

# 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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Come, and  
face my challenge...

Produced by  
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 [Left] and [Right].

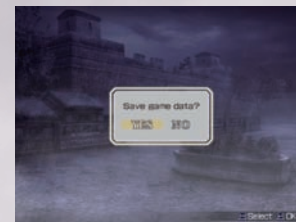
|                   |                                                                                    |
|-------------------|------------------------------------------------------------------------------------|
| <b>STORY MODE</b> | Choose a force to fight for. The scenario changes according to the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

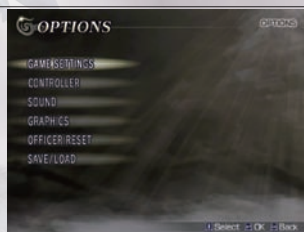
# Options

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 ]<br>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 ]<br>To use this feature, install the latest drivers.                                                                                                                                                                                                                                                                                                                                              |
| BUTTON SETTINGS | Assign operations to keyboard keys and game pad buttons.<br>1) Select an action and press [ Enter ].<br>2) Press the keyboard key or game pad button to assign that action.<br>*Differing actions cannot be assigned to the same key or button.<br>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.<br>*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.

#### 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

Smooths 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.

#### CUSTOM

#### 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. [ 640x480 800x600... ]

#### 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.

[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.

[T] [G] [F] [H]

### Rotate Camera Angle

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

[N]

### Toggle Map

Switch between overview map and large-scale map.

[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).

[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.

[V]

### Call Horse

Calls your horse to you.

[.] [.]

### Character Switch

Switches between characters on your team.

[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.

## [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.



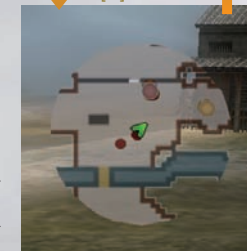
Player cannot enter.



Player cannot enter on horseback.



[N] button



## [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.

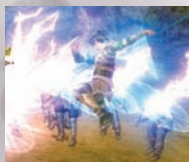


### Jump Attack

[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]

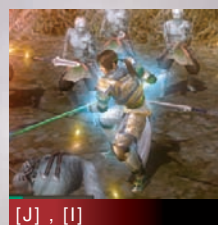
## Charge Attack



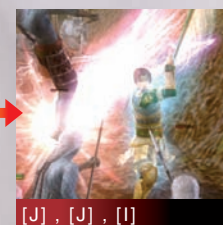
A unique, powerful attack.

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.

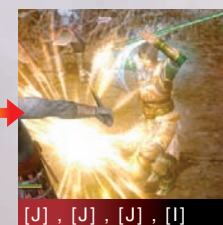
\* You can check on the Charge Attacks you can use in Move List under the Team Information menu.



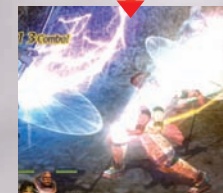
[J] , [I]



[J] , [J] , [I]

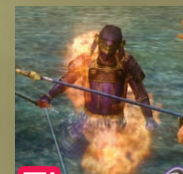


[J] , [J] , [J] , [I]



## 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 .



Flame



Ice



Slay



Multi

## [O] Special Attack

All characters belong to one of three Attack Categories: "Power", "Speed", and "Technique".

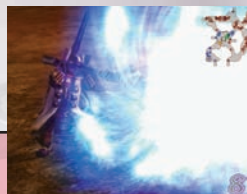
Special Attacks use skills that differ depending on the character's Attack Category.

\* 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.

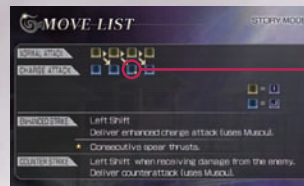
This is useful in that it will enable you to switch to the next move without having to wait for the conclusion of the previous attack.

### 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 [Shift], [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.

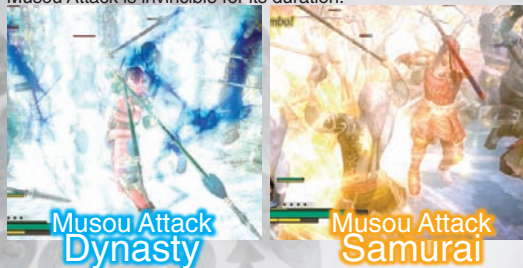




[L] button while Musou Gauge is full

## 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.



\* 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

- ▶ 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.

### Samurai Warriors

- ▶ 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

Restores strength to all team members

1 Peach



Life + 50

2 Peaches



Life + 100

Meat



Life + 200

Whole Chicken



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

Increase your character's EXP.

Small Scroll



EXP + 150

Medium Scroll



EXP + 300

Large Scroll



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                                                             |
|-------------------------|---------------------------------------------------------------------|
| <b>Change Character</b> | Change the characters in your team.                                 |
| <b>Weapon</b>           | Equip your characters with weapons.                                 |
| <b>Abilities</b>        | Equip your characters with abilities.                               |
| <b>Character Growth</b> | Distribute Growth Points among characters to increase their levels. |
| <b>Weapon Fusion</b>    | Fuse two weapons to create a stronger weapon.                       |
| <b>Team Info</b>        | Check on team member information.                                   |
| <b>Tutorial</b>         | View a tutorial.                                                    |
| <b>Save</b>             | Save.                                                               |
| <b>Next</b>             | 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                                                                                                       |
|------------------------|---------------------------------------------------------------------------------------------------------------|
| <b>Attack Category</b> | There are three types: Power, Speed and Technique.                                                            |
| <b>Level</b>           | Maximum is 99. Increases by one each time your EXP Gauge fills to maximum.                                    |
| <b>Model</b>           | Use the [Tab] button to change models when selecting your character.                                          |
| <b>Unique Item</b>     | Powerful character-unique items. Obtain them by satisfying certain conditions.                                |
| <b>EXP Points</b>      | Experience Points. Will increase by one when the EXP Gauge fills to maximum.                                  |
| <b>Life</b>            | If Life reaches zero during battle, the game is over. May be restored with Items.                             |
| <b>Musou</b>           | Depletes when you use Musou Attacks. May be restored with Items.                                              |
| <b>Attack</b>          | The level of damage you can inflict on your enemy.                                                            |
| <b>Defense</b>         | The level of damage you will sustain from enemy attacks.                                                      |
| <b>Speed</b>           | The speed of your movements and the strength of your jumps.                                                   |
| <b>Weapon</b>          | The weapon you use in battle. To change it, select "Weapon".                                                  |
| <b>Proficiency</b>     | Indicates your proficiency in your Special Attack.<br>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           | Effect                                                                                    |
|-------------------|-------------------------------------------------------------------------------------------|
| <b>Vitality</b>   | Increases the maximum level of your Life Gauge.                                           |
| <b>Focus</b>      | Increases the maximum level of your Musou Gauge.                                          |
| <b>Potency</b>    | Increases your Attack.                                                                    |
| <b>Fortitude</b>  | Increases your Defense.                                                                   |
| <b>Impulse</b>    | Increases your Speed.                                                                     |
| <b>Cavalier</b>   | Increases Attack and Defense when mounted. Enables you to begin a battle on horseback.    |
| <b>Karma</b>      | Increases your luck.                                                                      |
| <b>Power</b>      | Strengthens Attack of Power Category characters.                                          |
| <b>Speed</b>      | Strengthens Attack of Speed Category characters.                                          |
| <b>Technique</b>  | Strengthens Attack of Technique Category characters.                                      |
| <b>Boost</b>      | Strengthens Charge Attack.                                                                |
| <b>Awakening</b>  | Strengthens attacks which use up the Musou Gauge.                                         |
| <b>Acclaim</b>    | Increases EXP Points acquired.                                                            |
| <b>Recuperate</b> | Increases the speed with which the Musou Gauges of your inactive characters fill.         |
| <b>Conserve</b>   | Decreases the rate at which your Musou Gauge is depleted.                                 |
| <b>Adrenalin</b>  | Life is recovered when a certain number of consecutive attacks are successfully executed. |
| <b>Recover</b>    | Life Gauge gradually refills.                                                             |
| <b>Refill</b>     | Musou Gauge gradually refills.                                                            |

Ability  
Overview

## [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

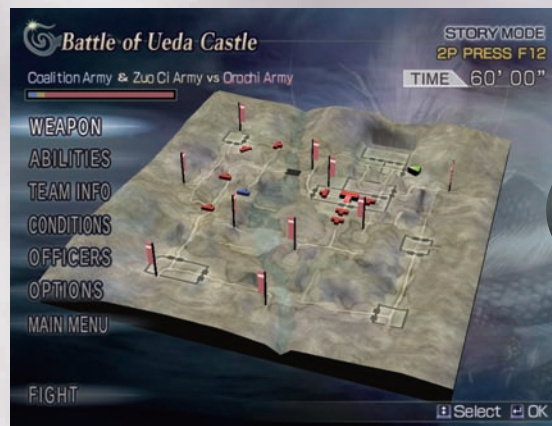
| Effect         | Description                                                                                                                                             |
|----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Flame</b>   | Inflicts continuous damage on your enemy with fire.                                                                                                     |
| <b>Ice</b>     | Freezes your enemy in place.                                                                                                                            |
| <b>Bolt</b>    | Inflicts damage on all enemies within a wide range with a lightning bolt.                                                                               |
| <b>Flash</b>   | Disables your enemies' blocks.                                                                                                                          |
| <b>Slay</b>    | 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. |
| <b>Drain</b>   | Absorbs the Life of the enemy you attack.                                                                                                               |
| <b>Absorb</b>  | Absorbs the Musou of the enemy you attack.                                                                                                              |
| <b>Air</b>     | Strengthens attack against airborne enemies.                                                                                                            |
| <b>Brave</b>   | Strengthens attack against enemy officers.                                                                                                              |
| <b>Range</b>   | Increases your attack range.                                                                                                                            |
| <b>Multi</b>   | Shadow versions of your character appear during attack.                                                                                                 |
| <b>Agility</b> | Enables high-speed attacks.                                                                                                                             |
| <b>Might</b>   | Increases your Attack strength.                                                                                                                         |
| <b>Rage</b>    | 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                                                             |
|-------------------|-------------------------------------------------------------------------|
| <b>Weapon</b>     | Equip weapons.                                                          |
| <b>Abilities</b>  | Equip your team's Abilities.                                            |
| <b>Team Info</b>  | Check on team members' information.                                     |
| <b>Conditions</b> | Check the conditions for victory and defeat. Conditions vary by battle. |
| <b>Officers</b>   | Check officer information for allies and enemies.                       |
| <b>Options</b>    | Adjust settings.                                                        |
| <b>2P Quit</b>    | Quit 2 player mode and continue with 1 player.                          |
| <b>Main Menu</b>  | Returns to main menu.                                                   |
| <b>Fight</b>      | 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.

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## Before You Contact User Support:

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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>

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## User Support

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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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Please allow 28 days from dispatch for the return of your Game Disc.

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