WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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

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Wei/Wu/Shu/Other Heroes

Produced by
Manual Design: Jyun Matsui (Fias Fis)
It's said that heroes appear in times of crisis. The time and the century the place China. To answer the call of the times, they have come.

It's a day for an eagle soaring in the skies, the Phoenix soaring. Shaking the ground beneath its feet, the Tiger roars. Piercing the clouds' veil, the Dragon rises to the heavens.

Wherever they go, there rains fire and destruction. And so the age begins on.

There is none who can stop it.

**Startup**

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Dynasty Warriors™4 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

**Controls**

![DualShock®2 Analog Controller Configurations](image-url)

- L2 button
- L1 button
- R2 button
- R1 button
- Directional buttons
- Left analog stick (L3 button when pushed down)
- SELECT button
- ANALOG mode button
- START button
- Right analog stick (R3 button when pushed down)
**Game Controls**

**L2** ([L2 button])
Name/Life Display
Displays the name of character or particular troop type and remaining life.

**L1** ([L1 button])
Guard Party Shift Move
When the button is pressed, the camera moves behind your character as he/she guards against frontal attack. While guarding, press the D button to deliver a counter-strike to the enemy directly in front of character. Hold the L1 button down and use the directional button or left analog stick to move character to the side while keeping him or her facing forward.

**Select/Start buttons**
Change Bodyguard Orders
Change orders for the bodyguard until.

Pause/Display Information Screen
Skip Event

**R2** ([R2 button])
Toggle Maps
Toggle between complete map and zoom map.

**R1** ([R1 button])
Bow Attack
Hold down to raise bow.
Aim using the directional button or left analog stick and press attack button (D, D, D button) to shoot.
- Button: Normal Attack
- Button: Increased Strength, stops enemy's forward movement
- Button: Volley (can only be used when Musou Gauge is full)

Movement
Use the directional buttons or the left analog stick to move the character.

Vibration Setting
Set controller vibration ON or OFF under CONTROLS in the OPTION menu. When set to ON, the analog controller (DUALSHOCK®2 analog controller) will vibrate.

**START + SELECT buttons**
When pressed at the same time, the game is reset and the player returns to the Main Menu.

**DUALSHELL®2 analog controller**

Normal Attack
Perform a normal attack. Press repeatedly for a combination attack of up to 4 to 5 hits.

Charge Attack
Perform a charge attack. Charge attacks are unique to each character. Various moves can be performed when used together with normal attacks and/or jump.

Musou Attack
Perform a special (Musou) attack. Can only be used when Musou Gauge is full. Musou Attack continues until the D button is released or the bar is depleted. If the bar is not full, holding button down will fill it.

Jump
Character jumps in the air.

Mount / Dismount
Mounted character makes a threatening stance to startle surrounding enemies.

*Also mounts and dismounts elephant.*
## Starting the Game

### Setting Up

Put the Dynasty Warriors 4 disc in the disc tray.
Put a Memory Card (8MB) (for PlayStation®) into MEMORY CARD slot 1.
The intro movie will start when the power is turned on.
Pressing the START button will end the intro movie and bring up the title screen.

*You will need at least 16KB free in order to save. Refer to your PlayStation® user's manual for details.

### Select game mode

At the title screen, press the START button.
When the Main Menu appears, select a game mode.

### Saving

Save a game in progress. When you save, you can continue where you last played.

### Saving at the end of a stage

When you clear a stage, you will be asked whether you wish to save the game.

**In Musou Mode**
Select the save file where you wish to save your game. The maximum number of save files is 8.

*Same applies for 2 Player Mode*

*If you select a save file with previously saved data on it, the old data will be overwritten.*

### Saving in the middle of a stage

**Musou Mode/Free Mode**
Press the START button during play.
When the Information screen appears, select QUIT.
Only 1 game may be saved this way.

*Saving will automatically overwrite previously saved gameplay data. Saving a game at the end of a stage will delete previously saved gameplay data.*

### Saving a game from the Option screen

You can save a game's option settings and records by going to the OPTION screen and selecting SAVE.

### Loading

Continue a previously saved game.

### Loading a game saved at the end of a stage

**Musou Mode**
Select Musou Mode from the Main Menu. If you have previously saved data, NEW GAME and LOAD GAME will appear in the menu. Select LOAD GAME and choose from the list which game you wish to resume.

### Loading a game saved in the middle of a stage

**Musou Mode/Free Mode**
If you have saved gameplay data from the middle of a game, CONTINUE will appear in the menu. Select CONTINUE to resume the game.
**Game Modes**

Choose a game mode from the Main Menu.

**Musou Mode**
Choose the force for which you will fight. The stages and characters available will change according to the force chosen. You can choose from the following when you have completed a stage and saved a game:
- **NEW GAME** Start a new game.
- **LOAD GAME** Load a saved game.

**Free Mode**
Select one scenario/stage to play. The number of scenarios/stages available will increase when certain conditions are met in Musou Mode.

**Musou Mode/Free Mode (2 player)**
In Musou Mode and Free Mode, 2 players can play in cooperation with each other. When 2P PUSH START appears in the upper right hand corner of the screen, Player 2 can join in by pressing the START button.

**Versus Mode**
2 players fight against each other. There are 4 stages to choose from.

- **SHOWDOWN** Defeat the enemy player in one-on-one combat!
- **ENCOUNTER** Search for and destroy the enemy player in a dark indoor stage!
- **INFLUENCE** Use the Imperial Seal to gain allies and defeat the enemy army!
- **ESCORT** Destroy the enemy carriage while protecting your own!

**Challenge Mode**
Clear any or all of the four different challenges and attempt to set a new record.

- **ENDURANCE** Defeat as many enemies as you can.
- **TIME ATTACK** Defeat 100 enemies as fast as you can.
- **BRIDGE MELEE** Knock as many enemies off the bridge as you can.
- **DEMOLITION** Destroy as many objects as you can.

**Compete in the Rankings with your Password!**
Records in Challenge Mode can be posted on an Internet Ranking for each challenge type by using "Show Password." For details, visit:
www.koeigames.com

*Website content may be changed or discontinued without notice.*
Option

Set game options and configure controller buttons.
*Items in red are default settings.

**EDIT Mode**
Create your own character or bodyguard unit.

- **Officer Edit**
  Create your own character. You can create up to 4 different characters. → P12

- **Bodyguard Edit**
  Create your own bodyguard unit. You can create up to 4 bodyguard units. There are 4 pre-made bodyguard units available by default. → P14

**Encyclopedia**
View list of character descriptions, weapons, and items.

- **THE THREE KINGDOMS**
  A brief summary of major events in "Romance of the Three Kingdoms," the ancient Chinese tale that forms the background of this game.

- **CHARACTERS**
  Displays descriptions of characters in the game.

- **WEAPONS**
  Displays information about character weapons in the game.

- **ITEMS**
  Displays information about items that the player has obtained during the game.

**SETTINGS**

- **DIFFICULTY**
  Set game difficulty [EASY/NORMAL/HARD]
  *Difficulty settings are available only for Mission Mode and Free Mode.

- **EVENTS**
  Event messages [ON/OFF]
  *Some event messages will be displayed even when event display is set to OFF.

**CONTROLS**

- **VIBRATION**
  Turn vibration function [ON/OFF]

- **BOW CONTROL**
  Set targeting method for aiming a bow [NORMAL/REVERSE]

- **SETUP**
  Reassign buttons on game controller.

**SOUND**

- **SPEAKERS**
  Set speaker output [STEREO/MONO]

- **BGM VOLUME**
  Set volume of background music [0-15]

- **SE VOLUME**
  Set volume of sound effects [0-15]

- **SOUND TEST**
  Listen to background music played during the game.

**SCREEN ADJUST**

Use the directional button to adjust the display position of the game screen.
*Press the START button to return the screen to default display position.

**SAVE/LOAD**

- **SAVE**
  Save game options, records, and other game data.

- **LOAD**
  Load previously saved game data.

**MOVIES**

Watch movies shown during the game.

**ENDINGS**

Watch the ending movies shown during the game.

**OPENING**

Edit characters that appear in the opening sequence.
**Officer Edit**

By choosing a name, appearance, and motion sequence, you can create your own character. Up to 4 characters may be created and saved.

*Original characters may be used in Mission Mode and Free Mode.

**Editing Process**

1. **Selecting a file**
   Choose an empty character file from 1 to 4. If you choose a file which already contains previously saved character data, the new data will overwrite the old data.

2. **Enter name**
   Character names are limited to eight (8) spaces. Press the START button to confirm.

   - **Entering letters**
   Select the letters to be entered by using the directional buttons to point to the desired letter on the list.

3. **Choose a gender**
   Select a male or female model.

   The model's body parts and motion will differ depending on the gender chosen.

4. **Create model**
   Choose the model's color and uniform:
   
   ![COLOR][HEAD][CHEST][ARMS & LEGS][HIP]

   Color applies to the entire model, whereas body parts are chosen individually.

5. **Choose motion**
   Choose how the character will move. The character's weapon will change according to the motion chosen.

   When the number of selectable characters increases, new motions become available as well.

6. **Confirmation**
   The character's ability will be determined automatically, and a request for confirmation will appear on the screen.

   - **Save character**
     Select YES. The character data will be saved.
   
   - **Make changes**
     Select NO. Select what you wish to change. When you are finished, select FINISHED and the confirmation request will appear again.

**EDIT Character abilities?**

Abilities of characters created in Character Edit are determined automatically, but this doesn't mean all the abilities are chosen entirely at random. The type of character created will, to some extent, determine the basis of the abilities. For example, if the gender is changed the chosen motions will differ and enable different weapons to be used. Though overall the differences are not great, each created character will have both strengths and weaknesses. The bottom line is how these abilities are used on the battlefield. Good luck in battle!
Bodyguard Edit

By choosing a name and model, you can create bodyguard units. Up to 4 units may be created. There are four pre-made bodyguard units available by default.

Editing Process

1. **Select a file**
   Select an empty bodyguard unit file from 1 to 4. If you choose a file which already contains previously saved bodyguard unit data, the new data will overwrite the old data.

2. **Create model**
   Select a model type for the unit.
   Model types:
   [Normal Male] [Normal Female], etc.
   Once certain game conditions are met, the number of model types available will increase.

3. **Enter bodyguard unit name**
   Unit names are limited to eight (8) spaces. Press the START button to confirm.
   - **Entering letters**
     Select the letters to be entered by using the directional buttons to point to the desired letter on the list.

4. **Enter unit member names**
   Enter names for each unit member (up to 8 spaces). You can also choose to keep the default names.

5. **Confirmation**
   A request for confirmation will appear on the screen.
   - **Save bodyguard unit**
     Select YES. The unit data will be saved.
   - **Make Changes**
     Select NO. Select what you wish to change. When you are finished, select FINISHED and the confirmation request will appear again.

**Fight and learn, my Bodyguards!**

Bodyguard units, like player characters, will grow stronger as the game progresses. A bodyguard unit's growth is decided by the number of BG (Bodyguard) POINTS, which is determined by totaling the K.O. COUNT and remaining life after clearing a stage.

As BG POINTS accumulate, the bodyguard unit will rise in RANK and TITLE, and its unit's general ability will improve. BODYGUARD LEVEL is determined by the number of BG POINTS acquired in a stage. If the number of BG POINTS exceeds the required number to increase the BODYGUARD LEVEL, certain abilities will improve according to the bodyguard unit's CLASS.

CLASS is chosen in EQUIPMENT under SET BODYGUARDS.
Game Progression

Choose your force
Game progression in DYNASTY WARRIORS 4 is determined by the force that the player joins. Select one force from Wei, Wu, or Shu.
"Flexible forces may increase depending on game progression."

Choose your character
Select an officer from the list of characters available in the force you have chosen. At each stage, you may choose to be a different officer within the same force.
"Depending on game progression, playable characters and character model types may increase. Character model types can be changed when that character is selected."

Story progression
The game is divided into acts. Each act is further divided into stages. Once you clear the main stage of an act, the game will progress into the next act.

Stage Progression

Plan Your Strategy
"Check stage objectives. Check enemy and ally placements on the map."

To the Battlefield!
"Check your current position on the map. Pay attention to battle messages."

Between battles
"Check battle conditions on the Information Screen."

Quit to state in the middle of a stage

Break through enemy lines!
"Defeat enemy officers and earn points. Find items that improve your abilities."

Head for Victory!
"Be aware of the movements of your allies as well. Fulfill the conditions for victory."

Stage cleared!
"Fini results."

Game Objective
The goal of the game is to become one of many characters in the Three Kingdoms Era and fight your way through battles to lead your forces to victory. You earn points based on such factors as the number of enemies defeated and time expended to clear each stage.

Victory Conditions
Fulfill the objectives for victory in each stage to continue on to the next stage.

Game Over
If any of the following occurs, your game will be over:
- Your character is defeated (For 2-player games, if either player is defeated, both characters are defeated)
- The commander of your army is defeated
- Time allotted to clear the stage runs out
- Special conditions for defeat set for the stage are met

Secret history?
Depending on game progression, stages revolving around "unknowable" of the selected force may appear.

ACT
Stage selection
Choose a game stage. The storyline may change depending on the order in which stages are chosen.

Stage progression
See next page!

To the next act!
**Game Screen**

**Enemy Information**
Displays the name of the enemy officer/units type and his/her morale (*). When there are many * icons, enemy morale is high. The number decreases when an enemy unit or officer is defeated.

**COMBO**
Number of hits in your attack. Shows combo hits and above.

**Weapon Experience**
Displays weapon experience points acquired. Displayed when enemy officers are defeated.

**Arrows**
(Maximum = 99)
Displays the number of arrows character currently has (starting number = 99). Arrows appear in game stages as field items.

**Set Bodyguard**
Displays bodyguard settings GUARD, ATTACK, and WAIT. *P27*

**Fighting Spirit**
Player character's emotional state. When a character's life is low, it becomes a roaring flame.

**Musou Gauge**
When full, your character may use a Musou Attack. *P31*

**Ability Bar**
Displays length of time an item will increase an ability:
- Offense +2 (+30 seconds)
- Defense +2 (+30 seconds)
- Speed up (+30 seconds)
- Musou Gauge Max (+60 seconds)

**Life Meter**
Displays your character's remaining life. When you take hits, your life decreases and the bar changes color. If it reaches zero, the game ends.

**Name/Life**
Displays specific unit or character's name and remaining life. Press the L button to display this information.

**Morale**
Displays overall morale for both armies. Blue represents your army; red, the enemy's. Morale increases when the battle is going well for your force. *Morale is not displayed in Challenge Mode.

**Battlefield Message**
Displays messages as the battlefield conditions change. Target area on the map will be highlighted, *Target area

**Time Remaining**
Appears when the time remaining is less than 10 minutes. *Remaining Time is always displayed in Challenge Mode.

**Map**
Displays overall battle conditions and player's current location. Use R button to toggle maps.

**K.O. Count**
Number of enemies defeated.

**No Entry Mark**
(People, Horses, Elephants)
No advancement beyond this mark is possible. If the mark forbids horses and elephants, dismounting will allow further advancement.

*Press the START button to see the information screen. *P20*

**2 Player Screen**
In a 2 player 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. In the Information Screen, the player can equip troops for battle, view various unit info, and prepare a battle strategy.

Equipment (Game Start only)

Equip your character for battle. Displays screens for Weapon, Item, and Set Bodyguards.

Weapon Info

Displays information on the player character's weapon. During battle, by acquiring WEAPON EXPERIENCE, your character's WEAPON LEVEL will increase. The higher the WEAPON LEVEL, the higher the ATTACK, and the number of COMBOS possible increases.

Example: If Zhao Yun is your character

- **Bronze Spear**
  - Lv: 1-3
  - Combo Max: 4

- **Great Spear**
  - Lv: 4-5
  - Combo Max: 5

- **Dragon Spear**
  - Lv: 7-9
  - Combo Max: 6

- **???

Equip Item

Choose items for your character. Increase the number of items available by acquiring them in the game stages. There are three kinds of items: HARNESS, ORB, and SPECIAL. You can use only one HARNESS and one ORB at a time. The number of usable SPECIAL items depends on the level of the character. Characters at higher levels may use up to 6 items.

How to use items

1. Select an item type.
2. Select the slot where you will equip the item.
3. Select the item from a list of those available to you. Place the cursor over the item to reveal item info.

Set Bodyguards

Set up the bodyguard unit that will serve your character on the battlefield:
- UNIT(1/2/3/4)
- NUMBER(0-8 members)
- CLASS(Sword/Spear/ Pike/Bow/Crossbow)
- COLOR(White/Red/Green/Purple/Blue/Yellow)

*NUMBER and CLASS are determined by the amount of HG POINTS EARNED. The number of colors available increases when certain conditions have been met.

*When COLOR is set to AUTO, the color of the character's force will be chosen.

How do I raise my weapon experience?

The key to raising weapon experience lies in fighting enemy officers. When you successfully perform a Charge or Combo attack, or defeat an enemy officer, your weapon experience points will increase. On the battlefield, seek out enemy officers to raise your experience!
**Personal (when PAUSED)**
Displays your character's information. You can check information about the character's weapon, equipped items, abilities, and bodyguard settings.

**Objectives**
Displays conditions for victory or defeat in the current stage.

**Unit info**
Displays info about ally and enemy units on the battlefield. Select a unit to view detailed information. If you press the button when a unit is selected, you can see the current position of the officers in that unit.

---

**Changing characters (Before beginning the stage)**
Players can choose a different character at the beginning of each stage by selecting CHANGE CHARACTER.

**History (while paused)**
Shows a history of battle messages during the stage. The time and location of each message will be displayed. Use the directional button to view up to 16 previous messages.

**Quit (while paused)**
Lets the player quit the current game and save in the middle of a stage.

**Start/Resume (Before beginning the stage or while PAUSED)**
Start the stage, or resume playing (if paused).

**2P Quit (when playing in 2 Player Mode)**
Ends the game for Player 2.

---

**Every strategy has its advantages and disadvantages**
Each force advances according to its commander's STRATEGY. Each of these strategies may be advantageous or disadvantageous with other strategies. TACTICAL works well against OFFENSIVE, OFFENSIVE works well against DEFENSIVE, and DEFENSIVE works well against TACTICAL. Furthermore, BALANCED works well against any strategy, whereas NORMAL fares poorly against all of them. Morale and troop numbers are the largest factors for victory in battle, but if these are equal on both sides, then the strategies can affect the tide of battle.
Results
Displays game results when the player clears a stage.

**Replay**
Replays actions taken by the player during the stage.
*If the player has lost, the game will end when the replay finishes.*

**Items Found**
Displays acquired items. 
*Will not be displayed if no new items were acquired.*

**Item**
When the same type of item has been acquired, the one with the greater effect is kept automatically and the others are discarded.

**Points**
Displays points earned.
*K.O.'s*
*WORTHY OPPONENTS*
*CLEAR TIME*
*BONUS*
*POINTS (Stage Total)*

**Display level and ability based on points earned.**
*Points (Total)*
*Level*
*Ability (Life/Musou/Attack/Defense)*
*Model*

**Weapons**
Displays weapon experience points and weapon condition.
*Weapon experience points earned*
*Weapon Level*
*Experience needed for next level*
*Base attack strength*
*Number of consecutive attacks possible*

**Bodyguard Report**
Displays battle results and points earned by the player's bodyguard unit.
*If there were no bodyguards at beginning of stage, this screen will not be displayed.*
*K.O.'s*
*Number of surviving members*
*B.G. Points earned*
*Total points* 

**End (Save confirmation)**
After the results are displayed, press the \*button to display the save prompt.

**What happens to acquired items?**
Items your characters acquire during a stage are kept throughout the game, even after clearing a stage or mode. These items can be used in either Musou Mode or Free Mode, and can be equipped by any character the player chooses to use, but they must be re-equipped for that character.
**Move**

Left analog stick/directional buttons

Character moves in the direction the directional button is pressed. You may use either the directional button or the left analog stick for all controls in this section.

**Shift Move**

L1 button + left analog stick

Character moves while always facing forward. Hold the L1 button down and use the left analog stick to move character in the desired direction. Best used when surrounded by enemies or trying to attack a specific enemy. Shift can also be used while mounted on horse or elephant.

**Jump**

X button + left analog stick

Press the X button to jump. Use the left analog stick at the same time to jump in a particular direction. The height of the jump depends on how long the X button is held down. *Character cannot jump while mounted or using a bow.*

**Mount/Dismount**

X button (next to or on top of a horse or elephant)

When character is next to a horse, press the X button to mount. When mounted, press the X button to dismount. If the horse is running when you dismount, the character will jump off.

*Moving around the battlefield is much faster on horseback. Horses with high abilities can charge and knock down low ranking soldiers.*

Use the same controls to mount or dismount an elephant.

*Though riding an elephant is not as fast as using a horse they can blow away enemies in their path and cause massive damage. In addition, there are some objects which can only be destroyed by an elephant.*

**Change Bodyguard Orders**

SELECT button

Use the SELECT button to change the orders for your character's bodyguards.

- **GUARD**: Protect the player during battle
- **ATTACK**: Attack the enemy aggressively
- **WAIT**: Gather at one spot and wait for further orders

**Put your bodyguards to good use!**

Normally, you should set your bodyguard orders to GUARD so that they will stay close to your character and protect him/her. However, using the ATTACK order may be good if you want them to gain experience. The WAIT command will make your bodyguards stay in one place, so it is useful when you don't want them involved in a fight.
ATTACKS

Normal Attack

- button

Attack with a normal blow. Press repeatedly to perform a consecutive attack of up to 4 blows.

*A quick attack, useful when the enemy is close or your character is surrounded. Number of consecutive attacks is determined by the weapon's ATTACK rating.*

Dash Attack

- button (while running)

Attack with a thrusting motion. Effectiveness and type depend on character.

*Can be used after running 6 steps or more. Use to charge into an enemy unit.*

Bow Attack

R1 + A button

While holding down the R1 button, use the left analog stick to take aim and fire using an attack button.

- button: Normal bow attack
- button: Takes slightly more time, but hits with more strength and paralyzes enemy
- button: Fire shots in rapid succession (Only works when Motion Gauge is full)

*Arrows are necessary to use Bow Attack. Characters begin game with 20 arrows and can carry a maximum of 59. Find arrows as items in each stage.*

Jump Attack

- button (while jumping)

Hold down the button while jumping to perform a jump attack.

*When timed right, a jump attack can be used to dismount enemies from their steeds. It is also an effective way to escape when surrounded.*

Jumping Charge Attack

- button (while jumping)

While jumping, press the button. Upon landing, character will immediately do a charge attack. Effectiveness and type depend on the character.

*Particularly effective when facing a large number of enemies in an open area. Be careful, as on the way down the character will be virtually defenseless.*

Mounted Horse Attack

- button (on horseback)

Attack while on horseback.

- button: Normal attack
- button: Charge attack
- button: Mounted attacks (Motion Gauge must be full)

Mounted Elephant Attack

- button (on an elephant)

Attack while on an elephant.

- button: Knock over an enemy
- button: Shake the ground, stopping enemy's movement
- button: Charge enemy and trample them underfoot (Motion Gauge must be full)
**CHARGE ATTACK**

**Normal Attack 1**
- **button**
- Throw the enemy into the air.

**Normal Attack 2**
- **button**
- Add a Rushing Attack at the end.

**Normal Attack 3**
- **button**
- Blow away the enemy and inflict massive damage.

**Charge 1 examples by character**

**Zhao Yun**
- Invincible charge into enemies.

**Cao Cao**
- Long range attack.

**Huang Gai**
- Prepare an explosive. Continue holding down button to throw.

**Use charge techniques for elemental attacks!**

Using a Charge Attack will have an additional effect when the following conditions are met:
- An ORB item is equipped.
- The Musou Gauge is full.

Effects depend on which ORB item is equipped. The effect occurs automatically, and the Musou Gauge is unaffected.
**Normal Attack 4**
- Throw the enemy high into the air.

**Normal Attack 5**
- Execute a powerful attack unique to each character.

**Musou Attacks**
- Musou Attack can be used when the Musou Gauge is full. The Musou Gauge is charged when the following occur:
  - Character does damage to an enemy.
  - An enemy inflicts damage on the character.
  - Character’s Life Bar becomes red.
  - The△ button is held down.
- *When the Musou Gauge is full, the character’s hands glow.*

**Musou Attack**
- Use the character’s special technique to attack.
- As long as the△ button is pressed down, the attack will continue until the Musou Gauge is depleted.
- *Enemy attacks will not affect the character during higher Musou Attack. Use this attack to stop an enemy combination attack or when surrounded.*

**True Musou Attack**
- A more powerful Musou Attack.
- As long as the△ button is pressed down, the attack will continue until the Musou Gauge is depleted.
- *A True Musou Attack is more powerful than a Musou Attack. When your character's Life Bar is low, the Musou Gauge charges quickly, so don’t hesitate to use it.*

**Double Musou Attack**
- The most powerful Musou Attack.
- When Player 1 and Player 2 are within a fixed distance of each other and both use a Musou Attack at the same time, it turns into a Double Musou Attack. During 2 Player Mode, a Double Musou Attack can be performed after certain conditions are met.
- *When two characters are within a certain distance from each other, their bodies will radiate a certain light. That is the go signal for a True Musou Attack. All that is left is the timing.*
**DEFENSE**

**Guard**

- **LT button**
  - Guard against frontal attacks. When the LT button is pressed, the viewpoint shifts behind the character. Hold down the LT button to continue guarding.
  - Also guards against bow attacks. Can be used to change the character's viewpoint while moving or in a crowded battlefield.

**Parry**

- **A button (while guarding)**
  - Knock away an enemy attack. While using LT button to block an enemy attack directly in front of you, time it right and press the A button to have your character push back the enemy.
  - A successful parry will inflict damage to the enemy, but failure will make the character vulnerable to attack.

**Somersault**

- **LS button (while in air)**
  - Regain control after being thrown into the air by an enemy attack.
  - If the somersault is successful, your character will land upright and be able to attack immediately, however, there are some attacks after which a somersault is impossible.

**When you can't move...**

- When your character is immobilized after taking a hit, repeatedly press the directional button or any attack button (not the START button or SELECT button). Your character may recover faster.

**Weapon deadlocks**

- If your character and an enemy soldier are equal in strength and your weapon deadlocks, press the @ button repeatedly. If you win the deadlock the enemy will be in a vulnerable position. If you lose, your Mumei Gauge will be completely depleted.

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**OTHER TECHNIQUES**

**Announce Yourself**

- **R3 button (push down the right analog stick)**
  - Push down on the right analog stick to threaten and startle the enemy. Works even if the character is on horseback, but doesn't work if on an elephant.
  - Announcing yourself takes enemy off their guard, so be sure to follow it up with an immediate attack. However, announcing yourself leaves your character vulnerable to attack, so make sure to leave plenty of room between yourself and the enemy before doing so.

**Accept Duels**

- **X button**
  - Accept the challenge of an enemy officer to a duel.
  - Duels may become available after certain storyline conditions are met, or when certain conditions are met between the player character and the enemy officer. To accept the challenge, press the X button, and the duel will begin.
  - Whether a duel will occur between two characters depends on the relationship between the two characters. The more two characters dislike each other, the more likely a duel will occur. The results of a duel affect relationships between characters, so it is possible to develop heated rivalries.

**Duel Rules**

- When you accept a duel, the game will switch to the "Duel Screen," and a one-on-one contest between you and the enemy officer will begin. Both combatants begin with equal life, and the character who reduces the other's life to zero within the time limit wins the duel. If both combatants are left standing after time expires, then the duel ends in a draw.
  - Time Limit is 45 seconds.
  - A victory raises the morale of the character's entire army, and extra points are awarded when the stage is cleared.
  - If the player loses the duel, the game is over.
  - Normal stage combat resumes right after the duel ends.
Field Items
Various items appear on the field during the course of the game. Pick them up to heal your character or improve his/her abilities.

Recovery... Takes effect immediately

- Meat Bun Life +50
- Meat Bun x2 Life +100
- Meat Life +200
- Whole Chicken Full Life Recovery
- Wine Musou Gauge recovers to MAX
- Ointment Life & Musou recover to MAX
- Quiver Arrows +10

Temporary Ability Boosters... Effects last for a set time

- War God's Axe Attack x 20 (30 seconds)
- War God's Armor Defense x 2 (30 seconds)
- Speed Boots MAX movement speed (30 seconds)
- Imperial Seal Unlimited Musou Attacks (10 sec.)
- ?? Unlimited Musou Attacks (60 sec.)

Items appear when...
Items usually appear when your character:
- Destroys boxes or vases
- Defeats enemy leaders
Items will disappear eventually if not collected, so be sure to pick them up in time.

Ability Boosters... Effect lasts even after the stage ends

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

Defense
- Footsoldier's Shield Defense +1
- Nobleman's Shield Defense +2
- General's Shield Defense +4
- Emperor's Shield Defense +8

Others
- Dim Sum Life MAX +10
- Musou Wine Musou MAX +10
- Treasure Box Equippable Items

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**Equippable Items**

Increase character abilities or add new special abilities by equipping items.

There are three types of equippable items: HARNESS, ORB and SPECIAL.

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**Harnesses**

(Only 1 harness can be equipped)

*Harvests* begin a stage mounted on a steed.

- **Red Hare Saddle**
  - Stage mounted on Red Hare

- **Hex Mark Saddle**
  - Stage mounted on Hex Mark

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**Orbs**

(Only 1 orb can be equipped)

- **Fire Orb**
  - Adds special fire attack

- **Ice Orb**
  - Adds a special ice attack

- **Lightning Orb**
  - Adds special electrical attack

- **Blast Orb**
  - Adds special blast attack

- **Vorpal Orb**
  - Adds special vorpal attack

- **Poison Orb**
  - Adds special poison attack

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**Elemental Attacks**

If an Orb is equipped and the character's Musou Gauge is full, a Charge Attack will have an additional effect, depending on the Orb type.

- **Fire** - Inflicts extra fire damage.
- **Lightning** - Lightning strikes surrounding enemies.
- **Vorpal** - Delivers extra damage, occasionally causing instant death.
- **Ice** - Freezes enemy, causing temporary paralysis.
- **Blast** - Powerful attack that cannot be guarded against.
- **Poison** - Enemy receives more damage when poison is in effect.

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**Special Items**

(1-4 items can be equipped)

Increase character abilities or add new abilities. Effects increase per level (Lvl. 1-20).

*Other items can also be found (if certain conditions are met).*

- **Peacock Urn**
  - Increases Life Gauge

- **Nanman Armor**
  - Increases defense against bow attack

- **Dragon Amulet**
  - Increases Musou Gauge

- **Horned Helm**
  - Increases Mounted Attack

- **Tiger Amulet**
  - Increases Attack

- **Cavalry Armor**
  - Increases Mounted Defense

- **Tortoise Amulet**
  - Increases Defense

- **Seven Star Sash**
  - Increases Luck

- **Speed Scroll**
  - Increases Speed

- **Elixir**
  - Musou Gauge fills faster

- **Wing Boots**
  - Increases jump ability

- **Herbal Remedy**
  - Increases Charge Attack

- **Huang's Bow**
  - Increases Bow Attack

---
Cao Ren
Relative of Cao Cao. Even within the illustrious Cao Family there were few who could match his abilities on the battlefield.

Zhen Ji
Wife of Cao Pi, the son of and heir apparent of Cao Cao. Supports her father-in-law Cao Cao on his campaigns.

Xiahou Dun
Cousin of Cao Cao. Even after losing his eye in battle, he remained an excellent fighter. Cao Cao's most trusted officer.

Sima Yi
Wei strategist whose genius knew no bounds. Often compared to the great Zhuge Liang of Shu.

Xiahou Yuan
Cousin of Cao Cao. A fierce fighter who fights alongside Cao Cao with his older brother Xiahou Dun.
**Kingdom of Wu**

**Huang Gai**
Having served Sun Jian, since he first raised his army, Huang Gai remains a force to be reckoned with.

**Sun Quan**
Sun Jian's second son. Serious-minded in contrast to his older brother, he is said to excel in defense.

**Zhou Yu**
Close friend of Sun Ce. A genius with a mind as deadly as his sword. He is also said to have been an exceptionally attractive man.

**Zhou Tai**
Former pirate captain. Received a meritorious scar on his face when he once rescued Sun Quan from danger.

**Sun Shang Xiang**
Daughter of Sun Jian. Hot-tempered and eager to fight, this tomboy princess rushes to the aid of her father on the battlefield.

**Sun Ce**
Eldest son of Sun Jian. His vitality and bravery have earned him the epithet "Little Conqueror."
Shu is a kingdom in the mountainous region of Western China, with its capital at Cheng Du. Having endured the collapse of the old Han Dynasty, loyalists under Liu Bei dream of restoring the former glory of the Han.

**Kingdom of SHU**

**Zhuge Liang**

The most brilliant mind of his time. Served as Liu Bei’s strategist after being honored three times by his visits.

**Zhang Fei**

Sworn brother of Liu Bei and Guan Yu. He was said to have the strength of a hundred men on the battlefield.

**Zhao Yun**

Counted among the 5 Tiger Generals of Shu. His incredible bravery was often praised by Liu Bei.

**Guan Yu**

Sworn brother of Liu Bei and Zhang Fei. A chivalrous man known for his extraordinary bravery.

**Liu Bei**

Ruler of Shu. A virtuous man whose dream is to restore the Han Dynasty to its former glory.

**Yue Ying**

Wife of Zhuge Liang. Supports her husband with her prowess on the battlefield.
**Zhurong**
The wife of Meng Huo. Zhurong was said to be descended from the God of Fire, and was a fierce fighter in her own right.

**Dong Zhuo**
A vicious despot born of Chaos. He usurped the power of the young Han Emperor and began a reign of terror.

**Lu Bu**
A maverick warrior, without equal, whose lack of control and penchant for betrayal would earn him the scorn of many.

**Diao Chan**
An enchantress under the employ of Dong Zhuo. What her true intentions are, none can see.

**Yuan Shao**
A regal man of noble blood. He sought to use his status to become the new ruler of China.

**Zhang Jiao**
Founder of the religious sect known as the Way of Peace. Inciting the Yellow Turban Rebellion, he sought to destroy the Han Dynasty.

**Meng Huo**
King of the Nanman Tribe. He and his ferocious army posed a great threat to Central China.
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