Produced by
OMEGA Force

WARRIORS ALL STARS™



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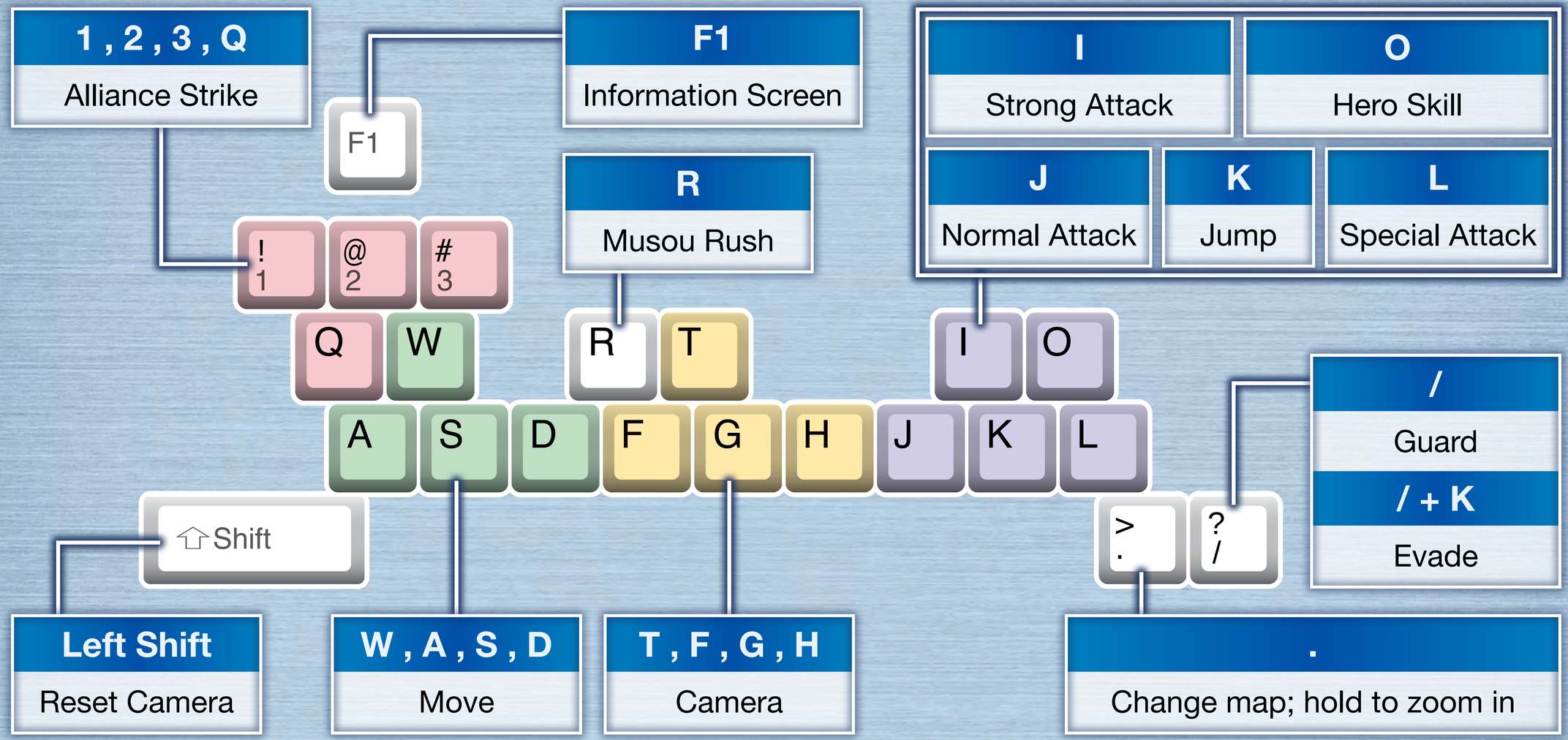
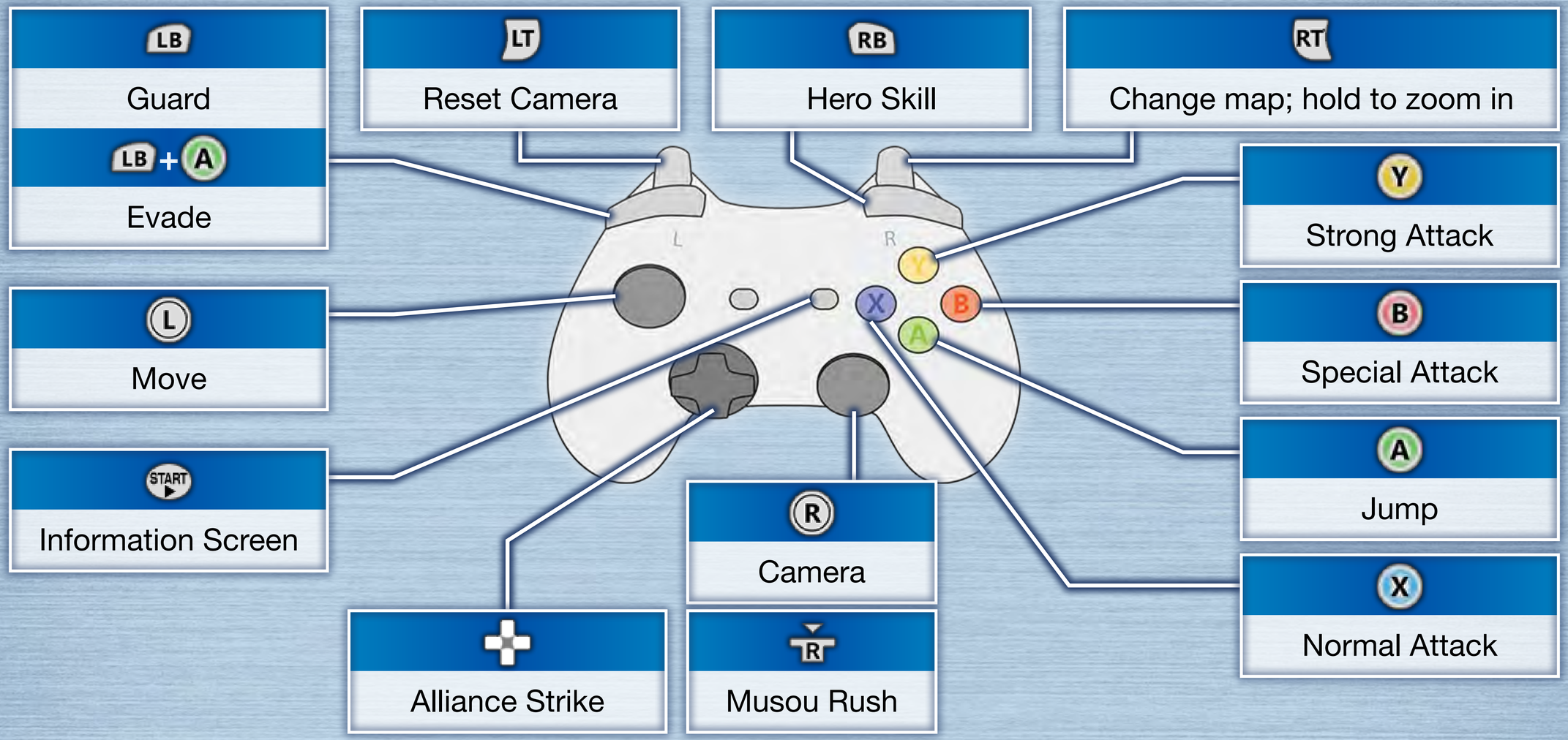
Keyboard Controls



Gamepad Controls



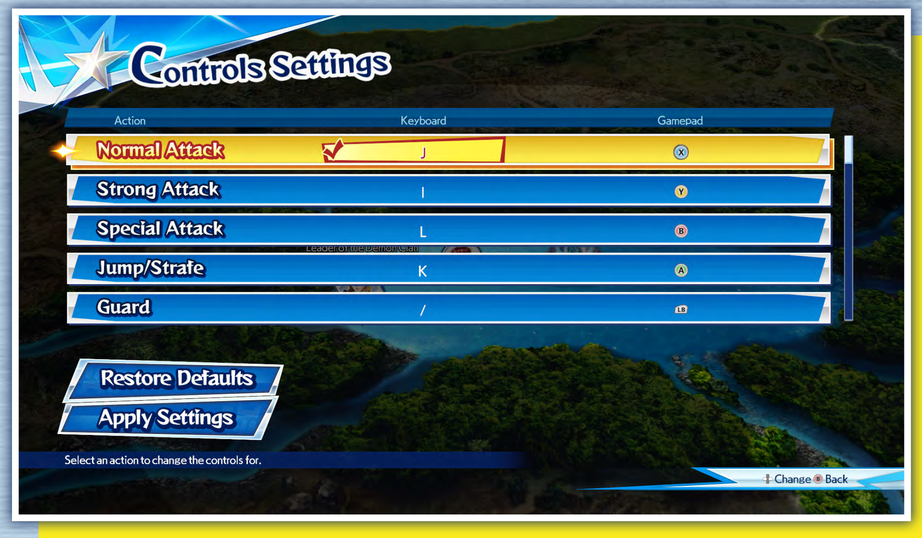
Controls Overview

Controls and the number of available actions vary depending on the Hero.
You can confirm the controls for each character in "Hero Info", accessible through the Info screen.



Adjusting Controls

You can also change button allocations by accessing the Options menu through System on the Info screen or from the Main Menu.



Moving and Dashing

Use L to control your character's movements.



Dashing

Hold L down to dash.

Charge Attack

Press the Y button when you are dashing to perform a Charge Attack and send your enemies flying.

Blocking and Evading

Use LB to reset your camera and block frontal attacks.
You will not be able to block Strong Attacks.



Evading

Press A while holding LB to evade an enemy attack.



Normal and Strong Attacks

You can perform swift Normal Attacks by pressing X and powerful Strong Attacks by pressing Y. Combine the X and Y buttons to create attack combos.
The number of available attacks will increase with the character's level.



Activate a Hero Combo by pressing X after performing Strong Attacks 4 (X, X, X, Y) 5, or 6.

Hero Combos

After performing Strong Attacks 4-6, you can press X to have a teammate come to help you out with a Hero Combo.

Special Attacks

Use the B button to perform a Special Attack when your SP Gauge is full.
The SP Gauge gets filled when you land attacks or are attacked by your enemies.
You can also use special items to fill your SP Gauge.



An item that will fill your SP Gauge



Attack your enemies to fill your SP Gauge...



...and clean up the rest with your Special Attack!

Hero Skills

Hold RB and use the face buttons (X, Y, A, B) to use the Hero Skills of the members of your party.
The effects will vary depending on the Hero. While some Hero Skills will help you attack your enemies, others can be used to heal your allies.



Awakening Skills

Hero Skills will turn into more lasting and powerful Awakening Skills when your Bravery reaches a certain level.
The level of Bravery necessary to use the Awakening Skills is different for each Hero.



Cooldown Time

You will not be able to use your Hero Skills repeatedly.
The amount of time you will need to wait between using them again is called Cooldown Time.



During Cooldown



Cooldown Time is over

Resetting Cooldown Time

Orbs can be used to reset the Cooldown Time of Hero Skills.
Also, Friendship Gifts such as "Hit Cooldown Reduction" and "Block Cooldown Reduction" can help you reduce the waiting times.



An Orb (used to reset Cooldown Time)

Combo Skills

To use Combo Skills, you will need two specific Heroes to be together on your team. The effect of the Combo Skill will depend on the pairing. You will not be able to use a Hero who is on Cooldown.



Combo Skills Controls

When Combo Skills are available to you, you will be able to use ✚ and ✚ while holding RB to choose between normal Hero Skills and Combo Skills.



Normal Hero Skills



Combo Skills

Alliance Strike

You can use the ✣ to perform an Alliance Strike. You can temporarily control the members of your team that correspond to buttons on the ✣, and the Leader will perform attacks parallel to those actions.
You will be able to form a chain with multiple Heroes simultaneously.



Cooldown Time

You will not be able to perform Alliance Strikes repeatedly.
While your Heroes are on Cooldown, you will not be able to use Hero Skills either. You can either wait or use an Orb to reset the Cooldown Time.

Musou Rush

Use R to use Rush Stars and activate Musou Rush.
Musou Rush makes you temporarily invincible and invites a number of your comrades to cheer you on.
You will also be able to receive EXP and items according to the number of enemies you defeat during a Musou Rush.

Extending the Rush

After you defeat a certain number of enemies, the active time of the Musou Rush will be extended and the number of Heroes cheering will increase.



An exciting time when other Heroes gather to cheer you on!

Finding Rush Stars

You will receive one Rush Star per every 1,000 enemies you defeat.





If you receive Rush Stars when you already have one, they will be dropped on the battlefield.

However, you can only keep one at a time, so make sure to use it timely.

The Flow of Battles

1 Before you begin

Before you begin a battle, assemble your team and equip Hero Cards on the Information Screen.

2 Build up your Bravery

On the battlefield, begin with fighting lower level enemies to increase your Bravery.

3 Complete the Main Mission

You will progress the Battle by completing the conditions of the Main Mission.

4 Capture Bases

You will be able to receive various bonuses for capturing the Bases you find.

5 Try out the Sub-Missions

Although you can clear battles even if you do not complete any Sub-Missions, doing so will greatly improve your Bravery rating.

6 Win the Battle

You will clear the Battle when you complete all the victory conditions of the Main Mission. You will receive rewards according to your results.

Battle Screen

Base Points

Base Points will decrease as you defeat enemies inside, and when they reach 0, the Base Commander will appear.

Player Info

This is where the Health and Bravery levels of your main character are displayed.



Mini-map

Press RT to switch between the views or hold it down to zoom in.

K.O. Count

The number of enemies you have defeated.

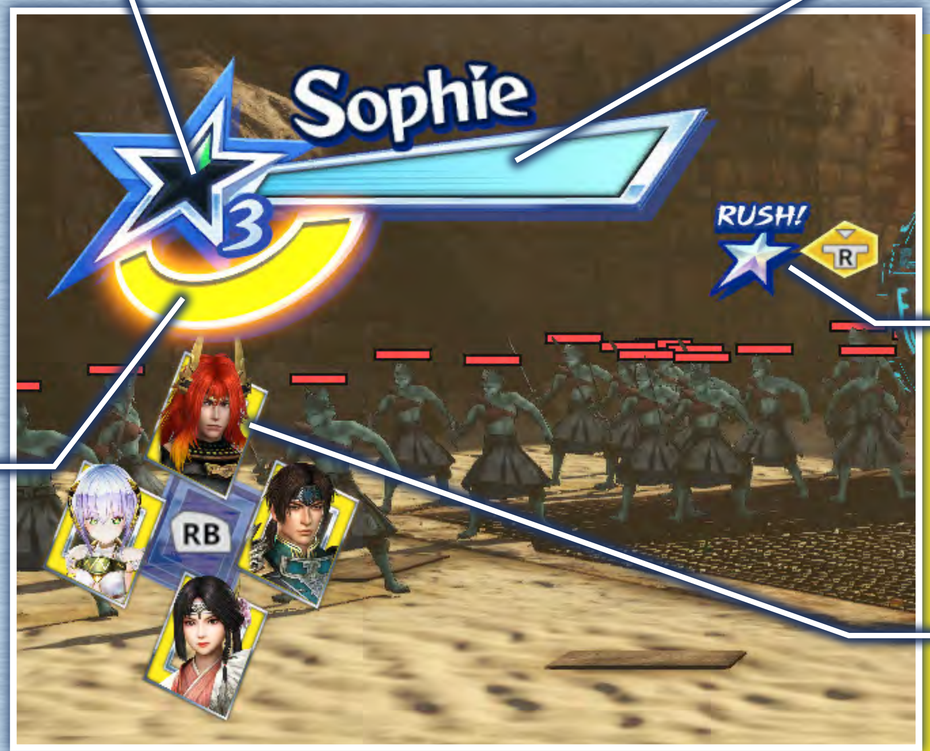
Player Info

Bravery

This is your battlefield level. The higher it is, the more of an advantage you will have over your enemies. You can build the meter and increase your Bravery level by defeating enemies and completing Sub-Missions.

SP Gauge

When this gauge is full, you can press B to use a Special Attack. This gauge gradually fills when you fight your enemies, or you can use an item to fill it faster.



Health

You will lose the battle when you run out of Health.

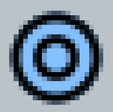
Rush Star

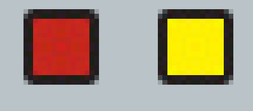
Use R when you have a Rush Star to activate a Musou Rush. You will receive one Rush Star for every 1,000 enemies you defeat.

Hero Skills

Use the X, Y, A, and B buttons while holding down RB to use a Hero Skill.

Mini-map

	Player character
	Friendly Hero
	Allied Captain
	Allied Soldier
	Allied Weapon
	Enemy Hero

	Enemy Captain
	Enemy Soldier
	Enemy Weapon
	Closed Gate
	One way path
	Dead end

	Main Mission Objective (place)
	Main Mission Objective (character)
	Sub-Mission Objective (place)
	Sub-Mission Objective (character)

Marks and Icons

These are the marks that illustrate a Hero's condition:



	Attack increased.
	Attack decreased.
	Defense increased.
	Defense decreased.

	Movement Speed increased.
	Movement Speed decreased.

Items

These items may be dropped by the enemies you defeat:

	**Health Recovery - Small** Restores a little of your Health.
	**Health Recovery - Medium** Restores a moderate portion of your Health.
	**Health Recovery - Large** Restores a large portion of your Health.
	**Health Recovery - Full** Restores your Health in full.
	**SP Points** Fills your SP Gauge.
	**Rush Star** Allows you to activate a Musou Rush.

	**EXP - Small** Increases your EXP by a small amount.
	**EXP - Medium** Increases your EXP.
	**Gold - Small** Awards you with a small amount of Gold.
	**Gold - Medium** Awards you with a moderate amount of Gold.
	**Gold - Large** Awards you with a large amount of Gold.

	**Orb** Resets the Cooldown Time.
	**Materials** Provides you with new Materials.
	**Rare Material** Provides you with new Materials.
	**Very Rare Materials** Provides you with new Materials.
	**Hero Card** Adds a Hero Card to your collection.

Special Effects

Some of the attacks you deal and receive will include special effects that will put the target into an affected state. While you will recover from being burned, frozen, stunned or drained with time, you can also speed up your recovery from being stunned or frozen by repeatedly pressing the buttons.



Burned

A Fire attack will cause lasting damage while the target is down.



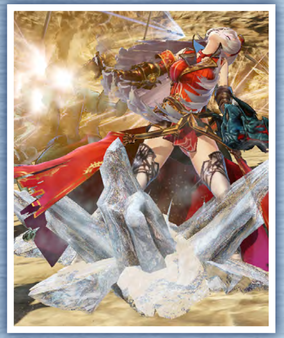
Stunned

A Lightning attack will stun a Hero and any subsequent attacks they receive will throw them into the air.



Drained

A Darkness attack will make a Hero feel drained and slow down their movement and attack speed.



Frozen

An Ice attack will freeze a Hero and make them temporarily immobile.



Bewitched

If a Hero receives an attack with the Love effect, they will experience heartbreak and receive damage.

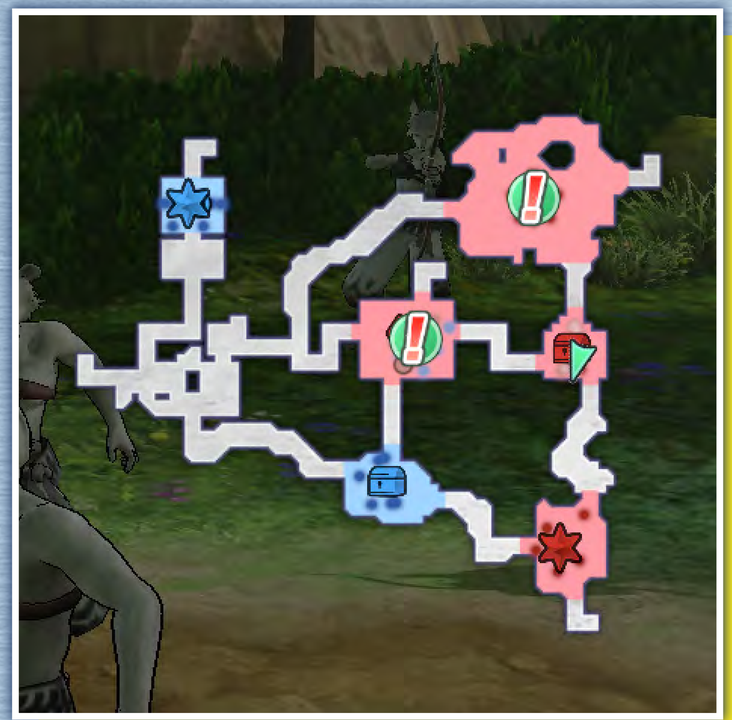


Frenzied

A frenzied Hero will be unable to activate neither Hero Skills nor Musou Rush.

Missions

Missions will be triggered at various times during the game.



Marks indicate the locations of the Main Mission objectives.

Main Missions

Completing Main Missions is what allows you to progress the story.

Sub-Missions

Sub-Missions will appear at different times, and while you do not have to complete them to clear the battles, they will help to increase your Bravery and make your progression easier.

Defeat Conditions

The defeat conditions will vary for each battle.
You will lose the battle if the defeat conditions are fulfilled, even if the main character didn't receive any damage. When an ally whose death would result in defeat is under attack, it is important to hurry to their rescue.
You can confirm the Defeat Conditions on the Battlefield Info screen.



Checkpoints

Checkpoints allow you to restart a battle from a certain midway point.
The game will save automatically when you complete Main Missions.

Bases

Bases play an important part on battlefields.
When you capture a Base for your forces, you will receive a bonus effect according to its type.



Capturing Bases

You will need to defeat the enemies within a Base to reduce its Base Points.
When the Base Points reach 0, the Base Commander will come out, and defeating them will allow you to capture the said Base.

Types of Bases

Different types of Bases will award your forces with different kinds of bonuses when you capture them.



Main Camp

Recover Health while inside the Base.



Regular Base

Orbs that allow you to reset your Cooldown Time will appear here at a certain interval.



Recovery Base

Health Recovery items will appear here at certain intervals.



Reserve Base

Reserve Bases produce Assault Troops, and they will also return to neutral status after a certain period of time.



Treasure Base

The monetary bonus you receive after the end of the battle will be increased.



Attack Base

Fires a hail of arrows on a nearby enemy Base.



Defense Base

Increases the durability of a nearby allied Base and the defense abilities of its soldiers.

Bravery

Bravery is a battle-specific level.
The Bravery level affects your Attack and Defense strength, and the speed with which your SP Gauge fills.



Important facts:

- The higher the Bravery, the stronger is the Hero.
- The Bravery level gets reset in the beginning of each battle.

To raise Bravery:

- Defeat enemies
- Clear Sub-Missions

Enemy's Bravery

Enemies also have their own Bravery levels, which will be displayed above their heads. Hold RT to display Bravery levels on your mini-map. You can also check them from the Info screen.
Enemies with a high Bravery level will have high Attack and Defense abilities and will be difficult to defeat. Make sure to raise your own Bravery before you approach them.



Caution!



Danger!



The Story Flow

Heroes travel over the World Map, while progressing the story and meeting new comrades.
There are multiple paths you can take and the ending you reach will vary depending on the decisions you make.

Conditions for branching

The following actions may affect the flow of the story:

- Choosing which Key Battles to clear
- Choosing which Heroes to befriend
- Picking up specific items



You can get hints about your choices from "Battle Rumors" available in "World Info".

World Map

On the World Map screen, you can choose icons by moving your Hero over them. Depending on the icon you chose, you may begin a new battle or receive a new item.



Team Organization Limitations

Here you can confirm such conditions as which Hero must be made the Leader of the team, and which Heroes cannot be included on the Mission.

Unexpected Battles



A certain kind of icon may appear temporarily while you are moving on the map, and it will disappear when its timer runs out. If you select this icon, an unexpected battle will begin.

World Map Icons

	**Key Battle** Battles that allow you to progress the story.
	**Hero Battle** Battles that allow you to discover new companions.
	**Dramatic Battle** Battles that involve contests between Heroes.
	**Field Battle (Battleground)** Standard battles.
	**Field Battle (Treasury)** Battles with lots of treasure.
	**Field Battle (Merchant Caravan)** Battles where you can obtain gold.

	**Field Battle (Thieves' Lair)** Battles where you can find Hero Cards.
	**Field Battle (Production Base)** Battles where you can gather Materials.
	**Field Battle (Monsters' Nest)** Battles where you can build EXP.
	**Field Battle (Challenge Battle)** Battles where you must follow specific rules to receive a high reward.
	**Treasure** Find treasures.

Range of Activity

When you clear a Key Battle, a new area will be discovered on the map. When you clear a Field Battle in that area, it means that you have developed the area and will now be able to select the icons it offers.



Developed territory

All icons are available.
Unexpected battles will occur.

Discovered territory

Icons are displayed but are not selectable.

Undiscovered territory

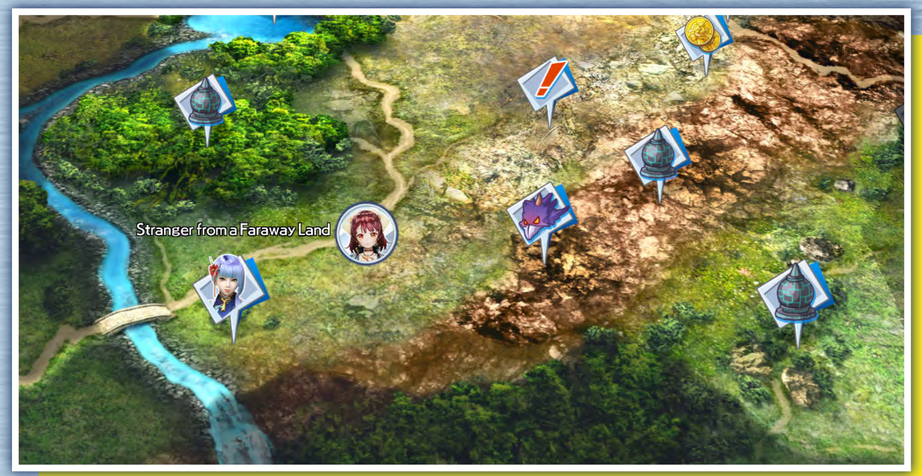
Icons will not be displayed.

Developing New Areas

At first, you will only be able to move around in the areas near the Sanctuary, but as you clear the available battles, more Key Battles will appear and they will allow you to widen your range of movement (discover new territories). When you clear Field Battles in the newly discovered areas you will make the icons on them selectable (develop the territory).



Icons on undeveloped territories are dark



Make them available by clearing nearby battles

Meeting Comrades

Befriending many Heroes will help you to proceed through the story more smoothly. You can meet new Heroes by clearing Hero Battles.
Sometimes befriending one Hero will make it easier to approach yet another one.



Icons with a Hero's face indicate a Hero Battle

The Sanctuary

In the Sanctuary you will be able to strengthen your Hero and develop relationships with your companions.



Tavern	A place to interact with other Heroes. Events involving your companions may play here.
Inn	Another place to interact with your companions, and it includes the Hot Springs, where more special events may occur.
Refinery	A place to improve or reform your Hero Cards.
Practice Arena	A place to train your Hero in exchange for some Gold.
Headquarters	This is the place where you will receive requests from your comrades and report the results. You will also be able to gather information about the world there.

Refinery

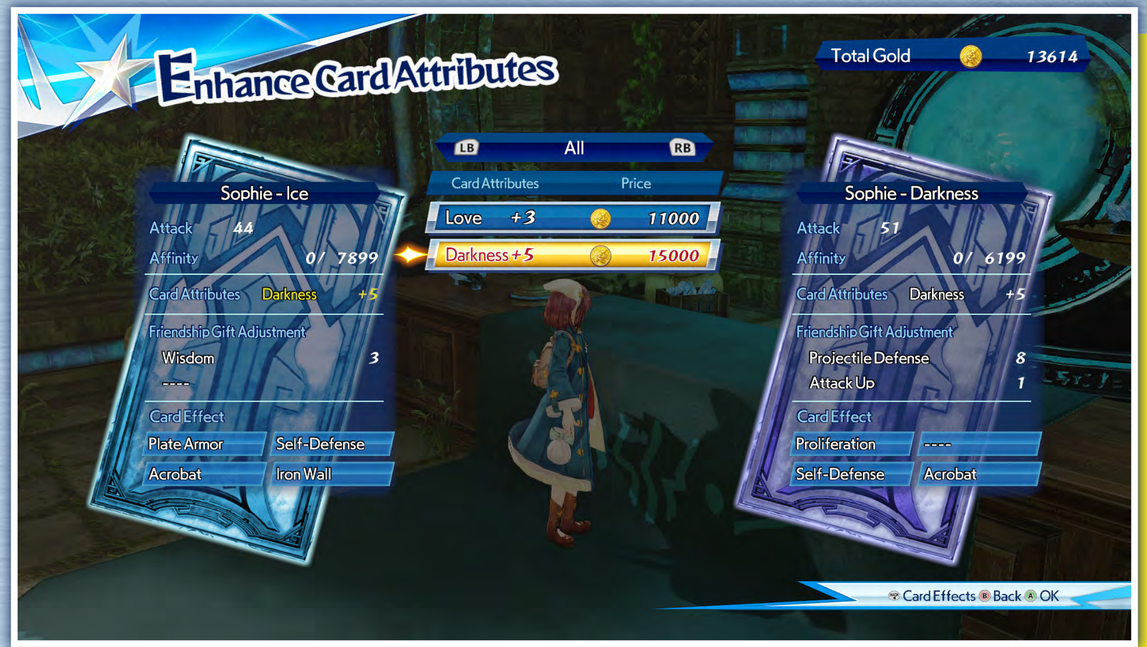
In the Refinery, you will be able to improve your Hero Cards or destroy the ones you do not need.
Use the "Hero Cards" menu from the Info screen to equip your cards.



Enhance Cards	Enhancing allows you to add effects to your Hero Cards by using Materials and some Gold.
Enhance Card Attributes	You can add new attributes to your Cards or improve existing ones by using up other Hero Cards and some Gold.
Sell Cards	Sell the Cards you do not need for Gold.
Destroy Cards	Destroy the Cards you don't need to make them into Materials.
Create Cards	For a certain price, you will be able to use three of the Hero Cards you own to create a completely new one. The result will depend on your luck, as sometimes you will be able to make a valuable new Card, and sometimes the process will fail.
Sell Materials	Sell the Materials you do not need for Gold.

Refining Hero Cards

A Hero can only equip one Hero Card at a time, and it's crucial to refine it as much as you can.
With "Enhance Cards" you will be able to use Materials to add various effects to your Hero Cards. To add a strong effect you will need to find some rare materials.
"Enhancing Card Attributes" will allow you to improve the existing attributes or to add new ones. This will allow you to add special effects to your attacks.
While it is possible to fail while attempting to create a new Card by using the "Create Cards" option, it is also possible that you will receive a Card much more powerful than the ones you have used.



Gathering Materials

Materials are necessary to add effects to your Hero Cards.
The easiest way is to gather Materials during battles.
Materials that you can find on battlefields differ from area to area, and you will need to travel around to discover what they are.

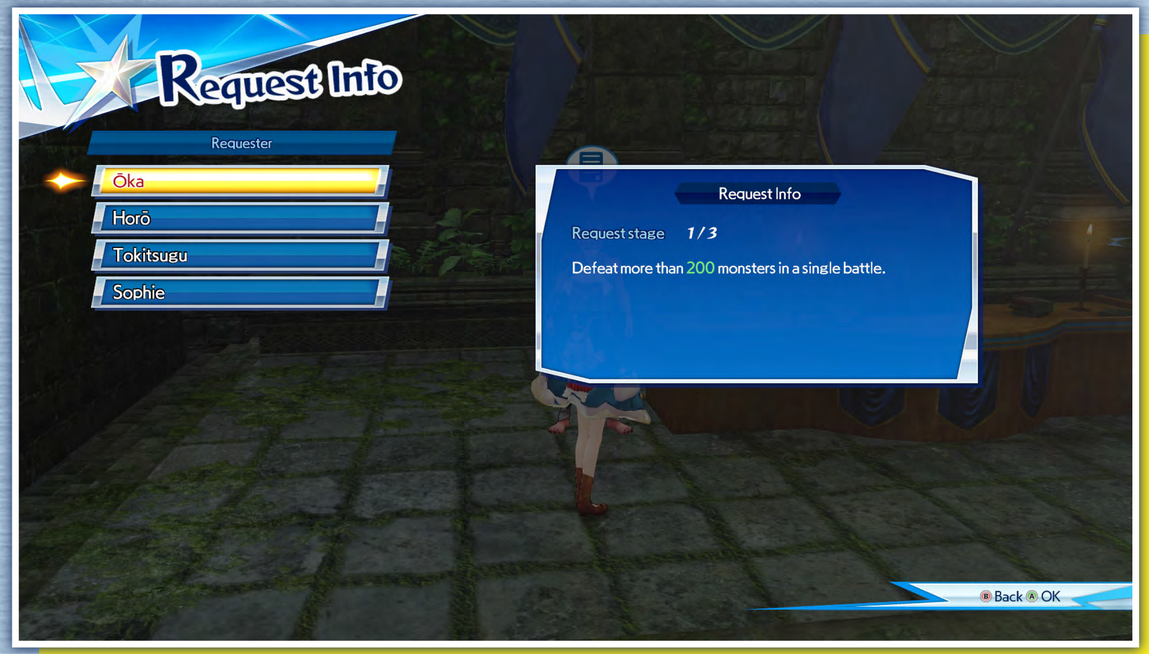


How to get Materials:

- Get Materials from defeated enemies.
- Destroy Hero Cards.
- Get them from other Heroes during events.

Requests from Companions

In the Headquarters in the Sanctuary, you will be able to receive and report the completion of the Requests from your comrades.
You can pick up up to 5 Requests at a time, and there are Request that will require you to clear a battle only once, but there are also some that will involve clearing battles multiple times to fulfill them.



Reward

When you fulfil a companion's Request, upon your return you will receive a Hero Card as a reward, and your relationship with that particular companion will improve.
Each Hero's Request will have three levels, with a larger reward available for each consequent one.

Checking Information

Pressing START will take you to the Info screen. Here you will be able to form your team and equip your Hero Cards. (You cannot make changes in the middle of a battle.)



Team Organization	Form a team of Heroes to take to battle.
Hero Cards	Equip Hero Cards.
Battlefield Info	Check the Main Mission and Defeat Conditions.
Regard Info	Confirm Bonds and Regard.
Hero Info	Check information about the Heroes.
System	Change the difficulty and other settings.
World Info	See information about the world.
Return to Main Menu	Return to the Main Manu screen.

Hero Stats

You will be able to raise your Hero's level up to 50, based on the EXP points you receive.
When a Hero's level raises, their stats will improve and new types of attacks may be unlocked.

Lv.	Raises according to the obtained EXP.
Health	You will lose when this reaches 0.
Attack	Affects the amount of damage dealt to enemies.
Defense	Affects the amount of damage received from enemy attacks.



Team Organization

You can form a team of your companions using the "Team Organization" menu on the Info screen.
A team must have a leader and up to 4 members.
In a battle you will control the Hero you have set as the leader of your team.

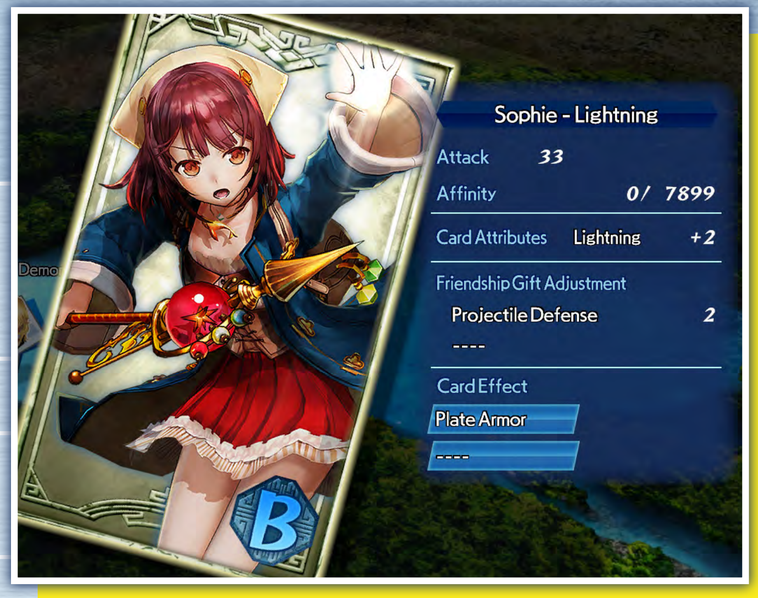


Role of Team Members

You will be able to use the Hero Skills of the members of your team.
When you activate Musou Rush, your companions will cheer you on.

Hero Card Info

Each Hero can have one Hero Card equipped. Hero Cards are used to improve stats or add special effects to attacks.



Rank	Hero Cards have four ranks (C, B, A, and S), based on their overall effectiveness, with C being the lowest and S being the highest.
Attack	The amount by which the Hero's Attack will be raised.
Affinity	Affinity will gradually improve depending on how long a Card is equipped for, and it will also affect the Attack value.
Card Attributes	There are five Attributes that add special effects to one's attacks: Fire, Ice, Lightning, Love and Darkness. The higher the level, the stronger the effect will be.
Friendship Gift Adjustment	Affects the special abilities used during battles.
Card Effect	A bonus ability, like being able to automatically regain your balance or improve your guard against certain attacks.

Regard Info

Regard is the level of closeness one Hero feels towards another, and is an individual value for every Hero.
For example, when you create a team where Sophie is the leader and Plachta is a member, Sophie's Regard towards Plachta will raise, while Plachta's will stay unchanged.

Regard

Regard grows in the following order:
Associate → Acquaintance → Companion → Friend → Confidant.

Sum of Bonds

The total amount of bonds a Hero possesses (level of Regard x number of characters of that level of Regard).



Regard

Regard grows in the following order: Associate → Acquaintance→ Companion → Friend → Confidant. When Regard between Heroes increases, it will trigger new events at the Sanctuary and award the Heroes with various bonuses.

To raise Regard:

- Talk with your companions at the Sanctuary
- Win battles together
- Praise their efforts
- Help them when they are in trouble
- Complete their Requests
- Activate Hero Skills and Musou Rush

Regard Bonuses:

- Gain Friendship Gifts
- Have your companions perform support attacks
- Unlock new messages in battle and at the Hot Springs
- Special Bond events will play in the Sanctuary

Sum of Bonds

The Sum of Bonds is the total amount of bonds per each level of Regard a Hero possesses.
Raising the amount of Bonds will be awarded with various Blessings.

Bond Blessings

- The number of messages on the member selection screen will increase
- New wallpapers will be unlocked
- New Gallery items will be unlocked.



Bond Blessings can be checked by pressing Y on the "Regard Info" screen.

Friendship Gifts

Heroes may be awarded various Friendship Gifts.
Each Friendship Gift has a condition of acquisition, and once you fulfil the condition and reach the necessary level of Regard, you will receive a bonus that will help you in battles.

Checking the Friendship Gifts

Friendship Gifts can be checked by pressing the (X) button on the Regard Info screen.



Status

Current achievement / number of Heroes required

Conditions

Conditions for receiving the Friendship Gift.

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