

 XBOX 360

NTSC

DYNASTY WARRIORS 7



Online Interactions
Not Rated by
the ESRB



TECMO KOEI AMERICA CORP.



⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

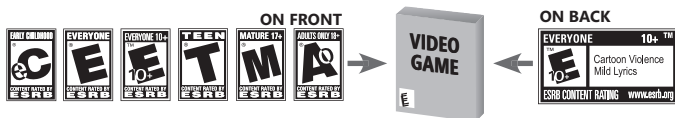
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

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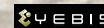
* Screenshots taken from the development version of the game.

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Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 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/countries.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Beginning the Game

SET THE GAME

1. Insert the DYNASTY WARRIORS 7 disc into the disc tray.
2. The opening movie will play. When the movie is over, or if you press  during the movie, you will be taken to the Title Screen.
3. By pressing  at the Title Screen, the Mode Selection screen will be displayed.

* In order to save and load, please play while signed in to your Gamer Profile. Or, if you start a game without signing in and then sign in during game-play, you can select your storage device and the data you want to load.

* Save data is created for each Gamer Profile. If you create multiple profiles within the Xbox Dashboard and then log in under a different profile, you can manage multiple save data files. For more details, refer to your Xbox 360's console instruction manual.



Mode Selection screen

MAIN MENU

STORY MODE (P.12)	Choose a kingdom and play through its story.
CONQUEST MODE (P.14)	Select an officer and play a variety of different stages.
GALLERY	View officer character models, the movies from the game and more.
ENCYCLOPEDIA	Learn more about the story of the Three Kingdoms and the officers that appear in the game.
OPTIONS (P.4)	Adjust the game settings.
TUTORIAL (P.5)	Learn the controls as you play along with the game.
CONTINUE (P.4)	Resume a battle from a previously saved game.

* Officer growth is shared across both the Story & Conquest Modes.

Story Mode

Select a kingdom (Wei, Wu, Shu, Jin) and play through a story unique to each one. The officer you play as is predetermined for each stage.

NEW GAME	Play from the opening scenario. You can select from the following difficulty levels: Beginner, Easy, Normal, Hard, & Chaos.
CONTINUE	Continue from a previously saved game.
SELECT STAGE	Choose a previously cleared stage to play through again.

Conquest Mode

Play a variety of different stages and attempt to clear them all. At the Character Selection screen, you can change your officer at any time. As you proceed through the game, you can unlock additional officers to choose from.



Character Selection screen

Gallery

Here you can view items such as the character models or the movies from the game. As you proceed through the game, you can unlock additional items to view.



CHARACTERS	View the models and expressions and listen to voice lines for the characters available in Story Mode or Conquest Mode.
WEAPONS	View the weapons you have obtained.
GUARDIAN ANIMALS	View the guardian animals you have obtained.
MOVIES	Replay movies that you have already seen in the game.
EVENTS	Replay event scenes that you have already seen in the game.
WALLPAPER	View wallpaper from the game. You can earn more wallpaper by viewing the game's ending or by increasing the number of Sworn Allies (P.17) you have made within Conquest Mode.

Encyclopedia

Check the story of the Three Kingdoms, and view explanations on the officers, battles and terms of the story, as well as a timeline.

THE THREE KINGDOMS	Follow along with the story of the Three Kingdoms.
OFFICERS	View an introduction to the officers.
BATTLES	View an overview of the famous battles.
GLOSSARY	View a list of terms and definitions.
TIMELINE	View a timeline for the story.

Options

Adjust the game settings. By selecting [Restore defaults], you can return all of the settings to their original values.

DISPLAY	Map	[Semi-auto/Auto/Manual] Switch between the map display methods when battle updates are given. Semi-auto: Automatically switch to the overview map. Auto: After switching to the overview map, it will return to the previous map setting. Manual: The map will not switch during battle updates.
	Health bars	[On/Off] Turn the Health Gauges displayed above the enemies' heads on or off.
	Subtitles	[On/Off] Turn the subtitles for the events (movies) on or off.
	Enemy location indicator	[On/Off] Turn on or off the indicator that shows the direction of the currently targeted enemy officer.
	3D	[On/Off] Turn the game's 3D display feature on or off.
CONTROLLER*	Vibration	[On/Off] Turn the vibration function for the controller on or off.
	Button Settings	Assign commands to each of the buttons on the controller.
SOUND	BGM volume	Adjust the volume of the background music within the game.
	Sound effects volume	Adjust the volume of the sound effects within the game.
	Voice volume	Adjust the volume of the voices within the game.
	Sound test	Play back songs that are played within the game.
CAMERA*	Camera - vertical	[Normal/Inverse] Switch the controls for moving the camera up and down.
	Camera - horizontal	[Normal/Inverse] Switch the controls for moving the camera left and right.
	Targeting	[Normal/Auto] Switch whether the camera will automatically track enemy officers while strafing or not.
SAVE/LOAD	Save or load your game.	
GAME PREVIEWS	View trailers for other TECMO KOEI games.	

* When playing with 2 players, you may adjust the controller settings for both Player 1 and Player 2.

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. If your Xbox 360 features HDMI output, you can also use an HDMI cable.

From the "System" blade of the Xbox 360 Dashboard, choose "Console Settings", then select "Audio", then "Digital Output" and finally select "Dolby Digital 5.1" to experience the excitement of surround sound.

Tutorial

Take control of the officer Guan Ping and learn how to play the game.

Continue

Resume a previously saved game.

AUTOSAVE

The game will be saved automatically, such as after battles.

* At least 700KB of free space are required in order to save.

LOADING IN STORY MODE

In order to continue a game, select [Continue] from the Story Mode menu (P.2).



SAVING & LOADING IN CONQUEST MODE

By pressing  while in the city or on the Stage Selection screen, the Pause Menu (P.10) will appear. You can save your progress by selecting [Save] from the menu. In order to continue a previously saved game, select Conquest Mode from the main menu.

SAVING & CONTINUING DURING BATTLE

You can save during battle by selecting [Save] from the Pause Menu.

When you have in-battle save data, you can continue the battle by selecting [Continue] from the main menu.

* If you save during Story Mode or Conquest Mode, your in-battle save data will be deleted.



Battle Controls

BASIC CONTROLS

These are the basic controls for the Battle Screen.



Left Trigger
Call horse
Summon a horse to your side.

BACK button
Display the Battlefield Map (P.10)

Left Bumper
Strafe/Guard
Block against attacks from the front. You will lose your balance if you are hit with a Strong Attack. If you hold down **LB** while moving the left stick (or directional pad), then you will move while facing forward.
Somersault
Press **LB** to regain control when knocked into the air by an enemy attack.

Left Stick / Directional Pad
Move/swim
Move your character on land, and swim when in water. You are unable to attack or block while in the water. If you enter the water while on a horse, you can only perform mounted attacks.

Right Trigger
Toggle map (P.9)
Switch between the overview and zoomed maps.

Right Bumper
Switch Weapon (P.20)
Change weapons while in the middle of an attack.

X button
Normal Attack
This is a rapid attack that can also be used while jumping or while running.

Y button
Strong Attack
This is a powerful attack that can follow a Normal Attack to unleash even more special attacks.

B button
Musou Attack
This is a special attack for each officer. You can use it when you have at least 1 unit or more of the Musou Gauge (P.8) full. Using the Musou Attack consumes 1 unit of the Musou Gauge.

A button
Jump
Jump in the direction you press the left stick. The longer you hold down **A**, the higher you will jump.
Mount/dismount horse
You can mount a nearby horse by pressing **A**, and when on the horse, you can press **A** again to dismount it.

Right Stick / D-Pad
Rotate camera

Xbox Guide Button

Start Button
Display the Pause Menu (P.10)

Ladder
You can climb a ladder by standing near it and pressing **A**. You can block enemy attacks while climbing the ladder by pressing **LB**. You can also jump down from the ladder by pressing **A**.

EX ATTACKS
These are attacks that you can perform by equipping a weapon that your officer is proficient with (denoted by an "EX" mark). The controls will vary depending on the officer. You can confirm them by checking the Pause Menu (P.10).

* For controls on the Information Screen and other locations, please refer to the control guide displayed on the screen.
* You can change the button layout and camera controls under [1P Controls] / [2P Controls] in the [Options] menu.

Xbox 360 Controller

Xbox Guide Button

Start Button
Display the Pause Menu (P.10)

Right Stick / D-Pad
Rotate camera

EX ATTACKS

These are attacks that you can perform by equipping a weapon that your officer is proficient with (denoted by an "EX" mark). The controls will vary depending on the officer. You can confirm them by checking the Pause Menu (P.10).

Game Screens

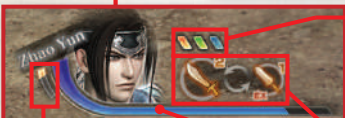
BATTLE SCREEN

Enemy Information

Enemy's name & Health Gauge

Combo Counter

The number of hits landed consecutively



Temporary Effect Timer

This flashes when your abilities have been increased due to Temporary Effect Items (P.11). As time is about to expire, the speed of the flashing will increase.

- Attack x2 (30 seconds)
- Defense x2 (30 seconds)
- Speed Up (30 seconds)

Currently equipped weapon

You can switch the weapon you are currently using by pressing .

Health

Your character's remaining health. It decreases when you take damage from the enemy, changing color from blue to yellow to red. The battle will end if the gauge reaches empty.

Musou Gauge

You are able to perform a Musou Attack when at least 1 unit of the gauge is full. If you obtain the Skill [Musou Gauge +1], or if you equip the [Musou Gauge +1] Seal, then the gauge will increase to 2 units. Each time you use a Musou Attack, the gauge will decrease by 1 unit.

K.O.s

The number of enemies you have defeated

No entry marker

You cannot proceed any further in that particular direction.



Map

You can use to switch between the overview and zoomed maps.



Zoomed map



Overview map

- Player location and orientation
- Player's horse
- Ally
- Allied officer
- Enemy
- Enemy officer

Border

You cannot go past this point, although there are some areas where you may jump from a higher location down to a lower one.

Stairs/Ladders (Orange)

River

You can swim in these areas. You can exit the river by climbing onto the banks from the borders or from the stairs.

Differences in Elevation

The brighter the area of the map, the higher the elevation.

2 Player Screen

In 2-player mode, the screen is split horizontally.



PAUSE MENU

By pressing  during Story Mode's battles or conversation events, or in the Conquest Mode's battles, City, or Stage Select screen, the Pause Menu will be displayed.



Pause Menu

WEAPONS	Change your equipped weapons for [Weapon 1] and [Weapon 2].
OFFICER INFO	SKILLS Learn a Skill. You can learn various new Skills by using Skill Points.
	MOVE LIST Confirm the actions for your character. You can also confirm the EX Attack controls for each character.
	BONDS* Confirm your Bonds with other characters.
	OUTFIT* Change the costume for your character.
STATS*	View your in-battle accomplishments. You can also confirm things such as the percentage of all weapons, Seals, etc. you have obtained.
SETTINGS	Adjust the display, controller, and sound settings (P.4).
ONLINE PLAY / OFFLINE PLAY*	Switch between online and offline play.
SAVE	Save the data for your current game.
EXIT BATTLE*	(Only during battle) Quit the current battle and return to the Stage Selection screen (P.14).
END GAME	Quit the current game and return to the main menu. You will only be given the option to save your progress if you are in a city.

*Only available in Conquest Mode.

BATTLEFIELD MAP

If you press  during battle, the Battlefield Map will be displayed. Here, you can confirm the Victory Conditions as well as unit information. If you press , you can view the Battle Log. An icon () will denote the location of the commander.

IN-BATTLE ITEMS

You can find items by destroying jars or by defeating enemies. The items will disappear after a short period of time, so try to pick them up as quickly as possible. By obtaining Growth Items, you can increase the abilities of your officer.

RECOVERY ITEMS

	Meat Bun Recover 50 Health		Meat Recover 200 Health		Wine Restores 1 unit of the Musou Gauge
	Meat Bun x 2 Recover 100 Health		Chicken Recover 400 Health		Imperial Seal Restores the entire Musou Gauge
	Hua Tuo's Ointment Completely restores the Health & Musou Gauges				

TEMPORARY EFFECT ITEMS

	War God's Axe Attack x2 for 30 seconds		War God's Armor Defense x2 for 30 seconds		Winged Boots Speed increased for 30 seconds
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GROWTH ITEMS

	Bronze Sword Increases Attack by 1		Soldier's Shield Increases Defense by 1		Dim Sum Increases max Health by 10
	Iron Sword Increases Attack by 2		Sergeant's Shield Increases Defense by 2		Large Dim Sum Increases max Health by 20
	Silver Sword Increases Attack by 4		General's Shield Increases Defense by 4		
	Gold Sword Increases Attack by 8		Fu Yi's Shield Increases Defense by 8		

Story Mode

STORY MODE GAME FLOW

The basic game flow of Story Mode is as follows:



IN THE PAUSE MENU

You can bring up the Pause Menu (P.10) by pressing during battle or during a Conversation Event.

Changing Weapons & Learning Skills

You can change your weapon at any time. You are able to equip weapons as soon as you pick them up in battle. Additionally, you can learn Skills by using the Skill Points earned from defeating enemy officers.

PRE-BATTLE PREPARATION

You can create weapons during the pre-battle preparation phase. Talk to the officer with a yellow marker above his head in order to start the battle.

DURING BATTLE

When you defeat an enemy officer, you can obtain Skill Points, items or weapons. By completing the victory conditions, the battle will end. As a reward, you can receive gold for completing the battle. The amount you receive will vary depending on the difficulty level.

Siege Weapons

In special battles, siege weapons will be used. You can use them to destroy gates or other obstacles and also to attack the enemy. You can utilize a siege weapon by approaching it and pressing .

Types of Siege Weapons

BALLISTA	Continuously fires arrows that can be used to destroy obstacles or attack the enemy.
CATAPULT	Throws stones that can be used to destroy obstacles or attack the enemy.
JUGGERNAUT (FIRE-BREATHING TANK)	Shoots fire that can attack the enemy. You can move it by using the left stick (directional pad).

*There are other types of siege weapons as well.

Conquest Mode

CONQUEST MODE GAME FLOW

First select an officer to play as, then select a stage from the map of China. You can change officers at any time by pressing **X** on the Stage Selection screen.

STAGE SELECTION SCREEN

Choose a stage



X button

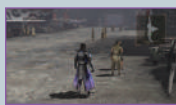
CHARACTER SELECTION SCREEN

Change the officer to control



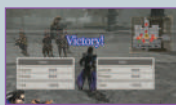
CITY

Use the city's facilities (P.16)



BATTLE

Complete the victory conditions



SELECTABLE STAGES INCREASE

You are able to select adjacent stages



PAUSE MENU

- Change weapons
- Learn Skills
- Confirm Stats
- 2P EXIT
- Switch between online/offline play
- Equip Seals
- Confirm actions/moves
- Confirm Bonds



STAGES

The map of China is divided into multiple hexagonal spaces. Select a space to enter a battle or a city. Some stages can only be selected when you have fulfilled certain conditions.



City

Cleared Stages (gold)

Selectable Stages (silver)

Unavailable Stages (black)

Type	Details
City	Use the facilities located within the city. The items available in the shops will differ depending on the province.
City	By winning this battle, you will unlock a capital city.
Legendary*	By winning this battle, you will earn more officers to choose from.
Weapon	By winning this battle, you will obtain a weapon.
Treasure	By winning this battle, you will obtain a special treasure (rare weapon).
Animal	You can obtain a guardian animal to accompany you in battle.
Increase Abilities	Your abilities, Fame and gold will increase.

* By clearing all of the battles within the Conquest Mode, you will increase the number of playable characters on the Character Selection screen.

PLAYING WITH 2 PLAYERS

In Conquest Mode you can play cooperative multiplayer with up to 2 players. Player 2 can press **START** on the Stage Select screen or the Character Select screen. To end multiplayer mode, select "2P EXIT" from the Pause Menu.

WINNING BATTLES

Select a battle stage and then choose from the following difficulty levels: [Beginner], [Easy], [Normal], [Hard] or [Chaos]. The battle will begin and you can attempt to complete the victory conditions. If you clear the stage, then you will receive Fame and gold as a reward.

Clear Bonus	Description
FAME	This increases the more enemies you defeat.
GOLD	Obtain additional gold. The amount you receive will vary by stage.

Increased Number of Selectable Stages

Upon winning a battle, you can select from the adjacent stages.

* There are some stages that have certain requirements in order to select them.



CITY FACILITIES

There are various facilities within a City that you can use.

WEAPONS	Create a weapon. The types of weapons you can create will increase as you unlock more capital cities.
BLACKSMITH	By leaving your weapon here and paying a fee in gold, your Seal Gauge (P.20) will increase depending on your performance in battle. The cost will vary depending on the weapon you leave.
TEAHOUSE	Select a Sworn Ally and Guardian Animal to take into battle with you.
MERCHANT	The merchant appears from time to time within the city. He will allow you to obtain information on clearing stages, hiring officers, and purchasing Guardian Animals and weapons.
SCHOLAR	The Scholar appears from time to time within the city. He will challenge you to a quiz about the Three Kingdoms. If you answer his questions correctly you can receive extra gold.
OFFICER	Officers may visit the city from time to time. If you talk to them, then your Bond with them will increase.

REQUESTING ASSISTANCE

From the Merchant you can request assistance in battle from other officers. The officer you request will appear during battle as reinforcements. You can only request assistance from one officer at a time.



BONDS & SWORN ALLIES

Bonds represent the connection between you and the game's various characters. The stronger your bond, the more likely the other officer is to join you in battle, and the more items you will be able to view in the Gallery. Confirm your Bonds by going to [Bonds] on the Pause Menu (P).



Strengthening Bonds

Bonds can be strengthened by talking to an officer in a city, or by assisting people in battle.

- * Talk in the City
- * Participate in battle as an ally
- * Assist allies in battle
- * Join a Sworn Ally in battle
- * Defeat your opponent while enemies in battle, etc.
- * Fight well in battle while an ally
- * Participate in battle as a hired officer

Sworn Allies

When your Bond reaches a certain level, an event will occur within the city, and you can become sworn allies with the other officer. When you make a sworn ally, you can select them in the Teahouse and take them to battle with you.



GUARDIAN ANIMALS

You can take Guardian Animals into battle with you. You may purchase them from the Merchant. They will fight alongside your officer during battle and you can also ride some of them, such as horses, by standing near them and pressing **A**. You can choose which Guardian Animal to take to battle with you at the Teahouse.

Guardian Animal Abilities

Abilities	Details
SPEED	The movement speed of the Guardian Animal.
POWER	The higher this value, the more powerful the enemies it can knock down when running over them.
ATTACK	The higher this value, the more damage the Guardian Animal can inflict upon the enemy.

Types of Guardian Animal Abilities

Some Guardian Animals can be ridden like a horse, while others will fight at your side.



Horse

TYPE: Riding

A rideable Guardian Animal. Abilities differ depending on the horse.



Elephant

TYPE: Riding

A rideable Guardian Animal.



Tiger

TYPE: Companion

A Guardian Animal that fights at the player's side.



Wolf

TYPE: Companion

A Guardian Animal that fights at the player's side.



Panda

TYPE: Companion

A Guardian Animal that fights at the player's side. Restores allies' health.



Bear

TYPE: Riding

A rideable Guardian Animal.



Hawk

TYPE: Companion

A Guardian Animal that attacks on behalf of the player.

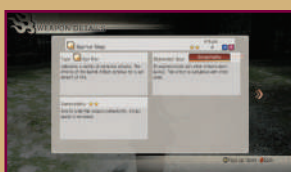
WEAPONS

You are able to equip two weapons at a time. In battle, you can switch between these weapons at any time. Additionally, you can change your equipped weapons at any time. Each weapon has special features that vary by type. Any officer can use any weapon. When you obtain a weapon, other officers will be able to use it as well.

Compatibility

This shows how capable your officer will be with each type of weapon. There are a total of 3 stages, from ★ to ★★★.

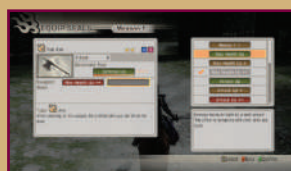
There are weapons that require [Power] and those that require [Speed]. Depending on the power or speed of your officer, the Compatibility will change. You can increase your officer's power or speed through the use of Skills.



Compatibility	Contents
★ (POOR)	Not able to use the weapon effectively.
★★ (HIGH)	Able to freely use the weapon. The attack speed increases slightly.
★★★ (EXCELLENT)	A master of the weapon. Depending on the type of weapon, you may be able to perform special maneuvers.

Obtaining Seals

Each weapon offers a different Seal for you to obtain. Once obtained, a Seal can be equipped to power up your weapons and give your character various abilities. Each time you defeat an enemy, your equipped weapon's Seal Gauge will fill. Once the gauge is full, the Seal will be available for you to equip.



WARRANTY

90-day limited warranty

TECMO KOEI AMERICA Corporation warrants to the original consumer purchaser that this game disc shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, TECMO KOEI AMERICA will repair or replace the game disc, at its option, free of charge.

To receive this warranty service:

1. Register your game online at <http://registration.tecmokoeiamerica.com>.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game disc to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify TECMO KOEI AMERICA Corp. by calling the Customer Service Dept. at (650) 692-9080, between the hours of 9:30 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.
5. If the TECMO KOEI AMERICA Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game disc, enclose your name, address and phone number, and return the game disc, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

TECMO KOEI AMERICA Corporation
1818 Gilbreth Road, Suite 235
Burlingame, CA 94010

This warranty shall not apply if the game disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Online Support

For information on other TECMO KOEI AMERICA games, or to find hints on specific titles, please visit our website at: www.tecmokoeiamerica.com