KOEI

WARRIORS OROCHI

GAME MANUAL

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EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement, or convulsions, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Rest for at least 10 to 15 minutes per hour of playing.

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Contents

Come, and face my challenge...

Produced by ω-Force

Manual booklet design: Jun Matsui (Plus Plan)

* All images depicted in this manual are from a development version of the game.

Getting started

Starting the Game

"Double-click the short-cut icon created when installing the game or click
[Start] -> [All Programs] ->
[Koei] -> [WARRIORS OROCHI] ->
[WARRIORS OROCHI]."
The game starts and the introduction begins.
Press [ESC] to proceed.

"Use the keyboard or a controller to play the game. Mouse input is not supported."
When the title screen is displayed, press any key to continue.
The Main Menu will appear.

Main Menu

Select a game mode using ↑ and ↓ .

STORY MODE	Choose a force to fight for. The scenario changes according to the selected force.
FREE MODE	Choose a scenario and character for the game.
GALLERY	View warriors, weapons and movies.
OPTIONS	Set up the game environment. (P. 04)
CONTINUE	Load a saved game.
QUIT GAME	End the game and return to Windows.

Save

After results are displayed at the end of the scenario, you are asked whether or not you want to save the game.
You can also save the game on the " Camp " screen. The same growth data for characters is saved in the STORY MODE and FREE MODE.
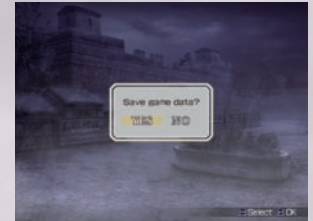
* Data is saved in the [My Documents] - [Koei] - [WARRIORS OROCHI] - [Savedata] folder.

Saving during Battle

Pressing [Esc] during a battle displays the information screen. Select Interim Save. After saving you can continue playing.

* If you save during play again, Previously saved data will be overwritten.
* When you clear the stage or lose, your interim save data will be deleted.

Load

Select [STORY MODE] on the Main Menu and select a scenario to play.
If you saved game data, select [CONTINUE] from the Main Menu.

Quit Menu

Select [QUIT GAME] from the Main Menu. The game ends and you are returned to Windows.
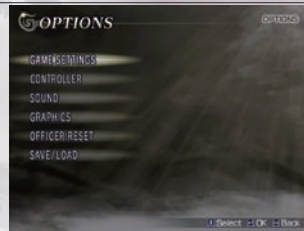
Options

You can set up your game environment by selecting [OPTIONS] from the Main Menu.
Depending on your settings, your computer may slow down. Selecting [Defaults] in each setting menu restores the default settings.

*Default settings appear in red.

*Green settings are automatically determined by your computer environment.

GAME SETTINGS

LIFE	Turns the life display on/off. [ON / OFF]
EVENTS	Turns the event display on/off. [ON / OFF]
TIME-BASED	Turns frame skipping on/off. [ON / OFF] If video card performance is low, frames can be skipped to maintain the speed of the game constant. When this setting is [OFF], the visuals are smooth but the game is slow.

CONTROLLER

VIBRATION	Turns the vibration feature of the game pad on/off. [ON / OFF] To use this feature, install the latest drivers.
BUTTON SETTINGS	Assign operations to keyboard keys and game pad buttons. 1) Select an action and press [Enter]. 2) Press the keyboard key or game pad button to assign that action. *Differing actions cannot be assigned to the same key or button. If you accidentally select a key or button with an assigned action, press [Tab] to turn the action off and then change the key / button assignment. *Changed settings must be saved in order to use them.

SOUND

BGM	Sets the volume of background music in 16 levels.
EFFECTS	Sets the volume of special effects in 16 levels.
VOICE	Sets the volume of the narration in 16 levels.
SOUND TEST	Listen to the background music.

GAMEPAD

Button operations are automatically assigned when the game pad is used at the default setting. To customize game pad buttons, assign button operations from " GAMEPAD ".

GRAPHICS

Detail Settings

QUALITY		Sets graphic quality to HIGH / MEDIUM / LOW or CUSTOM. With [CUSTOM], you can freely set individual settings. If your computer is equipped with a high end video card, graphic quality can be improved by customizing graphic settings. However, depending on your hardware, increasing settings can result in decreased game performance.
CUSTOM	CHARACTERS	Sets the number of characters that can appear on a single screen. [FEW / NORMAL / MANY] The more characters there are, the more processing the computer must do. The computer can be slowed by excessive processing load.
	FOG DISTANCE	[NEAR / MEDIUM / FAR]
	ANTI-ALIASING	Smoothes contours of characters and backgrounds. [ON / OFF] ANTI-ALIASING can be selected only when in Full Screen mode. In some computer environments, the computer can be slowed by excessive processing load.
	TEXTURE FILTER	Sets the sharpness of characters and backgrounds. [HIGH / MEDIUM / LOW] In some computer environments, the computer can be slowed by excessive processing load.
	DYNAMIC SHADOWS	Displays character shadows. [ON / OFF] Shadows can be turned on only when " SHADERS " is set to "HIGH". In some computer environments, the computer can be slowed by excessive processing load.
	DYNAMIC LIGHTING	Displays sunlight and other natural elements more realistically. [ON / OFF] DYNAMIC LIGHTING can be turned on only when " SHADERS " is set to " HIGH " or " MEDIUM ". In some computer environments, the computer can be slowed by excessive processing load.
	SHADERS	Displays reflected light and other natural elements more realistically. [HIGH / MEDIUM / LOW] The Shader can be used only with video cards that support Shader 2.0 or later version. In some computer environments, the computer can be slowed by excessive processing load.
RESOLUTION		Sets the resolution of the game window. [640×480 800×600…]
FULL-SCREEN		Displays the game in full screen format. [ON / OFF] When Full Screen is "OFF", " ANTI-ALIASING " and " BRIGHTNESS " cannot be set.
BRIGHTNESS		Sets the screen brightness in 16 levels. BRIGHTNESS can be set only when " FULL-SCREEN " is " ON ".

OFFICER RESET

Resets the selected warrior to default settings.

SAVE / LOAD

SAVE	Saves the game in its current state.
LOAD	Loads a saved game.

Operations

Keyboard Operation

For instructions to controls on screens other than battle screen.

[T] [G] [F] [H]
Rotate Camera Angle
[T]: Downward, [G]: Upward,
[F]: Counter clockwise, [H]: Clockwise

[J]
Normal Attack
Normal attack.
Combo and jumping attacks are also possible.

[I]
Charge Attack
More powerful than the Normal Attack.
A Charge Attack can be linked with Normal Attacks to create even stronger attack moves.

[O]
Special Attack
Perform a Special Attack corresponding to the character's Attack Category (Power, Speed, Technique).

[Esc]
Pause / Display Information Screen
Displays the Information Screen where you can check team information and conditions for winning, save games halfway through, etc.

[W] [S] [A] [D]
Movement
[W]: Forward, [S]: Back, [A]: Left, [D]: Right

[Left [Shift] button]
Guard / Strafe
Defend against a frontal attack. While holding the Left [Shift] button, your character will continue to face forward as you move with the W, S, A, and D keys.

[L]
Musou Attack
A special attack executable when your Musou Gauge is full.
Refill the Musou Gauge when not full by holding down this button.

[/]
Call Horse
Calls your horse to you.

[,] [.]
Character Switch
Switches between characters on your team.

[N]
Toggle Map
Switch between overview map and large-scale map.

[M]
Jump / Aerial Thrust
Press to jump. Re-press this button while airborne to enable Speed Attack Category characters to propel themselves through the air.

Mount / Dismount
Press while standing next to a horse to mount it, or press while riding a horse to dismount.

* To remap the keys, choose Controller Settings under Options.

2nd Player Controls (2-player mode)

To start 2 player mode, press [F12] in the Pre-Battle screen.

Movement	[Up] [Down] [Left] [Right]	Special Attack	[9] on numeric keypad
Guard	Right [Ctrl] button	Character Switch	[/] [*] on numeric keypad
Normal Attack	[4] on numeric keypad	Call Horse	[-] on numeric keypad
Charge Attack	[8] on numeric keypad	Toggle Map	[1] on numeric keypad
Musou Attack	[6] on numeric keypad	Pause	[F9]
Jump	[2] on numeric keypad	Rotate Camera Angle	[Home] [End] [Delete] [PageDown]

Operation with the game pad

To be more comfortable while playing, it is recommended to use the 12-button game pad for DirectX® 9.0c. When using the game pad, operations are assigned from Button Settings under the Options. Use the following buttons to enter and cancel settings.
To enter settings: Button set for "Musou Attacks"
To cancel settings: Button set for "Jump"

On the Battlefield

Press the [Esc] button to see the Information screen.

[Enemy Information]
Displays the name and Life Gauge of the enemy you are fighting.

[Number of Combos]
Displays the number of attacks landed in succession. Attacks on multiple enemies also included if landed in time.

[Recuperating Characters]
Displays your team members who are recuperating and waiting to fight.
You can switch characters using the [,] and [.] buttons.

[KO Count]
Displays the number of enemies defeated.

[Power-up Indicators]
Indicators light up when your abilities temporarily increase.
● Attack X 2 ● Defense X 2 ● Maximum Speed ● Full Musou Gauge

[Life Gauge]
Displays your character's Life. Decreases and changes color as you suffer damage. Use the [,] and [.] buttons to switch characters. Waiting characters restore their Life Gauges gradually.
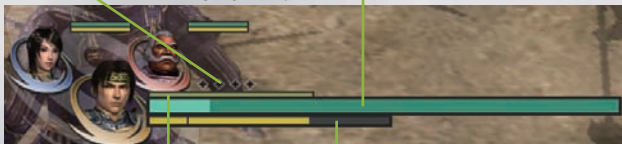
[Musou Gauge]
When full, you can use a Musou Attack. Breaks in the gauge show the amount of Musou used by a Special Attack .
Use the [,] and [.] buttons to switch characters. Waiting characters restore their Life Gauges gradually.

[EXP Gauge]
Displays your character's EXP. Increases when you defeat an enemy or acquire an EXP item. When full, your character's level increases by 1, and the EXP Gauge returns to 0.

[Morale]
Displays the morale of each army.
(Blue : Allied army, Yellow : Third-party army, Red : Enemy army.)

[Time Remaining]
Game ends when time runs out.

[Map]
Press the [N] button to toggle between overview and close-up maps.

▲	Player
◆	Horse
●	Allied forces
●	Enemy forces
●	Third-party forces

* A flashing light around the ● indicates the army's commander.

[N] button

[Battle Situation]

🏛	Seized / Fallen bases
👥	Rendezvous with allies achieved
👥	Rendezvous / alliance disbanded
🤝	Alliance with third-party achieved
↑↓	Morale increase / decrease

* Symbols for seized / fallen bases, and increased or decreased morale are color coded. Blue : Allied army, Yellow : Third-party army, Red : Enemy army.

[No Entry Signs]
Symbol appears when access is restricted beyond a certain point.

🚫 Player cannot enter.

🚫 Player cannot enter on horseback.
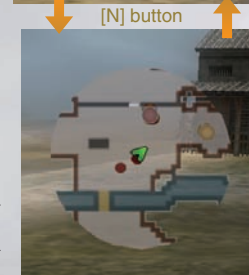
[2 Player Screen]
For 2 Player mode, the screen is divided into upper and lower halves.

[,] [.] Character Switch

Switch freely between the three characters you have selected in your team. There is no limit to the number of switches which can be carried out in any battle. As characters wait their turn to fight, their Life and Musou Gauges will gradually refill.

* You cannot switch characters while being attacked or while mounted on your horse.

[W] [S] [A] [D] Movement

Your character will move using the [W] (Forward), [S] (Back), [A] (Left) and [D] (Right) buttons.

Strafe　　　　[Left [Shift] button + [W] [S] [A] [D]]
While holding the Left [Shift] button, your character will continue to face forward as you move with the [W], [S], [A], and [D] keys.

[M] Jump

Press while your character is moving and he/she will jump in that direction.

Left [Shift] Guard

Defend against a frontal attack. This also fixes the camera angle to directly behind the player character.

Flip　　　　　　　[Left [Shift] while airborne]
When knocked in the air by your enemy, press the left [Shift] button to recover your balance.

[/] Call Your Horse

Calls your horse to your side.
The horse you rode most recently will appear.

* If you have not ridden a horse, a horse with low ability will appear.
* You cannot call a horse when inside a castle.

[M] button while next to or on a horse Mount / Dismount

Press the [M] button while next to a horse to mount.
Press the [M] button while on a horse to dismount.

Rendezvous and Alliances

It is possible to rendezvous with other units of the Allied Army during battle, or form an alliance with a third-party army.
* If you form an alliance after having achieved a rendezvous, the effects will be multiplied.

[Rendezvous with Allied Forces]

If you approach allied forces, you will be able to rendezvous with them. While the two units are working together, your character's Life will continue to gradually recover. You can only rendezvous with one other troop. If you allow too much space between the two units, the rendezvous will end.
* If the rendezvous ends, it will be displayed in the Battle Situation area of the screen.

[Forming an Alliance with a Third-Party Army]

If you approach a non-enemy third-party army on the battlefield, you can form an alliance with them. While in an alliance, your character's Life will continue to gradually recover. In addition, the morale of all allied forces (including your own) and the third-party army will increase. If the third-party army is defeated, the alliance will end.

[J] Normal Attack

A normal attack.
The number of sequential attacks your character may execute will depend on your character's growth.
* You can check on the number of combo attacks possible in the Move List under the Team Information menu.

Dash Attack   [J] button while running
An attack executed while running. The attack and its effects vary depending on the character and weapon used.

Jump Attack   [J] button while airborne
An attack executed while jumping.

[I] button while airborne Jump Charge Attack

A charge attack unleashed while jumping. The attack and its effects vary depending on the character and weapon used.

[J] [I] button while on horseback Mounted Attack

Attack while on horseback.
Press the [J] button for a Normal Attack, or the [I] button for a Charge Attack.

* When the Musou Gauge is full and you press the [L] button, you can use a Musou Attack while on horseback.

[I] Charge Attack

A unique, powerful attack.
Link Normal Attacks with Charge Attacks to execute even greater attack moves. The types of Charge Attack which can be used increase in number as your character develops.

* You can check on the Charge Attacks you can use in Move List under the Team Information menu.

[J] , [I]

[J] , [J] , [I]

[J] , [J] , [J] , [I]
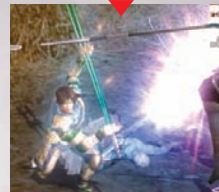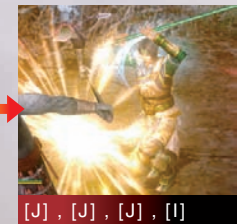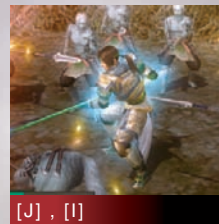
Weapon Effects

If your weapon is equipped with effects, then these will be unleashed when you use a Charge Attack. As your character increases in level, so will the attacks .

Slay

Flame   Ice   Multi
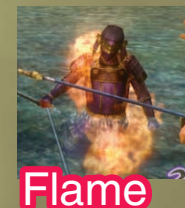
[O]
Special Attack

All characters belong to one of three Attack Categories: "Power", "Speed", and "Technique".
Special Attacks use skills that differ depending on the character's Attack Category.

* Special Attacks become stronger as your character's Proficiency increases .
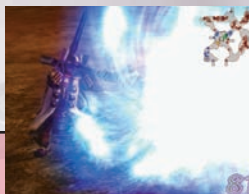* You can check on the Special Attacks you can use in Move List under the Team Information menu.

Power   [O]

Press the [O] button to unleash a Power Attack which varies depending on the character type.
This will deplete your Musou Gauge by a fixed amount.

Special Ability of the Power Category

[Hyper Armor]
While attacking, Power Characters will not be knocked back by normal or arrow attacks.

Speed   [O] button / [O] button while moving

Press the [O] button to perform a Combination Manoeuvre (Manoeuvre 1).
Press the [O] button while your character is moving to use a Directional Manoeuvre (Manoeuvre 2).
Combination Manoeuvres can be used in combination with other attacks as you see fit.

Manoeuvre 1
[O] button

Manoeuvre 2
[O] button while moving

Special Abilities of the Speed Category

[Aerial Thrust]
While jumping, press the [M] button again to propel your character through the air.
Characters are invincible for the duration of an Aerial Thrust, making it useful when fleeing from enemies.

[Aerial Escape]
You can abort your own attack in mid-flow, by jumping up and away.
This is useful in that it will enable you to switch to the next move without having to wait for the conclusion of the previous attack.

Technique   [O] button / [O] button following a Normal Attack

A high speed, powerful Enhanced Strike that depletes your Musou Gauge.
Pressing the [O] button instead of the [J] button in a sequential Charge Attack will unleash a unique character-specific move.
Furthermore, each character has a certain sequential combination that will result in the unleashing of a unique character-specific move.

* The [J] button marked with a star on the Move List indicates where in the sequence the [J] button needs to be replaced with the [O] button in order to unleash the unique character-specific move.

Special Abilities of the Technique Category

[Critical Hit]
Perform a Charge Attack or an Enhanced Strike on an enemy who is airborne to inflict greater damage.

[Counter Strike]
Press the [O] button directly after taking damage to produce a powerful Counter Strike (uses the Musou Gauge).

What to do at a time like this…

[Dazed by an Enemy Attack]
When your character is dazed by an enemy attack, rapidly pressing the left [Shit], [J], [I], [M] and [O] buttons will help your character recover more quickly.

[Deadlocks]
Rapidly press the [J] button to win a deadlock. If you lose the deadlock, your Musou Gauge will be drained. If you win, your opponent will suffer significant damage.

[L] button while Musou Gauge is full
Musou Attacks

When you press the [L] button with a full Musou Gauge, you can unleash a powerful attack that varies depending on the character. The attack will continue for as long as the [L] button is held down or until the Musou Gauge runs out. Any character performing a Musou Attack is invincible for its duration.

Musou Attack Dynasty

Musou Attack Samurai

* There are 3 ways to refill your Musou Gauge: Press and hold down the [L] button, obtain a Wine or Elixir, or switch characters and have the depleted character wait as an inactive character.

True Musou Attack

If you unleash a Musou Attack when your Life Gauge is red, your attack will be more powerful than usual.
A flame effect is added to the attack.

Double Musou Attack

During 2 Player mode, while players 1 and 2 are connected by a lightning bolt, players can unleash simultaneous Musou Attacks, which are more powerful than usual.
A flame effect is added to the attack.

Musou Chain

While unleashing a Musou Attack, you can switch characters by pressing the [,] and [.] buttons. Immediately after switching characters, you can perform a second Musou Attack by again pressing the [L] button, creating a Musou Chain. In a Musou Chain, there is a special effect added to the attack, and its power is increased for each character switch. Up to three characters can be used in a Musou Chain.

Team Composition	Added Effect
2 or more Power Category characters	Multi (shadow versions of the character will appear)
2 or more Speed Category characters	Agility (increases attack speed)
2 or more Technique Category characters	Absorb (restores Musou Gauge when inflicting damage)
One character of each Attack Category	Flash (disable enemy's blocks)

Differences between the Musou Attacks of the Dynasty and Samurai Characters

The differences between Musou Attacks from the Dynasty Warriors characters and the Samurai Warriors characters are as follows.

Dynasty Warriors	Samurai Warriors
▸ Hold down the [L] button to continue the Musou attack from Dynasty Warriors. ▸ Release the [L] button to stop the attack. ▸ The Musou Gauge will stop being depleted when the button is released.	▸ Hold down the [L] button to continue the Musou attack from Samurai Warriors. ▸ Releasing the [L] button will allow you to perform other actions. ▸ The Musou Gauge will empty completely.

Item List

By obtaining items, you can refill your Life or Musou Gauges, or temporarily increase your skills.

Recovery Items (Affecting all team members)

Items may appear when you defeat enemies or destroy wooden crates or urns.

Food	1 Peach	2 Peaches	Meat	Whole Chicken
Restores strength to all team members	 Life + 50	 Life + 100	 Life + 200	 Life + 400

Wine	Restores active character's Musou Gauge to max. Waiting characters' Musou Gauges recover by 200.
Elixir	All team members' Life Gauges are restored to max. Active character's Musou Gauge restored to max. Waiting characters' Musou Gauges recover by 200.

Temporary Ability Boosters (Affecting all team members)

Items may appear when you defeat enemies, or destroy wooden crates or urns.

War God's Axe	For 30 seconds, all team members' Attack strength increases 2X.
War God's Armor	For 30 seconds, all team members' Defense increases 2X.
Winged Boots	For 30 seconds, all team members' Speed increases to maximum.
Imperial Seal	Unlimited Musou Attacks for 10 seconds. Waiting characters' Musou Gauges will increase by 200.

EXP Items (Affecting only the active character)

May appear when you defeat enemies.

Scrolls	Small Scroll	Medium Scroll	Large Scroll
Increase your character's EXP.	 EXP + 150	 EXP + 300	 EXP + 600

Other Items

Items may appear when you defeat enemies, or destroy wooden crates or urns. These items may be equipped from the next battle.

	Treasure Box Contains weapons for all three team members.		Leather Bag Contains unique items.

Preparation

Camp Screen

After selecting a game mode and storyline,
the Camp screen will appear.

Camp Menu	Content
Change Character	Change the characters in your team.
Weapon	Equip your characters with weapons.
Abilities	Equip your characters with abilities.
Character Growth	Distribute Growth Points among characters to increase their levels.
Weapon Fusion	Fuse two weapons to create a stronger weapon.
Team Info	Check on team member information.
Tutorial	View a tutorial.
Save	Save.
Next	Go to the Pre-battle screen.

[Character Information]

When you choose a character from Team Info, more detailed information will be displayed.

* If you select "Ability Acquisition" you can check on the conditions required to acquire an ability.
* If you select "Move List" you can check on available Charge Attacks and Special Attacks.

Heading	Content
Attack Category	There are three types: Power, Speed and Technique.
Level	Maximum is 99. Increases by one each time your EXP Gauge fills to maximum.
Model	Use the [Tab] button to change models when selecting your character.
Unique Item	Powerful character-unique items. Obtain them by satisfying certain conditions.
EXP Points	Experience Points. Will increase by one when the EXP Gauge fills to maximum.
Life	If Life reaches zero during battle, the game is over. May be restored with Items.
Musou	Depletes when you use Musou Attacks. May be restored with Items.
Attack	The level of damage you can inflict on your enemy.
Defense	The level of damage you will sustain from enemy attacks.
Speed	The speed of your movements and the strength of your jumps.
Weapon	The weapon you use in battle. To change it, select "Weapon".
Proficiency	Indicates your proficiency in your Special Attack. Higher Proficiency will yield stronger Special Attacks.

[Abilities]

Equip the Abilities you have acquired. Up to seven Abilities can be equipped for any given battle. Equipped Abilities can be used by all team members.

* Abilities are acquired by satisfying certain conditions during battle.
* You can also equip Abilities acquired by characters other than your team members.
* Abilities have levels. The higher the level, the higher the effect.

Ability Overview

Ability	Effect
Vitality	Increases the maximum level of your Life Gauge.
Focus	Increases the maximum level of your Musou Gauge.
Potency	Increases your Attack.
Fortitude	Increases your Defense.
Impulse	Increases your Speed.
Cavalier	Increases Attack and Defense when mounted. Enables you to begin a battle on horseback.
Karma	Increases your luck.
Power	Strengthens Attack of Power Category characters.
Speed	Strengthens Attack of Speed Category characters.
Technique	Strengthens Attack of Technique Category characters.
Boost	Strengthens Charge Attack.
Awakening	Strengthens attacks which use up the Musou Gauge.
Acclaim	Increases EXP Points acquired.
Recuperate	Increases the speed with which the Musou Gauges of your inactive characters fill.
Conserve	Decreases the rate at which your Musou Gauge is depleted.
Adrenalin	Life is recovered when a certain number of consecutive attacks are successfully executed.
Recover	Life Gauge gradually refills.
Refill	Musou Gauge gradually refills.

[Weapon Fusion]

Weapon Fusion is the process of combining two weapons to produce a single, more powerful weapon. Growth Points are required for Weapon Fusion.

*If there are no weapons available to fuse, or if you do not have enough Growth Points, you will not be able to fuse weapons.
*Weapons can be acquired by finding Treasure Boxes during battle.

Fusion Procedure

Select the weapon you want to strengthen (Base Weapon) and the weapon whose effects you wish to fuse (Fusion Weapon). Add effects to the Base Weapon. The available effects will depend on the Fusion Weapon. The amount of Growth Points required to perform the fusion will depend upon the added effects.

* You can only add as many effects as there are slots on your base weapon.
* If you add an effect that the Base Weapon already has, that effect's level will increase (to a maximum of 10).
* The Fusion Weapon will disappear after the Weapon Fusion process is complete.


Number of fusions.

Slots

Effects Overview

| Effect	Description
Flame	Inflicts continuous damage on your enemy with fire.
Ice	Freezes your enemy in place.
Bolt	Inflicts damage on all enemies within a wide range with a lightning bolt.
Flash	Disables your enemies' blocks.
Slay	Gives a certain probability of defeating your enemies with a single blow. Inflicts damage on enemy officers in accordance with how much Life they have.
Drain	Absorbs the Life of the enemy you attack.
Absorb	Absorbs the Musou of the enemy you attack.
Air	Strengthens attack against airborne enemies.
Brave	Strengthens attack against enemy officers.
Range	Increases your attack range.
Multi	Shadow versions of your character appear during attack.
Agility	Enables high-speed attacks.
Might	Increases your Attack strength.
Rage	Strengthens attack in inverse proportion to Life.

Pre-battle Screen

Just before the battle begins, the Pre-battle screen will be displayed.
Here, you can check on battlefield and troop information, confirm the conditions for victory and defeat, and prepare for battle.

Pre-battle Menu	Description
Weapon	Equip weapons.
Abilities	Equip your team's Abilities.
Team Info	Check on team members' information.
Conditions	Check the conditions for victory and defeat. Conditions vary by battle.
Officers	Check officer information for allies and enemies.
Options	Adjust settings.
2P Quit	Quit 2 player mode and continue with 1 player.
Main Menu	Returns to main menu.
Fight	Begin the battle.
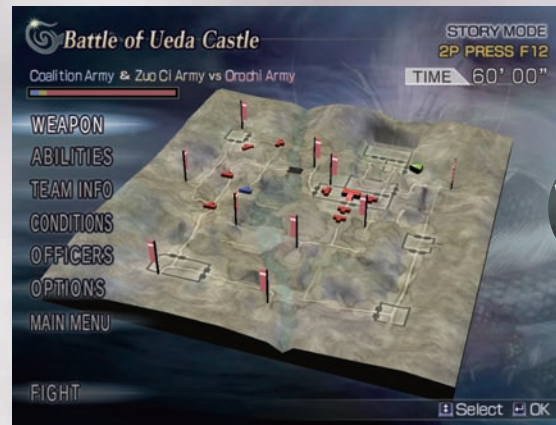
Viewing the Battle Map
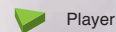
Player	Allied army	Allied base
Horse	Enemy army	Enemy base
	Third-force army	Third-force base

Growth

Levelling Up

When you accumulate a certain number of Experience Points, your character's level will increase by one. By levelling up, your character's base abilities (Life Gauge capacity, Musou Gauge capacity, Attack, Defense, Speed) will increase or improve.
You will accumulate Experience Points in battle by defeating enemies and acquiring EXP Items.
Another way of levelling up your characters is by using Growth Points, which are awarded at the end of every successful battle. These can be distributed among characters by selecting Character Growth at the Camp screen.

* You can check on the status of your Experience Points in Team Info.

How to Level Up

‣ Defeat enemy officers in battle and acquire EXP Items.
‣ From the Camp screen, select Character Growth, and allot Growth Points to the character you wish to level up.

Strengthening Weapons

If you acquire a Treasure Box during battle, you will receive weapons for all three members of your team if you are victorious in that battle.
You can equip these weapons from the Camp screen or the Pre-battle screen by selecting Weapon.
From the Camp screen, you can select Weapon Fusion to add special effects and strengthen the weapons you have.

How to Strengthen Weapons

‣ Pick up a Treasure Chest during battle to acquire a weapon after clearing the battle.
‣ Equip the acquired weapon by choosing Weapon from the Camp screen.
‣ Use Weapon Fusion from the Camp screen to strengthen the weapons you have.

Attack Category Proficiency

In addition to Levels, each character has an Attack Category Proficiency.
Proficiency will increase each time you defeat a set number of enemy officers or soldiers (1 officer is equivalent to 100 enemy soldiers).
The more your Proficiency increases, the stronger your Special Attacks become.

* You can only increase the Proficiency of the active character. No matter how many enemies the active character defeats, the Proficiency of the inactive characters will not increase.
* You can check your Proficiency in Team Info.

How to Increase Proficiency

‣ Defeat a certain number of enemies during battle.

Acquiring Abilities

Each character has three to four Abilities they are able to acquire.
You can acquire Abilities by satisfying the conditions for acquisition in battle.
You can equip an Ability by selecting Abilities from the Camp screen or Pre-battle screen.
You can also equip Abilities acquired by characters other than your team members.

* You can check on acquisition conditions in Ability Acquisition under the Team Info menu.

How to Acquire Abilities

‣ Satisfy the character-specific acquisition conditions during battle.

Before You Contact User Support:

Please check the specifications and relevant information of your PC using our System Checker program. You can download the software free from the URL below: http://www.warriorsorochi.co.uk

User Support

If you come across any problems with the product (e.g., the software doesn't work or freezes during play), please visit our Warriors OROCHI support website. You will find several support options available, as well as a support contact form.

* When contacting support, give as many details as possible about your problem as well as the PC configuration you are using.

Contact:
User Support
Warriors OROCHI for Windows
KOEI Limited
Suite 209a, The Spirella Building, Bridge Road Letchworth Garden City,
Hertfordshire SG6 4ET, United Kingdom
Support Website: http://www.warriorsorochi.co.uk

u Notes

• We cannot provide game counseling or gameplay hints.
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