

TouKiden 2

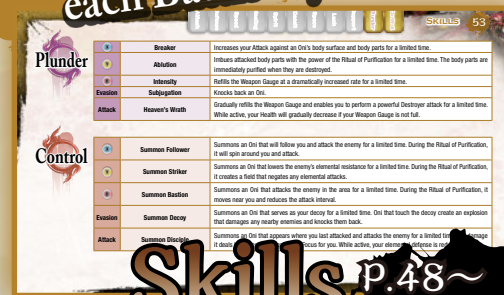
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Confirm how to control
equipped weapons



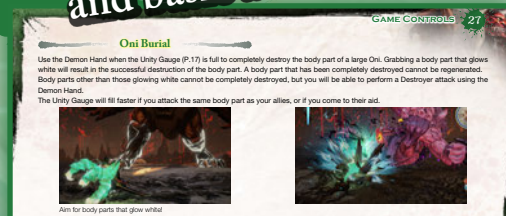
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It was the Meiji era -
A disaster known as the Awakening destroyed the world.
A history that didn't include Oni or Slayers was wiped out, and a new history, in which evil spirits from all walks of the world strode about, began to devour the world.

In the far north, vast numbers of Oni appeared, rampaging villages as they started southward. Slayers, warriors deployed to fight the Oni, fought a fierce battle with the Oni as they defended the city of Yokohama.

Then, in the midst of battle, a massive Oni appeared from above, and a Slayer was sucked into the Oni Gate that the Oni had opened.

Ten years later -
A Slayer suffering from amnesia finds that they have drifted to Mahoroba, a village far to the west.

Slayers

The Slayers were an organization that had been secretly defeating monstrous Oni for over a millennium. However, with the arrival of the Awakening, in which Oni appeared suddenly in numbers never before seen, the Slayers were given a chance to stand at the center stage of history as guardians of the world of mankind. Warriors that are affiliated with the Slayers are also referred to as Slayers.

Oni

Monstrous beings that appear from another world. They derive their own life force from devouring the souls of living things. Large Oni possess an astounding life force that enables them to regenerate even severed limbs.

Ages of the Otherworld

Battle takes place on an open world. The Ages of Yore, Grace, Honor, War, Peace, and Chaos surround the village of Mahoroba. The Otherworld is so filled with noxious miasma that only Slayers, who possess both immense physical and spiritual strength, can survive for any significant amount of time.

Mitama

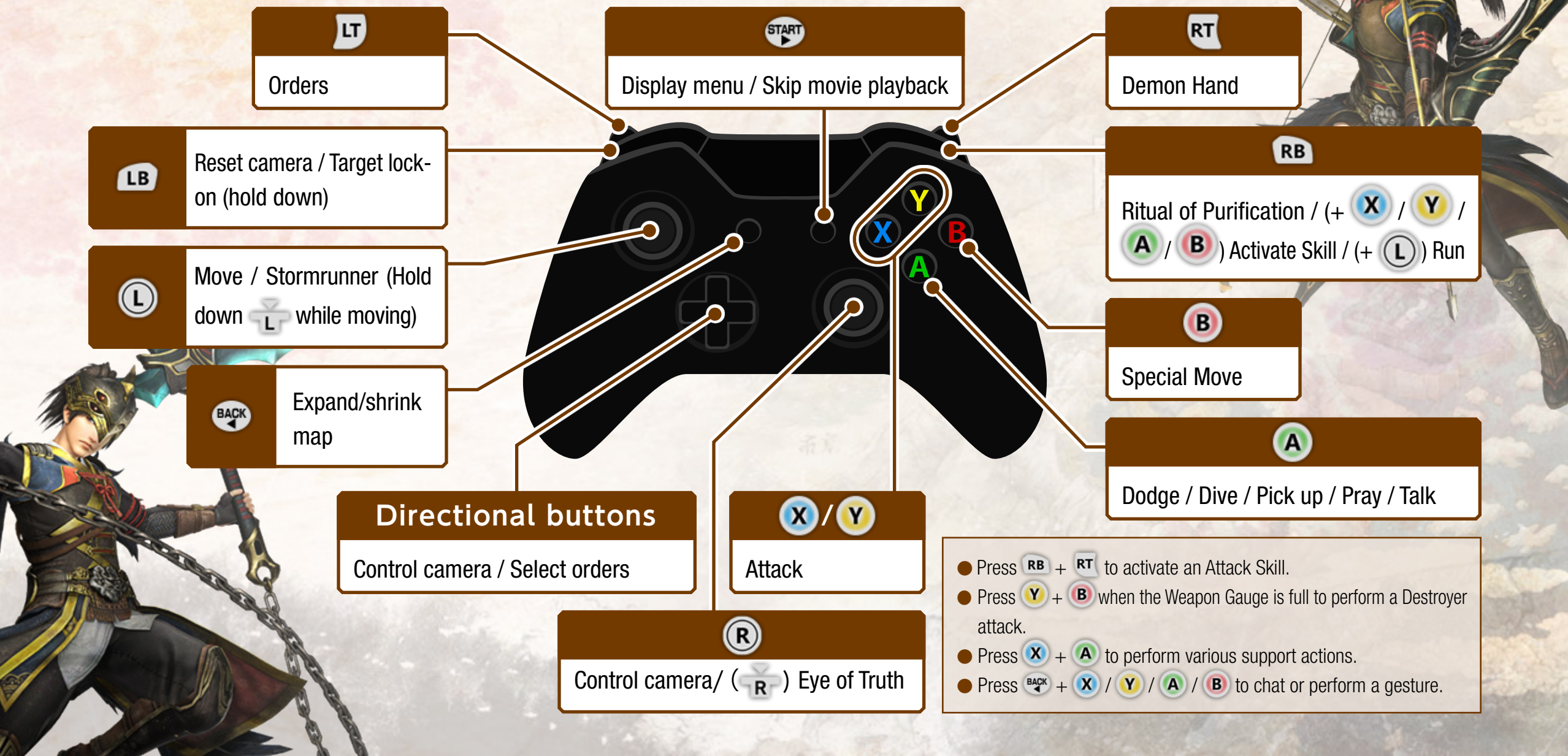
The souls of past heroes, defeated and captured by Oni. Once released from the Oni's control, they will work to aid the Slayers. Truly talented Slayers have a natural gift for attracting Mitama, and can hear the plaintive cries of these lost souls.

Demon Hands

A device, developed by the Professor, that gives thoughts physical form, and also the name given to the giant hand that it can be used to create. An attack with a Demon Hand contains the power to pulverize the limbs of Oni, leaving nary a trace. In addition to Oni, it is also able to interact with a variety of different objects, including both natural and supernatural objects.

Gamepad Controls

Note: Some controls will become available as you progress the story.
Note: The names of buttons might differ depending on the controller you are using.



LT
Orders

START
Display menu / Skip movie playback

RT
Demon Hand

LB
Reset camera / Target lock-on (hold down)

RB
Ritual of Purification / (+ **X** / **Y** / **A** / **B**) Activate Skill / (+ **L**) Run

L
Move / Stormrunner (Hold down **L** while moving)

B
Special Move

BACK
Expand/shrink map

A
Dodge / Dive / Pick up / Pray / Talk

Directional buttons
Control camera / Select orders

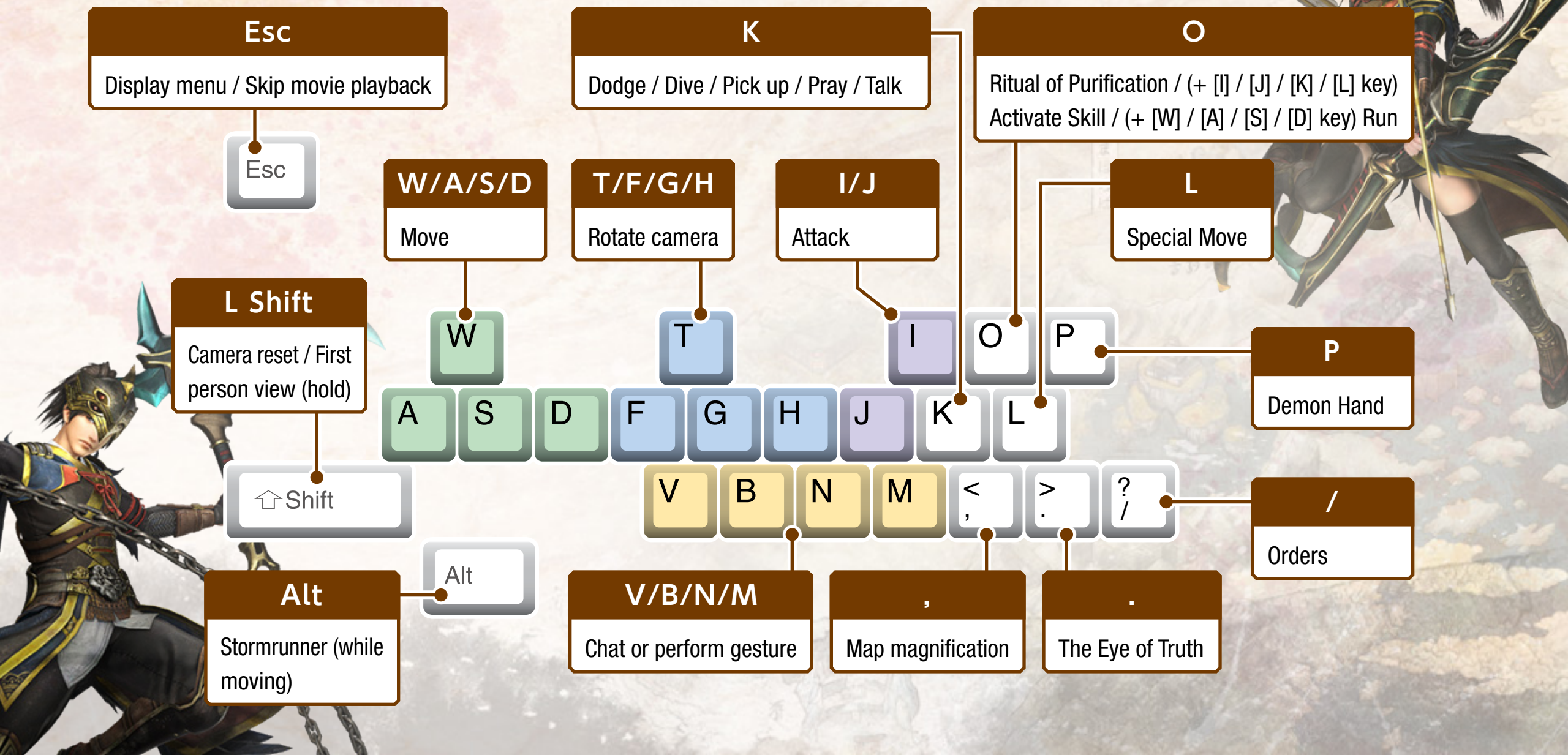
X / **Y**
Attack

R
Control camera / (**R**) Eye of Truth

- Press **RB** + **RT** to activate an Attack Skill.
- Press **Y** + **B** when the Weapon Gauge is full to perform a Destroyer attack.
- Press **X** + **A** to perform various support actions.
- Press **BACK** + **X** / **Y** / **A** / **B** to chat or perform a gesture.

Keyboard Controls ①

You can also use your keyboard to play the game. You can configure key settings from Settings - Keyboard.



Esc

Display menu / Skip movie playback

Esc

K

Dodge / Dive / Pick up / Pray / Talk

O

Ritual of Purification / (+ [I] / [J] / [K] / [L] key)
Activate Skill / (+ [W] / [A] / [S] / [D] key) Run

W/A/S/D

Move

T/F/G/H

Rotate camera

I/J

Attack

L

Special Move

L Shift

Camera reset / First person view (hold)

Shift

Alt

Stormrunner (while moving)

Alt

W

A

S

D

T

F

G

H

J

K

L

I

O

P

P

Demon Hand

V

B

N

M

<

>

? /

/

Orders

V/B/N/M

Chat or perform gesture

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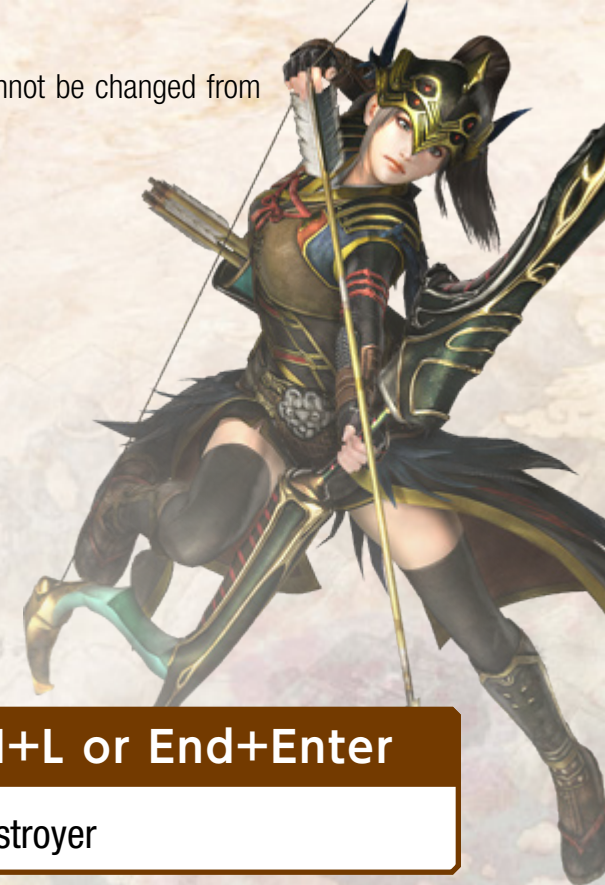
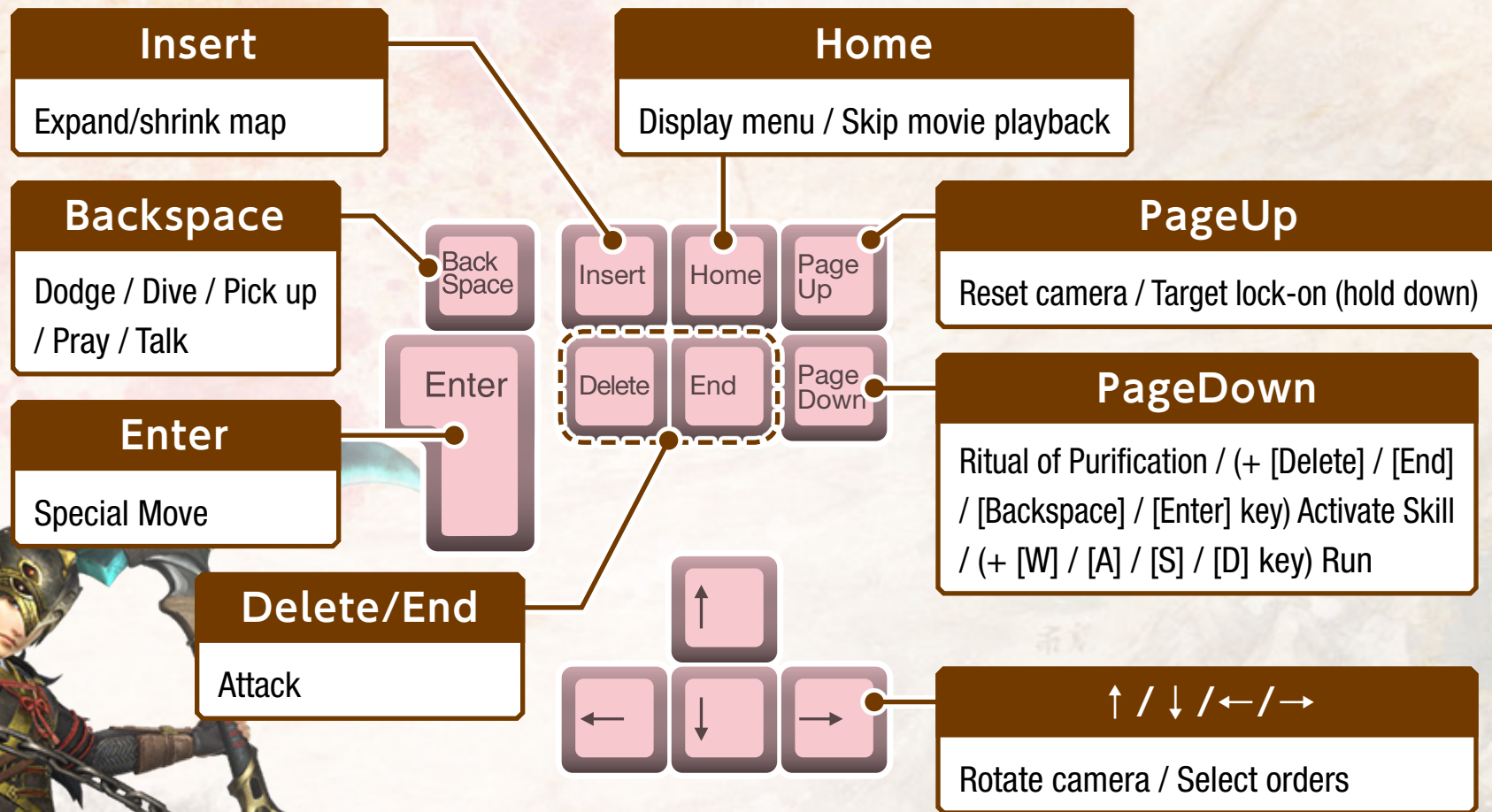
Map magnification

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The Eye of Truth

Keyboard Controls ②

The assignments for the red keys below are fixed. They cannot be changed from Keyboard.



I+L or End+Enter

Destroyer

**J+K or
Delete+Backspace**


Supplementary Special Move

O+P

Activate Attack Skill

Getting Started

Main Menu

Press the  button at the title screen to open the main menu.

New game	Create a new character and start a new game.
Continue	Load previously saved data and continue a previous game.
Bonuses	Receive bonuses from Toukiden: Kiwami shared data.
Graphics	Configure the graphical settings (P.8).
Quit	Quit the game.


Character Creation

Select the attributes of your character. The chosen attributes will not affect your character's stats or abilities. You can select your character's name, gender, hair, face, accessories, physique, voice, and weapon. You can modify the game's settings from the "Settings" menu.

Saving & Loading

Saving

You can create up to three characters, and each character can have up to four save slots.

The game will save automatically after battles and at other moments. You can also save from the in-game menu ( button).

Loading

Select "Continue" from the main menu to resume a saved game.

Settings

Select “Settings” from Character Creation or the in-game menu.

Control settings		Adjust settings related to controls.
Keyboard		Set the key assignments for each action.
Camera settings	Vertical/horizontal movement (camera)	Adjust the controls for moving the camera.
	Camera speed	Adjust the speed at which the camera moves.
	Camera vertical reset	Choose whether the vertical height of the camera will also reset when resetting its position.
	Camera distance	Adjust the camera distance.
	Vertical/horizontal movement (targeting camera)	Adjust the controls for moving the targeting camera.
	Targeting camera speed	Adjust the speed at which the targeting camera moves.
	Targeting camera default view	Set the default view of the targeting camera.
	Observation camera tracking	Set whether to enable observation camera tracking.
Display settings	Map direction	Adjust the orientation of the map.
	Allies' Focus display	Set whether to display your Allies' Focus.
	Subtitles	Set whether to display subtitles.
Sound settings		Adjust the volume for the main volume, background music, sound effects, and voices in the game.
System settings	Data exchange	Choose whether to exchange data with other players.
	Server restrictions	Set network server restrictions.
	Autosave	Choose whether to enable autosave in the game.

Graphical settings

Select Graphical Settings from the Startup Menu or the Main Menu.

Full-Screen (*1)	Set whether to play the game in Full-Screen mode or Window mode.
Resolution (*1)	Adjust the resolution.
Maximum Frame Rate	Set the maximum frame rate.
Texture quality	Adjust the quality of textures.
Texture filter	Adjust the quality of textures used for borders.
Particles (*2)	Adjust the level of detail for particle effects.
Shadows	Set whether to display shadows.
Light shafts	Set whether to display light shafts.
Anti-aliasing	Choose whether to smooth out the edges of objects within the game.
Reflections	Choose whether to enable reflected light within the game.

(*1) In the Startup Settings, you can set the resolution and whether to use Full-Screen mode from “Game Settings”.

(*2) The level of detail for particle effects can be adjusted from Startup Settings only.

Multiplayer

You can play missions with up to four players in the game's multiplayer feature. All of the players will receive rewards for successfully completing the mission.

Starting a Mission

- 1 Select a multiplayer lobby by examining the Portal Stone and choosing "Play online" from the "Jump to other Headquarters" command.
- 2 One player from the party accepts a mission from the Command Center.
- 3 Each party member makes the necessary preparations and presses **A** or **B** at the village exit.
- 4 Once the party members have made their preparations, the player that accepted the mission presses **A** or **B** to begin the mission.



Data Exchange

When you enter a multiplayer lobby, you can exchange player cards with other players online.

The exchanging of player cards can be enabled by turning “Data exchange” to “On” under “System settings” in the “Settings” menu.

Characters befriended using the data exchange feature can be taken along on multiplayer missions.

Player Cards

You can check the player cards that you have obtained by going to “Data exchange” under “Encyclopedia” in the menu. Select your own player card in order to edit its contents.

Note: The contents of your player card will be accessible by other players. Please do not include any personal information or use language that infringes upon the rights of another individual or that may be considered offensive.



Playing the Game

Receiving & Carrying Out Duties

Based out of Mahoroba Village, you are tasked with exploring the vast Otherworld that is overrun by the Oni. Through fighting battles and completing missions and quests, you will obtain Haku and materials that can be used to improve your equipment and Mitama as you carry out your duties. The story will progress as these duties are carried out.

Receive missions from the Command Center. Duties cannot be carried out while on a mission.

Defeat the Oni while on the mission. Beware of large Oni.



Trigger quests by speaking to people during your travels. Be sure to talk to anybody you see.

Receive @
Duty

Mission

Battle

Quest

Carry out
the Duty

Mitama

Explore

Story progression

Cooperate

Equip a Mitama to perform Skills based on its battle style.



Search each of the Ages to find new discoveries. The Demon Hand and Stormrunner are useful for traversing the Otherworld.

Work together with your friends in the multiplayer mode to fight battles and explore the land.









Exploring

The Otherworld outside the village is divided into the following Ages: Yore, Grace, Honor, War, Peace, and Chaos. Each Age is based on a period of Japanese history and features different terrain, climates, and Oni.

The Otherworld is overrun with poisonous miasma that is harmful to normal people. Even the powerful souls of Slayers can only withstand its harmful effects for a limited period of time.

Yore	Grace	Honor
Ancient Times	Nara/Heian Period	Kamakura/Muromachi Period
War	Peace	Chaos
Sengoku Period	Edo Period	Bakumatsu


Be sure to use the Demon Hand (P.25) to help you explore the vast reaches of the Otherworld. It may help open up new pathways through the realm. In addition to battles, there are numerous discoveries waiting to be found throughout the Otherworld.

Quests	Sparkling Light	Inscription	Reliquary
You may be asked for assistance from villagers and other people you meet. Completing a quest can earn you valuable rewards.	Locations where you can find materials and other items.	Relics that contain mysterious engravings. Touching them causes you to visualize the strange symbols forming these ancient writings. It is rumored that they are a written record of past civilizations.	Chests spread across the land that Slayers use to store items. You can obtain equipment from them.
			
Haku Deposit	Crest	Geopulse	Joint Operation
Location that features a large concentration of Haku. They will reappear after a set period of time.	Slayer crests that can be found floating in the air. Finding them all can bring you good luck.	Location that features elemental properties. You can use the Demon Hand to extract elementals and use them in battle.	Other Slayers fighting against the Oni. If you assist them, they may accompany you as a show of gratitude.
			

Menu



Area map

Press the  button during the game to display the in-game menu. You can adjust various settings, view information, and more.

Pause	Pause time within the game (single player only).			
Tasks	View information on duties and missions.			
Abilities	View your current equipment and abilities.			
Mitama	View information about the Mitama. You can equip them within the village.			
Messages	Communicate using preset messages and gestures.			
Encyclopedia	View various types of information.			
System	Save	Save your game data.	Return to main menu	Return to the main menu.
	Settings	Adjust the various settings for the game. (P.8)		

Battle Basics

You will engage in battle when you encounter an Oni in the Otherworld. Battles are fought by working together with your allies to take down the Oni.

You can run to the blue barrier surrounding the battle in order to flee, but there is a red barrier erected around battles against large Oni that you cannot escape, meaning you will need to defeat the Oni or complete other conditions before you can move on. Each weapon type features its own unique attacks, and you can also power up your character by using Skills associated with the Mitama you find. When you defeat an Oni and use the Ritual of Purification (P.20) to purify its remains, you will obtain Haku and materials.

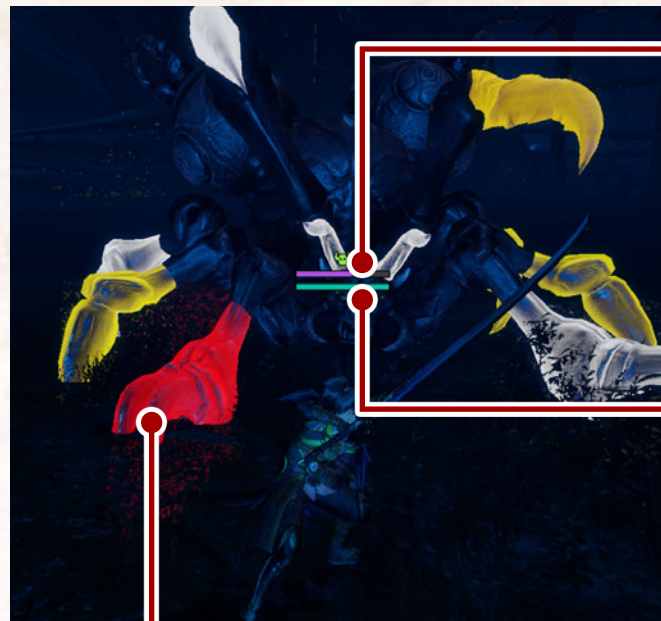
Defeating Large Oni

You are unable to inflict damage on large Oni with regular attacks. Only by destroying their body surface or body parts (such as a leg or an arm) can you expose their life force and damage them. Large Oni also possess a resistance to attack techniques, making it difficult to destroy their body surface or body parts.

Additionally, their body surface and body parts can regenerate after being destroyed. However, you can prevent them from regenerating by purifying them with the Ritual of Purification. The Demon Hand technique “Oni Burial” (P.27) can also allow you to completely destroy a body part without using the Ritual of Purification.

However, after you have inflicted a large amount of damage on a large Oni, it may go on a rampage and begin moving erratically.

You can use the Eye of Truth (P.22) to reveal the health of an Oni’s body surface, body parts, and life force.



Body surface health (top)

Attacking its body will reduce its health to 0, at which point its body surface will be destroyed. It will regenerate after enough time passes.

Life force (bottom)

The life force of the Oni. You will defeat it when this reaches 0.

Body part health

Continually attacking a body part will cause its color to change from white > yellow > red, and eventually you will destroy it. It will regenerate over time, unless you use the Ritual of Purification on it first.

Mitama

These are the souls of former heroes that have been imprisoned by the Oni. You can obtain new Mitama by freeing them when you defeat an Oni. Equipping a Mitama will bestow you with special powers known as Skills that can be used in battle.

Mitama can be equipped on your weapon, armor, and Demon Hand. You can check info on your Mitama and equip new ones via the Mitama command in the menu.

Battle Styles & Skills

Each Mitama has its own battle style (fighting style).

There are unique Skills (P.48-53) and abilities (P.48) that can be used with each battle style.

Equip a Mitama to your weapon in order to use its Skills.

Attack Skills & Evasion Skills (P.21)

You can obtain Attack Skills by equipping Mitama to your Demon Hand, and obtain Evasion Skills by equipping Mitama to your armor. Attack Skills focus on attacks, while Evasion Skills provide you with powerful defensive abilities.

You will be able to use these Skills as the story progresses.

Boosts & Upgrades

Mitama also possess supplementary abilities known as Boosts. You can choose the Boosts you want to use, providing you with increased Attack strength or other bonuses. Up to 3 Boosts can be set at one time.

If you have Mitama equipped, they can be developed based on your actions while fighting battles or exploring the Otherworld, which will increase the level of your Boosts. You can pray at the Shrine (P.56) in the village to increase the speed at which your Mitama develop.

Combination Boosts

Combining Mitama that share a special relationship such as parent and child, husband and wife, or nemeses, will enable you to receive special Combination Boosts.

Equipment

Weapons increase your Attack strength, while armor provides a boost for your Defense.

You can use materials and Haku at the Blacksmith facility (P.55) in the village to create or upgrade weapons and armor. Large quantities of materials and Haku are required in order to create the most powerful equipment. You can change your equipped weapons and armor by using the Equipment Chest (P.54) within your house. There are large differences between the attacks (P.28-47) used by each type of weapon, and each has its own attack techniques.

Attack Technique (P.28)	There are three kinds of attack techniques: Slash, Thrust, and Crush. When you attack an enemy that is weak against a particular attack technique, it will inflict even greater damage.
Elemental Attribute	There are five elemental attributes: Sky, Wind, Fire, Water, and Earth. When you attack an enemy that is weak against a particular elemental attribute, it will inflict even greater damage. Some equipment may include resistance against certain elemental attributes.

Haku & Materials

Haku

Haku is a crystalline form of spiritual energy that is used as a type of currency. It is needed to create and upgrade equipment, and to purchase items at the Shop and Restaurant.

You can obtain Haku by using the Ritual of Purification on slain Oni, or as a reward for completing missions and quests. You may also come across Haku deposits while exploring the Otherworld.

Materials

There are various types of materials to be found. Although they cannot be used on their own, they do serve as a catalyst to create and upgrade equipment.

You can obtain materials by using the Ritual of Purification on slain Oni, or by finding them while exploring the Otherworld. As the story progresses, you will be able to combine materials and use them to upgrade machina as well.

Game Screen

Various information is displayed on screen when in battle.

Weapon Gauge

This is filled by attacking the Oni. You can use a Destroyer attack when it is full.

Your Info

(P.18)

Assault Gauge / Reload Gauge

(P.18)

Map & Miasma Gauge

Select Elemental (when using a “CON” Mitama)

This is only displayed when equipping a “Control” Mitama to your weapon. Use **RB** + the directional buttons to select an elemental and affix it to your summoned Oni.

 Sky  Wind  Fire

 Water  Earth

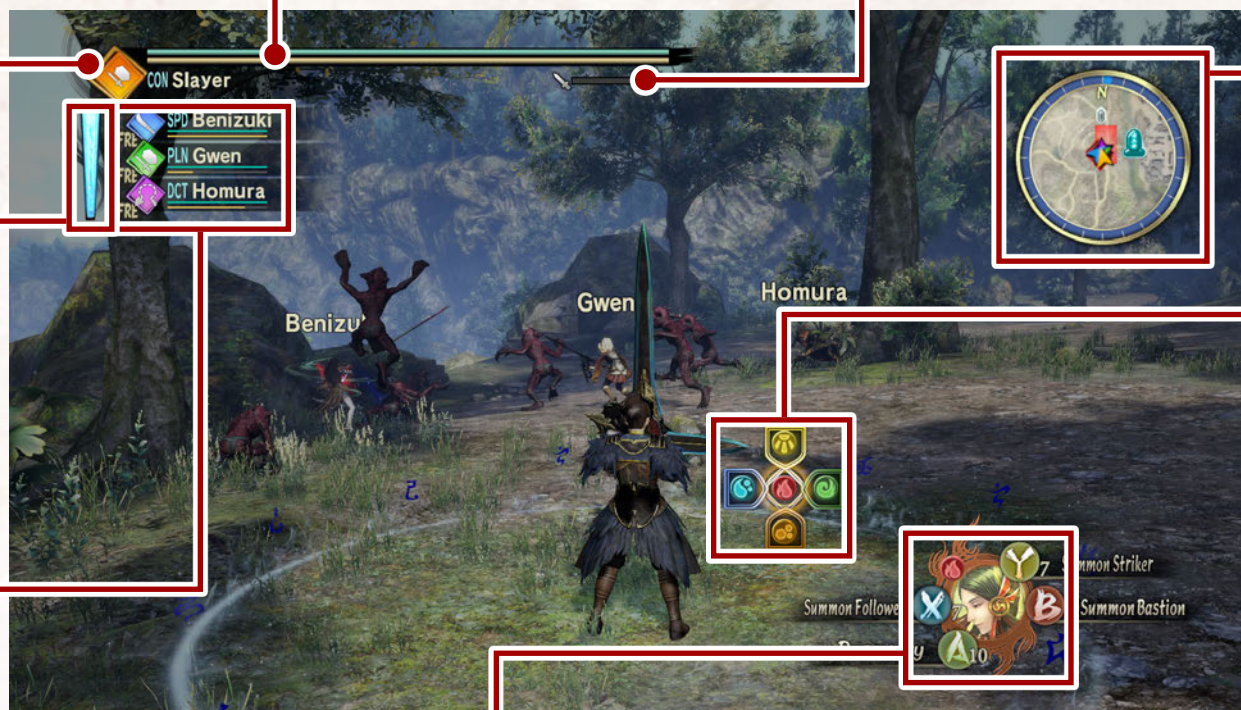
 Summoned Oni

Unity Gauge

This is filled by attacking the Oni and fills more quickly when working together with your allies. You can use an Oni Burial attack when it is full.

Ally Info

Displays the orders, weapon, battle style, and status ailments of your allies.



Skill Info

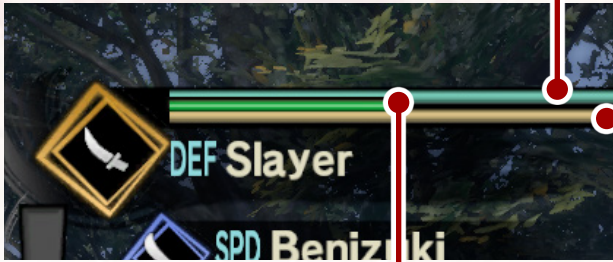
(P.19)

Your Info

This is a display of the gauges, battle style, status ailments, and current Boosts for your character.

Top: Health Gauge

This decreases as you are attacked by the Oni, and you will be defeated when it reaches 0. The red portion of the gauge will refill over time. If you are not rescued after being defeated, you will be incapacitated.



Middle: Defense Gauge (when using a "DEF" Mitama)

This is only displayed when equipping a "Defense" Mitama to your weapon. This is depleted in place of your Health when attacked by the Oni.

Bottom: Focus Gauge

This is depleted as you use techniques such as Demon Hand, Stormrunner, or your weapon's special moves. It will refill over time.

Assault Gauge / Reload Gauge



Assault Gauge (when using a Sword & Shield)

This is only displayed when you are using the Sword & Shield. When it is full, you can switch to an Offensive Stance, which will increase your Attack strength.



Reload Gauge (when using a Rifle)

This is only displayed when you are using a Rifle. It displays the currently loaded ammo type and the number of shots remaining.

Skill Info

Press **X**/**Y**/**A**/**B** while holding down **RB** to use a Skill. You will be able to use the Skill again after a set period of time has elapsed.



Evasion Skill Gauge

When this is full, an Evasion Skill will automatically be triggered if certain conditions are met.

Attack Skill Gauge

Press **RB** + **RT** when this is full to use an Attack Skill.

Spirit Gauge (when using a "SPT" Mitama)

This is only displayed when equipping a "Spirit" Mitama to your weapon. You can press **RB** to fill the gauge and increase the damage of the Skill.



Skill stock

Current summoned elemental

Game Controls

Basic Actions

The following are common actions that can be used in battle or while exploring the Otherworld.

Attack / Dodge

The attacks you can perform will differ by weapon. (P.28)

Press **X** or **Y** to attack with your equipped weapon. You can also press **A** to dodge enemy attacks.

Press **B** to use the Special Move unique to each weapon, and press **X** + **A** to perform a secondary Special Move. Some Special Moves may consume Focus.



Ritual of Purification

Hold down **RB** to perform the Ritual of Purification and purify or assist anything within range.



Purify

Purifies Oni remains and destroyed body parts. You can obtain materials and Haku, and the body part will be unable to regenerate.

Assist

Perform the Ritual of Purification on a fallen ally. If you do not assist the ally in time, he or she will be forced to retreat.

Skills

These are special abilities that you gain by equipping a Mitama to your weapon.

Press **X**/**Y**/**A**/**B** while holding down **RB** to use a Skill. The effects will differ by the type of battle style the Mitama uses. (P.48-53)
You will also be able to use Attack Skills and Evasion Skills as the story progresses.

Attack Skills

These are offense-oriented Skills obtained by equipping a Mitama to the Demon Hand. Press **RB + RT** when the Attack Skill Gauge (P.19) is full to use an Attack Skill.

Evasion Skills

These are defensive Skills obtained by equipping a Mitama to your armor. They are automatically triggered by meeting certain conditions when the Evasion Skill Gauge (P.19) is full.



Destroyer

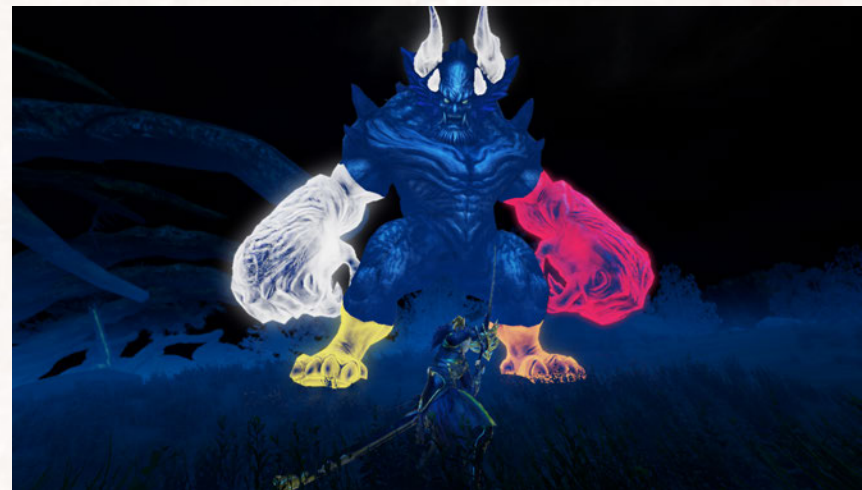
Press **Y + B** when the Weapon Gauge is full to perform a powerful Destroyer attack. It is capable of destroying a large Oni's body part or defeating a small Oni in a single blow.

If you are using a Spear, Chain & Sickle, Bow, Rifle, or Chain Whip as your weapon, you will be able to aim your attack, and can use it by pressing **X / Y / B** or by waiting for time to elapse. When using the Club, you can hold down the button for additional power.



Eye of Truth

Press **R** to see an Oni's life force as well as the health of its body parts. (P.14) You can turn the ability off by pressing **R** again. Your Focus will not be restored until the Eye of Truth is turned off.



Targeting Camera (Lock On)

You can hold down **LB** to lock the camera on to an Oni. While locked on, you can press **LB** again to remove the lock-on. You can also switch between targeted enemies by using the left and right buttons. For attacks that can be aimed, such as with a bow or rifle, you can press **LB** while holding down the attack button to target a particular body part.



Stormrunner

Press **L** while moving to use Stormrunner, which allows you to run faster than normal.

You will be able to use this ability as the story progresses.



Orders

After pressing **LT**, you can give orders to your allies by using the directional buttons.

You will be able to use this ability as the story progresses.

Free	Focus on roaming freely.
Attack	Focus on attacking the enemy.
Aid	Focus on performing the Ritual of Purification and aiding others.
Follow	Focus on following your lead.

Pick Up / Pray

If you press **A** in certain areas, you can perform a contextual action in that location. Praying in front of a Prayer Stone can restore your Skill stocks and refill your Miasma Gauge.



Demon Hand Attacks

There are multiple different attacks that can be used with the special device known as the Demon Hand. You can use them to perform various actions in battle or when exploring the Otherworld.

Press **RT** to activate the Demon Hand and release the button to use the technique. Use the **L** before releasing the button to aim it. You will be able to use this ability as the story progresses.

Oni Grapple

It reaches out and grabs a target, quickly pulling you towards it. You can grab a tree or cliff to reach higher elevations, and if you grab an Oni, you can press **X** to follow up with an attack.



Oni Smash

You can grab obstacles blocking your path and destroy them with the Demon Hand.



Oni Eater

There are areas known as Geopulses throughout the Otherworld that accumulate elemental energy. You can grab a Geopulse with the Demon Hand to harvest that elemental energy.

After obtaining the element, you can press **X** to release it in the form of a wave attack, or press **Y** to imbue your weapon with it.



Oni Throw

If you grab an Oni wrapped in a red aura with the Demon Hand, you can deflect its attacks and knock it to the ground.



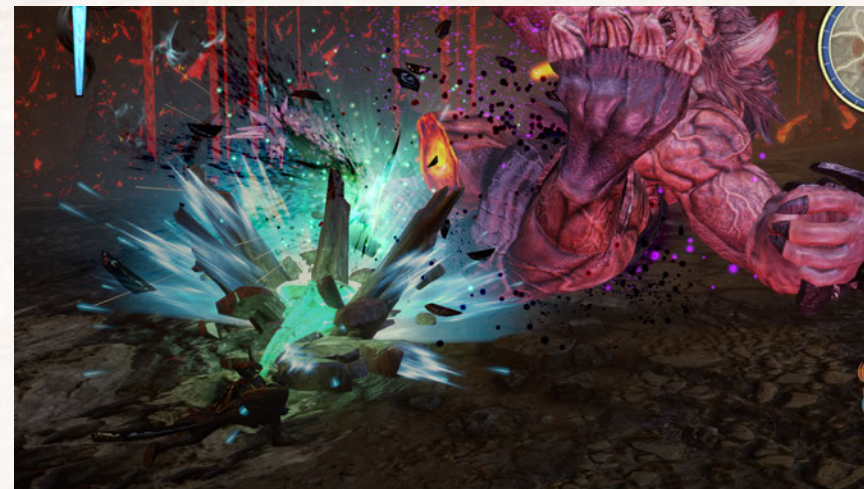
Oni Burial

Use the Demon Hand when the Unity Gauge (P.17) is full to completely destroy the body part of a large Oni. Grabbing a body part that glows white will result in the successful destruction of the body part. A body part that has been completely destroyed cannot be regenerated. Body parts other than those glowing white cannot be completely destroyed, but you will be able to perform a Destroyer attack using the Demon Hand.

The Unity Gauge will fill faster if you attack the same body part as your allies, or if you come to their aid.



Aim for body parts that glow white!



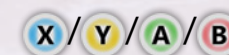
Weapons

Weapon Types

Attack an enemy that is weak against a weapon's attack technique to inflict even greater damage.

Type	Attack Technique	Features
Sword	Slash	A well-balanced, easy-to-use weapon. You can also attack while dodging with Twisting Slash.
Knives	Slash, Thrust	Allows swift, consecutive attacks. You can also perform various attacks while in the air.
Spear	Thrust, Crush	Enables attacks from a distance. You can also perform multiple charge attacks.
Gauntlets	Crush	Allows heavy, powerful strikes. You can also defend against attacks by using the Block stance.
Chain & Sickle	Slash, Crush	Allows both close and mid-range attacks. You can use the counterweight to reach faraway enemies.
Bow	Thrust	Enables long-range attacks. Its attacks will change depending on how many times you nock the arrow. You can also target individual body parts.
Club	Crush	Attack with the tip of the club to enter a Hyperpowered State that increases your attack speed and reduces your charge times.
Naginata	Slash	Attack an Oni multiple times without being hit to enter a Hyperskilled State that enables you to attack multiple body parts at once.
Rifle	Thrust	Different ammunition allows for different attacks. Shoot a miasmal node to inflict heavy damage.
Sword & Shield	Slash, Thrust, Crush	Allows for a variety of close combat attacks by switching between offensive and defensive stances.
Chain Whip	Slash, Thrust	Specializes in a wide range of uses. You can also perform multilevel attacks that wear down an Oni's body surface.

Controls Explanation



Press the corresponding buttons



Time elapses



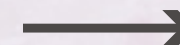
Use left stick



Hold down button to increase effect



Repeatedly press button to increase effect



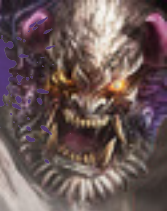
Link attacks together



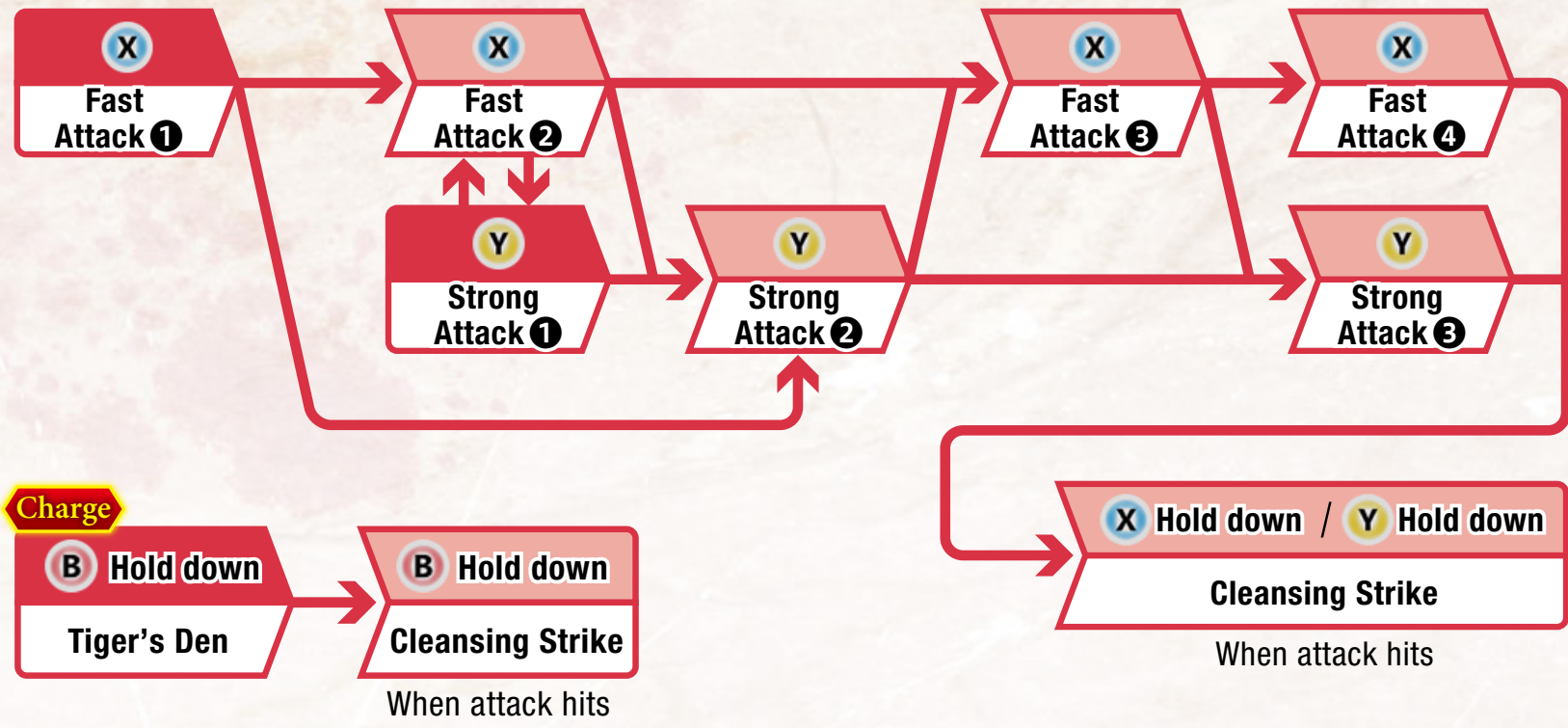
Transition between states

Dark color: Initial attack

Light color: Combo attack



Sword 1



Cleansing Strike Increases the effectiveness of your next attack.



Sword 2

- Sword
- Knives
- Spear
- Gauntlets
- Chain & Sickle
- Bow
- Club
- Naginata
- Rifle
- Sword & Shield
- Chain Whip

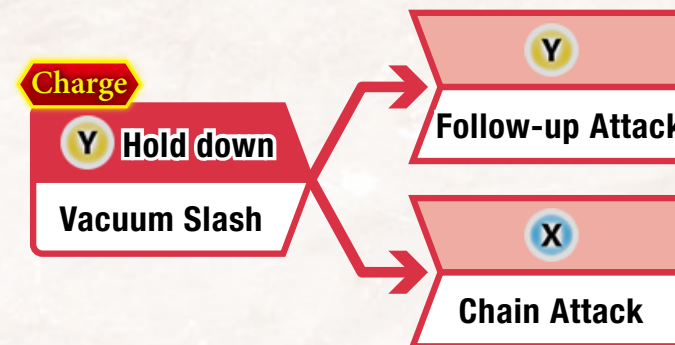
WEAPONS

30



(X) + (A)
Twisting Slash

(Y) + (B)
Destroyer



Gouge

Increases your attack range and inflicts a wound on the attacked body part.

Shadow Gouge

Consumes more Focus than Gouge, but is more likely to inflict multiple wounds.

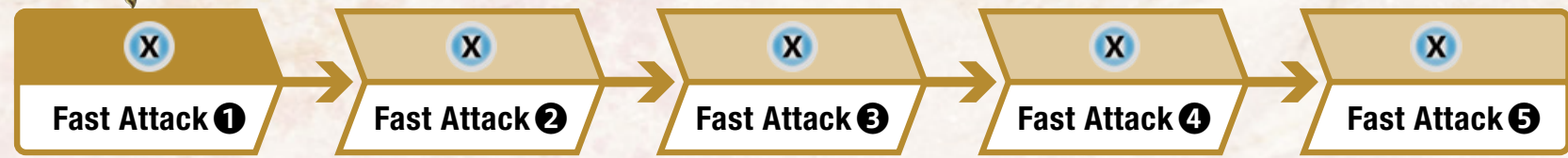
Release Gouge

Inflicts additional damage based on the number of wounds. Attack a body part affected by Gouge to further increase the damage when it is released.

Twisting Slash

Links with any other type of attack. You are temporarily invincible after using it.

Knives 1



Y

Jump Attack

Charge

Y Hold down

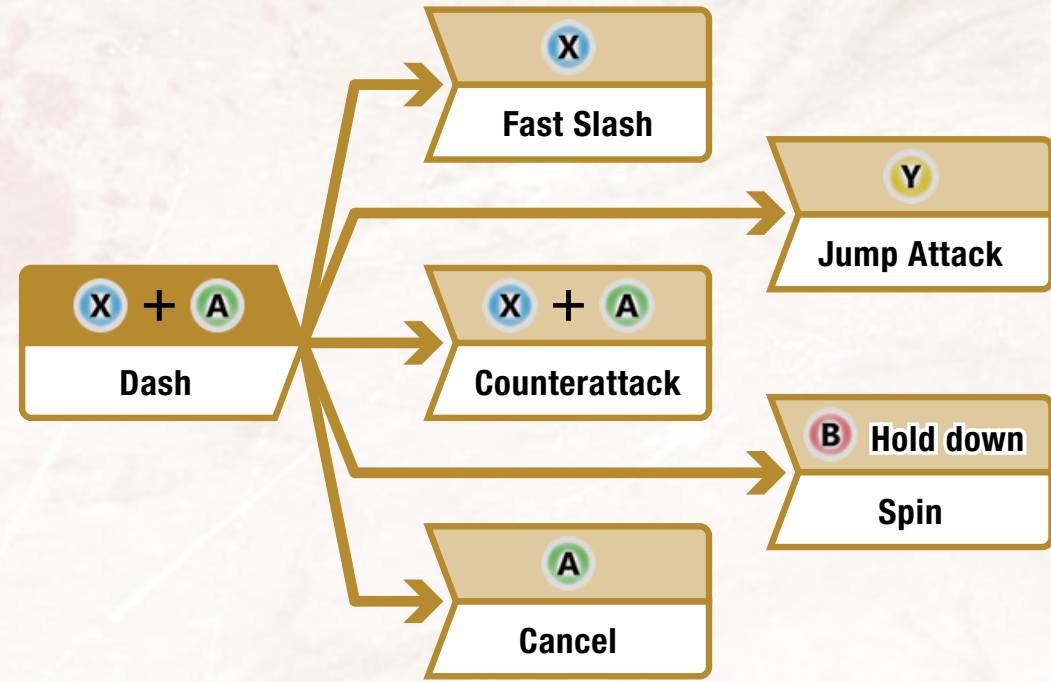
Leaping Attack

B Hold down

Spin

Y + B

Destroyer



Leaping Attack

Spin

Charging the attack increases the distance leaped, and landing the attack causes you to rise up in the air.

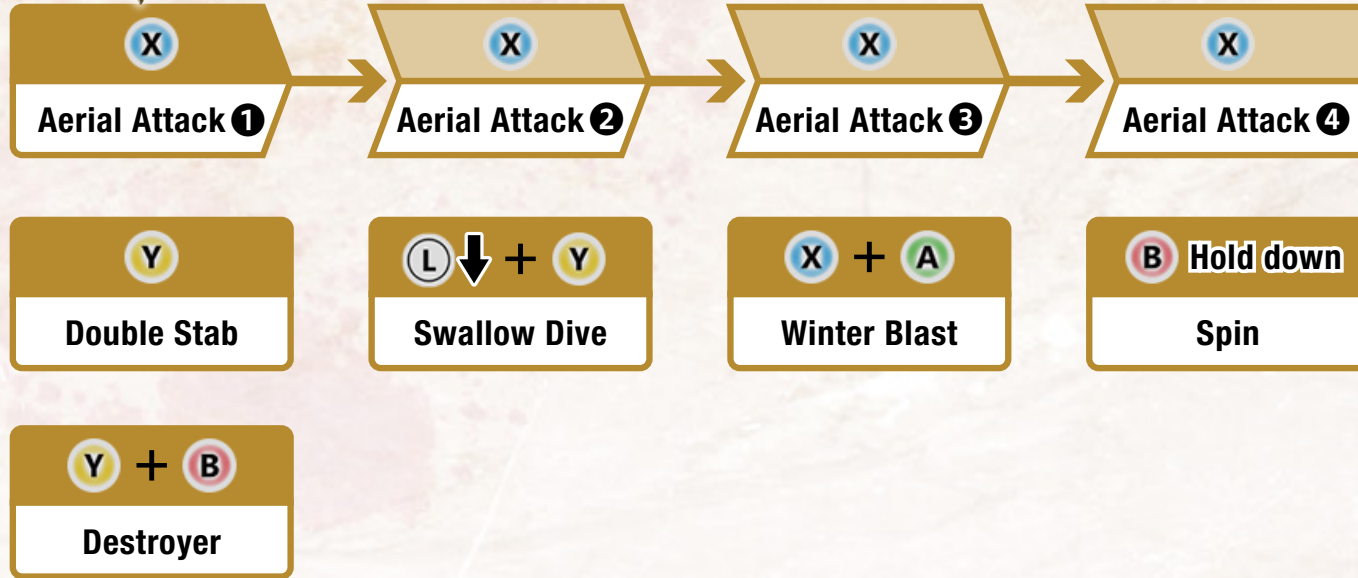
Spin about and attack the enemies around you. Release the button to end the move.

Knives

2

Aerial

You can also dodge while in the air.



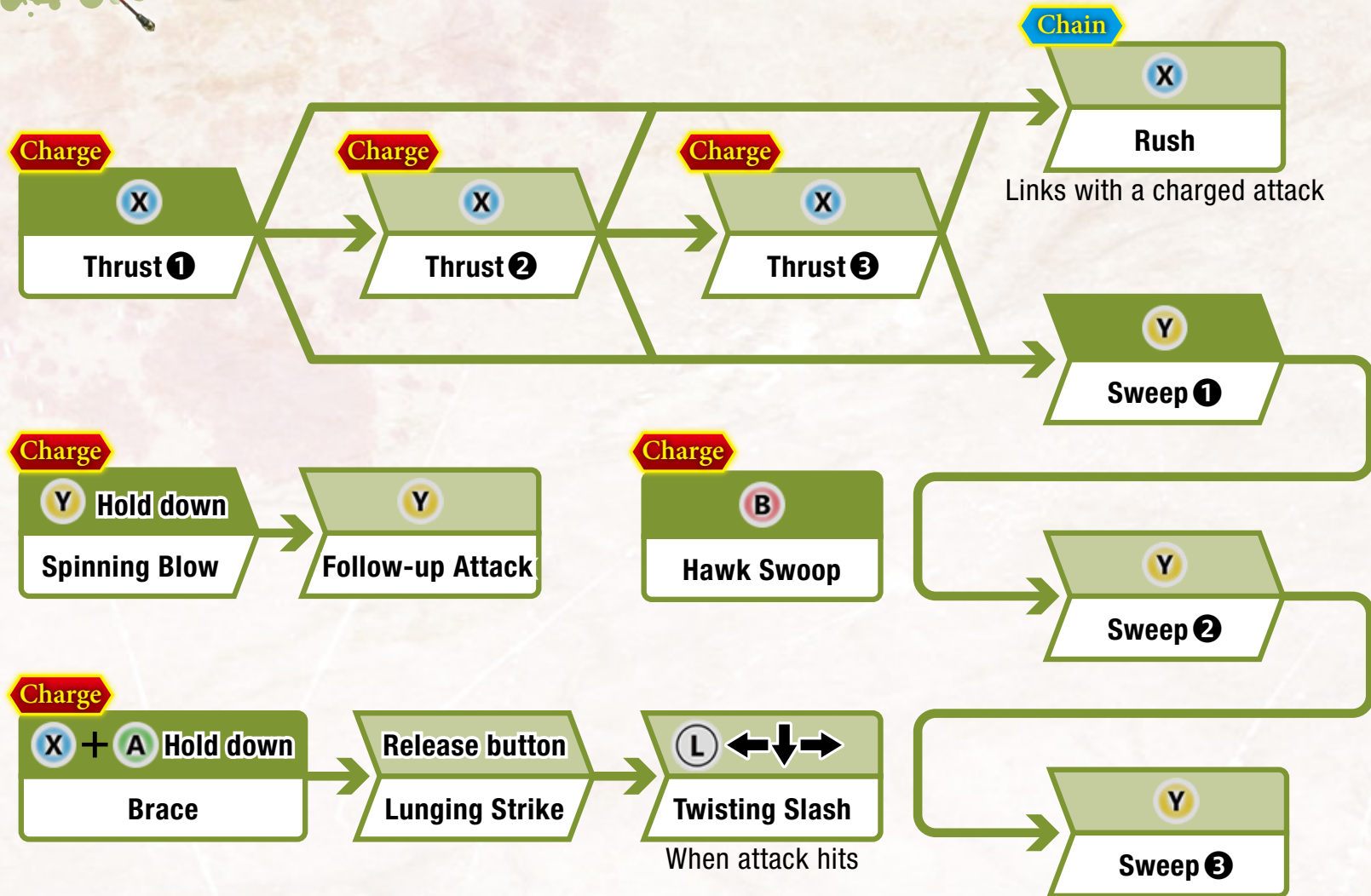
Double Stab

Land an attack on an enemy to rise back up into the air.

Swallow Dive

Hold down the button to attack beneath you.

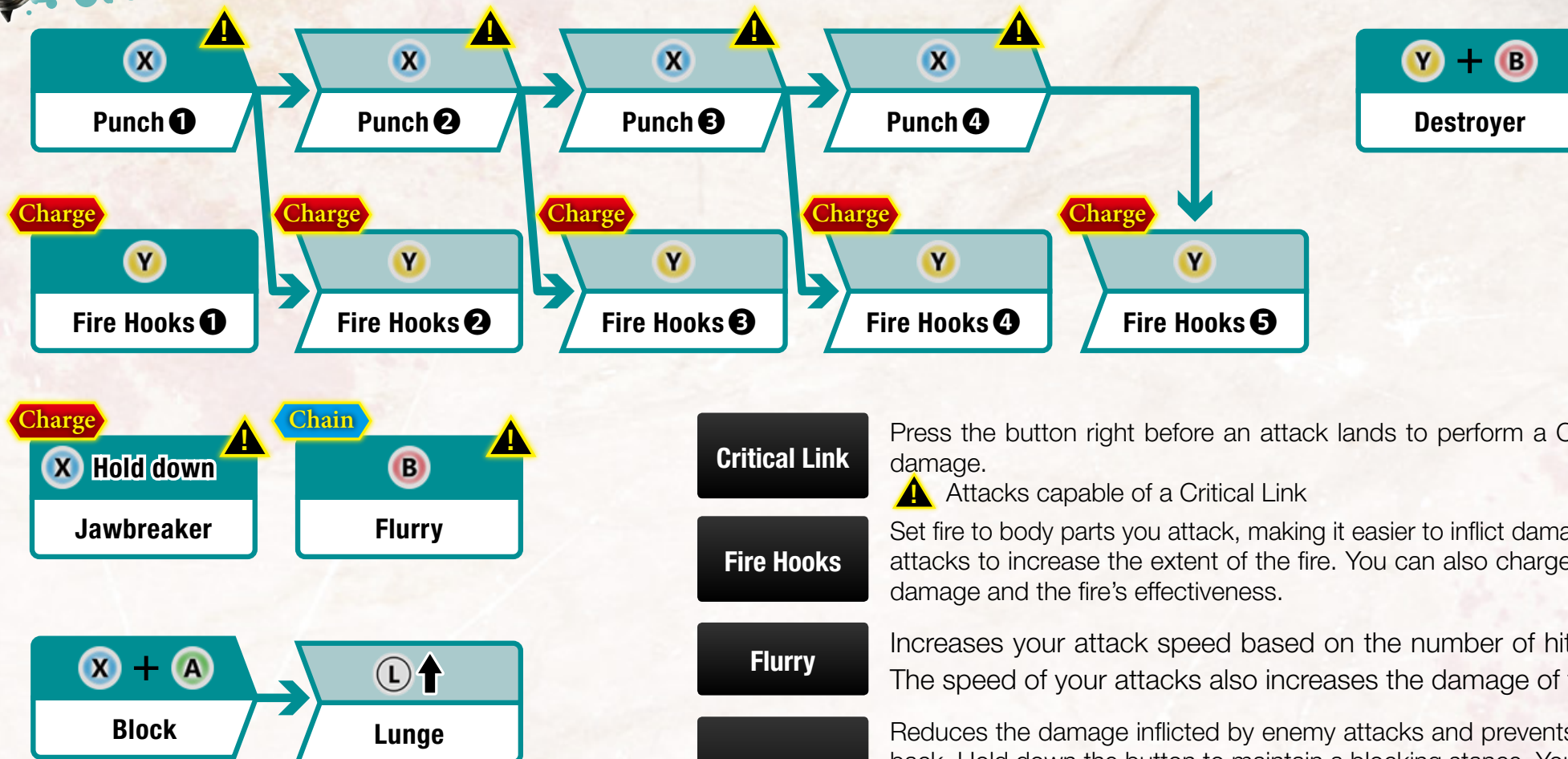
Spear



Y + B
Destroyer

- Thrust Attack** Charge the attack to strike multiple body parts.
- Rush** Repeatedly press the button to increase the number of attacks landed.
- Hawk Swoop** Charge the attack to increase your jump height and damage inflicted. It can strike multiple body parts.
- Brace** Hit a leaping Oni with the tip of your spear to knock it back. Charging the attack enables you to deflect more powerful charges.

Gauntlets



Critical Link

Press the button right before an attack lands to perform a Critical Link and add extra damage.

⚠ Attacks capable of a Critical Link

Fire Hooks

Set fire to body parts you attack, making it easier to inflict damage on them. Land multiple attacks to increase the extent of the fire. You can also charge the attack to increase its damage and the fire's effectiveness.

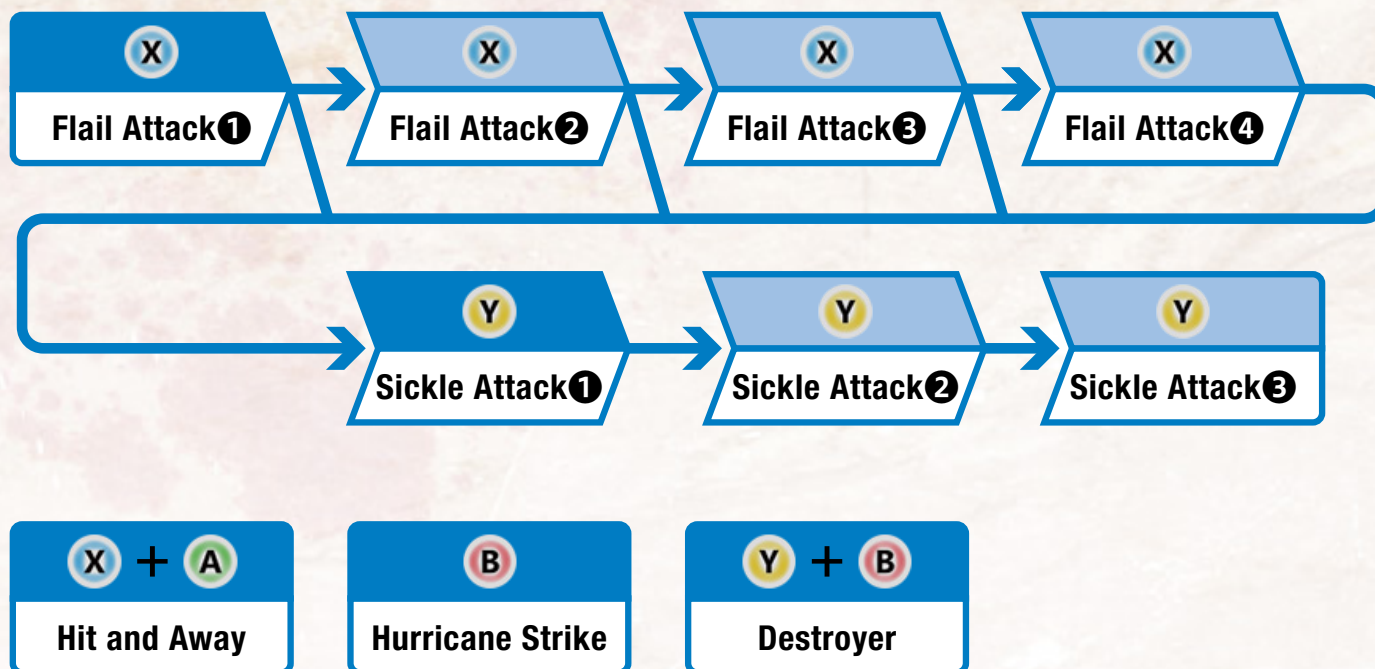
Flurry

Increases your attack speed based on the number of hits you land in a combo. The speed of your attacks also increases the damage of the final blow.

Block

Reduces the damage inflicted by enemy attacks and prevents you from being knocked back. Hold down the button to maintain a blocking stance. You can immediately perform a rapid attack or an evasion after a successful block. Although you can deflect attacks from the front, you are unable to do so for attacks from behind.

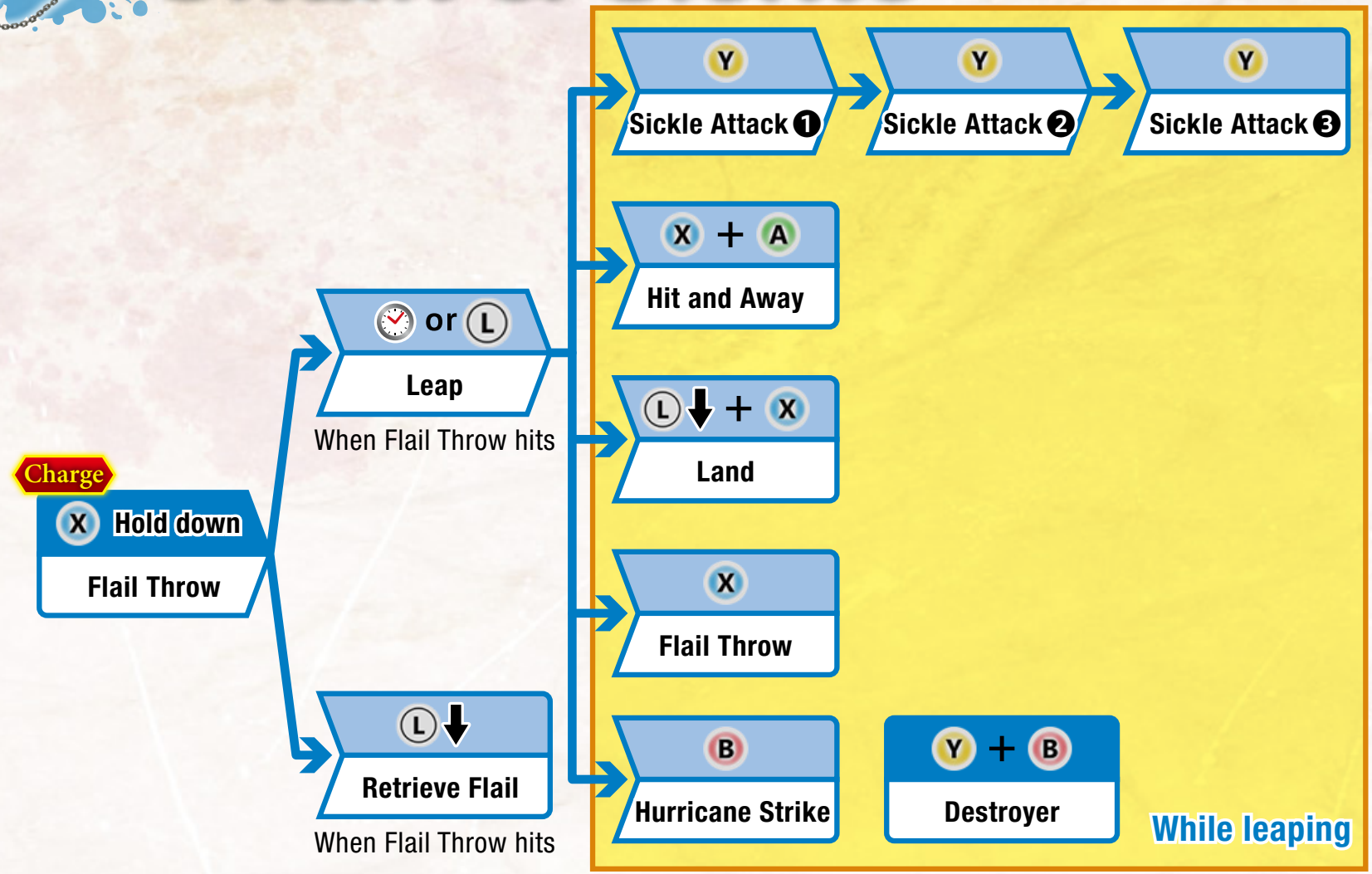
Chain & Sickle ①



Hit and Away

Attacks the enemy while backing up. You can leap backwards to approach or encircle an Oni.

Chain & Sickle 2



Leap

Press (L) ← or → to jump to the left or right, and press ↑ to increase the height of your jump.

Land

You are invincible for the time you begin your descent until you land on the ground.

Bow ①

Charge

X

Single Arrow

Y

Quick Nock ①

Y

Quick Nock ②

Y

Quick Nock ③

Charge

X + A

Cursed Arrow

While nocking an arrow X + A

Evasion Shot

While nocking an arrow X + A

Evasion Shot

Unable to perform input after a shot for a limited time

Strong Draw

Targeting body parts

For attacks that can be aimed, you can press **LB** while holding down the button to target a particular body part. Additionally, you can hold down **RB** to maintain the targeting status.

Quick Nocks

Press the button while nocking the arrow to select from three different stages.

- ① : Fires an arrow that creates an explosion when it strikes the ground.
- ② : Fires arrows in five directions.
- ③ : Splits into multiple arrows that concentrate on a confined area.

Evasion Shot

Enables you to leap backwards while firing an arrow at the spot where you were standing.

Strong Draw

Pulls back the bowstring further than normal, causing greater damage for a limited time.

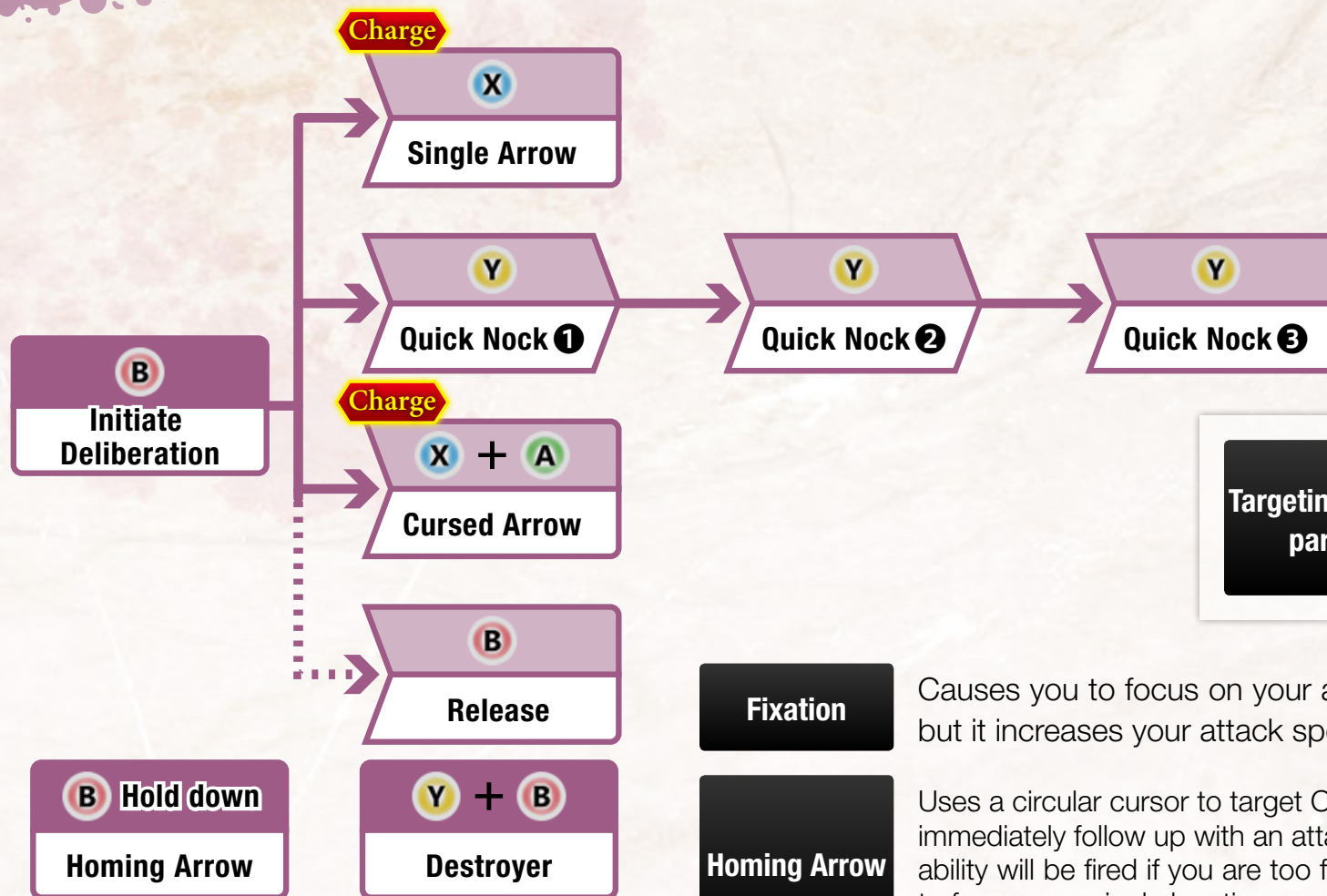
Cursed Arrow

Temporarily places a marker on an attacked body part. If an arrow hits the marker, it will explode, as will any other marked body parts.

Single Arrow: The damage caused by the explosion is high, but there is little chance of a secondary explosion. Charge the attack to increase the damage caused by the explosion.

Quick Nocks: More likely to explode, but the damage inflicted is low.

Bow 2



Targeting body parts

For attacks that can be aimed, you can press **LB** while holding down the button to target a particular body part. Additionally, you can hold down **RB** to maintain the targeting status.

Fixation

Causes you to focus on your attacks. It consumes Focus and you are unable to move, but it increases your attack speed and greatly reduces your charge times.

Homing Arrow

Uses a circular cursor to target Oni body parts and focus your attacks on them. Release **B** to immediately follow up with an attack against the targeted body part. An arrow with low tracking ability will be fired if you are too far away from the targeted body part. Pressing **RB** allows you to focus on a single location.

It reduces your targeting range, but eliminates the restriction on attacking a single body part.



Club

Sword

Knives

Spear

Gauntlets

Chain & Sickle

Bow

Club

Naginata

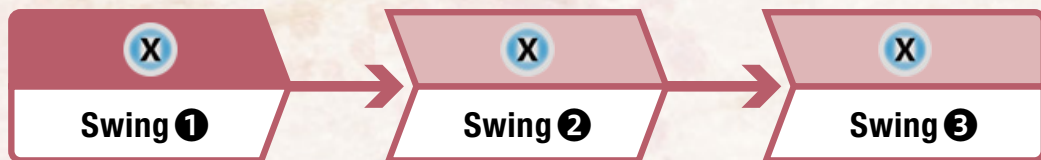
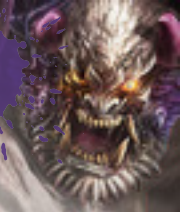
Rifle

Sword & Shield

Chain Whip

WEAPONS

39



Charge

X Hold down

Power Strike

Y + B

Destroyer

Charge

Y

Pound

Charge

X + A

Stop-Thrust

Charge

B

Devastator ①

Charge

B

Devastator ②

Charge

B

Devastator ③

Hyperpowered State

Attacking with the club tip can lead to a Hyperpowered State. It will increase your attack speed and reduce your charge times. You can maintain the Hyperpowered State while performing the Ritual of Purification.

Power Strike

Attacking with charge attacks using the club tip makes it easier to enter a Hyperpowered State.

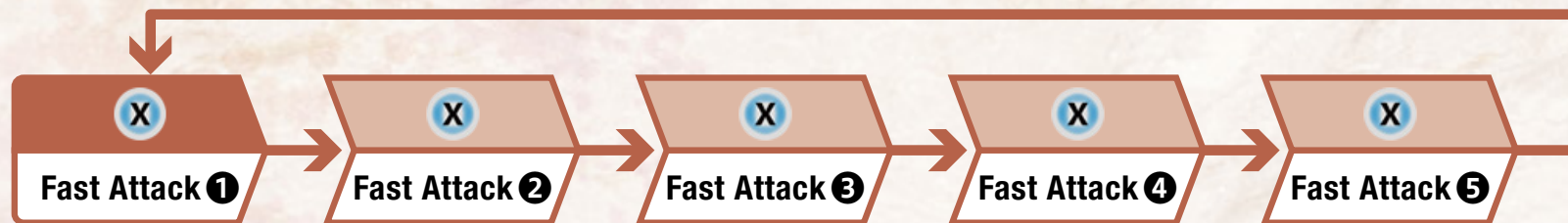
Stop-Thrust

Strike the body part of an Oni performing an attack to forcefully knock it back. You cannot stop attacks such as charges that utilize the Oni's full body.

Devastator

You can maintain a charged attack even when attacking. You can store up to nine levels.

Naginata 1



X Hold down
Evening Star

Y
Lunging Strike

Y Hold down
Daybreak

Y + B
Destroyer

X + A
Parry

Chain
B
Frenzy

Hyperskilled State

Attack the Oni multiple times without being hit to enter a Hyperskilled State, which allows you to attack multiple body parts at once. You can maintain the Hyperskilled State while performing the Ritual of Purification.

Fast Attack Your attack speed will increase when linking from 5 to 1.

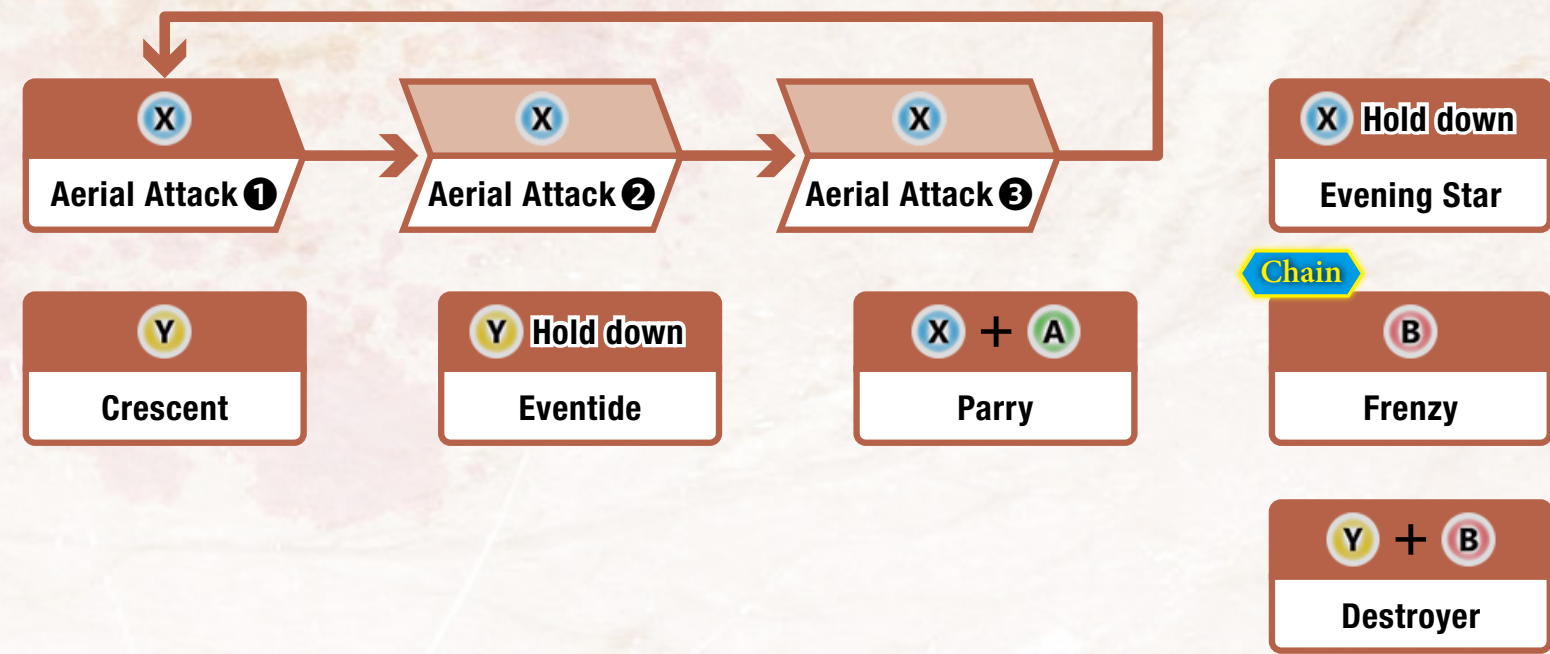
Evening Star Enables you to use the stages of a Hyperskilled State to perform a powerful attack.

Parry Enables you to deflect an Oni's attack, negating any damage it might have caused. If your timing is accurate, the move will not consume any Focus.

Frenzy Perform a combo attack by repeatedly pressing the button. Entering a Hyperskilled State increases your attack speed.

Naginata

2 Aerial



- Aerial Attack** Your attack speed will increase when linking from 3 to 1.
- Crescent** You can use the (L) to adjust its placement after attacking.
- Eventide** Increases the number of hits landed when in a Hyperskilled State.

Hyperskilled State Attack the Oni multiple times without being hit to enter a Hyperskilled State, which allows you to attack multiple body parts at once. You can maintain the Hyperskilled State while performing the Ritual of Purification.



Rifle ①

Sword

Knives

Spear

Gauntlets

Chain & Sickle

Bow

Club

Naginata

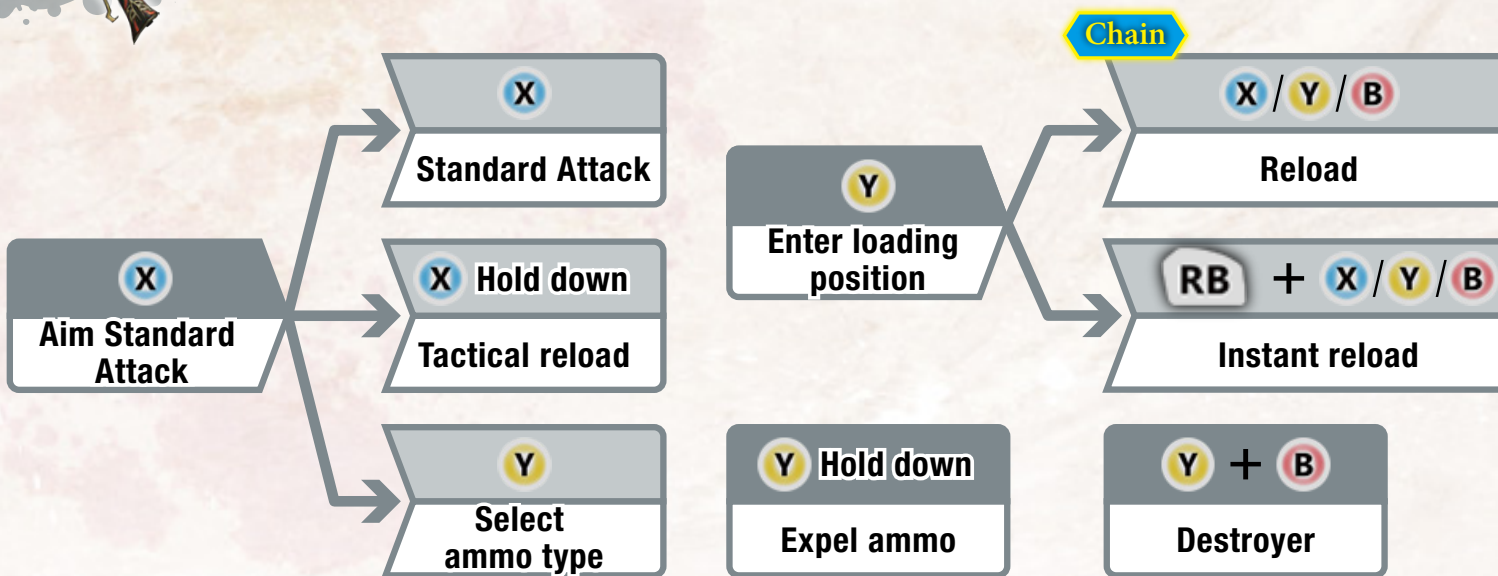
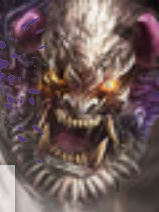
Rifle

Sword & Shield

Chain Whip

WEAPONS

42



Targeting body parts

For attacks that can be aimed, you can press **LB** while holding down the button to target a particular body part.

Tactical reload

Reload the ammo last fired so that it can quickly be fired again.

Select ammo type

Cycle through your loaded ammunition until the ammo type changes.

Reload

Reload the ammo assigned to each button.

Instant reload

Refill an empty magazine with the selected ammo type. The number of bullets will cause the amount of Focus consumed to increase.

Expel ammo

Empties a magazine of ammo.

Standard Attack

Sniper Bullets	The fastest and longest range bullets. They do the most damage against miasmal nodes.	Exploding Bullets	Fires bullets that cause explosions that hit multiple body parts. They inflict minor damage against miasmal nodes.
Piercing Bullets	Fires bullets that pierce the target, hitting it multiple times. They inflict moderate damage against miasmal nodes.	Absorbing Bullets	Fires special bullets that create a special field that restricts the movements of enemies in the vicinity.
Scatter Bullets	Fires bullets that cover a wide area at close range. They inflict heavy damage against miasmal nodes.	Delay Bullets	Fires bullets that slowly fly forward and explode after a set period of time. They inflict heavy damage against miasmal nodes.



Rifle ②

Sword

Knives

Spear

Gauntlets

Chain & Sickle

Bow

Club

Naginata

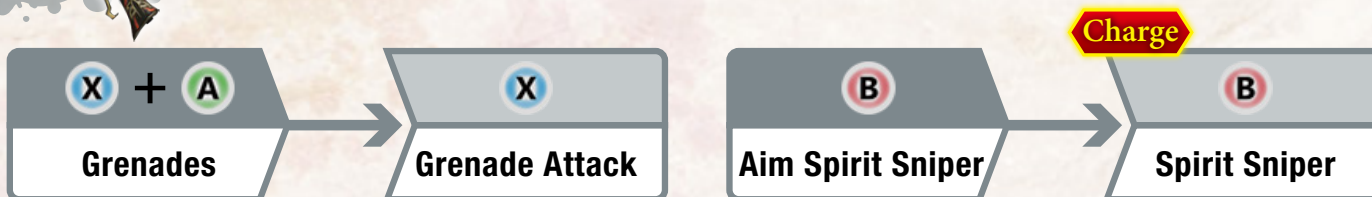
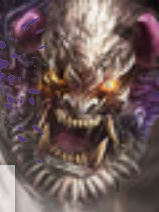
Rifle

Sword & Shield

Chain Whip

WEAPONS

43



Targeting body parts

For attacks that can be aimed, you can press **LB** while holding down the button to target a particular body part.

Grenade Attack

Fires explosive bullets that utilize the power of your spirit. Firing these rounds will result in special types of explosions, each with their own unique results. If you do not have any ammo, you will return to aiming your weapon without firing.

Sniper Bullets	Weakens the miasmal nodes of body parts hit by the explosion for a limited time.	Exploding Bullets	Causes a wide-reaching explosion that can strike multiple body parts.
Piercing Bullets	Causes an explosion that can strike miasmal nodes multiple times.	Absorbing Bullets	Creates a field that has the power to drive back Oni.
Scatter Bullets	Causes an explosion that does more damage to targets closer to its center.	Delay Bullets	Fires bullets that create a time bomb that explodes after a short delay. If it touches another bullet, it will automatically explode.

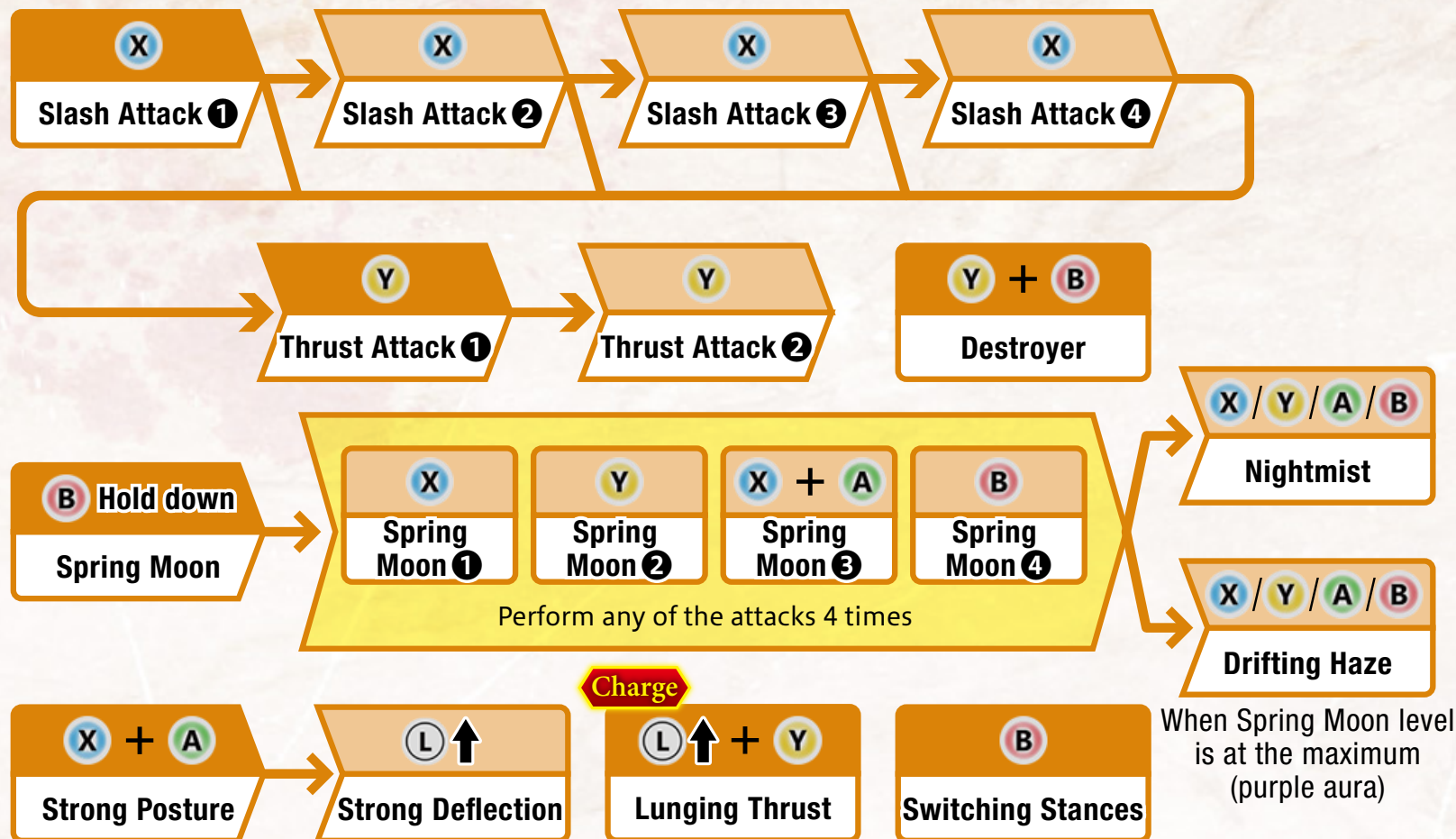
Spirit Sniper

Fires a bullet with increased capabilities.
Charging the shot will increase its damage accordingly.

Sword & Shield 1

Defensive Stance

The Assault Gauge fills when you attack while in a Defensive Stance.



Spring Moon

After it is triggered, you can use the various buttons to perform up to a 4-hit combo attack. Landing different attacks will increase the damage inflicted by Nightmist and Drifting Haze, as well as refill the Assault Gauge.

Strong Deflection

If attacked, you can deflect the attack and perform a powerful counter. The Assault Gauge will fill if you are successful.

Switch to Offensive Stance

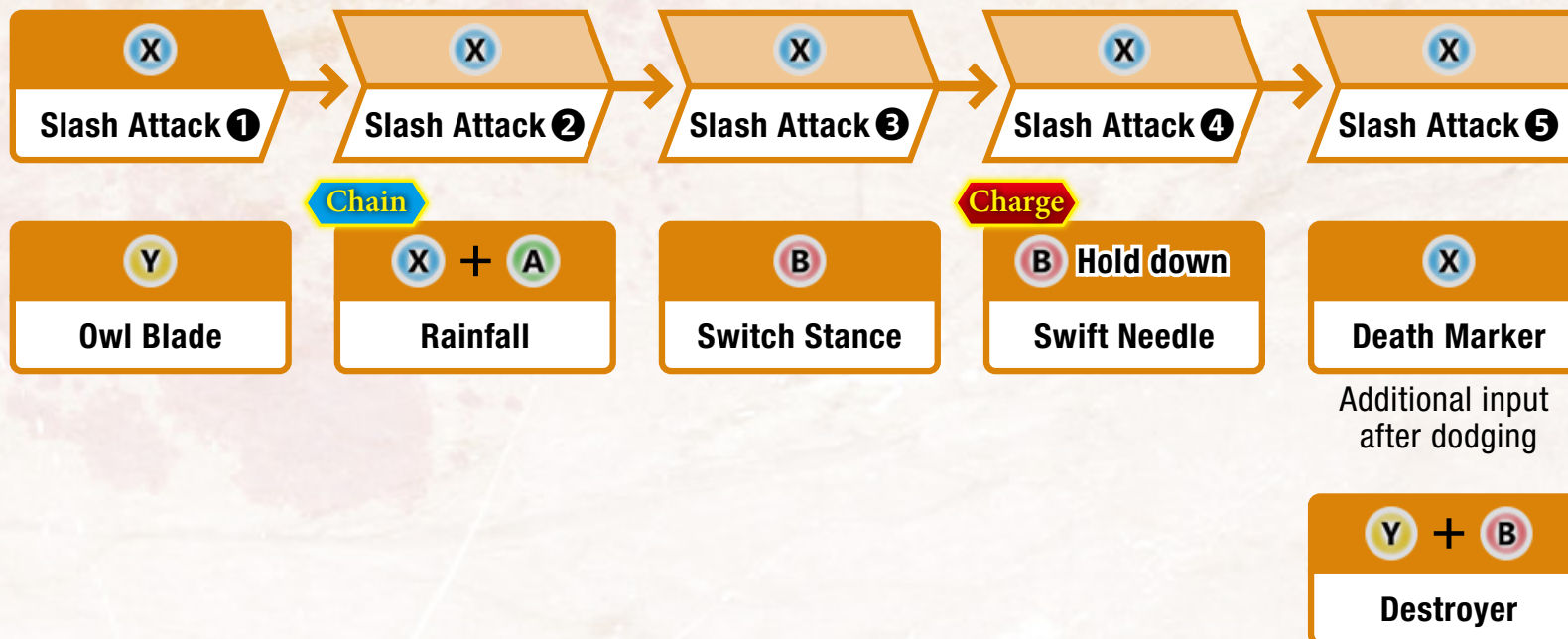
Performing this when the Assault Gauge is full will increase your Attack strength while in the Offensive Stance until the gauge is emptied.

Sword & Shield

2

Offensive Stance

Switching to the Offensive Stance when the Assault Gauge is full will increase your Attack strength until the gauge is emptied.



Owl Blade

It can strike multiple body parts.

Rainfall

Repeatedly press **X** to increase the number of hits landed. The Assault Gauge will refill slightly.

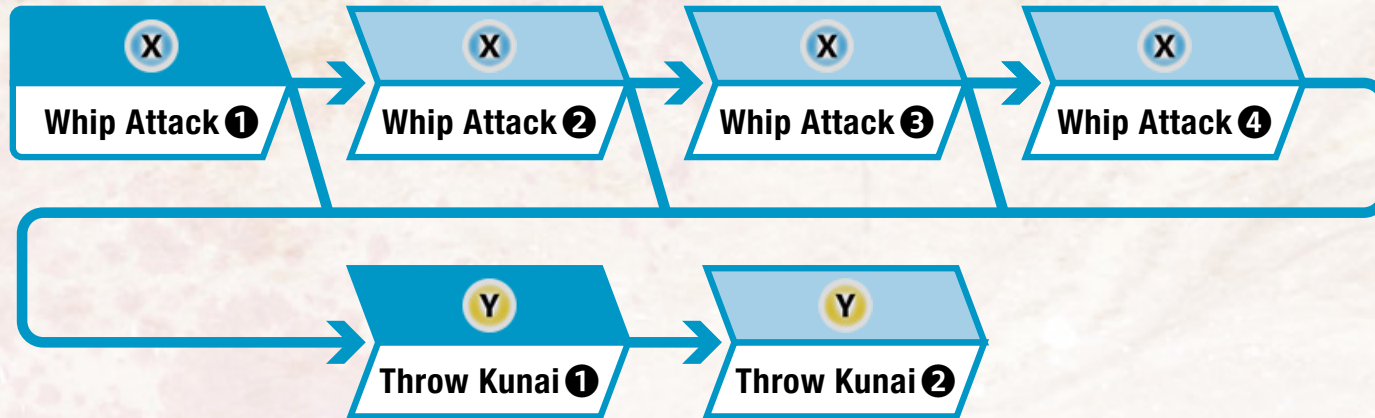
Swift Needle

Adds additional damage to your attacks when your Attack strength is boosted. You will switch back to the Defensive Stance after you are finished attacking.

Death Marker

Rapidly attacks any Oni that you touch.

Chain Whip 1 Ground



Targeting body parts

For attacks that can be aimed, you can press **LB** while holding down the button to target a particular body part.

Throw Kunai

Hold down the button to aim your throw.

Burning Drive

Strike the kunai to blow them up for additional damage.

Joist Strike

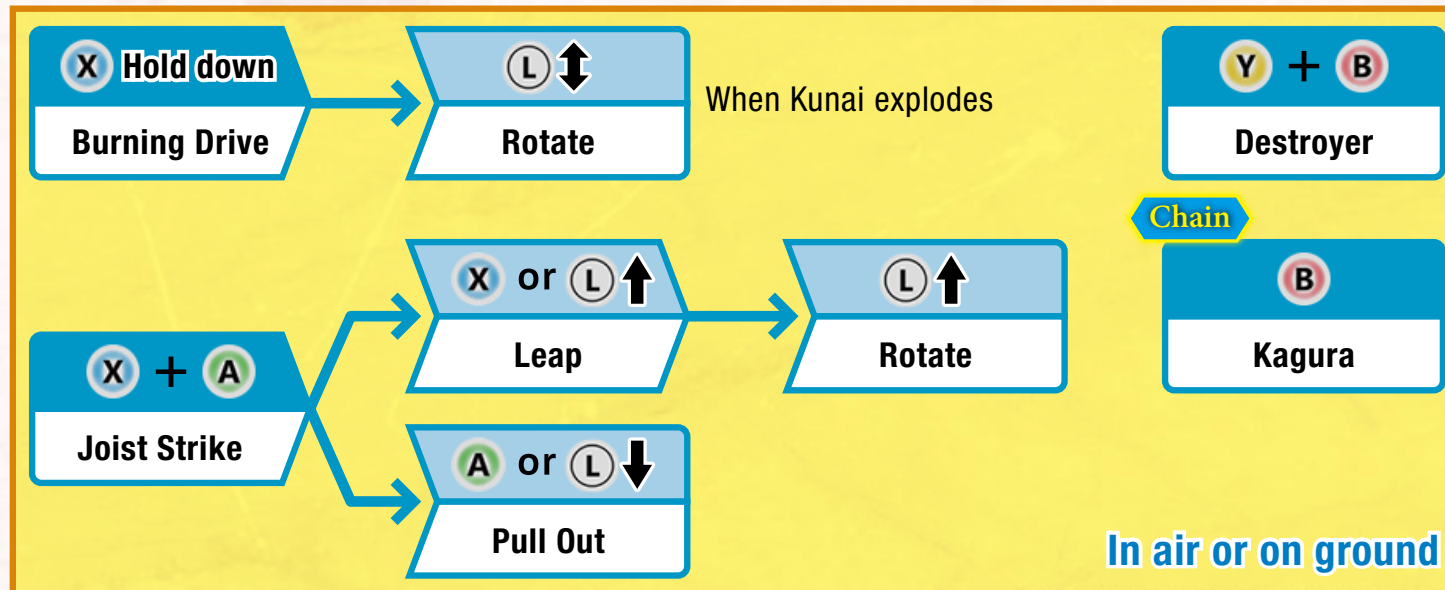
You can hold down the button to choose between multiple kunai.

Pull Out

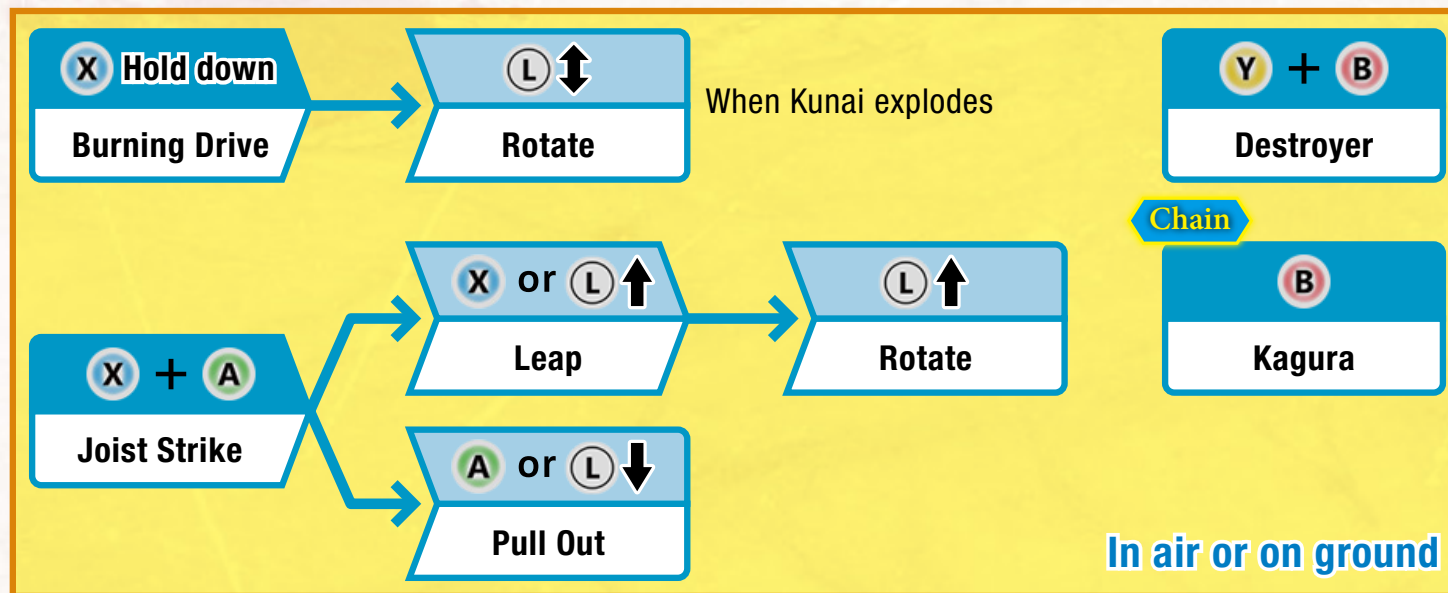
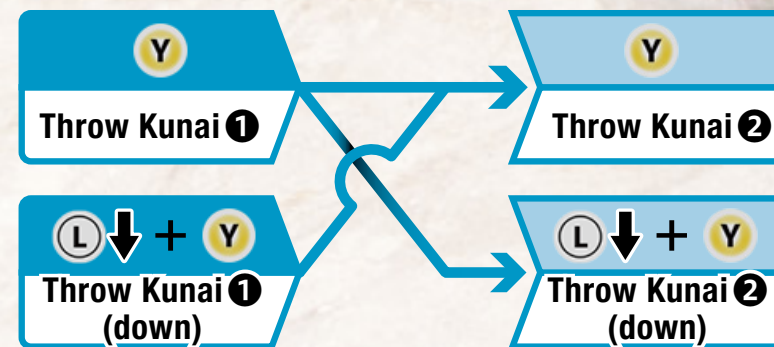
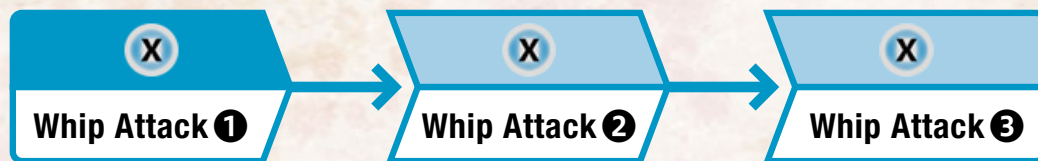
You can pull out kunai from a target to cause an explosion.

Kagura

Perform a combo attack by repeatedly pressing the button. The attacks in the latter half of the combo will inflict more damage. Strike the kunai with your final attack to blow them up for additional damage.



Chain Whip 2 Aerial



Targeting body parts

For attacks that can be aimed, you can press **LB** while holding down the button to target a particular body part.

Throw Kunai

Hold down the button to aim your throw.

Burning Drive

Strike the kunai to blow them up for additional damage.

Joist Strike

You can hold down the button to choose between multiple kunai.

Pull Out

You can pull out kunai from a target to cause an explosion.

Kagura








Perform a combo attack by repeatedly pressing the button. The attacks in the latter half of the combo will inflict more damage. Strike the kunai with your final attack to blow them up for additional damage.

Destroyer

Kagura

Skills

Mitama feature a battle style taken from one of the following categories: ATK/DEF/HLG/SPT/DCT/SPC/LCK/SUP/PLN/CON

Type	Location	Controls
Skills	Weapons	Press  /  /  /  while holding down 
Evasion Skills	Armor	Automatically triggered when conditions are met
Attack Skills	Demon Hand	Press  +  when the Attack Skill Gauge is full

Evasion: Evasion Skill Attack: Attack Skill

All Mitama

	Recovery	Restores your Health.
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Battle Style	Features & Abilities
Attack	This battle style specializes in attacks. Your Focus recovers faster during the Ritual of Purification, and even while you are consuming it.
Defense	This battle style specializes in defense. The Defense Gauge fills during the Ritual of Purification, and is depleted as you take damage, taking the place of Health until empty.
Speed	This battle style focuses on swift, agile attacks. It reduces your Focus Gauge consumption for a variety of actions.
Healing	This battle style specializes in healing and recovery. Land an attack on an ally to heal that ally's status ailments, and improve your own recovery.
Spirit	This battle style specializes in ranged attacks. It uses the Spirit Gauge filled during the Ritual of Purification to augment your Skills. Filling the Spirit Gauge adds additional damage to attacks with your weapon.
Deceit	This battle style specializes in trickery and deceit. Attack an Oni from behind to improve your chances of a precision strike.
Space	This battle style specializes in the manipulation of space and aiding allies. It reduces Skill cooldown times for you and nearby allies during the Ritual of Purification.
Luck	This battle style is reliant on luck. A successful Ritual of Purification will restore the use of one of your Skills.
Support	This battle style specializes in assisting your allies. You can share a portion of your Weapon Gauge with nearby allies.
Plunder	This battle style specializes in destroying Oni body parts. Your Attack strength will be increased for a limited time after destroying a body part.
Control	This battle style specializes in summoning Oni to fight for you and in using elemental attributes. You can imbue the summoned Oni with an attribute, and a successful Ritual of Purification will increase the summon duration.

Attack

X	Might	Increases your Attack strength for a limited time.
Y	Leech	Steals Health from an attacked enemy for a limited time.
B	Carnage	Makes all attacks precision strikes for a limited time.
Evasion	Immortal	Prevents you from becoming incapacitated for a limited time.
Attack	Luminescence	Powers up your attack techniques and increases the damage you inflict for a limited time. While active, the red portion of the Health Gauge will not refill automatically.

Defense

X	Taunt	Increases Defense, and attracts the Oni's attention for a limited time.
Y	Shield	Fills the Defense Gauge, and increases its max level.
B	Barrier	Nullifies all attacks for a limited time.
Evasion	Solidity	Reduces the damage you receive for a limited time.
Attack	Onslaught	Converts a portion of your Defense to Attack for a limited time.

Speed

X	Energy	Increases movement speed and the refill rate of the Focus Gauge for a limited time.
Y	Agility	Enables a one-time nullification of incoming attacks for a limited time.
B	Vigor	Increases attack speed and decreases the amount of Focus consumed for a limited time.
Evasion	Acrobat	Reduces the Focus consumed when dodging, and allows you to dodge while attacking for a limited time.
Attack	Mirage	Creates a mirage of your character that attacks the enemy for a limited time, although it increases your Focus consumption while active.

Healing

X	Zeal	Restores the Focus of you and any nearby allies for a limited time.
Y	Vitality	Creates a field which gradually heals you and any allies within it. The field's effect will continue for a limited time.
B	Panacea	Restores the Health and Focus, and cures any status ailments or incapacitation, of you and any nearby allies.
Evasion	Auto-therapy	Restores your Health.
Attack	Exertion	Consumes a portion of your Health to add additional damage to each attack for a limited time.

Spirit

X	Pursuit	Compresses the power of the spirit, then fires a homing blast at the enemy. The last attacked spot will be targeted.
Y	Fountain	Causes an eruption of spirit from beneath the feet of the Oni. The last attacked Oni will be targeted.
B	Eruption	Controls the spirit within the Oni's body, triggering an explosion. The last attacked spot will be targeted.
Evasion	Curse	Places a field beneath a grabbed Oni that restricts its movements. The field's effect will continue for a limited time.
Attack	Illumination	Uses the strength of an Oni's soul to expose the life force of a body part. The last attacked spot will be targeted. While active, the damage against other body parts is reduced.

Deceit

X	Puncture	Fires orbs that explode and unleash razor sharp needles which lower the defense of any body part they strike for a limited time.
Y	Illusion	Hides your presence for a limited time. All attacks will be treated as attacks from behind, allowing you to deal additional damage. Performing an attack removes the effect.
B	Stupor	Creates a field that paralyzes any Oni that enters it. The field's effect will continue for a limited time.
Evasion	Apothecary	Nullifies any incoming status ailment attacks.
Attack	Contagion	Releases a deadly poison around you. Attacking a poisoned Oni makes it easier to land a precision strike. However, it is easier to be hit with a status ailment while active.

Space

X	Warp	Enables you to warp forwards across the battlefield.
Y	Sanctum	Creates a field which is fixed in place, and purifies any Oni or Oni body part for a limited time.
B	Paradox	Creates a dimensional rift that tears the very fabric of space. It draws in Oni and wounds any that touch it for a limited time.
Evasion	Purity	Increases the effectiveness and range of the Ritual of Purification for a limited time. Purifying an Oni or body part reduces Skill cooldown times.
Attack	Vortex	Creates a space which absorbs all light and eventually causes a large explosion. While active, you will be unable to purify objects with the Ritual of Purification.

Luck

X	Random	Triggers a Skill at random. Sometimes you will fire a blank, and nothing will happen.
Y	Fortune	Changes your Attack and Defense stats at random. If you are Very Unlucky, you will incur a status ailment. The fortune's effect will continue for a limited time.
B	Revival	Restores some Skill stocks for nearby allies.
Evasion	Fortuity	Fills or restores either your allies' Skill stocks, Health and Focus Gauges, or Unity Gauge.
Attack	Providence	Triggers an Attack Skill at random.

Support

X	Altruism	Increases the Attack and Defense of nearby allies for a limited time.
Y	Diffusion	Absorbs damage taken by nearby allies and spreads it across the party for a limited time. Lost Health is regained over time.
B	Sacrifice	Nullifies all attacks on allies in the area, but gradually lowers your Health. The effect ends when you run out of Health. It also increases the effectiveness of your abilities.
Evasion	Phoenix	Recovers an incapacitated status, and restores Health and Focus for a limited time.
Attack	Quicksilver	Increases attack speed and shares your Unity Gauge with any nearby allies for a limited time.

Plunder

X	Breaker	Increases your Attack against an Oni's body surface and body parts for a limited time.
Y	Ablution	Imbues attacked body parts with the power of the Ritual of Purification for a limited time. The body parts are immediately purified when they are destroyed.
B	Intensity	Refills the Weapon Gauge at a dramatically increased rate for a limited time.
Evasion	Subjugation	Knocks back an Oni.
Attack	Heaven's Wrath	Gradually refills the Weapon Gauge and enables you to perform a powerful Destroyer attack for a limited time. While active, your Health will gradually decrease if your Weapon Gauge is not full.

Control

X	Summon Follower	Summons an Oni that will follow you and attack the enemy for a limited time. During the Ritual of Purification, it will spin around you and attack.
Y	Summon Striker	Summons an Oni that lowers the enemy's elemental resistance for a limited time. During the Ritual of Purification, it creates a field that negates any elemental attacks.
B	Summon Bastion	Summons an Oni that attacks the enemy in the area for a limited time. During the Ritual of Purification, it moves near you and reduces the attack interval.
Evasion	Summon Decoy	Summons an Oni that serves as your decoy for a limited time. Oni that touch the decoy create an explosion that damages any nearby enemies and knocks them back.
Attack	Summon Disciple	Summons an Oni that appears where you last attacked and attacks the enemy for a limited time. The damage it deals is converted to Health and Focus for you. While active, your elemental defense is reduced.

Facilities

There are various facilities to be found within Mahoroba Village. The number of available facilities will increase as you progress through the game, enabling you to do even more things.

Slayers' Headquarters

Command Center

This is where you accept missions. You will receive rewards for successfully completing missions.

Repository

This enables you to practice the basic battle controls for the game.



House

Equipment Chest

This is where you store your weapons and armor. You can also change your equipment here.

Materials Chest

This is used to store the materials that you obtain.

Letters

Read letters that have been delivered to you.



Bio

Play back music and movies from the game.

Hearth

Switch between night and day in the game.

Blacksmith

This is where you can create or upgrade weapons and armor. Haku and materials are required in order to use the Blacksmith.



Create weapon	Make a new weapon.
Fortify weapon	Upgrade the abilities of a weapon.
Reforge weapon	Make a new weapon from existing weapons.
Create armor	Make a new piece of armor.
Fortify armor	Upgrade the abilities of a piece of armor.
Reforge armor	Make new armor from existing armor.

Shop

The Shop allows you to purchase items such as weapons, armor, materials, ingredients for the restaurant, and Tenko snacks. The items available in the Shop will change as the story progresses.



Shrine

Pray in order to promote the development of your Mitama and strengthen your bonds with them.



Growth Prayer	Pray for your Mitama to be strengthened, making it easier for them to develop.
Kindred Prayer	Pray to strengthen your bonds with Mitama, making it easier to find new ones.

Restaurant

Provide the restaurant with ingredients to cook various dishes. Eating a dish will provide you with a Food Boost. The effects of a Food Boost continue for a limited time.



Order food	Provide ingredients to receive a meal. Ingredients can be obtained by winning battles, finding them in the Otherworld, or by purchasing them at the Shop. The types of dishes available will differ as the story progresses.
Go to Shrine	Pay a visit to the Shrine.
Call colleagues	Change the members of your party.

Pool of Purity

Bathe in the natural spring waters of a nearby waterfall. You can enter the pool by spending Haku or by using a pool entry card. Note that there are separate times for men and women to use the pool.



Effects of the Pool

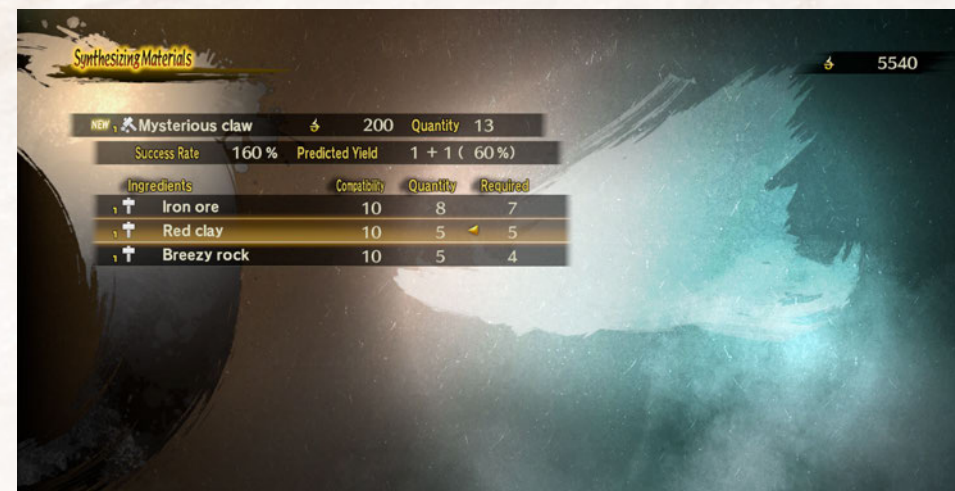
Bathing in the Pool of Purity can increase your resistance to miasma. It can also provide you with Purification Skills, which increase the rewards given for your next successful mission while active. Your additional rewards will vary depending on the Skill triggered.

Inviting Others

You can invite allies that you are close with to bathe in the pool together with you. When you bathe together, that character will also receive the Purification Skill.

Cauldron

This can be used to combine materials into a new material. You will be able to use the cauldron at the Laboratory as the story progresses.



It is useful for creating materials needed to forge or upgrade weapons and armor.

The types and quantities of the materials put into the cauldron will affect the success rate of the synthesis.

Workshop

This allows you to upgrade your machina and dispatch them throughout the land. You can obtain machina as the story progresses.



Dispatch machina	Send a machina out into an Age. They will return after enough time has elapsed, and they may bring back materials with them. The higher a machina's abilities, the more likely the chance of a successful dispatch.
Repair machina	Repair a damaged machina. They cannot be dispatched if they are broken.
Enhance machina	Use materials to upgrade the abilities of a machina.
Create brain circuit	Use materials to create a new brain circuit for a machina.
Switch brain circuit	Change the brain circuit of a machina. You can customize the machina's discovery ability by changing its brain circuit. Customizing the circuit may result in receiving bonus materials after a successful dispatch.

Portal Stone

You can use this to access the game's multiplayer feature. (P.9)



The Barrier Stones located throughout the Otherworld can also be used to warp back to the village's Portal Stone.

Tenko

These mysterious animals may come to live in the village if you help them as the story progresses.

You can give a snack to a Tenko to make it more friendly. Snacks can be purchased from the Shop.



Give snack	You can change a Tenko's color by giving it a dumpling, and you can change its voice by giving it candy. Once its Mood reaches its max value, it will accompany you out in the Otherworld (excluding lobbies and missions). It will help gather materials and assist you in battle when you are together.
Divide	As its Affection for you rises, you can share a Mitama with it for one time only. Doing so will imbue the Tenko with the Mitama and enable it to use Skills based on the appropriate battle style.
Part ways	Release a Tenko into the wild.

Professor

Weapon: Rifle

Height: 145 cm

Voice: Maya Sakamoto

"I am a genius."

A professor who researches the development of mechanical beings known as machina. She developed the machina Tokitsugu, as well as the Demon Hand device. By investigating the ruins of an ancient civilization, she pursues the "truth of the world" hidden within its remains. She is also a Slayer who uses a powerful rifle as her weapon.

Tokitsugu

Weapon: Rifle

Height: 95 cm

Voice: Koichi Yamadera

A machina created by the Professor that contains the soul of a person within. It is a brave warrior despite its cute outward appearance and serves as a mentor to the rest of the Slayers. None can equal its skill with a rifle.

"The hero is with you."

Gwen

Weapon: Sword & Shield
Height: 164 cm
Voice: Shoko Nakagawa

A young British Slayer from the foreigner settlement in Yokohama. After being caught up in the Awakening, she was taken in by the Holy Mount and made a Slayer. She is a master with the sword & shield, wielding her massive sword Naegling with the greatest of ease.

"I'm going to stick with you for a while."

Benizuki

Weapon: Naginata
Height: 170 cm
Voice: Yukari Fukui

"But, I'm sure you can fill this role."

A Slayer widely considered to be the strongest in all of Mahoroba Village and one of the five heroes of the Awakening. She is well-liked due to her warm personality. However, she has a secret from her past which continues to haunt her.

Homura

Weapon: Chain Whip
Height: 177 cm
Voice: Eiji Miyashita

A wandering Slayer, he roamed the land as a thief until he was caught by Benizuki, and reluctantly agreed to join her. Although he never received proper training, he is an expert with his chain whip.

"I know I'm right. So keep on fighting."

Kamuna

Weapon: Sword
Height: 179 cm
Voice: Kazuyuki Okitsu

Aloof and incredibly strong, he is the best swordsman in the samurai unit and has never lost a duel. Although he is quiet and unsociable, he is trusted by everybody who knows him. He is not fond of Tenko for some reason.

"I'm very interested in your power."

Tsubaki

Weapon: Spear
Height: 167 cm
Voice: Aya Endo

"That takes care of that!"

Earnest and hard-working, she is a talented young Slayer that finished at the top of her class while at the Holy Mount. She is determined to work her way up the ladder and trains constantly in order to become the greatest Slayer that ever lived. When she was a little girl, she lost her mother during the Awakening, which motivated her to devote herself to her training.

Kaguya

Occupation: Sacred Shrine Maiden
Height: 130 cm
Voice: Sumire Morohoshi

"I shall allow this. As you please."

The Sacred Shrine Maiden for Mahoroba Village, she is one of a select few who are capable of erecting a defensive barrier that can protect the village. As such, she is respected like royalty by those around her. However, she finds the constant attention to be stifling, and periodically sets out in search of beauty and the unknown in hopes of finding a moment's respite.

Tōya

Weapon: Sword

Height: 181 cm

Voice: Takamasa Mogi

“Where does your justice lie?”

Captain of the samurai, he travels the land in search of outsiders and recruits them to his cause, giving rise to a powerful military unit. He is driven by the thought of starting a revolution and hopes to free those he comes across from servitude. He is constantly at odds with Yakumo.

Manazuru

Weapon: Bow

Height: 161 cm

Voice: Saori Goto

“My thanks for your kindness.”

Lieutenant of the samurai corps. She strictly adheres to the rules, so much so that people call her the “Demon Commander” after Hijikata Toshizō of the Shinsengumi. Although she has a fiercely cold and calculating personality, she is extremely fond of small animals. She is also Kamuna’s younger sister.

Yakumo

Weapon: Knives

Height: 174 cm

Voice: Yuki Ono

*"For the sake of Lady Kaguya,
there is nothing I cannot do!"*

Captain of the imperial guard that protects the Shrine Maiden. He has pledged his eternal loyalty to Kaguya and is willing to give his life for her if necessary. He comes from an illustrious family and has a strong sense of pride. As such, many of those around him consider him to be somewhat arrogant.

Raizō

Weapon: Gauntlets

Height: 183 cm

Voice: Tsuyoshi Koyama

*"When they take things too
far, yes.
Just like you've done here."*

One of the leaders of a unit that supervises the Slayers. He maintains his pride despite serving in a much-reviled position, and constantly works to silently inspire those that serve beneath him. He is somewhat awkward, but few can match his steadfast sense of loyalty.

Shiki

Occupation: Holy Mount
Strategist
Height: 177 cm
Voice: Hochu Otsuka

*"Now is the time for
revolution, friends."*

Strategist for the Holy Mount. Although his past is shrouded in mystery, he has a strong influence on the Holy Mount, and comes to Mahoroba together with the Forbidden Army, which is a unit that supervises the Slayers. However, nobody knows the true reason behind his actions.

Kuyō

Occupation: Holy Mount
Strategist
Height: 172 cm
Voice: Yasunori Masutani

"We just have to do what we can."

Strategist for the Holy Mount. He led the fight during the Awakening and took his elite unit into battle at Yokohama to repel the Oni invasion. However, he is referred to as the "Bloody Demon" due to the countless men he sacrificed in battle.

Sōma

Weapon: Club
Height: 174 cm
Voice: Hikaru Midorikawa

*"I've been through
worse than this."*

Captain of the Third Company of the "Hundred Demon Corps." He is one of the five heroes who fought bravely during the Awakening. A veteran of many battles, he visits Mahoroba together with his strategist Kuyō. He doesn't hesitate to call himself a hero, and always serves as a source of courage for his allies in battle.

Hatsuho

Weapon: Chain & Sickle
Height: 160 cm
Voice: Ai Nonaka

*"I am Hatsuho!
One of the heroes
who saved the world!"*

A Slayer from Utakata Village, which lies far to the east. She travels together with Sōma and Kuyō in order to broaden her horizons and see the world. Adept at warfare and strategy despite being only 17 years old, she has yet to earn the respect of those around her due to her youthful appearance, which is a source of endless frustration for her. Strangely, she comes from the same time period as your character.

Kuon

Occupation: Shrine Maiden/
Restaurant Owner
Height: 168 cm
Voice: Miyuki Sato

A Shrine Maiden dedicated to appeasing the Mitama, she is constantly in a cheerful mood and treats everybody kindly. She also operates a small restaurant as a hobby, although the food she serves the villagers is questionable to say the least.

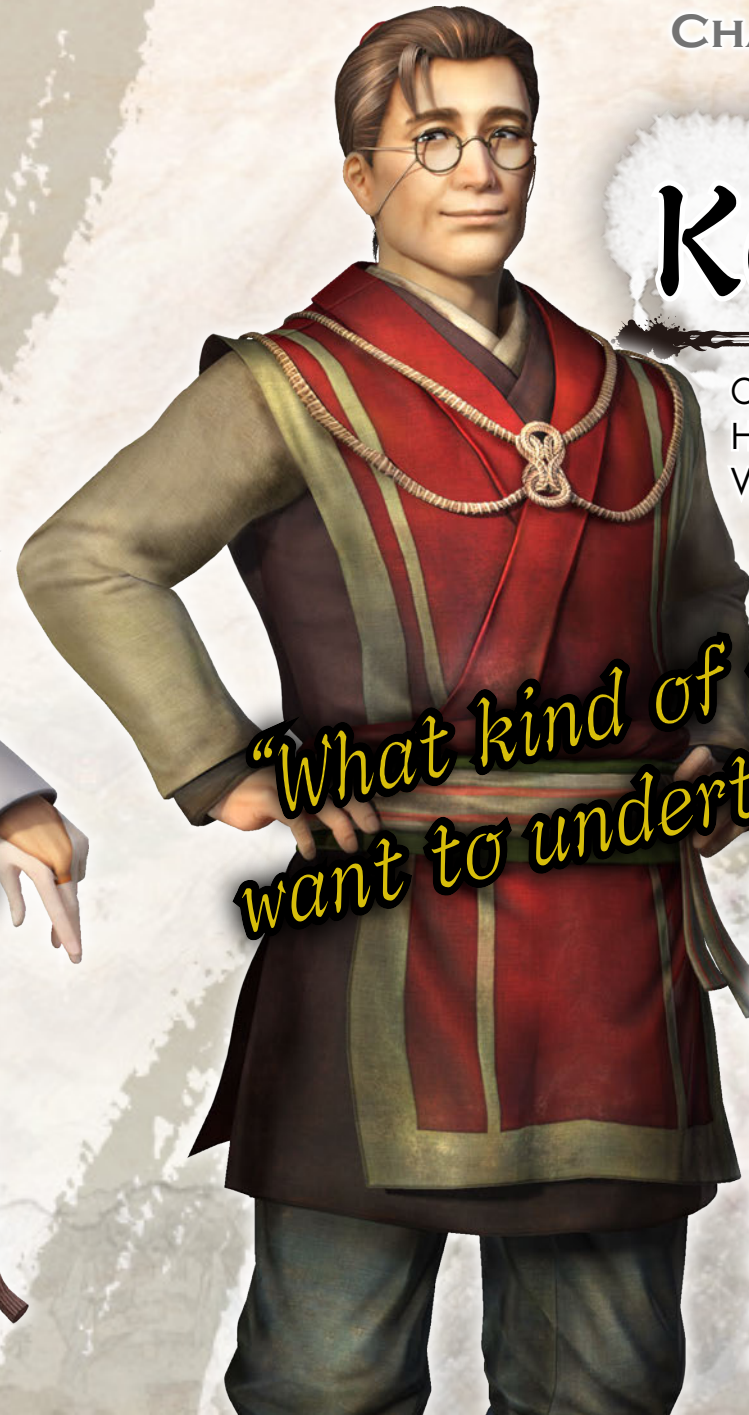
*"Are you searching for Mitama?
Or perhaps you are feeling hungry?"*



Kazue

Occupation: Command Center Official
Height: 175 cm
Voice: Yoji Ueda

*"What kind of mission do you
want to undertake today?"*



Tsubaki's father, he serves as an administrative official for the Slayers. He is in charge of all aspects of Slayers' Headquarters, from procuring supplies to assigning missions. He attempts to make peace between the village locals and the outsiders. As a result, he is constantly filled with extreme anxiety.



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Theme Song: Izayoi no tsuki ni mae

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