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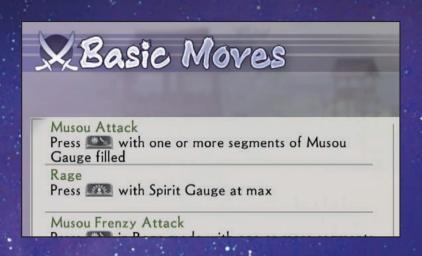
http://www.koeitecmoeurope.com/survey/sw4-2/

Key Icons

Key icons such as the ones in the screenshots to the right may be displayed during the game. They indicate the controls assigned to each key.

If you see a key icon displayed during battle, you can press the corresponding key to mount or dismount horses, climb ladders, and more.

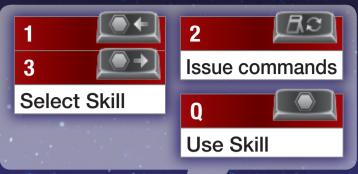
*The controls assigned to each key can be changed by going to "Button Settings" under "Controls" in the "Settings" menu in the "Dojo."



Normal Attack	Rage mode	Issue commands
Hyper Attack, Power Att	tack Switch character	Select Skill (left)
Musou Attack	Escape Escape	Select Skill (right)
Jump, Spirit Charge	Move left	Use Skill
Block, Strafe	Move right	Rotate camera left
Call horse	Move forward	Rotate camera right
Special Skill	Move backward	Rotate camera up
Switch map	Display info screen	Rotate camera down



Keyboard Controls



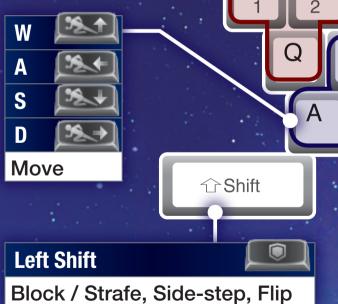


Hyper Attack, Power Attack (following a Normal Attack)

J
K
Normal Attack
Escape

Musou Attack

Jump, Mount/dismount horse, Spirit Charge, Shadow Dodge





G

D



Call horse / Mount horse

Switch map

Switch character

K

Two-Player Controls

Moves	1P	2P
Normal Attack	J	Numpad 4
Hyper Attack, Power Attack	I	Numpad 8
Musou Attack	L	Numpad 6
Jump, Spirit Charge	М	Numpad 2
Block, Strafe	Left Shift	Right Shift
Call horse	/	Numpad -
Special Skill	O	Numpad 9
Switch map		Numpad *
Rage mode	R	Insert
Switch character	,	Numpad /
Escape	K	Numpad +

Moves	1P	2P
Move left	A	←
Move right	D	→
Move forward	W	↑
Move backward	S	↓
Display info screen	F1	F9
Issue commands	2	Numpad 3
Select Skill (left)	1	Numpad 0
Select Skill (right)	3	Numpad Enter
Use Skill	Q	Numpad .
Rotate camera left	F	Delete
Rotate camera right	Н	PageDown
Rotate camera up	Т	Home
Rotate camera down	G	End

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^{*}Screenshots have been taken from a developmental version of the game. The game features described in this manual are subject to change.

Main Menu

Once the opening movie finishes playing, you will be taken to the title screen. Press any key at the title screen to proceed to the main menu.

Story Mode	Select a chapter	and battle to play.	Exit	Enjoy the legends of the Warring States era, with a close focus on each character.
Free Mode	Select a battle ar	nd officer of your choosing.		
Survival Mode	Select a lone office	er and compete in various battles as you attempt to set new high scores.		
		Create your own original characters. You Mode. You can use images saved to you crest.		
Dojo	Vault View officer biographies and objectives, or play back event scenes an		nes and music from the game.	
Settings Adjust the game settings, save and load game		game data, and more		
	Tutorial	Play through the in-game tutorial.		
Exit	End the game.	the game.		

Story Mode Free Mode

Dojo

Survival Model

Downloadable Content

You can purchase downloadable content to obtain new costumes for your characters, new stages to play, and more.

- *Downloadable content can be purchased via Steam.
- *Please note that some changes may be made to certain downloadable content.



Network Multiplayer

You can play multiplayer games in Story Mode and Free Mode by connecting to a network and carrying out the steps below.

- 1. Choose a game mode from the main menu and then select "Network Multiplayer" to begin.
- 2. After choosing a chapter and battle, the following menu will be displayed.

Join	The number of players currently recruiting for the selected stage will be displayed for each difficulty level. Once you select a difficulty level, the game will begin.
Recruit	Select a difficulty level and search for players looking to join a game.
Invite	(Online multiplayer only) Similar to the "Recruit" option, you can select a difficulty level and send an invitation message to one of your friends.

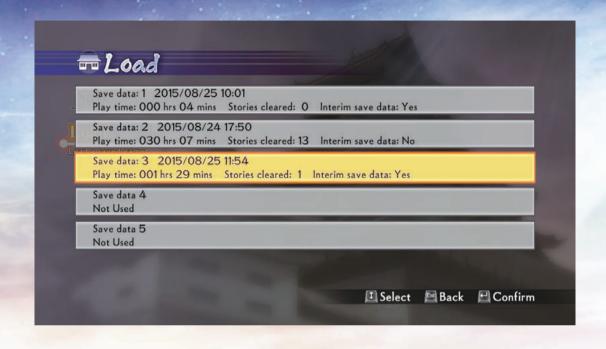


By pressing the Tab key on the stage selection screen (Quick match), you can join a network game searching for players without selecting any game parameters.

Saving/Loading

The game automatically saves in locations such as after a battle (autosave).

To continue a previously saved game, select a game mode from the main menu.



Interim Saves & Resuming Battles

To save during a battle, press the *F1 key* () and select "Interim Save" from under "Basic Info" on the information screen. Only a single interim save can be stored at a time.

To resume a game, choose "Yes" when asked if you wish to continue a game after selecting a game mode. *Saving after completing a stage will delete any existing interim save data.

Settings 1

You can adjust the game settings via "Settings" under "Dojo" in the main menu, or by selecting "Settings" under "Basic Info" on the information screen.

^{*}Some settings cannot be adjusted before battle or from the information screen.

	Health Gauges	[On/Off] Toggle the Health Gauges displayed above the enemies' heads on or off.	
	Subtitles	[On/Off] Toggle the subtitles displayed during event scenes (movies) on or off.	
	Enemy Direction	[On/Off] Toggle the arrow that displays the direction of enemy officers on or off.	
Gameplay	In-battle Tutorials	[Automatic/Optional] Choose how the game tutorials are displayed during battles. By selecting "Optional," you can display the tutorials by pressing the F1 key () when they begin.	
	Objective Graphics	On/Off] Toggle the graphics triggered during objectives on or off.	
	NPC Costumes	[On/Off] Choose whether to display the costumes that you have changed for famous officers.	
Sound	Adjust the volume o	of the music, movies, sound effects, and voices within the game.	
Controls Adjust the settings for the camera control		for the camera controls, button assignments, and more.	
Data	Save	Save your game.	
Management	Load	Load a game.	

Settings 2

Gra	Full-screen	[On/Off] Cho	ose whether to display the game in full-screen or windowed mode.	
Graphics	Resolution	[Windowed resolution/Full-screen resolution] Set the resolution of the game window. *The maximum resolution you can display will depend on factors such as your monitor and graphics ca		
ı	Texture filters	[High/Medium/Low] Adjust the level of detail the game uses when displaying zoomed in or out images. *Depending on your PC's specifications, reducing this setting may improve game performance.		
	Frame rate	*Setting this o [60FPS] will fo	FPS/30FPS] Set the screen refresh rate. ption to [Variable] will refresh the screen based on current performance (max of 60 FPS), while cree the screen to refresh 60 times per second, and [30FPS] will limit it to 30 times per second. In your PC's specifications, selecting [Variable] for this setting may cause screen tearing in the set.	
	Movie playback	[High/Mediu	m/Off] Adjust the quality of the movie scenes played during the game.	
	Detailed settings	Quality	[High/Medium/Low/Custom] Adjust the graphical quality of the game. * Selecting [High], [Medium] or [Low] will automatically adjust the other "Detailed settings." If you select [Custom], you will be able to freely adjust each setting. Players who possess a high-end graphics card can customize the settings to enable even more realistic visuals. Depending on your PC's specifications, adjusting this setting may decrease game performance.	

Settings 3

Graphics		Crowd density	[Maximum/Dense/Standard] Set how many characters you wish to display on screen at one time. *Lowering this setting may improve game performance.
		Visual distance	[Maximum/Long/Standard] Adjust how far you can see into the distance on screen. *Lowering this setting may improve game performance.
		Graphic detail	[High/Medium/Low] Adjust the level of detail for the character models. *Lowering this setting may improve game performance.
	Details	Texture	[High/Medium/Low] Adjust the quality of textures used for objects and background displays. *Lowering this setting may improve game performance.
		Dynamic shadowing	[On/Off] Choose whether or not to enable more realistic shadows for people in the game. *Depending on your PC's specifications, turning this setting to [Off] may improve game performance.
		Shaders	[High/Medium/Low] Choose whether or not to enable more realistic reflections. *Depending on your PC's specifications, lowering this setting may improve game performance.
		Post effects	[High/Medium/Low] Adjust the level of detail for the graphical effects added to drawn objects. *Depending on your PC's specifications, lowering this setting may improve game performance.

Confirming the Controls

Details such as the number of attacks possible in a combo, or the effects of Special Skills will differ for each character. They can increase as your character levels up.

You can confirm the controls by going to "Attacks" under "Player Characters" in the "Battle Info" menu, or "Attacks" under "Basic Info" on the information screen.



Changing Controls

You can change the controls assigned to each key by going to "Dojo" in the main menu and selecting "Controls" under the "Settings" menu.

Attack Effectiveness

Attacks have varying levels of effectiveness depending on their type and against whom they are used. For example, a Hyper Attack can deal a large amount of damage against regular troops, but is easily deflected by enemy officers.

Conversely, Power Attacks are effective against enemy officers.

Attack type	vs. officers	vs. specialist soldiers	vs. soldiers
Normal Attack	\triangle		\bigcirc
Power Attack		\circ	\circ
Special Skill	\circ	\circ	\circ
Hyper Attack	×	\triangle	

Legend: O very effective

effective

△ largely ineffective

× completely ineffective



Hyper Attacks do not work against officers or heavy shield troops.

Normal Attacks & Power Attacks

Normal Attacks

Press the *J key* () to attack. You can also link them together to form combos.



Power Attacks

By starting with a Normal Attack, then transitioning to the *I* key (), you can perform different kinds of Power Attacks. These attacks are particularly effective against officers.



Hyper Attacks Page 1

Press the *I key* () to perform rapid slashing attacks against the enemy. Although effective against common soldiers, these attacks do not work well against officers. Following up by pressing the *J key* () or the *I key* () will enable you to perform various Hyper Attacks.



These attacks can easily eliminate regular soldiers.

Hyper Attack characteristics

- Enables you to move quickly, knocking aside large groups of soldiers.
- Can be deflected by officers or shield soldiers.
- Shield soldiers and sumo warriors cannot be knocked aside.
- When in a red zone, you might not be able to knock aside enemies, or your attack may be deflected.



Officers can deflect these attacks.

Special Skills

Press the *O key* () to perform a Special Skill unique to each officer. The effects differ by officer, with some attacking the enemy, while others increase your Attack.

Special Skill-Oriented Type

When a Special Skill-oriented character levels up, you will be able to press the *O key* () simultaneously with either the *J key* () or the *I key* () to perform two types of Special Skills.





Press the O key (

Jump Attacks

Jump Attack

While jumping (*M key* ()), you can press the *J key* () to perform a Jump Attack.



Power Jump Attack

Pressing the *I key* () while jumping enables you to perform a Power Jump Attack. You can also inflict damage on enemies that have been knocked to the ground.



Spirit Charge

You can press the *M key* () following an attack to immediately perform another rapid attack.

Pressing the key when your attack connects (or is blocked) enables you to perform another attack without interruption. It can also be used to break through the enemy's blocks.

Using the Spirit Charge one time will consume one unit of the Spirit Gauge. You can continue to attack even after using a Spirit Charge.







Pressing the *M key* () after being attacked enables you to evade the attack. This consumes one unit of the Spirit Gauge. Once you have evaded the attack, you can immediately follow up with an attack of your own.

Rage M

Press the *R key* () when the Spirit Gauge is full to become invincible and power up attributes such as the speed and range of your attacks.

Using Rage mode consumes the Spirit Gauge; Rage mode will end once it is empty. Press the *L key* () while in Rage mode to perform a Musou Frenzy Attack.

Charging the Musou and Spirit Gauges

- Inflict damage on the enemy.
- Use Skills.
- *The gauge charges more quickly by forming combos or by using attacks effective against a particular enemy.



Musou Attacks

You can press the *L key* () to perform a powerful finishing move when your Musou Gauge is at least partially full. Each use of the Musou Attack consumes one unit of the Musou Gauge.

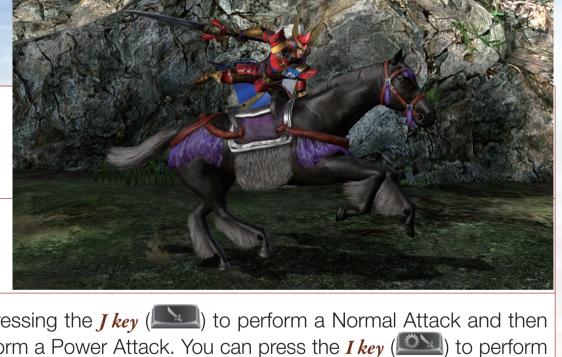


Musou Attack	Perform a powerful finishing move.	
True Musou Attack	Perform an even more powerful Musou Attack when your Health Gauge is red. A fire elemental will also be added to your attacks.	
Multi Musou Attack	If you perform a Musou Attack near another allied officer, it may become an even more powerful finishing move. Your Health will be restored as you attack the enemy. When playing network multiplayer, Player 1 and Player 2 both need to press the <i>L key</i> () to trigger a Multi Musou Attack. (When playing local multiplayer, Player 1 needs to press the <i>L key</i> ; Player 2 needs to press <i>Numpad 6</i> .)	
Musou Frenzy Attack	Perform a powerful Musou Attack while in Rage mode. This will consume all of the Spirit Gauge.	

Horse Controls

You can ride horses to move quickly about the battlefield.

Mount / Dismount Horse	You can mount a horse by pressing the <i>M key</i> () while standing near it. Pressing the <i>M key</i> () also enables you to dismount a horse you are riding.	
Call & Mount Horse	Press the / key () to summon your horse. You can also press and hold it down to mount the horse.	
Mounted Attack	essing the <i>J key</i> () to perform a man a series the eash a Musou Attack.	



Mounted Jump Attack

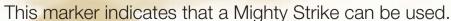
You can jump with your horse by pressing the I key (\square) after galloping on the horse for a short while.

Mighty Strike

When a marker appears above an enemy officer's head, you can press the *I key* () to perform a Mighty Strike. The marker will be displayed after you have depleted the enemy officer's Health, or when they are stunned.

If you press *Left Shift* () right before you are attacked by an enemy, you will execute a Perfect Block, which can be followed up with a Mighty Strike by immediately pressing the *I key* ().







Counterattack

When an enemy attacks with a Hyper Attack, Spirit Charge, or Musou Attack, you can deflect their attack and perform a counterattack by pressing the key displayed on screen with the proper timing.



This marker indicates that a counterattack can be used.



Press the key to perform a counterattack.



Commands FC

You may set destinations and targets for the characters you are not controlling by pressing the 2 key (Lee). You can also set the destination and commands via the information screen (F1 key (Lee)), using the following keys.

Change commands	Tab key	
Set target	Amora kons	
(when command is set to "Free" or "Wait")	Arrow keys	



Set enemy officer as target: Attack target; once it is eliminated, search for new enemies. Set allied officer as target: Move to target's destination, attack nearby enemies. Set location as target: Move to target destination and search for enemies. Wait Move to the target destination and wait. Attack any nearby enemies. Protect Fight near your player character.

When Stunned...

Sometimes when you are hit with an enemy attack, you may become stunned and temporarily unable to move. If you are stunned and unable to move, rapidly press Left Shift ()/O key ()/L key ()/I ke



Story Mode Game Flow

Select a stage

Choose a chapter, stage, and difficulty level to play. You will then view a description of the stage (narration and event scenes).

2 Select a character

Choose which officer you will use as your secondary character. A Θ icon will be displayed next to the recommended secondary character.

*After completing a chapter, you will be able to freely select any officers as your playable characters.

3 Prepare for battle

You can change your weapons, equipment, and Skills, as well as check an overview of the battle and its victory and defeat conditions.

4 Begin the battle

Proceed through the stage while attempting to complete the issued objectives. Press the *F1 key* () to display the information screen.

6 Victory

You will complete the stage once you complete its victory conditions. You can also receive EXP and items based on your performance. You may also receive items even if you lose the battle.





Pre-Battle Screen

Equipment	Weapons	Equip weapons for your characters. You can press the Tab key to check additional information on the weapons' attributes.				
	Mounts	Pick mounts for your characters to start the battle with. You can select the same mount for both your characters if you wish.				
	Acquire Skills	Learn new Skills for your characters.				
	Equip Skills	Select the Skills you will use during battle.				
Battle Info	Player Characters	Check information on your characters. Press the Shift key to confirm each of the attacks you can perform. Press the Tab key to switch between information on your weapons and mounts.				
	All Officers	Check the location, Health, and other information for each of your officers.				
	Settings	Adjust the various settings in the game.				
Basic Info	Move List	Confirm controls for common and officer-specific attacks for each character.				
	Tutorial	Check the tutorials within the game.				
Change Music	(After clearing a stage) Change the music playing in the game.					
Begin Battle	Commence the battle.					

XBattle of Nagashino

Switch Character

Information Screen



This can be displayed by pressing the F1 key () during battle.

				Naomata li leyasu Tokugawa		
Battle Info	Objectives	Confirm any active objectives.	Commands	Teyasu rokupawa		
		Check information on your characters. You	Basic Info	✓ See Victory conditions See >		
	Player Characters	can press the Shift key to confirm each of the	Resume Battle	Defeat Katsuyori Takeda.		
		attacks you can perform.		I Select I Back I Confirm		
	All Officers	Check the location, Health, and other information for each of your officers.				
	Battle Log	Read a list of events that have transpired during the battle.				
Switch Character	Change your playable character.					
Use Skill	Use a Skill equipped b	a Skill equipped by your character.				
Commands	Set a destination and target for your non-controlled player character.					
	Interim Save	Save your current game data.				
	Settings	Adjust the various settings in the game.				
Basic Info	Move List	Confirm controls for common and officer-specific attacks for each character.				
	Tutorial	Check the tutorials within the game.				
	Exit	Quit the battle and return to the main menu.				
Resume Battle	Resume the current battle being played.					

Battle Screen

Combo Count

The number of consecutive hits landed against the enemy.

Enemy Info

The name and Health of the enemy officer you are fighting.

Morale

The morale for both armies (Blue: allied; Red: enemy). The longer the bar, the greater the advantage for that side.

Map

Status Updates

Morale decreased
Barracks captured (fallen)
(Blue: allied; Red: enemy)

Standard Bearers

The number of standard bearers nearby.

Objective Messages

The currently active objective.

K.O. Count

The number of enemies you have defeated.



Player Info

The Health, Musou, and Spirit Gauges of your secondary character

Any commands will be displayed above the character's portrait.

Skill Effect

The effect of the active Skill. It will begin to flash when the Skill is almost out of time. Powered-up abilities will also be displayed after defeating 1,000 enemies.

Spirit Gauge

Each use of the Spirit Charge consumes one unit of the Spirit Gauge. Press the *R key* (when this is full to enter Rage mode. You can fill the gauge by effectively inflicting damage on the enemy.



Selected Skill

This will be displayed if a Skill is equipped. You can select Skills by using the *1 key* () and *3 key* (), and can use a Skill by pressing the *Q key* ().

Health Gauge

Your character's remaining Health. This gauge depletes as your character takes damage, and the color changes from green to yellow to red. The battle will end in defeat if your character loses all of his or her Health. You will also lose the battle if your non-controlled character loses his or her Health. You can recover Health by using items.

Musou Gauge

Pressing the *L key* () will consume one unit of the Musou Gauge and unleash a Musou Attack. As your character develops, the gauge will increase in size up to a total of three units. You can fill the gauge by attacking the enemy or receiving damage from them, or by holding down the *L key* ().

Map

Overall







Zoomed



- Playable character
 Secondary character
 ◆ Horse
- Allied forces Allied officer Allied commander
- Enemy forces Enemy officer Enemy commander
- Standard bearer
 Objective
- Cliffs (can only proceed in the direction of the arrow)
- X Closed gates (unable to pass)
- Ninja Path (can proceed with a double jump) Stranger zone

No entry markers

No entry



No entry for horses



Double jump marker



Characters such as Kunoichi. Hanzō Hattori, Kotarō Fūma, and Nene can pass through here.

Unable to obtain



(Survival Mode only) You have reached the maximum amount of Spoils of War you can carry.

Objectives

Triggering Objectives

Objectives will be triggered at various times during a battle. When you complete an objective, the battle is more likely to turn in your favor. Completing certain conditions can also trigger side objectives that can earn you additional rewards.



Character-Specific Objectives

Depending on the battle, using certain characters can cause specific objectives to be triggered. The conditions for objectives can be confirmed after a battle, so try playing the battles with various characters.

Switching Playable Characters

When you have multiple objectives triggered at the same time, or when you are separated from a targeted enemy officer, make wise use of the character switching feature (, key ()) and give commands (2 key ()) to effectively defeat the enemy.

Morale & Red Zones

Monitoring Morale

Morale will change depending on the battle conditions. The higher the morale of the enemy army, the stronger they will be, and the lower their morale, the weaker they will be. Completing objectives, defeating enemy officers, and capturing barracks can help lower the enemy's morale.

Red Zones

The areas of the map displayed in red are known as red zones. Within these areas, the enemy's abilities are powered up considerably. There are two levels of red zones, and those of a darker red color feature stronger enemies and pose considerable danger. As the enemy army's morale decreases, the effect of the red zone will gradually diminish, rendering your enemies weaker.

Red zones can be eliminated by defeating standard bearers, completing specific objectives, or through other means.





Try to eliminate the standard bearers first.

Battle Outcome

Once you have achieved the victory conditions, the battle will be over.

EXPAwarded

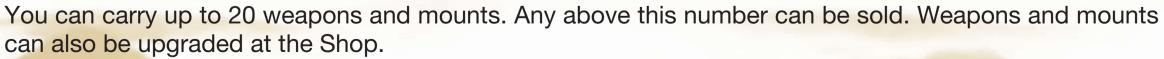
Victory in battle awards you EXP. Your officers' level and abilities increase based on your received EXP.

Learning New Moves

Check the new attacks your character has learned.

Obtaining Spoils of War

During battle, you can obtain weapons from wooden boxes, and mounts from saddles. You will also be able to check any Strategy Tomes that you have found.







Battlefield Items

You can obtain items on the battlefield by breaking baskets or rice bales, or by defeating enemies. Simply walk over the item to pick it up.

• Recovery items

Dango	Recovers a small amount of Health.
Rice Ball	Recovers a medium amount of Health.
Rice Ball x3	Recovers a large amount of Health.
Holy Water	Completely restores the Health & Musou Gauges.

EXP items

Small Scroll	Adds a small amount of EXP.
Scroll	Adds a large amount of EXP.

• Gold items

Gold	Gold +50
Ingot	Gold +100
Chest	Gold +200

Weapon items

	_		
		Treasure Box	Contains a
		Heasure Dux	weapon.
		Rare	Contains a
		Treasure Box	rare weapon.
	Legendary Treasure Box	Lagandary	Contains a
		legendary	
		Heasure box	weapon.

Mounts

	Saddle	Mount
	Rare saddle	Rare mount
F	Legendary saddle	Legendary mount

Strategy Tomes

(Red)	Attack Tome
(Green)	Defense Tome
(Blue)	Speed Tome
(Yellow)	Help Tome
(Purple)	Special Tome

Character Abilities

Your character's level increases based on the EXP you earn. The maximum level for a character is 50.

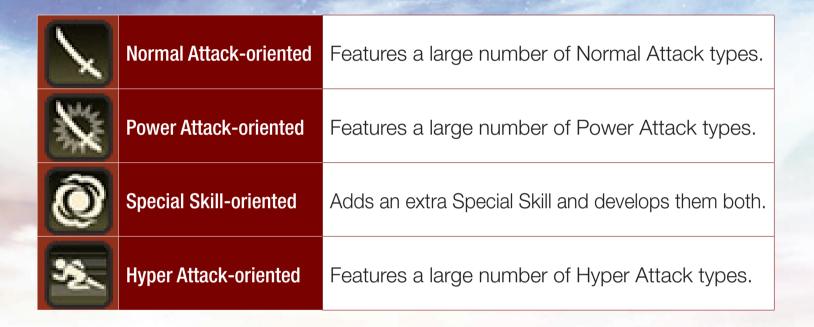
When a character's level increases, that character's Health and Musou Gauges will extend, and values for stats such as Attack and Defense will also increase. Characters may also learn new moves.

	Defense +10		
Level	Rises based on the EXP received.		
EXP	Rises by defeating enemies or picking up scrolls.		
Health	The battle is lost when this is reduced to zero.		
Musou	The number of units in the Musou Gauge. There can be a maximum of three.		
Attack	The higher this is, the more damage you can inflict upon the enemy.		
Defense	The higher this is, the less damage you will receive from the enemy.		
Speed	The higher this is, the faster you can move.		
Ride	The higher this is, the higher your mounted attack and defense will be.		



Character Types

There are four types of playable officers, with growth of moves and the learning of Skills differing for each type.



Elementals

When you equip a weapon that has an elemental affixed to it and have at least one unit of the Musou Gauge full, an elemental attribute may be added to your attacks.

1	Fire	Engulf the enemy in flames for additional damage.	
4	Lightning	Unleash lightning bolts around you, damaging any enemies they touch.	
絲	Momentarily freeze the enemy in their tracks, imn them.		
Wind Break through the enemy's block and in damage.		Break through the enemy's block and inflict additional damage.	
Earth Stun the enemy and inflict extra damage.		Stun the enemy and inflict extra damage.	
K	Death	Has a random chance of defeating enemies (excluding enemy officers) in a single blow.	

Using the Shop

At the Shop, you can use gold to purchase items useful in battle.

As you progress through the game, the Shop will be made available on the character selection screen.

Acquire Skills	Learn new Skills for your character.	
Upgrade Weapons	Upgrade weapons in your possession.	
Upgrade Mounts	Upgrade mounts in your possession.	
Strategy Tomes	Purchase Strategy Tomes.	



Weapons

Rarity

The more ★ marks the weapon has, the rarer it is and the more Special Abilities it has.

Attack

Special Abilities

The Elemental and Special Abilities added to a weapon. You can add additional abilities and upgrade them via the "Upgrade Weapons" command.

Wooden boxes may appear by destroying baskets or defeating enemy officers during battle. By obtaining these wooden boxes, you may earn new weapons after the stage has been cleared. You can carry up to 20 weapons.

Main Elemental

Displays the most prominent elemental attribute of the weapon's Special Ability.

Lv.

(Current Lv. / Maximum Lv.) Its level increases as you earn EXP. Its Attack strength and the number of Special Abilities will also increase. You will be unable to power it up any further once it reaches its maximum level.

EXP

This increases when you use the "Upgrade Weapons" command.

Attack

The damage the weapon is able to inflict.

Fire

38

Upgrading Weapons

You can use the "Upgrade Weapons" command in the Shop to strengthen your weapons.

Choose a weapon to upgrade, along with another weapon to facilitate the upgrade. Note that the weapon used to facilitate the upgrade will be lost.

Compatibility Bonuses

By combining weapons with the same main elemental, it will be easier to receive a compatibility bonus.



Compatibility bonus upgrades

- Increases the weapon's maximum level.
- The upper maximum level may differ depending on the weapon's rarity.
- Weapons that receive a successful compatibility bonus will gain Special Abilities with higher maximum values.

Mounts

Saddles may appear by defeating enemy officers during battle. By obtaining these saddles, you may earn new mounts after the stage has been cleared.

Equipping a mount enables you to start the battle atop it.

Lv.

(Current Lv. / Maximum Lv.) Its level increases as you earn EXP. Its abilities will also increase. You will be unable to power it up any further once it reaches its maximum level.

Rarity

The more ★ marks the mount has, the rarer it is.

Power

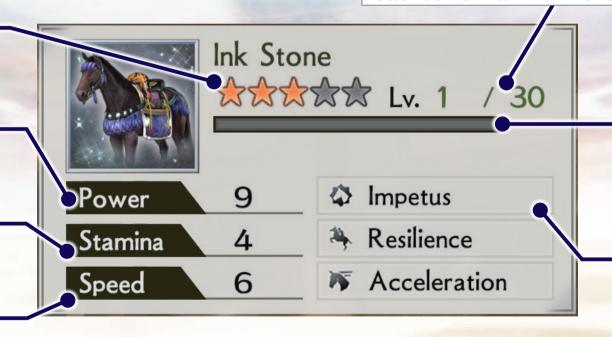
The Attack strength of the mount when charging.

Stamina

The ability of the mount to withstand enemy attacks.

Speed

The speed of the mount.



EXP

Increases in battle as well as when using the "Upgrade Mounts" command.

Special Abilities

The special abilities of the mount.

Upgrading Mounts

You can use the "Upgrade Mounts" command in the Shop to strengthen your mounts.

Choose a mount to upgrade, along with another mount to facilitate the upgrade. Note that the mount used to facilitate the upgrade will be lost.

Compatibility Bonuses

By combining mounts with the same name, it will be easier to receive a compatibility bonus.



Compatibility bonus upgrades

- Increases the mount's maximum level.
- The upper maximum level may differ depending on the mount's rarity.
- Mounts that successfully receive a compatibility bonus will gain Special Abilities.

Skills

Learning new Skills can increase your abilities or give you special advantages.

Some Skills can be used during battle as well. They can be selected by using the "Equip Skills" command under "Equipment" on the pre-battle screen. You can select Skills by using the 1 key () and 3 key () during battle, and can use them by pressing the Q key ().



Epiphany Skill

A rare Skill that is unique to each officer. Other officers can equip them as well.

Acquiring Skills

New Skills can be learned by using the "Acquire Skills" command on the pre-battle screen or at the Shop. You can only learn Skills that are adjacent on the Skill tree to ones you have already learned. Learning a Skill requires the use of a Strategy Tome. Strategy Tomes may appear after defeating an enemy. You can also purchase them at the Shop.



Conditions

The Level and Skills needed to learn the Skill.

Strategy Tomes

The type and number of Strategy Tomes needed to learn the Skill. The number within () refers to how many you currently own.

Acquiring Skills

- Learning a Skill will unlock all adjacent Skills for learning as well.
- Learning two adjacent Skills will reduce the number of Strategy Tomes needed to learn the new Skill.
- Learning all of the adjacent Skills will enable you to learn the new Skill without the use of any Strategy Tomes.

Survival Mode (Standard)

Survival Mode offers both "Standard" and "Challenge" types. The "Standard" type allows you to try to climb as many floors within the castle as possible.

The higher you reach, the greater your reward, and the better the Spoils of War you will receive.

Rules

- Only one character can attempt the challenge.
- The game is over when your Health runs out, or when the time limit is reached.
- You will receive a reward based on the number of levels you were able to complete (Level Bonus).
- Extra time will be added to your time limit for each floor you complete.
- You can spend gold to start from a higher level.
- There is a limit to how many Spoils of War you can keep. You can discard any unneeded Spoils of War at the information screen.



A mysterious officer appears...

Stairs & Escape Points

Accomplishing your objective causes the gate to open and allows you to proceed. Once you reach the stairs, you will be able to proceed to the next floor. You will also receive a reward after clearing a certain number of floors. You can also flee the stage by pressing the *Kkey* (in the location that glows blue. After you decide to escape, the battle will end and you will receive any Spoils of War obtained during the level. If you are unable to escape before you run out of Health or time, then you will lose your Spoils of War.



You can also flee the stage by pressing the K key (\square) in the location that glows blue.

Rewards

- You will recover some Health after completing each level.
- You will receive some additional time after completing each level.
- You can start from a higher level.
- You will be able to keep more Spoils of War.

Online record

Ranking

Survival Mode (Challenge)

Attain high scores to receive rewards. Survival Mode (Challenge) allows you to attempt to record a high score in a quick and easy game mode.

Course	Description & Rules	
Chamber of Trials	Try to defeat as many enemies as possible within the given time limit.	⊞ Select Ranking Back ⊞ Confirm
Chamber of Riches	Try to obtain as much gold as possible within the given time limit. Defeating the Gold Supply Captain allows you to enter Golden Time (each attack earns you extra gold).	
Chamber of Agility	Try to defeat the Standard Bearers as you make your way to the target point.	



You can register your score in the online rankings. An internet connection is required to view the rankings and register your score.

= Survival Mode

Now is the time to show the strength of a true warrior! Defeat as many enemies as possible within the given time limit!

Chamber of Trials



Manual Design: STOL

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