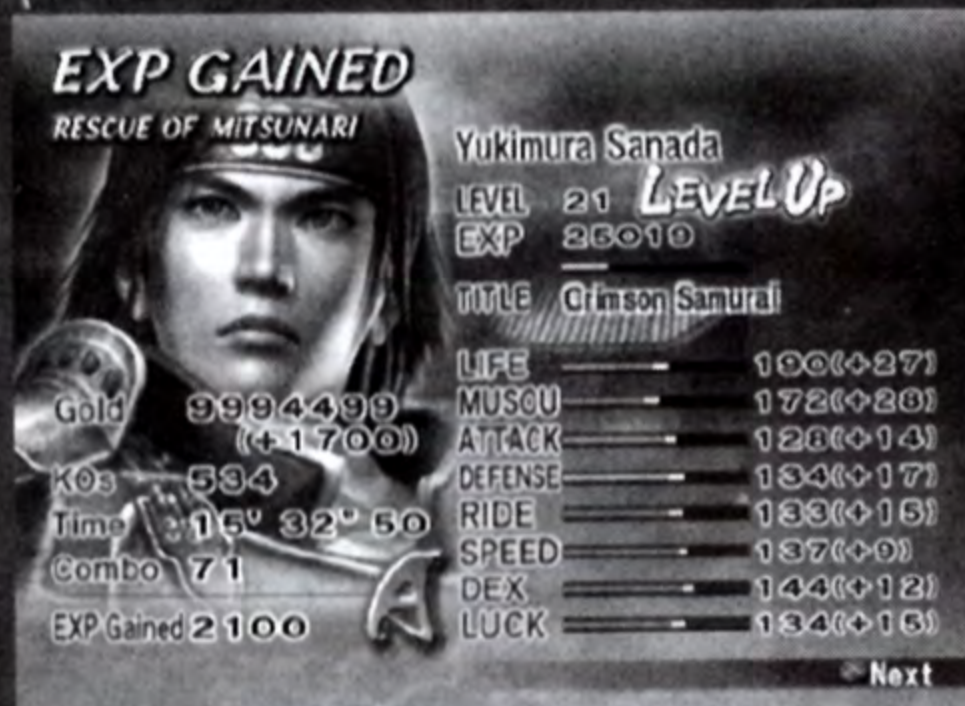
Special Move 2

Musou Gauge fills partially



Beginning a Battle

EXP Acquired



KOs, Clear Time, and number of combo hits will determine the amount of EXP you earn. Your level will increase according to your EXP, increasing your overall abilities.

The letter grade you receive after a battle is an overall evaluation score. A star mark indicates the highest grade possible, followed in descending order by A, B, C, and D.

Acquired Weapons



Always check out new weapons you have acquired. Although some weapons may be the same, most offer differing ability upgrades and elemental attributes. Weapons that have open ability slots may be improved at the Shop (P.32).

Weapons acquired must be equipped before starting a scenario. You may possess up to eight weapons.

Gold and EXP items

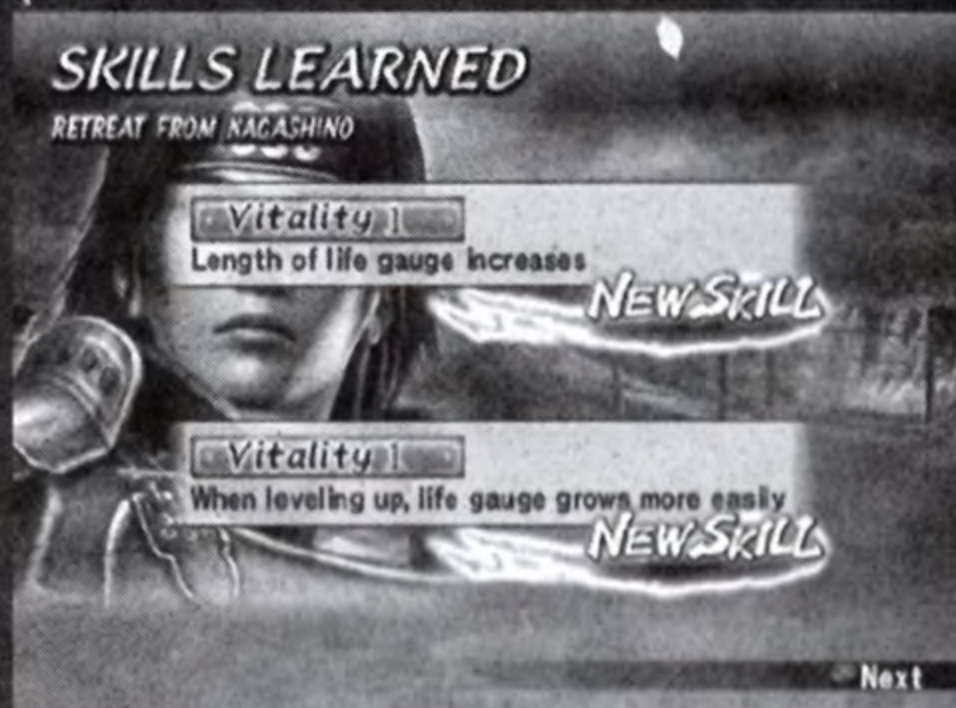
Gold items

	Single Coin +5 Gold		Multi-Coin +50 Gold
	Triple Coin +25 Gold		Treasure Box +100 Gold

EXP / Weapons

	Mini-scroll +50 EXP		Grand Scroll +200 EXP
	Scroll +100 EXP		Cache Contains weapon

Moves & Skills



Pay close attention when you acquire new moves and skills. The type of moves that characters learn is defined by each character's growth type. (P.29).

You can select which skills you will use before starting a scenario (P.12).

Guards



Guards also rise in rank according to how many EXP they have earned. The guard's unit type will determine the increase in their abilities.

Level 20 is the highest rank a guard can achieve.

Character Profiles

Special Move 1

A lightning-quick slash attack



Special Move 2

Can perform a fast counter attack



Akechi Mitsuhide

Betrayer of Nobunaga
Growth Type: Normal Attacks

Masamune Date

One-Eyed Dragon from Oshu
Growth Type: Charge Attacks

Special Move 1

Walk about while rapidly firing



Special Move 2

Lower enemies' defenses by taunting



Strengthening Your Character

How to power up your characters and weapons.

Increase Your Level

The EXP gained during battle will determine the amount your character's level will increase. The highest attainable level is 50. Life meter, Musou gauge, attack, and defense all increase according to your level. New moves and skills may also be acquired with higher levels.

Enemy Type	EXP
Commander	300 (50)
Main Character	200 (50)
Named Officer	100 (50)
Unit Leader	5 (2)
Soldier	2 (2)

*The numbers in the parentheses indicate Survival Mode EXP values.

Leveling Up During a Battle

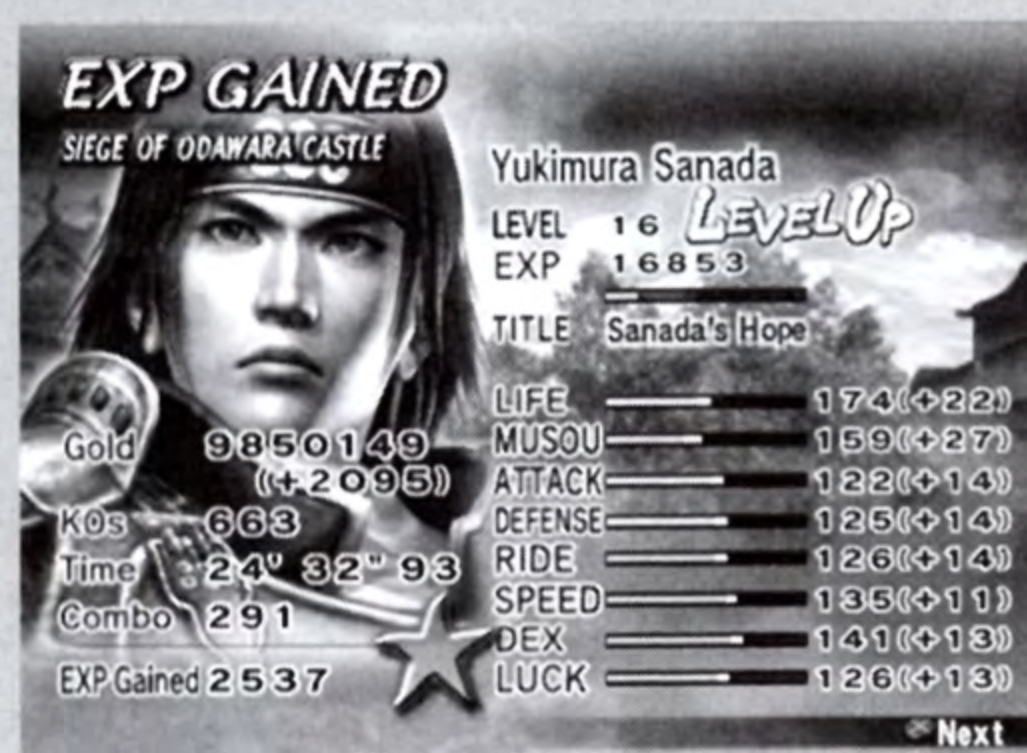
Your character will gain a level during a battle when the EXP gauge is filled entirely (P.20). The EXP gauge will fill up slowly every time an enemy is defeated. The number of points gained varies on the opponent defeated.



Leveling Up After a Battle

After completing a scenario, your character may grow in level according to the EXP you have earned. The amount of EXP is determined by your clear time and number of KOs and combo hits.

*In Survival Mode, you will only earn EXP for the total number of defeated opponents.



Growth Types

Acquired Moves will vary according to each character's growth type.

Normal Attack Type

The main development is found in the number of linked attacks.

Type: Normal

Normal Attack	10
Charge Attack	10
Special 1	10
Special 2	10

Special 1: Raise own attack power but lower own defense

Special 2: Damage enemies simply by running into them

Charge Attack Type

The main development is found in the increase of charge attack strength.

Type: Charge

Normal Attack	10
Charge Attack	10
Special 1	10
Special 2	10

Special 1: Dash forward, leaving a trail of flame

Special 2: Call Yukimura's horse to his side

Special Move Type

The main development is found in the increase of Special Move strength.

Type: Special

Normal Attack	10
Charge Attack	10
Special 1	10
Special 2	10

Special 1: Protective charms swirl around Kanetsugu

Special 2: Throw an exploding charm that slows enemies

Character Profiles

Special Move 1

Fire cannon



Special Move 2

Fire five guided shots



Hanzo Hattori

Loyal ninja from Iga
Growth Type: Special Moves

Ieyasu Tokugawa

The patient unifier
Growth Type: Normal Attacks

Special Move 1

Ninja magic attack



Special Move 2

Create up to three shadow doubles



Acquiring Skills

There are a wide variety of useful skills that your character can acquire.

How to Acquire Skills

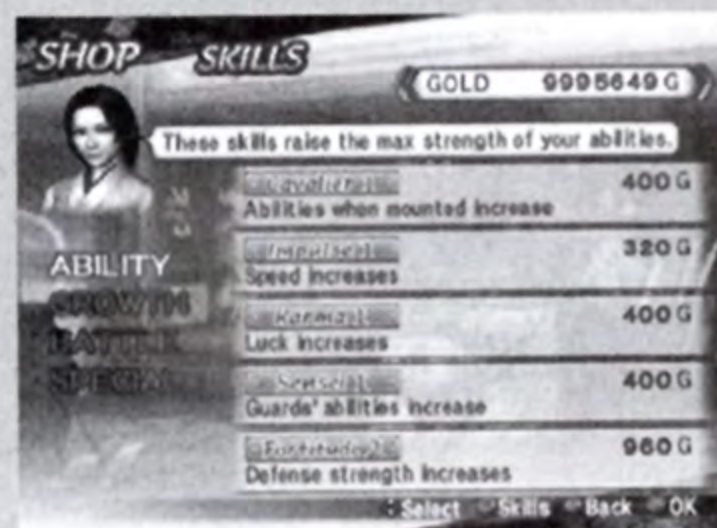
There are three ways of acquiring skills.



Leveling Up



Learning from an enemy officer

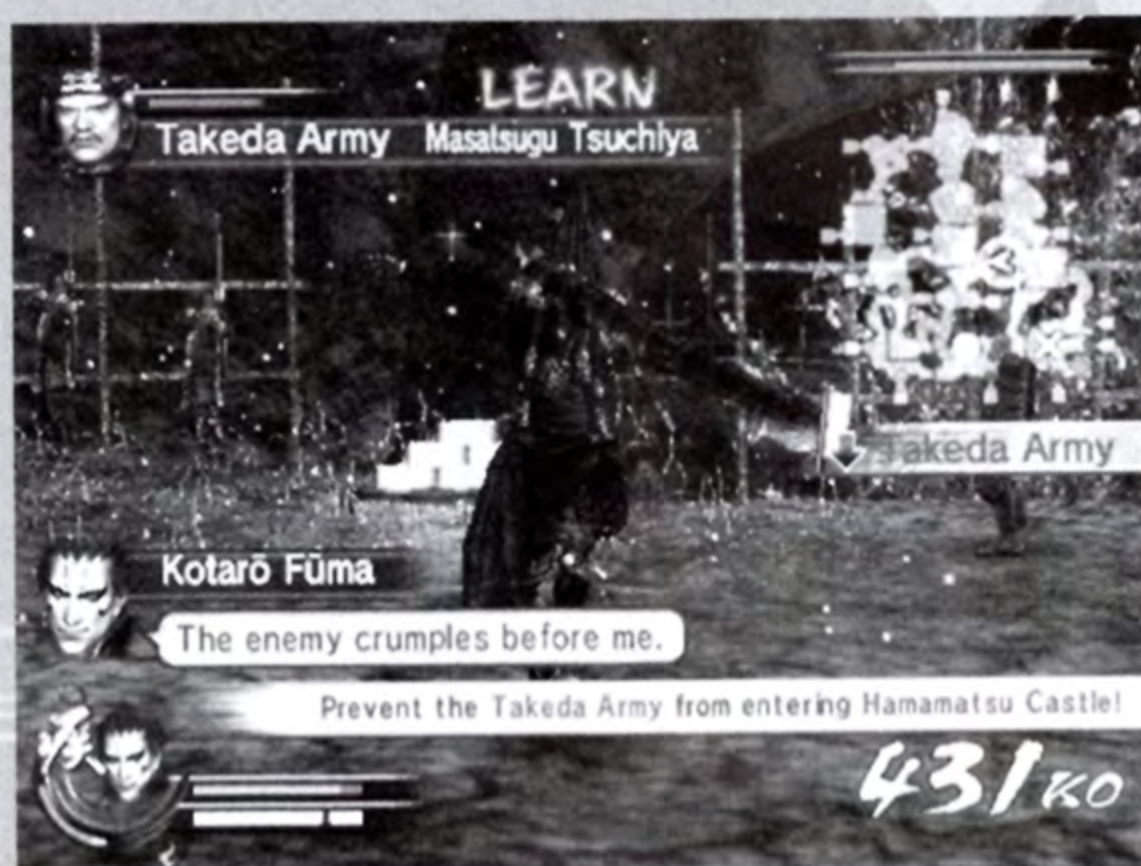


Purchasing from the Shop

How to Learn a Skill

You may learn a skill by defeating an enemy officer. The more advanced skills are harder to learn. You can increase your chances of learning new skills if you already have the skill "Prodigy." You may see details regarding learned Skills after you have cleared a scenario.

*You may see the skills possessed by the enemy officers on the Info Screen by selecting the menu item "Officers."

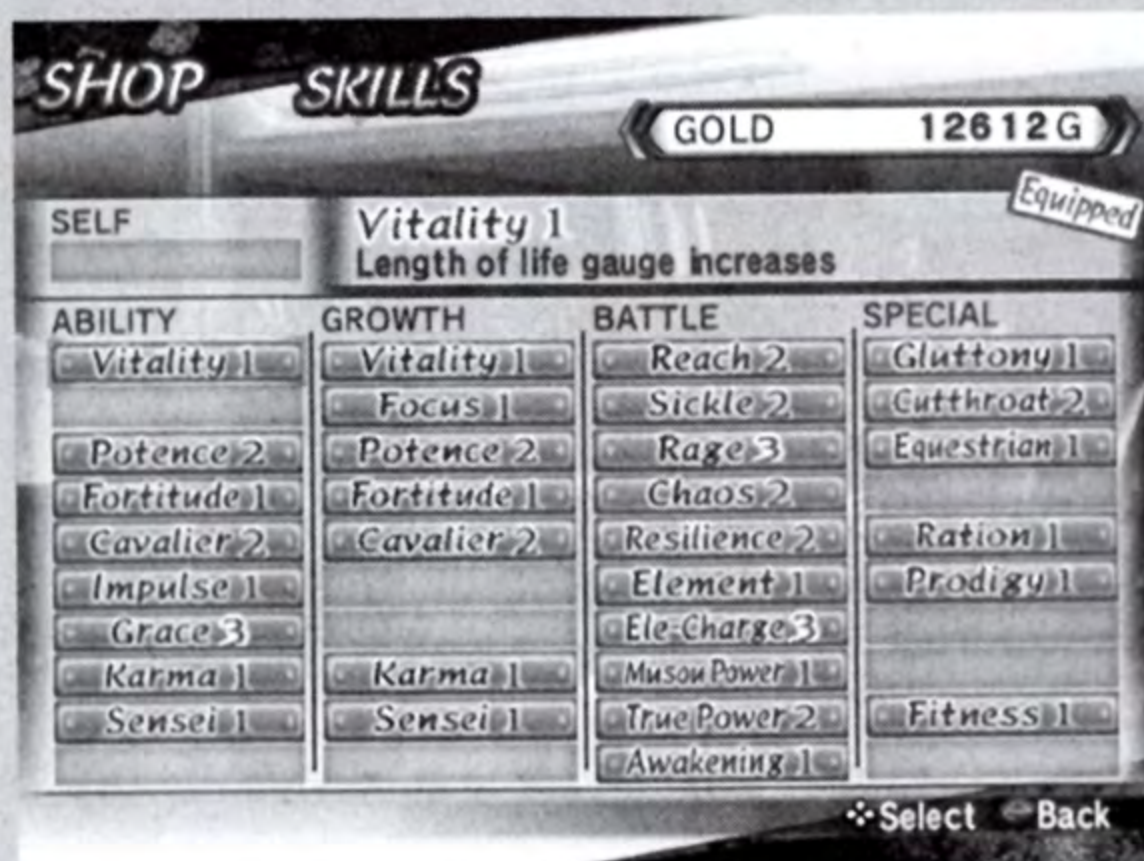


Skill Level

There are three levels of skills and the power of the skill increases with each level.

*Skills unique to certain characters do not have levels.

*There are some skills that will advance more than three levels.



Skill Types

Skills besides those unique to specific characters are divided into the categories of Might, Growth, Battle, and Special.

Unique skills are obtained through overall character growth.

RARE indicates a rare skill.

Might Skills		Growth Skills	
Vitality	Life MAX increases	Vitality	Life meter grows more easily when gaining levels
Focus	Musou Max increases	Focus	Musou gauge grows more easily when gaining levels
Potence	Attack increases	Potence	Attack grows more easily when gaining levels
Fortitude	Defense increases	Fortitude	Defense grows more easily when gaining levels
Cavalier	Mounted attack increases	Cavalier	Mounted attack grows more easily when gaining levels
Impulse	Speed increases	Impulse	Speed grows more easily when gaining levels
Grace	Strength increases	Grace	Strength grows more easily when gaining levels
Karma	Luck increases	Karma	Luck grows more easily when gaining levels
Sensei	Guards' abilities increase	Sensei	Guards' abilities grow more easily when guards gain levels
Master	All abilities increase RARE	Acclaim	Amount of EXP acquired increases RARE

Attack Skills		Special	
Reach	Attack range increases	Gluttony	Effects of recovery items increased
Sickle	Increases the chance of inflicting a critical hit (P.39)	Cutthroat	Life recovered after defeating 100 opponents
Rage	Musou gauge fills up faster	Equestrian	Increases mounted horse's abilities
Chaos	Increases the damage according to numbers of combo attacks.	Opportunity	Life recovers the first time life meter becomes empty
Resilience	No disorientation after any attack	Ration	Effects of recovery items on guards increases
Element	Adds elemental attributes to attacks	Prodigy	Increases chances of learning skills
Ele-Charge	Adds elemental attributes to charge attacks	Discern	Increases chances of finding rare weapons
Musou Power	Elemental attributes during Musou Attacks increased	Greed	Increases the amount of gold acquired
True Power	Elemental attributes during True Musou Attacks increased	Fitness	Increases the time limit of power-up items
Awakening	Musou Attacks made more powerful RARE	Plunder	Reveals items on the map

Strengthening Weapons

Caches (wooden cases) containing weapons may appear when you break open crates or when you defeat enemy officers. You can see what weapon a cache contains after clearing the scenario in which it was found. You may keep up to a total of eight weapons.



Additional features

The weapons have different upgrading abilities. Weapons that have open ability slots may be taken to the Shop for improvement. However, you will not be able to select which upgrades a weapon gains.

Ability Upgrades

Open Ability Slots



The Shop

Enter the Shop by selecting "Shop" from the "Select Scenario" screen. You may exchange your gold for weapon improvements, skills, guards, and horses.



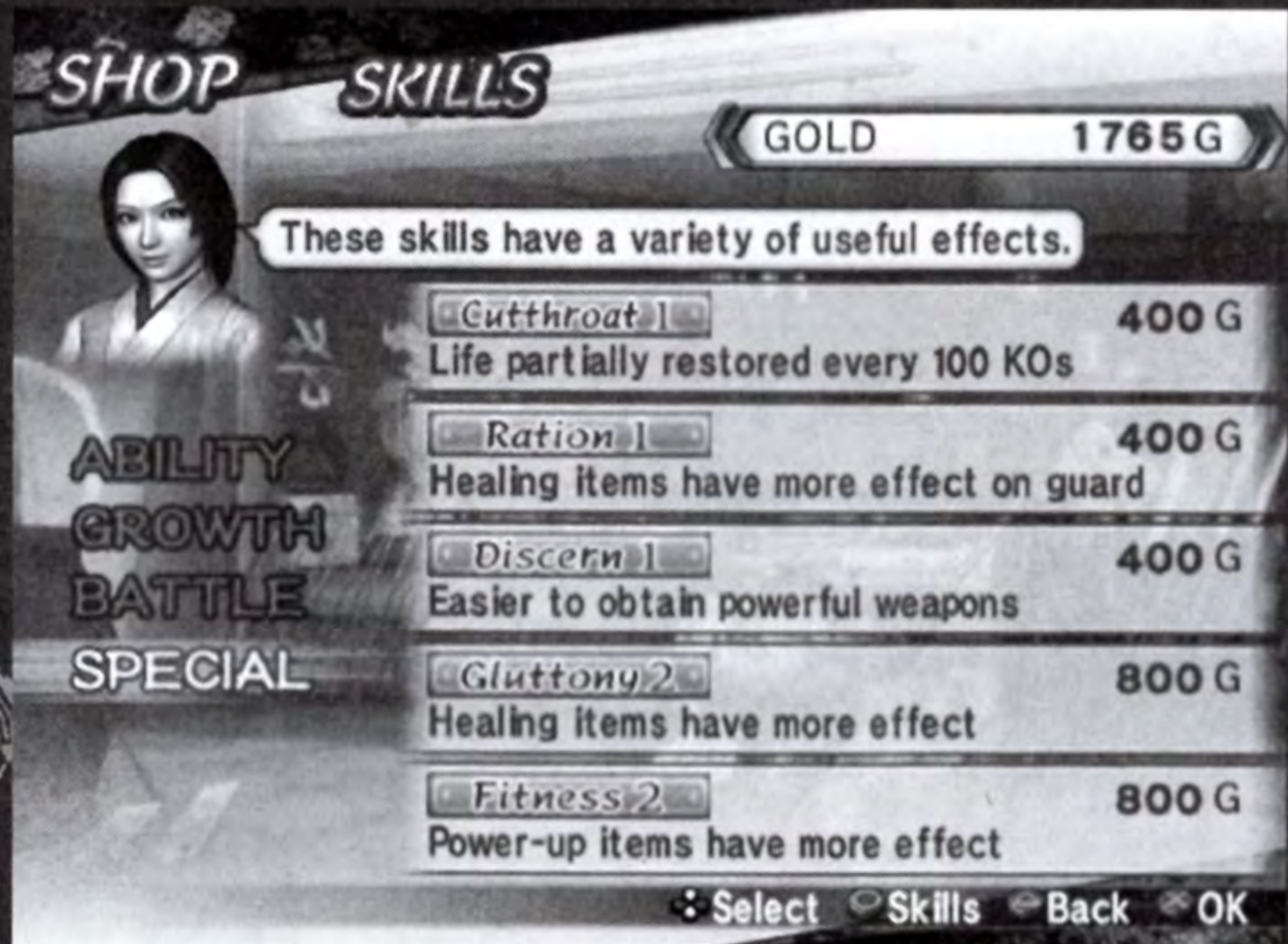
Weapons	Improve your weapons.
Skills	Purchase new skills. Pressing the  button will show you which skills you have already.
Guards	Hire guards. You may employ up to eight.
Mounts	Purchase horses. You may own up to three.

*Once you reach maximum holding capacity, you must exchange your guard and/or horse with a new guard and/or horse.

*Guards that you have let go become available for hire at the Shop.

Open for Business!

Hello! I am Saya, and I work here at the Shop. We offer great deals on certain items from time to time, which I'll tell you about when you visit. Bargain items will be marked in the list with a round "SALE" icon.



Character Profiles

Special Move 1

Partially fill Musou Gauge



Special Move 2

Shoulder tackle



Ina

Brave daughter of Tadakatsu
Growth Type: Special Moves

Special Move 1

Fire multiple arrows at once



Tadakatsu Honda

Guardian of the Tokugawa
Growth Type: Charge Attacks

Special Move 2

Elements applied to every attack



Survival Mode & Sugoroku

An explanation on the Survival Mode and Sugoroku.

Survival Mode

Enter the castle and see how many floors you can clear. The gold and EXP you accumulate here will carry over into other game modes. Better rewards are given as you advance up the castle.



Survival Mode Rules

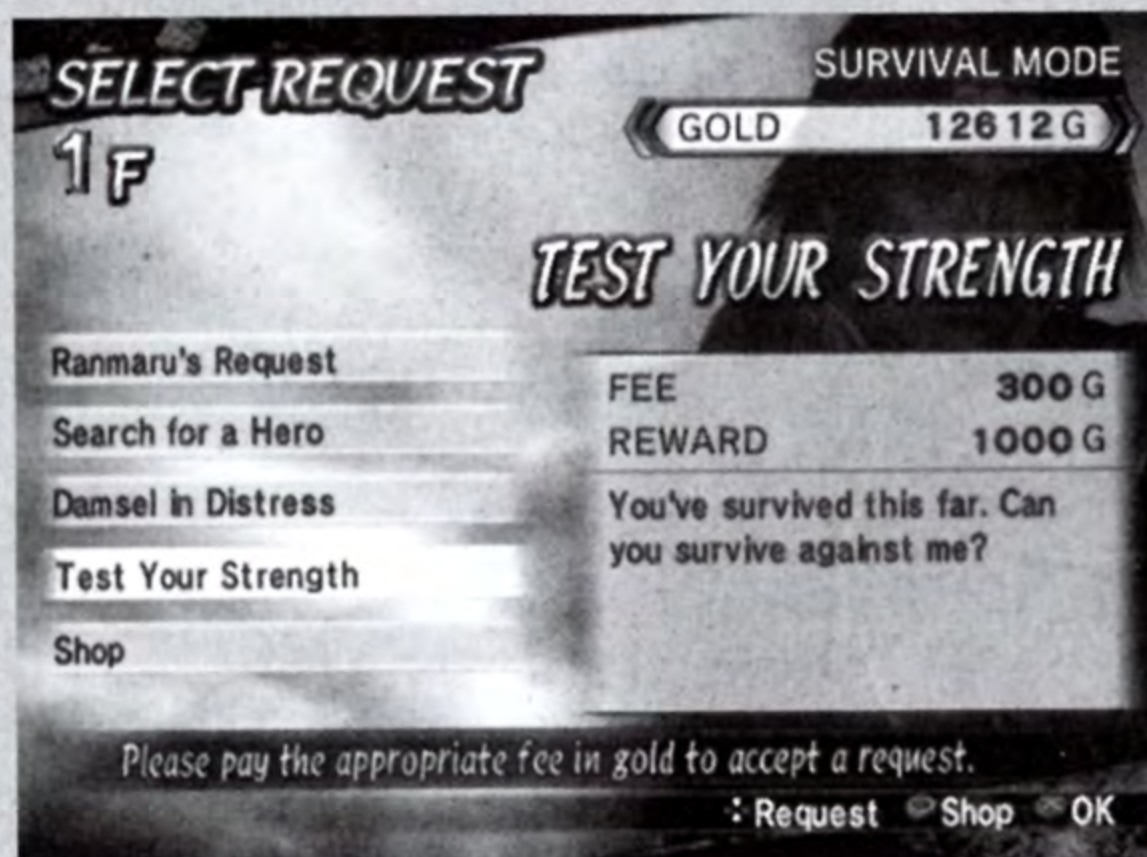
- ▶ Difficulty cannot be set.
- ▶ You are given 20 minutes to complete each floor.
- ▶ The game ends when the player's life meter is completely depleted.
- ▶ After clearing 10 floors or more, you can choose to pay a toll to skip previously cleared floors the next time you play.
- ▶ You may perform an interim save every 5 floors.

Fulfill Requests

You may earn more gold by fulfilling requests. Choose a request every five floors and pay the amount on the contract. As long as you fulfill the terms of the request, you will be rewarded after clearing five castle floors.

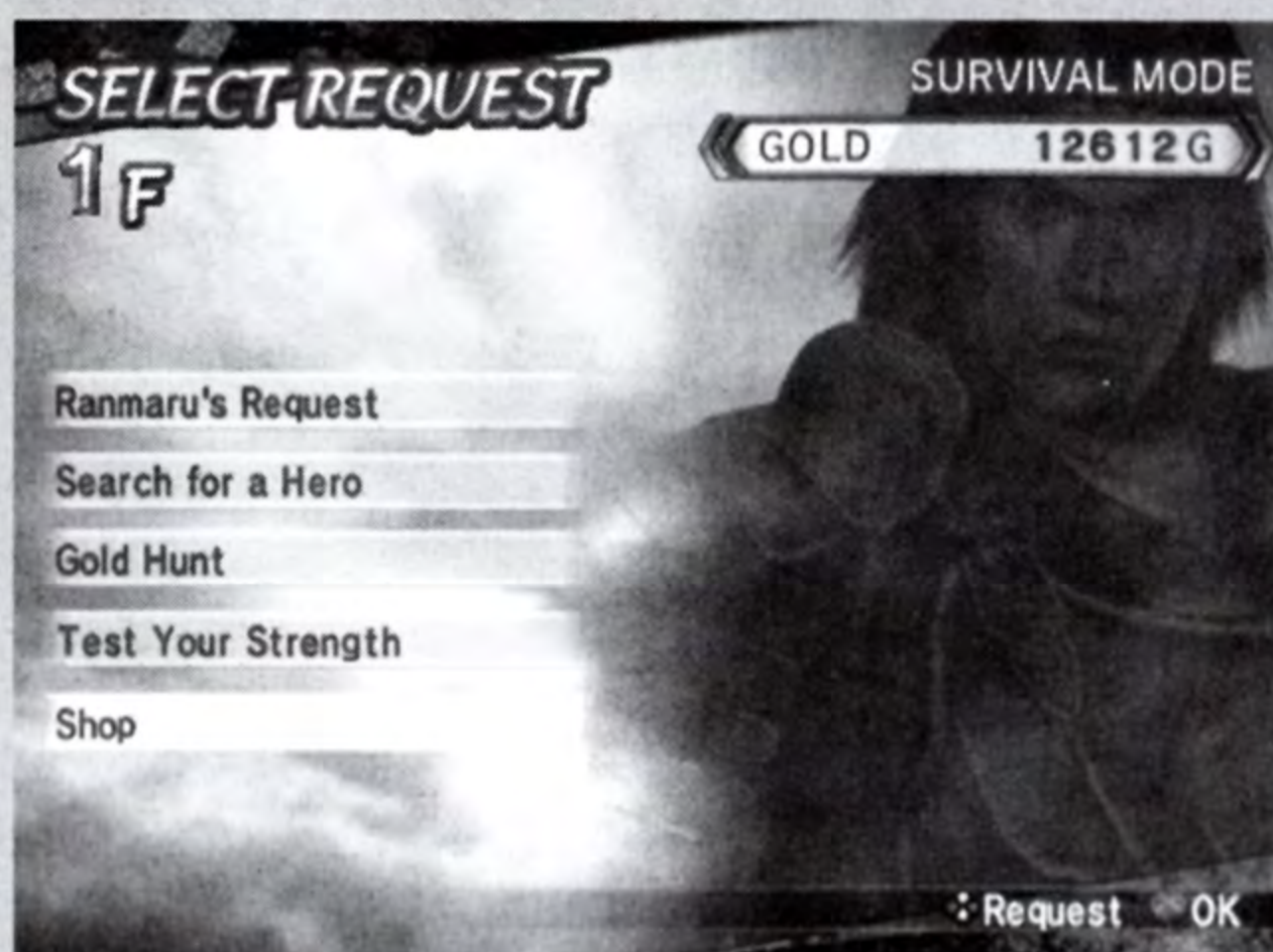
*If you fail, you will not receive your reward and lose the amount paid to undertake the request, as well.

*If certain requests are not fulfilled the game will end.



Shop in Survival Mode

You may enter the Shop from the Requests menu (P.32). Options at the Shop are the same as in the Story Mode. However, fulfilling certain requests may reveal items that would normally be unavailable in the Story Mode Shop.



Character Profiles

Special Move 1

Obtain gold more easily



Nene

Much adored wife of Hideyoshi
Growth Type: Special Moves

Special Move 2

Lowers enemies' defenses
by taunting



Hideyoshi Toyotomi

Successor to Nobunaga's legacy
Growth Type: Normal Attacks

Special Move 1

Create shadow doubles



Special Move 2

Morph into other characters



Sugoroku

Up to four players may participate in Sugoroku, a style of board game starring the Samurai Warriors characters. The length of the game can be altered by choosing either the "Small" or "Large" playing board.

*In order to play the game with more than two people, you will need at least two controllers. Sugoroku also supports the PlayStation®2 Multitap. Insert the PlayStation®2 Multitap into the PlayStation®2's controller port 1. Please be sure to insert a controller into port A of the Multitap and the other controllers into ports B, C and D.

Sugoroku Rules

- ▶ The first player who attains the specified gold amount is the winner.
- ▶ You may purchase squares you land on if there is no previous owner.
- ▶ If you collect the three flags of your color and return to your home square, you will be awarded a stipend and promoted.

Flow of Sugoroku

Throw the Die



On your turn, throw the die to see how many spaces you can move.

Head for the Flags



You can move in the direction the arrows are pointing. Go after the flags and try to collect all three.

Expand Your Territory



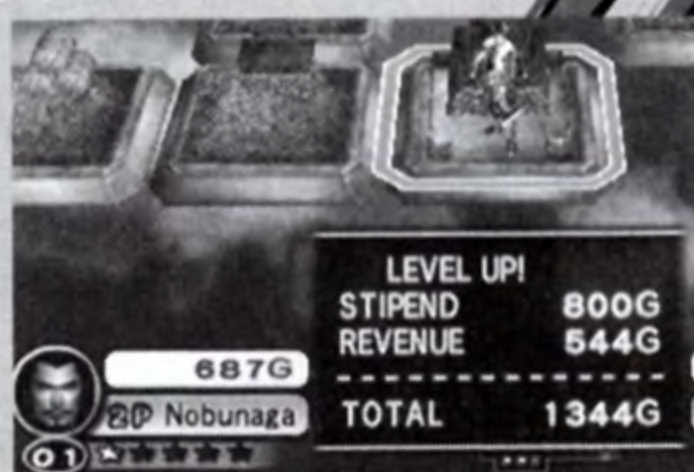
You may purchase any vacant normal squares that do not already belong to another player.

Pay Toll



If you enter another person's square, you will have to pay a toll.

Collect Gold at Your Home Base



After collecting three flags, return back to your home square. You will receive a stipend according to your rank and a reward based on the value of the squares you own.

The player who obtains the objective amount of gold first wins!

Types of Squares



Home Square (Starting Point)

Return here after collecting three flags.



Wasteland

Not very attractive but you can own it for free.



Port

Allows for passage to other "island" sections of the board.



Normal Square

The bushels of rice seen on each normal square indicate its value. You may purchase these squares.



Occupied Square

The color of the border indicates the owner. You will have to pay a toll if you land on one.



Shrine

Visit a shrine to roll for a random chance event.

Challenge an opponent for a territory they own.

After paying a toll when landing on an opponent's square, you may challenge that opponent for ownership of the square. The number of times you may propose a challenge is determined by your rank, and indicated by star icons displayed beneath your name. During a challenge, the square's owner is given an advantage based on the square's value, but if you win, the square will become yours.



Character Profiles

Special Move 1

Raise morale of allies around her



Special Move 2

Summon reinforcements

Oichi

Sister of Nobunaga & Wife of Nagamasa
Growth Type: Normal Attacks



Nagamasa Azai

Oda ally forced to turn foe
Growth Type: Normal Attacks



Special Move 1

Elements applied to every attack

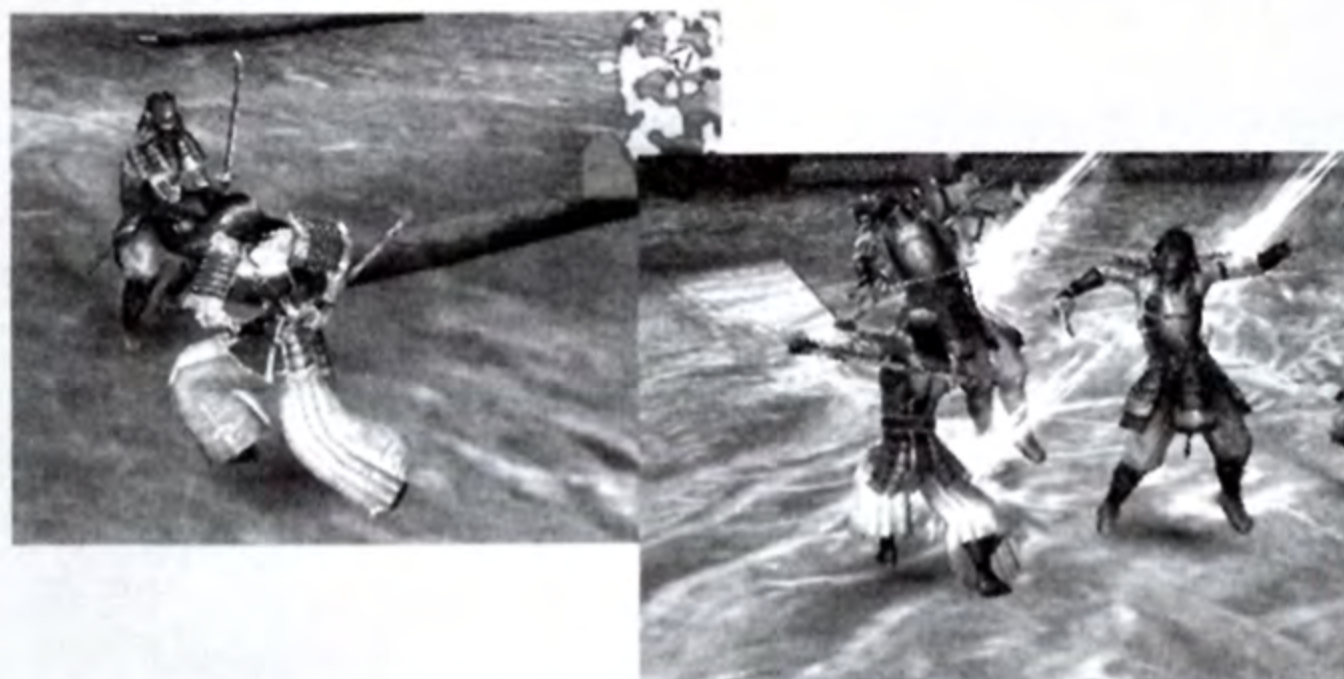


Special Move 2

Summon reinforcements

The Way of the Warrior

- Hints & Tips -



Counter

Akechi Mitsuhide and Musashi Miyamoto both have the special ability to counter an opponent's attack. To do this, you must execute a well-timed button press while in the Special Stance (R1 button).

How to Fight Groups

There are times when the enemy will attack you in groups using powerful combined attacks. A good way to defeat these groups is to first defeat their leader. Once the leader has been defeated, the group can no longer coordinate combined attacks. In narrow places inside of a castle, it is best to confront them with a Musou attack.



	Fire	The target is engulfed in flames and continues to be damaged while burning.
	Lightning	The target and nearby enemies are struck by lightning.
	Ice	The target is temporarily frozen and unable to move.
	Wind	Breaks through the target's guard and inflicts damage.
	Demon	Increases the chances of defeating an enemy in one blow.

Elemental Attacks

Your weapons will gain elemental attributes if you have either the "Element" or "Ele-Charge" skills. The higher the skill level, the more powerful its effect.

Mines

Mitsunari Ishida and No have this ability. Set mines using Special Move 1 and activate them by using Special Move 2. Besides inflicting damage to multiple enemies, this can also knock enemies off their horses.



Special Moves

Be sure to take advantage of your character's special moves (R1 button+  /  button).

Critical Hits

A critical hit inflicts 1.5 times the damage of a regular attack and occurs randomly. Critical hits occur more often if you have a high "Luck" attribute. Having the "Sickle" skill will also increase your chances of inflicting a critical hit.

Taunts

Masamune Date and Hideyoshi Toyotomi have this ability. Enemies affected will have their defenses lowered but their attack strength increased. Try to defeat them before they get a chance to attack.

Learn

High level and rare skills are difficult to learn by defeating enemy officers. You should start out by aiming for lower level skills first. There is no sure way of obtaining a skill, but defeating your opponent as quickly as possible and sustaining as little damage as possible will increase your chances. If you have the skill "Prodigy," your chances of acquiring new skills by learning is increased.



Character Profiles

Special Move 1

Set mines



Special Move 2

Activate mines she has set



Nobunaga Oda

The Demon King
Growth Type: Special Moves

Special Move 1

Focus his aura into an energy barrier



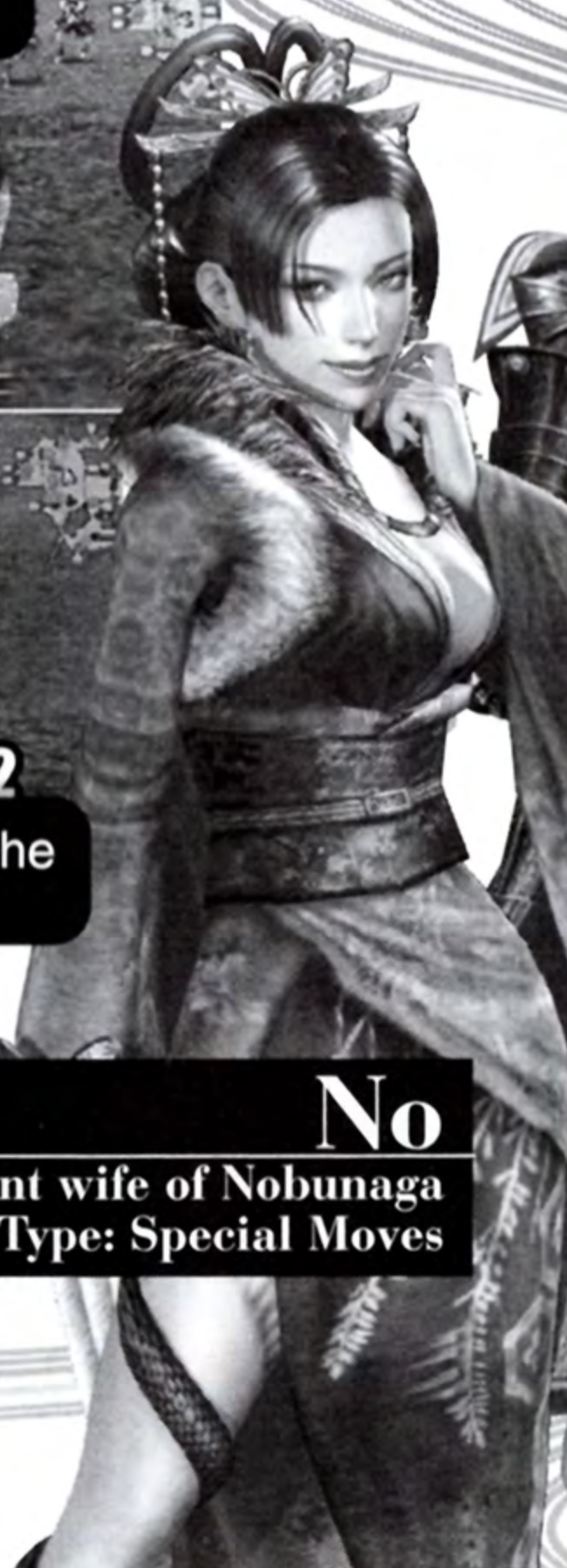
Special Move 2

Weapon powers up momentarily



No

The elegant wife of Nobunaga
Growth Type: Special Moves



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