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XBOX



DYNASTY WARRIORS 3™



Safety Information

About 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 dNovor 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

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

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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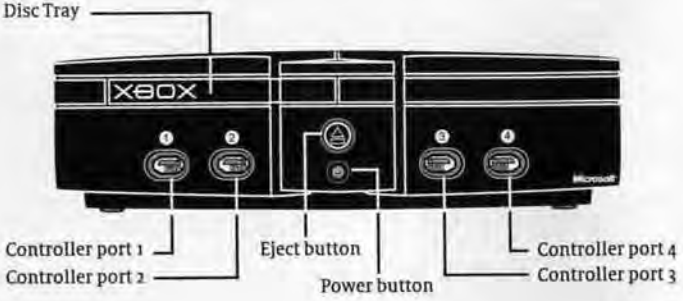
Produced by Omega Force

Sound Production: AONI PRODUCTION STUDIO 26 (San Francisco)



Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Dynasty Warriors 3** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing **Dynasty Warriors 3**.



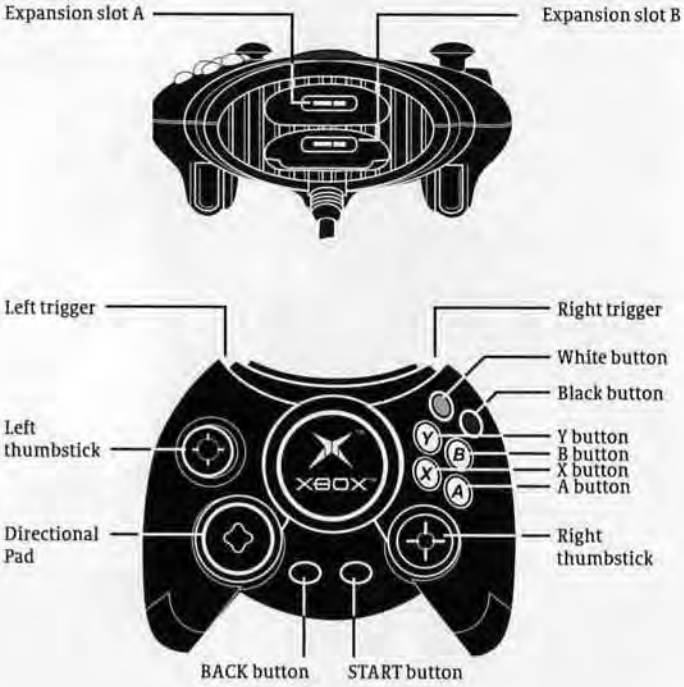
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heartshaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **Dynasty Warriors 3.**



Basic Controls

Directional pad /Left thumbstick	Item Selection
A button	Enter
B button	Cancel

White button

Name/Life Display

➡P16

Displays the names of troops, officers and their remaining life.

Black button

Toggle maps ➡P17

Toggle between complete map and zoom map.



Complete Map → Zoom Map

Y button

Charge Attack

➡P26

Delivers an attack with more powerful blows than the normal attack.
Use with the normal attack to execute combination attacks.



Right trigger

Prepare for a Bow Attack

➡P24

Hold down the **right trigger** to raise the bow. Aim by pressing the **directional pad** (or by moving the **left thumbstick**) and press an attack button X, Y, or B to shoot arrows.



B button

Musou Attack

➡P28

Hold down to execute a special Musou Attack. Can only be used when Musou Charge Bar is full.





Left trigger

Guard/Shift

➡P29 ➡P22



Guard against frontal attacks.

When you pull the **left trigger**, the camera moves behind your character.

Pull and hold down the **left trigger** and use the **directional pad** or **left thumbstick** to move characters while keeping them facing forward.

X button

Normal Attack

➡P24

Delivers a normal strength blow with weapon.
Press repeatedly to execute a combination attack of up to 4 to 6 blows.



Left thumbstick / Directional pad

Move ➡P22

Move the **left thumbstick** or press the **directional pad** to move characters.



START button

Pause/Display Information Screen

➡P18

Press this button to pause the game. Displays information screen by selecting menu items while the game is paused.

A button

Mount/Dismount Horse, Jump

➡P23

If standing beside a horse, you mount the horse.

➡P22

Jump



➡P23

If on a horse, you dismount.



NOTE: The control is the same for mounting/dismounting an elephant. Low ranking officers cannot ride some horses or elephants.

In an Age of Turmoil Heores Will Rise!

About 1800 years ago in China, there were three fearless warriors battling for ultimate control over the country.

One who sought for hegemony.
One who sought for ambition.
One who stood up for righteousness.

Veterans who shared the same visions swarmed under each leader.
These stalwart souls waged war across the vast expanse of the land and, like blood thirsty demons, cut down any and all that stood in their way.
They only followed their own rules.
They were both revered as mighty heroes and feared by millions...

STARTING A GAME



After setting up the Xbox video game system and proprerly insert your **DYNASTY WARRIORS 3** disc, title screen appears after an intro movie. Pressing the **START button** during the intro movie allows you to skip the movie and title screens. At this point, the Game Select screen will appear.



Choosing a mode

Press the **START button** to show the Game Select screen from the title screen. Select a mode you wish to play from the menu.
➡P8

NOTE: In 2Player Mode, a player who select and enter the mode becomes 1Player.

SAVING

You can save a game and play at a later time. There are different ways to save your game.



Saving a game at the end of a stage
(Musou Mode/Free Mode)

When you successfully complete a stage, the game will ask you whether or not you wish to save the game. The game will be saved to the Xbox hard disc when you select YES from the dialog box.
➡P21

NOTE: You cannot save the game to an Xbox memory unit.

In Musou Mode
Choose the number you wish to save the game at.
You can save up to 99 locations.

NOTE: It's the same procedure for 2Player.

NOTE: If it already has a saved game at the selected location, the new game will overwrite any previously saved data.



Saving a game in the middle of a stage
(Musou Mode/Free Mode)

Press the **START button** during the stage to display the Information screen. Choose QUIT. ➡P18

You can only save one game.

NOTE: The second time you save your game in the middle of a stage, the new game will overwrite the previously saved data from the middle of the same stage.

NOTE: If you save your game at the end of a stage, it will delete previously saved data.

Saving a game from the Options screen

You can save a game's option settings or records. Choose SAVE from SAVE/LOAD in the OPTIONS screen.
➡P13

LOADING

Continue a previously saved game.



Saved game: in the middle of a stage
(Musou Mode/Free Mode)

If you saved a game in the middle of a stage, CONTINUE appears on the menu screen.

Choose CONTINUE to play.



Saved game: at the end of a stage
(Musou Mode)

Choose Musou Mode from the menu screen. If you have previously saved data, NEW GAME and LOAD GAME appear on the screen. Choose LOAD GAME and select a game you want to play from the saved data list.

GAME MODE



Choose a mode you want to play from the menu screen.

NOTE: In 2Player Mode, a player who select and enter the mode becomes 1Player.



Musou Mode (2P available)

Select an officer and play.
The game situation changes depending on which officer you choose.

You can choose from the following when you have completed a stage and saved:

NEW GAME: Start a new game.

LOAD GAME: Load a previously saved game.



Free Mode (2P available)

Select a stage and play.

When you play in Musou Mode or meet certain conditions in the game, more stages or troops become available.



Continue

You can continue the game once you have quit and saved in the middle of a stage.

CONTINUE appears only when you save your game in the middle of a stage.

➡P7





Choosing a Character

Choose your character from Select Character screen. When you enter your character selection with the **A button**, the character will have a normal color costume, and when you enter with the **X button**, the character will have a different color costume.

In Musou Mode and Free Mode, a 2Player option is available. 1Player and 2Player can fight together in this mode.
2Player can join in by pressing the **START button** when 1Player's Character Select screen appears, or in the Information screen, which is displayed at the beginning of a stage.

NOTE: In Musou Mode, you can play a previously saved game (completed stage) in either 1Player or 2Player Modes.



Develop your character.

As you clear the Musou Mode or Free Mode, your character is able to improve his abilities. A character developed in the Free Mode can be used in the Musou Mode, and vice versa. In fact, if you reach a stage in the Musou Mode that you just can't seem to clear, you can always take your character to the Free Mode, raise his abilities, and then try again in the Musou Mode.



Increase the number of characters.

In addition, when you clear the entire Musou Mode or meet certain conditions in the game, more characters become available. There are some characters, however, that appear only in the Free Mode.



VERSUS MODE

Two players fight against each other within the given time (90 min.).

There are 8 stages to choose from.

NOTE: In the Versus Mode, the characters' abilities are set specifically for this mode. Weapons are set to a maximum of 6 hits.

3 vs. 3 Elimination

Set in the plaza at Hu Lao Gate, three officers on horseback fight.





Struggle for the Imperial Seal

Who is going to be the one to get the Imperial Seal hidden in Wu Territory and earn additional warriors?

Skirmish of the Chang Ban Bridge

Destroy the wall of enemy soldiers blocking the Chang Ban Bridge!





Battle at Sea

Sea battle! Throw the enemies into the ocean!

Team Battle

Defeat the three officers at Fan Castle!





4 vs. 4 Elimination

Climb up the slope of Mt. Ding Jun and join the commander at the top.

Valley of the Stone Soldiers

Thick fog covers the entire valley but don't let it confuse your vision! Fight your way out to nail the enemy officer.





Duel

At the deserted summit of Mt. Jie Ting, achieve a total victory in this one-on-one combat.





Challenge Mode

Endurance

The goal is to defeat as many enemies as possible.

The game ends when your life bar reaches zero.
Given time: 90 min.

Time Attack

The goal is to defeat 100 enemies as quick as possible.

The game ends when your life bar reaches zero.
Given time: 90 min.

NOTE: In Challenge Mode, characters' weapons are set to a maximum of 6 hits.







Data Base

View list of officers' descriptions, weapons, and items.

Officers

Displays officers' descriptions.
Put a cursor on the name of the officer you wish to view.
When officers are available to you, they are shown with their detailed descriptions.

Weapons

Displays a list of weapons you have.
Put a cursor on the weapons you want to check.
The detailed descriptions will be shown.

Items

Displays a list of items you have.
Put a cursor on the items you want to check.
The detailed descriptions will be shown.

OPTIONS

Set game options and configure controller buttons.
NOTE: Items in bold are default settings.

Settings	
Difficulty:	Set game difficulty (Easy/**Normal**/Hard)
Events:	Events **On**/Off
Vocals:	Set the voice over language for movie and narration - (English/Japanese)
Subtitles:	Set the subtitles - (English/Japanese/**Off**)
Character Reset:	Reset all character abilities to default
Controller	
Vibration:	Turn controller vibration **On**/Off
Bow Control:	Set the targeting method for aiming when using a bow (Normal/**Reverse**)
Setup:	Reassign buttons on the game controller
Sound	
Speaker:	Set the speaker output (**Normal**/Headphones)
*Note: Editable only when Stereo is selected in Xbox Dashboard	
BGM Volume:	Set the volume of background music (0-15)
SE Volume:	Set the volume of sound effects (0-15)
Sound Test:	Hear BGM played in the game
Brightness	
Use the **directional pad** to adjust the screen brightness *Note: Pressing the **START button** brings the setting to default.	
Ranking	
Points:	Display officer ranking by points
K.O.'s:	Display officer ranking by number of enemies defeated
Clear Tiime:	Display officer ranking by game clear time
Endurance:	Display officer ranking by enemies defeated in ENDURANCE MODE
Time Attack:	Display officer ranking by game clear time in TIME ATTACK MODE
*Note: Use the **left/right directional pad** to select items and the **up/down directional pad** to change stages.	
Save/Load	
Save:	Save game options,records and other game data
Load:	Load previously saved game data
Gallery	
Movies:	Watch movies shown in the game
Endings:	Watch ending movies shown in the game
OPENING *(available when players meet a certain condition in the game)*	
Opening edit	

Understand Battle Conditions and Plan Strategies!

GAME PROGRESSION



Plan a Strategy

- Check conditions for victory and defeat.
- Check terrain and location for both enemy's and your troops.
- Prepare for the battle in the EQUIPMENT.

To the Battlefield!

- Check map to know your current location.
- Pay attention to battle messages!



Game Rules [Goal]

Become an officer and fight your way through battles to lead your army to victory. The battle conditions will change constantly depending on how you fight. You will also get points based on events, the number of enemies defeated, and the time needed to clear the victory condititons for each stage.

Victory Condition

Defeat the enemy soldiers by decreasing their life to zero.

The following events determine if you are victorious and whether you clear a stage.

- Defeat the enemy commander
- Meet a victory condition(s) set for each stage

Game Over

The following events determine when your game ends.

- Your character's life reaches zero
- Commander of your army is defeated
- Time runs out (given time is different depending on a stage you play)



Between the battles...

- Check the battle condition in the Information screen.
- Quit the game if you want to save in the middle of a stage. ➡ P18



Break through the enemy lines!

- Defeat high ranking officers!
- Get items. ➡ P30



Target the commander!

- Look closely to the enemy movements.
- Defeat the enemy commander!

After the battle...

- Check the battle results.
- Check the victory items. ➡ P20



...To the next battle!

GAME SCREEN



Enemy Life Meter
Displays life of the enemy. Life meter decreases when character takes a hit. When life meter reaches zero, the enemy is defeated.

Enemy Information
Name of the enemy soldier or officer/troop name and its morale (★). The number of ★s indicates the enemy's morale. The number of ★s decreases when a member of the enemy units is defeated.

Combo


The number of hits in your combo.



Life Meter
Displays your character's life. Your life decreases when you take a hit. When the life meter reaches zero the game ends.

Musou Charge Bar
When the charge bar reaches its maximum, you may use the Musou Attack. ➡P28

Ability Bar
Displays length of time an acquired ability is retained.

Orage Bar: Offence 2X (30 seconds)

Green Bar: Defense 2X (30 seconds)

Pink Bar: Musou Charge Bar Max. (10 seconds)

Arrows (Maximum=99)
Displays the number of arrows you currently have. (You start with 20 arrows.)

Arrows appear in game stages as items.

Battlefield Message
Displays messages according to a battlefield conditions.

The location on the map pertaining to the message will blink.



Subjected location

Name/Life


Displays troop or officer name and remaining life. Press the **White button** to display this information.

Morale
Displays morale of both armies. Morale is affected by the outcome of each battle. The blue portion displays the morale of your army and increases when the battle fares well for you.

Remaining Time


Appears when the remaining time is less than 10 minutes.

NOTE: Remaining time stays on the screen in Challenge Mode.

Map
Diplays a map of the overall battle conditions and your current location.

K.O. Count
The number of enemies you have defeated.



Area where the battle is



Complete Map ← Black button → Zoom Map

WHITE DOT: Commander
RED DOT: Enemy
BLUE DOT: Ally
ARROW: You (arrow shows direction you are facing)

NOTE: High ranking officers are shown bright in zoom map.

2Player Screen



In a 2Player game, the game screen is split horizontally.

INFORMATION SCREEN



The Information screen appears at the beginning of each stage or when the **START button** is pressed during game play.

Equipment *(at the beginning)*
Equip for a battle.
➡P19



Personal *(during a paused game)*
This screen shows your character's information.
You can check items such as equipped weapons/items, and bodyguards. Press the **X button** to edit your Bodyguards Orders (Attack/Defense).



Conditions
Displays conditions for victory or defeat in a stage.



Unit Info
Displays you and your enemy's unit info.
You can check your army's leader, overall morale, troop strength, officers, and current location here.
Use the **left/right directional pad** to select unit and the **up/down directional pads** to toggle between troops.

Introduction
Displays an overview of the stage.

History
Gives a history of battle messages during the stage.
You can view messages and their display time/location in this section.
Using the **up/down directional pads**, you can view up to 16 previous messages.

Quit
Lets you quit the game you are playing and save in the middle of a stage.
➡P7

Begin/Resume *(when starting a game/when paused)*
Begins or resumes the battle.

2P Quit *(when starting the 2Player game)*
Stops 2Player game.

Equipment

When you choose EQUIPMENT from Information screen, the following items appear on the screen.



Weapon
Choose a weapon for your character.
You can choose up to 4 types of weapons for one character.
➡P32

- WEAPON
- EQUIP OK

NOTE: When the cursor is placed on a weapon, its information is displayed.
Amount of ability you can gain is highlighted in the Ability Bar.



Item
Choose items for your character.
You can equip up to 5 types of items for one character.
➡P33

- ITEM
- ALL ITEMS

NOTE: When the cursor is placed on an item, its information is displayed.
Amount of ability you can gain is highlighted in the Ability Bar.



Bodyguards
You can assign several bodyguards to your character and select orders for them.
The number of bodyguards you can assign increases as your character's level becomes higher.
Select PERSONAL from the Information Screen to change orders during a stage. ➡P18

- GRADE (Soldier/Officer)*
- NUMBER
- MODEL (Soldier: Choose from 5 kinds)
  (Officer: Choose from the game characters)
- TYPE (Sword, Spear, Pike, Bow, Crossbow)
- ORDERS (Attack/Defense)

*If the GRADE is set to Officer, you can only have one officer as a bodyguard and cannot choose TYPE. If the GRADE is set to Soldier, available TYPE is limited depending on the MODEL you choose.

RESULTS

Displays game results when you clear a stage.



Replay

Replays actions that were taken between you and your enemy commanders in the stage.

NOTE: When the game is over, a replay of the game is played and then the game ends.



Get Weapon

Displays acquired weapons and items.

➡P32, 33

- WEAPON
  When the same types of weapons are acquired, you need to choose which weapon to keep. Press the Y button to go back and change the weapon to keep.
- ITEM
  When the same types of items are acquired, the one with the higher effect is kept automatically.





Points

Displays earned points.

- K.O.'s
- WORTHY OPPONENTS
- CLEAR TIME
- BONUS
- POINTS (Stage total)

Displays class, ability, and bodyguards' information.

- POINTS (Total)
- CLASS···Level (1–16)/Name of the Class
- ABILITY···LIFE/MUSOU/ATTACK/DEFENSE
- BODYGUARD
  - NUMBER
  - CLASS
  - TITLE
  - ABILITY···LIFE/MUSOU/ATTACK/DEFENSE



Ranking

After points are displayed, press the X button to view the top 10 scores for each ranking.

- TOTAL POINTS RANKING
- K.O. RANKING
- CLEAR TIME RANKING



Password *(Challenge mode only)*

After the points are displayed, press the Y button to view the Password screen.

Using the password on this screen, you can compare each ranking with other players on the Internet. To register the Internet ranking, visit the URL listed below.

http://www.koeigames.com

NOTE: The site may be changed or discontinued without notice.



End *(confirm saving)*

After points are displayed, press the A button to display the save prompt.

➡P6

What happens to the acquired weapons and items?



Items you acquired during a stage are kept in your posession throughout the game, even after clearing a stage or a mode. These items can be used with officers with either Musou Mode or Free Mode. (There are some weapons that can be used only with certain officers.)

On To the Battlefield!

Moving on the Battlefield & Attack Controls

Move
(Normal/Mounted)



The character moves in the direction the **directional pad** is pressed / **left thumbstick** is moved.

NOTE: Any controls in this section using **directional pad** can be used with the **left thumbstick.** Move the **left thumbstick** instead of pressing the **directional pad.**

Jump



Press the **A button** to jump. To jump in a particular direction, press the **directional pad** while moving in the desired direction. The height of the jump depends on how long the **A button** is held down.

NOTE: You cannot jump when you are on a horse or when the bow is raised.

Shift



Pull and hold down the **left trigger**, and press the **directional pad** to keep your character facing forward while moving in the direction desired. When using Shift to move, the camera angle is set behind your character. The direction the character faces is also set.

NOTE: This is best used when you are trying to set an attack target or when you are surrounded by enemy troops. You can use Shift when you are on a horse or when the bow is raised.

Mount/Dismount



To mount a horse, press the **A button** when next to it.

NOTE: You can move around the battlefield much faster when riding a horse. You can knock over an enemy whose horse's level is lower than yours. However, to ride a high level horse, your character's level needs to be high or you will be thrown off.

Use the same controls to mount or dismount an elephant.

NOTE: An elephant is not as speedy as a horse, but it can do more damage to the enemy.

Levels for horses and elephants?



As with officers, there are different levels for horses and elephants. High ranking officers ride a talented horse with more power and speed. Lu Bu's horse, Red Hare, is praised as the "horse among horses" and its ability is tremendously high.

To ride a horse of that level, you need to raise your character's level or equip a special item. If you don't want to be shaken off by a horse or elephant, keep raising your points and wait for a special item to appear in a stage.

ATTACKS

Normal Attack



Ⓧ

Ⓧ **button**: Attack with a normal blow.

Press repeatedly to execute a combination attack of up to 4–6 blows.

NOTE: This attack is very quick, so use it when the enemy is close or when you are surrounded. The maximum number of the combination attack depends on the weapon. Check "Max Hits" from WEAPON in the Information screen.

Jump Attack



Ⓧ

Ⓧ **button** during a jump: Attack during a jump.

NOTE: When you press the Ⓧ **button** during a jump, you are able to reach mounted enemies. The damage from the attack expands below and can be used to break through a seige.

Dash Attack



Ⓧ

Ⓧ **button** while moving: Attack going forward.

NOTE: Press the Ⓧ **button** after running 6 steps to execute a Dash Attack. Use this attack to charge into the enemy unit.

Bow Attack



Ⓧ/Ⓨ/Ⓑ

Ⓧ, Ⓨ, or Ⓑ **button** while pulling and holding down the **right trigger**: Attack with bow.

Right trigger—Raise your bow

Directional pad—Take aim

Ⓧ **button**—Normal bow attack

Ⓨ **button**—Enemy hit with this arrow is paralyzed

Ⓑ **button**—Fire repeatedly (Available only when Musou Charge Bar reaches its maximum.)

NOTE: You need arrows for bow attacks. You will begin with 20 arrows and can carry up to 99. Arrows are found as items in the stage. You can use Shift to move while your bow is raised.



Mounted Attack

Ⓧ/Ⓨ/Ⓑ



Ⓧ, Ⓨ, or Ⓑ **button** when on a horse: Attack while on a horse.

Ⓧ **button**—Alternately attack enemies on the right and left

Ⓨ **button**—Do a Charge Attack on enemies on the right and left

Ⓑ **button**—Do a Musou Attack on enemies on the right and left (available only when Musou Charge Bar reaches its maximum.)

Attack while on an elephant.

Ⓧ **button**—Knock over enemy

Ⓨ **button**—Shake the ground and stop an enemy's movement

Ⓑ **button**—Rush at the enemy and step on them (Available only when Musou Charge Bar reaches its maximum.)





Use Bow Attack Properly!

When your life is low or when the enemy is stronger, attack from a safe location using your bow. Use Bow Attack when the enemy attacks you with arrows from a distance or high place. Also, you can attack on horses or elephants. Use the proper Bow Attacks for different situations.

A Charge Bow Attack (the Ⓨ **button**) is slow but more powerful. It can paralyze the enemy.

With a Musou Bow Attack (the Ⓑ **button**), you can create a combination attack using the Musou Charge Bar.

When you choose an officer who has high bow skill, the effect becomes greater.

Charge Attack

Ⓨ

Ⓨ button: More powerful than a normal attack. Combine this with the normal attack to execute different types of combination attacks.



Ⓨ

Charge 1

Attack enemies within a broad area. Makes the enemies on guard stumble.



Ⓧ,Ⓨ

Charge 2

Knock an enemy into the air. There is enough time to attack while the enemy is in the air, so make sure to deliver a follow-up blow.



Ⓧ,Ⓧ,Ⓨ

Charge 3

Paralyze an enemy.



Ⓧ,Ⓧ,Ⓧ,Ⓨ

Charge 4

Send an enemy flying backwards through the air. If his body touches other troops while still in the air, it will inflict damage to them too.



Ⓧ,Ⓧ,Ⓧ,Ⓧ,Ⓨ

Charge 5

Send an enemy flying through the air really high. There is enough time to attack while the enemy is in the air, so make sure to deliver a follow-up blow.

NOTE: You need 5 Max Hits in WEAPON.

Charge Drive in the air!

Charge Drive is a combination of Charge 5 attack and the follow-up blows.

Throw the enemy in the air with a Charge 5 attack and continue attacking with the **Ⓨ button**. When you do it successfully, you can see special follow-up blows unique to each officer.





Ⓧ,Ⓧ,Ⓧ,Ⓧ,Ⓧ,Ⓨ

Charge 6

Execute different combination attacks depending on the officers.

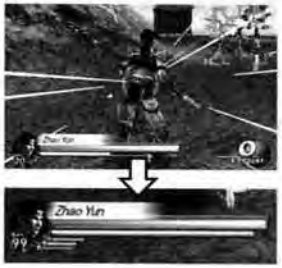
NOTE: You need 6 Max Hits in WEAPON.

Another charge attack is available?

Some officers can add yet another attack after Charge 6. Try pressing the **Ⓨ button** repeatedly.



Musou Attacks



You can use a Musou Attack when the Musou Charge Bar is at its maximum. The Musou Charge Bar is charged in the following situations.

- Give damage to enemy
- Receive damage from enemy
- The Life Bar becomes red
- Press the Ⓑ **button** continuously

NOTE: When the Musou Charge Bar is at its maximum, the character's body is filled with power and his hands emit light.

Musou Attack



Ⓑ

Ⓑ **button**: Use the Musou Attack.

While holding down the Ⓑ **button**, attack until the Musou Charge Bar reaches zero.

NOTE: Normal enemy attack will not affect you during this time. Use this attack when you are surrounded or a high ranking officer appears in the battlefield.

True Musou Attack



Ⓑ

Ⓑ **button** when the Life Bar becomes red: Use the more powerful Musou Attack.

While holding down the Ⓑ **button**, attack until the Musou Charge Bar reaches zero.

NOTE: When your Life Bar is low, Musou Attack becomes a True Musou Attack.

Double Musou Attack



Ⓑ

Ⓑ **button** when fighting in 2Player cooperation play: Use the most powerful Musou Attack.

When player 1 and player 2 are within a fixed distance from one another, and both perform Musou Attack, it becomes a Double Musou Attack.

NOTE: The light emitted from both of the characters' hands will change when they are within the distance to execute a Double Musou Attack. Keep an eye on the other player's movement.

Guards

Normal Guard



L

Left trigger: Guard against frontal attacks.

When you pull and hold down the **left trigger**, the camera moves behind your character and he guards himself while the **left trigger** is held down.

NOTE: You can use Guard for Bow Attack too. Its use is not limited to defense. You can also use it to move around the crowded battlefield or to change viewpoints.

Power Guard



X

X **button** after a guard: Push back an enemy's attack.

Pull the **left trigger** to guard, and the X **button** to attack.

NOTE: Press the X **button** after a successful guard. When you do this successfully, you can push the enemy back and create a distance between you.

Defensive Position



L

Left trigger while in the air: Correct the character's position in the air after being thrown by an enemy.

Pull the **left trigger** in the air.

NOTE: This defensive position can be used when you bounce on the ground. When you do this successfully, you can get right back into an attack position. There are some attacks where this does not work.



When you can't move...

When you can't move after taking damage, press the **directional pad** or any other buttons repeatedly. You might be able to recover faster.



Weapon deadlocks?

If you and your enemy are equal in strength and in a weapon deadlock, press the X **button** repeatedly. When you do this successfully, the enemy loosens his guard. Make sure to deliver follow-up blows and take him off guard.

Collecting Items Strengthens Your Character's Fortitude!

ITEM LIST

You can increase your character's ability to recover your Charge Bar by acquiring items during the game. There are different types of items. With items such as Meat Buns and Arrows, you will see the effect only on the stage you acquired the item. With items such as a Sword or Shield, the effect lasts after the stage is over.

➡P32, 33

You can view the weapons or items you acquired in GET WEAPON on the RESULTS screen after clearing the stage.

➡P20

You can also check ITEMS or WEAPONS from DATA BASE.

➡P12

Meat Bun: *Recover Life*

Meat Bun	Life + 50
2 Meat Buns	Life + 100
3 Meat Buns	Life + 200
Special Meat Bun	Full Recovery

Arrow: *Increase the number of Arrows (until end of the stage)*

5 Arrows	Arrow + 5
10 Arrows	Arrow + 10
15 Arrows	Arrow + 15
Quiver	Arrow + 20

Sword: *Increase Attack Level (Effective even after the stage is over.)*

Bronze Sword	Attack + 1
Iron Sword	Attack + 2
Silver Sword	Attack + 4
Gold Sword	Attack + 8



Items appear when...

Items mainly appear in the following situations:

- Destroy boxes and jars
- Defeat an enemy above Captain class

These items disappear after a certain amount of time.

Shield: *Increase Defense Level (Effective even after the stage is over.)*

Common Shield	Defense + 1
Noble Shield	Defense + 2
General's Shield	Defense + 4
Emperor's Shield	Defense + 8

Others

Dim Sum	Life Max + 10	
Musou Wine	Musou Max + 10	
Chinese Wine	Musou Max	
Healing Ointment	Life & Musou Max	
Battle Axe	Attack x 20 (for 30 sec.)	
Battle Armor	Defense x 2 (for 30 sec.)	
Emperor's Seal	Musou Max (for 10 sec.)	
Weapon Box	Weapons	➡P32
Item Bag	Items	➡P33

Weapons



Increase the ability of your officer by equipping more powerful weapons.

Only certain officers can equip some weapons.

One officer can equip up to 4 types of weapons.





Effect of Weapons and Items

There are a total of 13 types of effects and they have different effect ranges. One weapon/item can have up to 5 types of effects.

You might get the same weapon/item sometimes. Choose carefully which one to keep by comparing the type and range of the effect.

Items



Increase the ability of an officer or earn a special ability by equipping items.

One officer can equip up to 5 kinds of items.

[Items in Blue]
Items that increase the officer's ability

[Items in Red]
Items that add special ability to your character



NOTE: There are more items in this game.

Type	Range
HP Max	1–60
Musou Max	1–60
Attack	1–20
Defense	1–40
Bow Attack	1–40
Bow Defense	1–40

Mounted Attack	1–40
Mounted Defense	1–40
Speed	1–16
Jump	1–16
Luck	1–20
Reach	1–20
Musou Charge	1–20



Wei is the large area of Northern China ruled by legendary Cao Cao. Fueled by his ambition to unite all of China under his rule, Cao Cao refuses to settle on his own warriors and has built up an impressive army by gathering the best fighters in all of China. Of the three warring states, his is the closest to realizing the dream of unification.

Xiahou Dun

A relative of Cao Cao's whose valor was known throughout the land. Even after losing his left eye in battle, he continually fought on the front lines.

A fast attacker and never off guard.

Dian Wei

A personal guard to Cao Cao. His intimidating appearance and prowess in battle earned him the title, "Coming Evil." A powerful warrior superb in attack and defense.

Zhang He

A cunning warrior who was always aware of the entire battlefield in war. It was said even Zhuge Liang feared his abilities.

Has great moves. Speedy and balanced in both attack and defense.





The rise to power of the Wu kingdom has spanned three generations. Founded by Sun Jian, hero of the South, the kingdom was further developed by his two sons. At their position in the basin of the Yangtze River, they have been using their most loyal officers and new talent to strengthen the sphere of their influence.

Huang Gai

A veteran warrior who had served under Sun Jian ever since he took up arms. An eternal soldier who has always sought to be first on the battlefield.

Has a tremendously powerful attack and strikes his enemies viciously.



Sun Shang Xiang

Daughter of Sun Jian. Her beauty was surpassed only by her skill on the battlefield. Her rooms were adorned with weapons, and her handmaidens wore swords.

Her quick movements are perfect for executing combination attacks.



Zhou Yu

A handsome, cultured man of many talents. Gifted in political counsel, he was the Sun Clan's guide on their road to conquest.

Fast and has wide attack range. His strong defense ability redeems the low physical ability.



Liu Bei rules the kingdom of Shu. Many are attracted to this man of great virtue, so it is with his brother-in-arms, Guan Yu and Zhang Fei, that Shu is founded. They gathered many great men, including the legendary strategist, Zhuge Liang. United in their dream to restore the Later Han Dynasty to power, this small kingdom pits itself against the much larger kingdoms of Wei and Wu.

Zhao Yun

A brave and powerful warrior who knew nothing of fear. Known to charge the enemy lines alone, his courage was unequalled under Heaven.

Has a long reach and wide range attack.

Guan Yu

One of the greatest generals of his time, he is known for his long beard and his blade, Blue Dragon. A man of honor, he served under Liu Bei loyally in countless battles.

Has a long reach and great offensive ability.

Zhang Fei

Voice of thunder, spirit of a wild stallion. A fierce warrior who favored the enormous Cobra Pike in battle, his power was that of a thousand men.

Offensive speed is slow, but power is tremendous.

Other Heroes

Lu Bu

The mighty warrior who is loyal only to himself. Considered to be the strongest, but he is not trusted by any rulers after countless acts of betrayal.

Diao Chan

A young songstress unequalled in beauty as well as song and dance. She gets close to Lu Bu and Dong Zhou in order to carry out a plan but...

Dong Zhuo

He rose to power and controlled the Emperor like a puppet. He took over the government and proclaimed tyranny.

Zhang Jiao

Founder of the religious sect known as the Way of Peace. Declaring himself the "General of Heaven," he led the Yellow Turban Rebellion.

Yuan Shao

Great leader who comes from a distinguished family. Headman of Dong Zhuo imperial force. He later confronts the expanded force of Cao Cao.

Meng Huo

The great king of Nanman followed by special units such as the Nanman Elite and Elephant cavalry. He controlled the lands south of Shu, but led a rebellion against them.

Zhu Rong

The wife of Meng Huo, king of Nanman. She is said to be a descendant of the legendary God of Fire. Noble, yet very strong and skilled in the martial arts.

Game Strategies

Tips and Hints



Regain health with a Meat Bun!

Remain calm when your life becomes low.

<Get life-recovering items>
When your life becomes low, find a Meat Bun to recover. Look for a jar containing an item. Go where soldiers are fighting and check if there are any items left. Defeated enemy soldiers might have left some health behind.

<Break through a siege with a Musou Attack>
It's not a good sign when you see enemy soldiers surrounding you. Use a Musou Attack to break the wall of enemies. Move away quickly when the siege is broken, and get ready for the next attack.



Fight together!

Fight together with allied officers.

Stay close to other soldiers until your character improves his ability. If you take off alone towards enemies, you might end up getting attacked by a large group of enemies. Check where your allies are on the map before you make a move.





I'm counting on you!

Always on your side: The Bodyguard

<What about your bodyguard's life?>
Bodyguards are always on your side protecting you or assisting you to defeat your enemies. But just like your life, a bodyguards' life decreases after hard battles. To recover your bodyguard's life, get life-recovering items such as Meat Bun. Make sure to always supply life to your bodyguards.

<How do you improve your bodyguard's abilities?>
Your bodyguards' class goes up automatically when your character's points increase. When the bodyguard reaches the next class, one of his abilities (NUMBER, RANK, TITLE, ABILITY) randomly increases. You can check your bodyguards' information in the PERSONAL screen during a stage.

<How do you give an order to your bodyguards?>
To give an order to your bodyguards, select BODYGUARDS from EQUIPMENT item in the Information screen. When you select ATTACK, the bodyguards will fight with you. When you select DEFENSE, they refrain from attacking. You can change the bodyguard's order in PERSONAL item from the Information screen.

"If you know your enemy and know yourself,
your victory will not stand in doubt." – Sun Tzu

Strengthen your officer with different types of items.



I'm feeling my power!

<Items that are effective immediately>
Items such as Sword and Shield become effective immediately after acquisition. Don't wait to grab them when you see the items on a stage. Recover-items such as a Meat Bun, or items with limited usage, such as Armor and Axe, disappear after a certain amount of time. Get these items when you need the effect to work on you immediately.

<Items that need to be equipped to be effective>
You can go to WEAPONS or ITEMS at the RESULTS screen after the stage is cleared successfully, to check newly acquired items. To try your new items, go to EQUIPMENT in the information screen at the beginning of the next stage.

Increase your fame by defeating high ranking officers.





<How do you defeat high ranking officers?>
High ranking officers are not only strong and powerful, but they have an ability to recover life by themselves. When these officers recover their life, they first collect their spirit. Then they use life-recovering items. Watch their moves closely and attack to stop them from collecting spirits.

<When you defeat high ranking officers>
Rewards from defeating high ranking officers are very valuable. Most of the items you get as a result increase your character's ability. You can also increase your points greatly, and also gain fame.

Kick with a horse and step on with an elephant.



A soldier and his horse become one!

<On a horse...>
You can shorten your transportation time a great deal by riding a horse. You can execute most of the attacks, including Normal Attack, Charge Attack, and Musou Attack on a horse. If you have a high level horse, you can knock off the low level soldier. But the horse will stop in front of high level officers or soldiers. Be careful when the horse is off guard.

<On an elephant...>
You can ride on an elephant in some stages. Elephants are slower than horses but they are more powerful. They can knock over anybody and the damage is great. They also have their unique special attack.



Get this!

Execute a Combo for maximum damage.

When more than 5 attacks are executed continuously, the attacks are counted as a Combo. You can make Combos more easily when you execute combination attacks, Musou Attacks, or Charge Attacks. Also try to execute a Combo when the enemy is thrown in the air or bounces on the ground. Each officer has his/her own special Combo pattern. Try different Combos.



100 enemies defeated? Keep trying!

Increase morale and lead the war.

Morale of the entire army depends on morale of each troop. The troop's morale affects its attack strength. When you decrease your enemy's morale, your troop's morale increases and you get an advantage in battle. To increase morale, defeat high ranking officers or the entire enemy troop. You can also increase morale by defeating a fixed number of enemies. Encourage your allies with your brave actions and bring morale higher.





I'll find you!

Victory or defeat depends on commanders.

<Protect your army's commander>

The game is over when your commander is defeated even if you are alive. Check the location of your commander in the Information screen. When the "HQ is in trouble!" message comes on, stop everything and rush over to the commander's location to assist.

<The target is the enemy commander>

The goal is to defeat the enemy commander. You should always know where the enemy commander is on the battlefield. If you are confident in your skills, you can attack the commander alone. But remember, one does not fight a battle. Check your battle conditions and bring the entire army to fight the ultimate enemy. The victory is certain.



Choose color for your character.

There are two different color variations for character's costume. To choose a normal costume color, enter your character selection with the **A button**. For a different costume color, enter your character selection with the **X button**. In Versus Mode, you can select the same characters in different costume colors and have them fight.

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