
SAMURAI WARRIORS
戦国無双
Spirit of Sanada
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Produced by
OMEGA Force

Customer Support

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For those interested in completing our product survey, please access the below URL:

Americas http://www.koeitecmoamerica.com/survey/spiritofsanada/

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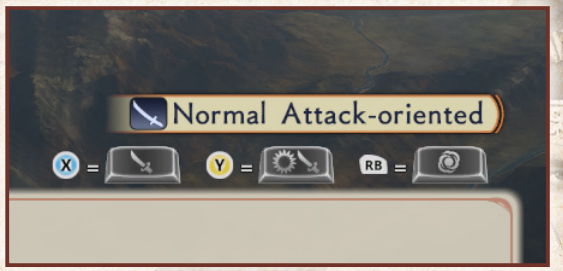
Key Icons

Key Icons indicate the keys assigned to each action.
You can perform the action by pressing the corresponding key or button.
Also, when an icon or button appears above the head of a character, if you press the corresponding key or button, you can perform a specific action such as speaking with the character.

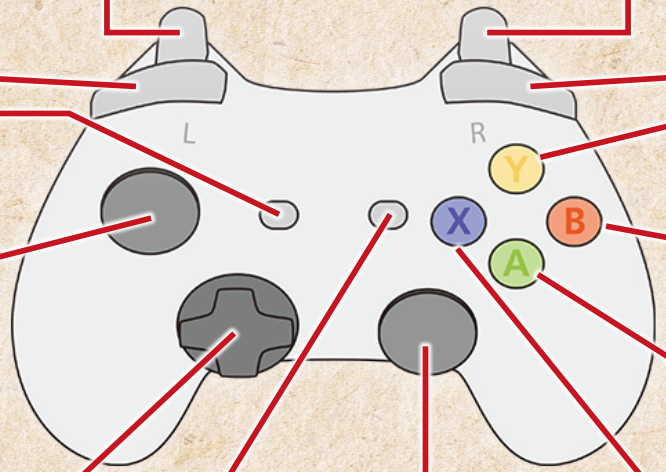


List of Key Icons

*You can change the corresponding keys or buttons from Settings - Controls - Button Settings.

Normal Attack		J	X	Select medicine (left)		1		Display info / Pause		F1	MENU
Power / Hyper Attack		I	Y	Select medicine (right)		3		Execute Stratagem		U	L
Jump / Spirit Charge		M	A	Use medicine		Q		Rotate camera left		F	
Musou Attack		L	B	Commands		2		Rotate camera right		H	R
Special Skill		O	RB	Switch map		.	RT	Rotate camera up		T	
Rage		R	R	Move left		A		Rotate camera down		G	
Block / Strafe		Left Shift	LB	Move right		D	L				
Call horse		/	LT	Move forward		W					
Switch character		,	BACK	Move backward		S					

Controls during Battle



LB
Block / Strafe
Flip

LT
Call horse / Mount

RT
Switch map

RB
Special Skill

BACK
Switch character

L
Move

L
Execute Stratagem

Directional buttons
Commands
Select medicine
Use medicine

MENU
Display information screen

R
Move camera

R
Rage

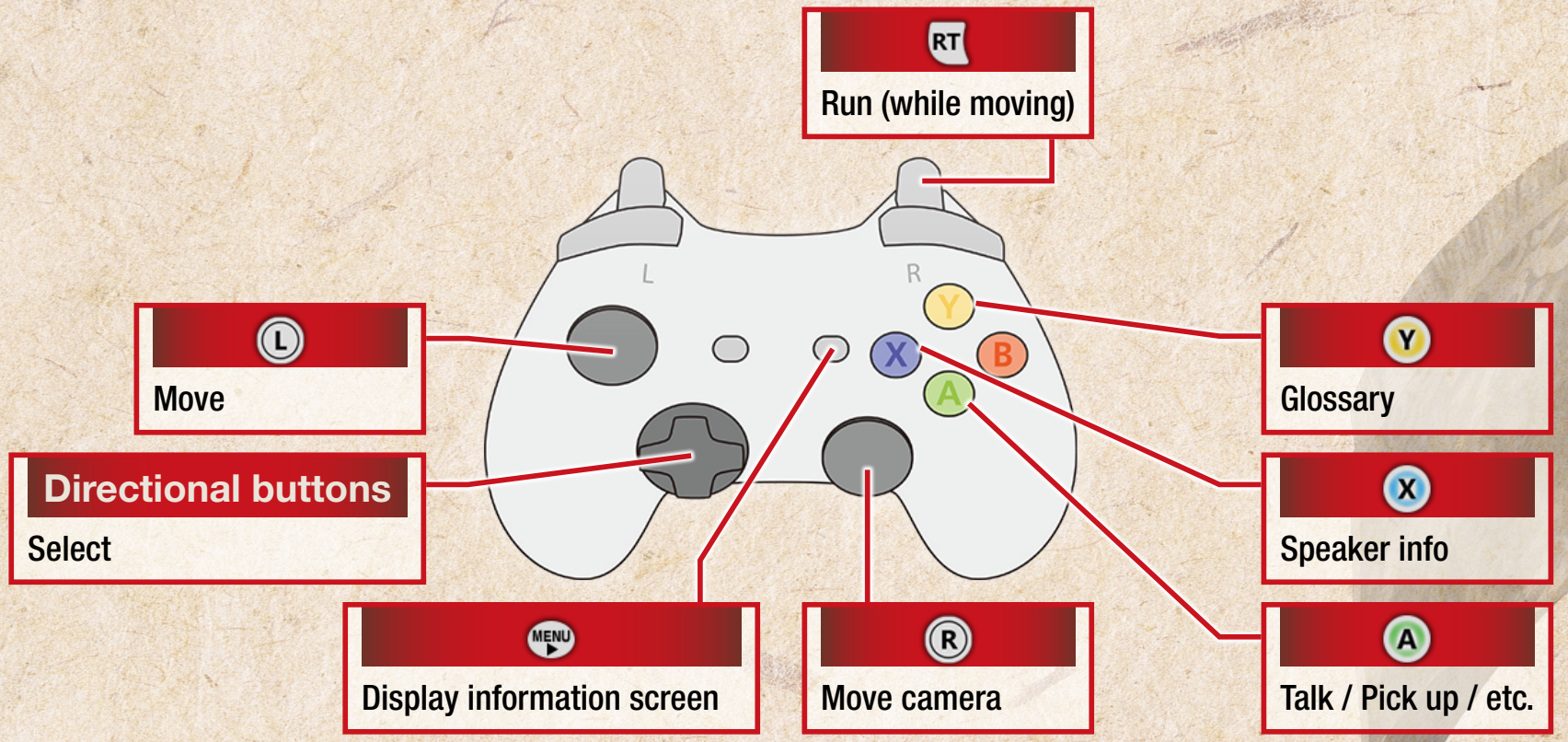
Y
Power Attack (following X button)
Hyper Attack

B
Musou Attack

A
Jump / Mount / Dismount
Spirit Charge / Shadow Dodge / Flip

X
Normal Attack
Hyper Power Attack (following Y button)

Castle Town Controls



Saving / Loading

Saving

The game will autosave when you enter a castle town, explore, or finish a battle, overwriting the autosave data slot.
In the castle town, you can also save the game by using the "Save" command under "General" on the information screen and selecting a save slot.

Loading

You can load a previously saved game by selecting "Continue" from the title menu.

Interim Saves & Resuming Your Game

You can select "Interim Save" under "General" on the information screen in order to save your game during battle. Select "Continue" from the title menu to resume a previously saved game.
*You cannot use the interim save function while exploring.



Playing "SAMURAI WARRIORS: Spirit of Sanada"

In this game, you experience the life of Yukimura Sanada, the greatest warrior in Japan, from the first battles fought by his father Masayuki Sanada, to his brave exploits during the Ōsaka Campaign.



Follow along with the life of Yukimura Sanada

You assume the role of Masayuki, Yukimura, and occasionally, the ninjas that serve the Sanada, as they fight to quell the chaos of the land. During your travels, you will meet numerous officers, both friend and foe, as you develop your skills and attempt to find your way in life.



Experience the vibrant castle towns

In the castle towns, you can view the officers in their everyday lives. This is also where you can strengthen the bonds between officers, and obtain information that may prove useful in battle.



Fight alongside the Sanada in multi-stage battles

The Sanada's battles take place on a grand scale and are split across multiple battlefields, including skirmishes, sieges, and epic showdowns. There are also secondary battlefields, which take place during the same time period, allowing you to play as numerous other officers as well.

Game Flow

Castle Town



Speak with other people and officers, change your equipment, and more.

Map of Japan



Select a battlefield or exploration map. As the story progresses, the number of places you can visit will increase.

Exploration



Gather materials and fight battles.

Battle



Fight a battle.

When you complete a multi-stage battle, the story will advance and you can return to the castle town.

The Sanada's Six Coins and Stratagems

You can collect the Six Coins of the Sanada by talking to people in the castle town, completing tasks, or based on your performance in battle.
The Six Coins of the Sanada can be spent during battle to use powerful Stratagems that can give you an advantage over your opponent.
Completing certain tasks or performing well in battle may unlock stratagems for you to use.

Collect the Six Coins of the Sanada



You can obtain the Six Coins of the Sanada by completing tasks or during your evaluation after battle. You are able to store up to six coins.

Unlocking Stratagems



New stratagems may be unlocked for use in the next battle by completing tasks or meeting certain conditions during a battle.

Execute Stratagem



A message will be displayed when you are able to use a stratagem. Press  (**[U] key** / ) to execute the stratagem and turn the tide of battle in your favor!

Multi-stage Battles

**Large scale battles are recreated by being separated into multiple smaller battles.
In between battles, you can return to the castle town, explore an area, or change your equipment.
You will also be able to select secondary battles as the game progresses.**

Main Battlefield



Multiple battles will be fought in succession. The flow of subsequent battles may change depending on how many stratagems you were able to unlock.

Secondary Battlefield



You can play other battles that happened during the same time period. These battles also let you play as other officers.

Talking with People

You can obtain various kinds of information from the people within a castle town. Speaking to a character displaying the Six Coins icon can help you towards earning one of the Six Coins of the Sanada. The Six Coins of the Sanada are used during battle to execute stratagems.



Check the information you have learned by selecting "Sanada Clan Chronicles" from the information screen.



A person who can help you towards earning one of the Six Coins.

Sanada Clan Chronicles

The information you learn from the townspeople will be made available in the Sanada Clan Chronicles.
You can press [I] key / Y to read an explanation of underlined terms in the conversation, and you can press [J] key / X to read a description of the person you are talking to.

Receiving Tasks

Speak to a character displaying the notice board icon in order to take on a task.
Completing tasks can unlock stratagems and also advance the story.
Remember to report back after completing a task.







There are two colors of task icons: white and orange. Orange icons denote tasks that will advance the story if completed.

The details of a task can be checked from "Task List" on the information screen.

Facilities

There are various kinds of facilities located in the castle town. More facilities will become available as you progress through the game.

Castle Town Facilities

Blacksmith	Add and upgrade Skills to your weapon, purchase new weapons, and more.
Shop	Create medicines, purchase materials, and change your costume.
Fishing Pond	Go fishing and catch fish. Fish can be used as materials or as gifts.
Farm	Plant seeds and grow crops. The crops will take time to grow.
Jizō Statue	Offer materials to the statue in order to receive new materials in return. It takes time for the materials to be exchanged.
Teahouse	Invite other characters for conversation over tea, and exchange gifts with them.
Dojo	Upgrade your attacks and increase your officer's level.
Stables	Purchase a new mount.
Raifukuji Residence	Give a conch shell to unlock characters for use in a past multi-stage battle, or to earn Sanada Clan EXP.
Library	Replay a completed battle.
Vault	View event scenes, play music from the game, and check completed objectives for each battle.
Gate	Leave the castle town and view the map of Japan.

Upgrading Weapons

You can upgrade your weapons at the Blacksmith. Select "Upgrade Weapons" to add a Skill to an empty slot on your weapon, or improve an existing Skill. The materials required to add a Skill differ, with more powerful Skills requiring rare materials. Skill effect values can be raised as high as 99.
You can also use "Remove Skills" to remove a Skill from your weapon.



Main Skills

Attack +	Increases your Attack strength.
Range	Increases your weapon's attack range.
Atk Speed	Increases your weapon's attack speed.
Projectile	Increases the Attack strength of bows, rifles, and shockwaves.
Fire	Engulfs the enemy in flames, continuing to inflict damage on them.
Lightning	Emits lightning all around you, damaging enemies within range.
Ice	Temporarily freezes enemies, preventing them from moving.
Wind	Inflicts damage that the enemy is unable to block.
Earth	Stuns the enemy and inflicts additional damage on them.

Add slots to your weapon

Defeating the enemy during battle raises your weapon's Proficiency level and allows its rank to increase.
Your weapon will gain additional slots to affix Skills as it rises in rank, enabling you to add additional Skills (up to a total of 8).

Strengthening Bonds with Others

Give them gifts

Press [I] key / Ⓨ to speak to a person displaying the gift icon and you will be able to give them a gift. Giving gifts increases your Friendship Level with that person, sometimes allowing you to take them on exploration trips with you.



Invite them to tea

You can invite an officer you wish to give a gift to out for tea. Officers not in the castle town can also meet you at the teahouse.



Learning people's favorite items

The people you can give gifts to have their own unique favorite items. Giving them their favorite item greatly increases your Friendship Level with them, and officers that have a particular favorite item will have their Friendship Level increase by even more. Additionally, when you give a favorite item or particular favorite item to an officer you share a high Friendship Level with, they may give you something in return. Once you give an officer their favorite item, you will be able to check that type of item by selecting "Friends" from the information screen.

Training Officers

You can improve an officer's abilities or attacks at the dojo. The different types of training will be unlocked as your officer increases in level.

Types of Training

Train Officers	Use Sanada Clan EXP you have obtained to increase your officer's level.
Attack Move Training	Spend gold to increase your attack move levels or learn new attacks.
Musou Training	Spend gold to increase your Musou level and increase the number of units of the Musou Gauge.
Rage Training	Spend gold to increase the maximum level of your Rage intensity. Your Rage will become more powerful as its intensity increases.
Exploration Training	Increases the amount of time you are able to explore.
Special Training	Increase the maximum level of your officer.



Earning Sanada Clan EXP

The Sanada Clan EXP needed to train your officers can be obtained by fighting in multi-stage battles. Any playable character can be trained, so it is wise to train officers that you do not often use in battle so they do not fall too far behind.

Acquiring Medicines

You can combine materials at the Shop to make medicine.
Try exploring areas if you do not have enough materials. You can also purchase them at the Shop.



Medicine overview

You can use medicine during battle or while exploring to restore your Health or to give you temporary ability boosts. Remember to set your medicine using the "Equipment" command whenever you obtain some.
Additionally, medicine will be consumed when you use it, so you will need to make some more.



Castle Town Hints

Go to locations indicated by the green marker

Visit locations on the minimap labeled with a flashing green marker to advance the story. Be sure to check the minimap if you are having trouble continuing the story.

Visit various castle towns

As the game progresses, you will be able to visit other castle towns around the land. The types of facilities and items within the shops will differ for each castle town. You may even find shops with rare mounts. Therefore, it is beneficial to explore as many castle towns as possible.

Visit the Library and Vault

You can use the Library to replay completed battles. The Vault lets you view event scenes, play music from the game, and check completed battle objectives. Use them to plan your strategy for each battle.

Explore every corner of the town

There are various materials that can be found throughout the castle towns, such as insects that can be used as bait for fishing, or seeds that can be planted at a farm. The types of materials you can find are different for each castle town, so be sure to keep an eye out for them whenever possible.

Viewing the Map of Japan

The map of Japan will be displayed when you leave through a castle town's gate.
Press [I] key / Ⓨ to switch between the Exploration map/Castle town selection screen and the Battle selection screen.

	Your character's current location		Castle town		Exploration map
	Story-related location				Battle

Exploration map / Castle town selection

Enter the exploration map or a castle town.

Select battle

Start the selected battle. You can also replay battles that you have cleared.

Main Battlefield

The battlefields for the current multi-stage battle. Multi-stage battles are made up of multiple battlefields.

Secondary Battlefield

Battles that are separate from the main battlefields but occur at the same time.



Viewing Info

You can check information about your destination from the map of Japan.

Common

Difficulty	The difficulty of the exploration area or battle. The more stars there are, the more difficult it is.

Exploration / Castle towns

Goals	These are goals that should be completed during the battle, such as defeating specific enemies or gathering materials, and your progress towards completing each one.
Facilities	This is a list of the facilities in the selected castle town.

Battles

Stratagems	The stratagems that can be used during battle.
Feats Achieved	Feats that you have accomplished will be labeled with a "Cleared" marker, and feats that will unlock a stratagem will be denoted by a stratagem marker.
Start Time / Time Limit	The time the battle starts as well as its time limit. You will lose the battle if the time limit is exceeded.





Flow of Exploration



Select an exploration map from the map of Japan.



Gather materials while traversing the map.



You can take the materials back with you after you are finished exploring.

Finishing your exploration

Your exploration will end when you complete your task, reach the map's exit, or run out of time. You can also select "End Exploration" from the information screen to end your exploration at any time.



The needle will move as time advances, and the exploration session will end once it reaches the marker.

If you are defeated...

If you are defeated while exploring, you will lose any materials you obtained, as well as the areas of the map you have uncovered, although you will get to keep any conch shells and experience points that you earn.

Goals

Each exploration map has its own set of goals.
Once you clear the goals, you may have the opportunity to face enemies bearing valuable battle accessories. You can check these goals on the map of Japan or by selecting "Goals" from the information screen.





Check the conditions for each goal.

You are able to explore as often as you like. It is not necessary to complete all of the goals within a single session. Explore the area as often as required to complete all of its goals.

Traversal

There is no map the first time you explore an area. As you traverse the area, the map will be gradually filled in.





Exploration maps are made up of multiple areas.
Blue entrances are areas that you can pass through. You cannot pass through red entrances, but you might be able to after completing certain tasks.
The green marker indicates the exit for the exploration map and will enable you to complete your exploration session.

Gathering Materials

Touching the blue light on the exploration map allows you to obtain materials. The name of the material, the quantity, and its rarity will be displayed on the left side of the screen. Materials can also be obtained by defeating enemies that appear while you are exploring.





You can check the materials you have gathered by selecting "Materials Acquired" on the information screen.

Exploration Hints

Encountering strange animals

In addition to enemies, you may also come across animals on the exploration map. You might make friends with them if you encounter them often enough.

Meeting defeat

If you are defeated in battle while exploring, you will lose any items you found and be returned back to the map of Japan. Additionally, you will lose any progress you have made in revealing the map for the area. Do not be afraid to quit exploring via the information screen if you find yourself in danger.

Extending your exploration time limit

You can extend your exploration time limit by selecting "Exploration Training" at the Dojo. However, note that you are unable to extend the time limit for completing tasks.



Pre-Battle Screen

This is where you can change your equipment, check the victory and defeat conditions for a battle, and make various other battle preparations. You can also select "Equipment" in the castle town or before exploring.



Equipment	Weapons	Change your weapon.
	Mounts	Select a mount that you will begin the battle with.
	Medicines	Select the medicines you will take to battle with you.
	Battle Accessories	Change your battle accessories.
	Player Info	Check your character's abilities, attack moves, and other information.
Stratagems / Feats		Check the stratagems that can be used during battle and the conditions for accomplishing feats.
All Officers		Check information about the officers participating in the battle.
General		Adjust the game settings, play the tutorial, and more.
Begin Battle		Start the battle.

Medicines

You can select the medicines to take to battle with you by selecting "Medicines" from the "Equipment" command. Medicines are mixed together in the Shop.



Medicine sets

You can use the "Edit Medicine Sets" command to create a set featuring up to four different medicines. Up to four sets can be registered in total.
The "Select Medicine Set" lets you choose a set to take to battle.
If you have two playable characters, the medicine set will be shared between them.

Replenish your supply

Medicine is a consumable item, so you will lose it after using it during battle. Make sure to obtain more at the Shop before heading out for your next battle.

Battle Accessories

You can select the Battle Accessories to take to battle with you by selecting "Battle Accessories" from the "Equipment" command. Battle accessories can be acquired by picking up boxes in battle. Equipping battle accessories will lead to such effects as raising your Health or Defense during battle. You can equip up to five battle accessories, depending on your officer's level.

Your battle accessories are shared across all of your officers, so multiple officers can equip the same accessory. Each battle accessory has a level, and you can obtain higher level accessories when you participate in more difficult battles.



Major battle accessories & effects

Amaterasu's Sphere	Increases your Health.
Himiko's Charm	Reduces the damage you take from the enemy.
Tengu Sandals	Increases your movement speed.
Demon Crook	Increases your Attack strength and Defense when mounted.
Spirit Fox Tail	Increases the amount by which the Musou Gauge fills.
Military Treatise	Increases the amount by which the Spirit Gauge fills.
Beckoning Cat	Increases the frequency of fortunate occurrences.

Rare battle accessories

Some battle accessories are capable of giving you two or more effects.

Viewing Player Info

You can use "Player Info" to check an officer's abilities.



Level	The character's current level. It increases as the character gains experience points.
EXP	You can earn EXP by defeating enemies or obtaining scrolls.
Health	You will be defeated if this reaches empty. It increases along with your character's level.
Musou	The number of units in the Musou Gauge, up to a maximum of three. You can add additional units by selecting "Musou Training" at the Dojo.
Attack	The higher this is, the more damage you inflict against the enemy. It increases along with your character's level.
Defense	The higher this is, the less damage you take from enemy attacks. It increases along with your character's level.
Ride	The higher this is, the better your Attack strength and Defense when mounted will be. It increases along with your character's level.
Speed	The higher this is, the faster you will move. It increases along with your character's level.
Attack Move Level	The higher this is, the more kinds of attacks you can perform. You can increase this by selecting "Attack Move Training" at the Dojo.
Rage Level	The higher this is, the higher the intensity of your Rage mode will be. A higher intensity increases your abilities even further while in Rage mode. You can increase this by selecting "Rage Training" at the Dojo.
Spirit	The number of units in the Spirit Gauge, up to a maximum of five. It increases along with your character's level.

Viewing Info about Moves

Press [J] key / (X) while viewing Player Info on the information screen or in other locations to display a list of attack moves. You can check the attacks and attack types for each character.
Additional attack moves can be learned by selecting "Attack Move Training" at the Dojo.



Attack Types

There are four types of attack moves. Each type develops in a different way.

	**Normal Attack**	This type features multiple Normal Attacks.		**Power Attack**	This type features multiple Power Attacks.
	**Hyper Attack**	This type features multiple Hyper Attacks.		**Special Skill**	This type features powerful attacks by pressing  ([J] key / (X)) /  ([I] key / (Y)) after performing a Special Skill.

Normal Attacks / Power Attacks

Normal Attacks

Press ([J] key / X) to attack. You can also chain multiple attacks together to form a combo.



Power Attacks

If you follow up a Normal Attack by pressing ([I] key / Y), you can link it to various Power Attacks. They are quite effective against enemy officers.



Jump Attacks

Normal Jump Attacks

Press (**[J] key** / **X**) to perform a Normal Attack while jumping ((**[M] key** / **A**)).



Power Jump Attacks

You can perform a Power Attack while jumping by pressing (**[I] key** / **Y**) in the air. This attack even inflicts damage against enemies that have been knocked down.



Hyper Attacks

Press ([I] key / Y) to perform a rapid slashing attack against the enemy. If you follow up the attack by pressing ([J] key / X) / ([I] key / Y), you can link it to various other Hyper Attacks.



Press ([I] key / Y) → ([J] key / X) to perform a powerful Hyper Attack.



These attacks can be deflected by enemy officers.



Hyper Attack Features

- Move quickly about while knocking aside enemies.
- Enemy officers and heavy shield soldiers can deflect the attack.
- Shield soldiers and sumo wrestlers cannot be knocked back.
- Enemies in red zones may not be knocked back or may deflect the attack.

Spirit Charge / Shadow Dodge

Spirit Charge

Press [M] key / A after landing an attack to follow up with a swift strike. You will be able to continually attack the enemy without giving them an opening. The attack can also break through the enemy's guard.

A single use of the Spirit Charge will consume half of the Spirit Gauge.



Shadow Dodge

You can press [M] key / A when hit by an enemy attack to perform a quick evasion. You will also be able to immediately transition into a counterattack. A single use of the Shadow Dodge will consume half of the Spirit Gauge.



Special Skills

Press ([O] key / RB) to perform a special technique known as a Special Skill. The effects will differ by officer, and include such things as attacking the enemy or increasing your Attack strength.



Special Skill Type Officers

As Special Skill Type officers develop, they will be able to perform even more powerful Special Skills by pressing ([J] key / X) or ([I] key / Y) after pressing ([O] key / RB).





Rage

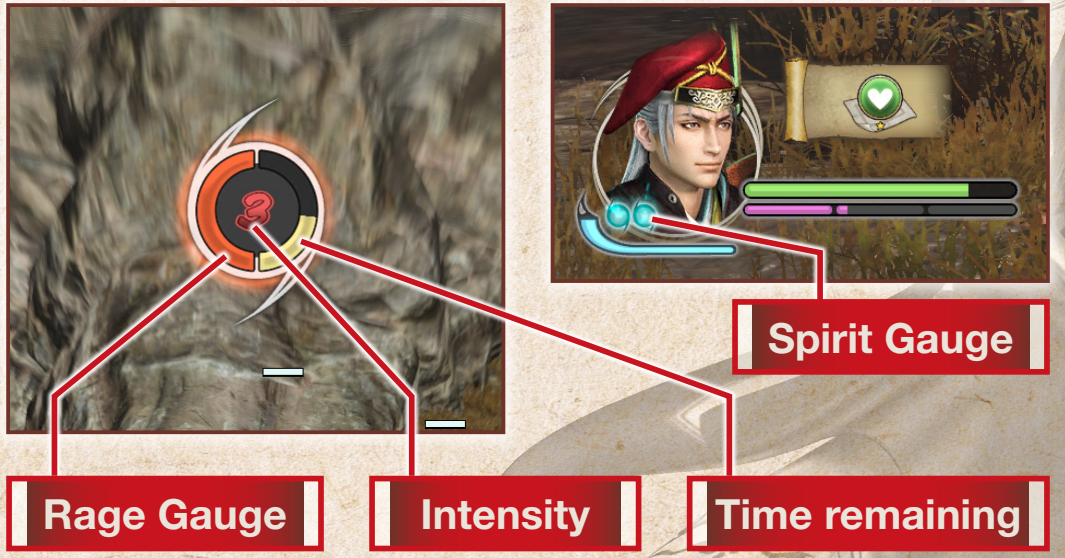
Press ([R] key / R) when at least one unit of the Spirit Gauge is full to enter Rage mode, which increases your attack speed, range, and more.

Rage Gauge

The Rage Gauge will be displayed while you are in Rage mode. It fills as you attack enemies, and each time it fills to maximum, your Rage will increase in intensity. The greater the intensity, the more powerful your abilities will become.
You can increase your Rage intensity by selecting "Rage Training" at the Dojo.

Musou Frenzy Attack

While in Rage mode, you can press ([L] key / B) to perform a Musou Frenzy Attack. Once the Musou Frenzy Attack finishes, Rage mode will also come to an end.



Filling the Rage Gauge

You fill the Rage Gauge by inflicting damage against enemies, or when you take damage from them. The gauge will fill even faster when you complete higher combos or use attacks that are more effective against the enemy. The Rage Gauge can have up to five units depending on the level of your character.

Musou Attacks



([L] key / B)

You can press ([L] key / B) when at least one unit of the Musou Gauge is full to perform a powerful Musou Attack.
Performing a Musou Attack will consume one unit of the Musou Gauge.

Musou Attack	Attack the enemy with a powerful special attack.
True Musou Attack	Unleash an even more powerful version of the Musou Attack when your Health Gauge is red. A fire attribute will also be added to your attacks.
Multi Musou Attack	Work together with another playable character or other specific officers that you are not controlling to perform a powerful Musou Attack. Attacking the enemy will also restore some of your Health.
Musou Frenzy Attack	Perform the most powerful type of Musou Attack while in Rage mode. Rage mode will end once the attack is complete.



Musou Gauge

Filling the Musou Gauge

You fill the Musou Gauge by inflicting damage against enemies, or when you take damage from them. You can also use medicine or hold down ([L] key / B) to fill the gauge.

Mighty Strikes

Press [I] key / (Y) when an enemy officer has a marker above their head to perform a Mighty Strike.
The marker appears when the enemy officer loses Health or has been stunned.
Pressing [Left Shift] key / (LB) right before the enemy officer attacks you will result in a Perfect Block, which can then be followed up with a Mighty Strike by pressing [I] key / (Y).





Blocking / Counterattacks

Blocking

Press ([Left Shift] key / LB) to block an enemy attack. You can strafe from side to side by moving while blocking.



Sidestep

Press ([M] key / A) while blocking to perform a quick sidestep in the direction you move L or [A][D][W][S] key.



Counterattacks

Press the corresponding button or key when a key icon is displayed on screen to perform a counterattack against an enemy that attacks with a Hyper Attack, Spirit Charge, or Musou Attack.

Using Medicines

Use ([1] key /) / ([3] key /) to choose between medicine you have prepared, and press ([Q] key /) to use it.
You need to obtain medicine from the Shop and equip it via the "Equipment" command before you can use it.



([1] key /) and ([3] key /) to select



([Q] key /) to use

Controlling Mounts

You can move more quickly by riding a mount.
However, there are some locations that you will be unable to enter while mounted on a horse.



No Horses Marker

Mounting / Dismounting

Press ([M] key / A) when near a horse to mount it and press ([M] key / A) while riding a horse to dismount it.

Mounted Attacks

Attack the enemy while mounted on a horse. Press ([J] key / X) to perform a Normal Attack, and you can press ([I] key / Y) to follow up with a Power Attack. You can also use ([I] key / Y) to perform a stamping attack and ([L] key / B) to perform a mounted Musou Attack.



Call horse

You can press ([/] key / LT) to summon your horse. Holding down the button or key will also enable you to mount the horse while it is still moving.

Jumping with a Horse

After you have been riding a horse for a short amount of time (galloping), you can jump with the horse and attack by pressing ([I] key / Y).



Switching the Character you Control

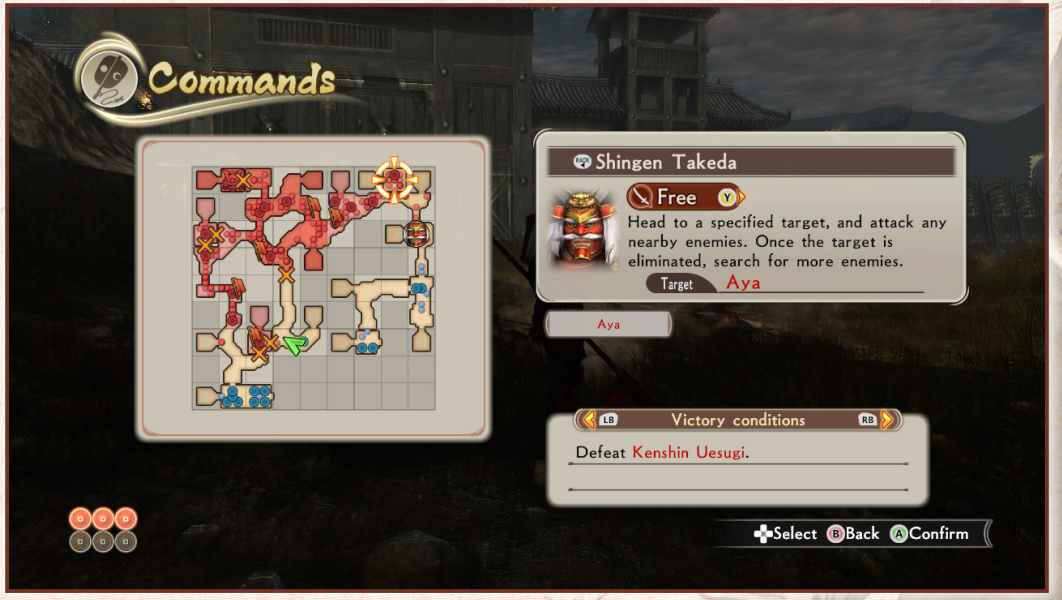
As the game progresses, you will be able to switch between two characters as you fight in battle.

Press [ ] ([,] key / BACK) to switch between characters. You can also switch characters by selecting "Switch Character" on the information screen.



Commands

You can give commands to the character you are not controlling by ([2] key / ✚). Pressing [I] key / Ⓨ will switch among the available commands, and you can select a target with the Ⓛ or [A][D][W][S] keys.
The character's destination and commands can also be set by selecting "Commands" on the information screen.



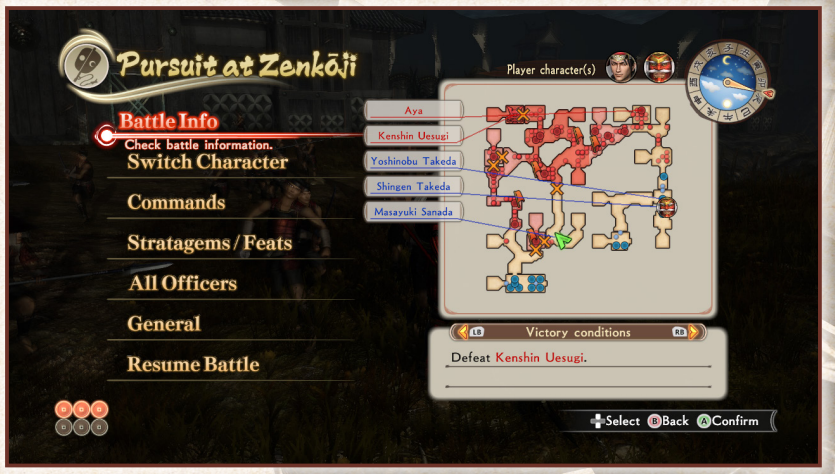
Command List

	Free	Selecting an enemy officer as the target: Attacks the target, and then searches for additional enemies once the target is defeated.
		Selecting an allied officer as the target: Moves to the location of the target and attacks any nearby enemies.
		Selecting a location as the target: Moves to the location and then searches for additional enemies.
	Wait	Moves to the location and waits for further orders. The officer will attack any nearby enemies.

Viewing the Info Screen

This is displayed when you press ([F1] key / MENU) during battle.

Battle Info	Objective Info	Check any objectives that have been triggered.
	Player Info	The abilities, attack moves, and other information about your character.
	Log	Check a list of things that occurred during the battle.
Switch Character		Switch between playable characters.
Commands		Give commands to the character you are not controlling.
Stratagems / Feats		Check your stratagems as well as the conditions for achieving feats during the battle.
All Officers		Check information about the officers participating in the battle.
General		Save the game during battle (interim save), leave the battle, and more. You can also adjust the game settings and play the tutorial.
Resume Battle		Return to the battle you are fighting.



Viewing the Battle Screen

Time Limit

The needle will move as time advances, and you will lose the battle once it reaches the marker.

Enemy Information

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

Morale

The morale of both armies (Blue: allied, Red: enemy). The longer bar indicates the army with higher morale.

No Entry Markers



No Entry



No Horses

Stratagem Notification

This will be displayed when you are able to use a stratagem.
Press  ([U] key / ) to execute the stratagem.



Map

A minimap of the battlefield.

Combo Count

The number of consecutive hits you have landed on the enemy.

Objective Message

The currently active objective.

Red Zone Display

The color of this will change with the enemy's strength, from orange to red.

K.O. Count

The number of enemies you have defeated in the current battle.

Viewing the Gauges



The Health/Musou/Spirit Gauges and the current command for the character you are not currently controlling

Free: Move to the target location and attack any nearby enemies.

Wait: Move to the target location and wait for further orders.

Current Medicine

This is displayed when you have prepared a medicine for the battle. You can select a medicine with ([1] key /) and ([3] key /), and press ([Q] key /) to use it.

Health Gauge

The current Health of your character. It is depleted as you take damage and changes color from green to yellow to red. You will lose the battle if it reaches empty. The battle will also be lost if the Health of the character you are not controlling reaches empty.

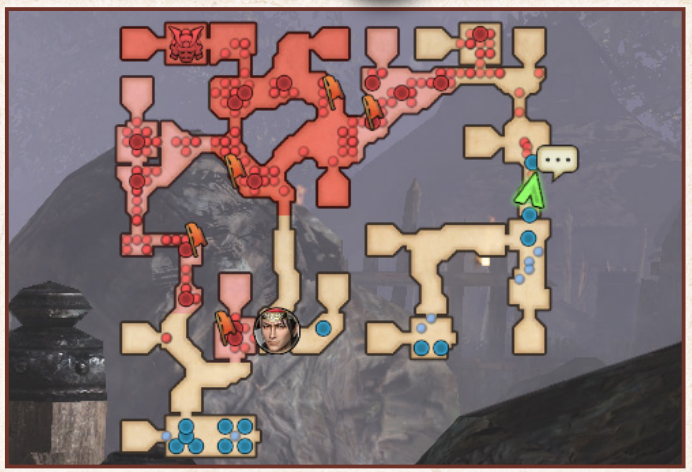
Musou Gauge

Press ([L] key /) to consume one unit of the Musou Gauge and perform a Musou Attack. You can increase the size of the gauge up to three units by selecting "Musou Training" from the Dojo.

Spirit Gauge

A single use of the Spirit Charge (or Shadow Dodge) will consume half of the Spirit Gauge. You can press ([R] key /) when at least one unit of the gauge is full to enter Rage mode.

Viewing the Minimap



Use [ ] ([.] key / RT) to zoom in and out



Key

- Player character
- Inactive player character
- Horse
- Allied army
- Allied officer
- Allied commander
- Enemy army
- Enemy officer
- Enemy commander
- Standard bearer
- Objective target
- Enemy search troop (you lose the battle if spotted by them)
- Cliff (can only proceed in the direction of the arrow)
- Closed gate (unable to pass through)
- Ninja path (can proceed by using a double jump)

Red area: Red Zone (enemy army's abilities are powered up) *At night, only the enemy forces around you will be shown.

Viewing Icons / Graphical Effects

Icons

Feats indicator



Officer that is part of a feat

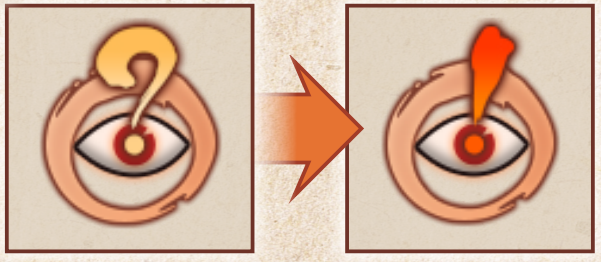
Target



Target of an objective

Search Troops





Caution

Danger

Graphical Effects

Spirit Gauge full



Multi Musou Attack ready



Rallying



Abilities powered up



Red: Attack strength up
Blue: Movement speed up
Green: Defense up

Passage of Time

Watching the Clock

This displays the current time within the game. The brightened area indicates the time remaining. Once the needle reaches the ▲ marker, you will lose the battle.



Night & Day

Battles are fought during the day and night, and switches between them after enough time elapses.

Day	The minimap will be bright, and you can see all of the enemy locations. There are also red zones throughout the map.
Night	The minimap is dark, and only enemies nearby you will be displayed. There are no red zones at night.

Ninjas that appear at night

During battles fought at night, enemy ninjas (night assault captains) will appear and attempt to obstruct the progress of your forces. Defeating the ninjas will earn you items.



Minimap at night

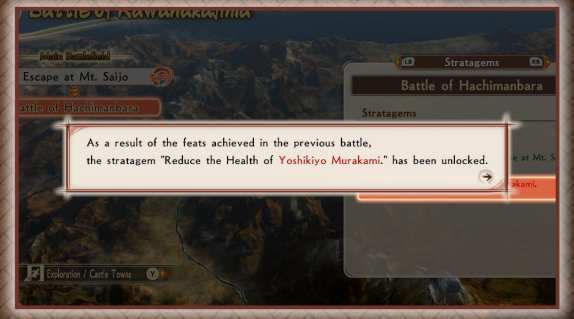
Stratagems

You are able to use techniques known as stratagems that can turn the tide of a battle in your favor.
As the battle progresses, you will be notified when you can use a stratagem. Press ([U] key / L) while the notification is displayed to use one of your Six Coins of the Sanada and execute a stratagem.



Using Stratagems

In order to use a stratagem, you need to unlock it by completing objectives or accomplishing certain feats indicated by a stratagem marker in a previous battle. Work to complete objectives and achieve feats in order to prepare yourself for the battles to come.



Objectives

Various objectives will occur during battle. Completing the objectives will enable the battle to turn in your favor, and bonus objectives can be triggered that will earn you extra Gold.
You can refer to "Battle Info" to check the contents of each objective as well as their conditions.



Officer that is the target of an objective



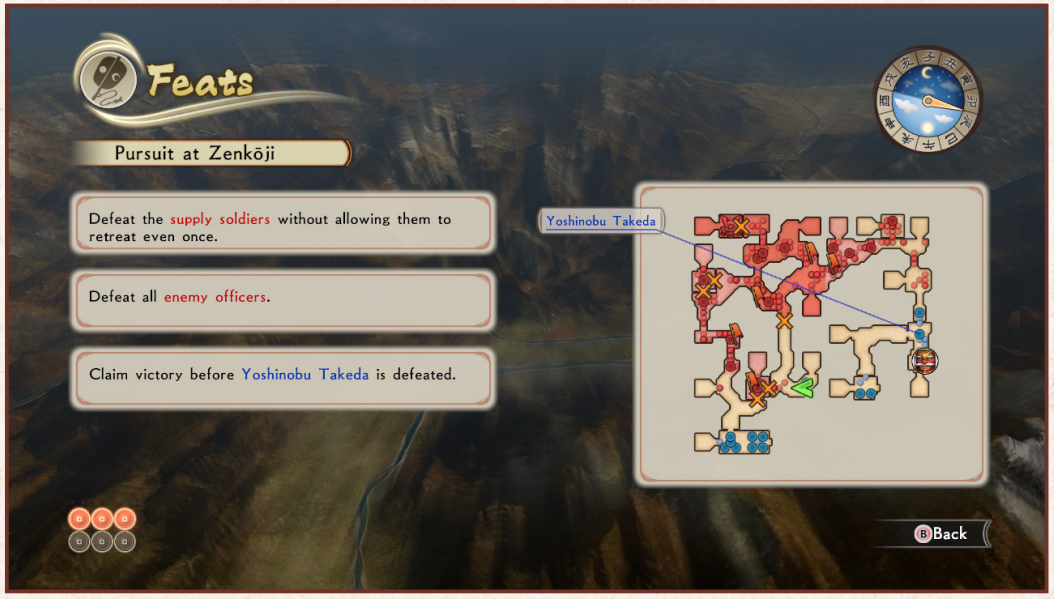
Switching characters to complete objectives

It is a good idea to switch between characters to accomplish separate objectives that occur in different locations at the same time. Simply give a command to the player character you are not currently controlling to move to the destination while you move towards the other objective in order to save time.

Feats

Each battle has certain conditions that must be met in order for you to earn feats. Meeting these conditions will lead to the acquisition of the Six Coins of the Sanada. Additionally, when you achieve a feat that is marked with a stratagem marker, you can unlock a stratagem for use in the next battle.





The conditions for achieving feats can be checked on the battlefield selection screen or the information screen.

A Six Coins marker will be displayed above officers related to achieving a particular feat.



Barracks and Gates

Capturing Barracks

Enemy soldiers will continually appear within their barracks. You must defeat the Barracks Captain in order to prevent enemy soldiers from continuing to appear.





Opening Gates

When you come across a closed gate, it may open if you defeat the Gatekeeper. Some gates will not open unless you complete certain objectives or advance the battle forward.

Battlefield Items

You may find items after destroying rice bags or defeating enemies.

Recovery Items

	Dumpling	Health Gauge +50
	Rice Ball	Health Gauge +100
	Rice Balls	Health Gauge +200
	Nigori Sake	Restores 1 unit of the Musou Gauge
	Sake	Completely restores the Health and Musou Gauges

Monetary Items

	Gold Dust	Gold +50
	Gold Coins	Gold +100
	Chest of Gold	Gold +200

EXP/Weapons/Battle Accessories/Materials

	Mini Scroll	EXP (small)
	Scroll	EXP (large)
	Treasure Chest	Holds a battle accessory
	Cloth Bag	Holds a material

Conch Shell

	Conch Shell	Exchange them at the Raifukuji Residence.

Raifukuji Residence

When you obtain a conch shell, you should visit the Raifukuji Residence in Ueda Castle. Give conch shells to unlock characters for use in a past multi-stage battle, or to exchange them for Sanada Clan EXP.

Leveling Up Officers

Your officer's level will increase by earning EXP from defeating enemies or obtaining scrolls. As the officer's level increases, their abilities such as Health and Attack strength will also rise, and they will gain additional units for the Spirit Gauge.
Additionally, the Health, Musou, and Spirit Gauges will be refilled each time the officer increases in level.



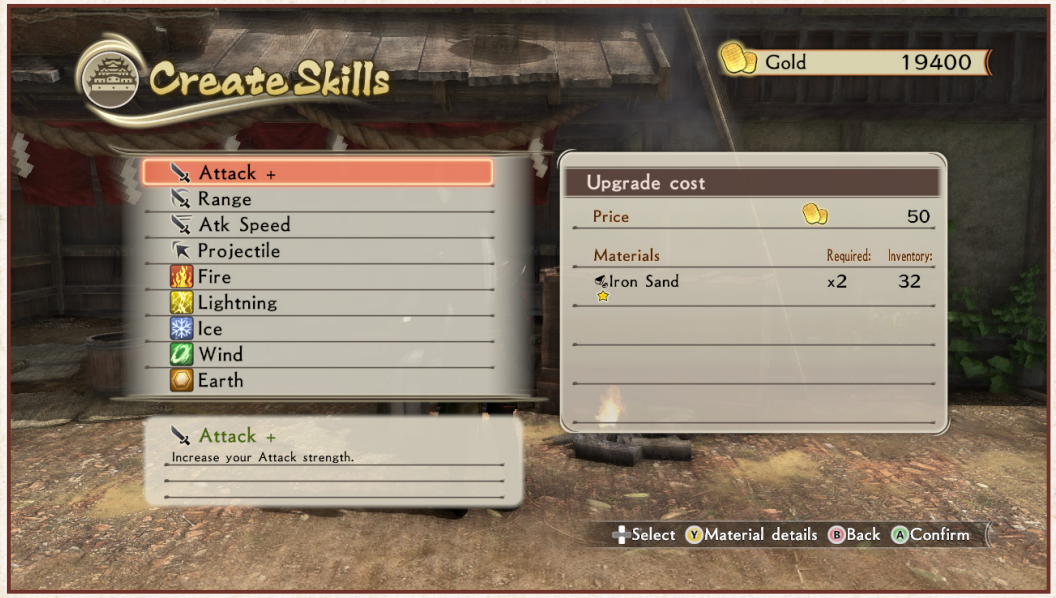
Training at the Dojo

As an officer increases in level, the attack moves available at the Dojo will increase as well. Be sure to visit the castle town and train at the Dojo whenever your officers go up a level in order to power them up even further.
Levels have limits. If an officer's level is no longer increasing, use "Special Training" at the Dojo in order to increase the current maximum level.



Upgrading Weapons

Defeating the enemy during battle raises your weapon's Proficiency level and allows its rank to increase. As the weapon's rank increases, it will gain additional slots to add Skills.
There are five levels of rank, ranging from E to A, and each weapon can hold up to eight Skill slots.



Skills can be upgraded at the Blacksmith by using Gold and materials.



You can see how much Proficiency a weapon earned during battle by checking the character development screen after battle.

Special Weapons

One class of weapon can be leveled up for each character and additional Skills can be received. Completing certain conditions may enable you to earn a special weapon that is higher than Rank A...

Battle Results

The results of the battle will be displayed after it is over.

Objective Results

Check the objectives that you completed. The more you complete, the better your evaluation will be.

Basic Rating

An overall rating of your performance will be made based on your time to complete the battle, the number of enemies defeated, and other factors. You can also receive the Six Coins of the Sanada depending on your performance.

Feats Achieved

Achieving feats will enable you to acquire the Six Coins of the Sanada. When you achieve feats that are marked with a stratagem marker, you can unlock a stratagem for use in the next battle.

Character Development

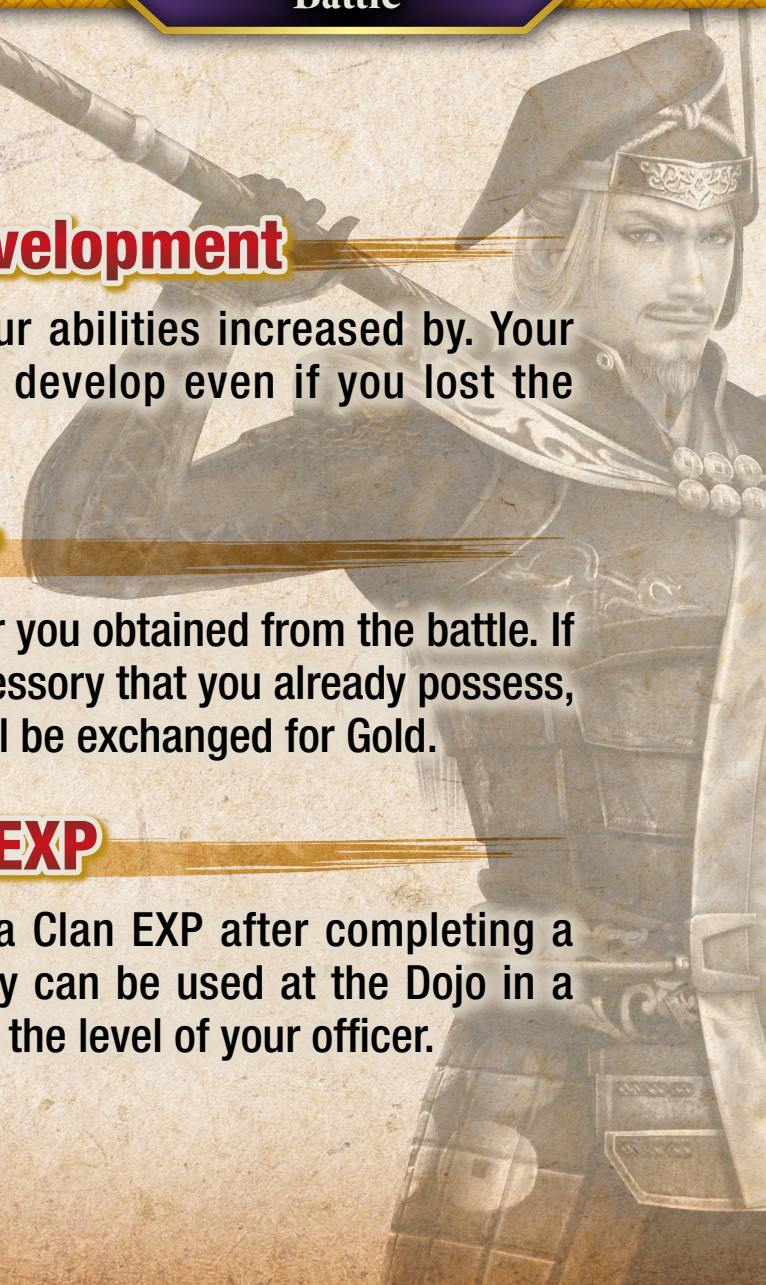
Check the amount your abilities increased by. Your officer's abilities will develop even if you lost the battle.

Spoils of War

Check the Spoils of War you obtained from the battle. If you obtain a battle accessory that you already possess, the lower level item will be exchanged for Gold.

Sanada Clan EXP

You will obtain Sanada Clan EXP after completing a multi-stage battle. They can be used at the Dojo in a castle town to increase the level of your officer.



Battle Hints

If you lose the battle...

Even if you lose a battle, you will keep any increases in your officer's level or weapon's rank. Additionally, you will not lose any Six Coins of the Sanada or medicine that you used, so get back in there and try the battle again. When you find that you simply cannot win a battle, return to the previous battle and unlock stratagems, or go to the castle town to upgrade your weapons and medicine in order to be better prepared.

Defeat standard bearers first

Enemies located in red zones will be powered up, and Hyper Attacks will no longer work against them, putting your forces at a disadvantage. Defeating the standard bearers will lower the morale of the zone and even remove a portion of the red zone. If you find a standard bearer in the red zone, try to defeat them first if at all possible.



Watch out for enemy search troops

Occasionally, the enemy will have search troops amongst its ranks. You will lose the battle if you are spotted by the search troops. A "?" mark will be displayed above the search troops' heads when you approach them. If you get even closer, the mark will change to an "!" and you will be seen. Move carefully and use the minimap to keep an eye on the search troops' field of vision.



Masayuki Sanada

Voice: Kenta Mitake



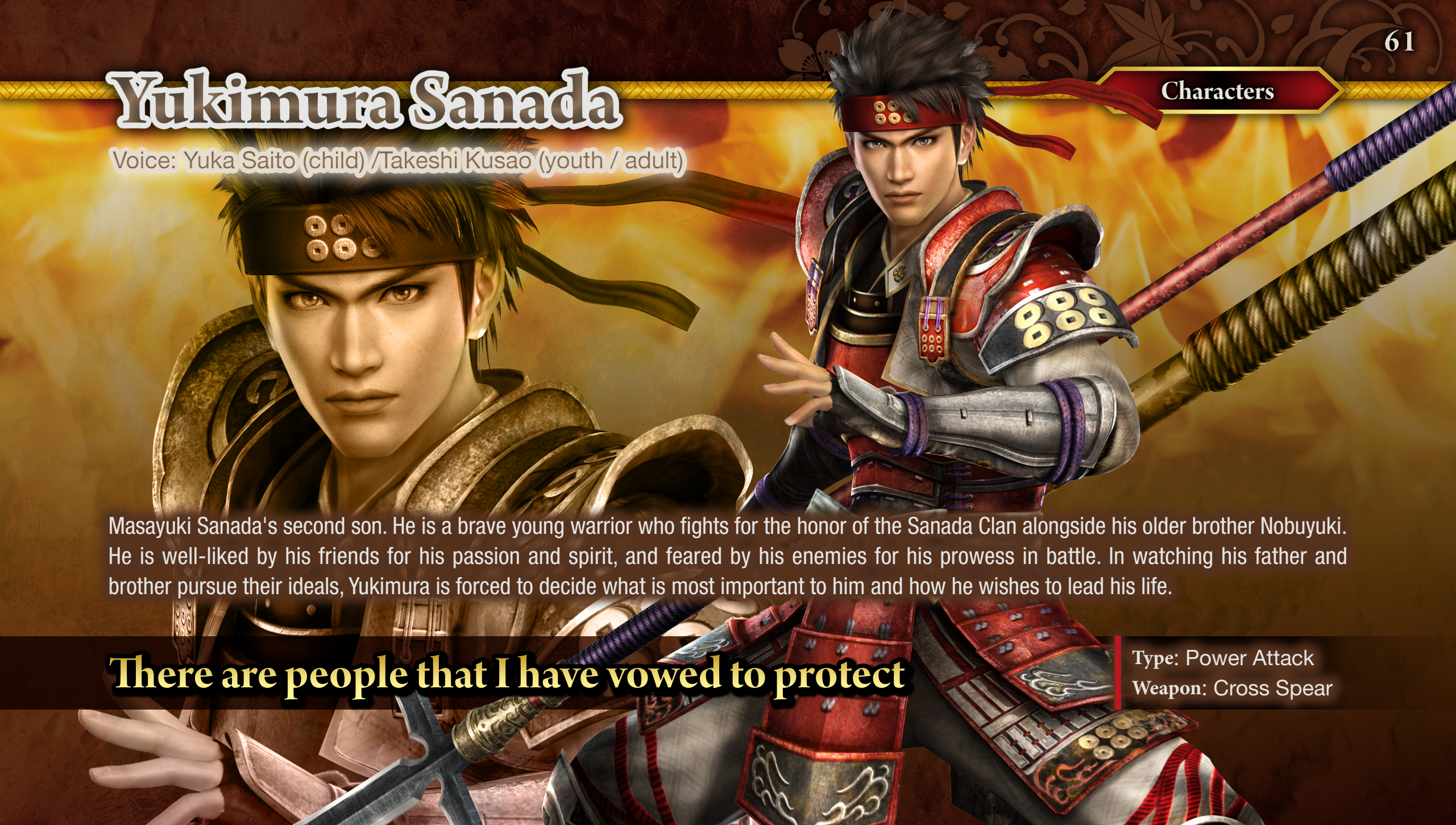
A brilliant tactician whose talent was discovered by Shingen Takeda, he earned the trust of Shingen's son, Katsuyori. He is the father of Nobuyuki and Yukimura. Although he is not one to show his emotions, he is unable to hide his respect for his master, Shingen Takeda. He is well-versed in strategy and tactics, but he harbors an unknown secret within...

The Sanada serve no man

Type: Normal Attack
Weapon: Banner Lance

Yukimura Sanada

Voice: Yuka Saito (child) /Takeshi Kusao (youth / adult)



Masayuki Sanada's second son. He is a brave young warrior who fights for the honor of the Sanada Clan alongside his older brother Nobuyuki. He is well-liked by his friends for his passion and spirit, and feared by his enemies for his prowess in battle. In watching his father and brother pursue their ideals, Yukimura is forced to decide what is most important to him and how he wishes to lead his life.

There are people that I have vowed to protect

Type: Power Attack
Weapon: Cross Spear

Nobuyuki Sanada

Voice: Jun Shikano (child) /Daisuke Ono (youth / adult)



Masayuki Sanada's oldest son. Although smooth and soft-spoken, he has a strong sense of responsibility and always ensures his decisions have a strong base in reality. He gets along well with his younger brother Yukimura, but constantly worries about his tendency to rush headfirst into battle against the enemy.

The Sanada do not risk their lives haphazardly

Type: Hyper Attack
Weapon: Twin Swords

Chacha

Voice: Marika Kono



The daughter of Nagamasa Azai, ruler of the Azai Clan, and Oichi, the younger sister of Nobunaga Oda. She possesses a refined elegance befitting of her noble lineage. She tends to not let people get too closer to her, possibly as a defense mechanism against her sad background. However, she gradually begins to open her heart after meeting Yukimura.

I wish to become stronger...
No, I must become stronger

Type: Power Attack
Weapon: Hairpin

Sasuke

Voice: Yohei Azakami



He lived a life of solitude until he was taken in as a disciple by the ninja Hanzō Hattori. He is cold to everybody he meets, but he thinks of Hanzō like a father. He eventually goes to serve Yukimura, leading to a change of heart within him.

That is merely the duty of a ninja

Type: Hyper Attack
Weapon: Wrist Blades

Kunoichi

Voice: Yuko Nagashima



A ninja assigned to serve the Sanada by the Takeda Clan. She has a devilish personality as she toys with the enemy, but carries out her duty nonetheless. She has an uninhibited personality, but dutifully serves by Yukimura's side and is willing to give her life for him if necessary. Together with Sasuke, she fights the Sanada's battles from the shadows.

I guess you could say that you're not so smart either

Type: Hyper Attack
Weapon: Throwing Knives



Shingen Takeda

Voice: Ryuzaburo Otomo

Type: Special Skill
Weapon: Command Baton

The nineteenth ruler of the Takeda Clan. He was known as the Tiger of Kai, while his nemesis Kenshin Uesugi was referred to as the Dragon of Echigo. He has a bright and cheerful personality, and has earned the respect of his retainers.



Katsuyori Takeda

Voice: Hiroshi Okamoto

Type: Power Attack
Weapon: Spear

Shingen Takeda's fourth son. He deeply respects his father and is a kind and gentle young man, but he displays considerable ferocity in battle. He is good friends with Masayuki and they trust each other immensely.



Ieyasu Tokugawa

Voice: Joji Nakata

Type: Normal Attack
Weapon: Cannon Lance

The ruler of the Tokugawa Clan. He is a daimyō from Mikawa. He developed a strong sense of patience and wisdom due to the time he spent growing up as a political hostage. He is kind and warm, but he is willing to do whatever it takes to achieve the greater good.



Hidetada Tokugawa

Voice: Yusuke Handa

Type: Power Attack
Weapon: Sword

Ieyasu Tokugawa's third son. He hates fighting, and coldly watches his father's efforts to conquer the land from a distance. In contrast to Ieyasu, he possesses a rather cynical attitude.



Kenshin Uesugi

Voice: Joji Nakata

Type: Normal Attack
Weapon: Seven-Branched Sword

The sixteenth ruler of the Uesugi Clan. He considers himself to be the embodiment of the Great Bishamonten and is feared as the God of War. He constantly seeks a greater truth through warfare. He views Shingen Takeda as his nemesis, having faced him in battle multiple times.

Kagekatsu Uesugi

Voice: Ryota Takeuchi

Type: Power Attack
Weapon: Hatchet Blade

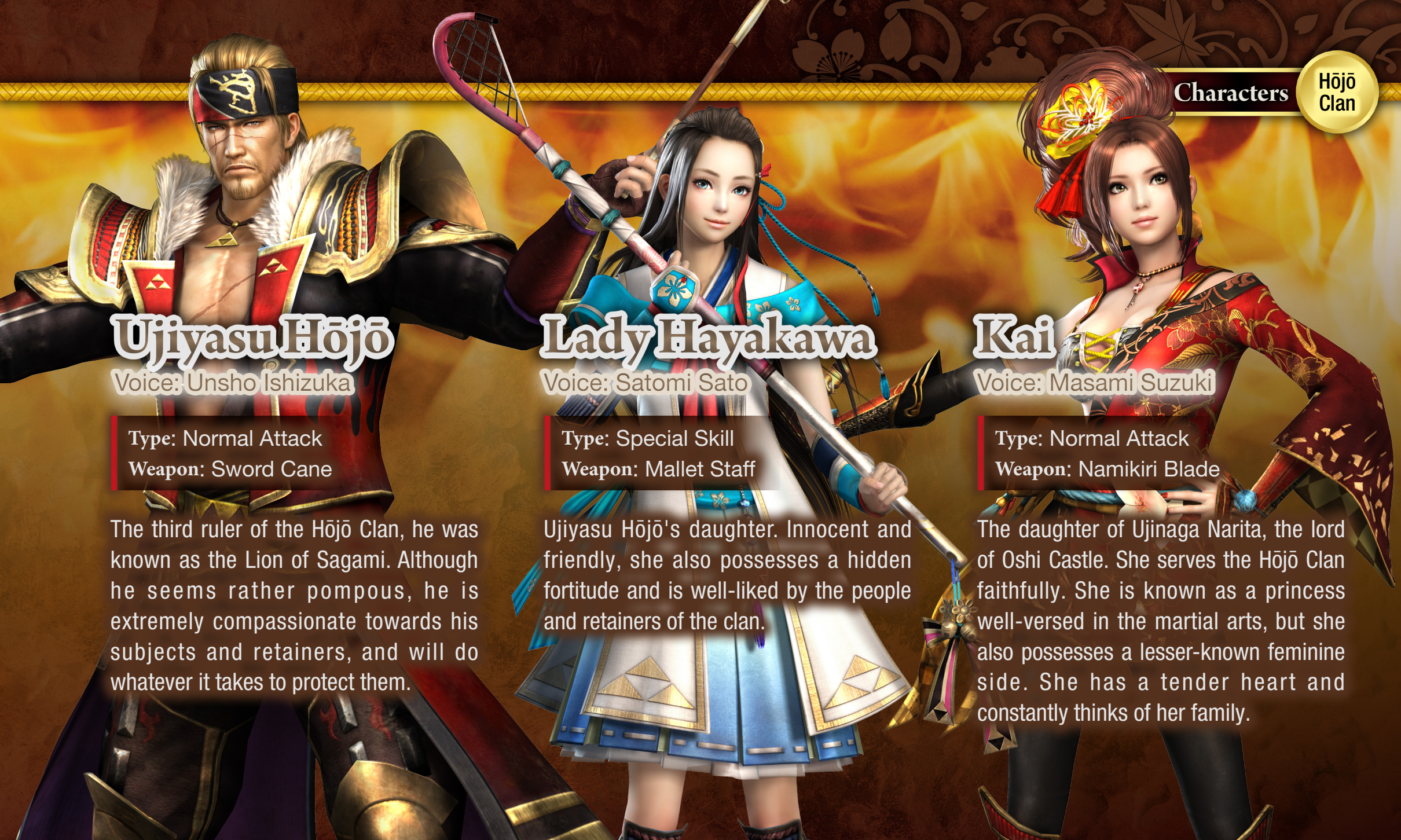
He is the son of Kenshin Uesugi's older sister Aya, and was adopted by Kenshin. Usually silent, he is a man who prefers to let his actions speak for him. He trains constantly in order to live up to his reputation as the son of the God of War.

Kanetsugu Naoe

Voice: Masaya Takatsuka

Type: Special Skill
Weapon: Sword & Talismans

A bright and talented young officer who serves the Uesugi in their role as daimyō of Echigo. He is known as a man of integrity and is willing to passionately defend his ideals. The honor and justice of the Uesugi Clan are what motivates him to serve the clan so faithfully.



Ujiyasu Hōjō

Voice: Unsho Ishizuka

Type: Normal Attack
Weapon: Sword Cane

The third ruler of the Hōjō Clan, he was known as the Lion of Sagami. Although he seems rather pompous, he is extremely compassionate towards his subjects and retainers, and will do whatever it takes to protect them.

Lady Hayakawa

Voice: Satomi Sato

Type: Special Skill
Weapon: Mallet Staff

Ujiyasu Hōjō's daughter. Innocent and friendly, she also possesses a hidden fortitude and is well-liked by the people and retainers of the clan.

Kai

Voice: Masami Suzuki

Type: Normal Attack
Weapon: Namikiri Blade

The daughter of Ujinaga Narita, the lord of Oshi Castle. She serves the Hōjō Clan faithfully. She is known as a princess well-versed in the martial arts, but she also possesses a lesser-known feminine side. She has a tender heart and constantly thinks of her family.



Hideyoshi Toyotomi

Voice: Hideo Ishikawa

Type: Normal Attack
Weapon: Three-section Staff

He was originally a peasant and served as Nobunaga's sandal bearer until his talent was recognized and he earned a promotion. He is bright and energetic, earning him the love and adulation of his retainers and the people.

Mitsunari Ishida

Voice: Eiji Takemoto

Type: Special Skill
Weapon: Iron Fan

A protégé of Hideyoshi Toyotomi, he is a talented strategist and theoretician. Although he is disliked by many for his seemingly arrogant behavior, he simply is a man who is passionate about what he does.

Yoshitsugu Ōtani

Voice: Satoshi Hino

Type: Hyper Attack
Weapon: Command Baton

A talented individual from Ōmi. He served the Azai Clan before joining as Hideyoshi Toyotomi's retainer. He believes that people should follow the flow of the times, but he gradually begins to change his position as events unfold around him.