



PlayStation 2



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GET READY
FOR SOME
CHINESE
TAKE-OUT!

Xtreme Legends

DYNASTY WARRIORS 5

AVAILABLE NOW www.dw5xl.com  Produced by

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DWS REMIX!

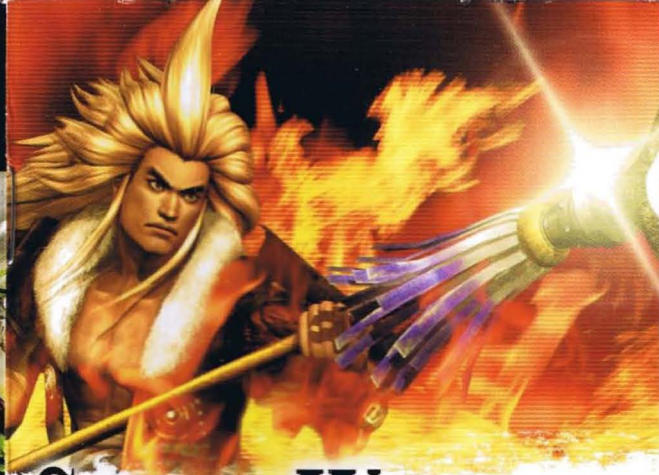
Play 5XL by itself or intensify Dynasty Warriors 5 with new 5XL features.
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Mild Language
Violence

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SAMURAI WARRIORS

戦国無双

State of War



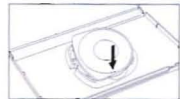
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation™ Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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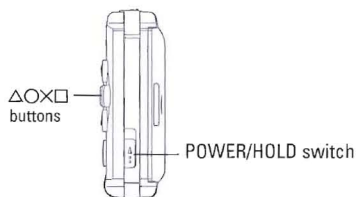
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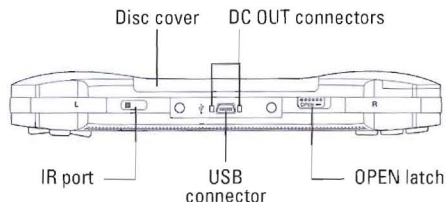
Manual Design: Ayako Miyashita

GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Samurai Warriors®: State of War* UMD™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

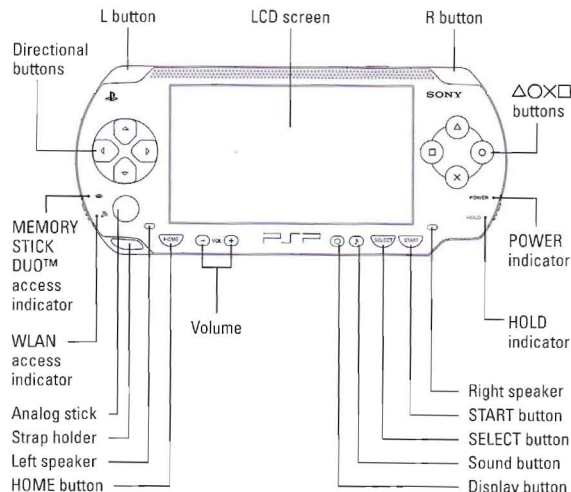
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



Starting the Game

GAME CONTROLS


Directional buttons

Move (▶ P.24)

L button

Guard (▶ P.29)

Counter (▶ P.29)

*Press the  button while guarding

Strafe (▶ P.24)

*Use the Directional buttons while guarding

R button

Evade (▶ P.24)

△ button

Charge Attack (▶ P.26)

○ button

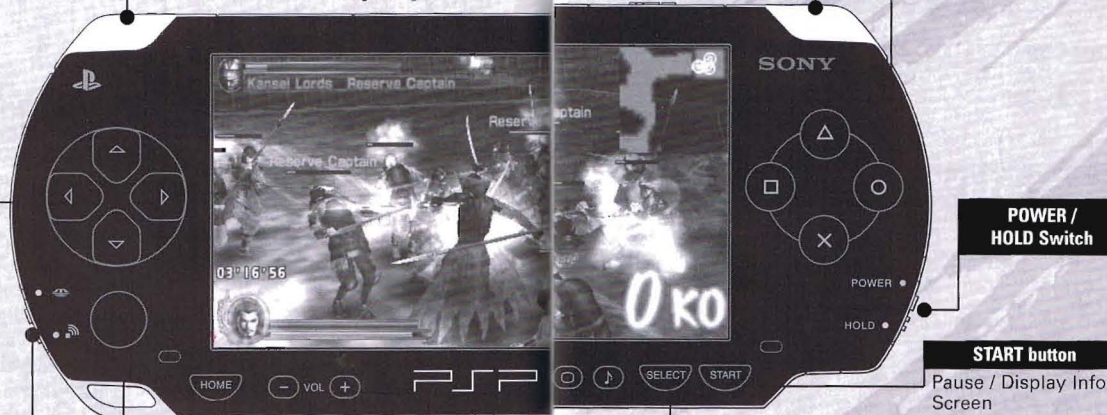
Musou Attack (▶ P.28)

× button

Jump (▶ P.24)

□ button

Normal Attack
(▶ P.25)



Home

Exit the game

Analog stick

Move (▶ P.24)

WLAN switch

POWER / HOLD Switch

START button

Pause / Display Info Screen

SELECT button

Turn Map display on or off

BUTTON PROMPTS

In areas other than the main game, button prompts will appear at the bottom right corner of the screen to guide you.



Button Prompts

* Press in the L and R buttons while holding down the SELECT and START buttons simultaneously to reset the game and return to the Title Screen.

* You cannot save when exiting the game with the HOME button. Be sure to save first (▶ P.6) and then exit the game.

STARTING A NEW GAME

1. Insert the Samurai Warriors: State of War PSP Game.
2. Insert a Memory Stick Duo™ or Memory Stick Duo™ Pro.
3. Turn on the power and the Opening Movie will play. Press the START button to proceed to the Main Menu.



Main Menu

Fight	Play the Story Mode / Free Mode / VS Mode.
Options	Adjust the game settings.
Vault	View the weapons and officers in the game as well as the game's tutorial.

SAVING & LOADING

SAVING (Story Mode / Free Mode)

After clearing a stage, the game will confirm whether you wish to save following the Results Screen.

* In order to save, you must have a Memory Stick Duo™ or a Memory Stick Duo™ Pro with at least 736KB of free space available.

LOADING (Story Mode)

Select FIGHT from the Main Menu, and then select STORY MODE. Select a character and then select the next available game stage.

EXITING THE GAME (Story Mode / Free Mode)

You can save your progress in the middle of a stage. At the Info Screen, press the START button and select SAVE.

To resume a previously saved game, select FIGHT from the Main Menu and then select CONTINUE.

* You can only have one interim save data file at a time.

* If you save after clearing a stage, any interim save data will be erased.

FIGHT

Story Mode	Select a character and play through one of his or her available scenarios (▶ P.6). Completing the scenario will unlock additional scenarios and characters for you to play.
Free Mode	Select a character and play through any unlocked game stage of your choosing.
VS Mode	Compete against 2 to 4 players (▶ P.30).

OPTIONS



Game Options

SETTINGS

Adjust the game settings.

Difficulty	Select the game difficulty. (Novice, Easy, Normal, Hard, Chaos)
Enemy Life	Display the enemy's life gauge. (ON / OFF)
Controls	Assign functions to controller buttons.
Sound	Adjust the music and sound effect volume. (16 levels)

MEMORY STICK DUO™

Save & load the game settings.

VAULT

View your collected items, subofficer information and a tutorial on how to play the game.

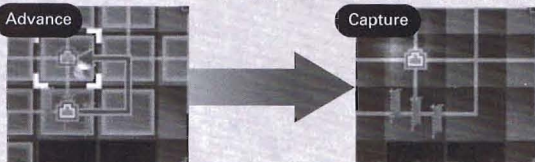
Weapons	View the weapons collected in the game.
Subofficers	View information on the subofficers you have collected.
Tutorial	View a detailed explanation on the various details of the Story Mode.

Playing the Story Mode

CAPTURE ENEMY TERRITORY!

In the Strategy Phase, your army's territory (squares occupied by your allies) is blue and the enemy's territory (squares occupied by the enemy army) is red.

TO CAPTURE ENEMY TERRITORY...



Enemy territory entered by your allies will become your territory. Conversely, any allied territory entered by the enemy will be lost.

WATCH YOUR TERRITORY RATIO

The Territory Ratio displays [Allied Territory / Total Territory]. The more territory you occupy, the weaker the enemy commander becomes. When the enemy commander is too tough for you to defeat, try raising your Territory Ratio first.



AIM FOR THE ENEMY STRONGHOLDS



Defeat the Reserve Captain!

You can occupy enemy strongholds by entering them and defeating the enemy in the Action Phase. By occupying the stronghold, your army's morale will rise and the enemy's will decrease.

* The higher your morale, the stronger your army, making the battle easier for your forces.

USE CHARMS WISELY!

As you proceed through the game, you will obtain various charms (▶P.17), each with their own unique effects. Charms are categorized into Battle Charms and Tactic Charms.

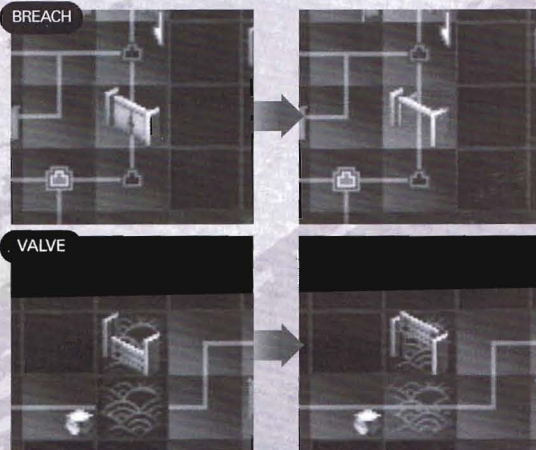
USE BATTLE CHARMS TO CHANGE THE COURSE OF THE BATTLE



By using Battle Charms, you can stop or attack enemy units that are at a distance from you. Also, there are charms that can recover your allies' morale or troop strength.

If used properly, you can weaken a powerful enemy or help your allies who are in trouble.

USE TACTIC CHARMS TO ALTER THE TERRAIN



By using Tactic Charms, you can alter the state of the battlefield. For example, if there is a gate that is blocking your way, you could use the charm "Breach" to pass through it. Other Tactic Charms can do things like open floodgates or cause avalanches.

Game Screens

ACTION PHASE

Enemy Information

Life Gauge & name of the enemy soldier / officer.

Combo Count

Displays the number of consecutive hits. Only combos of 5 hits or more are displayed.

Mission Evaluation

Your current mission's evaluation, it can change depending on the battle. Your evaluation after the battle is over will determine how many squares you can advance on your next turn.

Time Limit

This is displayed when there is a time limit for the current mission.



Player Information

Ability Marker

This will flash when you pick up an item that gives you a temporary ability boost. When the effect of the item is almost worn off, the marker will flash more rapidly.

(Yellow Circle) Musou Gauge MAX (10 sec)
(Green Circle) Defense x2 (30 sec)

(Blue Circle) Speed MAX (30 sec)
(Red Circle) Attack x2 (30 sec)



Musou Gauge

You can use a Musou Attack when this gauge is full (▶ P.28).

Steed Gauge

This is the life gauge for your horse. If attacked, the gauge will decrease and you will dismount the horse if it reaches empty.

Life Gauge

This displays your remaining life. It decreases when you take damage, with the color changing from blue to yellow to red; depending on how much life you have remaining. If it reaches empty, the game is over.

Obtaining Charms / Ability Boosting Items

This will appear for every 50 enemies defeated.

- ▼ Obtain a charm at the end of a mission
Get CHARM
- ▼ Abilities increase after clearing a stage
Get ATTACK
Get DEFENSE
Get INTELLIGENCE
Get SPEED

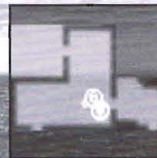


Battle Map

Turn the map on and off with the SELECT button.

- ▲ Player
- (blue) . . . Allied Soldier
- (orange) . . . Enemy Soldier
- Commander
- Unit Leader
- Major
- Subofficer

- * The player is green, allies are blue, and enemies are red.
- * The symbol representing the mission's objective will flash white.



Defeat all enemy reserve captains!

118 KO

Mission Message

This is your current mission. If you complete it, then you will return to the Strategy Phase. Failing the mission will force you to retreat during the Strategy Phase.

K.O. Count

The number of enemies you have defeated during this stage.

STRATEGY PHASE

Allied Unit Information

Displays the name and troop strength of any allied officers within the square occupied by the cursor.

Map

Blue squares belong to your allies and red squares belong to the enemy.

The screenshot shows the Strategy Phase interface. At the top left, a unit information panel for 'Yukimura' shows 'Battle 4/4' and 'Tactic 0/2'. Below it are buttons for 'Person Menu', 'Map', and 'Turn 9'. A 'Turn Counter' shows 'Occupied 20/38'. At the bottom, there are buttons for 'Officers', 'Square Info', 'Charms', and 'START Battle Info'. The central map shows a grid with various terrain icons and unit icons.

Territory Ratio

Allied Territory/Total Territory. The enemy commander weakens as you expand allied territory.

Enemy Unit Information

Displays the name and troop strength of any enemy officers within the square occupied by the cursor.

Chest

When passing through or waiting on this square, you can receive an item.



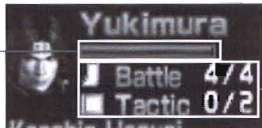
Turn Counter

When you finish advancing, it will proceed to the next turn.

● Player Information

Life Gauge

You can recover life by collecting rice balls or using special charms.



Charms

The number of charms you currently possess. Use the button to use a charm.

MAIN TYPES OF TERRAIN

	Main Camp	An army's main headquarters. If the enemy captures your main camp, you will be defeated.
	Stronghold	You cannot proceed through an enemy stronghold unless you capture it first. Once captured, your allies' morale will increase and the enemy's will decrease.
	Gate	You cannot pass a gate that is closed. Use the charm "Breach" to open the gate.
	Thicket	If the enemy enters a thicket, you will be unable to see them. You can use the charm "Fire" to burn the thicket down.
	Floodgate	You can open and close this with the charm "Valve." Each time it is opened or closed, certain squares will change between Low Water and High Water.
	Low Water/High Water	You can only move 1 square in Low Water and you are unable to move through High Water. Use a floodgate to switch between the two.

* There are numerous other types of terrain. You can learn the effects of that terrain by selecting a square with the cursor and pressing the button.

UNITS

	Player		Commander
	Officer		Major

* Allies are blue and enemies are red.

* You can view detailed information on an officer by pressing the L button.

UNIT STATUS

Charms will change the status of units.

	Paralyzed	Unable to move.
	Weakened	Morale and Movement decrease.
	Poisoned	Damage is taken each turn.
	Muted	Charms cannot be used.

EQUIPMENT

Weapon

Select a weapon (▶P.22) to equip.

Subofficer

Select a subofficer (▶P.22) to take with you.

EQUIPMENT

WEAPON

SUBOFFICERS

Yukimura Sanada

Level 8
Life 208
Musou 230
Attack 160
Defense 159
Speed 132

Subofficer Skill
Poison 3

Weapons

Sickle Spear

Subofficers

Nobushige Takeda
Masanobu Honda
Narimesa Sassa

Change your equipped weapon

BATTLE INFORMATION

During the Action and Strategy Phases, press the START button to bring up information on the battle.

History

View a log of battle messages.

Help

Get hints on strategy for the mission.

Morale Gauge

Displays the morale for both armies (Blue: allied / Red: enemy).

Yukimura
Battle 0/4
Tactic 0/2

Battle of Mikatagahara
Eastern Alliance Vs. Tokugawa Army

Victory
Eliminate Ieyasu Tokugawa

Defeat
Shingen Takeda is defeated
or allied main camp is seized

HISTORY
HELP
SAVE

Turn 1

View subofficers and message history

Save

Save the current game data (▶P.6).
* You cannot save the game during the Action Phase.

Victory Conditions / Defeat Conditions

Displays the conditions for victory and defeat for the current stage.

RESULTS SCREEN

After completing the stage, the results for the battle are given.

ACQUIRED WEAPONS

ACQUIRED WEAPONS

Sickle Spear Power 14
Essant None
Musou Charge +2
Intelligence +6

Sickle Spear Power 14
Essant None
None
None

KEEP
DISCARD

Weapons with the same name may have different attributes.

The weapons (▶P.22) obtained during the stage are displayed. You can hold up to 3 weapons. If you find more, you will have to discard them or trade them with one currently in inventory.

CHARACTER GROWTH

CHARACTER GROWTH

Mission Score EXP: 4460
Gold Items EXP: 3050

X 2 = 2000 EXP
X 4 = 800 EXP
X 5 = 250 EXP
Subtotal: 3050 EXP
Total EXP: 7450

Yukimura Sanada

Level 3 +2
Life 158 +8
Musou 177 +7
EXP 07450 +2450
Attack 50
Defense 60
Intelligence 50
Speed 100

Experience is based on your mission evaluation and gold obtained.

Experience earned and the number of enemies defeated will develop your officer. However, the amount of experience you receive is decreased if you are defeated.

ACQUIRED SKILLS

ACQUIRED SKILL

Banist
2 VOL
Musou: KO's 72 KO

No staggering after resolving enemy attacks



The higher your Skill Level is, the more effective the skill will be.

Learn new skills by obtaining Skill Scrolls and rising in rank. Also, depending on the number of enemies defeated with a Musou Attack, each skill can rise in level.

Items

REGULAR ITEMS




HEALING

	Rice Ball Life Gauge is replenished.		Musou Sake Musou Gauge is replenished.
--	--	---	--

TEMPORARY ABILITY BOOSTER

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

EXPERIENCE ITEMS

	Gold Dust 50 EXP Points		Gold Bars 200 EXP Points
	Gold Coins 100 EXP Points		

OTHERS

	Cache Contains a weapon (▶P.22).		Skill Scroll Teaches you a skill (▶P.19).
--	--	---	---

CHARMS

BATTLE CHARMS



These charms help your army recover or impede the enemy.

Rally 1	Selected ally recovers morale and strength.
Boost 1	Allied unit within selected square temporarily gains mobility.
Paralysis 1	The enemy is temporarily paralyzed (▶P.13).
Poison 1	The enemy is temporarily poisoned (▶P.13).
Cure All	Your life and status are recovered.
Thunder 1	Damages the enemy and temporarily weakens them.
Fire 1	Damages the enemy and clears thickets.
Mute 1	The enemy is unable to use charms for 3 turns.
Haste	You can move twice in 1 turn.
Heal	You and your subofficers' life are restored to max.
Lightfoot	Mobility is not decreased by low water.
War Cry	Allied morale will rise at each turn.
Recuperate	Allies in strongholds recover life and strengthen each turn.

* There are numerous other charms available.

* Certain charms are more effective with higher intelligence levels.

TACTIC CHARMS



These charms alter the layout of the battlefield. Use these when you want to get through certain areas that you are normally unable to pass, etc.

* If unsure of when to use a charm, be sure to check Help. It may contain hints on when to use these charms.

Breach	Opens closed gates.
Sabotage	Levees and cannons are destroyed.
Valve	Floodgates are opened or closed.
Avalanche	Causes an avalanche on a mountain square.

Power Up Your Character

RAISING ABILITIES

If you clear a stage, your character will develop based on variables such as experience and K.O. Count.

CHARACTER GROWTH		STORY MODE	
Mission Score	EXP: 5000	 Ina	Level 3 42 Life 164 / 49 Musou 144 / 49 EXP 07100 47100 Attack 52 Defense 56 Intelligence 52 Speed 105
Gold Items	EXP: 2100		
X 1 =	1000 EXP		
X 3 =	600 EXP		
X 10 =	500 EXP		
Subtotal:	2100 EXP		
Total EXP: 7100			

The amount of growth is determined by your achievements.

INCREASING THE LIFE AND MUSOU GAUGES

After the stage is cleared, your rank may go up depending on experience. As your rank goes up, the length of your Life and Musou Gauges also increases. You will also become able to take more (up to 4) subofficers (▶ P.22) into battle with you.

* If you get a Game Over, then the amount of experience you obtain will decrease.



Getting an "A" rank is the quickest way to get experience.

How do I gain experience quickly?

1. Get as many "A" ranks as possible in your mission evaluations.
2. Collect as many Gold Dust, Gold Coins and Gold Bars as possible during the stage.

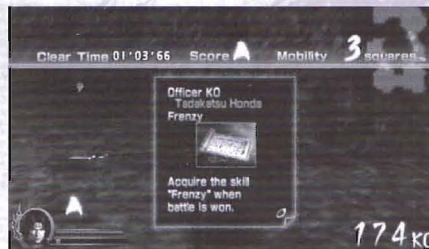
INCREASING BASIC ABILITIES SUCH AS ATTACK STRENGTH

After the stage is finished, your officer's abilities (attack, defense, intelligence, speed) may increase based on the number of enemies defeated.

* An officer's intelligence can have an effect on things such as charm strength.

LEARNING SKILLS

There are four types of skills: Might, Prowess, Guard and Element. Elemental skills can be learned as your character rises in rank. You can learn the other skills by obtaining Skill Scrolls.



Defeat the enemy officer and obtain a Skill Scroll!

SKILLS LIST

After clearing a stage, a list of skills will be displayed. Skills already obtained will be highlighted while newly acquired skills will display the word "New" next to them.

* By selecting a skill and pressing the  button, you can turn its effect on or off.



Skills List

SKILL RANK

Some skills will have a rank. The higher the rank of the skill, the more effective the skill becomes. Skill ranks rise depending on the number of enemies defeated with a Musou Attack. Level 4 is the highest rank a skill can reach.

Celerity

Speed may increase when near death

Level 1

Musou KOs needed for next level:
200

SKILLS LIST

MIGHT

Frenzy	Attack may double when near death
Reach	Attack range increases
Rage	Musou Gauge fills up faster
Resist	No staggering after receiving enemy attacks
Guts	No staggering after receiving ranged attacks
Precision	Counter Attack strength increases
Gust	Gust from Musou Attack breaks enemies' guard
Kasumiwari	Jump charge attack* power increases

* More on jump charge attacks (▶ P.25).

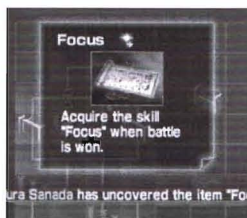
PROWESS

Potence	Musou Attack strength increases
Focus	Charge Attack strength increases
Mastery	True Musou Attack is always available
Parry	Automatic guarding during movement
Chaos	High combos inflict more damage
Shura	Countered attacks may K.O. weak enemies
Garyu	Weapon attributes applied during True Musou Attack

LEARNING EVEN MORE SKILLS...

Might, Prowess and Guard skills can be learned by obtaining Skill Scrolls, which are obtained by defeating enemy officers. If you try to take out all of the enemy officers on a battlefield, you may get even more Skill Scrolls.

All of the Skill Scrolls are hidden somewhere throughout the Story Mode. If you are unable to find a particular Skill Scroll, try playing through the Story Mode again.



GUARD

Fortitude	Defense may double when near death
Discern	Better items can be found
Fitness	Healing items have more effect
Counter	Counter Attack may occur randomly
Celerity	Speed may increase when near death
Resilience	Will not be stunned after any attack
Grace	Automatic somersault
Block	Guard cannot be broken
Nigemizu	Can evade attacks while performing charge attack
Repel	Counter range increases and able to deflect bullets

ELEMENT

Kesa-girl	Ⓞ, Ⓞ, Ⓞ, Ⓞ to use Elemental Attack
Blast	Ⓞ, ⓐ to use Elemental Attack
Torrent	Ⓞ, ⓐ, ⓐ to use Elemental Attack
Blazon	Ⓞ, ⓐ, ⓐ, ⓐ to use Elemental Attack
Shock	Ⓞ, Ⓞ, ⓐ to use Elemental Attack
Flurry	Ⓞ, Ⓞ, ⓐ, ⓐ to use Elemental Attack
Rampage	Ⓞ, Ⓞ, ⓐ, ⓐ, ⓐ to use Elemental Attack
Domino	Ⓞ, Ⓞ, Ⓞ, ⓐ to use Elemental Attack
Ward	Resistance to enemy Elemental Attacks increases
Awakening	True Musou Attack Elemental Attack strength increases

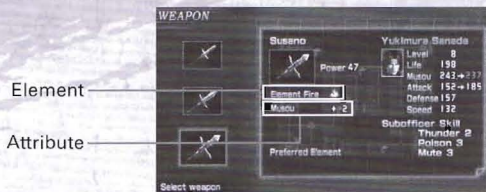


Use Elemental Attacks to lay waste to the enemy!

POWERING UP WITH WEAPONS

By finding caches, you can obtain new weapons at the end of a stage. You can equip your new weapon by going to WEAPON under the EQUIPMENT menu before starting a new stage (▶P.14). The higher the basic attack strength of the weapon, the stronger your attacks will be.

In addition, weapons can also have a variety of special attributes.



WEAPON ATTRIBUTES

There are 8 different attributes a weapon can have: Attack, Defense, Speed, Intelligence, Musou (increases Musou Gauge max), Life (increases Life Gauge max), Musou Charge (Musou Gauge fills quicker) and Attack Range.

ELEMENTAL ATTACKS

If your weapon is imbued with an element, and you meet certain conditions, then your charge attacks may become Elemental Attacks.

POWERING UP WITH SUBOFFICERS

If you defeat enemy officers during the Action Phase, you may be able to make them subofficers of your own. You can choose between officers that are your subofficers by going to SUBOFFICERS under EQUIPMENT before starting a stage.

* Captured subofficers can also be used when you play as another character.

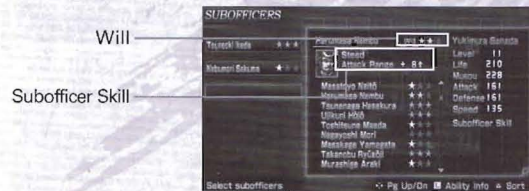


A new subofficer!

SUBOFFICER SKILLS

Subofficers have special abilities referred to as subofficer skills. The effects of these skills can assist you when you take the subofficer to battle.

* On the subofficer select screen, selecting a subofficer and pressing the L button will bring up a list of his or her skills.



SUBOFFICER'S WILL

Each time you start a stage, the "Will" of the subofficer can change. Subofficer skills are more effective when the officer's "Will" is high.

SUBOFFICER SKILL LIST

Subofficer skills can increase (or decrease) the player's abilities as well as various other effects.

Luck	Luck increases slightly and it is easier to get better items
Spark	Lightning elemental attacks are stronger
Capture	Defeated officers become subofficers more easily
Loot	See contents of chests and locations of hidden treasure
Counter Spell	Reduces the damage of enemy charms
Appraisal	Obtain powerful weapons more easily
Brewmaster	Musou Sake appears every 20 seconds
Meditation	Musou Gauge refills constantly during missions
Gluttony	More rice balls drop during missions
Greed	Enemies drop gold dust and gold coins more often
Scan	Avoid traps and mines during missions
Steed	Start mission mounted on a horse
Boost 2	Start the battle with the charm "Boost 2"
Paralysis 2	Start the battle with the charm "Paralysis 2"
Poison 2	Start the battle with the charm "Poison 2"
Mute 2	Start the battle with the charm "Mute 2"
Thunder 2	Start the battle with the charm "Thunder 2"
Recuperate 2	Start the battle with the charm "Recuperate 2"
Rally 2	Start the battle with the charm "Rally 2"
Proficiency	Can use the Double Musou Attack

* There are numerous other subofficer skills as well.

Battle Controls

MOVEMENT

Move Analog stick / Directional buttons

Move your character.

Strafe **L** button + Analog stick / Directional buttons



Move left to right while facing forward.

Jump **X** button

Jump

* The height of your jump depends on how long you press the **X** button.

* Kunoichi and Hanzo Hattori are able to perform a double-jump.

Evade **R** button



Allows you to roll out of the way of enemy attacks.

* You cannot evade while mounted on a horse.

Mount / Dismount **X** button

Allows you to mount a nearby horse. When on a horse, you will dismount the horse.

ATTACKS

Normal Attack **□** button

You can have up to 8 consecutive attacks.

Jump Attack **□** button while jumping

You can attack while jumping.

Jump Charge Attack **△** button while jumping



A powerful attack will be unleashed when landing from your jump. It is even effective against enemies who have been knocked down.

Dash Attack **□** button while running



An attack while running forward. The type of attack will differ depending on the character.

Mounted Attack **□/△** button while on a horse

□ button ... A normal attack while riding a horse.

△ button ... The horse will attack with its hooves.

While running, the horse will perform a jump attack.



Charge Attack

△ button

All characters have their own special attacks. By combining normal attacks with charge attacks, you can make a Charge Combo, allowing for a unique set of attacks. Additionally, if your weapon has an Elemental Attack (▶ P.22), you have learned a skill that allows for elemental attacks (▶ P.19), and your Musou Gauge is at max, then you can also perform an Elemental Attack.

* If your weapon's element and your character's preferred element are the same, then the attack will be even more powerful.

● Example: Yukimura Sanada's Charge Combo

▶ From a single attack...







▶ From a two hit combo...

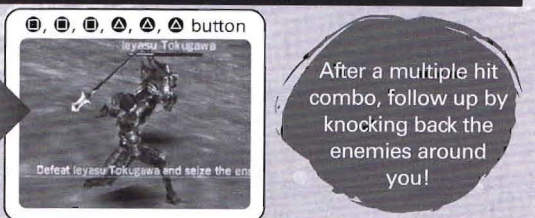
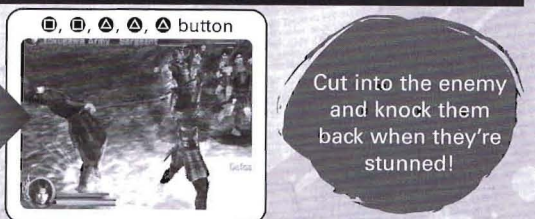
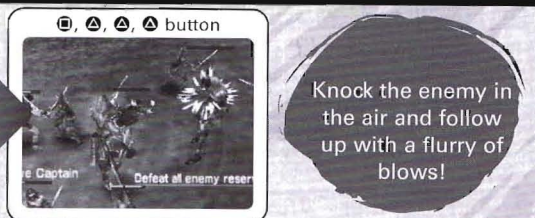


▶ From a three hit combo...



ELEMENTAL ATTACKS

	Fire The target is engulfed in flames, and continually loses Life while burning.		Lightning Target and nearby enemies are struck by lightning, causing massive damage.
	Ice Target is temporarily frozen and unable to move.		Dark Target is drained of Life, which is then added to the character's own Life.



Musou Attack

Ⓞ button



When your Musou Gauge is at max, you can perform a Musou Attack.

A powerful finishing move for each character, the attack continues until the Musou Gauge is emptied.

*When on a horse, the horse's speed and attack strength will increase.

Filling the Musou Gauge

The Musou Gauge is filled when any of the following occur:

- Inflct damage upon the enemy
- Enemy inflct damage on you
- Your Life Meter turns red
- Hold down the Ⓞ button

TRUE MUSOU ATTACK

When your Life Gauge is red, you can perform an even more powerful finishing move.

If you learn the skill "Mastery," then you can use the True Musou Attack at any time.

DOUBLE MUSOU ATTACK

Used in combination with your subofficer, this is the ultimate Musou Attack. This can only be performed when your subofficer knows the subofficer skill "Proficiency." To execute a Double Musou Attack, stand near your subofficer while he or she is flashing blue and do a Musou Attack.

GUARD**Guard**

L button

Guard against an enemy attack.

Hold down the L button to continually guard.

* You can also guard against ranged attacks.

* You can guard while on a horse.

* If there is a large difference between the enemy's attack strength and your defense, your guard can be broken through. Learn the skill "Block" to prevent the enemy from breaking through your guard.

Counter

△ button while guarding

Perform a counterattack.

Press the △ button with good timing right before the enemy attack hits you.

Deflect

△/□ button

You can deflect arrows away from you.

If you time it just right, you can deflect arrows with an attack.

* If you learn the skill "Repel," you can also deflect bullets.

Somersault

L button while in the air

You can perform a somersault when knocked in the air to land properly.

* There are some enemy attacks that you cannot somersault out of.

If you are stunned...

If you are stunned and there are stars circling above your head, quickly tap the Ⓞ/△/□/× buttons. You will recover more quickly.



VS Mode

SETTING UP

You can play with 2-4 players

SETTING UP THE PSP™

1. Prepare an appropriate number of game discs and PSP™ systems.
2. Turn the WLAN Switch (▶P.4) on your PSP™ to the ON position.*
3. Start up the game (▶P.6).

* Slide the WLAN Switch up to turn it ON.

STARTING A GAME

1. Select FIGHT from the Main Menu and choose VS MODE.
2. One player selects HOST GAME and chooses from VANGUARD or BANDIT.
3. The other players select SEARCH FOR HOST.
4. When a host has been found, the searching players are given the option to join the game or refuse. Selecting "refuse" will return the game to the VS Mode menu.
5. Once the players finish their preparations, select START to begin the game.



VS Mode Menu

This game uses the PSP™ system's Ad Hoc Mode (for play with other PSP™ systems via wireless LAN). The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.co.jp/psp-license/pspnet.txt>.

PREPARATION

Select the character to play, and your subofficers.



Choose a subofficer in good condition.

WHAT ROLE DO SUBOFFICERS PLAY?

Subofficers will interfere with the other players you are facing. Select up to 4 subofficers from your list of collected subofficers. Subofficers' attack and defense abilities are higher when they have a high "Will."

VS MODE END

At the end of the battle, the ranking and scores will be displayed.

To exit VS Mode before the battle has ended, either reset the game by pressing the L and R buttons while holding down START and SELECT, or turn the WLAN Switch to the OFF position. Exiting the VS Mode will end the game for all participating players.

CAN MORE THAN ONE VS MODE GAME BE PLAYED AT THE SAME TIME?

Yes. Set your PSP™ system as described below. Although you can not play more than one game on the same network Channel, by setting different Channels for each group of people playing, up to 3 simultaneous games can be played in the same place at the same time.

1. Select Settings from the PSP™ system HOME Menu and choose Network Settings.
2. Select Ad Hoc Mode.
3. Set a different Channel number for each group of people playing and save the settings.

VANGUARD



Take out large groups of enemies!

◆Conditions for Victory

The first player to defeat 5 of the captains that appear on the battlefield is victorious. If nobody is able to defeat 5 captains within the time limit, then the player who defeated the most will be the winner.

■GETTING A CAPTAIN TO APPEAR



After defeating a set number of enemy soldiers, a captain will appear. If you do not defeat the captain within a certain amount of time, he will disappear again.

■ATTACKING OTHER PLAYERS



By attacking characters who represent other players (Players 1-4) on the battlefield, you can lower those players' attack strength. You will also send a subofficer to assault them on their PSP™ systems.

■SUBOFFICER MISSION

If one of your opponent's subofficers assaults you, a Subofficer Mission will occur. The moment a subofficer appears, any captain on the battlefield will withdraw and will not return until you defeat the subofficer. If you fail to eliminate the subofficer, then one captain that you have already defeated will be revived.



■IF YOUR LIFE RUNS OUT...

Even if you are attacked and killed by the enemy, you will be revived. However, one captain will also be revived and your Life will only return to half full.

BANDIT



Gather as much gold as possible!

◆Conditions for Victory

Defeat enemies to receive gold. The first player to reach 10,000G is the winner.

If nobody is able to collect 10,000G within the time limit, then the player with the most gold will be declared the winner.

■TRANSPORT UNITS



By defeating a captain, a Gold Coin Transport Unit or a Gold Bar Transport Unit will appear on the battlefield. If you can defeat the Supply Captain that protects the unit, then you can receive gold coins (worth 200G) or gold bars (worth 1,000G).

■ATTACKING OTHER PLAYERS

Attack other players' characters on the battlefield to lower their attack strength. You can also participate in a Subofficer Gamble.

* Note: Subofficers only appear when the player's characters attack one another.

■SUBOFFICER GAMBLE

When you first enter a Subofficer Gamble, "Stakes" will be displayed. The first person to defeat the appearing subofficer is the winner and receives the amount detailed in the Stakes from the loser.



■WHEN YOUR LIFE RUNS OUT...

Even if you are attacked and killed by the enemy, you will be revived. However, you will lose 1,000G and your Life will only return to half full.

Character Introduction

Key	LFE	Life	MIS	Musou
	ATK	Attack	DEF	Defense
	INT	Intelligence	SPD	Speed
	*Values given are default values.			

◀ The Lord of Darkness Nobunaga Oda

Preferred Element: Dark

LFE	150	ATK	54	INT	62
MIS	170	DEF	56	SPD	100

▶ The Brave Commander Mitsuhide Akechi

Preferred Element: Lightning

LFE	160	ATK	52	INT	60
MIS	160	DEF	58	SPD	95

◀ The Princess of Destiny Oichi

Preferred Element: Lightning

LFE	130	ATK	44	INT	48
MIS	160	DEF	60	SPD	125

Oda Army

▶ The Venomous Flower Lady Noh

Preferred Element: Dark

LFE	155	ATK	50	INT	54
MIS	165	DEF	54	SPD	100

▶ The Pure Young Warrior Ranmaru Mori

Preferred Element: Ice

LFE	140	ATK	52	INT	52
MIS	155	DEF	54	SPD	125

▶ The Victor Amongst Chaos Hideyoshi Hashiba

Preferred Element: Lightning

LFE	150	ATK	52	INT	60
MIS	165	DEF	48	SPD	120

Tokugawa Army

▶ The Secret within the Shadows Hanzo Hattori

Preferred Element: Dark

LFE	130	ATK	54	INT	154
MIS	145	DEF	46	SPD	125

◀ The Ultimate Warrior Tadakatsu Honda

Preferred Element: Fire

LFE	165	ATK	58	INT	50
MIS	170	DEF	64	SPD	90

◀ The Skilled Archeress Ina

Preferred Element: Ice

LFE	155	ATK	52	INT	52
MIS	135	DEF	56	SPD	105

◀ Japan's Finest Warrior Yukimura Sanada

Preferred Element: Fire

LFE	150	ATK	50	INT	58
MIS	170	DEF	60	SPD	100

▶ The Tiger of Kai Shingen Takeda

Preferred Element: Fire

LFE	170	ATK	52	INT	64
MIS	130	DEF	62	SPD	55

◀ The Dragon of Echigo Kenshin Uesugi

Preferred Element: Ice

LFE	165	ATK	56	INT	58
MIS	140	DEF	54	SPD	60

Eastern Forces

▶ The Lady Ninja Kunoichi

Preferred Element: Ice

LFE	125	ATK	44	INT	52
MIS	140	DEF	48	SPD	130

▶ The One-Eyed Dragon Masamune Date

Preferred Element: Ice

LFE	135	ATK	46	INT	56
MIS	145	DEF	54	SPD	125

▶ The Master of Kermari Yoshimoto Imagawa

Preferred Element: Dark

LFE	170	ATK	52	INT	46
MIS	180	DEF	60	SPD	65

Western Forces

▼ The Dancing Maiden Okuni

Preferred Element: Fire

LFE	160	ATK	52	INT	46
MIS	185	DEF	52	SPD	65

▶ The Wild Gunman Magoichi Saika

Preferred Element: Fire

LFE	150	ATK	50	INT	58
MIS	165	DEF	56	SPD	90

▶ The Great Thief Goemon Ishikawa

Preferred Element: Lightning

LFE	175	ATK	58	INT	44
MIS	135	DEF	50	SPD	50

◀ The Wild One Keiji Maeda

Preferred Element: Lightning

LFE	170	ATK	60	INT	50
MIS	155	DEF	56	SPD	90

Hints & Tips

THE ENEMY'S TOO STRONG!

If the enemy commander is too strong for you to defeat, try capturing more enemy territory. As your territory ratio goes up, the enemy commander will become weaker. If that's not enough, replay the Story Mode and Free Mode to build up your character. Even if you die in battle, you will keep some of your experience, so don't give up and keep working to improve your abilities.

HOW DO I GET BETTER MISSION EVALUATIONS?

The key to receiving good evaluations is different for each mission. However, heading straight for the flashing white point on the map is one shortcut to receiving a high evaluation. The officer that is at the location of the flashing white light is the mission objective. Defeat the enemy quickly to receive a high evaluation.

I WANT MY OWN HORSE!

If you take subofficers with you to battle that have the subofficer skill "Steed," then you can begin the battle on a horse. However, this only works for outdoor stages.

CHALLENGE THE HARD AND CHAOS DIFFICULTY LEVELS!

Once your character has been powered up sufficiently, go to the game settings and raise the difficulty level to "Hard" or higher. The enemy will be tougher, but it will be easier to collect subofficers. On levels more difficult than "Normal" you can obtain 4th level weapons.

Online Product Registration

Register your games, get bonus downloads, and give your opinions on KOEI products at our official Product Registration site: <http://registration.koei.com>

WARRANTY

90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this UMD™ shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the UMD™, at its option, free of charge.

To receive this warranty service:

1. Send in the attached Registration Card or register your game online at <http://registration.koei.com>.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the UMD™ to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at (850) 692-9080, between the hours of 9:30 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective UMD™, enclose your name, address and phone number, and return the UMD™. FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

KOEI Corporation
1818 Gilbreth Road, Suite 235
Burlingame, CA 94010

This warranty shall not apply if the UMD™ has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Online Support

For information on other KOEI games, or to find hints on specific titles, please visit our website at: www.koei.com

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