

# KANO

MASTER  
OF BUSHIDO



**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.

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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.

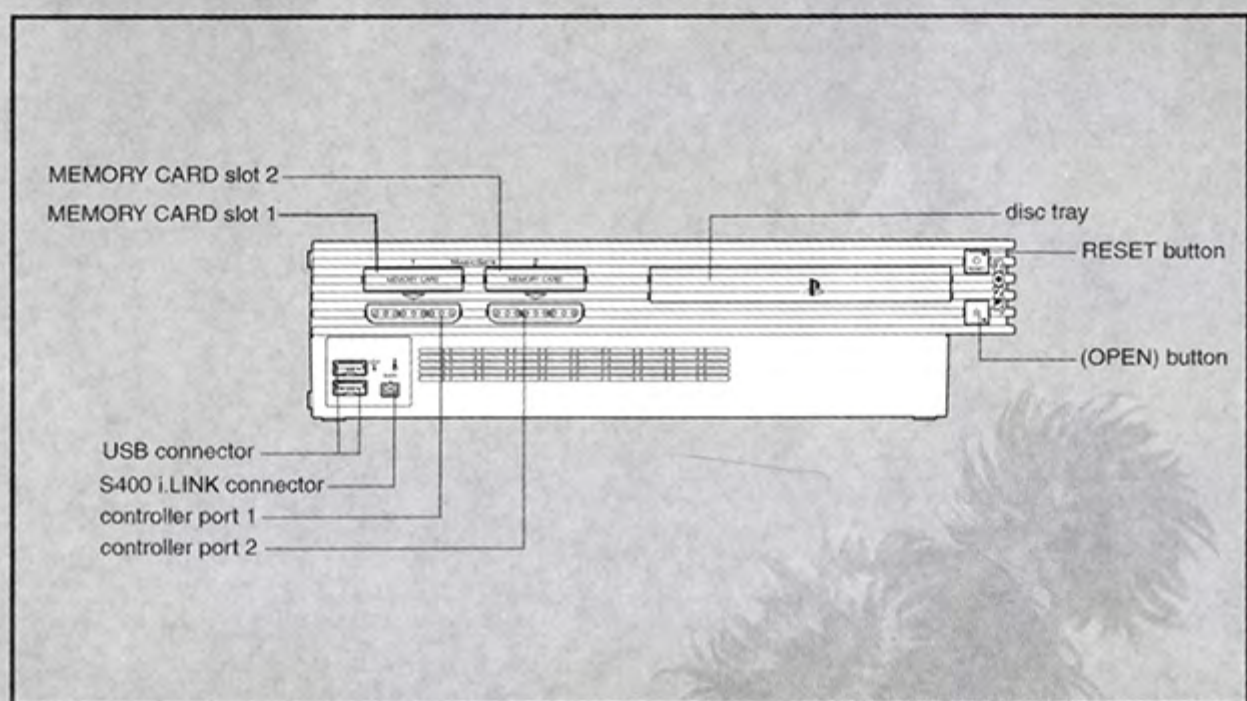
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The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**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.

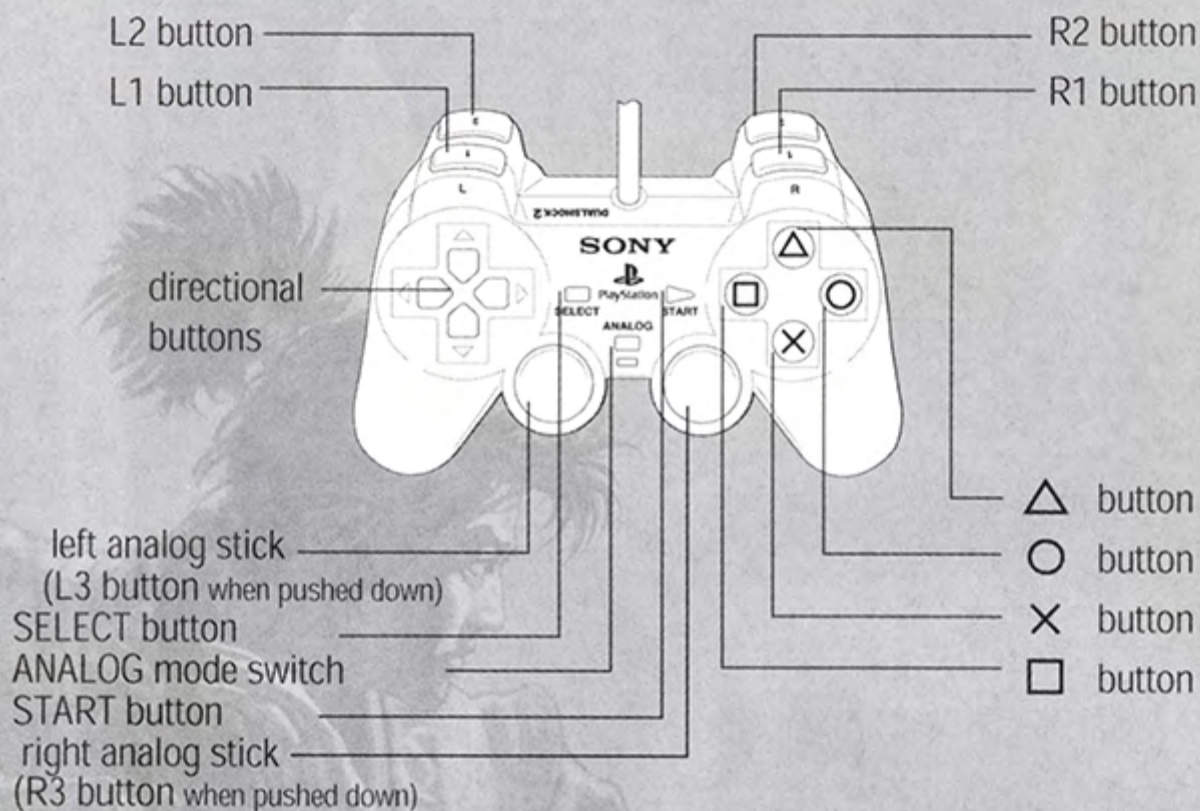
# GETTING STARTED



**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 Kengo: Master of Bushido 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



Thank you for purchasing Kengo: Master of Bushido for the PlayStation 2. You will find the game much more enjoyable if you read this manual before you begin to play. Please keep this manual in case you need to refer to it again.

Japan's Genroku Period was from 1688 to 1704. The age of bloody wars had ended and warriors could no longer make a name for themselves through battle. Yet there were still many who were fascinated by the master swordsman's way of life. They trained hard each day, polishing their moves just like the blades of their razor-sharp swords. They single-mindedly devoted their lives to the way of the sword. Casting their lives upon the whims of fate, they lived and died by the sword. No one may ever really know why they chose such a hard life. Thrust into a world where they battled never-ending fear, they put everything they had into each sword stroke. Survival only came to those who no longer feared death. Now it is your turn to follow the path of the sword master.

## Contents

Characters	2
Controls	3
Game Screen	3
Fight Controls	4
Game Modes	7
Character Stats	8
Your Home	10
Self-Training	11
Dojos and Excellent Swords	14
Tips From Prima	17
Credits	21

# Characters

## *Taketsune Nakayama*

Born the elder son of a samurai of the Shibata clan. His parents died and he lost his family home when he was very young. He was raised by his older sister who married into another family, but has vowed to live by the way of the sword and restore the honor of the Nakayama family.

## *Shozaemon Hyuga*

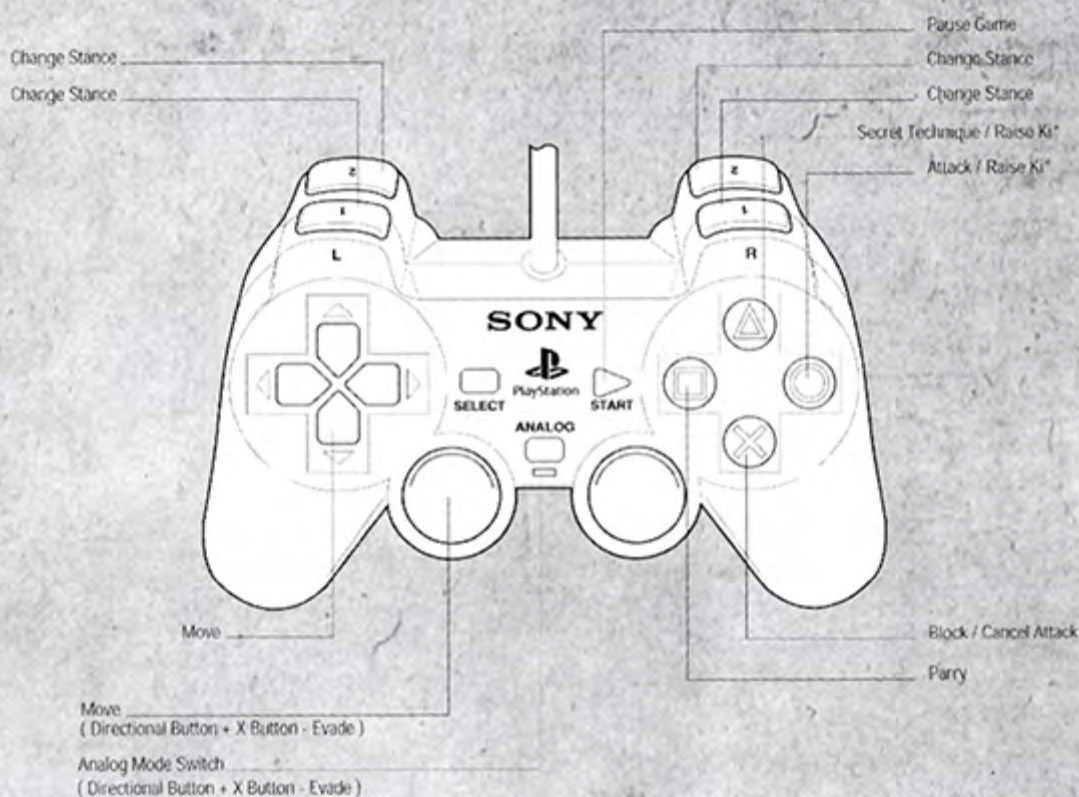
His father, who ran a training hall in Kagoshima, was brutally murdered when he was but a child and his grief-stricken mother committed suicide. His family's dojo was closed down and he was shipped off to Edo to be raised by relatives. One day while he was watching a duel, he recognized the voice of one of the combatants. It was his father's murderer. At that moment, he knew what he had to do. He immediately went to one of the city's training halls to learn how to fight.

## *Yasutomu Yoshimura*

Though born the son of a farmer, in his childhood years he learned the basics of sword fighting from a respected swordsman. One day he was falsely charged with a murder in his village and was forced to flee. He made his way to Edo where he decided to make a living using the sword fighting skills he had learned as a child.



# Controls



\* Kengo supports DUALSHOCK™2 analog controllers and you can operate them in analog mode (controller mode indicator will be lit). Use the Options screen to turn controller vibration on/off.

## Game Screen

HP Gauge



Ki Gauge

## *Win Conditions*

The one who reduces his opponent's health to 0 wins. There are also cases where opponents surrender right before the final blow.

## *Wooden Swords*

Used for lessons at the Dojo, tests, and self-training.

## *Steel Swords*

During a sword fight, certain blows will result in open wounds that bleed continuously. This will cause you to gradually lose health. "Danger" will be displayed below your health meter when this happens.

## **Fight Controls**

In Kengo, there are some controls that you can use only during combat, in addition to the basic controls. This section describes Range and Secret Technique system that forms the core of those controls.

### *Range*

Range indicates whether you are close enough to your opponent to attack. The same controls yield different results depending on whether you are in or out of range.

Shuffle feet (move slowly): Directional buttons





**Step (normal speed):** Press directional button twice in quick succession (release after final press).

**Walk until button is released (normal speed):** Press directional button twice in quick succession (hold down on final press).



**Attack:** ○ button (up to three attacks when in range)

**Accumulate Ki:** △ / ○ button (when out of range)

**Defend:** × button

**Cancel attack:** × button (during attack)

**Change stance:** L1/L2/R1/R2 button

**START:** Pauses game



Use secret technique:  $\Delta$  button (when in range and meter at bottom of screen displays flames)

## Secret Techniques

In Single Mode, after you defeat a Dojo, you get an excellent sword that will allow you to perform the secret technique that the blade possesses. Unlike basic techniques, pressing the  $\Delta$  button once uses all attacks. You can stop the secret attack midway through by pressing the X button.



Parry: Directional Button away from opponent +  $\square$  button (when in range or during opponent's attack) A successful parry not only reduces your opponent's Ki, it can also allow you to gain the advantage by getting behind him.



Cross sword guards: Directional Button in opponent's direction + □ button (when in range and opponent is not attacking).

## Game Modes

### Single Player Mode



In Kengo's main mode, you select one of three young swordsmen to play and develop. Once you beat your Dojo's Master and Disciple, you can play your character in custom vs Battle Mode and Tournament Mode.

### Tournament Mode



In this mode, you fight against computer-controlled opponents. It employs a time-attack system in which you try to beat all opponents in the least amount of time. The characters you fought in Single Player Mode (usable characters) will one after the other challenge you to a sword fight. You can also fight using characters you developed in Single Player mode.



### *vs. Battle Mode*

In this mode, two players fight each other. From Options, you can select how many wins are required for victory (either 1, 3, or 5). You can also fight using your favorite characters stored on memory cards(PS2).

## Character Stats

A swordsman's ability (stats) are represented as maximum values and current values. Maximum values can be raised through self-training. Actual sword fights can raise current values, but they will never increase beyond your maximum values. In addition, different current values increase depending on how you are fighting in actual sword fights. The total for all maximum values cannot exceed a certain value, so when one stat exceeds a certain value, another stat will automatically be reduced.

*Attack Speed:* Affects speed of attacks

*Agility:* Affects movement speed

*Insight:* Affects how easy it is to parry and dodge

*Spirit:* Affects rise/fall of Ki

*Attack Power:* Affects power of attacks

*Fame:* Number of wins



Home		
Results		
Attack Power	:706 / 971	+ 44
Attack Speed	:738 / 982	+ 82
Agility	:839 / 1098	+ 60
Insight	:831 / 1077	+ 34
Spirit	:781 / 1001	+ 40
Fame	:0	+ 1

Home		
Results		
Attack Power	:750 / 971	+ 0
Attack Speed	:820 / 982	+ 0
Agility	:899 / 1098	+ 0
Insight	:865 / 1077	+ 0
Spirit	:821 / 1001	+ 0
Fame	:1	+ 0

## Ki

Ki is the fundamental energy flowing through all human beings. The more you have, the greater your attack power and concentration. Ki increases/decreases due to many factors. For example, scoring a hit will raise Ki and getting wounded will lower Ki. When Ki is high, your attacks will pack all the power that they should, but when it has bottomed out, your attacks will be slow and lack power. When Ki is at its maximum level, you can perform a secret technique that can severely damage your opponent.

### Increases Ki:

*Scoring a hit*

*Assuming guard position out of range*

*Raising a battle cry ("Ki-ai") out of range*

*Successfully parrying*

### Decreases Ki:

*Attacking but missing*

*Having an attack defended against*

*Defending against an attack*

*Having an attack parried*



## Your Home

In Single Player Mode, you can perform the following actions at Home. Each time you return home (from a Dojo or Self-Training), the game will count one day as passing.



## Status

*Form:* Edit forms

*Sword:* Equip swords

(Initially, you will have a Normal Sword (Mumei) without any secret techniques.)

## Dojo

*Lesson:* Learn basic controls.

*Test:* Win fights against other students for a scroll of forms.

*Dojo Challenge:* Challenge other schools, and receive their excellent sword if you clear certain conditions.

*Training:* Train to increase max. value of your stats (see p. 11,12 and 13)

*Sleep:* Save your game and end Single Player mode.



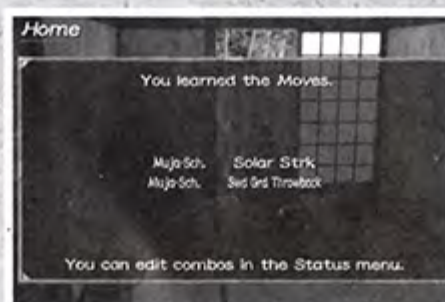
## Editing Forms

Basically, a form consists of four types of combos using three attacks. Each of the four combos are allocated to the L1, L2, R1, and R2 button respectively. Your character can have up to four forms and before each fight, you select your default form. You can also edit combos by combining the techniques that you have learned so far.



## Acquiring Techniques

You can learn new techniques through lessons and tests at the Dojo. In addition, defeating another school enables you to acquire their techniques.



## Self-Training

You can raise the maximum value of characters' stats through self-training.

### *Striking Posts*

Strike trees with a heavy wooden sword. To succeed, you must cut down the designated number within the time limit. The maximum value of your Attack Power will increase dramatically when you cut a tree down. Each time you cut one down, a thicker one will replace it.



### *Bamboo Grove*

Use a steel sword to cut down bamboo stalks. To succeed, you must cut them all down within the time limit. The maximum value of your Agility increases according to the time it takes you to cut down all the bamboo stalks.



### *Waterfall*

Withstand the force of a waterfall. Pass out and you fail. This training increases the maximum value of your Spirit.



### *Zen Meditation*

Increase your Insight through Zen meditation. The maximum value of your Insight will increase if you avoid falling asleep for a certain period of time.





### *Illusion*

Test your overall ability. To succeed, you must extinguish all the candles floating in the darkness with a single swing of your sword. The maximum value of all your stats except for Fame will increase if you extinguish them all. A special bonus awaits if you succeed while your Fame is high...



### *Helmet Splitting*

Use a steel sword to split helmets in half starting from the top row. You must be extra careful not to miss and break your sword because you will not be able to use it for several days while it is being repaired. If you succeed, the maximum value of your Attack Speed will increase. You can only split helmets if you have an excellent sword.



# Dojos and Excellent Swords

Each Dojo has its own special techniques. You can obtain an excellent sword by passing the license test or defeating a Dojo.



## Hirata Dojo (*Muja School*)

This school emphasizes combined techniques. Their technique combinations are seamless and they employ a wide variety of forms. They also have many kinds of moving attacks.

*Excellent sword:* Kanemitsu

*Secret technique:* Flying Swallow Slash

## Moriya Dojo (*Suigetsu School*)

This school strives for a balance between technique and strength. They have many rotational techniques and can deliver substantial damage with a single blow.

*Excellent sword:* Muramasa

*Secret technique:* Wild Top



### Kasukabe Dojo (*Kyoshin School*)

This school emphasizes combination attacks. They have many unconventional techniques, but the speed of their combination attacks are unparalleled. Their main feature is their use of one-handed attacks.

*Excellent sword:* Kunihiro

*Secret technique:* Reverse Counter Flash

### Ooishi Dojo (*Muni School*)

This school has its roots in the same school as Kyoshin and thus, their technique centers on one-handed attacks. They lack power, but they do have fast combos. Their secret technique is the drawing of the sword.

*Excellent sword:* Kanesada

*Secret technique:* Sword Draw and Parting Mist

### Tanbara Dojo (*Muishinjin School*)

This school is known for their colorful individuals and its many feint techniques. They have a wide variety of thrust techniques, many of which pack intense power into a single blow.

*Excellent sword:* Rai-Kuniyuki

*Secret technique:* Wild Thrust



### Udagawa Dojo (*Isshin School*)

This school strikes a balance between technique and strength to increase its attack power.

*Excellent sword:* Masamune

*Secret technique:* Storm God

### Tsubaki Dojo (*Kumomushin School*)

This school has an unrefined style, but they can win by raw power. They are slow when moving between techniques, but each of their blows delivers considerable damage.

*Excellent sword:* Sukehiro

*Secret technique:* Pierce Armor

### Kadokura Dojo (*Fudo School*)

This school strives to kill with a single blow. They exhibit power and speedy combinations, but their technique is monotonous and their sword strokes are long.

*Excellent sword:* Inouesin-Kai

*Secret technique:* Blade of Annihilation



## *Tips from Prima*

- \* Each lesson you attempt, pass or fail, adds one day to your home screen day counter.
- \* Because you have a license from your dojo, you must challenge and defeat all seven of the other dojos, in no particular order.
- \* If you lose the Imperial Match, you return home, where you can train or challenge the dojos again.
- \* Pressing the X button also pivots you toward your opponent.
- \* You can't edit your forms or combos in Tournament or Versus modes.



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# KENGO™

MASTER  
OF BUSHIDO

**Prima's Official Strategy Guide**

All secret techniques



Powerful stats  
for every character



Vital strategies for  
Tournament Mode  
and Vs. Mode



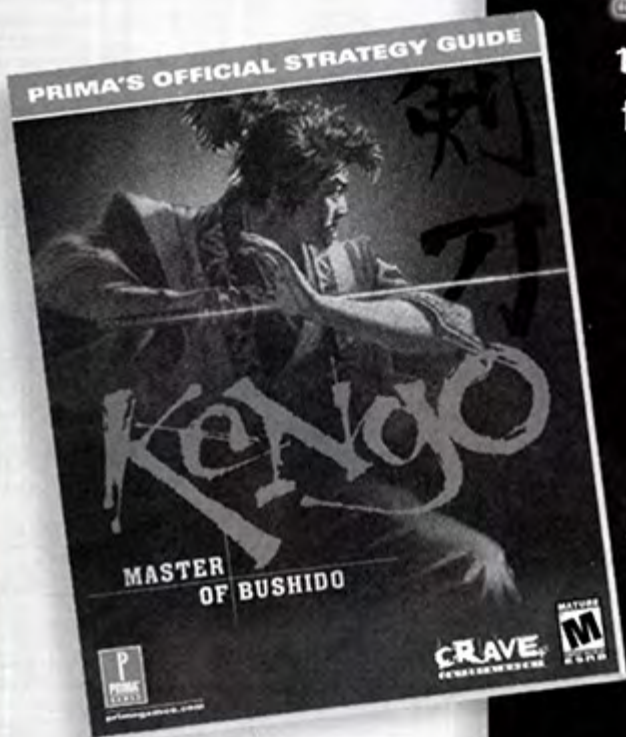
Information on all swords



Tips for getting through  
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# *Notes Continued*

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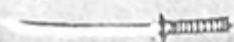
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