

The background of the cover is a fiery, red and orange landscape. In the foreground, a large, ornate weapon, possibly a spear or a staff, is shown with a bright, glowing light emanating from its tip. The weapon has a long, thin shaft with a coiled, snake-like pattern. The tip is a large, curved blade. In the background, several small figures of warriors are visible, some on horseback and some on foot, engaged in battle. The overall scene is one of intense action and warfare.

DYNASTY WARRIORS 4

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 4



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Getting Started

Starting a Game

EDIT Mode

Game Progression

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Items

Characters

Produced by
Omega-Force

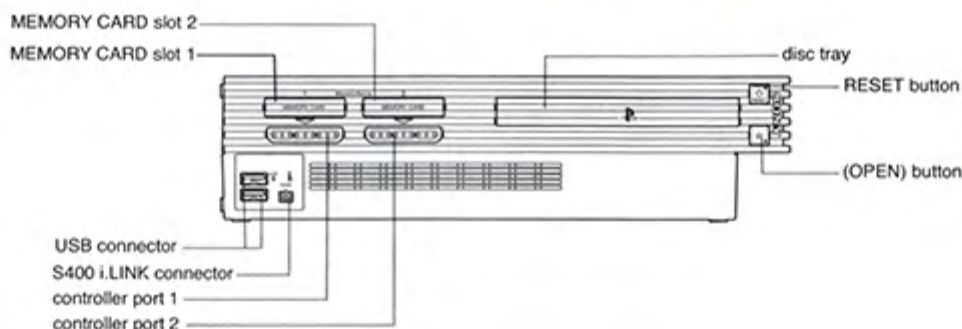
Manual Design: Jyun Matsui (Plus Plan)

It's said that heroes appear in times of crisis.
The time: end of the 2nd century; the place: China.
To answer the call of the times, they have come.

Its cries rending the skies, the Phoenix soars.
Shaking the ground beneath its feet, the Tiger roars.
Piercing the clouds' veil, the Dragon rises to the heavens.

Wherever they go, there rains fire and destruction.
And so the age rages on:
There is none who can stop it.

Startup



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™4* 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.

Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

L2

[L2 button]

Name/Life Display

Displays the name of character or particular troop type and remaining life.

→ P18

L1

[L1 button]

Guard → P34

Parry → P34

Shift Move → P26

When the button is pressed, the camera moves behind your character as he/she guards against frontal attacks. While guarding, press the  button to deliver a counter-attack to the enemy directly in front of character. Hold the L1 button down and use the directional button or left analog stick to move character to the side while keeping him or her facing forward.



[directional buttons /left analog stick]

Movement

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



→ P26

SELECT

[SELECT button]

Change Bodyguard Orders

Change orders for the bodyguard unit.



Guard



Attack



Wait

→ P27

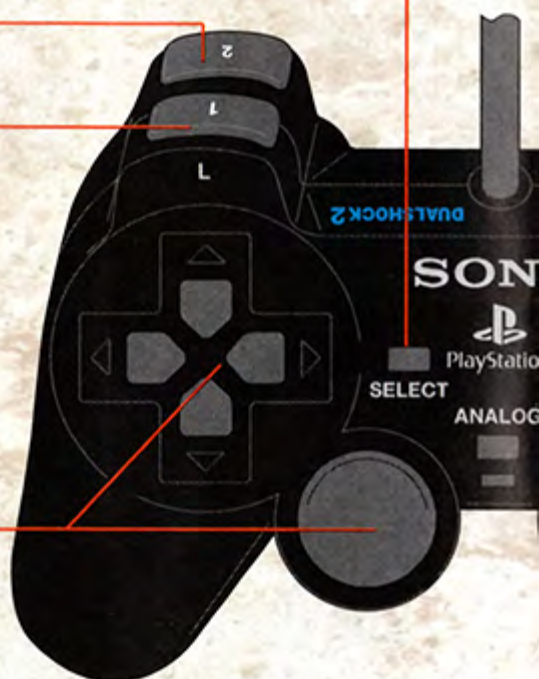
START

[START button]

Pause/Display information screen

→ 20P

Skip Event



DUALSHOCK®2 analog controller

Vibration Setting

Set controller vibration ON or OFF under CONTROLS in the OPTION menu. When set to ON, the analog controller (DUALSHOCK®2 analog controller) will vibrate.

→ P11

START + SELECT buttons

When pressed at the same time, the game is reset and the player returns to the Main Menu.

R2 [R2 button]

Toggle Maps

Toggle between complete map and zoom map.

Complete Map



Zoom Map

→ P19

R1 [R1 button]

Bow Attack

Hold down to raise bow.

Aim using the directional button or left analog stick and press an attack button (□, △, ○ button) to shoot.

□ button: Normal attack

△ button: Increased strength, stops enemy's forward movement

○ button: Volley (can only be used when Musou Gauge is full)



→ P28



[□ button]

Normal Attack

Perform a normal attack. Press repeatedly for a combination attack of up to 4 to 6 hits.



→ P28



[△ button]

Charge Attack

Perform a charge attack. Charge attacks are unique to each character. Various moves can be performed when used together with normal attacks and/or jump.



→ P30



[○ button]

Musou Attack

Perform a special (Musou) attack. Can only be used when Musou Gauge is full. Musou Attack continues until the ○ button is released or the bar is depleted. If the bar is not full, holding button down will fill it.



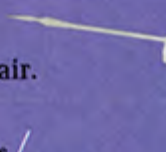
→ P33



[X button]

Jump → P26

Character jumps in the air.



(Standing beside a horse)

(On a horse)

Mount**Dismount**

→ P27

*Also mounts and dismounts elephant.

[R3 (push down the right analog stick)]

Announce Yourself

When button is pressed, the character makes a threatening stance to startle surrounding enemies.



→ P35

Starting the Game



Setting Up

Put the Dynasty Warriors 4 disc in the disc tray.
Put a Memory Card (8MB) (for Playstation®2) into MEMORY CARD slot 1.

The intro movie will start when the power is turned on.

Pressing the START button will end the intro movie and bring up the title screen.

*You will need at least 150 KB free in order to save. Refer to your Playstation 2 user's manual for details.



Select game mode

At the title screen, press the START button.

When the Main Menu appears, select a game mode.

→P8

Saving

Save a game in progress. When you save, you can continue where you last played.



Saving at the end of a stage [Musou Mode/Free Mode]

When you clear a stage, you will be asked whether you wish to save the game.

In Musou Mode

Select the save file where you wish to save your game. The maximum number of save files is 8.

* Same applies for 2 Player Mode

*If you select a save file with previously saved data on it, the old data will be overwritten.



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

Press the START button during play. When the Information screen appears, select QUIT. ➔P23
Only 1 game may be saved this way.

*Saving will automatically overwrite previously saved gameplay data. Saving a game at the end of a stage will delete previously saved gameplay data.



Saving a game from the Option screen

You can save a game's option settings and records by going to the OPTION screen and selecting SAVE.

➔P11

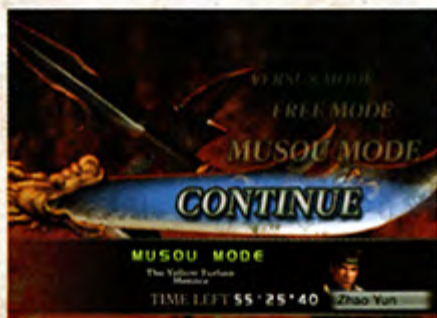
Loading

Continue a previously saved game.



Loading a game saved at the end of a stage (Musou Mode)

Select Musou Mode from the Main Menu. If you have previously saved data, NEW GAME and LOAD GAME will appear in the menu. Select LOAD GAME and choose from the list which game you wish to resume.

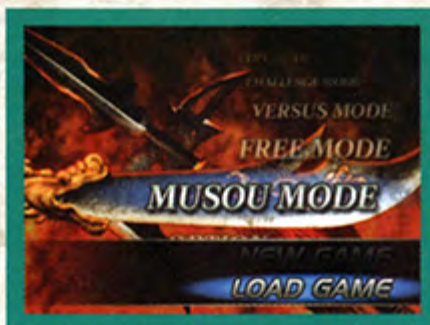


Loading a game saved in the middle of a stage (Musou Mode/Free Mode)

If you have saved gameplay data from the middle of a game, CONTINUE will appear in the menu. Select CONTINUE to resume the game.

Game Modes

Choose a game mode from the Main Menu.



Musou Mode

Choose the force for which you will fight. The stages and characters available will change according to the force chosen.

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

◆ NEW GAME

Start a new game.

◆ LOAD GAME

Load a saved game.



Free Mode

Select one scenario/stage to play. The number of scenarios/stages available will increase when certain conditions are met in Musou Mode.



Musou Mode/Free Mode (2 player)

In Musou Mode and Free Mode, 2 players can play in cooperation with each other. When 2P PUSH START appears in the upper right hand corner of the screen, Player 2 can join in by pressing the START button.



Continue

You can continue a game saved in the middle of a stage.

CONTINUE will appear on the Main Menu if there is previously saved gameplay data.

*In Musou Mode, if the game was saved at the end of a stage, Player 2 can join the continued game.



Versus Mode

2 players fight against each other. There are 4 stages to choose from.

*In Versus Mode, characters use starting abilities only. Equippable items may not be used; weapons are set to a max. of 6 hits. Characters created in the Character Edit mode may not be used.

SHOWDOWN

Defeat the enemy player in one-on-one combat!

ENCOUNTER

Search for and destroy the enemy player in a dark indoor stage!

INFLUENCE

Use the Imperial Seal to gain allies and defeat the enemy army!

ESCORT

Destroy the enemy carriage while protecting your own!



Challenge Mode

Clear any or all of the four different challenges and attempt to set a new record.

*Characters use starting abilities only. Equippable items may not be used; weapons are set to a maximum of 6 hits. Characters created in the Character Edit mode may not be used.

ENDURANCE

Defeat as many enemies as you can.

TIME ATTACK

Defeat 100 enemies as fast as you can.

BRIDGE MELEE

Knock as many enemies off the bridge as you can.

DEMOLITION

Destroy as many objects as you can.



Compete in the Rankings with your Password!

Records in Challenge Mode can be posted on an Internet Ranking for each challenge type by using "Show Password." For details, visit:

www.koeigames.com/

*Website content may be changed or discontinued without notice.



EDIT Mode

Create your own character or bodyguard unit.

◆ **Officer Edit**

Create your own character. You can create up to 4 different characters. ➡P12

◆ **Bodyguard Edit**

Create your own bodyguard unit. You can create up to 4 bodyguard units. There are 4 pre-made bodyguard units available by default. ➡P14



Encyclopedia

View list of character descriptions, weapons, and items.

◆ **THE THREE KINGDOMS**

A brief summary of major events in "Romance of the Three Kingdoms," the ancient Chinese tale that forms the background of this game.

◆ **CHARACTERS**

Displays descriptions of characters in the game.

◆ **WEAPONS**

Displays information about character weapons in the game.

◆ **ITEMS**

Displays information about items that the player has obtained during the game.

Option

Set game options and configure controller buttons.

*Items in red are default settings.



The ENDINGS AND OPENING options will appear when certain conditions are met in the game.

SETTINGS

- DIFFICULTY** Set game difficulty [EASY/**NORMAL**/HARD]
 *Difficulty settings are available only for Musou Mode and Free Mode.
- EVENTS** Event messages [**ON**/OFF]
 *Some event messages will be displayed even when event display is set to OFF.

CONTROLS

- VIBRATION** Turn vibration function [**ON**/OFF]
- BOW CONTROL** Set targeting method for aiming a bow [NORMAL/**REVERSE**]
- SETUP** Reassign buttons on game controller.

SOUND

- SPEAKERS** Set speaker output [**STEREO**/MONO]
- BGM VOLUME** Set volume of background music [0-15]
- SE VOLUME** Set volume of sound effects [0-15]
- SOUND TEST** Listen to background music played during the game.

SCREEN ADJUST

- Use the directional button to adjust the display position of the game screen.
 *Press the START button to return the screen to default display position.

SAVE/LOAD

- SAVE** Save game options, records, and other game data.
- LOAD** Load previously saved game data.

MOVIES

- Watch movies shown during the game.

ENDINGS

- Watch the ending movies shown during the game.

OPENING

- Edit characters that appear in the opening sequence.

Officer Edit

By choosing a name, appearance, and motion sequence, you can create your own character. Up to 4 characters may be created and saved.

*Original characters may be used in Musou Mode and Free Mode.

Editing Process



1 Selecting a file

Choose an empty character file from 1 to 4. If you choose a file which already contains previously saved character data, the new data will overwrite the old data.



2 Enter name

Character names are limited to eight (8) spaces. Press the START button to confirm.

♦ Entering letters

Select the letters to be entered by using the directional buttons to point to the desired letter on the list.



3 Choose a gender

Select a male or female model.

The model's body parts and motion will differ depending on the gender chosen.



4 Create model

Choose the model's color and uniform:

[COLOR] [HEAD] [CHEST] [ARMS & LEGS] [HIP]

Color applies to the entire model, whereas body parts are chosen individually.



5 Choose motion

Choose how the character will move.

The character's weapon will change according to the motion chosen.

When the number of selectable characters increases, new motions become available as well.



6 Confirmation

The character's ability will be determined automatically, and a request for confirmation will appear on the screen.

◆ **Save character**

Select YES. The character data will be saved.

◆ **Make changes**

Select NO. Select what you wish to change. When you are finished, select FINISHED and the confirmation request will appear again.



EDIT Character abilities?

Abilities of characters created in Character Edit are determined automatically, but this doesn't mean all the abilities are chosen entirely at random. The type of character created will, to some extent, determine the basis of the abilities. For example, if the gender is changed the chosen motions will differ and enable different weapons to be used. Though overall the differences are not great, each created character will have both strengths and weaknesses. The bottom line is how those abilities are used on the battlefield. Good luck in battle!

Bodyguard Edit

By choosing a name and model, you can create bodyguard units. Up to 4 units may be created. There are four pre-made bodyguard units available by default.

Editing Process



1 Select a file

Select an empty bodyguard unit file from 1 to 4. If you choose a file which already contains previously saved bodyguard unit data, the new data will overwrite the old data.



2 Create model

Select a model type for the unit. Model types: [Normal Male] [Normal Female], etc.

Once certain game conditions are met, the number of model types available will increase.



3 Enter bodyguard unit name

Unit names are limited to eight (8) spaces. Press the START button to confirm.

◆ Entering letters

Select the letters to be entered by using the directional buttons to point to the desired letter on the list.



4 Enter unit member names

Enter names for each unit member (up to 8 spaces). You can also choose to keep the default names.



5 Confirmation

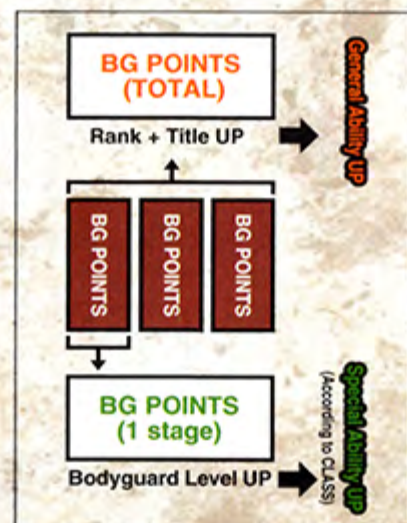
A request for confirmation will appear on the screen.

◆ Save bodyguard unit

Select YES. The unit data will be saved.

◆ Make Changes

Select NO. Select what you wish to change. When you are finished, select FINISHED and the confirmation request will appear again.



Fight and learn, my Bodyguards!

Bodyguard units, like player characters, will grow stronger as the game progresses. A Bodyguard unit's growth is decided by the number of BG (Bodyguard) POINTS, which is determined by totaling the K.O. COUNT and remaining life after clearing a stage.

As BG POINTS accumulate, the bodyguard unit will rise in RANK and TITLE, and the unit's general ability will improve.

BODYGUARD LEVEL is determined by the number of BG POINTS acquired in 1 stage. If the number of BG POINTS exceeds the required number to increase the BODYGUARD LEVEL, certain abilities will improve according to the bodyguard unit's CLASS.

CLASS is chosen in EQUIPMENT under SET BODYGUARDS.

→P21

Game Progression



Choose your force

Game progression in DYNASTY WARRIORS 4 is determined by the force that the player joins. Select one force from Wei, Wu, or Shu.

*Playable forces may increase depending on game progression.



Choose your character

Select an officer from the list of characters available in the force you have chosen. At each stage, you may choose to be a different officer within the same force.

*Depending on game progression, playable characters and character model types may increase. Character model types can be changed when that character is selected.



Story progression

The game is divided into acts. Each act is further divided into stages. Once you clear the main stage of an act, the game will progress into the next act.



Story

An explanation of the circumstances surrounding the act.

ACT

Stage selection

Choose a game stage. **16P**
The storyline may change depending on the order in which stages are chosen.



Stage progression

See next page!

Secret history?

Depending on game progression, stages revolving around "untold tales" of the selected force may appear.



Story branching



To the next act!

Game Objective...

The goal of the game is to become one of many characters in the Three Kingdoms Era and fight your way through battles to lead your forces to victory. You earn points based on such factors as the number of enemies defeated and time expended to clear each stage.

Victory Conditions

Fulfill the objectives for victory in each stage to continue on to the next stage.

Game Over

If any of the following occurs, your game will be over:

- Your character is defeated (For 2 player games, if 1 player is defeated, his or her game is over, but the other player may continue)
- The commander of your army is defeated
- Time allotted to clear the stage runs out
- Special conditions for defeat set for the stage are met

Stage Progression



Plan Your Strategy

- *Check stage objectives.
- *Check enemy and ally placements on the map.

→P22



To the Battlefield!

- *Check your current position on the map.
- *Pay attention to battle messages!

→P19



Between battles

- *Check battle conditions on the Information Screen.

→P20

- *Quit to save in the middle of a stage.

→P7



Break through enemy lines!

- *Defeat enemy officers and earn points!
- *Find items that improve your abilities!

→P37



Head for Victory!

- *Be aware of the movements of your allies as well.

- *Fulfill the conditions for victory.

→P22

Game Over...

Game Over



Stage cleared!

- *View results.

→P24

- *Save.

→P25

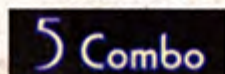
Game Screen

Enemy Information

Displays the name of the enemy officer/unit type and his/her morale (★). When there are many ★ icons, enemy morale is high. The number decreases when an enemy unit or officer is defeated.

COMBO

Number of hits in your attack. Shows 5 combo hits and above.



Weapon Experience

Displays weapon experience points acquired. Displayed when enemy officers are defeated.



→ P20

Enemy Life Meter

Displays the remaining life of the enemy being fought. Decreases when the enemy character takes a hit. When the life meter reaches zero, the enemy is defeated.



Arrows

(Maximum = 99)

Displays the number of arrows character currently has (starting number = 20). Arrows appear in game stages as field items.

Set Bodyguard

Displays bodyguard settings GUARD, ATTACK, and WAIT. → P27



Musou Gauge

When full, your character may use a Musou Attack. → P33

Fighting Spirit

Player character's emotional state. When a character's life is low, it becomes a roaring flame.



Ability Bar

Displays length of time an item will increase an ability.

- :Offense x2 (30 seconds)
- :Defense x2 (30 seconds)
- :Speed up (30 seconds)
- :Musou Gauge Max (10-60 seconds)

Life Meter

Displays your character's remaining life. When you take hits, your life decreases and the bar changes color. If it reaches zero, the game ends.

Name/Life



Displays specific unit or character name and remaining life. Press the L2 button to display this information.

Morale

Displays overall morale for both armies. Blue represents your army; red, the enemy's. Morale increases when the battle is going well for your force.

*Morale is not displayed in Challenge Mode.

Time Remaining



Appears when the time remaining is less than 10 minutes.

*Remaining Time is always displayed in Challenge Mode.

Map

Displays overall battle conditions and player's current location.

Use R2 button to toggle maps.

K.O. Count

Number of enemies defeated.

No Entry Mark (People, Horses, Elephants)

No advancement beyond this mark is possible.

If the mark forbids horses and elephants, dismounting will allow further advancement.



*Press the START button to see the Information Screen. → P20



Battlefield Message

Displays messages as the battlefield conditions change. Target area on the map will be highlighted.

◀ Target area



Complete Map



Zoom Map

- ⊙: Enemy Commander
- : Enemy
- ⊙: Ally Commander
- : Ally
- : Battle Area
- ▲: Player
- : Bodyguards
- : Steeds

*Steeds only appear when "Harness" items are equipped.
*High-ranking officers are displayed more brightly.

2 Player Screen



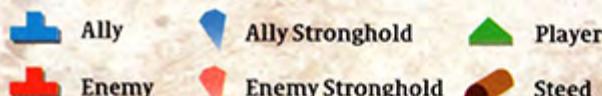
In a 2 player game, the game screen is split horizontally.

Information Screen



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

In the Information Screen, the player can equip troops for battle, view various unit info, and prepare a battle strategy.



Equipment (Game Start only)

Equip your character for battle. Displays screens for Weapon, Item, and Set Bodyguards.



◆ Weapon Info

Displays information on the player character's weapon.

During battle, by acquiring WEAPON EXPERIENCE, your character's WEAPON LEVEL will increase. The higher the WEAPON LEVEL, the higher the ATTACK, and the number of COMBOS possible increases.

Example: If Zhao Yun is your character





◆ Equip Item

Choose items for your character. ➡ P38

Increase the number of items available by acquiring them in the game stages.

There are three kinds of items: HARNESS, ORB and SPECIAL. You can use only one HARNESS and one ORB at a time. The number of usable SPECIAL items depends on the level of the character. Characters at higher levels may use up to 6 items.

How to use items



1. Select an item type.



HARNESS



ORB



SPECIAL



2. Select the slot where you will equip the item.



3. Select the item from a list of those available to you. Place the cursor over the item to reveal item info.



◆ Set Bodyguards

Set up the bodyguard unit that will serve your character on the battlefield.

- UNIT(1/2/3/4)
- NUMBER(0-8 members)
- CLASS(Sword/Spear/Pike/Bow/Crossbow)
- COLOR(Auto/Blue/Red/Green/Purple/White/Yellow)

*NUMBER and CLASS are determined by the amount of BG POINTS acquired. The number of colors available increases when certain conditions have been met.

*When COLOR is set to AUTO, the color of the character's force will be chosen.



How do I raise my weapon experience?

The key to raising weapon experience lies in fighting enemy officers. When you successfully perform a Charge or Combo Attack, or defeat an enemy officer, your weapon experience points will increase. On the battlefield, seek out enemy officers to raise your experience!



Personal (when PAUSED)

Displays your character's information. You can check information about the character's weapon, equipped items, abilities, and bodyguard settings.



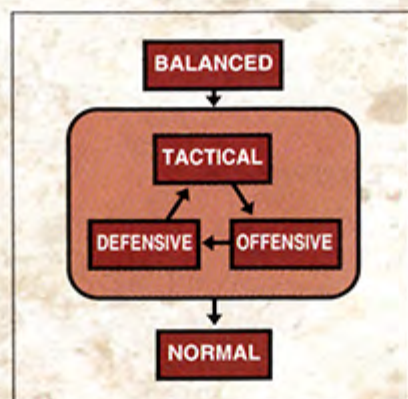
Objectives

Displays conditions for victory or defeat in the current stage.



Unit info

Displays info about ally and enemy units on the battlefield. Select a unit to view detailed information. If you press the **Y** button when a unit is selected, you can see the current position of the officers in that unit.



Every strategy has its advantages and disadvantages

Each force advances according to its commander's STRATEGY. Each of these strategies may be advantageous or disadvantageous with other strategies. TACTICAL works well against OFFENSIVE, OFFENSIVE works well against DEFENSIVE, and DEFENSIVE works well against TACTICAL. Furthermore, BALANCED works well against any strategy, whereas NORMAL fares poorly against all of them. Morale and troop numbers are the largest factors for victory in battle, but if these are equal on both sides, then the strategies can affect the tide of battle.



Changing characters (Before beginning the stage)

Players can choose a different character at the beginning of each stage by selecting CHANGE CHARACTER.



History (while paused)

Shows a history of battle messages during the stage. The time and location of each message will be displayed. Use the directional button to view up to 16 previous messages.



Quit (while paused)

Lets the player quit the current game and save in the middle of a stage. ➡P7



Start/Resume (Before beginning the stage or while PAUSED)

Start the stage, or resume playing (if paused).

2P Quit (when playing in 2 Player Mode)

Ends the game for Player 2.

Results

Displays game results when the player clears a stage.



◆ Replay

Replays actions taken by the player during the stage.

*If the player has lost, the game will end when the replay finishes.



◆ Items Found

Displays acquired items. ➡ P38

Will not be displayed if no new items were acquired.

Item

When the same type of item has been acquired, the one with the greater effect is kept automatically and the others are discarded.



◆ Points

Displays points earned.

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



Displays level and ability based on points earned.

- Points (Total)
- Level
- Ability (Life/Musou/Attack/Defense)
- Model



◆ Weapons

Displays weapon experience points and weapon condition.

- Weapon experience points earned
- Weapon Level
- Experience needed for next level
- Base attack strength
- Number of consecutive attacks possible



Bodyguard Report

Displays battle results and points earned by the player's bodyguard unit.

*If there were no bodyguards at beginning of stage, this screen will not be displayed.

- K.O.'s
- Number of surviving members
- BG Points earned
- Total points →P15



◆ End (Save confirmation)

After the results are displayed, press the **○** button to display the save prompt. →P6



What happens to acquired items?

Items your characters acquire during a stage are kept throughout the game, even after clearing a stage or mode. These items can be used in either Musou Mode or Free Mode, and can be equipped by any character the player chooses to use, but they must be re-equipped for that character. →P21

MOVEMENT



Move

Left analog stick/directional buttons

Character moves in the direction the directional button is pressed.

*You may use either the directional button or the left analog stick for all controls in this section.



Shift Move

L1 button + left analog stick

Character moves while always facing forward. Hold the L1 button down and use the left analog stick to move character in the desired direction.

*Best used when surrounded by enemies or trying to attack a specific enemy. Shift can also be used while mounted on horse or elephant.



Jump

ⓧ button + left analog stick

Press the ⓧ button to jump. Use the left analog stick at the same time to jump in a particular direction. The height of the jump depends on how long the ⓧ button is held down.

*Character cannot jump while mounted or using a bow.



Mount/Dismount

X button (next to or on top of a horse or elephant)

When character is next to a horse, press the **X** button to mount. When mounted, press the **X** button to dismount. If the horse is running when you dismount, the character will jump off.

**Moving around the battlefield is much faster on horseback. Horses with high abilities can charge and knock down low-ranking soldiers.*



Use the same controls to mount or dismount an elephant.

**Though riding an elephant is not as fast as using a horse, they can blow away enemies in their path and cause massive damage. In addition, there are some objects which can only be destroyed by an elephant.*



Change Bodyguard Orders

SELECT button

Use the **SELECT** button to change the orders for your character's bodyguards.



GUARD: Protect the player during battle



ATTACK: Attack the enemy aggressively



WAIT: Gather at one spot and wait for further orders



Put your bodyguards to good use!

Normally, you should set your bodyguard orders to **GUARD** so that they will stay close to your character and protect him/her. However, using the **ATTACK** order may be good if you want them to gain experience. The **WAIT** command will make your bodyguards stay in one place, so it is useful when you don't want them involved in a fight.

ATTACKS



Normal Attack

□ button

Attack with a normal blow.
Press repeatedly to perform a consecutive attack of up to 4-6 blows.

*A quick attack, useful when the enemy is close or your character is surrounded. Number of consecutive attacks is determined by the weapon's ATTACKS rating.



Dash Attack

□ button (while running)

Attack with a forward thrusting motion.
Effectiveness and type depend on character.

*Can be used after running 6 steps or more. Use to charge into an enemy unit.



Bow Attack

R1 + □/△/○ button

While holding down the R1 button, use the left analog stick to take aim and fire using an attack button.

- button: Normal bow attack
- △ button: Takes slightly more time, but hits with more strength and paralyzes enemy
- button: Fire shots in rapid succession (Only works when Musou Gauge is full)

*Arrows are necessary to use Bow Attack. Characters begin game with 20 arrows and can carry a maximum of 99. Find arrows as items in each stage.



Jump Attack

□ button (while jumping)

Hold down the **□** button while jumping to perform a jump attack.

**When timed right, a jump attack can be used to dismount enemies from their steeds. It is also an effective way to escape when surrounded.*



Jumping Charge Attack

△ button (while jumping)

While jumping, press the **△** button. Upon landing, character will immediately do a charge attack. Effectiveness and type depend on the character.

**Particularly effective when facing a large number of enemies in an open area. Be careful, as on the way down the character will be virtually defenseless.*



Mounted Horse Attack

□/△/○ button (on horseback)

Attack while on horseback.

- button: Normal attack
- △** button: Charge attack
- button: Musou attack (Musou Gauge must be full)



Mounted Elephant Attack

□/△/○ button (on an elephant)

Attack while on an elephant.

- button: Knock over an enemy
- △** button: Shake the ground, stopping enemy's movement
- button: Charge enemy and trample them underfoot (Musou Gauge must be full)

CHARGE ATTACK

button

Perform a powerful attack unique to each character.
*Combine with normal attacks to produce various kinds of combo attacks. Find out which charge attack each character can do!

Charge 1 examples by character



button

Zhao Yun

Invincible charge into enemies.



button

Cao Cao

Long range attack.

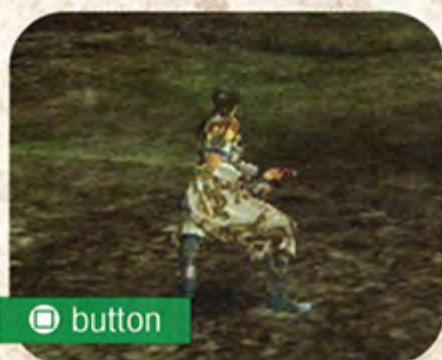


button

Huang Gai

Prepare an explosive. Continue holding down button to throw.

Normal Attack 1



button

Charge 2



, button

Throw the enemy into the air.



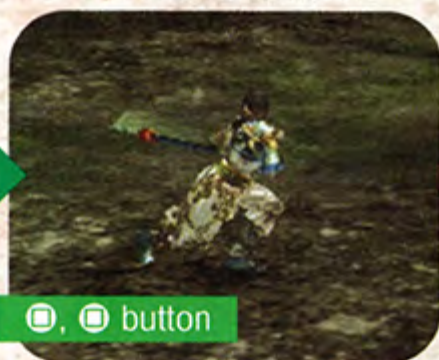
Enemy in mid-air!

Follow up with more blows while the enemy is in the air.



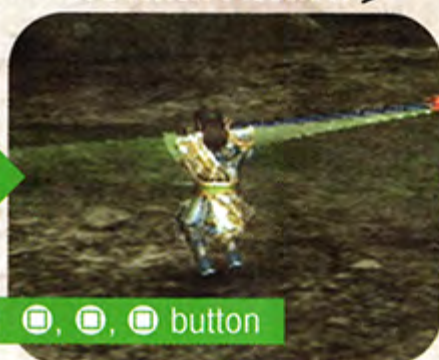
Combo

Normal Attack 2



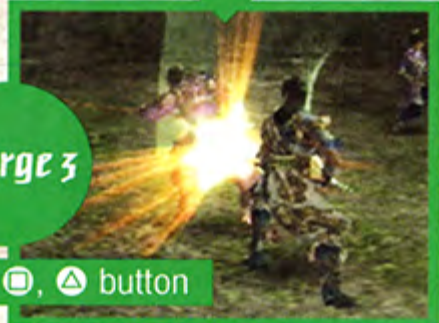
□, □ button

Normal Attack 3



□, □, □ button

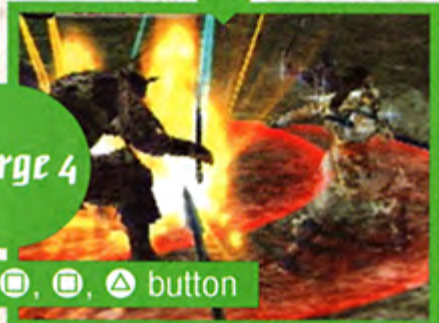
Charge 3



□, □, △ button

Add a Rushing Attack at the end.

Charge 4



□, □, □, △ button

Blow away the enemy and inflict massive damage.



Charge!

Press the △ button repeatedly*



Rush Attack!

*Weapon Attacks must be at least 5.



Use charge techniques for elemental attacks!

Using a Charge Attack will have an additional effect when the following conditions are met:

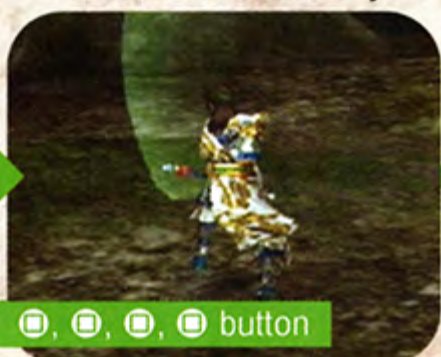
*An ORB item is equipped.

*The Musou Gauge is full.

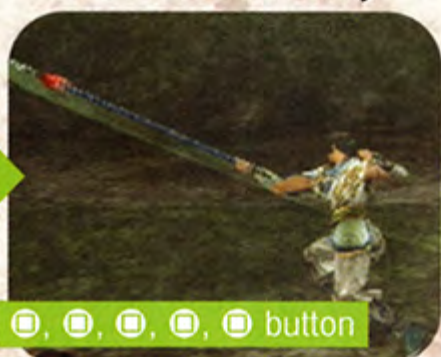
Effects depend on which ORB item is equipped. The effect occurs automatically, and the Musou Gauge is unaffected.

→38P

Normal Attack 4

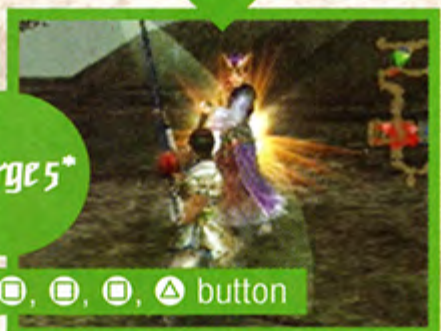


Normal Attack 5



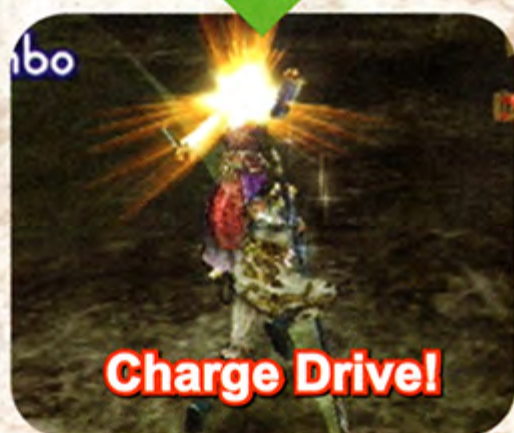
???

Charge 5*



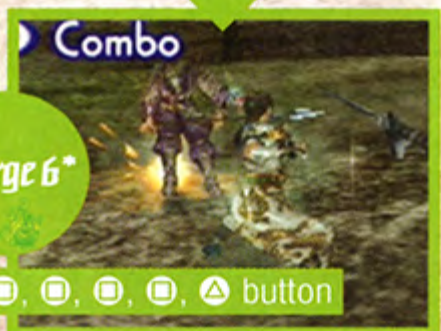
Throw the enemy high into the air!

Press the △ button again.



*Weapon Attacks must be at least 5.

Charge 6*



Execute a powerful attack unique to each character.

Press the △ button repeatedly for a character-unique attack.



*Weapon Attacks must be above 5.

MUSOU ATTACKS



Musou Attack can be used when the Musou Gauge is full. The Musou Gauge is charged when the following occurs:

- Character does damage to an enemy.
- An enemy inflicts damage on the character.
- Character's Life Meter becomes red.
- The L2 button is held down.

**When the Musou Gauge is full, the character's hands glow.*



Musou Attack

L2 button

Use the character's special technique to attack. As long as the L2 button is pressed down, the attack will continue until the Musou Gauge is depleted.

**Enemy attacks will not affect the character during his/her Musou Attack. Use this attack to stop an enemy combination attack or when surrounded.*



True Musou Attack

L2 button (while Life Bar turns red)

A more powerful Musou Attack.

As long as the L2 button is pressed down, the attack will continue until the Musou Gauge is depleted.

**A True Musou Attack is more powerful than a Musou Attack. When your character's Life Meter is low, the Musou Gauge charges quickly, so don't hesitate to use it!*



Double Musou Attack

L2 button (when playing in 2Player Mode)

The most powerful Musou Attack.

When Player 1 and Player 2 are within a fixed distance of each other and both use a Musou Attack at the same time, it turns into a Double Musou Attack. During 1 Player mode, a Double Musou Attack can be performed after certain conditions are met.

**When two characters are within a certain distance from each other, their bodies will radiate a certain light. That is the go sign for a True Musou Attack. All that is left is the timing!*

DEFENSE



Guard

L1 button

Guard against frontal attacks.

When the L1 button is pressed, the viewpoint shifts behind character. Hold down the L1 button to continue guarding.

**Also guards against bow attacks. Can be used to change character's viewpoint while moving or in a crowded battlefield.*



Parry

△ button (while guarding)

Knock away an enemy attack.

While using L1 button to block an enemy attack directly in front of you, time it right and press the △ button to have your character push back the enemy.

**A successful parry will inflict damage to the enemy, but failure will make the character vulnerable to attack.*



Somersault

L1 button (while in air)

Regain control after being thrown into the air by an enemy attack.

**If the somersault is successful, your character will land upright and be able to attack immediately. However, there are some attacks after which a somersault is impossible.*



When you can't move...

When your character is immobilized after taking a hit, repeatedly press the directional button or any attack button (not the START button or SELECT button). Your character may recover faster.

Weapon deadlocks

If your character and an enemy soldier are equal in strength and your weapons deadlock, press the ○ button repeatedly. If you win the deadlock the enemy will be in a vulnerable position. If you lose, your Musou Gauge will be completely depleted.



OTHER TECHNIQUES



Announce Yourself

R3 button (push down the right analog stick)

Push down on the right analog stick to threaten and startle the enemy. Works even if the character is on horseback, but doesn't work if on an elephant.

"Announcing yourself takes enemies off their guard, so be sure to follow it up with an immediate attack. However, announcing yourself leaves your character vulnerable to attack, so make sure to leave plenty of room between yourself and the enemy before doing so."



Accept Duels

⊗ button

Accept the challenge of an enemy officer to a duel.

Duels may become available after certain stage conditions are met, or when certain conditions are met between the player character and the enemy officer. To accept the challenge, press the ⊗ button, and the duel will begin.

"Whether a duel will occur between two characters depends on the 'relationship' between the two combatants. The more two characters dislike each other, the more likely it becomes that a duel will occur. The results of a duel affect relationships between characters, so it is possible to develop a heated rivalry."



Duel Rules

When you accept a duel, the game will switch to the "Duel Screen," and a one-on-one contest between you and the enemy officer will begin. Both combatants begin with equal life, and the character who reduces the other's life to zero within the time limit wins the duel. If both combatants are left standing after time expires, then the duel ends in a draw.

- Time Limit is 45 seconds.
- A victory raises the morale of the character's entire army, and extra points are awarded when the stage is cleared.
- If the player loses the duel, the game is over.
- Normal stage combat resumes right after the duel ends.

Field Items

Various items appear on the field during the course of the game. Pick them up to heal your character or improve his/her abilities.



Recovery..... Takes effect immediately

	Meat Bun	Life +50
	Meat Bun x2	Life +100
	Meat	Life +200
	Whole Chicken	Full Life Recovery
	Wine	Musou Gauge recovers to MAX
	Ointment	Life & Musou recover to MAX
	Quiver	Arrows +10

Temporary Ability Boosters Effects last for a set time

	War God's Axe	Attack x 20 (30 seconds)
	War God's Armor	Defense x 2 (30 seconds)
	Speed Boots	MAX movement speed (30 seconds)
	Imperial Seal	Unlimited Musou Attacks (10 sec.)
	??	Unlimited Musou Attacks (60 sec.)



Items appear when...

Items usually appear when your character:

- Destroys boxes or vases
- Defeats enemy leaders

Items will disappear eventually if not collected, so be sure to pick them up in time.

Ability Boosters Effect lasts even after the stage ends



Attack

Bronze Sword

Attack +1



Iron Sword

Attack +2



Silver Sword

Attack +4



Gold Sword

Attack +8



Defense

Footsoldier's Shield

Defense +1



Nobleman's Shield

Defense +2



General's Shield

Defense +4



Emperor's Shield

Defense +8



Others

Dim Sum

Life MAX+10



Musou Wine

Musou MAX+10



Treasure Box

Equippable Items → P38

Equippable Items

Increase character abilities, or add new special abilities by equipping items.

There are three types of equippable items: HARNESS, ORB and SPECIAL.



Harnesses

(Only 1 harness can be equipped)

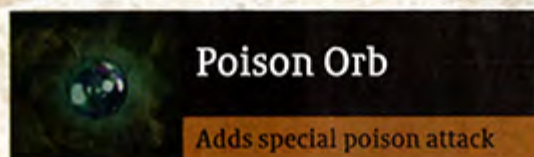
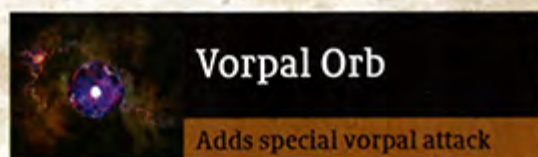
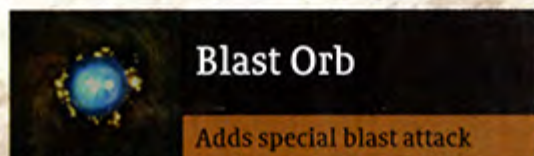
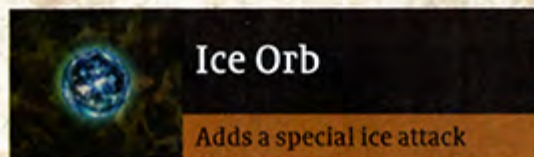
Your character begins a stage mounted on a steed.
*Other items of this type can also be found (if certain conditions are met).



Orbs

(Only 1 orb can be equipped)

Adds a special effect to character's attack
Effects increase with higher levels (Lvl. 1-4).



Elemental Attacks

If an Orb is equipped and the character's Musou Gauge is full, a Charge Attack will have an additional effect, depending on the Orb type. ➡ P31

Fire	Inflicts extra fire damage.
Lightning	Lightning strikes surrounding enemies.
Vorpall	Delivers extra damage, occasionally causing instant death.
Ice	Freezes enemy, causing temporary paralysis.
Blast	Powerful attack that cannot be guarded against.
Poison	Enemy receives more damage when poison is in effect.

Special Items

(1-6 items can be equipped)

Increase character abilities or add new abilities.

Effects increase per level (Lvl. 1-20).

*Other items can also be found (if certain conditions are met).



Peacock Urn

Increases Life Gauge



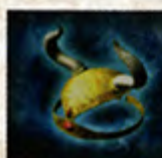
Nanman Armor

Increases defense against bow attack



Dragon Amulet

Increases Musou Gauge



Horned Helm

Increases Mounted Attack



Tiger Amulet

Increases Attack



Cavalry Armor

Increases Mounted Defense



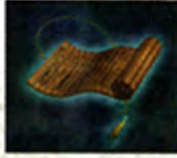
Tortoise Amulet

Increases Defense



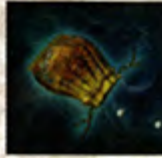
Seven Star Sash

Increases Luck



Speed Scroll

Increases Speed



Elixir

Musou Gauge fills faster



Wing Boots

Increases Jump ability



Herbal Remedy

Increases Charge Attack



Huang's Bow

Increases Bow Attack



???

Wei is a large kingdom that incorporates the Central Plains and Northern China, with its capital at Xu Chang. Driven by an intense ambition to rule all of China, Cao Cao has gathered many talented officers to serve under him and aid his conquest.

kingdom of **Wei**



Cao Cao

Ruler of Wei. Legendary for his prowess in both letters and war. Cao Cao rules with an iron fist of order amidst a world of chaos.

Cao Ren

Relative of Cao Cao. Even within the illustrious Cao Family, there were few who could match his abilities on the battlefield.



Xiahou Yuan

Cousin of Cao Cao. A fierce fighter who fights alongside Cao Cao with his older brother Xiahou Dun.



Zhen Ji

Wife of Cao Pi, the son of and heir apparent of Cao Cao. Supports her father-in-law Cao Cao on his campaigns.

Xiahou Dun

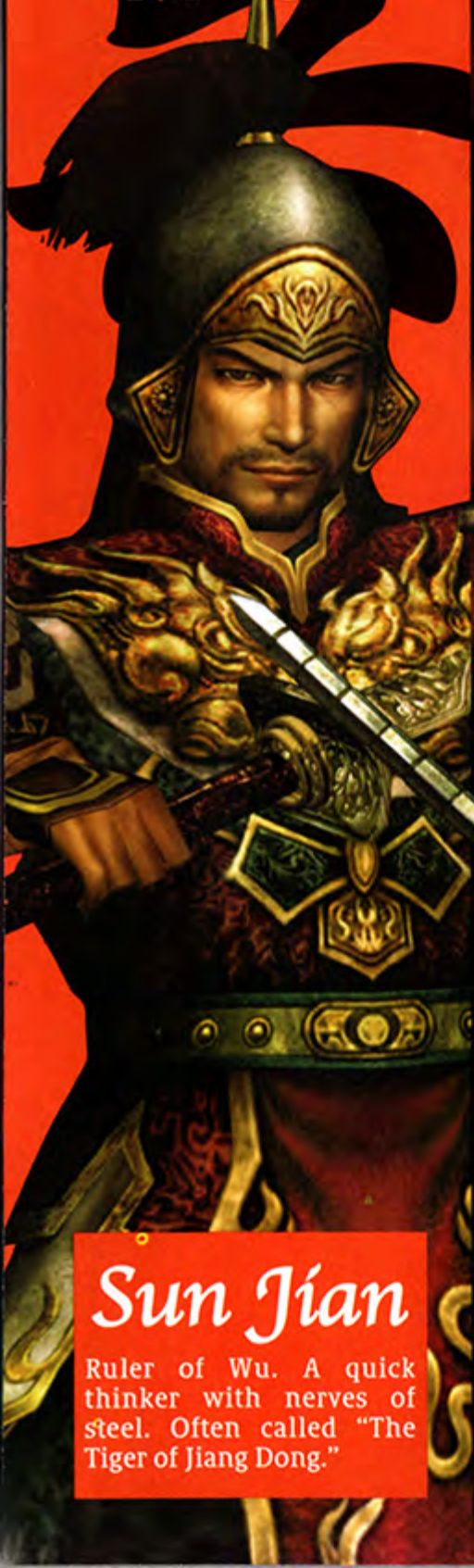
Cousin of Cao Cao. Even after losing his eye in battle, he remained an excellent fighter. Cao Cao's most trusted officer.

Sima Yi

Wei Strategist whose genius knew no bounds. Often compared to the great Zhuge Liang of Shu.

The Kingdom of Wu lies to the Southeast of the Chang Jiang River with its capital at Jian Ye. Founded by Sun Jian and expanded by his sons, Wu is supported by a mix of veteran officers and fresh young talent.

KINGDOM of WU



Sun Jian

Ruler of Wu. A quick thinker with nerves of steel. Often called "The Tiger of Jiang Dong."

Huang Gai

Having served Sun Jian since he first raised his army, Huang Gai remains a force to be reckoned with.



Sun Quan

Sun Jian's second son. Serious-minded in contrast to his older brother, he is said to excel in defense.

Zhou Yu

Close friend of Sun Ce. A genius with a mind as deadly as his sword. He is also said to have been an exceptionally attractive man.

Sun Shang Xiang

Daughter of Sun Jian. Hot-tempered and eager to fight, this tomboy princess rushes to the aid of her father on the battlefield.

Zhou Tai

Former pirate captain. Received a meritorious scar on his face when he once rescued Sun Quan from danger.

Sun Ce

Eldest son of Sun Jian. His vivacity and bravery have earned him the epithet "Little Conqueror."

Shu is a kingdom in the mountainous region of Western China with its capital at Cheng Du. Having endured the collapse of the old Han Dynasty, loyalists under Liu Bei dream of restoring the former glory of the Han.

Kingdom of **SHU**



Liu Bei

Ruler of Shu. A virtuous man whose dream is to restore the Han Dynasty to its former glory.

Zhang Fei

Sworn brother of Liu Bei and Guan Yu. He was said to have the strength of a hundred men on the battlefield.



Yue Ying

Wife of Zhuge Liang. Supports her husband with her prowess on the battlefield.



Zhuge Liang

The most brilliant mind of his time. Served as Liu Bei's strategist after being honored three times by his visits.



Zhao Yun

Counted among the 5 Tiger Generals of Shu. His incredible bravery was often praised by Liu Bei.

Guan Yu

Sworn brother of Liu Bei and Zhang Fei. A chivalrous man known for his extraordinary beard.



Other Heroes



Zhu Rong

The wife of Meng Huo. Zhu Rong was said to be descended from the God of Fire, and was a fierce fighter in her own right.

Dong Zhuo

A vicious despot born of Chaos. He usurped the power of the young Han Emperor and began a reign of terror.

Zhang Jiao

Founder of the religious sect known as the Way of Peace. Inciting the Yellow Turban Rebellion, he sought to destroy the Han Dynasty.

Yuan Shiao

A regal man of noble blood, he sought to use his status to become the new ruler of China.



Lu Bu

A mighty warrior without equal, whose lack of control and penchant for betrayal would earn him the scorn of many.

Diaochan

An enchantress under the employ of Dong Zhuo. What her true intentions are, none can see.

Meng Huo

King of the Nanman Tribe. He and his ferocious army posed a great threat to Central China.

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Mild Language
Violence

MSRP \$29.99

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