

The cover art features a close-up of the character Sengoku Kunihiro. He has spiky brown hair and is wearing a dark blue and black headband. He is dressed in traditional Japanese armor, including a white pauldron on his right shoulder and a dark blue gauntlet on his left hand. He is holding a katana with a blue and black marbled blade and a silver scabbard. The background is a bright, hazy sky. The title 'ONIMUSHA' is written in a stylized, yellow, jagged font with a red, flame-like background. Below it, 'DAWN OF DREAMS' is written in a simpler, yellow font.

ONIMUSHA
DAWN OF DREAMS



CAPCOM

**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 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.

ONIMUSHA

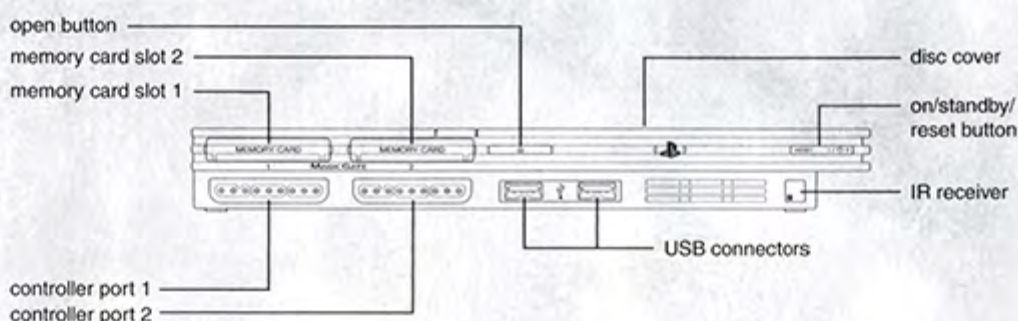
DAWN OF DREAMS

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A Special Message from CAPCOM®

Thank you for selecting ONIMUSHA® DAWN OF DREAMS for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.



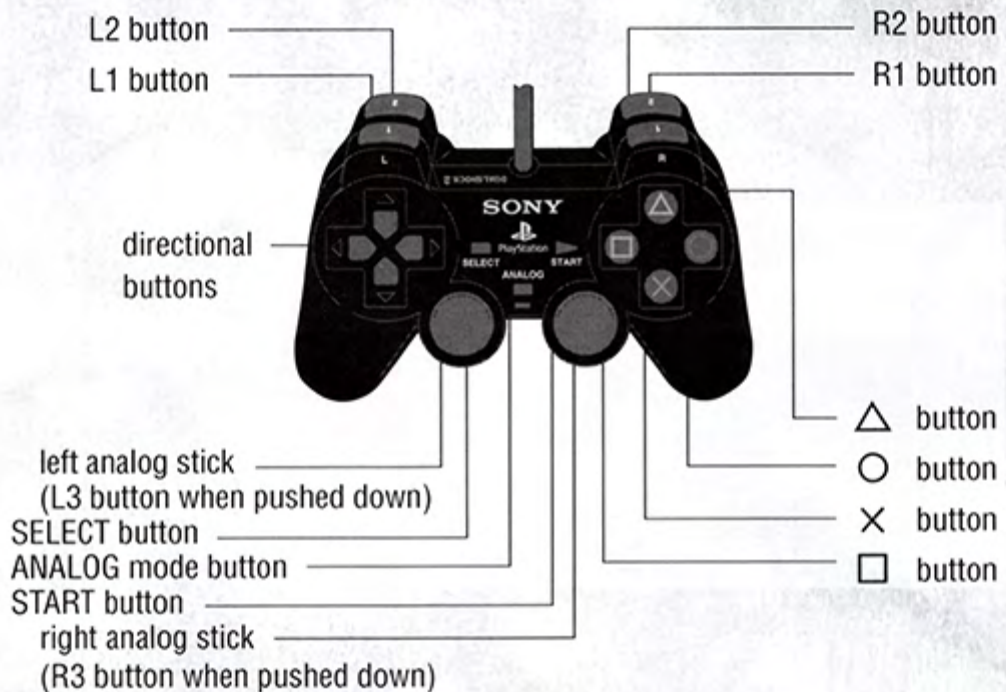
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will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

MEMORY CARD (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

- ◆ You must be using a memory card with at least 5311KB of free space in order to save your game data. If you need more free space than is available, delete older data from the memory card before starting play.
- ◆ Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.
 You can turn the controller's vibration function on/off in Option Mode (page 17).

While pursuing his demonic dream of controlling the strange, deformed Genma and deploying them to take over the land, Oda Nobunaga was defeated by an Onimusha, a wielder of the power of the Oni, inside the inferno that was Honno-ji Temple, and disappeared without a trace...

With Nobunaga's demise, the Genma forces that had been rampaging throughout Japan vanished! Hideyoshi Toyotomi took control of the land, and the population believed that a time of peace and tranquility had blossomed once again.

Peace is often short-lived...





On June 29, 1596, a strange planet with a mysterious glow appeared in the sky. From that day on, Hideyoshi was a changed man. Natural catastrophes began occurring all over the country. While fear and anxiety grew in the hearts of the people, the Genma began to reappear.

The threat continued to spread, until finally it was the year 1598...

As chaos slowly blanketed the land, Hideyoshi started a quest to gather Sakura trees from the far reaches of Japan and transport them to the capital. At the same time, somewhere nearby, a young warrior in possession of a dark power emerged. And at that moment, the wheel of fate started turning — with myriad schemes and machinations propelling it forward ever faster...





Press the  button on the Title Screen to display the Main Menu. Use the  /  directional buttons to cycle the cursor through the options, and press the  button to confirm your selection.

- ◆ **NEW GAME** — Start a new game from the beginning.
- ◆ **LOAD GAME** — Load a previously saved file and resume the game from that point.
- ◆ **OPTIONS** — Adjust various game settings (*page 17*).
- ◆ **SPECIAL** — View special items — and more! — you unlock by beating the game.

If your character gets attacked and runs out of energy, the character dies and it's game over.

If you die in the game, you can choose to continue from your last saved location.



Akane

What's up with these "banners"?

Minokichi and I have been recruited to provide hints on playing the game. Look for us on the official Onimusha® Dawn of Dreams web site. We have our own page!



L2 button

- Switch characters

L1 button

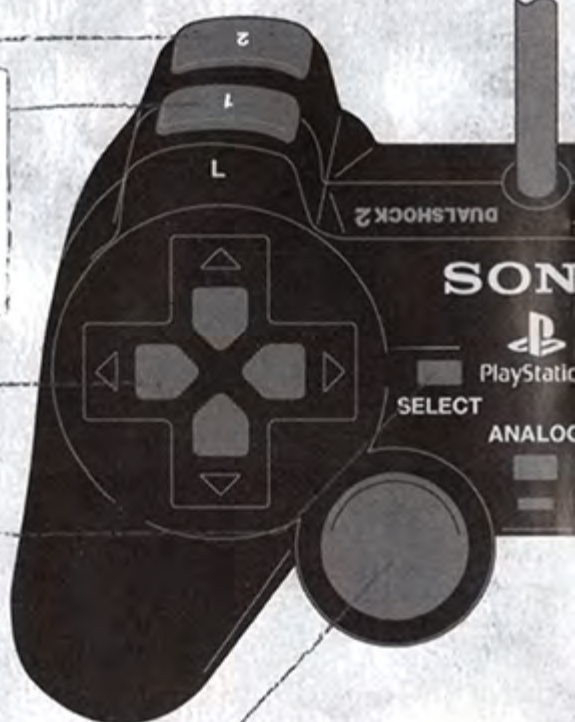
- Guard
- Evade (use left analog stick for direction)

directional buttons

- Give orders to ally
- Move cursor in menus

SELECT button

- Display Map

*** Oni Awakening**

- **L3** button + **R3** button

left analog stick

- Move characters
- Move cursor in menus

L3 button (push in left analog stick)

- Oni Awakening* (use with **R3** button)

◆ This game supports the vibration function of the DUALSHOCK®2 analog controller. You can turn the controller's vibration function on/off in Options Mode (page 17).

◆ Please note: Exiting from the Sub Screen to return to the Main Menu does not save your game automatically. Any progress you made since the last save will be lost when you exit this way.

Minokichi

Lots o' buttons!


For starters, just remember the three basic controls — left analog stick to move, **□** button to attack, **L1** button to guard. You'll figure out the rest soon enough.




**R2 button**


- Special attack (page 12)

R1 button


- Ready
- Lock-on
- Kick (together with  button)

 button


- Oni Magic attack (page 11)

 button

- Attack

 button

- Check
- Cancel on menus
- Return to previous menu

 button


- Display Sub-Screen


 button

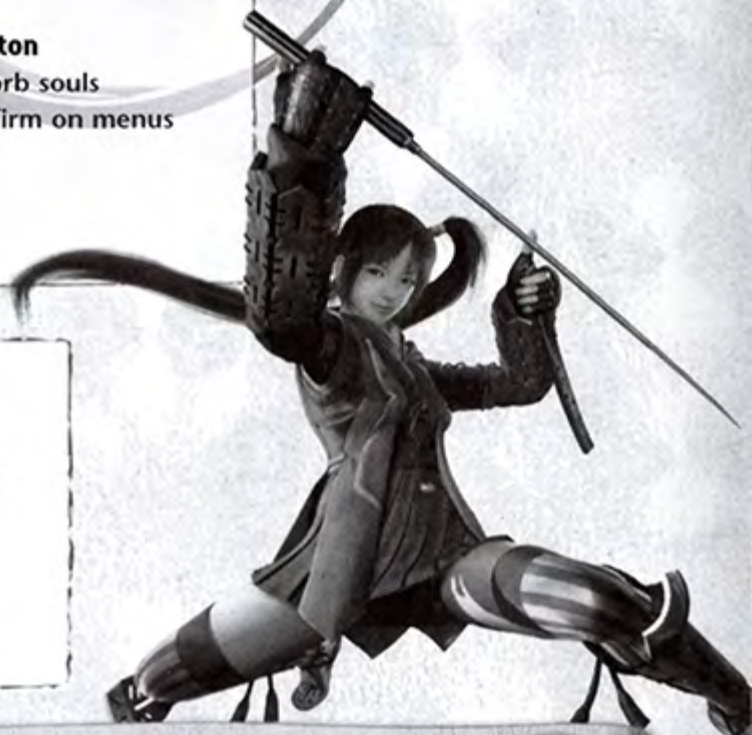
- Absorb souls
- Confirm on menus

right analog stick

- Control camera

 button (push in right analog stick)

- Reset camera position
- Oni Awakening* (use with  button)

**Akane**

Get the basic controls down first!

It really is important to get used to the controls. Otherwise you'll end up as just an afternoon snack for those vicious Genma!



MOVE CHARACTER



Move the left analog stick in the direction you want the character to go. When you hold down the **R1** button (ready stance) and move the left analog stick, the character will step in that direction while maintaining the ready stance.

READY



Hold down the **R1** button to put your character in a ready stance. If enemies are around, this will lock-on to an enemy. While holding down the **R1** button, use the right analog stick to cycle the target lock among enemies. Different moves are also available when in ready stance.

CHECK



Walk over items dropped by fallen enemies to pick them up. Press the **○** button near regular items on the ground to pick them up.

GUARD



Press and hold the **L1** button to guard against attacks. Some attacks can break or get through your guard.

CHARACTER CONTROL SWITCH



When you have an ally character with you, you can press the **L2** button to switch your control between the main character and the ally. You cannot toggle control between some characters directly after meeting them for the first time.

Akane

Use "Ready" to your advantage!

It's much easier to get your attacks to hit while in the ready stance and locking-on to enemies than when swinging wildly. Plus, when you're locked-on, you can see the enemy's HP gauge.



NORMAL ATTACKS

Your attacks depend on the type of weapon you have equipped. Press the **□** button repeatedly to perform combos. Some combos require specific timing.



BASIC MOVES

Use the **R1** button and the left analog stick together with the Attack button to perform different moves. Below are basic move commands shared by all five main characters, using the **□** and **○** buttons.

THRUST



Forward* + **□** button

LIFT



Back* + **□** button

FINISHER



□ button near enemy on ground

KICK



R1 button + **○** button

*"Forward" and "Back" directions depend on the way the character is facing (i.e. if facing left, then ← = forward).

Minokichi

Vary your attack patterns!

Different button combinations perform different kinds of moves. Characters even have unique moves only they can perform (pages 21-23).





Level 1

Level 2

Level 3

When you have energy in the MP Gauge, press the **△** button to use MP energy and perform powerful Oni Magic attacks. Hold the **△** button longer to charge up the attack and make it more powerful by using more MP.

Oni Magic Level 1



Uses 1 level of the MP Gauge

Oni Magic Level 2



Uses 2 levels of the MP Gauge

Oni Magic Level 3



Uses 3 levels of the MP Gauge

Only Oni Magic Level 1 attacks are available at first. Power up your weapons to unlock Level 2 and Level 3 attacks.

COMBINED ONI MAGIC ATTACKS

If you have your character's weapon leveled up so that Oni Magic Level 3 attacks are available, you can perform combined attacks as long as you have an ally with you. Remember: This uses 3 levels of your MP Gauge, and 1 level of your ally character's MP gauge.



Hold the **△** button to build up power.



Press the **L2** button to unleash the attack.

Akane

Oni Magic elemental attributes!

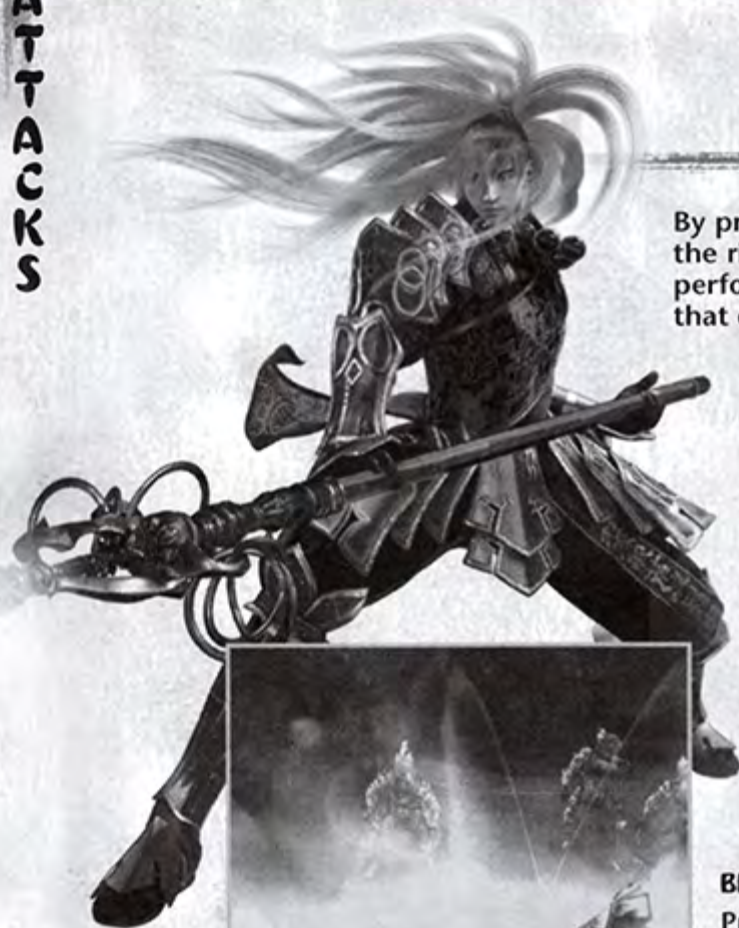
The effect of Oni Magic attacks depends on the elemental attribute of the equipped weapon. Find out your enemy's elemental weakness, then get the upper hand by using Oni Magic with weapons that exploit that weak point.





As you progress through the game, you will learn new special attacks unique to each character that can be performed with the **R2** button. Each attack can also be changed by combining it with the left analog stick.

- ◆ The more you use each character, the more moves you will discover!



By pressing the **□** button at just the right moment, you can perform spectacular attacks that deal deadly damage.

CRITICAL

Press the **□** button the instant before an enemy's attack is about to hit.

DEFLECT CRITICAL

Guard the instant before an enemy's attack is about to hit, and then immediately press the **□** button.

BREAKING CRITICAL

Press the **□** button when an enemy is dizzy or stumbling.



CHAIN CRITICAL

Press the **□** button after a successful counter.

ASSISTED CRITICAL

After a successful counter move, press the **L2** button. Continue alternately pressing the **□** button and the **L2** button to continue performing counters.

Minokichi

Enhancing counter moves...

When you enhance your attack moves with Enchanted Mirrors (page 19), counter moves also become stronger, and you will be able to string together more chained critical moves.



BLUE
SOULS

◆ Restore MP.

PURPLE
SOULS

◆ Fill up OP Gauge. Once OP Gauge is at least half full, you can perform an Oni Awakening (page 14).

RED
SOULSYELLOW
SOULS

◆ Enhance weapons and armor.

◆ Restore HP.

Hold the **X** button to absorb, or collect, souls floating around. You can also repeatedly press the **X** button to draw souls in faster.



◆ The Soul Gauge fills up as you collect red souls. Collect multiple souls at once to receive bonus souls.

◆ Collected red souls (for enhancing equipment) are shared between all characters.



Check how many souls you've collected on the Sub-Screen.

Akane

Get those souls fast!

When you defeat enemies, souls of different colors appear. But they'll disappear if you don't get to 'em fast. Be sure to collect 'em all with the **X** button.





By using your OP Gauge, you can unleash special powers unique to your character. Once the OP Gauge is at least half full, press the **L3** and **R3** buttons at the same time to enter Oni Awakening mode for a short time. In this mode, if you run out of HP when your OP Gauge is at least half full, you will resurrect automatically (*see below*).



- ◆ Oni Awakening mode regenerates HP and renders your character invincible for its time period.
- ◆ Enemy attacks do not catch you off guard.
- ◆ Certain characters have additional powers you'll want to discover.
- ◆ Only the character currently under control resurrects automatically through Oni Awakening. Allies do not come back to life automatically.
- ◆ The amount of time you remain in Oni Awakening mode is different when you initiate it with the OP Gauge half full versus completely full.



When the character under control runs out of HP, he/she dies and it's game over. However, if your ally runs out of HP, that character will be rendered unconscious and unable to do anything.

- ◆ If this happens, use a recovery item to restore HP and revive the character.
- ◆ If you do nothing, that character will automatically be revived after a certain amount of time has passed, with a small amount of HP restored.

BEEN ALLIES
RAN OUT OF HP

Minokichi

Oni Awakening, right when you need it!

Learn to use Oni Awakening mode wisely. It can get you out of serious binds when things get too close for comfort.



The Sub Screen allows you to manage and view information on your characters.

CHARACTER'S LEVEL

Collect experience points by defeating enemies. Once you collect a certain amount of experience points, your character will level up, which gives you enhancement points necessary for building up your character's attributes.



MONEY

Shows how much money your party currently has. Money is shared among all characters.



EQUIP

Here you can manage the equipment you have obtained. When you come across a new item, come here to equip it and test it out.



Highlight the line you want to equip and press the **X** button.



Then select the item you want to assign to that line. For accessories, use the **←/→** directional buttons to switch between Rings, Necklaces, and General.

Akane
Commands for Soki are separate from allies.

Remember, if you give your ally an All-Out Attack command, then switch control to that character, that order won't necessarily carry over to Soki.





ITEMS

Here you can use, view and manage your items.

USE

Use any of the items you have acquired. Information for each item is displayed when the item is highlighted.



EXAMINE

Look through the items you have. Items are categorized by type. Use the directional buttons to switch between types of items, and press the **X** button to select an item.

DISCARD

Get rid of items you no longer need. Use the directional buttons to highlight the item you want to discard, and press the **X** button to select it. Certain items, whose names are dimmed, cannot be discarded.

LIST

View a list of all items you have acquired in the game, whether or not you still possess them.



SKILLS



View skills or moves you have available, as well as how much each attribute has been enhanced.



MAP



Once you acquire a map, view it and check your current location on it here.

- ◆ Yellow = Your location and the direction you're facing.
- ◆ Blue = Your ally's location and facing direction.



QUIT GAME

Exit the game and return to the Title Screen. Your progress will not be automatically saved at this time. (See page 19 for information on saving your progress.)

Minokichi

Written texts...

You can read all the scrolls and documents you come across in the game. You'll definitely want to read the scrolls, since they discuss how to use different moves.





Use this screen to adjust various game options.

◆ The Language Setting, Dialog and Subtitle options are not available from the Sub-Screen.

- ◆ **LANGUAGE SETTING**
Set what language will be displayed in the subtitles.
- ◆ **SOUND SETTING**
Set the language of the game's spoken dialog.
- ◆ **SUBTITLES**
Turn subtitles on/off.
- ◆ **VIBRATION**
Turn the controller's vibration function on/off.
- ◆ **BACKGROUND MUSIC**
Adjust the volume of the music in the game.
- ◆ **SOUND EFFECTS**
Adjust the volume of the game's sound effects.
- ◆ **SOUND MODE***
Select Stereo, Mono, Dolby Pro Logic II, or Dolby Digital Pro Logic II.
- ◆ **LISTENING POINT**
Choose to hear the sound effects as though through your character's ears, or based on the camera's location.
- ◆ **DISPLAY BLOOD**
Change the color of the blood displayed.
- ◆ **SCREEN BRIGHTNESS**
On the test pattern, adjust your television's brightness control until nothing is visible below the red line. This provides the best viewing setting for optimal gameplay.
- ◆ **SCREEN POSITION**
Adjust the position of the game screen on your display.
- ◆ **CONTROL CHECK**
View the controller configuration.
- ◆ **RESET DEFAULTS**
Reset all settings to their default values.
- ◆ **EXIT**
Return to the Sub-Screen.

* This game is presented in Dolby® Pro Logic® II. Connect your PlayStation®2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You will also need to select a Sound Mode setting from the game's Options Menu.

Akane

Forgot what button
does what?

Use the Control Check in the Options Menu to review the button layout and refresh your memory. (Of course you can always refer to pages 6-7 of this manual too!)





At the Base Camp, you can make preparations and perform different tasks before moving on to the next stage.



TALK TO YOUR ALLIES

Ask all the friends traveling with you on this journey about different things, and learn about each one's personality and past.



COMBINE ITEMS

Talk to an ally and select the Combine option. This allows you to combine two items to make something brand new. The stronger your bond is with your ally, the more times you can combine items.



BACKTRACK

Talk to Minokichi to re-explore completed stages. Select a stage and an ally to take along. Try taking different people; you may gain access to previously hidden areas and items.



ADVANCE TO THE NEXT STAGE

If you attempt to go outside, you will have the option of proceeding to the next level. On select stages, you may choose an ally to accompany you.

Minokichi

Get to know your allies...

As you select allies to accompany you and fight together side-by-side, the bond between you will become stronger.





You can find Enchanted Mirrors in the hideout or scattered throughout the stages. Press the **○** button in front of an Enchanted Mirror to access options such as enhancing your weapons and armor, or buying things from the shop.



ENHANCE WEAPONS/ARMOR

Use the red souls you've collected to build up and enhance your weapons and armor. Enhancing weapons increases their attack power, and enhancing armor increases their defensive strength. Use the directional buttons to highlight an item to enhance, press the **×** button to confirm the item, and then hold down the **□** button to enhance it.



ENHANCE SKILLS

Use acquired points to build up your skills and moves. Enhancing skills makes them more powerful and can even unlock new skills and moves to use. Use the directional buttons to highlight a skill to enhance, and then press the **×** button to confirm.



SHOP

Buy and sell items. You can also have items appraised to find out more about them.



SAVE

Save your progress to a save slot.

RETURN TO THE HIDEOUT

The option to return to the previous hideout is available at Enchanted Mirrors within each stage. In order to save your progress, you must be using a memory card with at least 311KB of free space available.

Up to 10 save files can be saved on a single memory card. While saving or loading game data, do not turn off the power to your console, press the RESET button, or remove the memory card. Doing so could corrupt the game data.

Akane

What to enhance first...

If you tend to get pummeled a lot by the enemy, you might want to build up your armor first. If you're having trouble beating the bad guys, you might want to build up some of the moves you use the most. Whatever, it's up to you...



ONI MED - Lvl 1

Small vial with liquid that emits a strange blue glow. Using it restores a small amount of MP.



ONI JEWEL

Ancient crescent-shaped blue jewel. Using it increases your max MP.



FOOTSOLDIER'S RING

Plain, nondescript ring. Equipping it increases attack power by 1.



FOOTSOLDIER'S CHOKER

Equip this to increase your defense power by 1.



DOJIGIRI

Broadsword imbued with ice elemental. Used by Jubei.



GRASS

Standard, run-of-the-mill grass that can be found growing wild anywhere.



MEDICINE - Lvl 1

Small vial with liquid that emits a strange yellow glow. Using it restores a small amount of HP.



FIRE DANCE

Katana imbued with fire elemental. Used by Soki.



POWER JEWEL

Ancient crescent-shaped yellow jewel. Using it increases your max HP.



Minokichi

Don't know what to do with an item...?

You'll come across so many items during the game you probably won't know what to do with them all! Of course you can sell them off, but you can also try combining different items to make brand new, more useful items.



結城秀康

Meet the main character, Hideyoshi Yuki, and the four companions he will encounter along the way.

- ◆ Characters learn new skills by powering up previously acquired skills using the Enchanted Mirror.



HIDEYOSHI YUKI (SOKI)

Yuki is a strong warrior who possesses the dark power of the Oni. Having learned of Hideyoshi's insidious scheme, he is on a solo journey to burn the Genma trees and defeat the Genma who are rampaging across the land.

Wielding two swords with grace, precision and power, he has earned the name "Soki, Oni of the Ash," due to his close resemblance to the Oni god.

MOVE LIST

Whirlwind	R1 + Back then Forward +
Blade Jab	(during Thrust) Forward +
Slam	(during Lift) Forward +
Head Splitter	+ (simultaneously)
Phoenix	R1 + Forward then Back +

- ◆ "Forward" and "Back" directions depend on the way the character is facing (i.e. if facing left, then ← = forward).

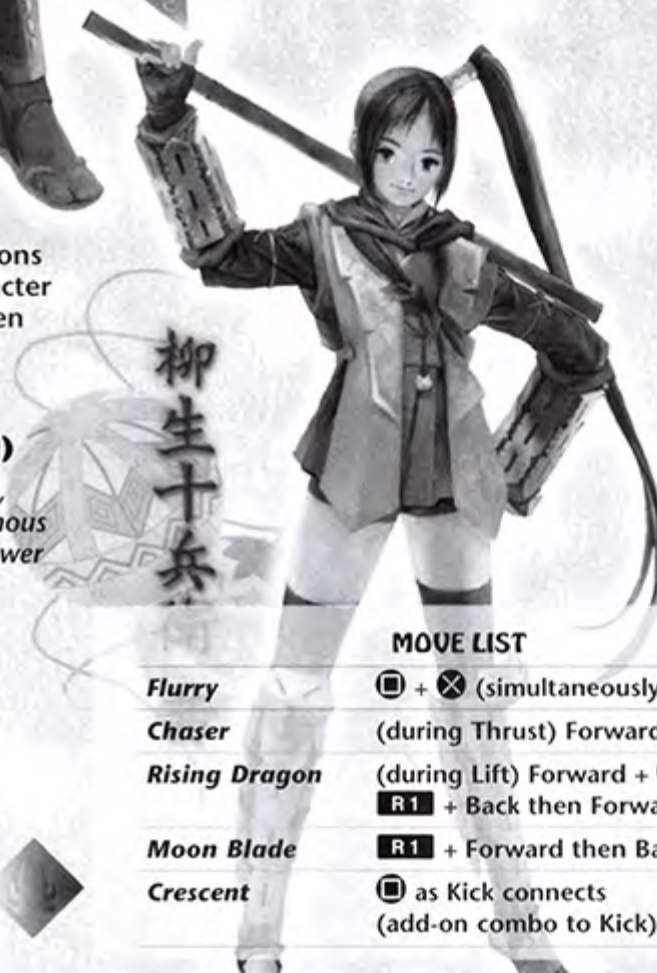
JUBEI YAGYU AKANE (JUBEI)

With her exceptional sword skills, Jubei carries on the name of her famous ancestor Jubei. She possesses the power of the Eye of the Oni, rare even among the Yagyu clan.

On a secret mission from the Yagyu clan, Jubei is on a search for Munenori Yagyu for betraying the clan.

SPECIAL ABILITY

Jubei can pass through narrow passages and walkways.



柳生十兵衛

MOVE LIST

Flurry	+ (simultaneously)
Chaser	(during Thrust) Forward +
Rising Dragon	(during Lift) Forward + R1 + Back then Forward +
Moon Blade	R1 + Forward then Back +
Crescent	as Kick connects (add-on combo to Kick)

Akane

Know your allies' strengths!

All five of us, including Soki, have unique capabilities. We all use different weapons, and all our attacks are different too. "Knowing" is half the battle.

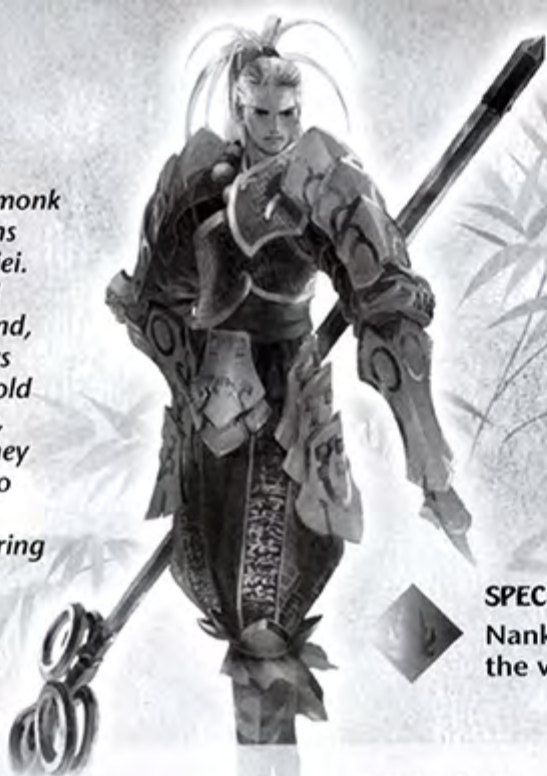


南光坊天海

TENKAI NANKOBO

Nankobo is a mysterious monk who resides at the ruins of the temple on Mt. Hiei.

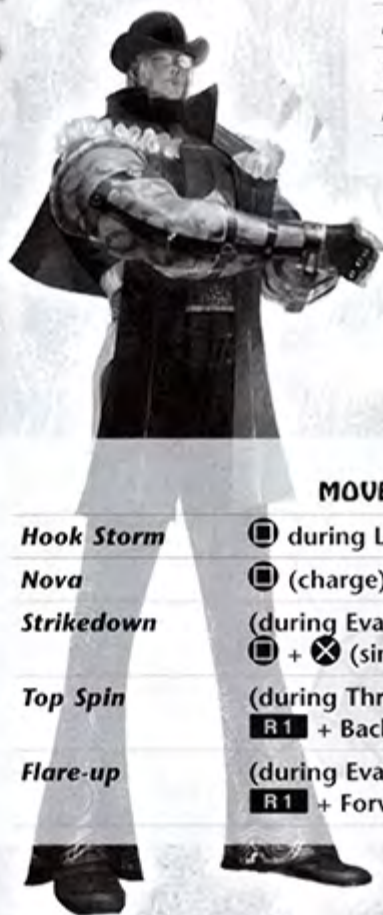
Sensing an air of evil spreading across the land, he eventually discovers Hideyoshi Toyotomi's bold and insidious scheme, and sets out on a journey to find the person who possesses the power of the Oni to help him bring Hideyoshi down.



SPECIAL ABILITY

Nankobo can hear the voices of the dead.

ロベルト



MOVE LIST

Frenzy Drill	R1 + Back then Forward +
Hell Jab	(during Thrust) Forward +
Nirvana	(during Lift) Forward +
Thunderclap	+ (simultaneously)
Enlightenment	R1 + Forward then Back +

ROBERTO

Roberto is a missionary born to a Japanese mother and Spanish father. After being betrayed by his adopted father, Luis Frois, and losing many close friends, Roberto is now on a mission of pure revenge.

MOVE LIST

Hook Storm	during Left/Right Evade
Nova	(charge) then Release
Strikedown	(during Evade backward) Forward + + (simultaneously)
Top Spin	(during Thrust) Forward + R1 + Back then Forward +
Flare-up	(during Evade forward) Back + R1 + Forward then Back +

SPECIAL ABILITY

Roberto can move heavy objects.

Minokichi

Hidden special abilities!

All four allies you'll meet during the game have other special abilities besides their prowess in battle. Many of these will help you reach places, items, and areas you couldn't get to before.



OHATSU

She is the younger sister of Lady Yodo, who is a concubine in the house of Hideyoshi Toyotomi. Since her sister gave birth to the child Hideyori, Ohatsu has been troubled by the change she noticed in her sister and brother-in-law. Friends since childhood, Ohatsu holds intense feelings for Hideyoshi.

お初

MOVE LIST

Charge-up	□ (charge) then Release
Rabbit Kick	R1 + Forward then Back + □
Meteor Drop	□ + X (simultaneously)
Fireworks	R1 + Back then Forward + □
Stinger	(during Kick) Forward + □

SPECIAL ABILITY

Ohatsu uses her grappling hook to swing across gaps, firearms to set off traps and contraptions from a distance, and explosives to eradicate Genma locks on doors, etc.

- ◆ "Forward" and "Back" directions depend on the way the character is facing (i.e. if facing left, then ← = forward).



Battle demons into the New Year!

ONIMUSHA

DAWN OF DREAMS®

2007 CALENDAR

鬼
武
者

COMING IN FALL 2006!

Also look for Onimusha t-shirts, beanies, shot glasses, clear posters, bumper stickers, and cellphone straps from



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