

鬼武者

ONIMUSHA™

Warlords

天下

MATURE
M
CONTENT RATED BY
ESRB

CAPCOM

鬼武者 Warlords

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

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USE OF UNAUTHORIZED PRODUCT:

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- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ONIMUSHA

CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting ONIMUSHA: WARLORDS for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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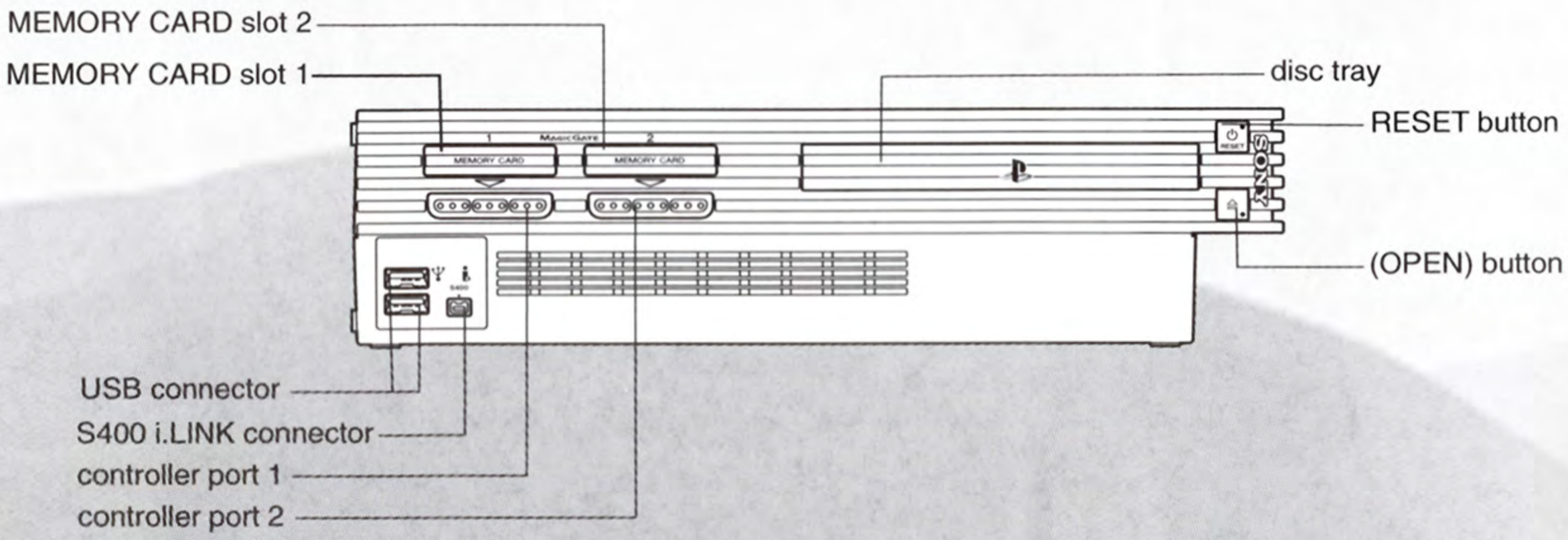
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鬼武者 Warlords

SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***ONIMUSHA™: WARLORDS*** *disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.*

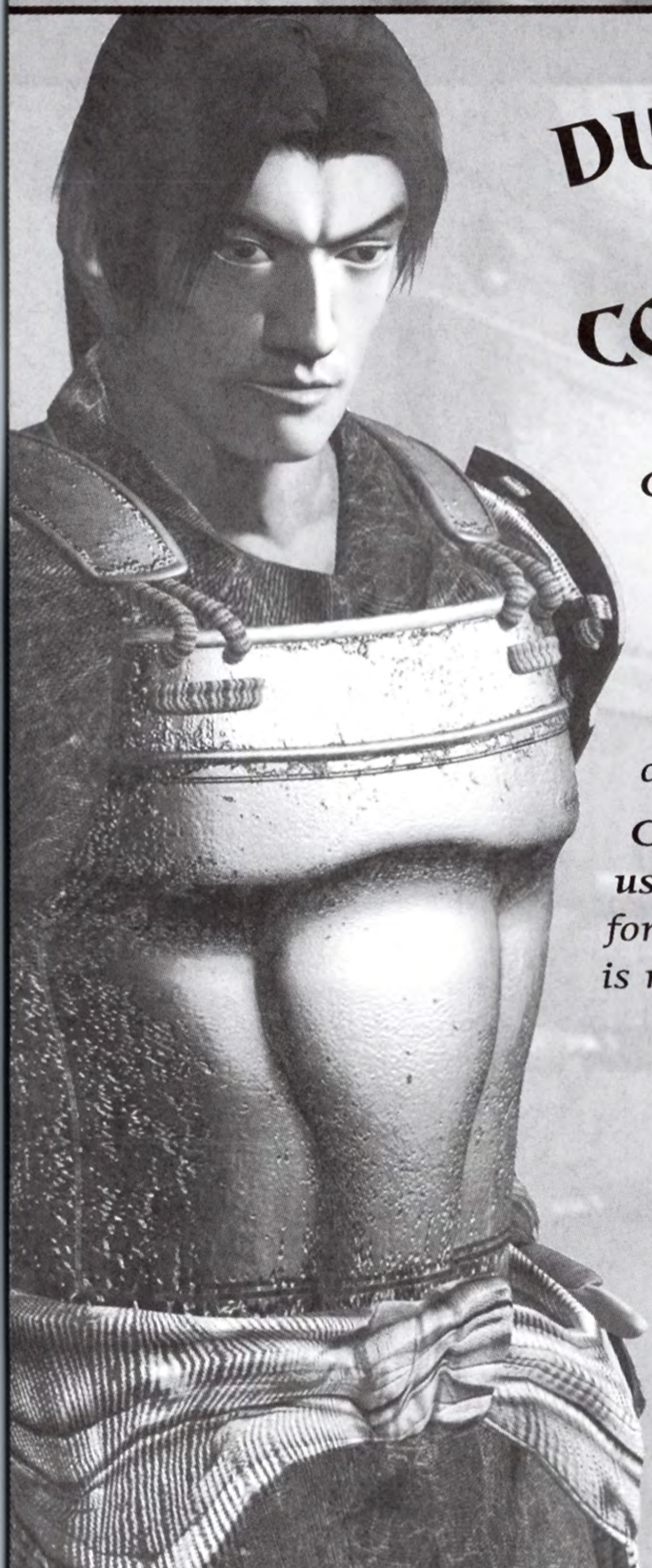
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING THE GAME

Press the START button at the Title screen. The Main Menu will appear. Use the directional buttons to select an option and press the ***X*** *button*

- *NEW GAME – Start a new game.*
- *LOAD GAME – Resume a previously saved game (see "Saving a Game" on page 34).*
- *OPTION – Adjust various settings (see page 16). You can also access Option Mode from the Pause menu by pressing the SELECT button.*





DUALSHOCK™2 ANALOG CONTROLLER

ONIMUSHA™: WARLORDS *supports the DUALSHOCK™2 analog controller and the DUALSHOCK™ analog controller. For one player, the controller should be connected to Controller Port 1.*

ONIMUSHA™: WARLORDS *uses the directional buttons for control. The left analog stick is not used in this game.*



VIBRATION FUNCTION

When VIBRATION in Option Mode is set to ON, the controller will vibrate in response to player movement.

(See page 16.)

GAME CONTROLS



R1 button

- Ready sword
- Switch displays in the Inventory

▲ button

- Cancel menu selection
- Use Special Attack
- Hide Inventory

● button

- Absorb souls (hold)

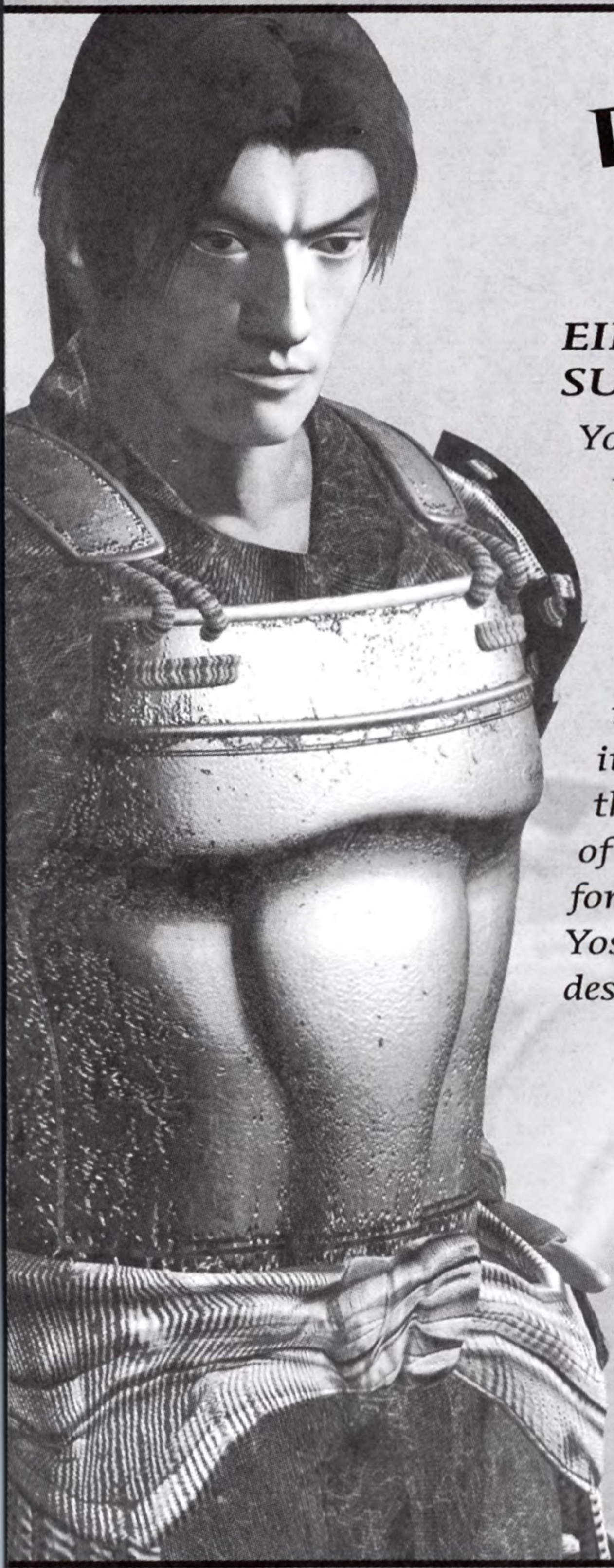
X button

- Confirm menu selection
- Use/Equip an Inventory item
- Check/Decide

■ button

- Attack





DESTINY

EIROKU 3 (AD 1560) SUMMER ...

Yoshimoto Imagawa, a powerful warlord of Suruga, leads an immense army from Suruga toward Kyoto (in those days the capital of Japan). Yoshimoto's ambition is to unify Japan and crown himself its sole king. On the march, the army halts on the plain of Okehazama in Owari to rest for the night. This changes Yoshimoto's — and Japan's — destiny forever.

ONIMUSHA

A troop of only 2,000 soldiers, led by Nobunaga Oda, a warlord of Owari, makes a surprise attack on Yoshimoto's camp. In a desperate battle, Nobunaga's legions defeat the invaders and slay Yoshimoto. (This historical event is known as the Battle of Okehazama.)

Just as Nobunaga is exulting in his victory, an arrow from one of Yoshimoto's soldiers pierces his throat. He falls to the ground in a death struggle.

A young man watches this from a remote hill. His name is Samanosuke Akechi. He is marked by destiny ...

戦武者 Warlords



ONE YEAR LATER ...

Strange incidents are occurring in Inabayama Castle in Mino prefecture. Soldiers and workers are disappearing without a trace. Worried by these inexplicable events, Princess Yuki sends a plea for help to Samanosuke. At once, he races to the castle. But he arrives too late. Yuki has been kidnapped!

At the same time, enemy troops are attacking the castle. Leading the army — risen from certain death and astride a fierce warhorse — is Nobunaga!

It's time for action! Samanosuke vows to rescue Yuki with the help of his partner kunoichi Kaede and defeat Nobunaga and his army of demon warriors.*

**Female ninja*

THE PLAYERS



SAMANOSUKE AKECHI

(24 years old)

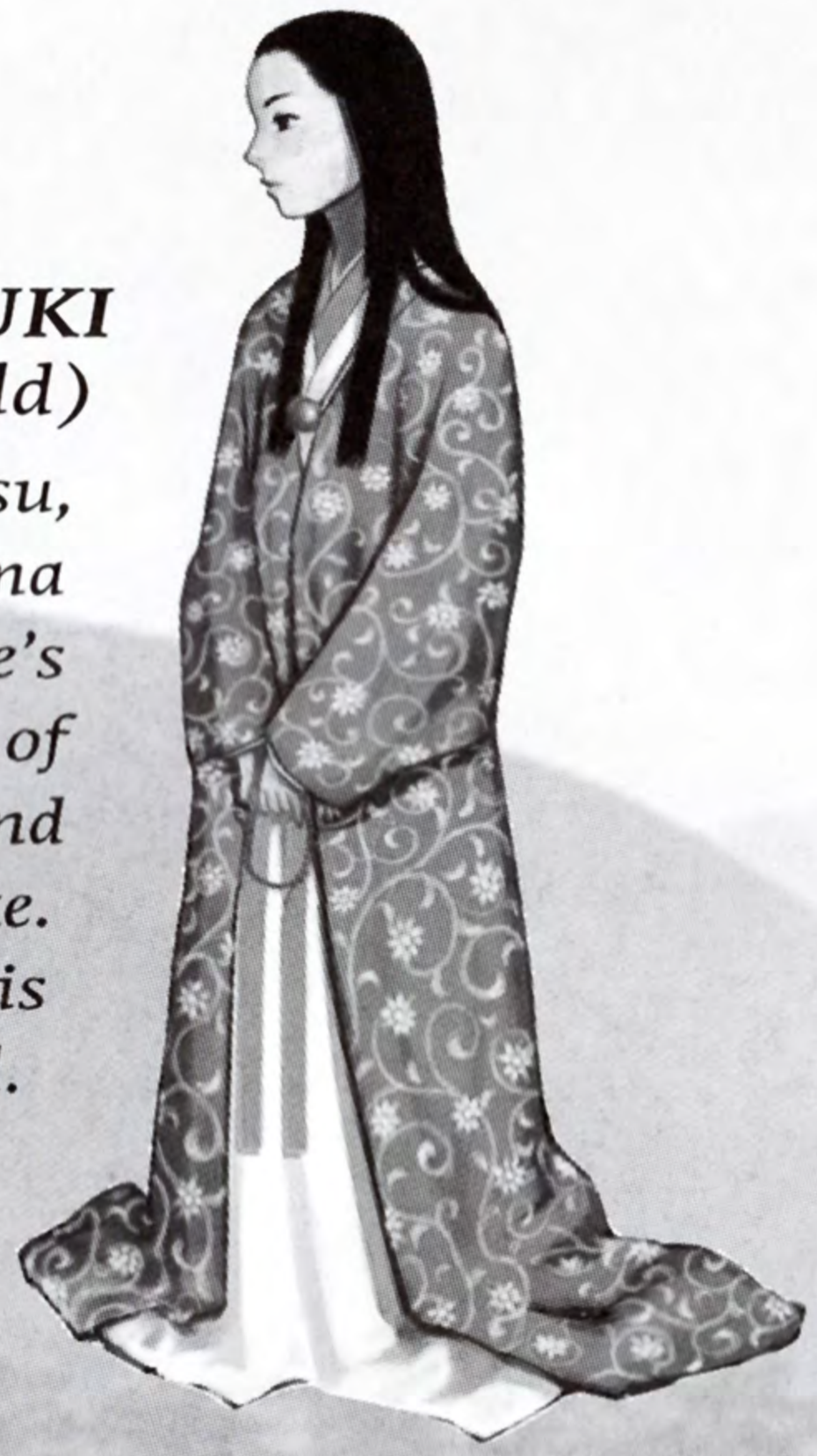
A master swordsman who travels across Japan seeking his rival. Often perceived as a passionless soldier because of his quiet ways, Samanosuke is actually a hot-blooded warrior with a noble sense of justice.

ONIMUSHA



KAEDE

An expert kunoichi (female ninja), Kaede was originally sent by the Iga ninjas to assassinate Samanosuke. Instead, she develops absolute trust in him and joins him as his confidant.



YUKI
(19 years old)

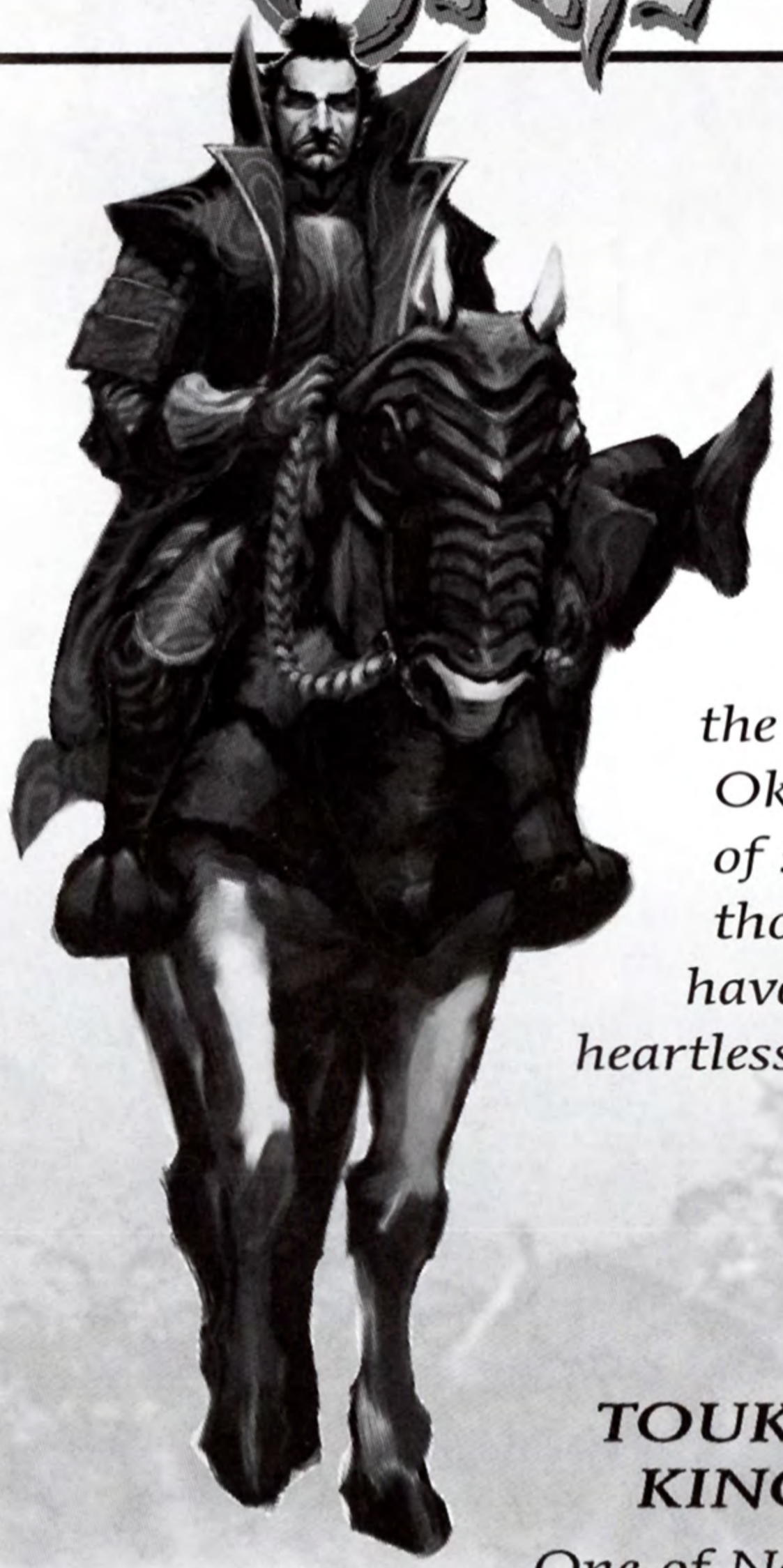
Yuki is the sister of Yoshitatsu, the master of Inabayama Castle and Samanosuke's cousin. She becomes aware of strange events in the castle and sends an SOS to Samanosuke. But before he arrives, she is mysteriously kidnapped.



YUMEMARU
(12 years old)

An enigmatic orphan discovered by Samanosuke while looking for Yuki in the castle.

ONIMUSHA



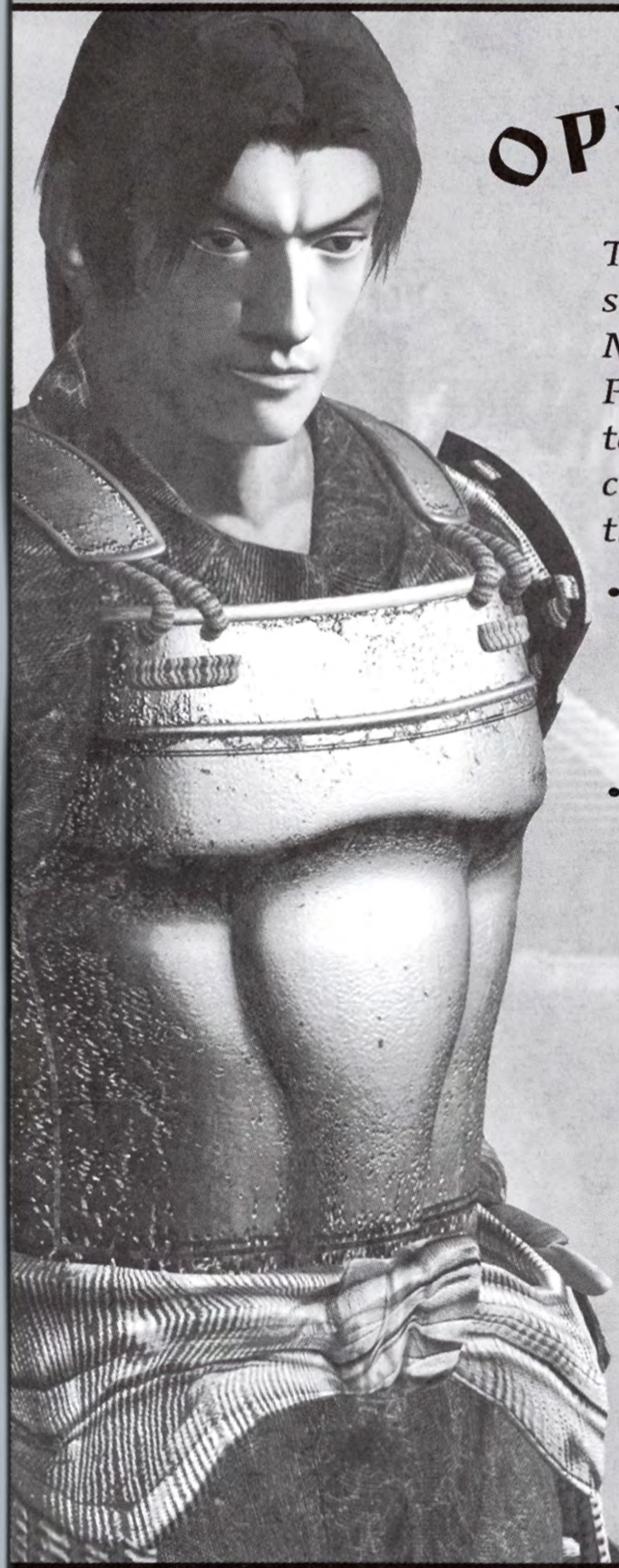
NOBUNAGA ODA

An exceptional warlord who aspires to unify Japan. With the victory against Imagawa in Okehazama, he rides a tidal wave of success. Though he was once thought dead, Nobunaga's acts have now become extremely heartless and cruel.



TOUKICHIRO KINOSHITA

One of Nobunaga's high-ranking generals, Kinoshita has the warlord's complete trust. Though he has sworn absolute loyalty to Nobunaga, the only thing Kinoshita truly cares about is his own advancement in the ranks of power.



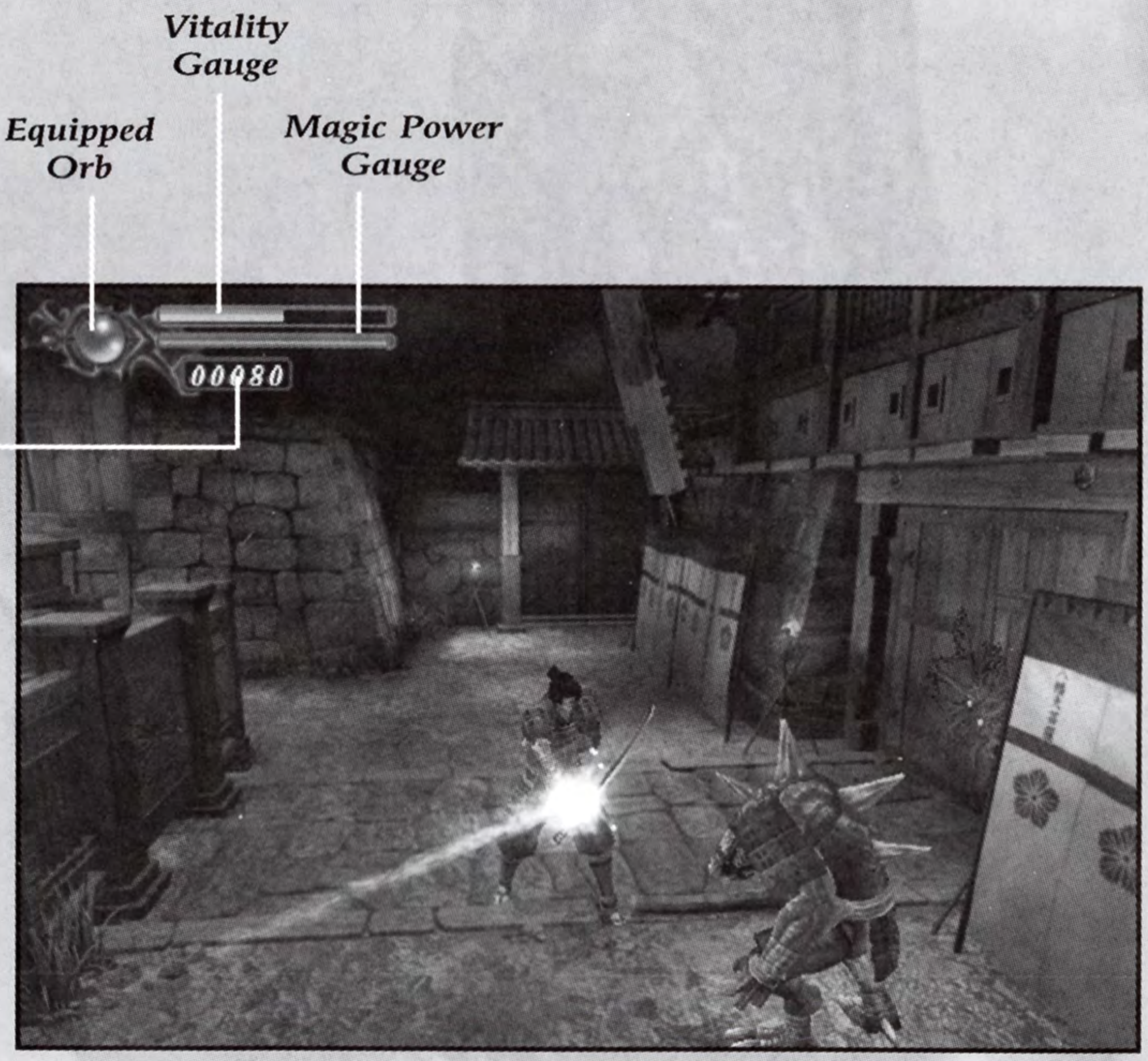
OPTION MODE

*To display the Option screen, select OPTION from the Main Menu or the Pause Menu. Press the directional buttons ↑/↓ to select an option; press ←/→ to change the setting or press the **X** button to see a submenu.*

- *LANGUAGE – Choose JAPANESE or ENGLISH. (Available only from the Main Menu Option Mode.)*
- *SUBTITLE – Choose JAPANESE or ENGLISH. (Available only from the Main Menu Option Mode.)*

- *SUBTITLE DISPLAY – Turn subtitles ON/OFF.*
- *SOUND SETTINGS – Choose a speaker setting: STEREO A, B, C or MONAURAL A, B, C.*
  - *STEREO A – Ideal setting for stereo speaker systems.*
  - *STEREO B – Stereo sound to the screen (when something on the right side of the screen makes a sound, the sound comes from the right).*
  - *STEREO C – Stereo sound to the character's opposite direction (if your character is facing toward you, when something on the right side of the screen makes a sound, the sound comes from the left).*
- *BGM VOLUME – Adjust volume for background music.*
- *SE VOLUME – Adjust volume for sound effects.*
- *VIBRATION – Turn the controller vibration ON/OFF (available for the DUALSHOCK™2 analog controller and the DUALSHOCK™ analog controller only).*
- *SCREEN ADJUST – Adjust the monitor position.*
- *BRIGHTNESS – Adjust the brightness of your monitor. The ideal brightness for this game is set when the color bars beneath the red line are invisible. Your monitor must have a brightness adjustment feature to use this option.*
- *CONTROLS – See the controller's button assignments.*
- *BACK – Return to the Title screen (or gameplay).*
- *DEFAULT – Restore the default settings.*

STATUS SCREEN



EQUIPPED ORB

The Orb currently equipped is displayed. When your character's Magic Power is low, the Orb blinks quickly.

VITALITY GAUGE

The color bar decreases when your character is attacked. When this gauge drains, your game is over.

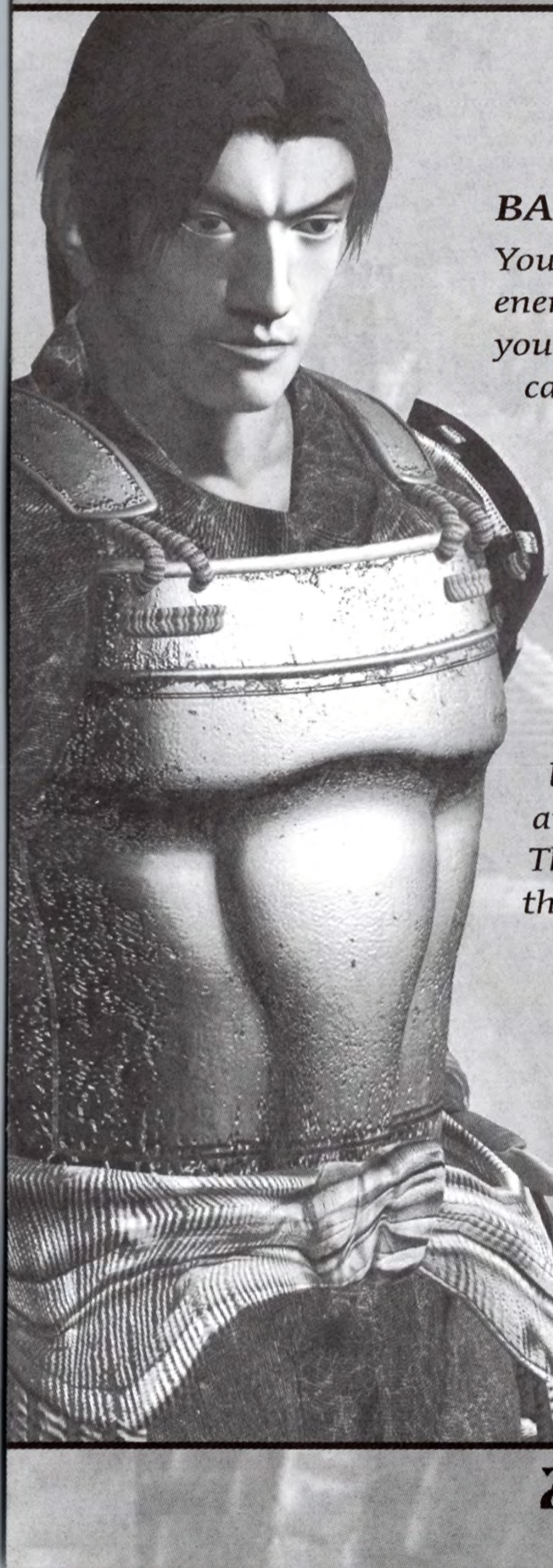
MAGIC POWER GAUGE

The color bar decreases when you use Special Attacks (see page 21).

SOUL COUNTER

A number is displayed when your character absorbs a soul (see page 22). Numbers in red are points of the soul; numbers in yellow are successive bonus points. Negative numbers in green show that your power is low. In this case, find and absorb more souls as soon as possible.





ACTIONS

BASIC ATTACK – ■ BUTTON

Your character will attack the closest enemy. While the R1 button is held, your character draws a sword and can step quickly in four directions. This enables your character to attack an enemy's back or dodge an enemy's attacks better.

KICK – DIRECTIONAL BUTTON ↓ + ■ BUTTON

When your character is near an opponent, press the directional button ↓ + the ■ button to attack with a disabling kick. The closer you are to the enemy, the more effect the kick will have.

SPECIAL ATTACK

When an Orb is equipped on the Ogre's Gauntlet, your character can use a Special Attack by pressing the ▲ button. A Special Attack requires a certain amount of Magic Power.

Special Attacks can be used when both of the following apply:

- *An Orb is equipped on the Ogre's Gauntlet, and*
- *Your character has the required Magic Power.*

Certain Orbs can be enhanced up to level 3 (see page 30).

SUB WEAPONS

You can acquire a bow as an item and equip it for use. When a bow is equipped, hold down the R1 button and press the ■ button to shoot.

You need to equip arrows to use a bow. If you don't have any arrows, you should change weapons.

BLOCK – L1 BUTTON

When an enemy grabs your character, immediately press the L1 button plus the directional buttons ←/→ (away from the enemy) to dodge quickly. Your character cannot block certain enemy attacks.

SOULS

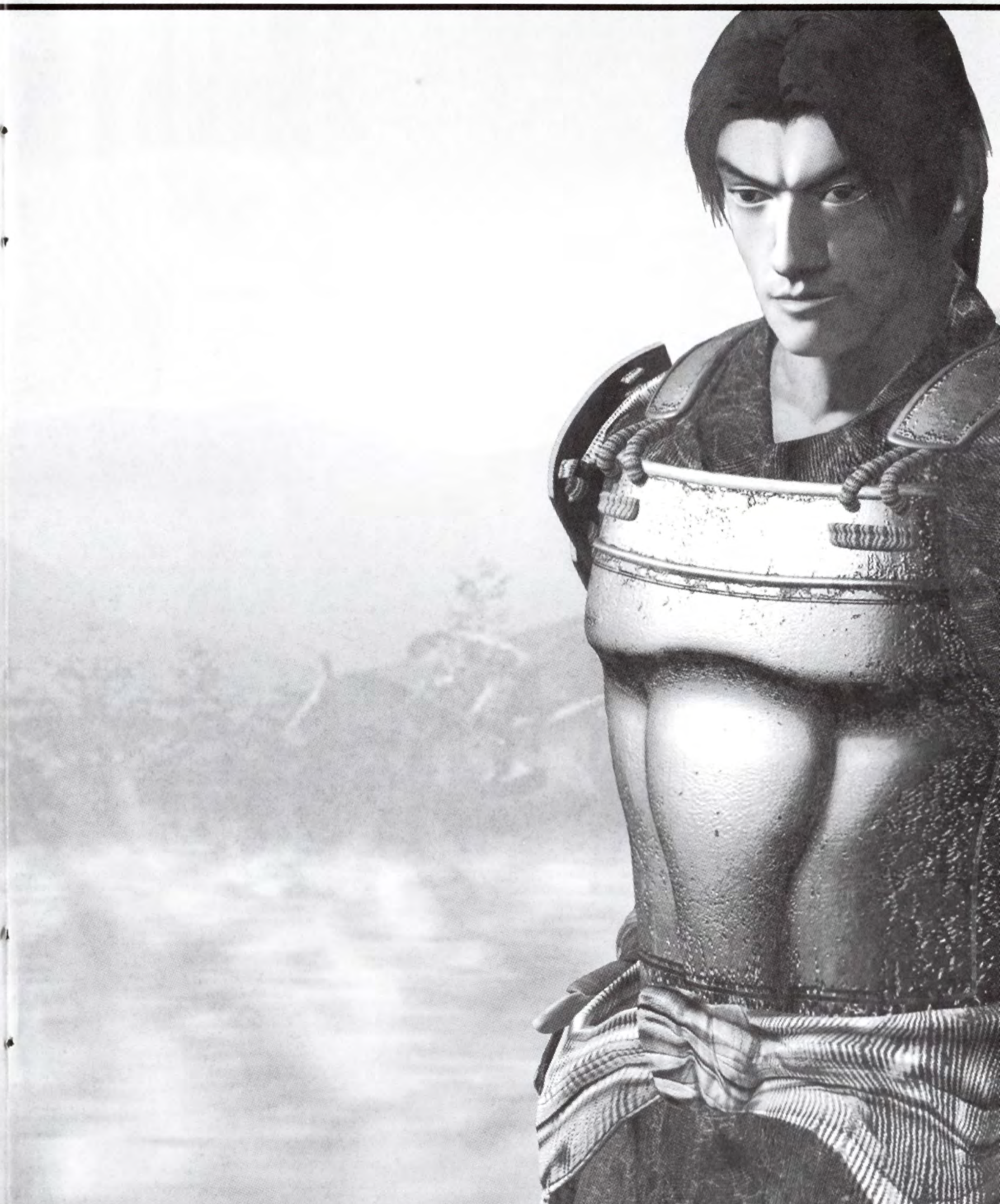
When your character defeats an enemy, a soul may appear. There are three colors of souls, each with a different effect:

- *RED SOUL – Enhances Ogre Gauntlets or an Orb.*
- *BLUE SOUL – Increases your character's Magic Power.*
- *YELLOW SOUL – Increases your character's vitality.*

Note: The amount of the souls will vary depending on how your character defeats enemies. Figure out how to get as many souls as possible.

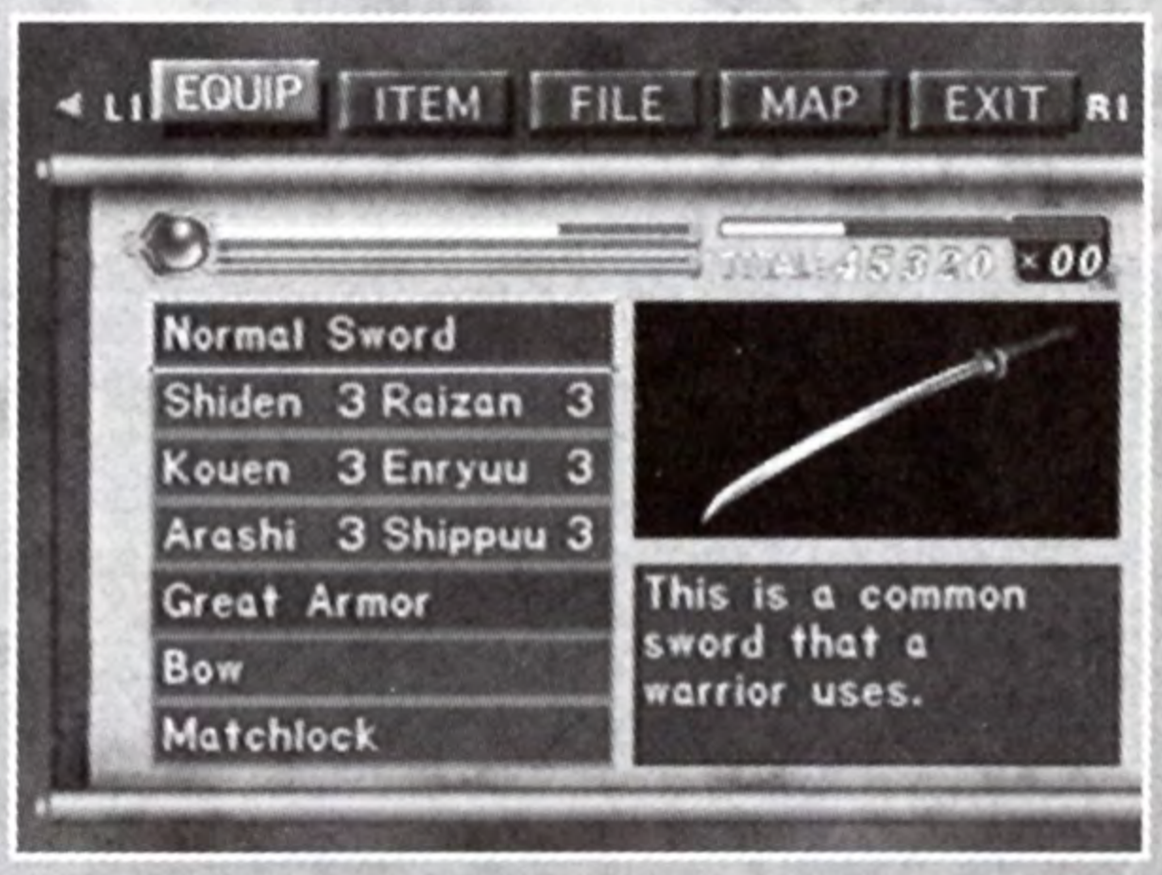
HOW TO ABSORB SOULS

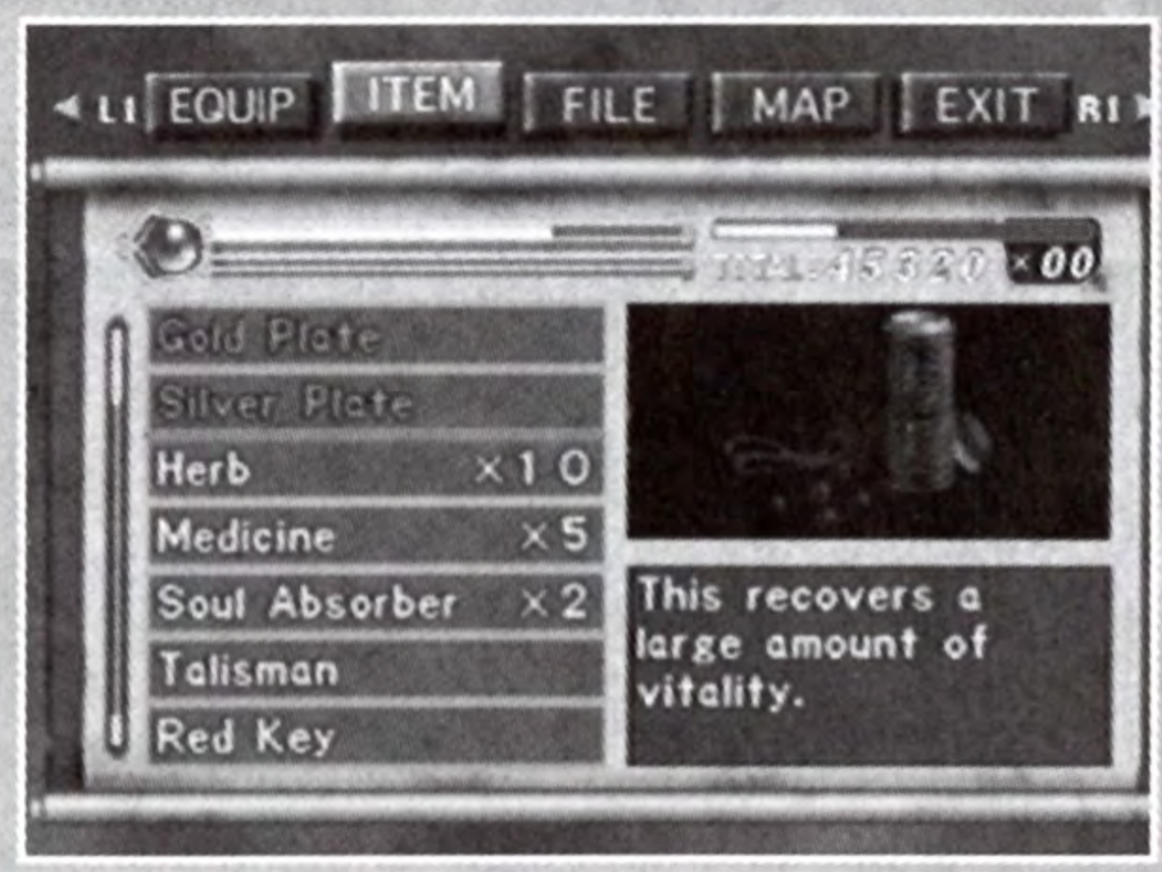
Hold down the ● button to absorb the souls. Do so quickly, since souls disappear after a while. You can see the result of absorbing souls in the Soul Counter (see page 18).



INVENTORY




EQUIP
ITEM
FILE
MAP
EXIT
TTL 45320 ×00
Normal Sword
Shiden 3 Raizan 3
Kouen 3 Enryuu 3
Arashi 3 Shippuu 3
Great Armor
Bow
Matchlock
This is a common sword that a warrior uses.


EQUIP
ITEM
FILE
MAP
EXIT
TTL 45320 ×00
Gold Plate
Silver Plate
Herb ×10
Medicine ×5
Soul Absorber ×2
Talisman
Red Key
This recovers a large amount of vitality.

Press the START button to display your character's Inventory. Toggle between different sections of the Inventory by pressing the L1 or R1 button.

Note: Certain characters cannot use certain items. When your character cannot use an item, the item is dimmed.

EQUIP

This screen appears first when you display the Inventory. It shows the weapons and armor you have acquired. Highlight an item and press the **X** *button to use/equip it.*

ITEM

Press the L1 or R1 button in the Inventory to display the ITEM screen. Use the directional buttons to highlight items. A picture and description of each highlighted item are displayed. Press the **X** *button to use/equip the item.*

FILE

Press the L1 or R1 button in the Inventory to display the File screen to view the files you have acquired. Highlight a file and press the **X** *button to read it. While reading a file, scroll the text with the directional buttons.*

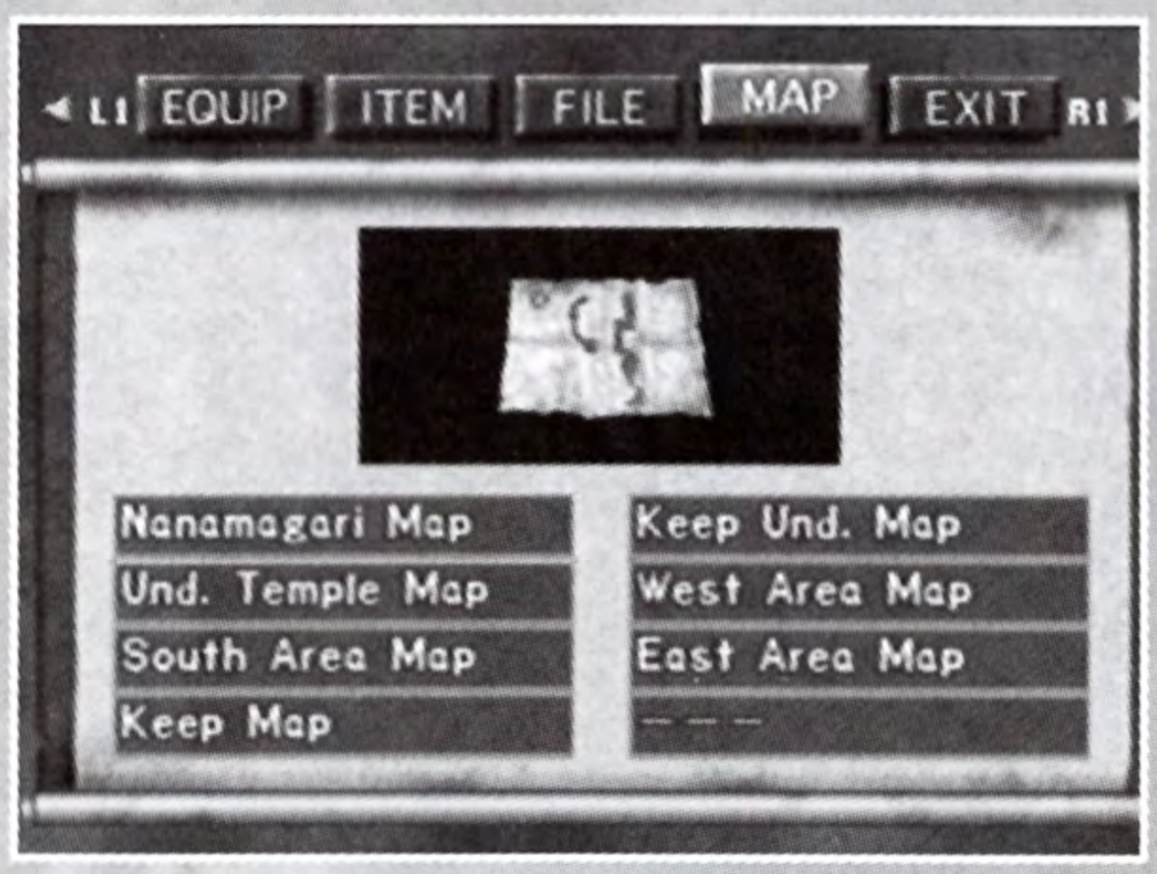
MAP

Press the L1 or R1 button in the Inventory to display the Map screen to view the maps you have acquired. Highlight a map and press the **X** *button to see its details.*

Note: You can also check your current location by pressing the R3 button (right analog stick) during gameplay.

RETURN TO GAMEPLAY

To return to the gameplay screen, press the ▲ *button, or highlight EXIT on the Inventory and press the* **X** *button.*


L1 EQUIP ITEM FILE MAP EXIT R1
Nanamagari Map
Und. Temple Map
South Area Map
Keep Map
Keep Und. Map
West Area Map
East Area Map
— — —



ITEMS

HERB

Restores your character's vitality by a small amount.

MEDICINE

Restores your character's vitality by a large amount.

OGRE'S GAUNTLET

Entrusted to Samanosuke by the Ogre tribe, the Ogre's Gauntlet contains the power to defeat demons and seal their souls.

ORBS

Each Orb has a different attribute. When an Orb is equipped on the Ogre's Gauntlet, your character can use Special Attacks.

- *THUNDER ORB – With this Orb equipped, Samanosuke can perform Special Attacks using the power of thunder.*
- *POWER JEWEL – Samanosuke's vitality increases.*
- *MAGIC JEWEL – Samanosuke's Magic Power increases.*

Many other orbs and items appear as you advance in the adventure. It's to your advantage to find them and figure out how to use them.

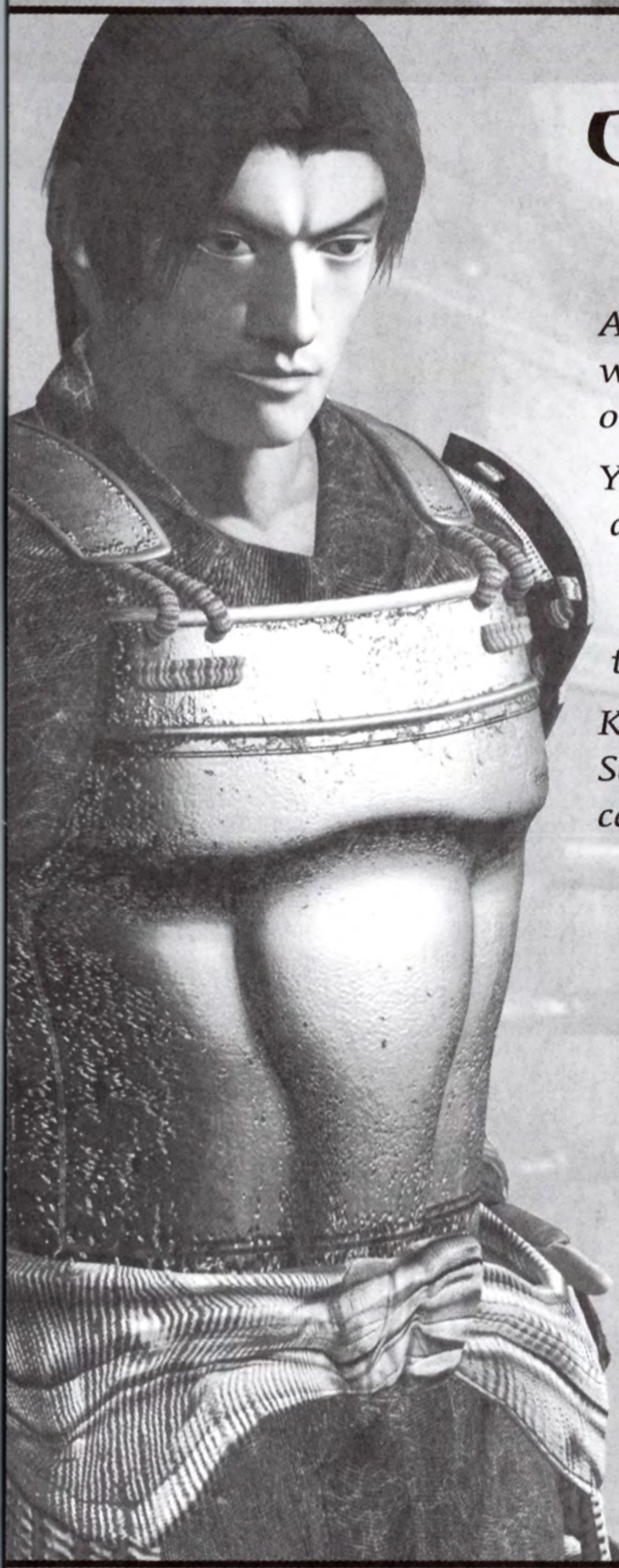
ENHANCING ITEMS & ORBS

Check one of the Magic Mirrors located in various places throughout the game. Select ENHANCE to display the Enhance screen. Here you can enhance such items as Orbs (for weapons and Special Attacks) and herbs by distributing the power of Red Souls stored in the Ogre's Gauntlet.

1. *Choose an item to enhance.*
2. *Press the* **X** *button to distribute souls. The longer you hold down the* **X** *button, the more souls you can distribute.*
3. *Release the* **X** *button to end.*




ENHANCE
Raizan LV1
Shiden LV2
Enryuu LV2
Kouen LV2
Herb 04
Medi. 01
Arrow 28
Fire A. 00
×06
Your weapon will be enhanced by pressing the × button.



CHARACTER CHANGE

As the adventure proceeds, you will play as Kaede on certain occasions.

Your basic controls while playing as Kaede are the same as for Samanosuke, except that Kaede does not have the Ogre's Gauntlet.

Kaede shares items with Samanosuke. The items she cannot use are dimmed.

GAME OVER

Your game is over when your character's vitality drains to zero by enemy attacks, or your character is caught in a critical trap.

After your character is defeated and your game is over, the Title screen will appear. If you want to continue the game, choose CONTINUE and play on from the point where you last saved your game (see page 34).

SAVING A GAME

To save your game, find Magic Mirrors located in various places in the game. Walk up to a Magic Mirror and check it (press the ***X*** *button). You will be given the opportunity to save.*

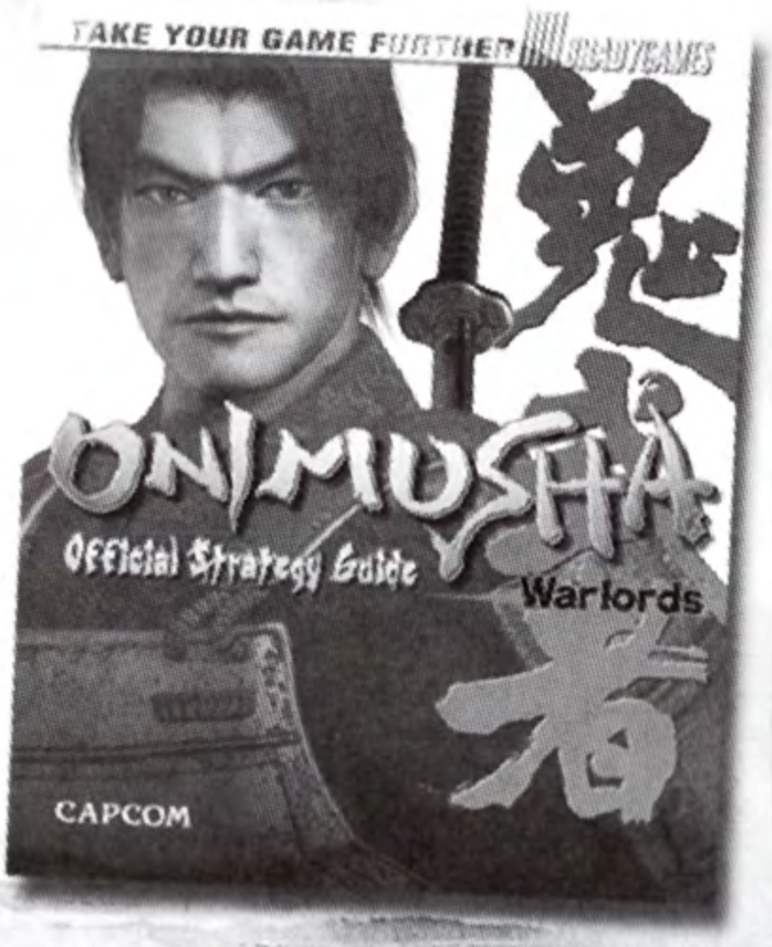
- *An optional MEMORY CARD (8MB)(for PlayStation®2) is required to save your game.*
- *Do not press the RESET button of your PlayStation®2 or remove the MEMORY CARD (8MB)(for PlayStation®2) while saving or loading. Doing so may destroy saved files on the MEMORY CARD (8MB)(for PlayStation®2).*
- *This game requires 420 KB of free space on a MEMORY CARD (8MB)(for PlayStation®2) in order to save a game.*

Here's what the experts are saying about this guide.....

"... STUNNING .... INCREDIBLE .... UNRIVALED .... REMARKABLE ...."

– The Daily Swordsman

- **RESCUE** Detailed game walkthrough and strategy on defeating all enemies
- **AVENGE** All items, weapons and gem combinations revealed
- **TRIUMPH** Complete listing of puzzle solutions and game secrets





ONIMUSHA™ Warlords

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ISBN : 0-7440-0055-6
UPC: 7-52073-00055-4
Price $14.99 US/$21.95 CAN/£10.99 Net UK

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To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the $20.00 payment refunded.

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ESRB RATING
This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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