KESSEN®
III
決戦
TEEN
T
CONTENT RATED BY
ESRB
KOEI™

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.

Foreword

"Kessen III" represents a new style of game play, standing at the confluence of Action and Strategy genres, which unifies the worlds of interactive entertainment and cinema. May you be carried away in the excitement of battle and the thrill of commanding legions of your own troops in your quest for power and peace.

Kou Shibusawa, Producer

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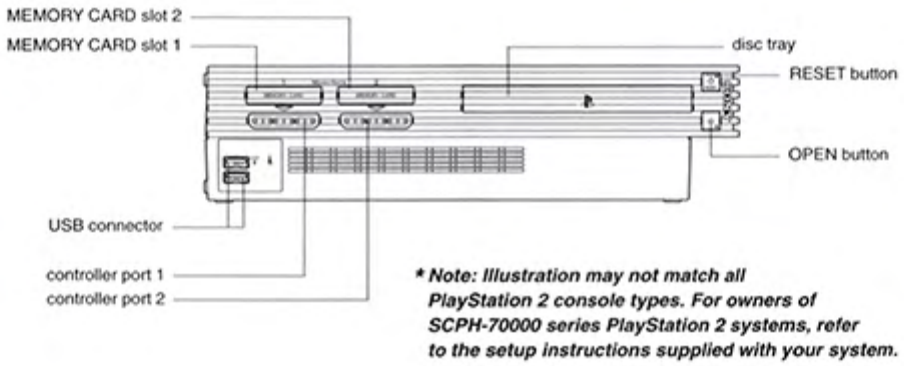
Manual Design: Hideki Sato & Shimazu Design Office

GETTING STARTED

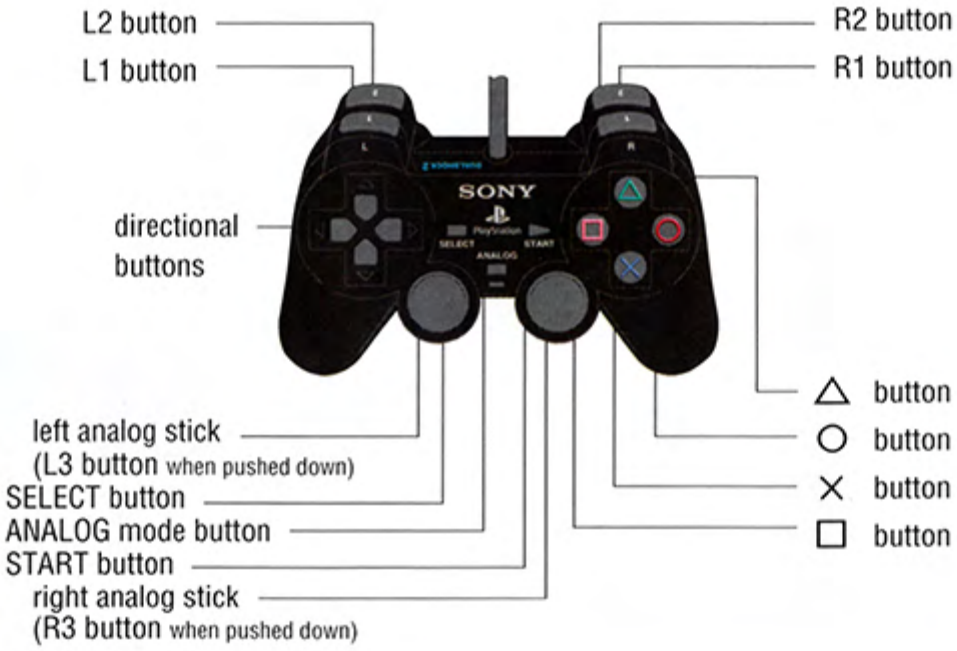


Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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 Kessen®III 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



THE WORLD OF KESSEN III

Action-Strategy

Intricate strategy. Intense battles.

Maneuver your troops across the battlefield and decimate the enemy. Use strategies comprised of coordinated attacks and support attacks to influence the tides of battle. (➡P. 23)

Officers grow stronger with each battle

Officers grow stronger as they perform great feats in battle. Choose which of your officers will learn a skill. Select from amongst a wide variety of weapons and armor, and organize your military units. (➡P. 26)

Overwhelming Scale and Volume

A huge variety of battlefields, warriors in full-speed action, special Officer and Troop Skills... just a few of the additions that make this latest title in the Kessen series the most advanced yet.

More excitement. More reasons to play.

As you advance through the battles, the items and subordinate officers that you are able to acquire will change. Your Evaluation after clearing a stage and the collection of items. New options will unfold as you near completion of the game. (➡P. 23)

The stories of the illustrious Samurai Warriors are recounted here.

Kessen III is the tumultuous story of Nobunaga Oda's battle to overcome the chaos of the Sengoku era in order to bring peace to the land. The beauty of the drama and the excitement of the action is underscored by the music of master composer Reijiro Koroku performed by the Sengoku Orchestra.

A relentless rebellion.
A people plunged into anguish and darkness.

At the threshold of hope stands Nobunaga Oda.

"I shall destroy this world of chaos and suffering!"

Nobunaga Oda

The Lord of the Oda family of Owari. His unconventional style and flamboyant appearance earned him the scorn of his elders. But Nobunaga possessed extraordinary courage and resourcefulness. He pushes along the path of war, fighting to bring an end to the turbulent times that torment his people.

This rebellion will be crushed!
The world that is absorbed in sorrow shall be lifted out of its misery!

I am Kicho……
Please love me, forever.

Kicho

The Princess of Mino, the country neighboring Owari. Through an arranged marriage, she became Nobunaga's wife. Kicho was trained from childhood in the military arts by her father Dosan Saito. On the battlefield, her magnificent dance is like that of the butterfly.

Tokichiro Kinoshita

Later named Hideyoshi Hashiba. Born to peasant farmers in Owari, Tokichiro was fascinated with Nobunaga and entered his service. Usually the jester, he is extremely witty but is excellent at getting things done.

Take me with you, and I'll fight to the end! Victory will be ours!

Katsuie Shibata

The greatest warrior within the Oda family. He knows no fear, even when facing overwhelming enemy numbers. He is stubborn when it comes to justice, but falls in love with Nobunaga's sister, Oichi.

Motoyasu Matsudaira

Later known as Ieyasu Tokugawa. Part of his youth was spent as a prisoner of the Imagawa family. For a period, he served the Oda family, and came to know Nobunaga at that time. He is particularly cautious.

Yoshinari Mori

Has served to protect Nobunaga since Nobunaga was young. He sees through Nobunaga's unusual appearance, hoping that his hand will suppress the troubled times.

Toshiie Maeda

A vassal to Nobunaga, he respects and admires him. He is very cheerful and livens up the whole family, but in battle he wields a spear like a raging lion.

Nagahide Niwa

Childhood friends with Toshiie Maeda, he has served Nobunaga since he was young. He is steady and honest but tends to worry, and is always at Nobunaga's beck and call. His defense is stronger than his offense.

This realm is mine - and I shall celebrate my glory as I please!

Yoshiaki Ashikaga

The 15th Shogun of the Muromachi Shogunate. When Yoshiteru, the 13th Shogun, was killed, Yoshiaki was driven from the capital and forced to wander the land. In time, he will benefit from Nobunaga's strength, and will try to regain his former stature.

Fujinaga Isshiki

He travels the land in Yoshiaki's service, striving to restore the Shogunate.

Tatsuoki Saito

Lord of the Saito family, and Kicho's nephew. Tatsuoki's father attacked Kicho's father, Dosan Saito, and captured Inabayama Castle. He will do anything to achieve his goals.

Shingen Takeda

Feared as the "Tiger of Kai," he is the Supreme Commander of the Takeda forces. He commands an unmatched cavalry unit and is waiting for the chance to unify the land.

Kenshin Uesugi

The Supreme Commander of the Uesugi forces, he is nicknamed the "Dragon of Echigo". He loves sake and is fond of Chinese poetry. He boasts of his superior commanding skills, and lives for battle.

Mitsuhide Akechi

He was originally a vassal of the Saito family, and was hired to protect Kicho, but after touring other countries he came to serve Nobunaga. He is a master with firearms. Nobunaga relies heavily on him because he is an excellent strategist and tactician.

My armies will bring redemption! I shall attack my enemy where they are weakest!

GAME CONTROLS

Operation is the same with the DUALSHOCK® analog controller.

Battle Operation

To Set Up Vibration Mode

Set the Analog controller to vibration mode by choosing "Vibration Mode" from the "Settings." (➡ P. 10)

L2 button
Change Units (➡ P. 19)

L1 button
Defense/Gather (➡P. 19)
Reset Camera position

directional buttons
Control Movement (➡ P. 18)

left analog stick
Control Movement (➡ P. 18)

SELECT button
Functions Screen (➡ P. 11)

LED Display
*When you set up the game, the game will always start in analog mode.

DUALSHOCK® 2 analog controller

Rampage

When the officer skill "Rampage" is used. (➡P. 24)

L1 button
Defend/Shift

directional buttons
Movement

left analog stick
Movement

Select button
Functions Screen

□ button
Normal Attack

△ button
Special Attack

○ button
Kessen Attack

✕ button
Jump

right analog stick
Operate Camera

R3 button
Display Enemy's Health Meter

You can confirm the Game Controls pressing SELECT button during a play.

R2 button
Unit Gather (➡P. 19)

R1 button
Coordinated Attack (➡P. 23)

□ button
Normal Attack (➡P. 19)

△ button
Troop Skills (hold then release) (➡P. 22)
Break Attack (in conjunction with regular attacks) (➡P. 20)

○ button
Officer Skills (➡P. 21)

× button
Retreat (Hold the × button and move) (➡P. 18)

right analog stick
Operate Camera

R3 button
Change camera position

START button
Battle Map (Unit Order) (➡P. 26)
*You can not skip some movies.

Guide to the Battle Map

How to read the battle map during the battle. (➡P. 26)

L2 button
Victory/Defeat Conditions

L1 Button
Allied List

directional buttons
Select Unit/ Topic

left analog stick
Select Unit/ Topic

SELECT button
Functions Screen

R2 button
Message Review

R1 button
Enemy List

□ button
Officer Data

△ button
Cancel

○ button
Map Size

× button
Select/Unit Orders

MENU AND FUNCTIONS

Starting a Game

Insert the Kessen III disc into the console, and a memory card (8MB)(for PlayStation®2) into memory card slot 1. Press the START button at the title screen and the menu will appear.

*A memory card (8MB)(for PlayStation®2) is required to save game data.

Continue	Resume a previously saved game.
New Game	Begin a new game.
Scrolls	View Officers and Equipment, and replay already played battles. (➡P. 29)
Settings	Change game settings.
Game Previews	View other KOEI titles.

Game Settings

Change the game settings.
Before starting a game, choose "Settings" from the menu. During the game, press the SELECT button to display the the Functions Screen, and then choose "Settings."

Subtitles	Display the subtitles during movie sequences. On/Off
Vibration	Analog Controller vibration mode. On/Off
Unit Info	During Battle, display the unit information guide on the left of the screen. On/Off
Unit Name	During Battle, display the Unit Officer's name, and the troop depletion bar. On/Off
Radar	During Battle, display the radar map in the upper right corner of the screen. On/Off
Sound	When selecting the sound options, adjust the volume of the background music, sound effects, and voice volume. Set all voices for Japanese or English. When finished adjusting, press the ⊗ button to return to the previous screen. (Dolby Pro Logic II/ Stereo/ Mono) (➡P. 11)
Screen	Adjust the placement and brightness of the screen.
Settings	Return to the default settings.
Confirm	Save all changes and return to previous screen.

*Red Characters indicate default settings.

Functions Screen

Pushing the SELECT button during play will display the functions screen.

*Game cannot be saved during Rampage. Also games cannot be saved during practice battles undertaken via the Battle Scrolls.

[Save]

Save a game in progress.

*Up to 5 games can be saved on one memory card (8MB)(for PlayStation®2). The data for each game requires 276 KB of free space.

[Load]

Load saved data and continue play.

*At the game start screen choose Continue to load saved data.

[Settings]

Change game settings (➡P. 10)

[Samurai Warriors Data]

If you have saved data from the PlayStation 2 version of Samurai Warriors™, or Samurai Warriors™ Xtreme Legends®, you may load characters from Samurai Warriors and Samurai Warriors Xteme Legends into Kessen III.

[Return to Title Menu]

Return to the Title Menu.

Game Difficulty

At the Save/Load guide, the difficulty level (Beginner, etc.) will be displayed. "Normal" is the default difficulty level, but when certain conditions are met, you can choose a higher difficulty setting. You can only change the difficulty level by choosing "New Game" at the menu and beginning a new game.

Dolby® Sound Setup

When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the PlayStation®2 System Configuration menu.

Setting Up Dolby® Pro Logic® II

If you have a sound system with Dolby Pro 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 Pro Logic II" from the sound options to experience the excitement of sound during gameplay, including movie scenes.

Planning Screen

Game flow

Repeat the process of planning, war council, and battle to move through the game.

If you are defeated in battle....
The game is not yet over, and you return to the Planning Screen. You cannot keep items acquired in battle, but your experience points will increase slightly.

Planning

Buy and sell equipment to prepare for battle, and then choose your next battlefield.

War Council ➡P14

Set up formations, instruct units of their objectives, and change equipment.

Battle ➡P16

Battle the enemy and meet the victory conditions.

What to do in Planning

First, purchase equipment from the merchants, and then prepare your main base for deployment. After choosing a battlefield, you can continue on to War Council.

Decisive Battle	Winning these battles will advance you through the story line and open up new battles for you to fight.
Major Battle	Winning these battles will advance the story line. When an important battle appears, you may not be able to choose another major battle.
Minor Battle	Even by winning these battles the story line will not advance, but you can earn gold and experience points.

Headquarters	Change equipment and troop types. You can also check the war records in the annals.
Merchants	Buy and sell equipment and troop types.

Buying and Selling Equipment

When you visit a merchant in the Planning Screen, you can buy or sell equipment. However, you cannot sell equipment that you have equipped. Before deciding on equipment, use the L1 and R2 buttons to view your officers, and equip them as necessary.

Bargain Item

Changing Equipment

All equipment changes can be made at your Headquarters. Even if an item is already equipped by another officer, simply select the time to perform a quick exchange between officers. Press the ◉ button to switch the information displayed on screen.

Officer Skill

Unit Skill

Equipment Info

*Equipment can not be removed.

Types of Equipment

Weapons	Primarily increases WAR(military power).
Armor	Primarily increases STA (stamina). In some cases, armor may increase Officer Troop Ability.
Helmets	Primarily increases INT(intelligence). In some cases, helmets may increase Officer Troop Ability.
Accessories	Increases Officer Troop Abilities, Troop Skills, changes Officer Class, etc.
Horses	Increases the speed of the unit; effective in Rampage.
Manuals	Enables Officer Skills (➡P. 21). When an Officer Skill reaches Level 1, it can be used even when the Manual is not equipped.
Troop Type	Type of troop an officer leads into battle. The number of troops varies depending on the officer's level and rank. When the battle is finished, the troop numbers are recovered.

Select Your Troop Type Based on Officer Troop Abilities

You can purchase the type of troops you want from a merchant. Each troop type has designated ATT(attack) and DEF(defensive) settings. Choosing a troop type that corresponds with a high Officer Troop Ability will increase that unit's abilities even further. Use the ◉ button to compare changes in the ATT and DEF power before equipping a new troop type.

Restore Nobunaga's Condition During Minor Battles

In Decisive and Major Battles, Nobunaga will always be the commanding officer. However, Minor Battles can be fought without Nobunaga. After continuous battles, Nobunaga's condition worsens due to fatigue. Allow him to rest by fighting Minor Battles with other officers.

War Council

After selecting a battle, you move on to War Council. While there, you can position your units, give orders and change your equipment. To start the battle, select Start Battle.

Auto Deploy

Auto Deploy will position units automatically. High level officers and officers in good condition will take priority.

Position

Decide which officers will fight and position each unit individually.

Guide
1. First choose a position.
2. At the officer selection screen choose the officer you want to deploy.

- Command Unit Position
- Restricted Position
- Support Unit Position
- Deployed Unit (position changeable)
- Unit that must be deployed (position fixed)
- Coalition Unit (position fixed, cannot control)
- Reinforcement Unit (cannot control)
- Enemy Unit (position fixed, cannot control)
- Battalion Command Unit

Officer Conditions: Excellent, Good, Normal, Wounded, Down

* Attack power, etc. varies based on physical condition.

YOSHINARI Lv02 Selected Unit

NAGAHIDE Lv02 Unit Standing By

NAGAHIDE Lv02 Deployed Unit

Role of the Battalion

If the command unit is directed to a target point, the support unit(s) will follow and provide support using Officer Skills and Coordinated Attacks.
The number of battalions is set before starting a battle, but the number of battalions can be increased or decreased during battle by using the "Formations" (➡P. 26) command.

Unit Orders

Give orders to the units. Choose an allied unit from the map, or press the L1 button to display the ally list and choose an officer.

*Commands can be changed during battle.

[Change Targets]

Direct the Command Unit of a battalion a target point as its objective. A battalion not given a target will stay in place.

*Support units cannot be given objectives.
*When you control a unit in battle, its objective is cancelled.

Guide	To target an enemy unit, location, or barrier, move the cursor over the target and press the ⊗ button.

[Battle Policy]

Indicates the Battle Policy to be adopted by a unit that you are directly controlling. The default setting is "Entrust to Officer".

Entrust to Officer	Officer will act on their own discretion, without instruction.
Actively Attack	Use Officer Skills and Troop Skills to attack aggressively.
Defense	Fight defensively. Support units will provide defensively-minded support using officer skills and coordinated attacks.
Do Not Use Officer Skills	Fight without using officer skills.

[Order All]

Issue commands to all units.

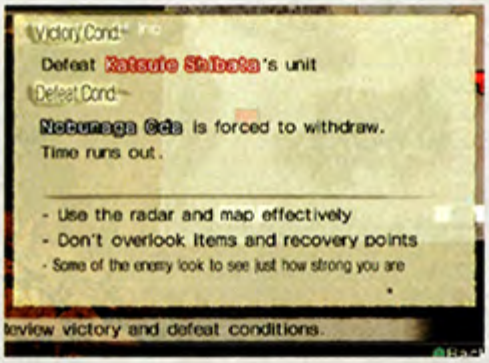
All Attack	Order all units to attack one enemy unit.
Cancel All Objectives	Cancel all targets of Command Units. The battle policy cannot be canceled.

Equipment

Change equipment (➡P. 13)

Conditions

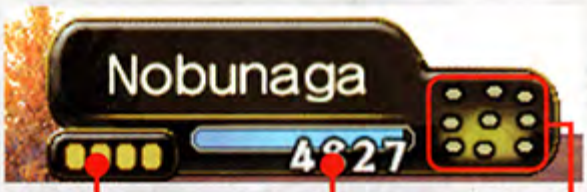
Displays the conditions for victory and defeat, and gives hints.



Start Battle

Move on to the battle, once War Council is complete.

BATTLE SCREEN



Officer Skill Slots
Using Officer Skills depletes these Skill Slots. It will gradually refill.

Troop Numbers
When this becomes 0, your unit will retreat. When the number of Troops becomes dangerously low, it will turn red.

Formation
The formation will break apart when attacked or when overstraining during a march. If it breaks apart, it lowers your defenses. Press the L1 button to reorganize the formation.

Broken Formation — Tight Formation

Unit Information
To change the unit you want to operate, press the L2 button and use the directional buttons (or the left analog stick) to move up and down to choose a

R1 R1 Use the R1 button to Coordinate. (➡P. 23)

When changing units, if you do not give the unit you previously controlled an order, it will simply hold its position. Be sure to give units standing by an objective using the Targets command. (➡P. 26)

Damage
Red: Damage to enemy.
White: Damage to ally.

[Unit Conditions]

Defend
Use the L1 button to successfully defend against an attack.

Troop Skills (Store)
You must store power before unleashing a Troop Skill. Press and hold the ⓐ button.

Troop Skills (Halt)
Damage is doubled if you are attacked while storing power for a Troop Skill.

Attack Count

1-4: You can execute up to four continuous attacks. (P.20)
Rear: Attacking from behind causes more damage than a frontal attack.
Success: Successful Troop Skill defense.
Failure: Failed Troop Skill defense.

Allied Unit Flags

Player-controlled unit

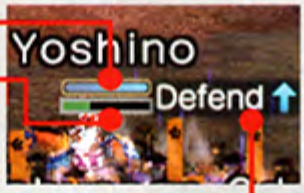
Unit not controlled by player

Radar

▲ Player-controlled unit
● Allied Unit ●Reinforcement Unit ●Enemy Unit
*Undetected enemy units will not be displayed.

Troop Numbers

Time Limit for Officer Skills



Directly affected by unit formation. Good conditions extend while bad conditions shorten with good formations.

Officer Skill Effect

Attack ↑	Attack ↓	Attack Power Up/ Down
Defend ↑	Defend ↓	Defensive Power Up/ Down
Move ↑	Move ↓	Mobility Up/ Down
Endure ↑		Damage from Officer Skills is reduced.
Heal		Troop numbers gradually recover.
Defect		With every attack, allied troops defect to the enemy's ranks.

Messages

Review messages on the battlefield map. (➡P. 26)

Remaining Time

You will lose if time runs out.

Double Attack Power

Attack power doubles when using a Critical Attack (➡P. 22), or Coordinate (➡P. 23). (Good only for a single attack)

Confuse

The unit is unable to move. In Rampage mode, confusion can be caused when a Mask is picked up or an Officer Skill is used.

Abilities Up/ Down

Attack power and defensive power change based on Officer Skill. A unit's defensive power also goes down when retreating.

UNIT CONTROLS

Movement

left analog stick

The unit moves in the direction the stick is moved.

You can control your unit movements either directional buttons or the left analog stick. Both has a same function.

Retreat

Use the left analog stick while holding the ⊗ button

Quick retreat from a melee.

* Defensive ability decreases when you retreat. The longer you hold the ⊗ button, the longer your defenses will remain lowered.
* No other action can be done while retreating.
* The time of effectiveness shortens when the officer has a Reinforce-type Officer Skill. It lengthens when the officer has a Tactics-type Officer Skill.

Charge Attack

Use the left analog stick

Accelerate and use your unit's momentum to send the enemy flying on contact.

* Accelerating is easy on a downhill slope. It is more difficult when going uphill, in shoals and in swamps or sand.
* Attack power increases with the speed of the charge.

Unit Command

START button

Press the START button to display the battlefield map. Issue instructions to units not controlled by players using "Orders." (➡P. 26)

* You can also withdraw all units and reorganize units.

Normal Attack

□ button

Attack with normal techniques. You can create up to 4 consecutive attacks.

* Effective in close combat because your guard is let down only briefly.
* On the fourth continuous attack, the enemy is knocked back.

Defense / Gather

L1 button

Restore your unit formation and defend against normal enemy attacks. Defense/ Gather will last as long as the L1 button is pressed.

* Also use the ⊗ button to change the camera position. Camera will look in the direction the officer is facing.
* If the formation breaks, defensive power will decrease.

(Attacks against which you can defend)

Normal Attack	Defensible.
Charge Attack	These attacks may or may not be defensible, depending on the difference between the attacking unit's attack power and the defending unit's defensive power.
Break Attack	
Troop Skills	You can always defend against allied Troop Skills.
Officer Skills	Indefensible.

Change Units

L2 button

Change the unit that you control. Press the L2 button and use the directional buttons to move up and down the list to choose a unit. Press the ⊗ button to make your selection.

* Assuming control of a unit cancels any previous targets.
* Don't forget to issue an order to the unit that was previously under your control. (➡P. 26)

Gather Units

R2 button

Press the R2 button to summon all the units of the same battalion. In addition, pressing the R2 button will make it easier to trigger Support-type Officer Skills in units in the same battalion. (➡P. 21)

Break Attack

▣, △ buttons

Each troop type has a unique continuous attack style.

Smash the enemy defenses and inflict damage.

Enemy is blown back!

Charge the enemy and destroy their defenses.

Officer Skills

◎ button

Use the skill unique to each officer.

* Using an Officer Skill depletes Officer Skill Slots. The Skill Slots will gradually replenish with the passage of time.
* The better your officer's condition, the more Skill Slots you will have full at the beginning of a battle. Conversely, a bad condition will result in fewer Skill Slots.

1 Press the ◎ button, then use the up and down directional buttons to choose the skill type, and the right and left directional buttons to choose the skill.

2 Choose which units to include in the attack range. (Applicable only when target can be chosen.)

3 Perform Officer Skill.

THIS UNIT IS SURROUNDED BY A WALL OF FLAMES!

[Targeting Range and Effect Range]

The range of the targets that can be chosen differs with the level and type of Officer Skill.

Targeting Range (Blue)

Choose a target from any unit within range.

Effective Range (Red)

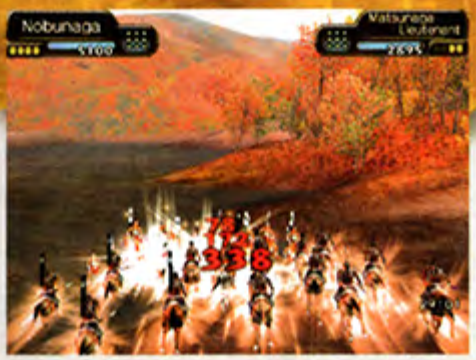
Officer Skill will affect all units within this range.

(Officer Skill Types)

Type	Contents
Support	Creates a favorable situation for an ally unit. Only affects one unit (except for X-Rally and X-Heal).
Tactical	Create a unfavorable situation for an enemy unit. Only affects one unit (except for X-Silence and X-Doubt).
Offensive	Inflicts damage to the enemy. Affects all enemy units within effective range.
Ninjutsu	Use powerful stealth techniques. Affects all enemy units within range.
Samurai	Officer rides alone to cut deep into the enemy force in Rampage mode. (➡P. 24)

Healing and Tactical Skills Cannot Be Used Simultaneously

Healing and Tactical type Officer Skills cannot be used on top of each other. If cast one after the other, only the Skill used later will have an effect.



Troop Skills

Press down the △ button → Release

Press and hold the △ button, then release it to deliver a death blow unique to each troop type.

* Allied troops are also sent flying but will not suffer any troop losses.
* Press the L1 button to defend against ally Troop Skills.
* Long distance attacks cannot be used unless your unit is in proper formation.

1 While holding △, use the left analog stick to adjust the direction.

2 The power of the Troop Skill is building, as demonstrated by the sounds and the glow.

3 Release the △ button to commence the attack. Once it begins, it cannot be controlled.

Avoid attack while storing power

If you are attacked while holding the △ button, you will sustain twice the usual damage and will be confused for a short time. Movement and attack range vary by unit, so make sure that there is enough space between you and the enemy.

Aim for a Critical Attack

If you succeed in executing the following Troop Skill-related attacks, you can inflict twice the usual amount of damage on the enemy.

Halt	Attack a unit that is storing power for a Troop Skill.
Close Quarters	Use "Deathwheel" or "Cavalry Charge" when extremely close to the enemy.
Counter Offensive	Counterattack using the same Troop Skill that the enemy is using.

Weak → Shadow Strike (Ninja) → Deathwheel (Katana) → Cavalry Charge (Mounted Spears) → Spear Wall (Spears) → Long Distance Attack (Bows, Rifles, etc.) → Strong

Coordinate

R1 button

Units in the same battalion can launch Coordinated Attacks or provide Cover Fire. When Coordinated Attacks are available, R1 or R1 will be displayed. Press the R1 button at that time to perform a Coordinated Attack.

* When other units in your battalion are engaged in battle, or are in a place from where they cannot attack, Coordinated Attacks are unavailable.

R1 Coordinated Attack	Call for a Coordinated Attack using Troop Skills. Conditions: Coordinated Attack may be triggered when the player-controlled unit performs a Halt, Colse Quarters, or Counteroffensive critical attack. A Coordinated Attacks are not possible if the officer's condition is "Down".
R1 Cover Fire	Lay down covering fire from afar. Conditions: A unit capable of long distance attack is required.

1 "Halt" successfully performed.

2 Press the R1 button when the R1 is desplayed in the unit list.

3 Allied unit provides a Coordinated Attack .

Multiply Attack Power

The attack power of the Coordinated Attack may multiply depending on a number of factors, such as the positions of the two units, officer condition, troop types, etc. Test various combinations to maximize your attack power. (not applicable to Cover Fire)
*Attack power does not double in Cover Fire.

Don't Get Entangled in an Allied Troop Skill

If you are hit by an ally performing a Troop Skill, you will not sustain damage, however, your troops will be blown back and it will reflect negatively in your post-battle evaluation. Pay attention to your position and use your defenses.
Positioning: Order the Cover Fire attack when you are out of the line of fire.
Defense: A unit can always defend against an ally Troop Skill. Be aware of ally activity so that you don't become a victim of bad timing.

RAMPAGE

When the "Rampage", Officer Skill is used in battle, the Rampage screen appears. Control the officer directly to defeat enemy troops, gather items, and gain superior battle conditions.

Time Limit

Time remaining for Rampage. When the Timer reaches 0, you return to battle. The time is extended when the enemy K.O. goal is reached. The higher your INT level is compared to the enemy officer, the longer your time extensions will be.

Bravery Ranking

Increases when the enemy K.O. count goal is reached. More effective Items will appear as your rank increases.

Kessen Attack Slots

Indicates the number of time the Kessen Attack (death blow) can be used. Slots increase if you acquire a

Life

Should this gauge reach zero, you lose the Rampage and return to the battle screen.

Combo Attacks

The number of continuous attacks. Reaching a specific number of combos increases the effectiveness of items.

Enemy K.O. Count/ Enemy K.O. Goal

The time limit is extended when the enemy K.O. goal is reached.

Items

Number indicates the number of seconds the enemy units will be confused upon returning to battle.

Number indicates the number of troops your unit will recover upon returning to battle.

Number indicates amount of extra experience points earned.

Number indicates amount of extra Gold earned.

Radar

- Player's Officer
- Allied Troop
- Enemy Troop
- Enemy Troop (Attacking together)
- Enemy Officer
- Enemy Officer (When far away)

Even though the player loses Life at Rampage, the next Rampage will start with full Life.

Rampage Rules

* The enemy troop numbers upon return to battle will be reduced by the exact number of troops you K.O. during Rampage.
* When the time limit runs out, the Rampage will end, and battle will resume.
* The time limit increases when the Enemy K.O. Goal is reached.
* If your life reaches O, you are defeated. Any acquired items are lost and will have no effect.

If your officer is defeated in Rampage, you return to the battle screen. The officer's life gauge will be a full at the beginning of each new Rampage.

Rampage Guide

Movement	left analog stick	Jump into enemies and know them back.
Shift	L1 button+ left analog stick	Move while facing forward.
Defend	L1 button	Defend against normal enemy attacks.
Jump	⊗ button	Defend against normal enemy attacks.
Normal Attack	▣ button	Guard is let down only temporarily. Combine up to four continuous attacks.
Special Attack	△ button	Guard is let down but attack is very powerful. Combine with normal attacks to perform various (▣, △ button, ▣, ▣, △ button, etc.)
Kessen Attack	◎ button	Use your death blow. Consumes a Kessen Attack Slot, but can not be defended, and can be controlled. Repeatedly press the circle button to increase the number of attacks.

▣ button: Normal Attack

△ button: Special Attack

◎ button: Kessen Attack

Attack in Unison (performed only by enemy)

Items

An item will appear when a soldier carrying a flag of a Treasure Ship is defeated. Pick up items by simply running over them. The effectiveness of the item increases depending on the officer's bravery rank. The effectiveness also increases when a combo's of 50, 100, and 150 attacks is reached.

Mask	Enemy unit is confused when battle resumes.	Rice Bag	Troops are restored in your unit upon return to the battle screen.
Sword	Acquire experience points.	Treasure	Acquire gold.
Rice Ball	Player's life gauge is restored.	Light Orb	Kessen Attack Slots increase, enabling Kessen Attacks to be carried out.

Enemy officer appears!

If you defeat 100 enemy troops, and your bravery rank reaches maximum, an enemy officer will appear. Defeating the enemy officer will raise your officer's condition, and increase your abilities further. The stronger your opponent, the faster your abilities increase.

Battlefield Map

Press the START button during battle to display the battle field map.
Press the △ button to return to the battle.

Unit Commands

Choose an allied unit from the map or use the L1 button to choose an officer from the list shown.

Target
Direct the officer to attack or move to a designated spot. (➡P. 15)

Battle Policy
Direct the battle strategy of units not directly under your control. (➡P. 15)

Order All
Issue commands to the entire force.

All Attack	Order all units to attack a single enemy unit.
Cancel Targets	Cancel all unit targets. Does not cancel battle policies.
All Withdraw	Withdraw all units. Results in loss.

Formations

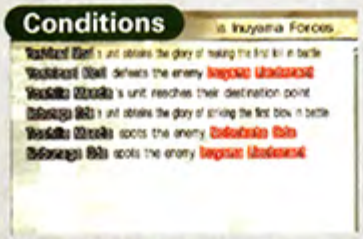
Reorganize battalion formations. Select a unit and choose a new position for that unit.
*Nobunaga Oda's unit and scroll the cursor down to display a blank battalion.

Organizing New Military Corps
Select a support unit and scroll the cursor down to display a blank battalion. Position the unit you have selected into the command unit position. A new battalion is now formed.

Control This Unit
Player controls the selected unit.

Confirming Information

Conditions



Press the L2 button in order to review the victory and defeat conditions.

Message Review

Pressing the R2 button will display the message review. Take direct control (in battle) of units with flashing names.

Officer Skills

View officer data by moving the cursor over a unit and pressing the ● button. (➡P. 27)

Officer Data

Select an officer from either the Planning or War Council screens, and then press the ◉ button to display the officer's information.

Troop Type Ability

(The blue number indicates the troop type currently equipped.)

Officer Skills and Level

The skill highlighted in blue is the skill for which a manual is currently equipped. A skill for which a manual is equipped gains experience points even if it is not used.

Level (LV)	Increases as you gain experience (max: 50). As the level increases, the officer's attributes and troop numbers also increase.
Experience	Current experience/experience needed to increase level. Increases by partaking in battles. Experience can increase more if the officer defeats enemy units or by acquiring items. (sword) during Rampage mode.
Rank	Determines the number of troops you lead. Rank may increase if the officer gains glory on the battlefield (such as by defeating the enemy commander).
Class	Officer class affects how officer attributes and Officer Skill levels increase.

Class	Faster Rising Attributes	Faster Learned Officer Skill Types
All	War, Intelligence, Stamina	Support, Offensive
Warrior	War, Stamina	None
Tactician	War, Intelligence	Tactical, Offensive
Priest	Intelligence, Stamina	Support, Tactical
Ninja	War, Intelligence, Stamina	Ninjutsu

Condition	Physical conditions are Excellent, Good, Normal, Wounded and Down. Your unit's attack power increases and the Skill Slot gauge starts higher at the start of battle when your condition is high. Conditions will change with each battle. Conditions will be more likely to fall the more you fight, and will be more likely to rise if the unit is resting. If you are defeated in battle and forced to withdraw, you will begin the next battle "Down". Also, by defeating all enemy troops or defeating an enemy officer in Rampage, your condition rises one level. If you are defeated in Rampage, your condition will fall one level.
War	Influences unit attack power and attack power in Rampage.
Intelligence	Influences the power and period of effectiveness of officer skills, and the time limits in Rampage.
Stamina	Influences the unit's defensive power, and stamina during Rampage.
Troop Type Ability	Influences Attack and Defense attributes for different troop types. Lead the various troop types into battle to increase ability levels. (max:10)
Troop Type	Number of troops and Troop type equipped. The number of troops is deter mined by the Troop type rank and level.
Battle Policy	Battle strategy of non player controlled units. Can be changed in the War Council or with the "Battle Policy" command from the battle map.
Attack	Unit attack power. Determined by the officer's WAR level, troop type ability, equipped troop type, and equipped equipmen.

Training Officers

The extent to which an officer develops is determined by battle outcomes. Go for maximum experience points by making effective formations and equipping your officers with the best possible equipment.

Techniques for Strengthening Officer Skills

Each time an officer skill is used in battle, experience is earned. When your experience points rise to a certain point, the skill level will increase. If the officer has a manual equipped, he can still gain experience points for the corresponding Officer Skill without actually using the skill in battle. Some officer skills are better suited for certain Classes (Tactician, Warrior, etc.). If the Officer Skill used matches the officer's Class, you will gain even greater experience points.

Some valuable manuals will allow you to learn several Officer Skills at once. There are some extremely rare manuals that are difficult to acquire.

Increasing Attributes by Earning Experience

By gaining experience in battle, the officer's level increases along with his attributes and troop numbers. If you win the battle, all officers will gain experience, but those officers who distinguish themselves in battle by defeating enemy units or those who pick up "Swords" in Rampage mode will receive experience bonuses. On the other hand, officers that retreat will lose half their experience points. You can gain even more experience points by defeating enemy officers that are stronger than you.

The officer's Class determines precisely how attributes will rise. Class can be changed by equipping Juzu's. Change officer Class to build up attributes that may otherwise rise slowly.

Increasing Rank and Troop Type Abilities

When gaining experience in battle, the troop type abilities will also rise (for the troop type used in that battle). If the troop type ability increases, that troop type's attack and defense attributes will increase. Rank will increase as an officer distinguishes himself on the battlefield. Achievements such as delivering the "First Strike" in a battle, or defeating a famous officer, will lead to rank promotions. When your rank increases the number of troops you can command on the battlefield also increases.

"Commander Kill" indicates the officer that defeated the enemy commander, "First Kill" indicates the officer first defeated an enemy officer, and "First Strike" indicates the officer that attacked an enemy first.

Change Your Appearance by Equipping Items

If you buy equipment with the gold you earned in battle, you will not only raise your abilities, you can also change your outward appearance as you wish. Do this with weapons, helmets, and armor, and march to battle with your new equipment. In the merchant and equipment screens, use the right analog stick to rotate the officer. Be sure to check out how your officer looks from behind as well.

There are over 450 types of equippable items. Should you focus on ability, or appearance...it's your call.

The full KESSEN III Experience

Abundant equipment, officers at your command..., new discoveries await as you delve deeper and deeper. There are many paths to clear the game, and when you do, there is still more to discover...

Gathering Allies

When gaining victory in a battle, an officer may offer his service. Some will offer their services unconditionally, others will join you only if you take specific actions. Because an officer's strength relies upon his condition, even one new ally will increase your fighting power.

There are many officers that will offer service, and there are various conditions for their service. Play over and over and you will meet officers you never knew existed.

Strive For a High Evaluation

By earning at least an "A" in the post battle evaluation you can acquire valuable battle spoils. To achieve a high ranking you must discover and destroy all enemy units. Look at the map and dispatch your troops to place where enemy troops may be lurking. You can save time and fight effectively by issuing various orders to your battalions.

Your Troop Skills evaluation is determined by taking the number of enemy soldiers defeated using troop skills, and then subtracting the number of allied soldiers that got caught up in your own troop.

Completing the Scrolls

The "Scrolls" option from the title screen takes you to a collection detailing officers and items that you come into possession of as you play the game. Besides purchasing equipment, you can acquire items by finding them on the battlefield or obtaining them as battle spoils after a victory. As you cannot fight every battle in the game your first time through, you will have to go back and choose different battles on your second playthrough in order to complete the Battle List.

Top Scores are displayed once you clear the game.

Replay Battles Via the Battle List

Using the "Battle List" in the Scrolls, you can fight a previously fought battle again. Replay a battle that you enjoyed or practice a battle that you're not able to clear. However, you can not acquire items or gain experience from these practice battles.

You can also see your previous battle evaluations. Have a go at trying to break your own record.

Troop Type List

Reading the Graph

Attack(A):attack power, Defense(D): defensive power, Movement(M): mobility, Range(R): troop skill range, Speeds: Speed at which the troop skill can be unleashed.

*These graphs only indicate the general strengths of each troop skill. The actual strength will differ based on each specific troop type. ▬ indicates levels for female troops.

Mounted Spears

Troop type suited for attacking and movement. Mounted Naginata troops are female.

Troop skill Cavalry Charge/ Naginata Charge

- Maintain distance from the enemy for best results.
- It will reach an enemy further off, but you must be careful not to attack in the wrong direction.

Aim for the flank of a battling enemy!

Mounted Bows

Bow units with great mobility.

Troop skill Arrow Volley

- Due to their level of mobility, it is easy to maintain a suitable distance.
- You can attack over castle gates and walls. Most effective against mounted units.

Try to keep your allies out of the line of fire.

Mounted Rifles

Rifle units with great mobility. Low defense signals vulnerability to attack.

Troop skill Rifle Volley

- Due to their high level of mobility, it is easy to maintain a suitable distance.
- Takes a long time to get into formation. Most effective against mounted units with low defense.

If you attack recklessly, you may shoot your own troops. Be careful!

Katana

Versatile all-round foot soldiers.

Troop skill Deathwheel

- Can attack large areas and engulf a large number of enemies.
- Can be very powerful when performed following a Break Attack. Even strong enemy units will suffer heavy damage.

Unleashing Deathwheel when you are within point-blank range of the enemy will trigger "Close Quarters", a critical attack that will increase your attack power.

Spears

A defensively strong unit type

Troop skill Spearwall

- As the unit maintains formation following Spearwall, you can quickly follow up with other attacks. Able to guard effectively against "Deathwheel" and "Cavalry Charge".

Strong at defending against enemy troop skill attacks.

Bows

Utilize their covering fire to wittle down enemy troops

Troop skill Arrow Volley

- Attack over castle gates and castle walls. Most effective against mounted units with low defense.

Be careful not to leave your rear unguarded when providing support!

Rifles

Artillery attacks are very powerful, but have a disadvantage in a confusing battle.

Troop skill Rifle Volley

- As it takes a lengthy amount of time to enable Rifle Volley, it's important to maintain distance.

Always be in a position to provide support.

Ninja

Extremely strong, but few in number. Female ninja are called Kunoichi.

Troop skill Shadow Strike /Shuriken

- Shadow Strike will always lose against other troop skills. Kunoichi can provide covering fire with Shuriken. Shuriken(throwing stars) can be unleashed very quickly, but have a short range.

Take advantage of their mobility and fight from a safe position.

Mattocks

Low abilities, but wields the powerful Bombard skill. Use unit efficiently and take care of battlefield obstacles.

Troop skill Bombard

- Blow up enemies by throwing bombs with Bombard. Can attack over castle gates and castle walls.
- As the bombs are highly visible, evasive action can be taken.

Utilize Bombard to wittle down enemy troop numbers.

*There are several more types of troop skills.

NOTES

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