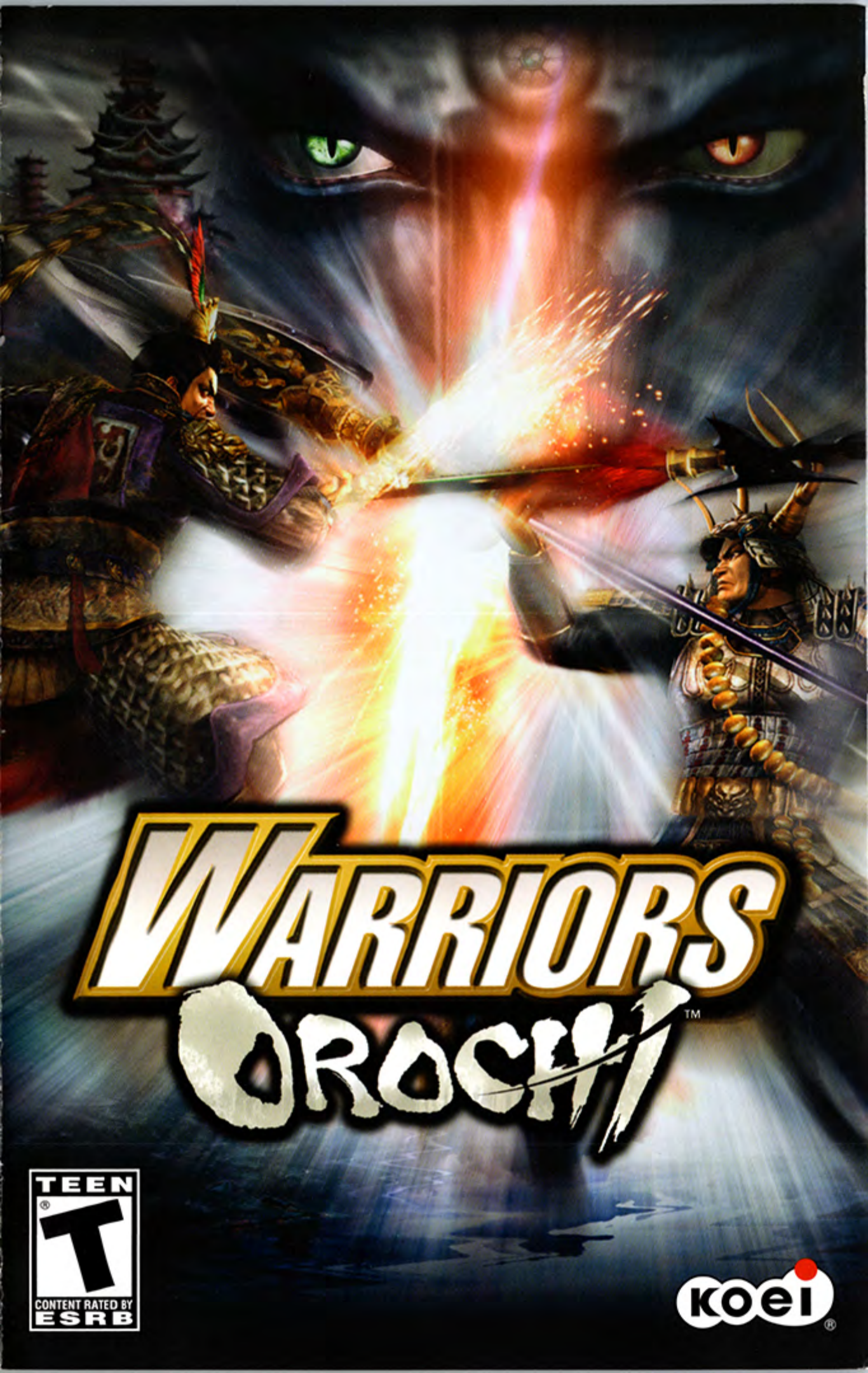




WARRIORS OROCHI™



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

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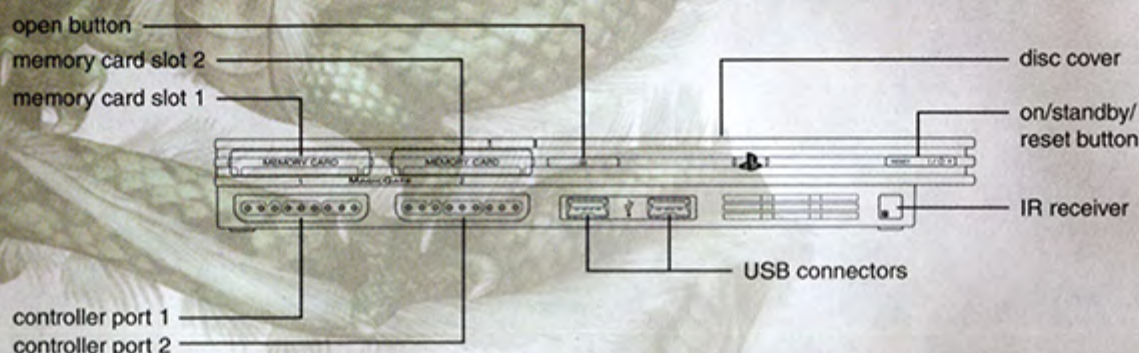
Come and face my challenge...

Produced by
Force

Manual booklet design: Jun Matsui (Plus Plan)

* All screenshots depicted in this manual are from a development version of the game.

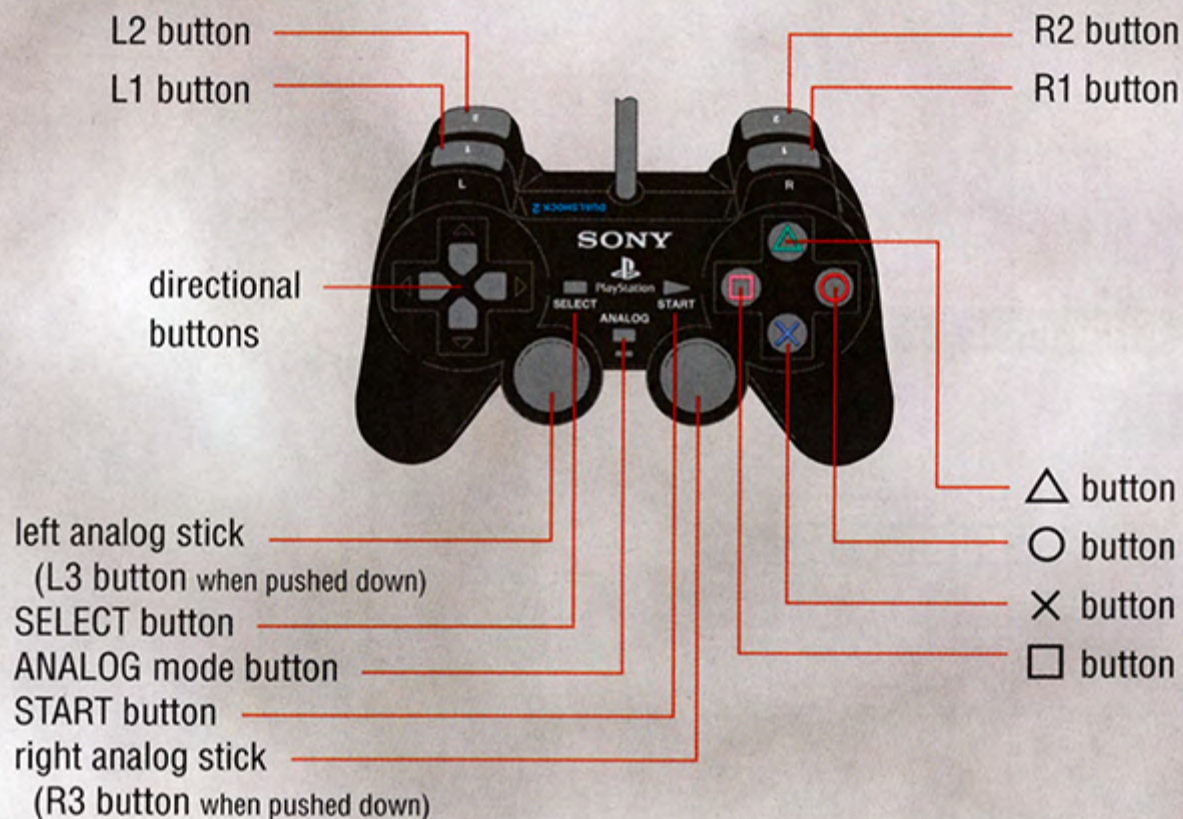
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Warriors Orochi™* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

Using the Controller

For single player games, connect the DUALSHOCK®2 analog controller to controller port 1.

* Controls are the same for the DUALSHOCK® analog controller.

* The function assigned to each button can be changed.

See Controller under the Options menu (P.07)

[L2 / R2 button]

Character Switch

→ P.10

[L1 button]

Guard/Strafe

→ P.10

When the **[L1]** button is pressed, the camera will move behind your character as you guard against frontal attacks. Use the left analog stick to move from side to side while still facing forward.

[SELECT button]

Call Horse

→ P.11

Calls your horse to you.

[Left Analog Stick]

Movement

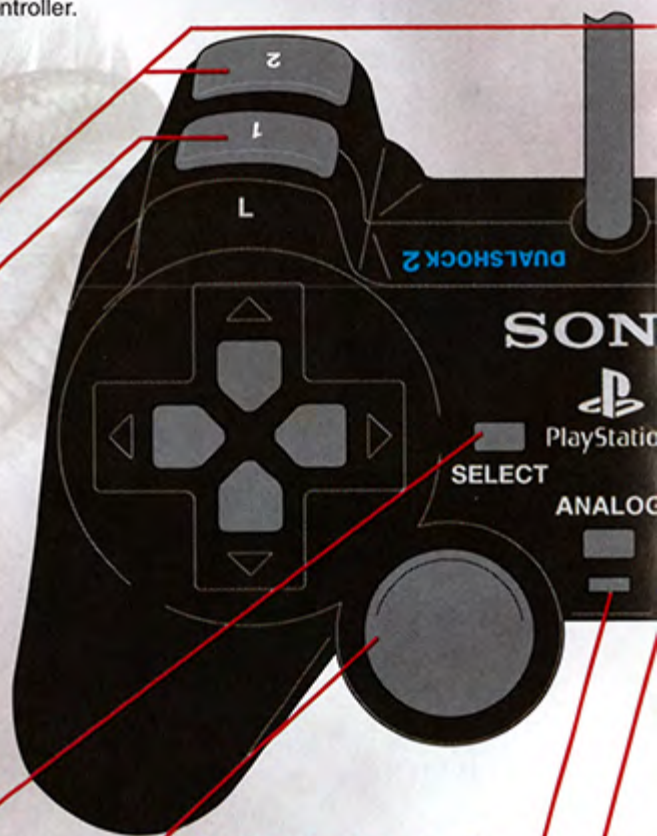
→ P.10

[LED Indicator]

Will always glow red to indicate Analog Mode.

[START button]

Pause/Display Information Screen



[R1 button]

Special Attack

→ P.14

Perform a Special Attack corresponding to the character's Attack Category (Power, Speed, Technique).

[□ button]

Normal Attack

→ P.12

Consecutive attacks and attacks while jumping are also possible.

[△ button]

Charge Attack

→ P.13

More powerful than the Normal Attack. A Charge Attack can be linked with Normal Attacks to create even stronger attack moves.

[○ button]

Musou Attack

→ P.16

A special attack executable when your Musou Gauge is full. Refill the Musou Gauge when not full by pressing and holding this button.

[× button]

Jump/Aerial Thrust

→ P.10/P.14

Press to jump. Press the × button while airborne to enable Speed Attack Category characters to propel themselves through the air.

Mount/Dismount

→ P.11

Press while standing next to a horse to mount it, or press while riding a horse to dismount.

[Right Analog Stick]

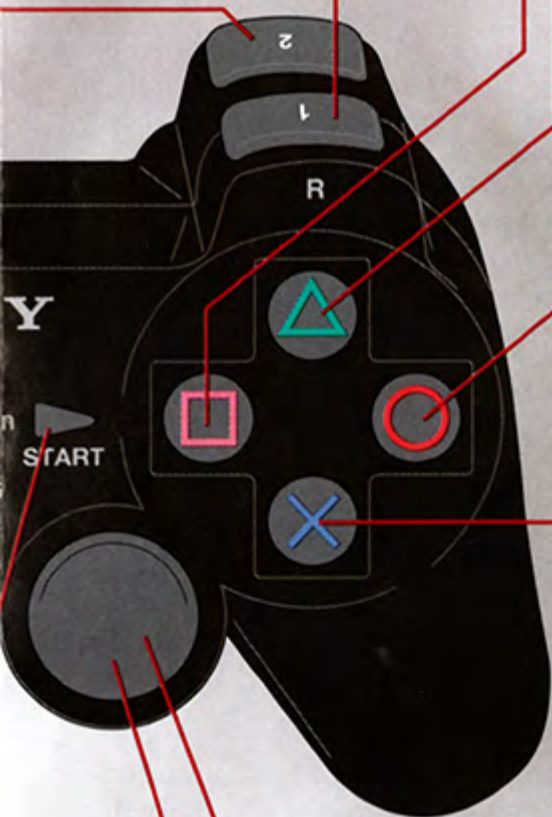
Rotate Camera Angle

[R3 button]

Toggle Map

→ P.09

Switch between overview map and large-scale map.



DUALSHOCK®2 analog controller

* The controls described in the manual are of the Type A character switching mechanism, selectable under the "Controller" menu (P.07).

* For instructions to controls on the Information screen and other screens, follow the guides at the bottom of the respective screens.

* Press START + SELECT to return to the Main Menu at any time.

* To switch controller vibration ON / OFF, choose Controller under the Options heading from the Main Menu or Options from the Pre-Battle or Information screens, and select Vibration.

Starting a Game

1. Insert the game disc into the PlayStation®2 console and insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.
2. When the game loads, the opening sequence will begin. When the opening sequence finishes, or when you press the START button, the title screen will appear.
3. Pressing the START button at the title screen will bring up the Main Menu screen.

* You must have a PlayStation®2 memory card (8MB)(for PlayStation®2) to save game data. At least 230KB of space is required to save.

Main Menu

Choose the mode of game play.

Story Mode	Choose a force (Wei, Wu, Shu, Samurai) to play through the storyline for that force. The characters you control can be changed between each scenario. Satisfying certain conditions will unlock additional playable characters and scenarios.
Free Mode	Play with any unlocked characters, in whichever unlocked scenario you please. Character development data will be shared with Story Mode.
Gallery	View characters, weapons and movies that appear in the game.
Options	Change the settings for gameplay. → P.07
Continue	Resume the game from where you left off. This will only be displayed if you have interim save data in Story Mode or Free Mode.

Saving a Game

Following the display of the post-battle Results screen after clearing a scenario, you will be asked if you want to save your game data. You can also save from the Camp screen (P.18).

Saved character development data can be used in both Story Mode and Free Mode.

Saving During Battle

Press the START button during a battle and the Information screen will be displayed. Select Interim Save. After saving you can continue playing.

* If you save during play again, previously saved data will be overwritten.

* When you clear the stage, your interim save data will be deleted.

Loading a Game

Select Story Mode from the Main Menu, then select the storyline and the scenario you wish to play. If there is interim save data, you will be able to select Continue from the Main Menu.

Options

Game Settings	Life	Display Life Gauges of all NPC characters 【 ON / OFF 】
	Events	Display in-game events 【 ON / OFF 】
	Vibration	Toggle vibration function 【 ON / OFF 】
Controller	Character Switch	Change the buttons used to switch between characters you control 【 Type A / Type B 】
	Button Settings	Change button settings
Sound	System	Select sound setup [Dolby® Digital ProLogic® II / Dolby® ProLogic® II / Stereo / Mono]
	BGM	Set the volume for the background music 【16 volume levels】
	Effects	Set the volume for sound effects 【16 volume levels】
	Voice	Set the volume for game dialog 【16 volume levels】
	Sound Test	Listen to background music tracks from the game
Officer Reset	Reset the abilities of a selected character to their default settings.	
Save / Load	Save or load data.	

Dolby® Sound Setup

When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the console configuration Menu.

Setting up Dolby® Digital Pro Logic® II

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

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 surround sound during gameplay, including movie scenes.

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

BATTLE SCREEN

On the Battlefield

Press the START button to see the Information screen.

【Enemy Information】

Displays the name and Life Gauge of the enemy you are fighting.

【Number of Combos】

Displays the number of attacks landed in succession. Attacks on multiple enemies also included if landed in time.

【Recuperating Characters】

Displays your team members who are recuperating and waiting to fight.

You can switch characters using the **L2** / **R2** buttons.

*If you have set Type B in Character Switch under the Controller menu (P.08), use the left and right directional buttons to switch characters.

【Power-up Indicators】

Indicators light up when your abilities temporarily increase.

● Attack X 2 ● Defense X 2 ● Maximum Speed ● Full Musou Gauge

【Life Gauge】

Displays your character's Life. Decreases and changes color as you suffer damage.

Use **L2** / **R2** buttons to switch characters and enable waiting characters to restore their Life Gauges.

【Musou Gauge】

When full, you can use a Musou Attack. Breaks in the gauge show the amount of Musou used by a Special Attack (P.14). Use **L2** / **R2** buttons to switch characters and enable waiting characters to restore their Musou Gauges.

【EXP Gauge】

Displays your character's EXP. Increases when you defeat an enemy or acquire an EXP item (P.17). When full, your character's level increases by 1, and the EXP Gauge returns to 0.



【Morale】

Displays the morale of each army.

(**Blue** : Allied army, **Yellow** : Third-party army,
Red : Enemy army.)

【Time Remaining】

Game ends when time runs out.

【Map】

Press the **R3** button to toggle between overview and close-up maps.

*If you have set Type B in Character Switch under the Controller menu (P.07), use the **L2** / **R2** buttons to change maps.



Player



Horse



Allied forces



Enemy forces



Third-party forces

*A flashing light around the ● indicates the army's commander.

【Battle Situation】



Seized / Fallen bases



Rendezvous with allies achieved



Rendezvous / alliance disbanded



Alliance with third-party achieved



Morale increase / decrease

*Symbols for seized / fallen bases, and increased or decreased morale are color coded. **Blue** : Allied army, **Yellow** : Third-party army, **Red** : Enemy army.

【KO Count】

Displays the number of enemies defeated.

【No Entry Signs】

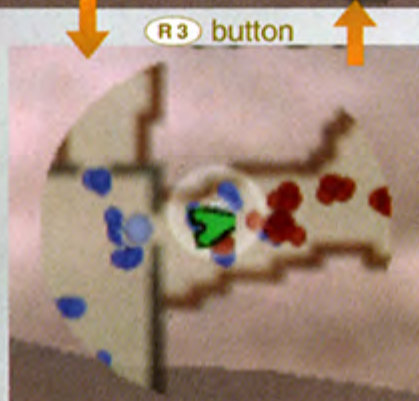
Symbol appears when access is restricted beyond a certain point.



Player cannot enter.



Player cannot enter on horseback.



R3 button

【2 Player Screen】

For 2 Player mode, the screen is divided into upper and lower halves.



Character Switch

【L2 / R2 button】



Switch freely between the three characters you have selected in your team. There is no limit to the number of switches which can be carried out in any battle. As characters wait their turn to fight, their Life and Musou Gauges will gradually refill.

*You cannot switch characters while being attacked or while mounted on your horse.

*If you have set Type B in Character Switch under the Controller menu (P.07), use the left and right directional buttons to change characters.

Movement

【Left Analog Stick】



Your character will move in the direction you tilt the left analog stick.

Strafe 【L1 button + Left Analog Stick】

Tilt the left analog stick while pressing the L1 button, and your character will move with the camera fixed behind him/her.

Jump

【X button】



Press while tilting the left analog stick and your character will jump in that direction.

Guard

【L1 button】



Defend against a frontal attack. This also fixes the camera angle to directly behind the player character.

Flip 【L1 button while airborne】

When knocked in the air by your enemy, press the L1 button to recover your balance.

Call Your Horse

[SELECT button]



Calls your horse to your side.

The horse you rode most recently will appear.

*If you have not ridden a horse, a horse with low ability will appear.

*You cannot call a horse when inside a castle.

Mount/Dismount

[X button while next to or on a horse]

Press the X button while next to a horse to mount.

Press the X button while on a horse to dismount.

Rendezvous and Alliances

It is possible to rendezvous with other units of the Allied Army during battle, or form an alliance with a third-party army.

*If you form an alliance after having achieved a rendezvous, the effects will be multiplied.

[Rendezvous with Allied Forces]

If you approach allied forces, you will be able to rendezvous with them. While the two units are working together, your character's Life will continue to gradually recover. You can only rendezvous with one other troop. If you allow too much space between the two units, the rendezvous will end.

*If the rendezvous ends, it will be displayed in the Battle Situation area of the screen (P.09).



[Forming an Alliance with a Third-Party Army]

If you approach a non-enemy third-party army on the battlefield, you can form an alliance with them. While in an alliance, your character's Life will continue to gradually recover. In addition, the morale of all allied forces (including your own) and the third-party army will increase. If the third-party army is defeated, the alliance will end.



Normal Attack

【□ button】



A normal attack. The number of sequential attacks your character may execute will depend on your character's growth.

*You can check on the number of combo attacks possible in Move List under the Team Information menu.

Dash Attack

【□ button while running】



An attack executed while running. The attack and its effects vary depending on the character and weapon used.

Jump Attack

【□ button while airborne】

An attack executed while jumping.

Jump Charge Attack 【△ button while airborne】



A charge attack unleashed while jumping. The attack and its effects vary depending on the character and weapon used.

Mounted Attack 【□/△ button while on horseback】



Attack while on horseback. Press the □ button for a Normal Attack, or the △ button to make the horse stomp. Pressing the △ button at the end of a sequential attack produces a Mounted Charge Attack. Pressing the △ button while running will perform a jump attack.

*When the Musou Gauge is full and you press the ○ button, you can use a Musou Attack (P.16) while on horseback.

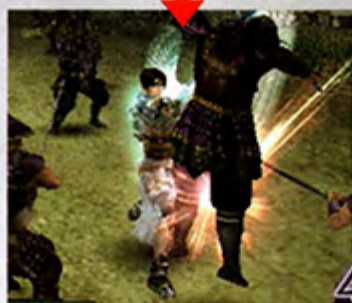
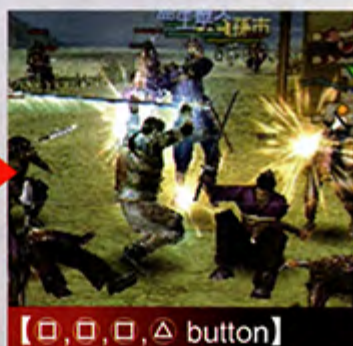
Charge Attack

【△ button】



A unique, powerful attack. Link Normal Attacks with Charge Attacks to execute even greater attack moves. The types of Charge Attack which can be used increase in number as your character develops.

*You can check on the Charge Attacks you can use in Move List under the Team Information menu.



Weapon Effects

If your weapon is equipped with effects, then these will be unleashed when you use a Charge Attack. As your character increases in level, so will the attacks (P.20).



Flame



Ice



Slay



Multi

Special Attack

[R1 button]

All characters belong to one of three Attack Categories: "Power," "Speed," and "Technique." Special Attacks use skills that differ depending on the character's Attack Category.

*Special Attacks become stronger as your character's Proficiency increases (P.23).

*You can check on the Special Attacks you can use in Move List under the Team Information menu.

Power

[R1 button]

Press the [R1] button to unleash a Power Attack. This will deplete your Musou Gauge by a fixed amount.



Special Ability of the Power Category

[Hyper Armor]

While attacking, Power Characters will not be knocked back by normal or arrow attacks.

Speed

[R1 button / Left Analog Stick + R1 button]

Push the [R1] button to perform a Combination Maneuver (Maneuver 1).

Push the [R1] button while tilting the left analog stick to attack with a separate skill (Maneuver 2). Combination Maneuvers can be used in combination with other attacks as you see fit.



Maneuver 1

[R1] button



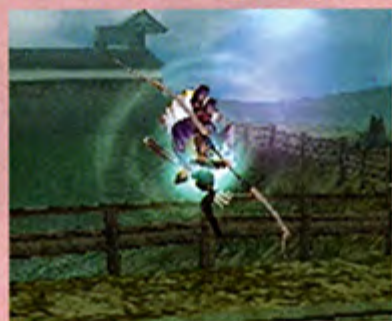
Maneuver 2

[R1] button + Left Analog Stick

Special Abilities of the Speed Category

[Aerial Thrust]

While jumping, press the [X] button again to propel your character through the air. Characters are invincible for the duration of an Aerial Thrust, making it useful when fleeing from enemies.



[Aerial Escape]

You can abort your own attack in mid-flow, by jumping up and away. This is useful in that it will enable you to switch to the next move without having to wait for the conclusion of the previous attack.

Technique

[R1] button / [R1] button following a Normal Attack



A high speed, powerful Enhanced Strike that depletes your Musou Gauge. This attack is used by replacing the Δ button in a sequential Charge Attack with the [R1] button to deliver an enhanced version of the Charge Attack. Further, each character has a certain sequential combination that will result in the unleashing of a unique character-specific move.



"The Δ button marked with a star on the Move List indicates where in the sequence the Δ button needs to be replaced with the [R1] button in order to unleash the unique character-specific move."

Special Abilities of the Technique Category

[Critical Hit]

Perform a Charge Attack or an Enhanced Strike on an enemy who is airborne to inflict greater damage.

[Counter Strike]

Press the [R1] button directly after taking damage to produce a powerful Counter Strike (uses Musou Gauge).



What to do at a time like this...

[Dazed by an Enemy Attack]

When your character is dazed by an enemy attack, rapidly pressing the [L1] / [R1] / $\bigcirc$ / Δ / $\square$ / $\times$ buttons will help your character recover more quickly.

[Deadlocks]

Rapidly press the $\square$ button to win a deadlock. If you lose the deadlock, your Musou Gauge will be drained. If you win, your opponent will suffer significant damage.



Musou Attacks 【○ button while Musou Gauge is full】

When you press the ○ button with a full Musou Gauge, you can unleash a powerful attack that varies depending on the character. The attack will continue for as long as the ○ button is held down, until the Musou Gauge runs out. Any character performing a Musou Attack is invincible for its duration.



There are 3 ways to refill your Musou Gauge: Press and hold down the ○ button, obtain the items Wine or Elixir, or switch characters and have the depleted character wait as an inactive character.

True Musou Attack

If you unleash a Musou Attack when your Life Gauge is red, your attack will be more powerful than usual. A flame effect is added to the attack.

Double Musou Attack

During 2 Player mode, while players 1 and 2 are connected by a lightning bolt, players can unleash simultaneous Musou Attacks, which are more powerful than usual. A flame effect is added to the attack.

Musou Chain

While unleashing a Musou Attack, you can change characters by pressing the **L2** / **R2** buttons. Immediately after changing characters, you can perform a second Musou Attack by once again pressing the ○ button, creating a Musou Chain. In a Musou Chain, there is a special effect added to the attack, and its power is increased for each character change. Up to three characters can be used in a Musou Chain.

Team Composition

Added Effect

2 or more Power Category characters	Multi (shadow versions of the character will appear)
2 or more Speed Category characters	Agility (increases attack speed)
2 or more Technique Category characters	Absorb (restores Musou Gauge when inflicting damage)
One character of each Attack Category	Flash (disable enemy's blocks)

Differences between the Musou Attacks of the Dynasty and Samurai Characters

The differences between Musou Attacks from the Dynasty Warriors characters and the Samurai Warriors characters are as follows.

Dynasty Warriors

- Hold down the ○ button to continue the attack.
- Release the ○ button to stop the attack.
- The Musou Gauge will stop being depleted when the button is released.

Samurai Warriors

- Hold down the ○ button to continue the attack.
- Releasing the ○ button will allow you to perform other actions.
- The Musou Gauge will empty completely.

Item List

By obtaining items, you can refill your Life or Musou Gauges, or temporarily increase your skills.

Recovery Items (Affecting all team members)

Items may appear when you defeat enemies or destroy wooden crates or urns.

Food

Restores strength to all team members

1 Peach



Life + 50

2 Peaches



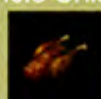
Life + 100

Meat



Life + 200

Whole Chicken



Life + 400



Wine

Restores active character's Musou Gauge to max. Waiting characters' Musou Gauges recover by 200.



Elixir

All team members' Life Gauges are restored to max. Active character's Musou Gauge restored to max. Waiting characters' Musou Gauges recover by 200.

Temporary Ability Boosters (Affecting all team members)

Items may appear when you defeat enemies, or destroy wooden crates or urns.



War God's Axe

For 30 seconds, all team members' Attack strength increases 2X.



War God's Armor

For 30 seconds, all team members' Defense increases 2X.



Winged Boots

For 30 seconds, all team members' Speed increases to maximum.



Imperial Seal

Unlimited Musou Attacks for 10 seconds. Waiting characters' Musou Gauges will increase by 200.

EXP Items (Affecting only the active character)

May appear when you defeat enemies.

Scrolls

Increase your character's EXP.

Small Scroll



EXP + 150

Medium Scroll



EXP + 300

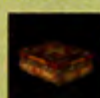
Large Scroll



EXP + 600

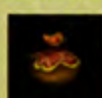
Other Items

Items may appear when you defeat enemies, or destroy wooden crates or urns. These items may be equipped from the next battle.



Treasure Box

Contains weapons for all three team members.



Leather Bag

Contains unique items.

Preparing for Battle

Camp Screen

After selecting a game mode and storyline, the Camp screen will be displayed.



Camp Menu	Content
Change Character	Changes the characters in your team.
Weapon	Equip your characters with weapons.
Abilities	Equip your characters with abilities.
Character Growth	Distribute Growth Points among characters to increase their levels.
Weapon Fusion	Fuse two weapons to create a stronger weapon.
Team Info	Check on team member information.
Tutorial	View a tutorial.
Save	Save.
Next	Go to the pre-battle screen.

【Character Information】

When you choose a character from Team Info, more detailed information will be displayed.

*If you select "Ability Acquisition" you can check on the conditions required to acquire an ability.

*If you select "Move List" you can check on available Charge Attacks and Special Attacks (P.14).

Heading	Content
Attack Category	There are three types: Power, Speed and Technique.
Lv (Level)	Maximum is 99. Increases by one each time your EXP Gauge fills to maximum.
Model	Use the button to change models when selecting your character.
Unique Item	Powerful character-unique items. Obtain them by satisfying certain conditions.
EXP Points	Experience Points. Will increase by one when the EXP Gauge fills to maximum.
Life	If Life reaches zero during battle, the game is over. May be restored with Items (P.17).
Musou	Depletes when you use Musou Attacks. May be restored with Items.
Attack	The level of damage you can inflict on your enemy.
Defense	The level of damage you will sustain from enemy attacks.
Speed	The speed of your movements and the strength of your jumps.
Weapon	The weapon you use in battle. To change it, select "Weapon."
Proficiency	Indicates your proficiency in your Special Attack (P.23). Higher Proficiency will yield stronger Special Attacks (P.14).

【Abilities】

Equip the Abilities you have acquired. Up to seven Abilities can be equipped for any given battle. Equipped Abilities can be used by all team members.

*Abilities are acquired by satisfying certain conditions during battle (P.23).

*You can also equip Abilities acquired by characters other than your team members.

*Abilities are measured in levels and will increase in effect as they move up.



Ability Overview

Ability	Effect
Vitality	Increases the maximum level of your Life Gauge.
Focus	Increases the maximum level of your Musou Gauge.
Potency	Increases your Attack.
Fortitude	Increases your Defense.
Impulse	Increases your Speed.
Cavalier	Increases Attack and Defense when mounted. Enables you to begin a battle on horseback.
Karma	Increases your luck.
Power	Strengthens Attack of Power Category characters.
Speed	Strengthens Attack of Speed Category characters.
Technique	Strengthens Attack of Technique Category characters.
Boost	Strengthens Charge Attack.
Awakening	Strengthens attacks which use up the Musou Gauge.
Acclaim	Increases EXP Points acquired.
Recuperate	Increases the speed with which the Musou Gauges of your inactive characters fill.
Conserve	Decreases the rate at which your Musou Gauge is depleted.
Adrenalin	Life is recovered when a certain number of consecutive attacks are successfully executed.
Recover	Life Gauge gradually refills.
Refill	Musou Gauge gradually refills.

【Weapon Fusion】

Weapon Fusion is the process of combining two weapons to produce a single, more powerful weapon. Growth Points are required for Weapon Fusion.

*If there are no weapons available to fuse, or if you do not have enough Growth Points, you will not be able to fuse weapons.

*Weapons can be acquired by finding Treasure Boxes during battle (P.17).

Fusion Procedure

Select the weapon you want to strengthen (Base Weapon) and the weapon whose effects you wish to fuse (Fusion Weapon). Add effects to the Base Weapon. The available effects will depend on the Fusion Weapon. The amount of Growth Points required to perform the fusion will depend upon the added effects.

*You can only add as many effects as there are slots on your base weapon.

*If you add an effect that the Base Weapon already has, that effect's level will increase (to a maximum of 10).

*The Fusion Weapon will disappear after the Weapon Fusion process is complete.

Effects Overview

Effect	Description
Flame	Inflicts continuous damage on your enemy with fire.
Ice	Freezes your enemy in place.
Bolt	Inflicts damage on all enemies within a wide range with a lightning bolt.
Flash	Disables your enemies' blocks.
Slay	Gives a certain probability of defeating your enemies with a single blow. Inflicts damage on enemy officers in accordance with how much Life they have.
Drain	Absorbs the Life of the enemy you attack.
Absorb	Absorbs the Musou of the enemy you attack.
Air	Strengthens attack against airborne enemies.
Brave	Strengthens attack against enemy officers.
Range	Increases your attack range.
Multi	Shadow versions of your character appear during attack.
Agility	Enables high-speed attacks.
Might	Inflicts critical damage.
Rage	Strengthens attack in inverse proportion to Life.

Pre-battle Screen

Just before the battle begins, the Pre-battle screen will be displayed. Here, you can check on battlefield and troop information, confirm the conditions for victory and defeat, and prepare for battle.

Pre-battle Menu	Description
Weapon	Equip weapons.
Abilities	Equip your team's Abilities.
Team Info	Check on team members' information.
Conditions	Check the conditions for victory and defeat. Conditions vary by battle.
Officers	Check officer information for allies and enemies.
Options	Adjust settings.
2P Quit	Quit 2 player mode and continue with 1 player.
Next	Begin the battle.

Viewing the Battle Map



Player



Horse



Allied army



Enemy army



Third-force army



Allied base



Enemy base



Third-force base

CHARACTER GROWTH

Leveling Up



When you accumulate a certain number of Experience Points, your character's level will increase by one. By leveling up, your character's base abilities (Life Gauge capacity, Musou Gauge capacity, Attack, Defense, Speed) will increase or improve.

You will accumulate Experience Points in battle by defeating enemies and acquiring EXP Items.

Another way of leveling up your characters is by using Growth Points, which are awarded at the end of every successful battle. These can be distributed among characters by selecting Character Growth at the Camp screen.

*You can check on the status of your Experience Points in Team Info.

How to Level Up

- Defeat enemy officers in battle and acquire EXP Items.
- From the Camp screen, select Character Growth, and allot Growth Points to the character you wish to level up.

Strengthening Weapons



If you acquire a Treasure Box during battle, you will receive weapons for all three characters once you are victorious in that battle.

You can equip these weapons from the Camp screen or the Pre-battle screen by selecting Weapon.

From the Camp screen, you can select Weapon Fusion to add special effects and strengthen the weapons you have.

How to Strengthen Weapons

- Pick up a Treasure Chest during battle to acquire a weapon after clearing the battle.
- Equip the acquired weapon by choosing Weapon from the Camp screen.
- Use Weapon Fusion from the Camp screen to strengthen the weapons you have.

Attack Category Proficiency



In addition to Levels, each character has an Attack Category Proficiency.

Proficiency will increase each time you defeat a set number of enemy officers or soldiers (1 officer is equivalent to 100 enemy soldiers).

The more your Proficiency increases, the stronger your Special Attacks become (P.14).

*You can only increase the Proficiency of the active character. No matter how many enemies the active character defeats, the Proficiency of the characters in waiting will not increase.

*You can check your Proficiency in Team Info.

How to Increase Proficiency

- Defeat a certain number of enemies during battle.

Acquiring Abilities



Each character has three to four Abilities they are able to acquire.

You can acquire Abilities by satisfying the conditions for acquisition in battle.

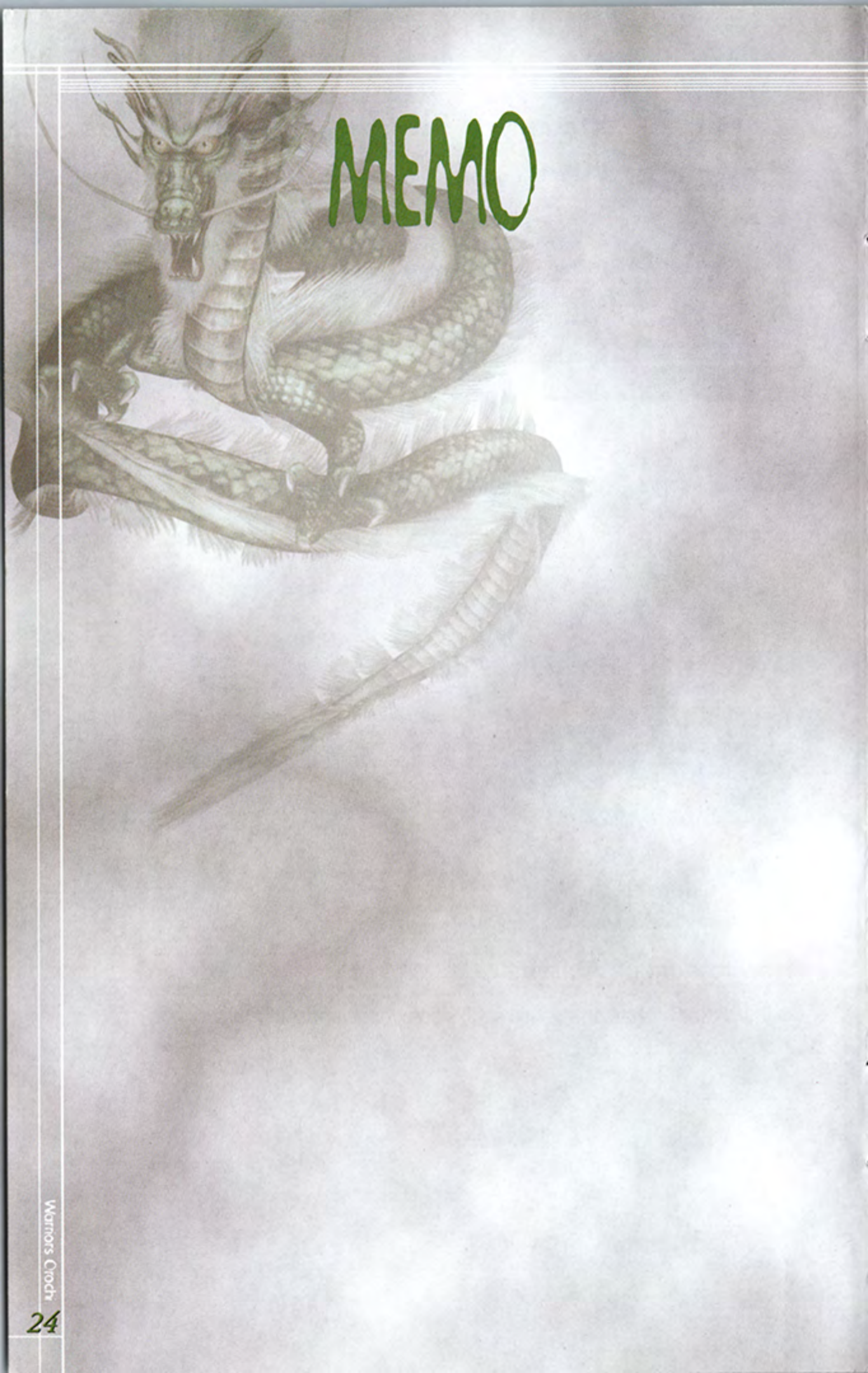
You can equip an Ability by selecting Abilities from the Camp screen or Pre-battle screen (P.19).

You can also equip Abilities acquired by characters other than your team members.

*You can check on acquisition conditions in Ability Acquisition under the Team Info menu (P.18)

How to Acquire Abilities

- Satisfy the character-specific acquisition conditions during battle.



MEMO

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PLAYSTATION 3



The cover art depicts a dramatic battle scene from the Hundred Years' War. In the foreground, a knight in ornate plate armor is shown from the chest up, holding a longsword that glows with a bright blue light. Behind him, a large army of soldiers on horseback is engaged in combat. The background features a cloudy sky and the silhouettes of other knights on horseback. The title "BLADESTORM" is written in large, stylized, metallic letters, with a sword integrated into the letter 'B'. Below the title, the subtitle "The Hundred Years' War" is written in a smaller, elegant font.

BLADESTORM™

The Hundred Years' War

NOVEMBER 2007

TEEN



Alcohol Reference
Mild Language
Violence

ESRB CONTENT RATING

www.esrb.org

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