



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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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



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Produced by
Omega-Force

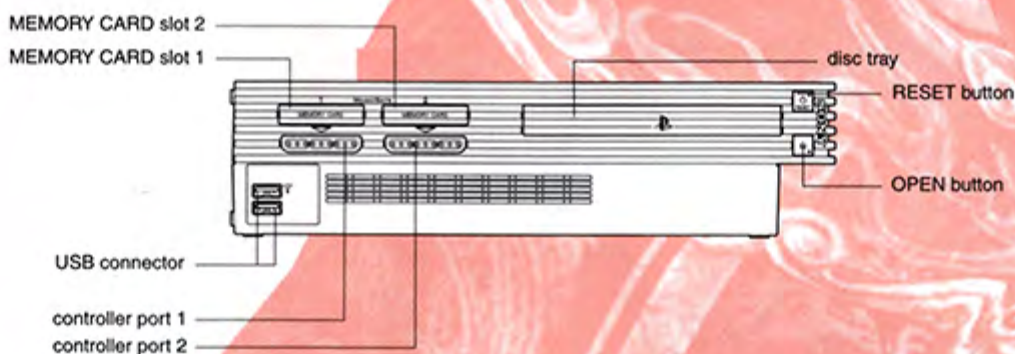
Manual Design: GEOgraphica

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GETTING STARTED

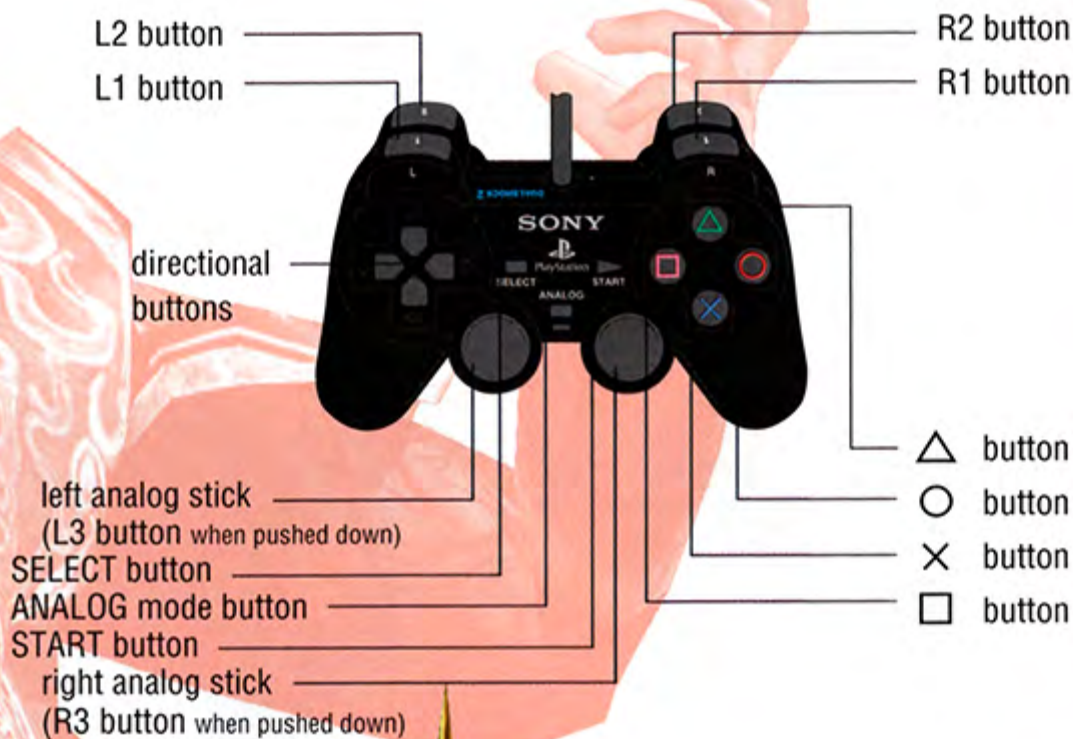


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Dynasty Warriors™4 Empires** 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



GAME CONTROLS

How to Use the Controller

If playing with just one player, connect the DUALSHOCK®2 analog controller to controller port 1.

L2 button

Name/ Life display

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

L1 button

Guard, Parry, Shift

While this button is pressed the camera view shifts to behind the character, and character guards against frontal attacks.

→P.46

While guarding, press the  button when the enemy attacks to deliver a counter blow that knocks the enemy back.

→P.46

While holding this button down, use the left analog stick or the directional buttons to move while facing forward.

→P.40

left analog stick/directional buttons

Movement

Use these to move your officer.

→P.40

Vibration Settings

To set the vibration mode of DUALSHOCK2 analog controller, choose "Vibration" under "Controls" from the "Options" menu.

→P.15

*The LED does not indicate the vibration settings.

START button

Pause/View Information
Screen/Cancel Events



DUALSHOCK®2 analog controller

R2 button**Toggle map**

Change between the complete map and the zoom map. ➔P.39

R1 button**Arrow Attack**

Shoot arrows while holding down this button. Use the left analog stick or the directional buttons to aim and then press any attack button (□, △, ○) to shoot. ➔P.41

- button: Normal Attack
- △ button: Increased strength, stops enemy's movement
- button: Volley (can only be used when Musou Gauge is full)

Normal Attack

□ button

Attack with normal technique. Perform a maximum of 4 – 6 attacks in one pass.

*The number of attacks possible depends on the weapon's number of attacks. ➔P.41

Charge Attack

△ button

Each officer attacks with an individual style. Combining a normal attack with a charge attack will result in various charge attacks. ➔P.44

Musou Attack

○ button

Each officer attacks with a special individual attack. This attack can only be used when the Musou Gauge is at its fullest. By holding the ○ button, the attack will continue until the gauge runs out. When the Musou Gauge is not full, hold down the ○ button and the gauge will fill up. ➔P.43

Jump, Mount / Dismount

× button

The officer will jump. Mount when beside a horse, and dismount when on top of a horse. ➔P.40

R3 button**Announce**

When this button is pressed, the character announces himself and threatens the surrounding enemies. ➔P.46



BEGINNING THE GAME

How to Begin the Game

◆ An explanation of starting, saving, and loading a game.

Starting the Game



Title Screen

Insert the Dynasty Warriors 4 Empires disc. Insert a memory card (8MB) (for PlayStation®2) in Memory Card slot 1. Once the game has loaded the opening movie will play. Press the START button during the movie or at the title screen to display the menu screen.

*A PlayStation 2 memory card (8MB) (for PlayStation®2) with at least 190 KB of free space is required to save game data. Please consult the appropriate manuals for more detailed information.

Save



Save screen

Saves the game during play. This allows the game to be continued later.

● Empire Mode

To save while in the Politics screen, choose "Save". To save while in the battle screen, press the START button for the Information Screen and choose "Quit".

Up to 3 games can be saved. Choosing a slot with already saved data will overwrite the previous data.

● Setting Options

Saves option settings. Go to "Options", choose "Save/Load", and then choose "Save".



Options screen

Load



Load Screen

To begin previously saved Empire Mode data, choose "Empire Mode" at the menu screen, and then choose "Load Game".

TRANSFER DATA FROM DYNASTY WARRIORS 4 AND DYNASTY WARRIORS 4 XTREME LEGENDS!

Officer data and option settings can be transferred from Dynasty Warriors 4 and Dynasty Warriors 4 Xtreme Legends. Also, as a bonus feature, a part of the Archives can be viewed from the very beginning.

TO TRANSFER SETTINGS

Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 and boot up the game.

*Data cannot be transferred if there is previously saved Dynasty Warriors 4 Empires data.

Menu Contents

- ◆ Press the START button during the opening movie or at the title screen to display the menu screen.

Empire Mode



Lead a force to unite all of China. At the Battle Menu, choose an officer from your force to control.

➔P.16

VS. Mode



Challenge the computer, or another player, in 4 different courses.

➔P.9

Archives



Review officer and troop graphics, watch movies, etc.

➔P.12

Edit Mode

Create a new officer and have him appear in the game.

➔P.14

Options

Customize controller and sound settings.

➔P.15

VS. Mode

- ◆ Battle against the computer, or another player, in 4 courses with varying rules.

VS. Mode Game Flow



Select a course.



Select a character.

1. Select Course

Choose from "Vanquish", "Pilfer", "Melee", and "Endurance" modes. **→P.10-11**

2. Game Setup

Choose an opponent, difficulty, and time limit. (3, 5 and 10 minutes)

*No time limit in "Endurance Mode"

3. Select Character

Choose both yours and the enemy's character.

4. Start Game

Fight according to the rules of the chosen course. You can use items to obstruct your opponent.

5. Results

At the end of the game, the results will appear. When playing against another player, the rankings of the results can be recorded.

Which Officer to Use...

In VS. Mode, all weapons perform up to 6 combination attacks. Choose an officer with skills and abilities that are effective under the course rules.

Vanquish

Attack ability is important. A character that can take on several enemies at once works best.

Melee

Abilities are not really an issue. An officer who can knock an enemy flying in numerous ways has the advantage.

Pilfer

Speed is the most important ability. Get the treasure to the merchants as fast as possible.

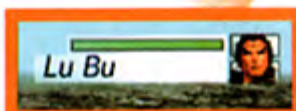
Endurance

The most important abilities are strength and defense. Let your opponent do the fighting, just sit back and present an impregnable defense.

Vanquish



Fight next to an item container.



The summons gauge to the right of the screen.



The statuette.

Defeat more enemies than your opponent!

● Rules

- ◆ The player that defeats the most enemies within the time limit wins.
- ◆ Use "Announce" when the summons gauge is full to surround your opponent with powerful enemies.
- ◆ The player will be revived as many times as needed.

● Summon the Enemy

A player that gets the "statuette", an item unique to the Vanquish course, can acquire summons points. The gauge to the right of the screen increases with each summons point acquired. The larger the gauge, the stronger the troop that can be summoned. To summon, perform "Announce" (R3 button).

Pilfer



The blue point is the merchant



Don't let the officers find you...

Score more points than your opponent!

● Rules

- ◆ Find treasures and take them to a merchant to trade for points. The player with the most points at the end of the time limit wins!
- ◆ Carrying too many items will reduce your speed.
- ◆ Items will be dropped if you fall.
- ◆ The player will be revived as many times as needed.

● The Weight of the Treasure

There are three types of treasures with varying weights. If the weight of the treasures being carried exceeds a certain amount, movement will be slow. If it exceeds the maximum weight limit, you will be unable to pick up any more. The faster the officer, the lower the maximum weight limit will be.

Treasure Bag	Double Treasure Bag	Treasure Chest
 1 POINT	 3 POINTS	 6 POINTS
A normal officer can carry 15 of these.	Twice as heavy as a treasure bag.	Three times heavier than a treasure bag.

Melee



Send them flying with a charge attack.

Make enemy troops fall off to earn points.

Rules

- ◆ Earn points by knocking enemy troops off of the walls. The one with the most points when time runs out wins.
- ◆ Knocking an enemy off earns 1 point. Knocking your opponent off earns 5 points.
- ◆ Troopers can not be destroyed unless they are knocked off.
- ◆ The lower the strength of the trooper, the farther he will fly when hit.
- ◆ The player will be revived as many times as needed.

Endurance



Be careful of damage from poison bogs also.

Survive longer than your opponent!

Rules

- ◆ If your opponent is destroyed before you are, you win.
- ◆ Enemy officers will retreat after a certain period of time.
- ◆ Enemy officers grow stronger with each new appearance.

VS. Mode Common Items

If an item contains varying effects, the effects are randomly selected.

Sorceress Blade



- Opponent's attack has no effect. (10 seconds)
- Opponent's attack is decreased by half. (10 seconds)
- Attack x2 (10 seconds)

Sorceress Shield



- Opponent's guard has no effect. (10 seconds)
- Opponent's guard is decreased by half. (10 seconds)
- Guard x2. (10 seconds)

Sorceress Boots



- Opponent's speed and jump decrease. (10 seconds)
- Opponent cannot jump. (10 seconds)
- Speed x2. (10 seconds)

Storyland Seal



- Opponent's Musou Gauge becomes 0.
- Musou Gauge maxed. (10 seconds)

Magic Guide



- Become a phantom troop. (10 seconds)

Fortune Book



- Opponent's summons gauge empties. (Vanquish)
- Opponent is frozen. (Vanquish) (Endurance)
- Summons points increase. (Vanquish)
- All enemies concentrate on opponent. (Endurance) (10 seconds)
- Opponent negates 5 points. (Pillar) (Melee)
- Gain 5 points. (Pillar)(Melee)

Magic Orb



- Effects are random.

Archives

- ◆ View graphics for officers, troops, items, etc.

Officers

View each powerful general and resourceful officer individually.



View your favorite officers at leisure.



View his beauty to your heart's content from every angle.

Troops

Take a deeper look at the troops that always support their officers.



View all of your hard-working troops.



Analyze their motions, understand their attacks.

View Model	View a model. Turn, enlarge, reduce and modify motions.
Voice	Hear various lines.
Profile	Hear an introduction.

Artwork

View special graphics, game movies and other items.



View the opening at your leisure.



The great Red Hare. Impressive even as a graphic.

*Clearing the Empire mode and fulfilling other conditions will add viewable graphics.

Weapons

View the weapons. Confirm each weapon's power and number of attacks.



Sun Shang Xiang's Astral Chakram. Brilliant!



Maelstrom. Even the name and figure are awesome.



You can view original character's weapons.

Items

View the items, and their effects when equipped.



Before the battle begins, examine your items.



Production of rare items like this one is key to conquering the continent.

Edit Mode

- ◆ Create an original officer, and have it appear in the game.

Create



Create your own character.



There are 6 models in all.

1. Select a File

Choose one of 4 empty character files. If you choose a file that already contains previously saved character data, the new data will overwrite the old data.

2. Select Alteration

Choose a heading to make a change.

After all changes have been completed, select "Done".

Name

Input up to 8 letters.

Model

Choose a model. Voice and other options will change depending on the model.

Voice

Choose a voice. There are 3 female and 3 male voices to choose from.

Edit Model

Establish the outfit and hair style of the model.

Motion

Choose a motion. Motion determines what weapons may be used.

Skill

Choose a skill type. →P.35

Type

Select officer type. The chosen type determines ability settings and the number of items that can be equipped.

How to Use New Officers



New officers can be used in the Empire and VS. Modes.

At the start of Empire mode, select the Historical scenario and choose a region with no ruler. The game will begin with an original officer as ruler of the region. When using a Fictional scenario, an original character can be selected when choosing "Ruler".

Options

◆ Customize the game settings for your playing style.

Game Settings	Use help message display. (On/Off)	
Controls	Vibration	Use the Vibration function. (On/Off)
	Bow Control	Set method for aiming a bow. (Normal/Reverse)
	Button Setup	Reassign buttons on the controller.
Sound	System	(Dolby® Digital Pro Logic® II/Dolby® Surround Pro Logic® II/Stereo/Mono)
	BGM Volume	Set volume for music. (16 levels)
	SE Volume	Set volume for sound effects. (16 levels)
	Sound Test	Playback music heard during game play.
Screen Adjust	Use the directional buttons to adjust the position of the screen.	
Save/Load	Save	Save option settings.
	Load	Load previously recorded game data.
Game Previews	Introduction of other KOEI games.	

Dolby® Sound Setup

When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the Console Configuration menu.

Setting up Dolby® Digital Pro Logic® II

If you have a sound system with Dolby Digital or Dolby Pro Logic IIx decoding, connect your game console to a sound system with a digital optical cable, and select "Dolby Digital Pro Logic II" from the sound options. The movie scenes will play back in Dolby Digital 5.1, and depending on the decoding features of your sound system, the sound during the game-play will playback in Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic.

Setting up Dolby® Surround Pro Logic® II

If you have a sound system with Dolby Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, connect your game console to a sound system with either a digital optical cable or an analog cable and select "Dolby Surround Pro Logic II" from the sound options to experience the excitement of surround sound during gameplay, including movie scenes.

*This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others may not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

EMPIRE MODE

Empire Mode Flow

◆ Explanation of the Empire Mode

Beginning Empire Mode



Select Scenario

1

There are 2 types of scenario, "Historical" and "Fictional."

"Historical" positions forces based on the Three Kingdoms legends. "Fictional" positions forces at random.



Choosing a Force

2

In "Historical" scenarios, you will choose a force to control from all of the forces positioned on the map. In "Fictional," choose an officer as ruler and a region to start.

Selecting a New Officer

→ P.14

You can also use an officer created in Edit Mode to lead a new force.

Political Tactics

→ P.17

Basic Rules

Player Objectives

You are in charge of one force. The objective is to unite all of China using strategy and battle.

● Victory Condition

Gain control over all 24 regions of China.

● Defeat Condition

Lose control of all regions.
100 turns elapse.

Forces and Officers

There is a limit to the number of officers a Force can have. The more regions controlled, the higher that number becomes. **→ P.23**

How to enlarge your Kingdom

Invade the region of another force. If you win the battle, that area becomes part of your force.

Using Political Tactics



Beginning Your Turn

3

Each Force will have a turn. At the beginning of the player's turn, revenue, gold, the production status of products (equippable items), current alliances, etc. will be displayed.



Choosing Political Tactics

4

Each officer will have 2 political suggestions. When you choose an officer his 2 political advisements will be carried out.

→ P.26

You do not have to choose a political tactic. In that case, choose "Reject All."



Gold and Costs

The costs of a political tactic vary with its type. Without enough gold, you cannot select a given tactic. Gold will increase with each turn.

→ P.24

Confirming Info

Pressing the  button to verify info, such as number of troops and products. If your number of troops is low, you will be at a disadvantage in battle, so make sure to confirm that information.

→ P.22



Confirming Results

5

Confirm political tactic results, such as increases in products and/or troops.

Preparing for battle

→ P.18

Battle Preparations



Choosing the Battle Mode

6

After completing the political tactics, choose a battle mode. ➔P.32 You can choose to attack another region, build up your own forces, etc.



Choosing a Region to Battle

7

When invading, one must review enemy officers, troops, products, etc. to decide on a region to attack. If defending, choose a region that is under attack.



Form Army

8

Choose up to three generals and lieutenants for the upcoming battle. The player will control one of the generals. ➔P.33

Generals and Lieutenants

There are two officer ranks, generals and lieutenants. Generals (other than the player controlled general) can use "skills" ➔P.35 when engaged in battle. The main characters from Dynasty Warriors 4 are always generals. All other officers can be either. To switch, press the  button at the battle select screen, and choose "Switch General" from the menu.



Equipping Items

9

Equip items produced in the area you rule.

Items are "products"

Harnesses, Orbs, and other items are "products" of the various regions. Each item takes a certain number of turns to create and disappears after it has been equipped. ➔P.30

Begin the battle

➔P.19

Begin the Battle!**Reviewing the Battlefield****10**

Confirm the location of the Enemy Main Camp, and choose your advance route.

**Taking Over Enemy Bases****11**

Proceed by capturing enemy bases and gaining an advantage in battle. Each base becomes a gathering place for your troops. Furthermore, "revival items" like meat buns periodically appear at these bases. Victory occurs when you capture the Enemy Main Camp.

→P.34

**Victory in Battle****12**

Each officer's points are displayed. Officers who have accumulated points may have achieved enough points to rise to a new level at the beginning of the next turn.

→P.20

**Expanding Your Area****13**

Your area will expand with each successful invasion. Plan each turn to expand your force as much as possible.

Go to next turn

Strengthening Officers and Weapons

◆ Strengthening your officers and weapons will give you an advantage in battle.

Officer Advancement



Confirm at Army Info-Generals.

As an officer accomplishes his "goals" he advances to a higher level, increasing his attributes, and the maximum number of soldiers under his command.

● Goals

Goals differ with each officer.

Each general has 4 goals.

Listed below are the various categories of goals.

Goal	Explanation
# Points	Earning more than # points.
# Proposals	Having # political proposals accepted.
Served # turns	Serving # turns in one Force.
# Areas	Serve in a Force controlling # regions.
Grand General	Be appointed Grand General.

Goal	Explanation
Strategist	Be appointed Strategist.
Govern well	Serve in a Force with a benevolent ruler.
Govern poorly	Serve in a Force with a despotic ruler.
# Revenue	Serve in a Force with a Revenue of #.
Weapon level #	Weapon level reaches #.

*The # represents a number value.

Weapon Improvement



Gain control of regions with consolidated blacksmiths.

If the region under your control has a "Swordsmith" or another "Smith Product," your weapons will be powered up. They will have a stronger offensive strike and you can execute longer combinations. **→P.31**

You can use Political suggestions to develop new "Smith Products" or to conquer a region that has that product already available.

Grand General and Strategist

With the political suggestion, "Recommend," you can appoint one Grand General and Strategist from among your officers. Not only is priority given to the suggestions of these two officer positions, but they also have the following additional effects.

Grand General

When the Grand General takes the field, the weapons of all officers fighting with him are strengthened by one level.

Strategist

The strategist's Political suggestions cost 15% less than normal.

Viewing the Policy Screen

◆ Here you can review information and implement policies.

Policies

The suggested policies of officers given during their selection.
Policy cost will be deducted from your base gold.

→ P.26

Base Gold

Increases at each turn.
Will decrease when implementing policies.

→ P.24

Officers with Proposals

Your officers will propose two policies each time.

→ P.24

Dismiss all Proposals

Go to battle without implementing a policy.



○ button

Information Commands

Region Information

View each area's info.

→ P.22

Personnel

View troop info.

→ P.22

Force Information

View each force's info.

→ P.23

Save

Save data during play.



Force Map

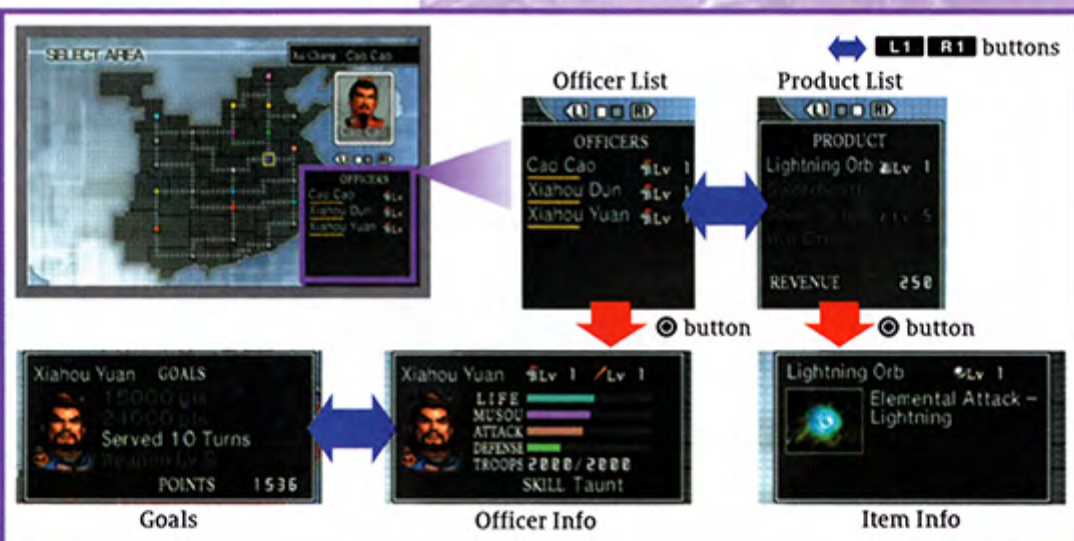
Each force will be differentiated by color.

Viewing Information

- ◆ Press the  button on the Proposal or Battle Selection screen to confirm various information.

Region Info

Choose a Region to review officer and product info.



Personnel

Confirm officers and items attached to your force.



Before selecting proposal confirm the condition of your armies.

Generals	View Generals' abilities, troop, and goal info.
Lieutenants	View Lieutenants' abilities, troop, and goal info. ➔ P.20
Items	View product (item) info produced by your force. Number of turns will be shown as to when unfinished product will be completed.
Allies	View current allied forces along with the number of turns remaining in the alliance.
Ploy	View effective battlefield maneuvers and troop reinforcements implemented for your turn at battle.
Overview	View Ruler, number/limit of generals and lieutenants, and weapon levels (spears, swords, and clubs).

Force Info

When you choose a region from the map, information on the force ruling that region will appear.

RULER	Cao Cao
BASE	Xu Chang
AREAS	2
OFFICERS	8
TROOPS	16500

Be sure to always confirm base and troop information.

Ruler	Ruler of the force. When attacking a region with a Ruler, defeating him will bring victory.
Base	Region where the Ruler resides. When you overrun a base, you take over the entire kingdom.
Areas	Number of regions under control.
Officers	Number of attached officers.
Troops	Total number of troops under your officers' command.

Force's Officer Count

After obtaining officers through proposals or increasing your Kingdom through invasion, you increase your force's officer pool. The number of attached officers (recruiting limit) in one force is dependent upon the number of regions that force governs. If a Force has only one region, the maximum number of generals and lieutenants is 3. **→P.18** This number will increase as the number of regions increase (see right table). Note however that the number of officers can not exceed 10.

No. of Areas	Generals	Lieutenants
1	3	3
2	4	4
3	5	5
4	6	6
5	7	7
6	8	8
7	9	9
8+	10	10

- *If you go over your officer limit, you will be forced to release an existing officer.
- *If you lose a region to an attacking force your recruiting limit will not decrease.

Advancing Your Policies

- ◆ Explaining basic rules to advance your policies.

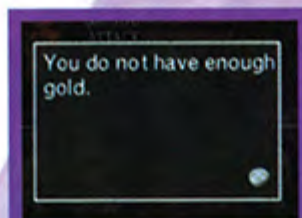
Two Policies Will Be Implemented



Carefully consider all proposals.

Up to four Generals will suggest two policies each. When you choose an officer, both of that officer's proposals will be implemented (you are not allowed to implement only one policy).

Cost and Gold



Without gold, even smart policies cannot be implemented.

There is a cost to implementing a policy. Highly effective policies are more expensive. If the cost exceeds your amount of gold, you cannot implement the policy. Gold will increase at the beginning of each turn. The amount of gold received is your "Base Revenue" (Normally 1000) plus "Area Revenue" (the amount of gold from each region). As you acquire more regions, your revenue will increase.

Kinds of Policies

With Policies, you can develop products (equipment, etc.), heal troops, or recruit officers. Refer to the chart for additional information.

Product Development	Speed up product (item) production and increase item levels.	→ P.26
Officer Affairs	Acquire free officers and recruit from other forces.	→ P.26
Diplomacy	Create alliances with other forces and exchange products.	→ P.27
Battle Tactics	Create battle plans.	→ P.27
Heal Forces	Replenish troops weakened in battle.	→ P.28
Reinforce Military	Reinforce weapons to give troops the advantage in battle.	→ P.28
Government	Please or anger the people of your kingdom.	→ P.29



Which Policy Should I Choose?

The policy you select could determine the outcome of battle. Please consider your choices carefully.

First, Build Strength

- **You will want to have at least three generals and lieutenants.**

Up to six officers can participate in battle- three generals and three lieutenants. If you have fewer than five generals, choose a policy focused on finding good officers.

- **If you are surrounded by the enemy, form an alliance with someone.**

When surrounded by enemies, you might find yourself always on the defensive. If you feel that there are too many enemies surrounding you, try to negotiate an alliance with one of them. After an alliance is formed and a joint attack chosen, you will have an ally at your side when you attack.

- **Don't forget to level up your items**

If your items (items that can be equipped) become powerful, you will have a definite advantage in battle. You should actively improve your items and develop new ones.

- **If there is no suitable policy**

There is no need to choose a policy if there is not one that you like. If you save your gold you will be able to choose a more effective policy in the future.

Before the Heat of Battle

- **Your first priority is troop recovery for officers with depleted troops.**

When you have only a few troops remaining, you are at an overwhelming disadvantage in battle. A unit that has decreased in size does not recover over time. Make sure to replenish troops during the politics stage.

- **If troops are at full strength, implement a policy that would give you the best advantage in battle.**

If troop strength is not a concern, choose policies from Battle Tactics and Reinforce Military. If you have advantageous items, it is good strategy to speed up manufacturing.

Politics

◆ There are seven categories with 50 types of policies

	Product Development 	
Commerce	COST —	Promote a region's industry, acquire 300 gold.
Restructure	COST 1500~	Cancel current production, and begin production of a new product.
Expand	COST 2000	Begin production of a new product in addition to the production of current products.
Accelerate	COST 1000	Shorten production time by 2 turns.
Refine	COST 850~	Raise the level of a product.
Perfect	COST 2500	Substantially raise the level of a product.
Mass Produce	COST 1000	Speed up the production an entire region's products so that those products can be used in the next battle.

	Officer Affairs 	
Tutor	COST 3000	Raise the level of your officer.
Local Search	COST 1700~	Search your area for free officers.
Wide Search	COST 2200~	Search the entire country for free officers.
Recruit	COST 2000	Recruit talent and choose an officer to employ.
Bribe	COST 3200~	Present a product to another force in order to convince an officer to join you. You cannot select which specific officer will join you.
Entice	COST 6000	Present a product to a specific officer from another force to convince him to join you. Once completed a new product will be developed.
Promote	COST 1000	Elect an officer as Grand General or Strategist.



Product Development



Officer Affairs



Diplomacy



Battle Tactics



Heal Forces



Reinforce Military



Government



Diplomacy



Trade

COST

—

Encourage an area's commerce, acquire gold.

Swap

COST

500

Exchange production facilities with another ruler.

Send Craftsmen

COST

1000

Support production of another force and form an alliance for 3 turns.

Short Alliance

COST

400

Form an alliance for 4 turns.

Long Alliance

COST

1000

Form an alliance for 8 turns.

Joint Attack

COST

1000

Receive ally reinforcements in the next battle.

Threaten

COST

—

Coerce a force to enter into an alliance and make them pay gold. Alliance lasts 4 turns.



Battle Tactics



* Battle constructions are effective for that turn only.

Lt. Skill

COST

500

Allow Lieutenants to use Skills in battle.

Hinder

COST

400

Delay enemy reinforcements.

Fast Heal

COST

600

Hasten the arrival of reinforcements.

Incite

COST

500

During an invasion, friendly local troops will appear to assist you.

Blockade

COST

800

Hinder the arrival of enemy assistance.

Defection

COST

2000

Force the defection of an enemy officer.

Take Over

COST

1200

Begin the battle with half of the bases already secured.



Product Development



Officer Affairs



Diplomacy



Battle Tactics



Heal Forces



Reinforce Military



Government



Heal Forces



Heal 1

COST 200

Restore 1000 troops to an officer's forces.

Heal 2

COST 1000

Completely restore an officer's forces.

Triple Heal

COST 800

Restore 1000 troops to up to three officers' forces.

Heal All 1

COST 300

Restore 500 troops to all officers' forces.

Heal All 2

COST 2000

Restore 1000 troops to all officers' forces.

Heal All 3

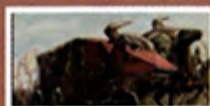
COST 3000

Restore 2000 troops to all officers' forces.

Heal All 4

COST 4000

Completely restore all forces.



Reinforce Military



*Effects good only during the turn which they are chosen.

Fire Arrows

COST 200

Equip all archers with fire arrows.

Sorcerers

COST 300

Sorcerers will join your forces.

Shamans

COST 400

Shamans will join your forces.

Extend

COST 400

Increase time limit by 10 minutes.

Points Increase

COST 600

Player controlled officer's score is doubled.

Wood Ox

COST 500

The Wood Ox is added to your forces.

Juggernaut

COST 500

Juggernauts are added to your forces.



Government



Survey	COST	300	Conduct a survey to hear the people's needs.
Holiday	COST	300	Delay production by one turn to give people a holiday.
Forced Labor	COST	—	Force people to harder labor to speed up production by one turn.
Release	COST	300	Allow troops to return home with a pension. Forces are reduced by 20%.
Emergency Tax	COST	—	Collect 500 gold from the people in your kingdom.
Conscription	COST	1500	Conduct a draft. All officers' forces are increased by 2000 troops.
Philanthropy	COST	2000	Donate gold to the people of your kingdom.
Grand Tax	COST	—	Collect 1000+ (Area population x50).

The Impacts of Good and Poor Governing



The people will repay you when it is most needed. Incredible!

If the people are satisfied with your government, local troops will sometimes help in times when defense is needed. On the other hand, if the government is repressive, local troops may join the enemy in times of danger. Also, some officers have goals relating to either good or poor government.

Products

◆ Products made in each area include items and weapon upgrades.

Item Products

Equipped items cannot be acquired on the battlefield. They are usually produced every six turns and are used up after being equipped in battle. Items with levels can be raised through politics.

● Harness Items

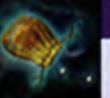
Begin the battle mounted on a horse (or elephant).

	Red Hare Harness Begin the battle mounted on Red Hare.		Hex Mark Harness Begin the battle mounted on Hex Mark.
--	--	--	--

*There are others beside those listed above.

● Special Items Part 1

Raise an officer's abilities. Increase up to level 20.

	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.		Calvary Armor Increases mounted defense.
	Tortoise Amulet Increase 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.		

● Special Items Part 2

These items supplement a particular skill, but do not have varying levels.

	Power Rune Attack increases, but defense decreases.		Code of Chivalry No time limit for duels.
	Musou Armor Wearer not stunned by bow attacks.		Horseshoes Enemies receive more damage when hit by a horse.
	War Drum Allied morale increases more easily.		Meat Bun Sack Meat Buns appear more frequently.

*There are others beside those listed above.

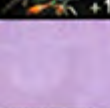
● Orbs

Add a special effect to a character's attack. Can be raised to Level 4. ➔P.45

	Fire Orb Add a special fire attack.		Ice Orb Add a special ice attack.
	Lightning Orb Add a special electrical attack.		Blast Orb Add a special blast attack.
	Vorpall Orb Add a special vorpall attack.		Poison Orb Add a special poison attack.

Weapon Reinforcement

By ruling an area that holds this product, you can strengthen the level of your weapon.

	Bladesmith Raises level of sword type weapons 1 level.		Swordsmith Raises level of sword type weapons 2 levels.
	Spearsmith Raises level of spear type weapons 1 level.		Pikesmith Raises level of spear type weapons 2 levels.
	Clubsmiths Raises level of club type weapons 1 level.		Macesmith Raises level of club type weapons 2 levels.
	Weaponsmith Raises all weapon types 1 level.		

Preparing for Battle

◆ After executing politics, it is time to do battle!

Select Battle



Arrows display the battle objectives of other kingdoms.

There are three types of battles: Invade, Defend, and Joint Attack.

Choose a battle type, and then choose the region where the battle will occur. To go to the next turn without fighting, choose "Skip Battle".

*Press the  button to review information and exchange officers and lieutenants. **→P.18**

Invade	Attack a region under a different ruler. If you win, you gain control of that region.
Defend	Defend an area under attack by another force. If an area is attacked two times in a row without being detected, it will be lost to the enemy.
Joint Attack	When attacking (Joint Attack) or defending (Help Ally) with an ally, one officer can be sent as a backup. This can only be used upon request from an allied force.

Selecting the Battleground



Head for Dong Zhuo's base of Luo Yang. Capture Lu Bu!

Choose a battleground for products or abilities...

Compare the strength (officers, troops) of regions surrounding your own. If you think you can conquer any of these regions, compare their products and choose an area based on the product you desire most.

Choose a battleground for the Base...

Defeating the Base (the region where the ruler resides) of a force that controls several regions is very difficult because reinforcements may come. However, if your attempt is successful, you win all of the regions under that enemy's control, and capture all of its officers.

Form an Army



Compare troop strength using the bar on the top of the screen.

After selecting a battle you will assemble your army. First, choose officers to take part in the battle. A total of three generals and three lieutenants, can be selected. The player will control one of the participating generals.

*Lieutenants cannot use skills. **P.18**

Formation example

Officers

Generals

Cao Cao
Xiahou Dun
Xiahou Yuan
Cao Ren

Lieutenants

Guo Jia
Yu Jin

Participants

Generals

Xiahou Dun (Player)

Cao Cao

Cao Ren

Guo Jia

Yu Jin

(Unavailable)

Equipping Items



Don't be stingy with your items in battle.

At the pre-battle screen, choose "Equipment" to view your current weapon and equipped items. Once used, an item will not be available until it is reproduced. Manufacturing times will vary.

Reviewing Objectives



Determine your marching route based on the location of the Enemy Main Camp.

At the pre-battle screen, choose "Objectives" to review conditions for the battle. Normally, the objective is to overrun the Enemy's Main Camp. Before battle, check your position and the best route to your goal. Then press "Start" to begin the battle!

Empire Mode Battles

◆ Control your chosen general in battle.

Victory



Capture bases one by one on your way to the Enemy Main Camp!

When invading, capture all of the bases adjacent to your main camp and the enemy camp. (See "Capturing a Base" below) Win by capturing the Enemy Main Camp or by defeating the enemy Ruler. When defending, destroy the enemy commander, or protect your main camp until time runs out to win. You can review the enemy commander's information in the Information Screen.

Capturing a Base



Wipe out all enemy troops around the base!

● Defeat Enemy Troops

Capture a base by defeating all enemy troops protecting it. A captured base becomes an allied base.

● The Function of Allied Bases

A base will send supplementary troops depending on the overall troop strength. As long as it is not under attack, the supply point in the center of the base will supply health items periodically.

Defending Isolated Bases

Bases that are isolated (a base that is not connected to the main camp) cannot receive recovery items and supplemental forces. Isolated bases are difficult to defend. Capture bases along a route from your main camp to the enemy camp.

In the example to the right, the graph shows several approaches to capturing bases.

1. G → F → C → Enemy Main Camp
2. E → F → C → Enemy Main Camp
3. D → A → B → Enemy Main Camp



Controlled Area



Plunging into enemy areas alone is dangerous.

The area connecting allied headquarters and allied bases is under your control. Within that area your forces become better fighters. On the other hand, in areas under enemy control, the enemy forces are stronger, and battles become more difficult.

*On the map, the blue area is under allied control and the red area represents enemy territory. ➔ P.39

Supplementing Troops



Within an allied base troops are automatically arranged.

A base supplements troops based on the amount of troops an officer has. Officers with depleted troop strength should be restored during the politics session. Otherwise, they will be at a disadvantage in battle because the bases will be slow to supplement their troops.

Skills

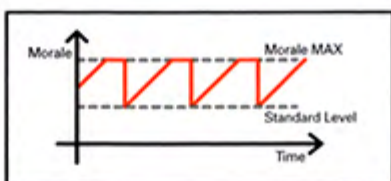
Officers each have one of a variety of skills. Non-player generals can use their skill only one time in battle. Skills can be reviewed in "Unit Info" in the Information Screen. ➔ P.36

*The general or lieutenant controlled by the player cannot use skills.

Skill Guide			
Charge	Strengthen personal troops, head for the Enemy Main Camp.	Negotiate	Convince nearby enemy troops to become allies.
Shield	Strengthen personal troops to defend a base.	Support	Local troops appear as reinforcements; they will do things like confuse enemy ranks or reinforce ally bases.
Taunt	Provoke the enemy and lure them away from their base.	Rally	Increase the attack strength of the entire ally force temporarily.
Ambush	An assault unit appears in the enemy's vicinity and attacks.	Encourage	Temporarily increase the defensive strength of the entire allied force.
		Hawkeye	Repel an enemy ambush with a larger ambush.

Army Morale

Troop abilities increase when morale is high.



Morale and troop numbers can be confirmed in the Unit Info.

● Normal Change

When a battle begins morale will gradually increase. At a set time after a unit reaches its max morale, the morale will return to its base level. Then this process will repeat. The base morale level is higher when allied troops outnumber enemy troops.

● Change and the State of the Army

The morale of a unit whose leader has been destroyed, or of a unit isolated in enemy territory could drop to zero. If an officer uses a skill, morale can instantly reach its max level.

Enemy Officer Revival



Do not underestimate duels. The enemy will be desperate.

Enemy generals and lieutenants that have been destroyed return after a short time and are stronger than before. An officer who has been defeated and revived three times will challenge you to a duel if you meet him or her again. Should you accept and win the duel, the enemy will not return.

*Officers that have few troops will sometimes permanently leave the battle after being defeated.

Information Screen



Review the battle status and objectives. Allies have the advantage!

In Empire mode, press the START button during battle to bring up the Information Screen. At the Information Screen you can check the battle-field map, confirm morale and troop numbers, and save game data.

- | | | |
|-------------|------------|------------------------|
| Allied army | Enemy army | Player |
| Allied base | Enemy base | Allied controlled area |
| | | Enemy controlled area |

- *A circle indicates the main camp.
- *An isolated base will blink.

After the Battle Ends

◆ Points are awarded depending on an officer's actions.

Individual Points



It is best to control the officer you wish to strengthen.

After battle, the points acquired by the player-controlled general will be displayed. Points are given based on total KOs, worthy opponents defeated, and a bonus. Using the policy "Point Increase" before battle will double these points.

Army Points and Results



Points increase if damage is low.

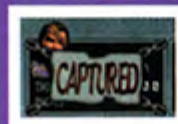
If victorious, army points (points acquired by all officers) and each officer's results are displayed. There are no army points after a defeat.

After Winning a Battle



A successful invasion will expand your area, and allow you to have more generals and lieutenants. Also, you will gain control of all of the products of your new region. If you capture an enemy officer, you can choose to either promote or dismiss that officer. It will cost anywhere from 1700 to 4000 gold to employ an officer. If you want more officers, be sure to head into battle with gold to spare.

After Losing a Battle



When an invasion fails, sometimes the officers that participated in the battle are captured. The captured officers are either hired by the enemy or set loose as free officers. When a defensive battle is lost, that area falls to enemy control. The game is over when you lose all of your regions.

BATTLE GUIDE

Game Screen

◆ How to read the battle screen in Empire and VS. Modes.

Enemy Life Gauge

An enemy's health decreases upon taking damage. The enemy is defeated when it runs out.

Life/Name

The rank and life of an enemy. Press the L2 button to display Life/Name above the enemy's head.

Combo Count

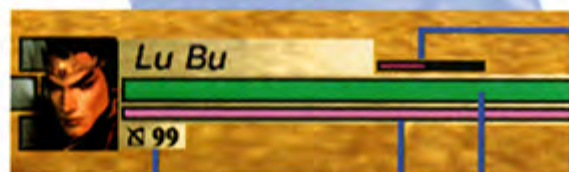
The number of attacks strung together. Any combo with more than five attacks will be displayed.

Enemy Info

Troop name, type and morale(★). More stars indicate a higher level of morale. ➔ P.36



PLAYER INFORMATION



Number of Arrows

The number of arrows you are carrying. (Max is 99)
* Not displayed in VS. Mode.

Musou Gauge

Use your Musou Attack when the Musou Gauge is full. ➔ P.43

Ability Gauge

When an item enhances an ability, a gauge will display the duration of the effect.

- Attack x2 (30 seconds)
- Defense x2 (30 seconds)
- Max Speed (30 seconds)
- Musou Gauge maxed (10 seconds)

Life Gauge

The player's health. When damage is received the bar shortens and changes color. In Empire mode, when the bar runs out, you have been defeated.

SITUATION REPORT



Total Troops of Both Armies

The number of troops remaining in each army (blue = ally, red = enemy). When an army has more troops than the length of the bar permits, this will be indicated by a bright color on top of a dark color. (In the picture above there are more enemy troops than ally troops.) *Not displayed in VS. Mode.

Base info

Displayed when your character enters a base. Indicates the number of forces each side has at that base. (blue= ally army, red = enemy army). If the enemy unit number drops to 0 and there is at least one ally unit remaining, the base can be captured. This is not displayed in VS. Mode.

Time Remaining

Victory goes to the defender in Empire mode. In VS. Mode, when the time runs out the game is over.

Number of KO

Number of enemies defeated. In VS. Mode's Pilfer and Melee courses, the number of points is displayed.

No Entry Mark

No advancement beyond this mark is allowed. If the mark forbids horses and elephants, dismounting will allow further advancement.



Off-Limits



Horses not allowed



Elephants not allowed

Map

In Empire mode the allied area is blue and the enemy area is red. →P.35

Complete Map



Zoom Map



A2 button

- : Enemy Unit
- : Fighting Units
- ▲ : Player
- : Ally Unit
- : Horse

- *The force color of the officer with the advantage will appear brighter.
- *The horse symbol shows the location of the horse you started the mission on (Harness). Only shows when dismounted.

VS. Mode Screen



In VS. Mode, the screen is split horizontally.

Skill Change Mark

When you have taken an item that disorients an enemy, the effect of that item will be displayed above the enemy's head.



Attack halved



Defense halved



Mobility decreased



No Attack



No Guard



No Jump



Mass enemy (Endurance course only)

Battle Controls

◆ Movement and attack controls in battle.

Movement

Movement



left analog stick/directional buttons

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

*All actions taken with the left analog stick can also be made with the directional buttons.

Shift



L1 button + left analog stick

Move while facing forward.

Press the **L1** button to shift the viewpoint behind the character.

Hold the **L1** button, and move using the left analog stick.

Jump



⊗ button (+left analog stick)

To jump in a given direction, move the left analog stick while jumping. The longer you hold the **⊗** button, the higher you will jump.

*You cannot jump while mounted or while firing an arrow.

Mount/Dismount



⊗ button

Mount by pressing the **⊗** button when standing by a horse or elephant's side.

Dismount by pressing the **⊗** button while on a horse or elephant.

Attacks

Normal Attack



□ button

Attack with normal technique. Press repeatedly for a combination attack of up to 4 to 6 hits.

*The number of attacks possible depends on the weapon's number of attacks.

Charge Attack



While running press the □ button

Character performs an attack while dashing forward. The effect and style vary with each officer.

*A charge attack can only be used after the character has run at least seven steps.

Arrow Attack



R1 button + □/△/○ button

Shoot arrows from your bow.

While holding the **R1** button, aim with the left analog stick and press an attack button.

- button.... Normal Attack
- △ button.... Increased strength, debilitates movement.
- button.... Volley. (Can only be used when Musou Gauge is full.)

*In Empire mode using your arrow attack depletes your arrows. You begin a battle with 20 arrows but up to 99 arrows can be acquired by finding arrows on the battlefield.

*In VS. Mode, you have unlimited arrows.

*When aiming at an enemy far away, the screen will zoom for easier targeting.

Jump Attack



While jumping press the **□** button

Attack while jumping.

Jump charge attack



While jumping press the **△** button

Jump and attack on landing.
The effects and style vary with each officer.

*Because the attack covers a wide area, it is effective when there are a lot of enemies. However, you are defenseless when falling, so be careful.

Mounted Horse Attack



While on horseback, **□/△/○** button

Attack while riding a horse.

- button.... Normal Mounted Attack.
- △** button.... Mounted Charge Attack.
- button.... Mounted Musou Attack. (Only when Musou Gauge is full.)

Mounted Elephant Attack



While on an elephant, **□/△/○** button

Attack while riding an elephant.

- button.... Jump at the forward enemy.
- △** button.... Stomp the ground to dizzy the enemy.
- button.... Charge forward and crush the enemy. (Only when Musou Gauge is full)

Musou Attacks



Perform the Musou Attack when the Musou Gauge is full. When the Musou Gauge is full, a light will appear around the officer's body. When the Musou Gauge is not full, it will fill up in the following ways:

- ◆ Damage an enemy
- ◆ Receive damage from an enemy.
- ◆ Life gauge becomes red.
- ◆ Hold down the button.

*When the Musou Gauge is full, the character's body will radiate a light.

Musou Attack



button

Each officer attacks with a special individual attack. While doing a Musou Attack, the enemy cannot attack you. Hold the button to continue the attack until the gauge is empty.

True Musou Attack



(When the Life Meter turns red) button

When the life gauge is red, you can unleash a more powerful Musou Attack. While holding down the button, attacks will continue until the gauge is empty.

Charge Attack

Charge 1



Each officer has a unique attack. Combining a normal attack with a charge attack will result in various charge attacks.

[button]

Charge 2



Good timing...

Combo!



[, button]

Extend your attacks.

Charge 3



Rush charge.

Continue to charge!



[, , button]

Press the button continuously.

Charge 4



Send them flying!



This requires a 5-attack weapon. Some Officers dizzy the enemy instead of performing a rush charge.

[, , , button]

Charge 5



[□, □, □, □, △ button]
A five-attack weapon is necessary.

Toss the enemy high into the air...



Drive charge.



Continue to press the △ button.

Charge 6



[□, □, □, □, □, △ button]
A six-attack weapon is necessary.

An Officer's strongest attack.



Can the attack be continued?



Press the △ button continuously (varies with each officer).

Using the Element Attack

An Elemental attack may occur in the following situations:

- When equipped with an orb.
- When the Musou Gauge is full.

The type of element attack performed depends on the type of orb the officer is equipped with. **→P.31**



Fire	Damage will continue to be inflicted while the enemy is burning.
Lightning	Electric bolt that engulfs the enemies in the surrounding area.
Vorpal	Inflicts total damage causing instantaneous death.
Ice	Freezes the enemy for a short time.
Blast	A violent stroke that inflicts great damage, even when the enemy is blocking.
Poison	Inflicts great damage as the poison takes effect.

Defense/Other

Guard



L1 button

Guard against frontal attacks.

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

Party



(While guarding) **△** button

Deflect an enemy attack.

To push back enemies directly in front of you, use the **L1** button to block, and then with the right timing press the **△** button.

Somersault



(While in the air) **L1** button

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

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

Announce Yourself



R3 button (push down the right analog stick)

Announcing yourself can threaten and startle the enemy. Press down the right analog stick to announce yourself. This works even if the character is on foot or on horseback, but not on an elephant.

*In VS. Mode's Vanquish game, use "Announce" to summon powerful enemies to surround your opponent. This technique uses some summon points. **→P.10**

If You Can't Move

When your character is stunned after a hit, repeatedly press the **L1** and **L2** buttons, or any of the attack buttons to speed up your character's recovery.

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.

Item

◆ An explanation of the items that appear in battle.

Recovery Increase

Takes effect immediately.

	Meat bun		Wine
	Life +50		Musou Gauge recovers to maximum
	Meat bun x2		Ointment
	Life +100		Life and Musou Gauge recover to maximum
	Meat		Quiver
	Life +200		Arrows +10
	Whole Chicken		
	Full Life recovery		

Temporary Power Ups

Effects last for a limited amount of time.

	War God's Axe		Speed Boots
	Attack x2 (30 sec.)		Max movement speed (30 sec.)
	War God's Armor		Imperial Seal
	Defense x2 (30 sec.)		Unlimited Musou Attacks (10 sec.)

VS. Mode Items

These items only appear during VS. Mode. ➔P.11

To Acquire an Item



Items appear when a general or lieutenant general is defeated. In Empire mode, recovery items regularly appear in an allied base item holder. Pick up an item by moving your character over the item. However, items will disappear if they are not collected after a certain time period, so be careful not to miss them.



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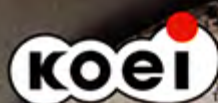
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Suggestive Themes
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