



# DYNASTY WARRIORS 3

TM



## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



# DYNASTY WARRIORS 3

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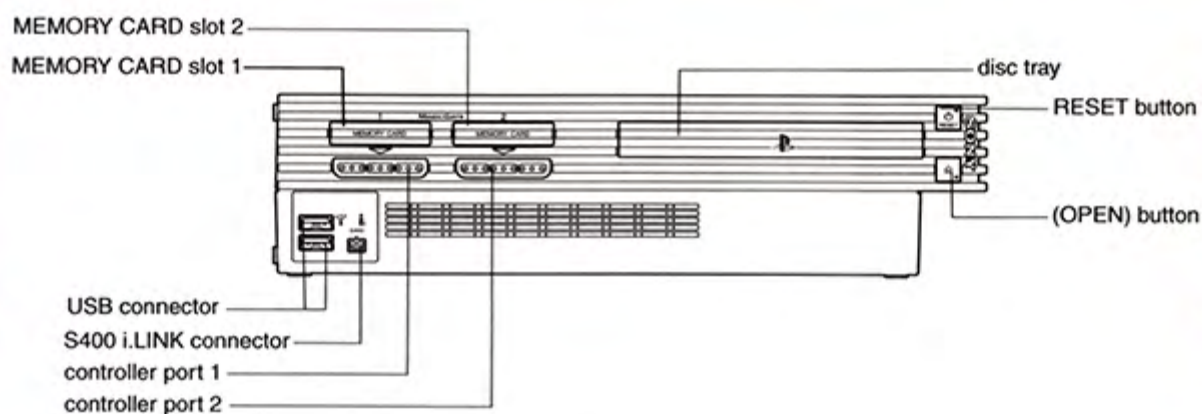
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Produced by  
**Omega Force**

Sound Production: AONI PRODUCTION  
STUDIO 26 (San Francisco)



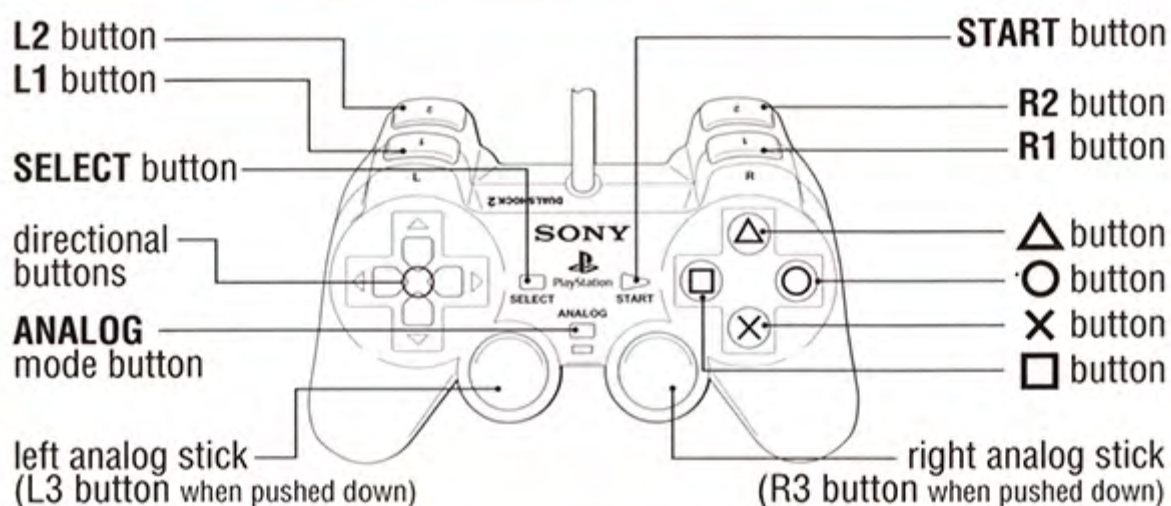
# GETTING STARTED



**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 DYNASTY WARRIORS 3 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



About 1800 years ago in China, there were three fearless warriors battling for ultimate control over the country.

One who sought for hegemony.

One who sought for ambition.

One who stood up for righteousness.

Veterans who shared the same visions swarmed under each leader.

These stalwart souls waged war across the vast expanse of the land and, like blood thirsty demons, cut down any and all that stood in their way.

They only followed their own rules.

They were both revered as mighty heroes and feared by millions...



# Controller

## Basic Controls



Directional buttons

**Item Selection**



button

**Enter**



button

**Cancel**

L1

button

## Guard/Shift

→ P29

→ P22



Guard against frontal attacks.

When you press the L1 button, the camera moves behind your character.

Hold the L1 button and use the directional buttons or left analog stick to move characters while keeping them facing forward.

L2

button

## Name/Life Display

→ P16

Displays the names of troops, officers and their remaining life.



Directional buttons

## Left analog stick/ Directional buttons

→ P22

Use the left analog stick or directional buttons to move characters.



Left analog stick



## Turning Vibration On and Off

Set controller vibration ON and OFF using the CONTROLLER item in the OPTIONS menu. When vibration is set ON, the DUALSHOCK analog controller & DUALSHOCK@2 analog controller will vibrate.

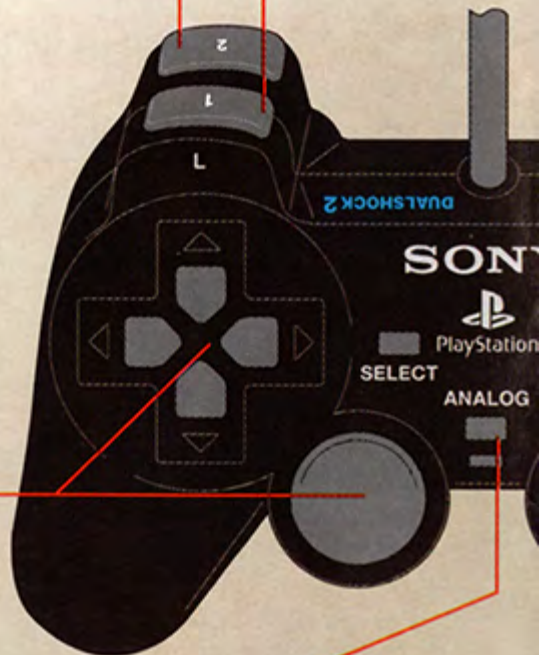
ANALOG



## ANALOG mode button

When the red light is on, the controller is in analog mode, and you can use the left analog stick to control character movement.

Toggle analog mode ON and OFF by pressing the ANALOG mode button.





## R2 Toggle maps

button

→ P17

Toggle between complete map and zoom map.



Complete Map



Zoom Map

## R1 Prepare for a Bow Attack

button

→ P24

Hold down to raise the bow. Aim using the directional buttons (or left analog stick) and press an attack button □, △, or ○ to shoot arrows.



## Normal Attack

button

→ P24

Delivers a normal strength blow with weapon.

Press repeatedly to execute a combination attack of up to 4 to 6 blows.



## Charge Attack

button

→ P26

Delivers an attack with more powerful blows than the normal attack.

Use with the normal attack to execute combination attacks.



## Musou Attack

button

→ P28

Hold down to execute a special Musou Attack. Can only be used when Musou Charge Bar is full.



## Jump, Mount/Dismount Horse

button

→ P23

If standing beside a horse, you mount the horse.

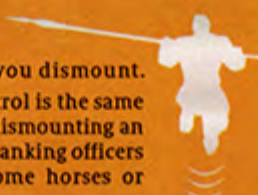
→ P22

Jump



→ P23

If on a horse, you dismount. **NOTE:** The control is the same for mounting/dismounting an elephant. Low ranking officers cannot ride some horses or elephants.



START  
button

## Pause/Display Information Screen

→ P18

Press this button to pause the game. Displays Information screen by selecting menu items while the game is paused.

**NOTE:** Press the SELECT button and START button simultaneously to reset the game to the Game Select screen.



# In an Age of Turmoil Heroes Will Rise!

## Starting a Game



1. Place the Dynasty Warriors 3 disc in the disc tray.
2. Place a Memory Card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.
3. Title screen appears after an intro movie. (Pressing the START button during the intro movie allows you to skip the movie and title screens. At this point, the Game Select screen will appear.)

**NOTE:** You will need at least 200KB to save data for one game. Refer to your PlayStation 2 user's manual for details on using memory cards.



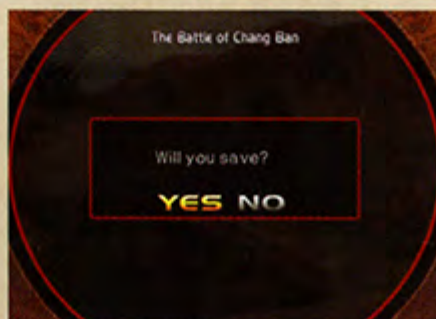
### Choosing a mode

Press the START button to show the Game Select screen from the title screen.

→ P8

## Saving

You can save a game and play at a later time. There are different ways to save your game.



### Saving a game at the end of a stage (Musou Mode/Free Mode)

When you successfully complete a stage, the game will ask you whether or not you wish to save the game. The game will be saved when you select YES from the dialog box.

→ P21

#### In Musou Mode

Choose the number you wish to save the game at. You can save up to three locations.

**NOTE:** It's the same procedure for 2Player.

**NOTE:** If it already has a saved game at the selected location, the new game will overwrite any previously saved data.





## Saving a game in the middle of a stage (Musou Mode/Free Mode)

Press the START button during the stage to display the Information screen. Choose QUIT.

→ P18

You can only save one game.

**NOTE:** The second time you save your game in the middle of a stage, the new game will overwrite the previously saved data from the middle of the same stage.

**NOTE:** If you save your game at the end of a stage, it will delete previously saved data.

## Saving a game from the Options screen

You can save a game's option settings or records. Choose SAVE from SAVE/LOAD in the OPTIONS screen.

→ P13

# Loading

Continue a previously saved game.



## Saved game: in the middle of a stage (Musou Mode/Free Mode)

If you saved a game in the middle of a stage, CONTINUE appears on the menu screen.

Choose CONTINUE to play.



## Saved game: at the end of a stage (Musou Mode/Free Mode)

Choose Musou Mode or Free Mode from the menu screen. If you have previously saved data, NEW GAME and LOAD GAME appear on the screen. Choose LOAD GAME and select a game you want to play from the saved data list.

# Game Mode



Choose a mode you want to play from the menu screen.

Press the SELECT button and START button at the same time to return to the menu from each mode.



## Musou Mode (2P available)

Select an officer and play.

The game situation changes depending on which officer you choose.

You can choose from the following when you have completed a stage and saved:

**NEW GAME:** Start a new game.

**LOAD GAME:** Load a previously saved game.



## Free Mode (2P available)

Select a stage and play.

When you play in Musou Mode or meet certain conditions in the game, more stages or troops become available.



## Continue

You can continue the game once you have quit and saved in the middle of a stage.

CONTINUE appears only when you save your game in the middle of a stage.

→ P7



## 2Player in Musou and Free Mode



In Musou Mode and Free Mode, a 2Player option is available. Player 1 and player 2 can fight together.

When you choose Musou Mode or Free Mode, 2P PUSH START appears in the Character Select screen or on the top right of the Information screen, which is displayed at the beginning of a stage.

2Player can join in by pressing the START button here.

**NOTE:** In Musou Mode, you can play a previously saved game (completed stage) in either 1Player or 2Player Modes.



## Develop your character.

As you clear the Musou Mode or Free Mode, your character is able to improve his abilities. A character developed in the Free Mode can be used in the Musou Mode, and vice versa. In fact, if you reach a stage in the Musou Mode that you just can't seem to clear, you can always take your character to the Free Mode, raise his abilities, and then try again in the Musou Mode.



## Increase the number of characters.

In addition, when you clear the entire Musou Mode or meet certain conditions in the game, more characters become available. There are some characters, however, that appear only in the Free Mode.



## Versus Mode

2P available

Two players fight against each other within the given time (90 min.).

There are 8 stages to choose from.

**NOTE:** In the Versus Mode, the characters' abilities are set specifically for this mode. Weapons are set to a maximum of 6 hits.

### 3 vs. 3 Elimination

Set in the plaza at Hu Lao Gate, three officers on horseback fight.



### Struggle for the Imperial Seal

Who is going to be the one to get the Imperial Seal hidden in Wu Territory and earn additional warriors?



### Skirmish of the Chang Ban Bridge

Destroy the wall of enemy soldiers blocking the Chang Ban Bridge!



### Battle at Sea

Sea battle! Throw the enemies into the ocean!





## Team Battle

Defeat the three officers at Fan Castle!



## 4 vs. 4 Elimination

Climb up the slope of Mt. Ding Jun and join the commander at the top.



## Valley of the Stone Soldiers

Thick fog covers the entire valley but don't let it confuse your vision! Fight your way out to nail the enemy officer.



## Duel

At the deserted summit of Mt. Jie Ting, achieve a total victory in this one-on-one combat.

## Challenge Mode



### Endurance

The goal is to defeat as many enemies as possible.

The game ends when your life bar reaches zero.

Given time: 90 min.



### Time Attack

The goal is to defeat as many enemies as possible within the time given.

The game ends when your life bar reaches zero.

Given time: 90 min.

**NOTE:** In Challenge Mode, characters' weapons are set to a maximum of 6 hits.



## Data Base

View list of officers' descriptions, weapons, and items.

### Officers

Displays officers' descriptions.

Put a cursor on the name of the officer you wish to view.

When officers are available to you, they are shown with their detailed descriptions.



### Weapons

Displays a list of weapons you have.

Put a cursor on the weapons you want to check.

The detailed descriptions will be shown.



### Items

Displays a list of weapons you have.

Put a cursor on the items you want to check. The detailed descriptions will be shown.

# Options

Set game options and configure controller buttons.

**NOTE:** Items in red are default settings.

## Settings

|            |   |
|------------|---|
| Difficulty | Set game difficulty (Easy/ <b>Normal</b> /Hard)                                     |
| Event      | Event messages <b>on</b> /off   |
| Vocal      | Set the voice over language for movie and narration-<br>( <b>English</b> /Japanese) |

**NOTE:** Difficulty setting is available only for Musou Mode and Free Mode.

**NOTE:** There are some event messages that will be displayed even when the event display is turned off.

## Controller

|           |   |
|-----------|---|
| Vibration | Turn analog controller vibration <b>on</b> /off                                   |
| Bow Type  | Set the targeting method for aiming when using a bow<br>( <b>Normal</b> /Reverse) |
| Edit      | Reassign buttons on the game controller   |

## Sound

|              |  |
|--------------|--|
| Speaker      | Set the speaker output (for audio dialog) ( <b>Stereo</b> /Mono) |
| BGM Volume   | Set the volume of background music (0-15)                        |
| SE Volume    | Set the volume of sound effects (0-15)                           |
| Sound Replay | Hear the background music played in the game                     |

## Screen Adjust

Use the directional buttons to adjust the display position of the game screen

**NOTE:** Press the START button to return the screen to the default display position.

## Ranking

|             |   |
|-------------|---|
| Point       | Display officer ranking by points                                 |
| K.O. Count  | Display officer ranking by number of enemies defeated             |
| Clear Time  | Display officer ranking by game clear time                        |
| Endurance   | Display officer ranking by enemies defeated in<br>ENDURANCE MODE  |
| Time Attack | Display officer ranking by game clear time in<br>TIME ATTACK MODE |

**NOTE:** Use the left and right directional buttons to select items and the up and down directional buttons to toggle between stages (except in Endurance and Time Attack Modes).

## Save/Load

|      |  |
|------|--|
| Save | Save game options, records and other game data |
| Load | Load previously saved game data                |

## Movie Gallery

Watch movies shown in the game

**Opening** (available when players meet a certain condition in the game)

Edit characters

# Understand Battle Conditions and Plan Strategies!

## Game Progression



### Plan a Strategy

- Check conditions for victory and defeat. → P18
- Check terrain and location for both enemy's and your troops.
- Prepare for the battle in the EQUIPMENT.

### To the Battlefield!

- Check map to know your current location.
- Pay attention to battle messages! → P16



### Game Rules [Goal]

Become an officer and fight your way through battles to lead your army to victory. The battle conditions will change constantly depending on how you fight. You will also get points based on events, the number of enemies defeated, and the time needed to clear the victory conditions for each stage.

#### Victory Condition

Defeat the enemy soldiers by decreasing their life to zero.

The following events determine if you are victorious and whether you clear a stage.

- Defeat the enemy commander
- Meet a victory condition(s) set for each stage

#### Game Over

The following events determine when your game ends.

- Your character's life reaches zero
- Commander of your army is defeated
- Time runs out (you have 100 minutes in which to clear each stage)





## Between the battles...

- Check the battle condition in the Information screen.
- Quit the game if you want to save in the middle of a stage. **→P18**



## Break through the tough enemies!

- Defeat high ranking officers!
- Get Items. **→P30**

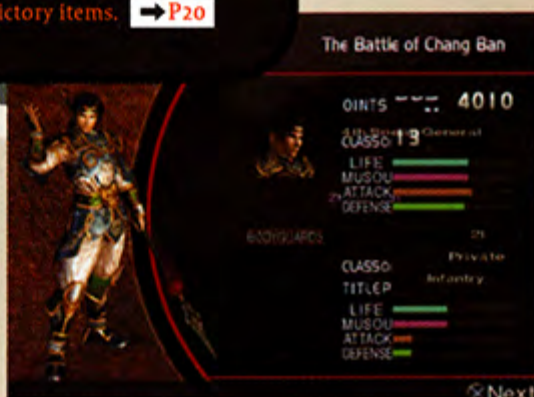


## Target is the commander!

- Look closely to the enemy movements.
- Defeat the enemy commander!

## After the battle...

- Check the battle results.
- Check the victory items. **→P20**



...To the next battle!

# Game Screen

## Enemy Life Meter

Displays life of the enemy. Life meter decreases when character takes a hit. When life meter reaches zero, the enemy is defeated.

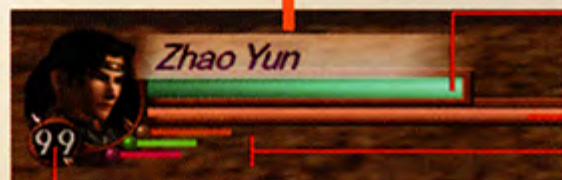
## Enemy Information

Name of the enemy soldier or officer/troop name and its morale (\*). The number of \*s indicates the enemy's morale. The number of \*s decreases when a member of the enemy units is defeated.

## Combo



The number of hits in your combo.



## Arrows (Maximum=99)

Displays the number of arrows you currently have. (You start with 20 arrows.)

Arrows appear in game stages as items.

## Battlefield Message

Displays messages according to a battlefield conditions. The location on the map pertaining to the message will blink.



Subjected location

## Life Meter



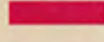
Displays your character's life. Your life decreases when you take a hit. When the life meter reaches zero the game ends.

## Musou Charge Bar

When the charge bar reaches its maximum, you may use the Musou Attack. **→ P28**

## Ability Bar

Displays length of time an acquired ability is retained.

-  Offence 2X (30 seconds)
-  Defense 2X (30 seconds)
-  Musou Charge Bar Max. (10 seconds)

## Name/Life



Displays troop or officer name and remaining life. Press the L2 button to display this information.



### Morale

Displays morale of both armies. Morale is affected by the outcome of each battle. The blue portion displays the morale of your army and increases when the battle fares well for you.



Area where the battle is

### Remaining Time



Appears when the remaining time is less than 10 minutes.

**NOTE:** Remaining time stays on the screen in Challenge Mode.

### Map

Displays a map of the overall battle conditions and your current location.



Complete Map ← R2 → Zoom Map

### K.O. Count

The number of enemies you have defeated.

- Commander
- Enemy
- Ally
- ▲ You (arrow shows direction you are facing)

**NOTE:** High ranking officers are shown bright in zoom map.

## 2Player Screen

In a 2Player game, the game screen is split horizontally.



1P

2P

# Information Screen

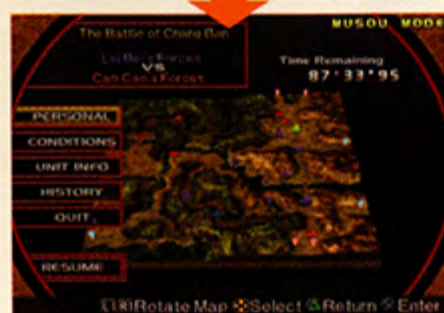


The Information screen appears at the beginning of each stage or when the START button is pressed during game play.

## Equipment (at the beginning)

Equip for a battle.

→ P19



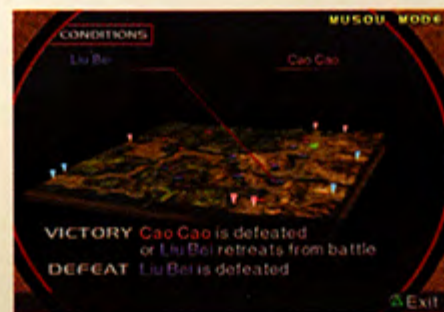
## Personal (during a paused game)

This screen shows your character's information.

You can check items such as equipped weapons/items, and bodyguards. Press the  button to edit your Bodyguards Orders (Attack/Protect).

## Conditions

Displays conditions for victory or defeat in a stage.



## Unit Info

Displays you and your enemy's unit info.

You can check your army's leader, overall morale, troop strength, officers, and current location here.

Use the left and right directional buttons to select unit and the up and down directional buttons to toggle between troops.

## Introduction

Displays an overview of the stage.



## History

Gives a history of battle messages during the stage.

You can view messages and their display time/location in this section.

Using the up and down directional buttons, you can view up to 16 previous messages.

## Quit

Lets you quit the game you are playing and save in the middle of a stage.

→ P7

## Start/Resume (when starting a game/when paused)

Starts or resumes the battle.

## 2P Quit (when starting the 2Player game)

Stops 2Player game.



## Equipment

When you choose EQUIP from Information screen, the following items appear on the screen.



### Weapon

Choose a weapon for your character.

You can choose up to 4 types of weapons for one character.

➡ P32

- WEAPON
- EQUIP OK

**NOTE:** When the cursor is placed on a weapon, its information is displayed.

Amount of ability you can gain is highlighted in the Ability Bar.



### Item

Choose items for your character.

You can equip up to 5 types of items for one character.

➡ P33

- ITEM
- ALL ITEMS

**NOTE:** When the cursor is placed on an item, its information is displayed.

Amount of ability you can gain is highlighted in the Ability Bar.



### Bodyguards

You can assign several bodyguards to your character and select action plans for them.

The number of bodyguards you can assign increases as your character's level becomes higher.

The bodyguard's weapons change depending on their class. Select PERSONAL from the Information Screen to change orders during a stage.

➡ P18

- NUMBER
- TYPE (Sword, Spear, Pike, Bow, Crossbow)
- ORDERS (Attack/Protect)
- ATTACK (Fight with the officer)
- PROTECT (Hold down attack)

# Results

Displays game results when you clear a stage.



## Replay

Replays actions that were taken between you and your enemy commanders in the stage.

**NOTE:** When the game is over, a replay of the game is played and then the game ends.



## Get Items (only when there are new items)

Displays acquired weapons and items.

➔ P32, 33

### ● WEAPON

When the same types of weapons are acquired, you need to choose which weapon to keep. Press the  $\Delta$  button to go back and change the weapon to keep.

### ● ITEM

When the same types of items are acquired, the one with the higher effect is kept automatically.



## Points

Displays earned points.

- K.O.'s
- WORTHY OPPONENTS
- CLEAR TIME
- BONUS
- POINTS (Stage total)



Displays class, ability, and bodyguards' information.

- POINTS (Total)
- CLASS...Level (1-16)/Name of the Class
- ABILITY...LIFE/MUSOU/ATTACK/DEFENSE
- BODYGUARD
- NUMBER
- CLASS
- TITLE
- ABILITY...LIFE/MUSOU/ATTACK/DEFENSE



### Ranking

After points are displayed, press the  button to view the top 10 scores for each ranking.

- TOTAL POINTS RANKING
- K.O. RANKING
- CLEAR TIME RANKING



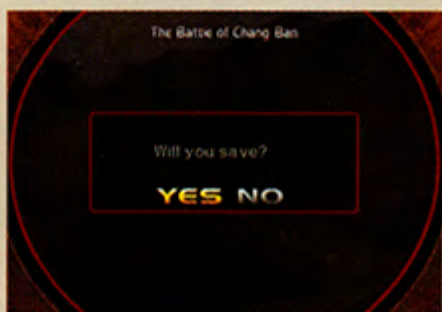
### Password

After the points are displayed, press the  $\Delta$  button to view the Password screen.

Using the password on this screen, you can compare each ranking with other players on the Internet. To register the Internet ranking, visit the URL listed below.

<http://www.koelgames/DW3/DW3.htm>

**NOTE:** The site may be changed or discontinued without notice.



### End (confirm saving)

After points are displayed, press the  $\circ$  button to display the save prompt.

$\rightarrow$  P6

## What happens to the acquired weapons and items?



Items you acquired during a stage are kept in your possession throughout the game, even after clearing a stage or a mode. These items can be used with officers with either Musou Mode or Free Mode. (There are some weapons that can be used only with certain officers.)

# On To the Battlefield!

## Moving on the Battlefield

### Move (Normal/Mounted)



The character moves in the direction the directional buttons are pressed.

**NOTE:** In analog mode, you can use either the directional buttons or the left analog stick. Any controls in this section using directional buttons can be used with the left analog stick.

### Jump



Press the X button to jump. To jump in a particular direction, press the X button while moving in the desired direction. The height of the jump depends on how long the X button is held down.

**NOTE:** You cannot jump when you are on a horse or when the bow is raised.

### Shift



Use the L1 button with the directional buttons to keep your character facing forward while moving in the direction desired. When using Shift to move, the camera angle is set behind your character. The direction the character faces is also set.

**NOTE:** This is best used when you are trying to set an attack target or when you are surrounded by enemy troops. You can use Shift when you are on a horse or when the bow is raised.



# & Attack Controls



## Mount/Dismount



To mount a horse, press the X button when next to it.

**NOTE:** You can move around the battlefield much faster when riding a horse. You can knock over an enemy whose horse's level is lower than yours. However, to ride a high level horse, your character's level needs to be high or you will be thrown off.



Use the same controls to mount or dismount an elephant.

**NOTE:** An elephant is not as speedy as a horse, but it can do more damage to the enemy.



## Levels for horses and elephants?

As with officers, there are different levels for horses and elephants. High ranking officers ride a talented horse with more power and speed. Lu Bu's horse, Red Hare, is praised as the "horse among horses" and its ability is tremendously high.



To ride a horse of that level, you need to raise your character's level or equip a special item. If you don't want to be shaken off by a horse or elephant, keep raising your points and wait for a special item to appear in a stage.

# Attacks

## Normal Attack



button: Attack with a normal blow.  
Press repeatedly to execute a combination attack of up to 4-6 blows.

**NOTE:** This attack is very quick, so use it when the enemy is close or when you are surrounded. The maximum number of the combination attack depends on the weapon. Check "Max Hits" from WEAPON in the Information screen.

## Jump Attack



button during a jump: Attack during a jump.

**NOTE:** When you press the  button during a jump, you are able to reach mounted enemies. The damage from the attack expands below and can be used to break through a seige.

## Dash Attack



button while moving: Attack going forward.

**NOTE:** Press the  button after running 6 steps to execute a Dash Attack. Use this attack to charge into the enemy unit.

## Bow Attack



, , or  button while pressing down the R1 button: Attack with bow.

R1 button---Raise your bow

Directional buttons---Take aim

button---Normal bow attack

button---Enemy hit with this arrow is paralyzed

button---Fire repeatedly (Available only when Musou Charge Bar reaches its maximum.)

**NOTE:** You need arrows for bow attacks. You will begin with 20 arrows and can carry up to 99. Arrows are found as items in the stage. You can use Shift to move while your bow is raised.

## Mounted Attack



, , or  button when on a horse:  
Attack while on a horse.

button...Alternately attack enemies on the right and left

button...Do a Charge Attack on enemies on the right and left

button...Do a Musou Attack on enemies on the right and left (Available only when Musou Charge Bar reaches its maximum.)

Attack while on an elephant.

button...Knock over enemy

button...Shake the ground and stop an enemy's movement

button...Rush at the enemy and step on them (Available only when Musou Charge Bar reaches its maximum.)



## Use Bow Attack Properly!

When your life is low or when the enemy is stronger, attack from a safe location using your bow. Use Bow Attack when the enemy attacks you with arrows from a distance or high place. Also, you can attack on horses or elephants. Use the proper Bow Attacks for different situations.

A Charge Bow Attack (the  button) is slow but more powerful. It can paralyze the enemy.

With a Musou Bow Attack (the  button), you can create a combination attack using the Musou Charge Bar.

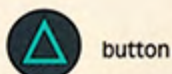
When you choose an officer who has high bow skill, the effect becomes greater.

# Charge Attacks

## Charge Attack



**△ button:** More powerful than a normal attack. Combine this with the normal attack to execute different types of combination attacks.



button

### Charge 1

Attack enemies within a broad area. Makes the enemies on guard stumble.



button

### Charge 2

Knock an enemy into the air. There is enough time to attack while the enemy is in the air, so make sure to deliver a follow-up blow.



button

### Charge 3

Paralyze an enemy.



button

### Charge 4

Send an enemy flying backwards through the air. If his body touches other troops while still in the air, it will inflict damage to them too.



### Charge 5

Send an enemy flying through the air really high. There is enough time to attack while the enemy is in the air, so make sure to deliver a follow-up blow.

**NOTE:** You need 5 Max Hits in WEAPON.

### Charge Drive in the air!

Charge Drive is a combination of Charge 5 attack and the follow-up blows.

Throw the enemy in the air with a Charge 5 attack and continue attacking with the  $\Delta$  button. When you do it successfully, you can see special follow-up blows unique to each officer.



### Charge 6

Execute different combination attacks depending on the officers.

**NOTE:** You need 6 Max Hits in WEAPON.

### Another charge attack is available?

Some officers can add yet another attack after Charge 6. Try pressing the  $\Delta$  button repeatedly.



# Musou Attacks



You can use a Musou Attack when the Musou Charge Bar is at its maximum. The Musou Charge Bar is charged in the following situations.

- Give damage to enemy
- Receive damage from enemy
- The Life Bar becomes red
- Press the O button continuously

**NOTE:** When the Musou Charge Bar is at its maximum, the character's body is filled with power and his hands emit light.

## Musou Attack



O button: Use the Musou Attack.

While holding down the O button, attack until the Musou Charge Bar reaches zero.

**NOTE:** Normal enemy attack will not affect you during this time. Use this attack when you are surrounded or a high ranking officer appears in the battlefield.

## True Musou Attack



O button when the Life Bar becomes red: Use the more powerful Musou Attack.

While holding down the O button, attack until the Musou Charge Bar reaches zero.

**NOTE:** When your Life Bar is low, Musou Attack becomes a True Musou Attack.

## Double Musou Attack



O button when fighting in 2Player cooperation play: Use the most powerful Musou Attack.

When player 1 and player 2 are within a fixed distance from one another, and both perform Musou Attack, it becomes a Double Musou Attack.

**NOTE:** The light emitted from both of the characters' hands will change when they are within the distance to execute a Double Musou Attack. Keep an eye on the other player's movement.

# Guards

## Normal Guard



L1

**L1 button:** Guard against frontal attacks.

When you press the L1 button, the camera moves behind your character and he guards himself while the L1 button is held down.

**NOTE:** You can use Guard for Bow Attack too. Its use is not limited to defense. You can also use it to move around the crowded battlefield or to change viewpoints.

## Power Guard



**□ button after a guard:** Push back an enemy's attack. Press the L1 button to guard, and the □ button to attack.

**NOTE:** Press the □ button after a successful guard. When you do this successfully, you can push the enemy back and create a distance between you.

## Defensive Position



L1

**L1 button while in the air:** Correct the character's position in the air after being thrown by an enemy. Press the L1 button in the air.

**NOTE:** This defensive position can be used when you bounce on the ground. When you do this successfully, you can get right back into an attack position. There are some attacks where this does not work.



### When you can't move...

When you can't move after taking damage, press the directional buttons or any other buttons (except the START button and the SELECT button) repeatedly. You might be able to recover faster.



### Weapon deadlocks?

If you and your enemy are equal in strength and in a weapon deadlock, press the □ button repeatedly. When you do this successfully, the enemy loosens his guard. Make sure to deliver follow-up blows and take him off guard.

# Collecting Items Strength Your Character's Fortitude

## Item List

You can increase your character's ability to recover your Charge Bar by acquiring items during the game. There are different types of items. With items such as Meat Buns and Arrows, you will see the effect only on the stage you acquired the item. With items such as a Sword or Shield, the effect lasts after the stage is over.

→ P32, 33

You can view the weapons or items you acquired in GET WEAPON on the RESULTS screen after clearing the stage.

→ P20

You can also check ITEMS or WEAPONS from DATA BASE.

→ P12

### **Meat Bun:** Recover Life

|   |                  |               |
|---|------------------|---------------|
|   | Meat Bun         | Life + 50     |
|   | 2 Meat Buns      | Life + 100    |
|  | 3 Meat Buns      | Life + 200    |
|  | Special Meat Bun | Full Recovery |

### **Arrow:** Increase the number of Arrows (until end of the stage)

|   |           |            |
|---|-----------|------------|
|  | 5 Arrows  | Arrow + 5  |
|  | 10 Arrows | Arrow + 10 |
|  | 15 Arrows | Arrow + 15 |
|  | Quiver    | Arrow + 20 |

### **Sword:** Increase Attack Level (Effective even after the stage is over.)

|   |              |            |
|---|--------------|------------|
|  | Bronze Sword | Attack + 1 |
|  | Iron Sword   | Attack + 2 |
|  | Silver Sword | Attack + 4 |
|  | Gold Sword   | Attack + 8 |



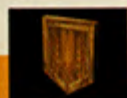


## Items appear when...

Items mainly appear in the following situations:

- Destroy boxes and jars
- Defeat an enemy above Captain class

These items disappear after a certain amount of time.



**Shield:** Increase Defense Level (Effective even after the stage is over.)



Common Shield Defense + 1



Noble Shield Defense + 2



General's Shield Defense + 4

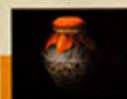
Emperor's Shield Defense + 8



## Others



Dim Sum Life Max + 10



Musou Wine Musou Max + 10



Chinese Wine Musou Max



Healing Ointment Life & Musou Max



Battle Axe Attack x 20 (for 30 sec.)



Battle Armor Defense x 2 (for 30 sec.)



Emperor's Seal Musou Max (for 10 sec.)



Weapon Box Weapons → P32

Item Bag Items → P33

## Weapons



Name of Weapon

Ability

Effect

Increase the ability of your officer by equipping more powerful weapons.

Only certain officers can equip some weapons.

One officer can equip up to 4 types of weapons.

### Sword

Zhou Yu's case



### Spear

Zhao Yun's case



### Big Sword

Xiahou Dun's case



### Rod

Huang Gai's case



## Effect of Weapons and Items

There are a total of 13 types of effects and they have different effect ranges. One weapon/item can have up to 5 types of effects.

You might get the same weapon/item sometimes. Choose carefully which one to keep by comparing the type and range of the effect.



## Items



Officer's Ability

Name of Item

Effect

Increase the ability of an officer or earn a special ability by equipping items.

One officer can equip up to 5 kinds of items.

[Items in Blue]

Items that increase the officer's ability

[Items in Red]

Items that add special ability to your character




**Speed Scroll**  
Increase speed



**Hex Mark Saddle**  
Begin stage mounted on Hex Mark



**Dragon Amulet**  
Increase Musou Max



**The Way of Musou**  
Enable to use True Musou attack regardless of health



**Tiger Amulet**  
Increase attack



**Survival Guide**  
Attack x 2 when near death



**Huang's Bow**  
Increase Bow attack



**Power Scroll**  
Never lose weapon deadlocks



**Wind Scroll**  
Increase reach

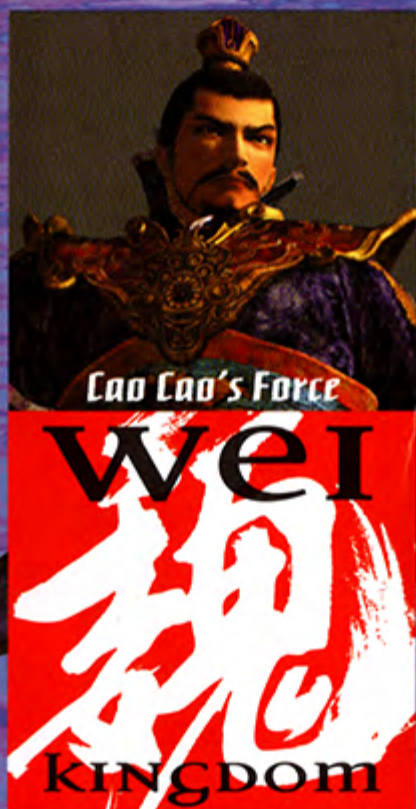


**Gold Harness**  
Prevents dismounting when hit by arrows

NOTE: There are more items in this game.

| Type        | Range |
|-------------|-------|
| HP Max      | 1-60  |
| Musou Max   | 1-60  |
| Attack      | 1-20  |
| Defense     | 1-40  |
| Bow Attack  | 1-40  |
| Bow Defense | 1-40  |

|                 |      |
|-----------------|------|
| Mounted Attack  | 1-40 |
| Mounted Defense | 1-40 |
| Speed           | 1-16 |
| Jump            | 1-16 |
| Luck            | 1-20 |
| Reach           | 1-20 |
| Musou Charge    | 1-20 |



Wei is the large area of Northern China ruled by legendary Cao Cao. Fueled by his ambition to unite all of China under his rule, Cao Cao refuses to settle on his own warriors and has built up an impressive army by gathering the best fighters in all of China. Of the three warring states, his is the closest to realizing the dream of unification.

## Xiahou Dun

A relative of Cao Cao's whose valor was known throughout the land. Even after losing his left eye in battle, he continually fought on the front lines.

A fast attacker and never off guard.



## Dian Wei

A personal guard to Cao Cao. His intimidating appearance and prowess in battle earned him the title, "Coming Evil." A powerful warrior superb in attack and defense.



## Zhang He

A cunning warrior who was always aware of the entire battlefield in war. It was said even Zhuge Liang feared his abilities.

Has great moves. Speedy and balanced in both attack and defense.



Sun Jian's Force



The rise to power of the Wu kingdom has spanned three generations. Founded by Sun Jian, hero of the South, the kingdom was further developed by his two sons. At their position in the basin of the Yangtze River, they have been using their most loyal officers and new talent to strengthen the sphere of their influence.

## Huang Gai

A veteran warrior who had served under Sun Jian ever since he took up arms. An eternal soldier who has always sought to be first on the battlefield.

Has a tremendously powerful attack and strikes his enemies viciously.





# Sun Shang Xiang

Daughter of Sun Jian. Her beauty was surpassed only by her skill on the battlefield. Her rooms were adorned with weapons, and her handmaidens wore swords.

Her quick movements are perfect for executing combination attacks.



# Zhou Yu

A handsome, cultured man of many talents. Gifted in political counsel, he was the Sun Clan's guide on their road to conquest.

Fast and has wide attack range. His strong defense ability redeems the low physical ability.

# Zhao Yun

A brave and powerful warrior who knew nothing of fear. Known to charge the enemy lines alone, his courage was unequalled under Heaven.

Has a long reach and wide range attack.



Liu Bei rules the kingdom of Shu. Many are attracted to this man of great virtue, so it is with his brother-in-arms, Guan Yu and Zhang Fei, that Shu is founded. They gathered many great men, including the legendary strategist, Zhuge Liang. United in their dream to restore the Later Han Dynasty to power, this small kingdom pits itself against the much larger kingdoms of Wei and Wu.



# Guan Yu

One of the greatest generals of his time, he is known for his long beard and his blade, Blue Dragon. A man of honor, he served under Liu Bei loyally in countless battles.

Has a long reach and great offensive ability.





## Zhang Fei

Voice of thunder, spirit of a wild stallion. A fierce warrior who favored the enormous Cobra Pike in battle, his power was that of a thousand men.

Offensive speed is slow, but power is tremendous.

A warrior in ornate armor with a long, flowing green and blue plumed helmet and a red and white tunic. He is holding a long spear with a red tassel. 

## Lu Bu

The mighty warrior who is loyal only to himself. Considered to be the strongest, but he is not trusted by any rulers after countless acts of betrayal.

# Other Heroes

A young woman in a purple and pink traditional Chinese dress with a red sash. She is holding a sword and a blue parasol. 


## Diao Chan

A young songstress unequalled in beauty as well as song and dance. She gets close to Lu Bu and Dong Zhou in order to carry out a plan but...

A man with a long white beard, wearing a purple and red robe with a gold crown. He is holding a sword. 

## Dong Zhou

He rose to power and controlled the Emperor like a puppet. He took over the government and proclaimed tyranny.



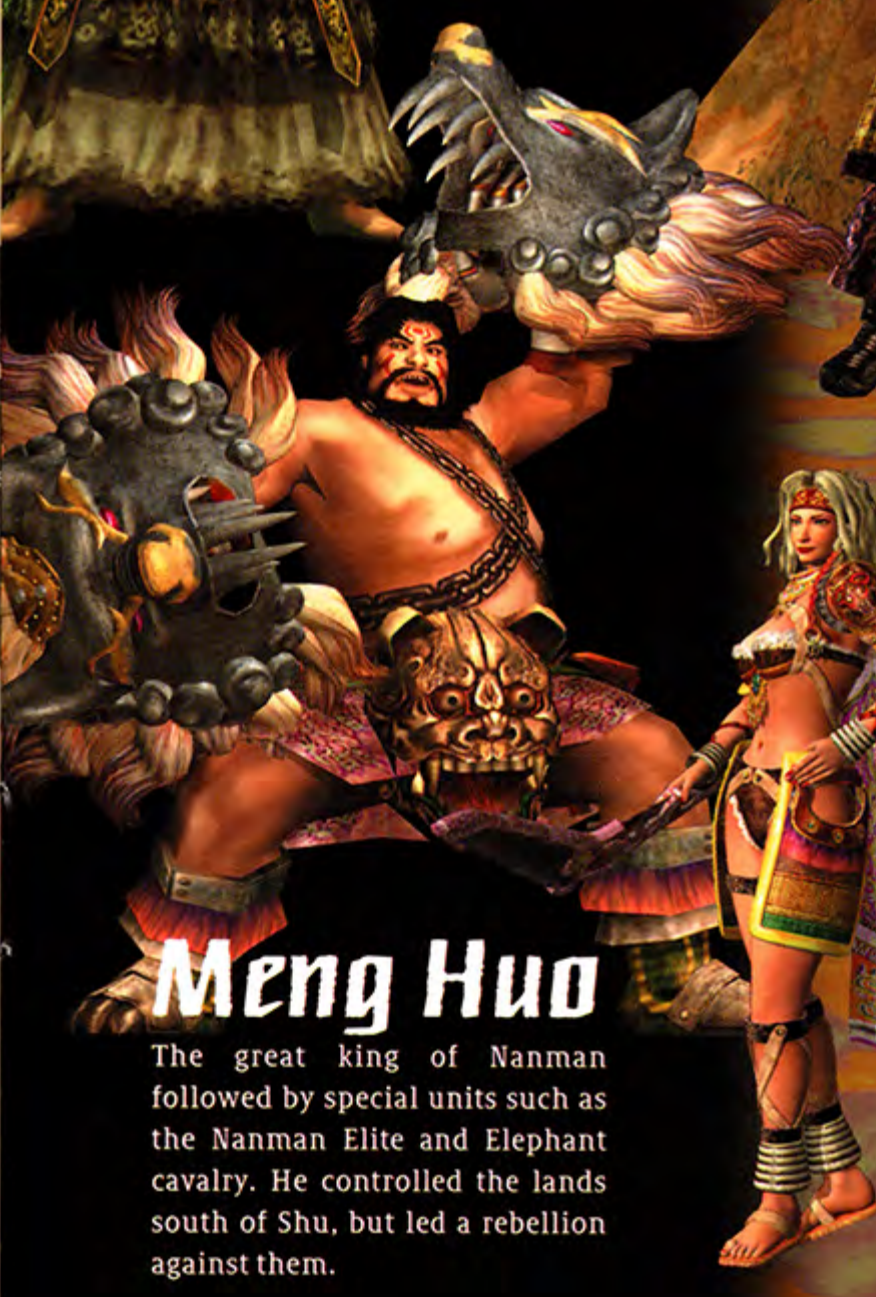
## Zhang Jiao

Founder of the religious sect known as the Way of Peace. Declaring himself the "General of Heaven," he led the Yellow Turban Rebellion.



## Yuan Shang

Great leader who comes from a distinguished family. Headman of Dong Zhuo imperial force. He later confronts the expanded force of Cao Cao.



## Meng Huo

The great king of Nanman followed by special units such as the Nanman Elite and Elephant cavalry. He controlled the lands south of Shu, but led a rebellion against them.



## Zhu Rong

The wife of Meng Huo, king of Nanman. She is said to be a descendant of the legendary God of Fire. Noble, yet very strong and skilled in the martial arts.

# Game Strategies

## Tips and Hints



Regain health with a Meat Bun!



### **Remain calm when your life becomes low.**

#### **<Get life-recovering items>**

When your life becomes low, find a Meat Bun to recover. Look for a jar containing an item. Go where soldiers are fighting and check if there are any items left. Defeated enemy soldiers might have left some health behind.

#### **<Break through a siege with a Musou Attack>**

It's not a good sign when you see enemy soldiers surrounding you. Use a Musou Attack to break the wall of enemies. Move away quickly when the siege is broken, and get ready for the next attack.



Fight together!



### **Fight together with allied officers.**

Stay close to other soldiers until your character improves his ability. If you take off alone towards enemies, you might end up getting attacked by a large group of enemies. Check where your allies are on the map before you make a move.



I'm counting on you!



### **Always on your side: The Bodyguard**

#### **<What about your bodyguard's life?>**

Bodyguards are always on your side protecting you or assisting you to defeat your enemies. But just like your life, a bodyguard's life decreases after hard battles. To recover your bodyguard's life, get life-recovering items while your life is fully charged. Make sure to always supply life to your bodyguards.

#### **<How do you improve your bodyguard's abilities?>**

Your bodyguard's class goes up automatically when your character's points increase. When the bodyguard reaches the next class, one of his abilities (NUMBER, RANK, TITLE, ABILITY) randomly increases. You can check your bodyguard's detailed information in the PERSONAL screen during a stage.

#### **<How do you give an order to your bodyguards?>**

To give an order to your bodyguards, select BODYGUARDS from EQUIPMENT item in the Information screen. When you select ATTACK, the bodyguards will fight with you. When you select PROTECT, they refrain from attacking. You can change the bodyguard's order in PERSONAL item from the Information screen.

"If you know your enemy and know yourself,  
your victory will not stand in doubt." —Sun Tzu



### Strengthen your officer with different types of items.

#### <Items that are effective immediately>

Items such as Sword and Shield become effective immediately after acquisition. Don't wait to grab them when you see the items on a stage. Recover-items such as a Meat Bun, or items with limited usage, such as Armor and Axe, disappear after a certain amount of time. Get these items when you need the effect to work on you immediately.

#### <Items that need to be equipped to be effective>

You can go to WEAPONS or ITEMS at the RESULTS screen after the stage is cleared successfully, to check newly acquired items. To try your new items, go to EQUIPMENT in the Information screen at the beginning of the next stage.



I'm feeling my power!



### Increase your fame by defeating high ranking officers.

#### <How do you defeat high ranking officers?>

High ranking officers are not only strong and powerful, but they have an ability to recover life by themselves. When these officers recover their life, they first collect their spirit. Then they use life-recovering items. Watch their moves closely and attack to stop them from collecting spirits.

#### <When you defeat high ranking officers>

Rewards from defeating high ranking officers are very valuable. Most of the items you get as a result increase your character's ability. You can also increase your points greatly, and also gain fame.



### Kick with a horse and step on with an elephant.

#### <On a horse...>

You can shorten your transportation time a great deal by riding a horse. You can execute most of the attacks, including Normal Attack, Charge Attack, and Musou Attack on a horse. If you have a high level horse, you can knock off the low level soldier. But the horse will stop in front of high level officers or soldiers. Be careful when the horse is off guard.

#### <On an elephant...>

You can ride on an elephant in some stages. Elephants are slower than horses but they are more powerful. They can knock over anybody and the damage is great. They also have their unique special attack.



A soldier and his horse become one!



Get this!



### Execute a Combo for maximum damage.

When more than 5 attacks are executed continuously, the attacks are counted as a Combo. You can make Combos more easily when you execute combination attacks, Musou Attacks, or Charge Attacks. Also try to execute a Combo when the enemy is thrown in the air or bounces on the ground. Each officer has his/her own special Combo pattern. Try different Combos.



100 enemies defeated?  
Keep trying!



### Increase morale and lead the war.

Morale of the entire army depends on morale of each troop. The troop's morale affects its attack strength. When you decrease your enemy's morale, your troop's morale increases and you get an advantage in battle. To increase morale, defeat high ranking officers or the entire enemy troop. You can also increase morale by defeating a fixed number of enemies. Encourage your allies with your brave actions and bring morale higher.



I'll find you!



### Victory or defeat depends on commanders.

#### <Protect your army's commander>

The game is over when your commander is defeated even if you are alive. Check the location of your commander in the Information screen. When the "HQ is in trouble!" message comes on, stop everything and rush over to the commander's location to assist.

#### <The target is the enemy commander>

The goal is to defeat the enemy commander. You should always know where the enemy commander is on the battlefield. If you are confident in your skills, you can attack the commander alone. But remember, one does not fight a battle. Check your battle conditions and bring the entire army to fight the ultimate enemy. The victory is certain.



If you have saved data from Dynasty Warriors 2...



### If you have saved data from "Dynasty Warriors 2" ...

You can use saved data from our previous title "Dynasty Warriors 2" to open some hidden characters. You can have more characters to choose from at the beginning. Place the memory card containing "Dynasty Warriors 2" data in MEMORY CARD slot 1 before you start the game.

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PlayStation 2

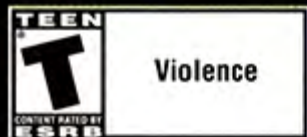
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# KESSEN II

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- 🔥 New weapons, tactics, and troops including Elephant Cavalry!
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