XBOX 360

SAMURAI WARRIORS 2

戦国無双

TEEN

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ESRB

KOEI

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Manual Design: Ayako Miyashita

Game Controls

This section will explain how to control your character.

MAIN CONTROLS

RT Right Trigger

Evade (P.4)

Allows you to roll out of the way of enemy attacks.

RB Right Bumper

Special Stance / Special Attack (P.8)

Allows for use of special attacks unique to each game character. Pressing the X button while your character is in the Special Stance will execute Special Attack 1; pressing the Y button will execute Special Attack 2.

LT Left Trigger

Toggle Map (P.15)

Toggles between Zoom Map and Complete Map.

LB Left Bumper

Guard / Strafe (P.5/4)

When the left bumper is pressed, the camera will move behind your character as you guard against frontal attacks. Use the directional pad or left stick to move from side to side while still facing forward.

X Button

Normal Attack (P.6)

This will execute a standard attack move.

Y Button

Charge Attack (P.7)

This will execute a powerful charge attack. A charge attack can be linked with a normal or jump attack to create even stronger attack moves.

B Button

Musou Attack (P.9)

A special attack executable after your Musou gauge is full. Two or more gauges will increase the power of the attack.

A Button

Jump, Mount / Dismount (P.4/5).

Left Stick / Directional Pad

Movement (P.4)

Right Stick

Rotate camera angle.

Xbox Guide Button

START Button

Pause / Display Info Screen.

Move

Left Stick / Directional Pad

Your character will move in the direction you press the left stick. (For this and all other controls, the directional pad may also be used instead of the left stick.)

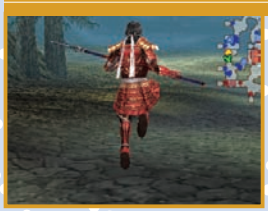
Strafe

LB + Left Stick

Character can move in all directions while facing forward. (You may also do this while mounted on a horse).

Jump

A button (+ Left Stick)



Your character will jump in the direction you push the left stick. (Hanzo Hattori, Kotaro Fuma and Nene can execute a double-jump by pressing the A button while in the air during a jump).

Evade

RT (+ Left Stick)

Do a somersault to evade an enemy attack. You may choose the direction in which to roll by pushing the left stick.

Guard

LB

Guard against frontal attacks.

Flip

LB

When your character is thrust into the air, a mid-air flip may be executed so your character can land on his or her feet.

Mount / Dismount

A button

Pressing the A button while the icon appears will allow you to mount a horse. Pressing the A button while on the horse will make your character dismount the horse.

In these situations...

Dazed by an Enemy Attack

When your character is dazed by an enemy attack, rapidly pressing LB / RB / X / Y / A / B button will help your character recover more quickly.

Deadlocks

Rapidly press the X button to win a deadlock. If you lose the deadlock, your Musou gauge will become empty. If you win, your opponent will suffer a great deal of damage.

Normal Attack

X button

A normal attack. The number of sequential attacks your character may execute will depend on your character's growth. (P.16)

Jump Attack

X button while jumping

An attack executed while jumping.

Dash Attack

X button while running

An attack executed while dashing forward. The attack and its effects vary depending on the character and weapon used. This move is a great way to attack several enemies at once.

Mounted Attack

X / Y button while mounted

An attack executed while mounted on a horse. Pressing the X button will execute a normal attack, and pressing the Y button will make the horse stomp. Pressing the Y button while running will perform a jump attack.

Jump Charge Attack

Y button while jumping

A charge attack unleashed when landing from a jump. Also effective against downed enemies.

Charge Attack

Y button

A unique, powerful attack. Link normal attacks with charge attacks to execute even greater attack moves.

Linked Charge attacks

The types and effects of linked charge attacks are different from character to character.

● EXAMPLE: Yukimura

X , Y button

X , X , Y button

X , X , X , Y button

AFTER CHARACTER GROWTH

X , Y , Y button

X , X , Y , Y button

X , X , X , Y , Y button

(Attack varieties become available as your character grows in ability.)

Special Attacks

RB + X button + Y button

Each character has two unique special attacks. Press the right bumper to put your character into the Special Stance and then press the X button or Y button to execute a Special Attack.

*You may walk around while in the Special Stance by holding down the right bumper and moving with the left stick.
*Your character's special attacks become more powerful as the character's level increases.

Examples of Special Attacks

Special Attack 1 RB + X button

Masamune

Releases rapid fire while walking around.

Kotaro

Grabs and throws enemies.

Oichi

Raises the abilities of nearby allies.

Special Attack 2 RB + Y button

Yukimura

Whistles for his horse.

Yoshihiro

Damages enemies by running into them.

Hanzo

Creates up to three shadow doubles.

Musou Attack

B button

You may execute a Musou attack as soon as one of your Musou gauges becomes full. As your character grows, you may obtain up to three Musou gauges. Two or more Musou gauges will increase the power of your Musou attack.

EXAMPLE: Yukimura

Musou Attack Level 2

Musou Attack Level 3

True Musou Attack

B button when life bar is red

This will execute a very powerful Musou attack which is further strengthened by the elemental attribute of Fire (P.26).

Double Musou Attack

B during certain conditions

A very powerful attack, further strengthened by the elemental attribute of Lightning (P.26). A Double Musou Attack can occur if you perform a Musou attack near a guard or second player.

*A Double Musou Attack will only occur if your character and the secondary character are linked by a bolt of lightning when executed.

Starting a Game

How to Start the Game

1. Insert the game disc into the Xbox 360™ console.
2. When the game loads, the opening sequence will begin. Press the START button if you wish to skip the opening sequence.
3. Press the START button at the Title Screen. You will be prompted to select a storage device for the saving and loading of game data. When you have done so, you will be taken to the Main Menu, where you can choose the game mode you wish to play.

Saving and Loading

Save after clearing a stage

After a stage is cleared, a series of results screens will be displayed, after which, a save prompt will appear.

Interim Save

During a game, press the START button to pause and bring up the Info Screen. From there, select INTERIM SAVE.

*Your interim save data will be overwritten if you save after clearing the stage.
*You may do an interim save once every five floors in the Survival Mode (P.20).

Load Data from Last Cleared Stage

Select Story Mode and choose the character and scenario you wish to play.

Load Interim Data

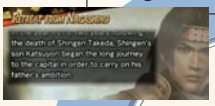
If interim save data exists, then the option "Continue" will appear in the Main Menu. Select "Continue" to resume interim save data.

Story Mode

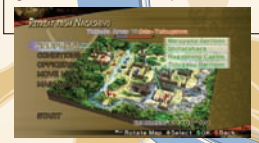
Game flow of the Story Mode:

Select a Stage
Choose your character, difficulty, and scenario. You may also go to the shop to improve your character before selecting a scenario.

Scenario Background



Preparing for Battle
Equip weapons and items, select a personal guard, and confirm victory conditions.



Begin Battle
Clear missions that appear during the battle while working towards fulfilling the victory conditions. Your character's level will increase by defeating enemy soldiers and officers.

Victory Conditions Fulfilled!
The battle is won if you fulfill all victory conditions. EXP will then be awarded and your character will grow stronger.

The Info Screen

This screen is displayed before each battle. You can also view it during a battle when you pause via the START button.

*You may view the battle history and create an interim save (P.10) from this screen as well.

Morale of both Armies

Allies

Allied Stronghold
Morale decreases if these are captured by the enemy.

Main Keep
The battle will continue indoors when entered.

Gate
Can be opened by defeating the soldiers who defend it.

Player

Enemy Officer

Enemy Stronghold
Morale increases if you capture these.

Time Remaining
The game will end when this counter runs out.

Game Modes

Story	Select a character, and play through a series of game stages that tell that character's tale. By clearing available characters' Story Modes, more characters will become available for play. * Two-player cooperative play is available in the Story and Free Modes. Player 2 may join the game by pressing the START button when "2P PRESS START" is displayed in the upper-right hand corner of the screen.
Free	Play any previously cleared stage with the character of your choice. The same rules apply for the growth of characters in Story, Free, and Survival Modes.
Survival Mode	Play through a castle of countless floors and attempt to set new records by clearing as many floors as possible (P.20).
Sugoroku	Up to four players may compete in a board game style mini-game (P.21).
Vault	View all acquired weapons, items, in-game movies, guards, steeds, etc.
Options	Select game and control settings (P.13).
Xbox Live	Play with your friends using Xbox Live (P.22).
Continue	Resume an interim saved game.

Xbox Live

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to ***www.xbox.com/live***.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Options

Settings	Display	Enemy life	Display enemy life meters [ON/OFF]
		Events	Display in-game events [ON/OFF]
		Movie Subtitles	Display subtitles during movies [ON/OFF]
		Screen Adjust	Adjust screen brightness using the directional pad
	Controller	Vibration	Toggle vibration function [ON/OFF]
		Inverse Camera	Reverse directions of camera control using the left stick [ON/OFF]
		Button Settings	Change your button settings
	Sound	BGM	Adjust background music volume 16 levels
		Effects	Adjust sound effects volume 16 levels
		Voice	Adjust voice volume 16 levels
		Sound Test	Listen to background music tracks from the game
Officer Reset			Reset character abilities to their default settings.
Save / Load			Save settings, records, etc., or load previously saved data.
Void Interim Save			Void existing interim save data.

Dolby® Sound Setup

This game is presented in Dolby® Digital 5.1 surround sound. Connect your Microsoft® Xbox 360™ to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable.

From the "system" blade of the Xbox 360 dashboard, choose "console settings", then select "audio options", then "digital output" and finally select "Dolby Digital 5.1" to experience the excitement of surround sound.

Battlefield

Enemy Info
Name of the enemy you are fighting. The gauge indicates the enemy's life.

Morale
Displays both the allied and enemy army's morale (Blue: Ally, Red / Yellow: Enemy). The longer the meter, the greater the advantage to that army.

Map
- Player
- Guard
- Mount

- Allies
- Enemies
- Mission Objectives

- Morale increasing
- Morale decreasing
- Stronghold captured

Complete

Toggle between maps by pressing the left trigger.

Zoom

EXP Gauge
This gauge increases whenever you defeat an enemy or pick up an EXP item (P.28). Your character's level will increase when the meter is full. Once the level increases, the meter will become empty again.

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

KOs
Number of enemies defeated.

Mission Messages
The mission(s) currently being undertaken.

Ability Marker
Appears when temporary ability-enhancing items are acquired. When the remaining time for the item begins to run out, the marker will flash quickly.

- Musou gauge at MAX
- Speed at MAX
- Defense doubled
- Attack doubled

Mount Gauge
Strength to remain mounted on horseback. When this gauge becomes empty, your character will be thrown off of his or her horse.

Life Meter
Your character's life gauge. The meter will decrease whenever damage is sustained and will change colors as it decreases from blue to yellow to red. The player is defeated if the meter becomes empty.

Musou Level
Displays the current level of your character's Musou attack (P.9).

Musou Gauge
You may obtain up to three separate Musou gauges. When one becomes full, you are able to execute a Musou attack. You may execute a more powerful Musou attack by unleashing two or more full gauges (P.9).

No Entry Signs
Player cannot enter.

Player cannot enter while mounted on horse.

Double Jump Sign

Only Hanzo Hattori, Kotaro Fuma, or Nene may pass via a double jump.

Two-Player Screen
In Two-Player Mode, the display will be divided horizontally across the middle of the screen.

Strengthening Your Character

How to power up your characters and weapons.

Increase Your Level

The EXP gained during battle will determine the amount your character's level will increase. The highest attainable level is 50. Life meter, Musou gauge, attack, and defense all increase according to your level. New moves and skills may also be acquired with higher levels.

Enemy Type	EXP
Commander	300 (50)
Main Character	200 (50)
Named Officer	100 (50)
Unit Leader	5 (2)
Soldier	2 (2)

*The numbers in the parentheses indicate Survival Mode EXP values.

Leveling Up During a Battle

Your character will gain a level during a battle when the EXP gauge is filled entirely (P.14). The EXP gauge will fill up slowly every time an enemy is defeated. The number of points gained varies on the opponent defeated.

Leveling Up After a Battle

After completing a scenario, your character may grow in level according to the EXP you have earned. The amount of EXP is determined by your clear time and number of KOs and combo hits.

*In Survival Mode, you will only earn EXP for the total number of defeated opponents.

Strengthening Weapons

Caches (wooden cases) containing weapons may appear when you break open crates or when you defeat enemy officers. You can see what weapon a cache contains after clearing the scenario in which it was found. You may keep up to a total of eight weapons.

Additional features

The weapons have different upgrading abilities. Weapons that have open ability slots may be taken to the Shop for improvement. However, you will not be able to select which upgrades a weapon gains.

The Shop

Enter the Shop by selecting "Shop" from the "Select Scenario" screen. You may exchange your gold for weapon improvements, skills, guards, and horses.

Weapons	Improve your weapons
Skills	Purchase new skills. Pressing the Y button will show you which skills you have already.
Guards	Hire guards. You may employ up to eight.
Mounts	Purchase horses. You may own up to three.

*If you wish to purchase a new horse or guard when you are at maximum holding capacity, you must release one that you already own.

*Guards that you have let go become available for hire at the Shop.

Acquiring Skills

There are a wide variety of useful skills that your character can acquire.

How to Acquire Skills

There are three ways of acquiring skills.

Leveling Up

Learning from an enemy officer

Purchasing from the Shop

How to Learn a Skill

You may learn a skill by defeating an enemy officer. The more advanced skills are harder to learn. You can increase your chances of learning new skills if you already have the skill "Prodigy." You may see details regarding learned Skills after you have cleared a scenario.

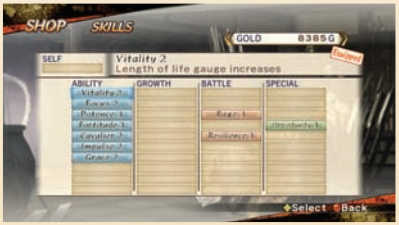
*You may see the skills possessed by the enemy officers on the Info Screen by selecting the menu item "Officers."

Skill Level

There are three levels of skills and the power of the skill increases with each level.

*Skills unique to certain characters do not have levels.

*There are some skills that will advance more than three levels.



Skill Types

Skills besides those unique to specific characters are divided into the categories of Might, Growth, Battle, and Special.

Unique skills are obtained through overall character growth.

RARE indicates a rare skill.

Might Skills		Growth Skills	
Vitality	Life MAX increases	Vitality	Life meter grows more easily when gaining levels
Focus	Musou Max increases	Focus	Musou gauge grows more easily when gaining levels
Potence	Attack increases	Potence	Attack grows more easily when gaining levels
Fortitude	Defense increases	Fortitude	Defense grows more easily when gaining levels
Cavalier	Mounted attack increases	Cavalier	Mounted attack grows more easily when gaining levels
Impulse	Speed increases	Impulse	Speed grows more easily when gaining levels
Grace	Strength increases	Grace	Strength grows more easily when gaining levels
Karma	Luck increases	Karma	Luck grows more easily when gaining levels
Sensei	Guards' abilities increase	Sensei	Guards' abilities grow more easily when guards gain levels
Master	All abilities increase RARE	Acclaim	Amount of EXP acquired increases RARE

Battle Skills		Special Skills	
Reach	Attack range increases	Gluttony	Effects of recovery items increased
Sickle	Increases the chance of inflicting a critical hit (P.27)	Cutthroat	Life recovered after defeating 100 opponents
Rage	Musou gauge fills up faster	Equestrian	Increases mounted horse's abilities
Chaos	Increases the damage according to numbers of combo attacks	Opportunity	Life recovers the first time life meter becomes empty
Resilience	No disorientation after any attack	Ration	Effects of recovery items on guards increases
Element	Adds elemental attributes to attacks	Prodigy	Increases chances of learning skills
Ele-Charge	Adds elemental attributes to charge attacks	Discern	Increases chances of finding rare weapons
Musou Power	Elemental attributes during Musou Attacks increased	Greed	Increases the amount of gold acquired
True Power	Elemental attributes during True Musou Attakcs increased	Fitness	Increases the time limit of power-up items
Awakening	Musou Attacks made more powerful RARE	Plunder	Reveals items on the map

Survival Mode & Sugoroku

An explanation on the Survival Mode and Sugoroku.

Survival Mode

Enter the castle and see how many floors you can clear. The gold and EXP you accumulate here will carry over into other game modes. Better rewards are given as you advance up the castle.

Survival Mode Rules

- Difficulty cannot be set.
- You are given 20 minutes to complete each floor.
- The game ends when the player's life meter is completely depleted.
- After clearing 10 floors or more, you can choose to pay a toll to skip previously cleared floors the next time you play.
- You may perform an interim save every 5 floors.

Fulfill Requests

You may earn more gold by fulfilling requests. Choose a request every five floors and pay the amount on the contract. As long as you fulfill the terms of the request, you will be rewarded after clearing five castle floors.

*If you fail, you will not receive your reward and lose the amount paid to undertake the request, as well.
*If certain requests are not fulfilled the game will end.

Shop in Survival Mode

You may enter the Shop (P.17) from the Requests Menu. Options at the Shop are the same as in the Story Mode. However, fulfilling certain requests may reveal items that would normally be unavailable in the Story Mode Shop.

Sugoroku

Up to four players may participate in Sugoroku, a style of board game starring the Samurai Warriors characters. The length of the game can be altered by choosing either the "Small" or "Large" playing board.

Sugoroku Rules

- The first player who attains the specified gold amount is the winner.
- You may purchase squares you land on if there is no previous owner.
- If you collect the three flags of your color and return to your home square, you will be awarded a stipend and promoted.

Flow of Sugoroku

Throw the Die

On your turn, throw the die to see how many spaces you can move.

Head for the Flags

You can move in the direction the arrows are pointing. Go after the flags and try to collect all three.

Expand Your Territory

You may purchase any vacant normal squares that do not already belong to another player.

Pay Toll

If you enter another person's square, you will have to pay a toll.

Collect Gold at Your Home Base

After collecting three flags, return back to your home square. You will receive a stipend according to your rank and a reward based on the value of the squares you own.

The player who obtains the objective amount of gold first wins!

Xbox Live

Instructions for online Vs. play.

Online Play Rules

- Each player fights against an enemy commander and three suboffices chosen by their opponent.
- Players fight on separate battlefields. All enemy characters are computer-controlled.
- Win by defeating your battlefield's commander, or if your opponent is defeated.
- Time limit is 20 minutes. If time runs out, winner is decided by comparing each commander's remaining life.
- Neither mounts nor items appear on online play battlefields.

Match Types

First, connect to Xbox Live (P.12) in order to compete with other players online. Choose Xbox Live from the main menu and select a match type. Once an opponent is found, the game will proceed to the character select screen.

Ranked Match	Results will affect your overall multiplayer Score and stats	
	Quick Match	Standard settings, character growth is applied
	Custom Match	Settings chosen by user
Player Match	Results will not affect your overall multiplayer Score or stats	
	Quick Match	Standard settings, character growth is applied
	Custom Match	Settings chosen by user
	Private Match	Invite a specific player to battle

*If Character Growth is set to "Lv50," then both players' characters will be set to level 50 and wield level one weapons. This setting is recommended for players whose characters have yet to grow significantly.

Score and Grade

Your multiplayer Score is a measure of your overall strength as a player. It is adjusted every time you compete in a Ranked Match. According to your score, you will also be assigned a Grade. Grades range from A through H, with A being the highest possible grade.

*Defeating a player with a much higher Score than your own results in a greater rise to your own score. Losing to a player with a much higher Score will not drastically decrease your own Score.

Preparing for Battle

Before the battle begins, you must choose your character and three suboffices, decide their positions on the battlefield, and equip a weapon.

Character Select

Your character will appear on your opponent's battlefield as the computer-controlled enemy commander. Suboffices will appear only on your opponent's battlefield. Each suboffice has one Support effect that either weakens your opponent or strengthens your opponent's enemy commander.

*The abilities of enemy commanders and suboffices are preset. They are not affected by the Character Growth option.

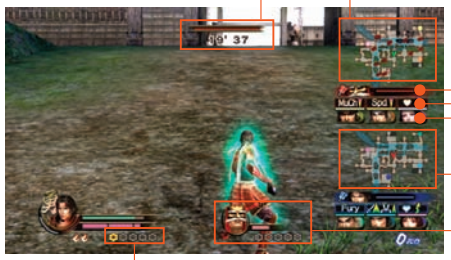
Character Positions

You can select the positions of the computer-controlled enemy commander and suboffices on your opponent's battlefield. Try to arrange them in a way that is least advantageous to your opponent.

Beginning Battle

The battle begins when both players finish preparations.

Screen Layout



One Will point is rewarded for every one suboffice or 50 enemies defeated. Will points are needed to execute Commands.

Suboffícer Support Effects

The presence of suboffícers on the battlefield either weakens the player or strengthens the enemy commander, depending on the suboffícers' Support effects. If a Suboffícer is defeated, his or her Support effect also wears off.

Suboffícer	Support	Object	Details
Mitsuhide		Commander	Defense increases greatly; Attack increases some
Nobunaga		Commander	Attack increases greatly; Defense increases some
Yukimura		Commander	Attack and Defense increase equally
Shingen		Commander	Defense increases immensely
Kenshin		Commander	Attack increases immensely
Ieyasu	Endure	Commander	Defense increases and character is resistant to being stunned
Keiji	Fury	Commander	Attack and Defense increase greatly when life falls below half
Oichi		Commander	Life restores gradually
Nagamasa		Commander	Attack and Defense increased; Life restores in small increments
Hanzo	Hide	Commander	Commander's position on map is hidden
Nene	Swap	Commander	When Commander is defeated, Nene gives her life instead
Magoichi	Snipe	Opponent	Life drastically reduced every two minutes
Sakon	Will	Opponent	Will reduced by one point every 30 seconds
Hideyoshi	50 KO	Opponent	Increase in Will for every 50 KOs is nullified
Masamune	Charge	Opponent	Charge attacks can not be used; Attack decreases
Okuni	Command	Opponent	Commands can not be used until close to death
Ina	Special	Opponent	Special moves can not be used; Attack also decreases
Ranmaru	Musou	Opponent	Musou attack can not be used until close to death
Kanetsugu	Spd	Opponent	Speed decreases
Tadakatsu	MuCh	Opponent	Musou gauge takes longer to recharge
Yoshihiro		Opponent	Attack decreases
Ginchiyo		Opponent	Defense decreases
Kotaro	Mus	Opponent	Musou gauge reduces gradually
Mitsunari	Will	Opponent	Max Will points reduced to one; Attack also decreases
No		Opponent	Life reduces gradually
Musashi	Opp.	Opponent	Effect of the "Opportunity" skill is nullified

*"Opponent" refers to the opposing player. "Commander" refers to the opposing player's enemy commander.

Using Commands

Players can also use special tactics called Commands. Available commands can be viewed by pressing the left stick. As long as you have one Will point, you can use a Command by pressing the corresponding face button while still holding down the left stick.

Command	Battlefield	Effect
Rally	Own/Opponent	Self, suboffícers, and opponent's enemy commander receive 30 sec. attack boost
Shield	Own/Opponent	Self, suboffícers, and opponent's enemy commander receive 30 sec. defense boost
Recover	Own/Opponent	Self, suboffícers, and opponent's enemy commander receive life boost
Teleport	Opponent	Suboffícers and opponent's enemy commander teleport randomly
Raid	Opponent	Suboffícers automatically surround opponent
Ambush	Opponent	Troop of soldiers surrounds opponent
Revive	Opponent	Reduce own health in order to revive one suboffícer
Sacrifice	Own	Lose one suboffícer in order to strengthen self (20 sec.)
Charge	Own	Boost own speed and repel enemies (30 sec.)
Rush	Own	Boost own speed greatly (30 sec.)
Lure	Own	Decrease enemies' defense and lure them toward you (45 sec.)
Bind	Opponent	Prohibit opponent from using Commands (45 sec.)

*Different commands take effect on different battlefields. "Own" refers to the player's own battlefield, whereas "Opponent" refers to the opposing player's battlefield.

Ranking

Select "Ranking" from the Xbox Live menu to view worldwide Score Ranking, Streak Ranking, and Weekly Ranking.

*Refer to the button prompts at the bottom of the screen to move through the ranking list.

The Way of the Warrior - Hints & Tips -

Counter Attacks

Akechi Mitsuhide and Musashi Miyamoto both have the special ability to counter an opponent's 's attack. To do this, you must execute a well-timed button press while in the Special Stance (right bumper).

Attacking Castles

It is easy to get lost in large castles like Osaka Castle and Odawara Castle. The map in the upper right corner will help guide you through them.
When inside castles, the map will indicate ascending staircases in yellow and descending staircases in green.

Special Moves

Be sure to take advantage of your character's special moves (right bumber + X / Y button).

How to Fight Groups

There are times when the enemy will attack you in groups using powerful combined attacks. A good way to defeat these groups is to first defeat their leader. Once the leader has been defeated, the group can no longer coordinate combined attacks. In narrow places inside of a castle, it is best to confront them with a Musou attack.

Critical Hits

A critical hit inflicts 1.5 times the damage of a regular attack and occurs randomly. Critical hits occur more often if you have a high "Luck" attribute. Having the "Sickle" skill will also increase your chances of inflicting a critical hit.

Taunts

Masamune Date and Hideyoshi Toyotomi have this ability. Enemies affected will have their defenses lowered but their attack strength increased. Try to defeat them before they get a chance to attack.

Elemental Attacks

Your weapons will gain elemental attributes if you have either the "Element" or "Ele-Charge" skills. The effectiveness of the weapon increases with the character's skill.

Fire	The target is engulfed in flames and continues to be damaged while burning.
Lightning	The target and nearby enemies are struck by lightning.
Ice	The target is temporarily frozen and unable to move.
Wind	Breaks through the target's guard and inflicts damage.
Demon	Increases the chances of defeating an enemy in one blow.

Learn

High level and rare skills are difficult to learn by defeating enemy officers. You should start out by aiming for lower level skills first. There is no sure way of obtaining a skill, but defeating your opponent as quickly as possible and sustaining as little damage as possible will increase your chances. If you have the skill "Prodigy," your chances of acquiring new skills by learning is increased.

Regular Items

Healing

Mini-Rice Ball	Life +20
Dumplings	Life +50
Rice Ball	Life +100
Rice Balls	Life +200
Rice Tub	Full Life
Mini Sake Bottle	Musou Gauge +20
Sake Bottle	Fills up 1 Musou Gauge
Sake Cask	Full Life and Musou

Temporary Ability Booster

White Blade	Attack doubled for 30 seconds
Ancestral Armor	Defense doubled for 30 seconds
War Sandals	Speed at MAX for 30 seconds
Bronze Mirror	Musou Gauge full for 5 seconds
Spirit Mirror	Musou Gauge full for 10 seconds

Gold and EXP items

Gold items

Single Coin	+5 Gold
Triple Coin	+25 Gold
Multi-Coin	+50 Gold
Treasure Box	+100 Gold

EXP / Weapons

Mini-scroll	+50 EXP
Scroll	+100 EXP
Grand Scroll	+200 EXP
Cache	Contains weapon