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Produced by Omega-Force

Unleash your inner warrior!

Xtreme Legends Dynasty Warriors 8

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*Game features described in this manual are subject to change.

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PEGI RATING AGE GROUP	18	16	12	7	3

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The Ultimate Xtreme Legends Experience!

Yu Jin

Zhu Ran

Experience all new characters and attacks!

5 new officers join the fray!

All modes

A total of 5 new characters have been added to the ones from DYNASTY WARRIORS 8, each with their own unique weapon type!

Utilize powerful new attacks against the enemy!

All modes

Each officer can now perform two different EX Attacks, allowing for even more thrilling battlefield action!

Check out the redesigned Ambition Mode!

Conquer additional territory after completing the Tongquetai!

Ambition Mode

Fight in consecutive battles in Ambition Mode to earn rewards and build up your camp. Once you have built a structure known as the Tongquetai, a new battle to conquer the land will begin. New features such as the ability to carry over extra time into the next battle are also included!

A new bodyguard system!

Free Mode | Ambition Mode

You can take up to 3 officers that you made allies with in Ambition Mode into battle as your bodyguards. They can be given orders during battle, and you can also power them up.

Upgrade your weapons!

Free Mode | Ambition Mode

As you advance through Ambition Mode and increase the rank of the Blacksmith, you can also upgrade your weapons in Free Mode. The new Weapon Fusion command enables you to add or remove elements from a weapon, or even increase its attack strength!

Lu Lingqi

Chen Gong

Immerse yourself in the world of the Three Kingdoms!

The story of the mighty Lu Bu!

Story Mode

A new story focusing on Lu Bu is included, and he is accompanied by his strategist Chen Gong, as well as his daughter, Lu Lingqi. In addition, a number of hypothetical stages have been added for the other kingdoms as well.

Multiple branching hypothetical stages

Story Mode | Free Mode

By fulfilling certain conditions when playing the game, the Three Kingdoms story can branch off in hypothetical directions. You can also choose to play these hypothetical scenarios in Free Mode.

Fa Zheng

Master your abilities in battle!

New battle objectives and evaluations!

Free Mode

You can receive a bonus by completing the battle objectives set for each stage in Free Mode. Additionally, you will receive an evaluation from E to A based on your performance.

A Challenge Mode featuring 5 courses!

Challenge Mode

There are 5 different courses in Challenge Mode that you can try to set new high scores for. You can also compete against players around the world via the online rankings.

Import game data for the complete experience!

Story Mode

If you own a copy of DYNASTY WARRIORS 8, then you can import data from it to play the stories of the Wei, Wu, Shu and Jin kingdoms. Officers from this game will appear in stages from the original game as well.

Starting the Game

Beginning a Game

The first time you play the game, save data will be created. If save data already exists, it will be loaded automatically.
If you press START during the opening movie or at the Title Screen, you will be taken to the Main Menu.

Carrying over save data

The first time you start up the game, it will ask if you wish to carry over saved data from DYNASTY WARRIORS 8. If you select "Yes" as your choice, then you can import data such as your character development, weapons, gold, progress in Ambition Mode.

When connecting online

By connecting to the network, you can play online or download additional content for the game. For more information on connecting online, please refer to the PlayStation®3 system user's guide at http://manuals.playstation.net/document/
or refer to your network device's instruction manual. Additionally, when using a wireless connection, it may be affected if computers or other game devices are connected to the network as well.

Main Menu

Select a game mode to play.

*Once you have imported data from the original game, the Import command will no longer be displayed in the Main Menu.

Story Mode	Select a kingdom and play through its story *(P.8)*.
Free Mode	Select a stage as well as an officer to play as *(P.10)*. You can also take bodyguards or animals into battle with you.
Ambition Mode	Test yourself in various battles, and collect allies and materials in order to develop your camp and conquer the land *(P.12)*.
Challenge Mode	Compete in challenges with various rules and go for new high scores *(P.21)*.
Gallery	View character models as well as movies from the game and more. As you play through the game, you will unlock more items to be viewed.
Encyclopedia	Read about the story of the Three Kingdoms, as well as its officers, battles, terminology and time line.
Options	Adjust game settings *(P.7)*.
Import	You can import additional stages in Story Mode if you own DYNASTY WARRIORS 8 or its downloadable content.
Continue	Load interim save data and continue playing from where you left off *(P.6)*. This is only displayed if you have interim save data.

Co-op play

You can play a co-op match together with another player. In Story Mode or Free Mode, Player 2 can press START when "2P PRESS START" is displayed in the upper right corner of the screen in locations such as the officer selection screen before battle or the Info screen. In Ambition Mode, Player 2 can press START when "2P PRESS START" is displayed in the upper right corner of the Info screen when in the camp.
You can also play a two-player game online.

Saving & Loading

Saving

Autosave

The game will save automatically in places such as after battles.

*Saving uses the hard disk drive. At least 850KB of free space is required in order to save.
*While autosaving, the HDD access indicator will flash. Do not reset or turn off the power during this time.

Manual save

You can save by selecting "Save" from the Info screen (START) before battle.
In Ambition Mode, you can save by selecting "Save" from the results screen after battle.

Loading

You can continue playing from your last save by selecting "Continue" from either the story selection screen in Story Mode or when the Ambition Mode begins.

Saving and loading during battle

In Story Mode and Free Mode, you can create an interim save during battle by selecting "Save" from the Info screen (START). If you choose "Continue" from the Main Menu, then you can resume from where you left off in the battle.

*Saving while in Story Mode, Free Mode or Ambition Mode will cause your interim save to be deleted.

Cross-Save

You can share save data with the PlayStation®4 system and PlayStation®Vita system versions of DYNASTY WARRIORS 8: Xtreme Legends Complete Edition. Go to "Options" in the Main Menu and select "Save/Load" - "Data sharing" - "Upload" to upload your save data to the network. By downloading your uploaded save data to the other versions of the game, you can continue playing the game on your other systems. Similarly, if you upload save data from the PlayStation®4 system or PlayStation®Vita system versions of the game to the network, you can continue playing it on your respective system.
*Interim save data cannot be shared.

*A Sony Entertainment Network account is required to use PlayStation®Store. For more details, please refer to the PlayStation®Network page on the PlayStation® official site: http://www.uk.playstation.com/psn/.

Options

You can adjust game settings by selecting "Options" from the Main Menu and other locations. Select "Apply" to finalize changes to the settings.

Display	Map	*[Semi-auto/Auto/Manual]* Switch between the map display methods when battle updates are given. Semi-auto: Automatically switches to the overview map. Auto: After switching to the overview map, it returns to the previous map setting. Manual: The map does not switch during battle updates.
	Health bars	*[On/Off/Officers only]* Turn the Health Gauges displayed above the enemies' heads on or off.
	Subtitles	*[On/Off]* Turn the subtitles for the events (movies) on or off.
	Enemy direction	*[On/Off]* Turn the indicator that shows the direction of the currently targeted enemy officer on or off.
	Brightness	Adjust the brightness of your television screen.
Controller	Assisted controls	*[Off/On]* Turn the controls assistance that makes it easier to perform specific attacks in certain situations on or off.
	Camera - vertical	*[Normal/Inverse]* Switch the controls for moving the camera up and down.
	Camera - horizontal	*[Normal/Inverse]* Switch the controls for moving the camera left and right.
	Targeting	*[Normal/Auto]* Turn the ability of the camera to automatically track enemy officers while strafing on or off.
	Vibration	*[On/Off]* Turn the vibration for the DUALSHOCK®3 wireless controller on or off.
	Storm Rush	*[Manual/Auto]* Choose whether Storm Rush attacks will be triggered manually or automatically.
	Button settings	Assign commands to each of the buttons on the controller.
Sound	Music volume	Adjust the volume of the background music in the game.
	Sound effects volume	Adjust the volume of the sound effects in the game.
	Voice volume	Adjust the volume of the voices in the game.
	Random music	*[On/Off]* Set whether the music for modes other than Story Mode will be chosen randomly or not.
	Sound test	Play back songs that you have heard within the game.
Network	Matching settings	*[None/Same platform only]* Decide whether to play with other players who have a different version of the game than the PlayStation®3 system version, or with players who are playing the PlayStation®3 system version.
Reset officers		Restore the abilities of all characters to their default values.
Save/Load		Save or load the game, or upload or download data online via the network.
PlayStation®Store		Obtain or purchase additional game content from PlayStation®Store.

Story Mode

Story Mode game flow

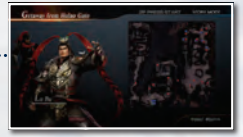
Play through the stories of each kingdom in chronological order.

1 Select a story

Select the "Lu Bu" kingdom in order to begin.

*If you select the Wei, Wu, Shu, Jin or Other kingdoms, you will be able to play their individual stages. By importing data from DYNASTY WARRIORS 8, you can also play the full story of each kingdom *(P.5)*.

2 Select a playable character



Select a character to play as from the 1-4 predetermined officers for each stage.

3 Before battle

Speak with the other officers before battle to gather information. You can also purchase weapons from the Blacksmith.

4 Battle

Defeat the enemy and lead your forces to victory!
Your officer can be powered-up by leveling up in rank, learning new Skills and purchasing weapons.

5 To the next stage

Complete the victory conditions in order to win the battle! The story will develop and you will be taken to the next battle.

NEW Throughout this manual, items with the mark to the left indicate features that have been newly added to DYNASTY WARRIORS 8: Xtreme Legends.

Beginning Story Mode

First, pick a kingdom to play as and then select "New Game" and choose a difficulty level. You will be given the chance to select a character to play as from 1-4 predetermined officers for each stage.
You can replay any stage that you have cleared by choosing "Select stage" from the menu.

*In order to change the difficulty level during the game, go to "Select stage" - "Play all" and set the difficulty level you wish to play at.

Fulfill certain conditions to unlock new developments NEW

If you win battles while completing certain requirements, the story may branch off into an entirely new path.
This will enable you to play hypothetical scenarios, such as "What if Lu Bu had defeated Cao Cao..."

Links between modes

Officer development, obtained Skills, weapons and gold are shared between Story Mode, Free Mode and Ambition Mode. Bodyguards and animals are also shared between Ambition Mode and Free Mode. Additionally, as you progress through Ambition Mode and raise the rank of the Blacksmith, the number of things you can do with "Weapon options" in Free Mode will increase.

Free Mode

Free Mode overview

This mode enables you to freely choose officers and hypothetical stages for stages that you have cleared in Story Mode.
Select a stage and officer on the battle preparation screen, and chose "Begin battle" in order to start the battle.
On the officer selection screen, press △ in order to change your officer's costume.

Links with Ambition Mode

NEW

In Free Mode, you can select animals and bodyguards to take into battle with you, and also upgrade your weapons. These items are also linked to Ambition Mode.
On the battle preparation screen, you can select "Officer settings" to change the settings.

Animals

Choose "Select animal" to take an animal into battle with you. You can collect animals by obtaining the Beast Orbs *(P.33)* that appear in Free Mode and Ambition Mode. In addition, you can also purchase them from the Merchant in Ambition Mode.

Bodyguards

Select "Bodyguard settings" in order to take an officer that you made an ally with in Ambition Mode into battle with you *(P.18)*.

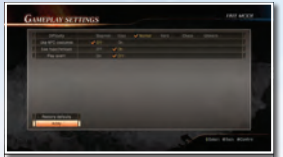
Upgrading weapons

By selecting the "Weapon options" command, you can use the Blacksmith within Ambition Mode. As the Rank of the Blacksmith in Ambition Mode rises, the number of things you can do there will increase *(P.13)*.

Hypothetical settings

NEW

You can set hypothetical stage settings on the battle preparation screen. Depending on the settings, the way the specified stage plays out may be affected.



Enabling hypothetical settings

By setting "Use hypotheticals" to "Yes" in the "Gameplay settings" menu, you can adjust settings individually.

Individual hypothetical settings

Go to "Select stage" and press ■ on the stage selection screen in order to adjust hypothetical stage settings for each stage.

*Only settings that have met the conditions set in Story Mode can be adjusted.

Battle objectives

NEW

There are set battle objectives for each stage. By completing these objectives and winning the battle, you can obtain EXP, gems and more as a reward.
You can confirm battle objectives by going to the Info screen (START) during battle, selecting "Battlefield info" and pressing ■.

Evaluating your performance

NEW

After the battle is over, you will be evaluated on the number of enemies you defeated, the time you took to complete the stage, and your feats obtained. There are 5 evaluations in total (A>B>C>D>E).

Ambition Mode

Ambition Mode game flow

Set in the age of the Three Kingdoms, take control of a free officer and realize your ambitions to unite the land.

Raise your banner!

Build the Tongquetai and support the Emperor!

Objectives
- Gather allies
- Increase Fame
- Increase Rank of facilities

Camp
Prepare for battle and then head to the battlefield.
As you earn victories, you will gain additional allies and facilities, and your camp will develop.

Consecutive battles
Obtain allies, Fame and materials in battle.
You can earn valuable weapons and animals by fighting in consecutive battles.

Tongquetai completed!

NEW

Capture territory in order to unite the land!

Objective
- 100% Regional Subjugation!

Camp
Form a unit and participate in Regional Subjugation.
Officers defeated in Regional Subjugation will leave the camp.

Regional Subjugation
Head out to a region and win the battle to increase your subjugation percentage. As the percentage increases, you will be able to invade new regions.

Occupy all of the regions!
Head to the final showdown!

Things to do in the camp

Within the camp, you can make preparations for battle, as well as utilize the Blacksmith and the Teahouse. New facilities will be built, and as their Rank increases, you will be able to do even more things there.

Buying, selling and upgrading weapons

NEW

You can buy and sell weapons at the Blacksmith. As the Rank of the Blacksmith increases, you will be able to upgrade weapons as well.
Upgrading weapons requires weapon materials. Weapon materials can be obtained from blue cloth bags that appear on the battlefield.

Reforge	Create 2 new weapons from 3 existing ones. The weapon type of the weapons created is generated randomly.
Temper	Pick a weapon (base weapon) to upgrade and add another weapon's (target weapon) elements to it. The target weapon used to upgrade your base weapon will be lost. If the base weapon's elements have reached the maximum number allowed, then the level of the element will be increased. If the base weapon and the target weapon have the same element, then the levels of the two elements will be added together. If the target weapon does not have any elements, then one will be assigned randomly.
Weapon fusion	Use gems together with a weapon (target weapon) to upgrade another weapon (base weapon) by adding or removing elements, increasing its Attack strength, or changing its affinity. Gems can be obtained in Free Mode as well as Ambition Mode.
Special weapons	Purchase a group of different weapons chosen at random. You will not know the details of each weapon until you purchase them.
Obtain DLC	Receive weapons that you have obtained as downloadable content *(P.7)*.

Camp Management

By selecting "Camp management" from the Info screen (START) within the camp, you can manage the camp by obtaining materials and checking on your allies.

Use Materials	Use the facility materials obtained during battle to raise the Rank of your facilities.
Assign Supervisors	Select a supervisor from the famous officers (playable characters) that are your allies.
Set Camp Symbol	Change the symbol used to decorate your camp. You can obtain more symbols as you progress through the game.
Set Camp Theme	Select an appearance for the camp. You will be able to change these as you proceed through the game.
Allies	Confirm officers who have become your allies. You can become allies with other officers by defeating them in battle. Officers that are defeated in Regional Subjugation (not including bodyguards) or officers that are used to perform the "Strengthen bodyguards" command will no longer be your allies.
Bonds	View your bonds with famous officers. Bonds with other officers can be strengthened by making them your bodyguards or by going to their aid in battle. As these bonds strengthen, special events will occur, and the officers will learn new support skills.

Until the Tongquetai is completed

Your aim is to complete construction of the Tongquetai and welcome the Emperor to your side. Along the way, you will need to gather allies, as well as increase your Fame and the Rank of the various facilities within the camp. You can confirm your current progress by checking "Camp management" on the Info screen (START).

Gather allies

You can become allies with other officers by defeating them in battle. Additionally, you can gain new allies by completing the "Ally bonus conditions" in the "Mission info" section of the Info screen (START) during battle. In order to make famous officers (playable characters) into your allies, you will need to defeat them in Great Battles, which occur after fighting consecutive battles.
The number of allies you can have is limited by your Fame, and as you gain more Fame, the more allies you will be able to have.

*If famous officers appear in a Great Battle but you are unable to defeat them, they will be made available in subsequent regular battles.

Increase Fame

You can obtain large increases in Fame by clearing missions in Unconventional Battles. Your Fame will also increase slightly by winning battles other than Unconventional Battles.

Increase Rank of facilities

As you gain more allies, new facilities will be built within the camp. Once you assign a certain amount of facility materials to a facility, its Rank will increase.
Facility materials can be obtained from red cloth bags that appear on the battlefield. You can assign the materials to a facility by selecting "Camp management" - "Use materials" on the Info screen (START) within the camp.

Key concepts for consecutive battles

You can set out for battle (consecutive battles) by speaking to the guard at the gate, after which you can choose a difficulty level and battlefield.
If you win the battle, you will be given the option to continue on to the next one, or to return to camp. The more consecutive battles you fight, the greater the rewards and items you receive will be. You can select "Exit battle" to leave the battle at any time.

Fighting in consecutive battles... NEW

- **You will proceed to the next battle without recovering health.**
- The more consecutive battles you fight, the greater the reward you will receive, as well as valuable weapons and animals.
- Your remaining time will be carried over to the next battle.
- If you are defeated, you will lose all of your rewards earned up to that point, as well as any items that you earned in the current battle.

Returning to camp...

- You are able to keep all of the items and rewards that you have received.

Differences in rewards obtained

	Previous battles		Current battle	
	Items	Rewards	Items	Rewards
Return to camp	○	○	—	—
Exit battle	○	×	○	×
Defeat	○	×	×	×

[Items]: Items you receive in battle (EXP, Gold, weapons, materials, animals) (P.33) and allies.
[Rewards]: The rewards you obtain after a battle (EXP, Gold).

Buy yourself extra time! NEW

Time limits for consecutive battles are quite short. You can earn extra time by defeating officers or other tasks, and you can carry it over to the next battle.

- **Defeat an officer +30 sec.**
- **Get 100 K.O.s +30 sec.**
- **Complete mission +120 sec.**
- **Achieve Ally bonus conditions**

Extra time extended depending on difficulty level

Try to conquer as much territory as possible

NEW

Once you have completed construction of the Tongquetai and welcomed the Emperor to your side, you can try to conquer additional territory.
There are a total of 5 regions, each which consist of 4 battlefields. When your subjugation percentage of all of the regions reaches 100%, you will be able to fight in the final battle.

Forming units to go to battle

You can set out for a regional occupation battle by speaking to the official at the gate and forming a unit.
From your list of allies, you can select up to 8 unit captains, and up to 3 lieutenants per unit. The more lieutenants a unit has, the harder it is to defeat it.
Depending on the battle trait of the unit captain, the abilities and the fighting style of the unit will change.

Battle trait	Description
Atk. Master	Has high attack.
Def. Master	Has high defense.
High Spirits	Morale is high at the start of the battle.
Good Luck	Beneficial situations like increased Attack strength continue for longer, and bad situations are recovered from more quickly.

Commander

Battlefield Selection

Select a battlefield to fight on.
As your subjugation percentage increases, the number of battlefields and regions you can choose from will increase.

Battlefield subjugation percentage
This increases by capturing many strategic locations during Regional Subjugation.

Regional subjugation percentage needed
Battlefields will appear once your regional subjugation percentage has reached a certain amount.

Regional subjugation percentage
The subjugation percentage of the entire region. It will increase based on the percentage of each battlefield.

Key concepts for Regional Subjugation

NEW

There are numerous strategic locations within the battlefields in Regional Subjugation. By capturing strategic locations, you can increase your subjugation percentage of the battlefield. You must defeat the base captain in order to capture a strategic location.

Strategic Location types and effects

Once a strategic location has been captured, a variety of effects will occur based on its type. You can confirm the type of strategic location by checking the Info screen (START).

Strategic Location	Effect upon capture
None	No effect. Gray indicates a neutral location.
Supply Depot	Weakens the enemy.
Shipping Post	Makes it easier to obtain items after defeating enemies. Items will not appear if this is captured by the enemy.

Strategic Location	Effect upon capture
Treasury	Obtain a bonus after the battle is over.
Messenger Post	Allied reinforcements will appear at regular intervals.
Stable	Increases the marching speed of your unit.

Prevent allies from becoming free officers

Allies defeated in battle will become free officers and leave the camp. The closer you are to an ally when you are fighting well, the better they will fight as well, so be sure to fight nearby them when you see them struggling. Note that bodyguards do not become free officers when they are defeated.

Ways to increase your subjugation percentage

Your battlefield subjugation percentage will change depending on your battle performance. You can increase your subjugation percentage by:

- **Select a higher difficulty level.**
- **Capture many bases and win the battle with a high subjugation percentage.**
- **Capture multiple bases in as little time as possible.**

*A bonus will be applied to your subjugation percentage depending on the difficulty level and how much time you took to subjugate the territory.

Utilizing bodyguards

NEW

You can take officers that have become your allies into battle with you as your bodyguards. A bodyguard can assist you with support skills, and you can give them orders during battle.
Bodyguards will not be removed from your list of allies even if they are defeated during Regional Subjugation.

Assigning bodyguards

NEW

You can choose officers to be your bodyguards by selecting "Officer info" - "Bodyguard settings" - "Organize bodyguards" on the Info screen before battle.
Each officer has a fee for assigning them as a bodyguard. You can select up to 3 officers, as long as the total of the fees does not exceed your Total Fee allowance.

Total Fee
The total fees of the selected officers. This is set by your Leadership score *(P.34)*.

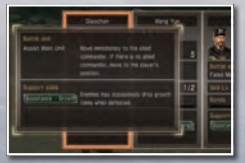
Fee
The fee to use the bodyguard in battle.

Battle skills *(P.19)*

Skill Lv.
This can be increased by using the "Strengthen bodyguards" command *(P.19)*. As the level increases, so will the number of times skills can be used.

Bonds *(P.13)*
As the bonds between you grow stronger, they may learn new support skills.

Support skills
Skills that are triggered automatically. As your bonds *(P.13)* increase, they may learn new support skills as well.



By selecting a bodyguard and pressing △, you will be able to read an explanation of the officer's battle and support skills.

Giving orders to bodyguards

NEW

You can order your bodyguards to carry out certain battle skills. Battle skills include basic skills such as Guard, Mobilize, and Secure Location, as well as officer-specific skills. There is a limit to the number of times you can use the Secure Location or officer-specific skills in a single battle.

Guard	Mobilize
Secure Location	Officer-specific skills

Giving orders on the Info screen (all skills)

Orders may be given by going to "Command bodyguards" on the Info screen (START) during battle.
When you select a skill that has a usage limit, the bodyguard will switch to Guard or Mobilize after executing the skill.

Giving orders with the directional buttons (Guard/Mobilize)

If you press the up, left or right button during battle, the bodyguard will switch to the battle skill assigned to that button. Each time you press a directional button, the bodyguard will switch between Guard and Mobilize.

*You cannot give the Secure Location or officer-specific commands with the directional buttons.

Strengthening bodyguards

NEW

You can power-up your bodyguards by selecting "Officer info" - "Bodyguard settings" - "Strengthen bodyguards" on the Info screen before battle. If you continue to upgrade them, the level of the their battle skills will increase and you will be able to use the skills more often. In addition, the bodyguard may also learn additional skills as well.
First, select an officer to upgrade, and then the officers to perform the upgrade. The officers performing the upgrade will be removed as your allies.

*Officers that are removed as allies may reappear as enemies. If you defeat them, they will become your allies once again.

Upgrading officers
You can select up to 8 officers at a time to use in the upgrade. After the upgrade is performed, they will become free officers.

Upgrade Gauge
When the gauge is full, the target officer's skill level will increase. The blue color indicates the amount of increase if the selected officer is chosen to perform the upgrade.

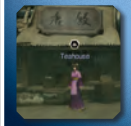
Facilities

The following facilities can be found within the camp.

Blacksmith

You can purchase weapons here. As its Rank increases, you will be able to upgrade your weapons and make them even more powerful *(P.13)*.

Teahouse



Eat food that provides you with benefits on the battlefield, such as increased Health or Attack strength for a limited time. The effects last until you return to camp. As its Rank increases, the number of items available will also increase.

Barracks

Send troops to the battlefield to obtain materials, as well as allies and weapons. Check your plunder by coming here after a battle.

Merchant

Exchange materials and purchase animals. As its Rank increases, the exchange ratio for materials will improve, and you will be able to purchase exotic animals.

Farmer

The farmer raises crops that can increase your Gold. Check the harvest by coming here after a battle. As its Rank increases, you will be able to collect even more income.

Training Ground

Participate in training exercises and increase the EXP of the facility's supervisor. As its Rank increases, you will be able to obtain even more EXP.

Stables

You can feed your animals here. When your animals feel satisfied, you will be able to obtain materials, weapons, or other animals. As its Rank increases, the types of feed you can give the animals will also increase.

Academy

Purchase items that can increase the EXP, Health, Attack and Defense of your officers. As its Rank increases, you will be able to purchase even more kinds of items.

Challenge Mode NEW

Compete on various courses and attempt to set new high scores.
The level of your character is fixed, and you are unable to equip Skills. However, you are able to change your character's weapon. Depending on your score, you can obtain a weapon from each course that includes the effects of a Weapon Element Gem.

*You can also play with 2 players.

Rampage

Try to defeat as many enemies as possible in the given time.
A large number of soldiers will appear in the center of the stage if you defeat Lu Bu. Also, the Weapon Element Gem "Gale" will appear at regular intervals. By taking it, your Attack strength will increase based on your K.O. Count.

Bridge Melee

Try to knock off as many enemies as possible from the bridge in the given time.
Once you have knocked off a certain number of famous officers, Lu Bu will appear. Also, the Weapon Element Gem "Comet" will appear at regular intervals. By taking it, enemies hit with a specific Strong Attack will be knocked even further back.

Speed Run

Try to reach the objective point as quickly as possible. If you defeat a famous officer, the Weapon Element Gem "Thunderclap" will appear. By taking it, you will be surrounded in a lightning barrier as you move about.

Arena

Fight against a continuous stream of famous officers.
Defeating a specific famous officer will cause the Weapon Element Gem "Efflorescence" to appear. By taking it, the length of time you are powered up after a Switch Counter will increase.

Inferno

Try to eliminate all of the enemies quickly as possible.
If you defeat a famous officer, the Weapon Element Gem "Conflagration" will appear. By taking it, enemies knocked back your attacks will erupt in a fiery explosion.

Battle Controls

Basic Controls DUALSHOCK®3 wireless controller

These are the main controls that can be used in battle.

L2 button

◉ Call horse / Mount horse

Summon your horse to your side. Hold down L2 to mount the horse.

L1 button

◉ Block/Strafe

Protect against an enemy attack from the front. However, a powerful attack by the enemy can break through your guard. You can hold down L1 and use the left stick (or directional buttons) to move while continuing to face forward.

◉ Somersault

Press L1 in order to regain your balance after being knocked in the air by an enemy attack.

Left/up/right button

◉ Bodyguard orders

Left stick

◉ Move / Swim

Move your character. You can also swim while in water.

R2 button

◉ Toggle map

Switch between the overview and zoomed maps.

R1 button

◉ Switch Attack

◉ Switch Counter

Change your equipped weapon while attacking the enemy.

△ button

◉ Strong Attack / EX Attack

Perform a powerful attack. You can use these to follow up Normal Attacks with special techniques.

◉ Jump horse

Jump with a horse that you are riding.

□ button

◉ Normal Attack

Perform a rapid attack against the enemy.

○ button

◉ Musou Attack

Perform a finishing move unique to each character. Using this attack will cost 1 unit of your Musou Gauge.

✕ button

◉ Jump

Make your character jump. The longer you hold down ✕, the higher your jump will be.

◉ Mount/dismount horse

Press ✕ to mount a horse you are standing nearby. You can also press ✕ to dismount a horse you are riding.

◉ Climb ladders

Climb ladders by pressing ✕ when standing near them. You can also quickly jump to the bottom of a ladder you are climbing by pressing ✕.

Right stick

◉ Move camera

R3 button

◉ Rage

Enter a state of Rage. This will consume the Rage Gauge.

START button

◉ Display Info screen

*You can confirm the controls for locations such as the Info screen by checking the button guide at the bottom of the screen. You can press START to skip event scenes.
*Pressing SELECT and START together will exit the game and take you back to the Title Screen.
*The controls assigned to each of the buttons can be changed by going to "Controller" in the Options menu.
*If you are using the DUALSHOCK®3 wireless controller, you can set whether to use the vibration function or not by going to "Vibration" under "Controller" in the Options menu. Additionally, holding down the PS button will bring up a menu where you can confirm whether the vibration function is enabled or not. In order to use the vibration function, it must be enabled in both menus.

Normal Attack

button

A regular attack. As your level increases, you will be able to perform even more consecutive attacks.

Jump Attack

While jumping... button

Attack while jumping in the air.

Running Attack

After running for a short distance... button

Attack while running. The types and effects of techniques will differ by weapon.

Strong Attack

button

This is a powerful attack. If you use it to follow up a Normal Attack, you can perform various combos. As your level increases, the types of Strong Attacks you can perform will also increase.

*You can confirm the controls by selecting "Move list" under "Officer info" on the Info screen (START).

Strong Jump Attack

While jumping... button

Perform a Strong Attack while jumping in the air.

EX Attack 1 + 2

NEW

button

This is an attack you can use when you have equipped your character's favorite weapon (weapons with an EX marker). Each officer has two different kinds of EX Attack.
The controls differ by weapon.

*You will be able to use this attack after your level increases.
*You can confirm the controls by selecting "Move list" under "Officer info" on the Info screen (START).

Musou Attack 1

button

Attack with a finishing move unique to each character. You can use it when at least 1 unit of your Musou Gauge is full. Performing the attack will consume 1 unit of the Musou Gauge.

How to fill the Musou Gauge

- Inflict damage on the enemy.
- Receive damage from the enemy.
- Your Health Gauge turns red.
- Obtain items such as wine.

Aerial Musou Attack

While in the air... button

Perform an Aerial Musou Attack.

*You will be able to use this attack after your level increases.

True Musou Attack

When your Health Gauge is red... button

If your Health Gauge is red, you can perform an even more powerful Musou Attack.

Musou Attack 2

R1 + button

This is a special finishing maneuver.

*You will be able to use this attack after your level increases.

Double Musou Attack

While playing with 2 players... button

When playing with 2 players or when playing online, Player 1 and Player 2 can perform a powerful Musou Attack by standing near each other and pressing ◉ at around the same time. You can also perform this attack with a bodyguard.

Rage Attack/True Rage Attack

While in a state of Rage... button

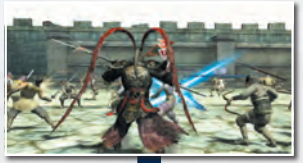
When in a state of Rage, you can perform a powerful Rage Attack by pressing ◉.
You can continue attacking by holding down ◉. If you inflict a certain amount of damage on the enemy with a Rage Attack, it will become a True Rage Attack. If you defeat an enemy officer with a True Rage Attack, a Bamboo Scroll will appear.

Switch Attack

R1 button

Switch weapons while performing a special attack. You can also use it to follow a Normal Attack or Strong Attack.

*Pressing R1 while mounted on an animal will switch your weapon without attacking.



Switch Counter

R1 button

When fighting an enemy against whom your weapon is at a disadvantage, you can perform a Switch Counter. Watch for your opponent to use their stored attack (lights up blue) and press R1 to switch weapons and perform a counterattack. Abilities such as your Attack and Defense. will increase and you will inflict heavy damage on your opponents.

Check the weapon's affinity advantage/ disadvantage by referring to the markers above the characters' heads.

Advantage

Disadvantage

Storm Rush

button

A Spirit Gauge will be displayed above the heads of enemies against whom your weapon is at an advantage. As you attack the enemy, the Spirit Gauge will be depleted and when it is empty, a Storm Rush will be activated, enabling you to rush the enemy and attack.

*You cannot use a Storm Rush while performing a Musou Attack.

Ready to strike!

NEW

Manual and Auto triggering

You can choose whether you want the Storm Rush attack to trigger automatically or not by selecting "Controller" - "Storm Rush" (P.7).

- **Auto** Triggered automatically when the Spirit Gauge reaches empty.
- **Manual** Triggered by pressing ▣ and △ simultaneously when the Spirit Gauge reaches empty.

Rage

R3 button

When your Rage Gauge *(P.30)* is full and you press R3, you will enter a state of Rage for a limited period of time. While in a state of Rage, your Attack, Defense, Attack Speed and Attack Range will increase, you will be able to attack continuously, and enemy attacks will not knock you back. Additionally, your Musou Gauge will be filled.
If you perform a Musou Attack while in a state of Rage, it will become a Rage Attack. Also, if you inflict a certain amount of damage on the enemy with a Rage Attack, it will become a True Rage Attack.

Filling the Rage Gauge

Inflict damage on the enemy. Using a Switch Counter enables the gauge to fill faster.

Fight using the Three Point System!

Know your weapon's affinity!

There are three types of weapon affinity: Heaven, Earth, and Man. Heaven is strong against Earth, Earth is strong against Man, and Man is strong against Heaven. Together, this is known as the Three Point System. If you attack with a weapon that has an advantage, you will inflict a large amount of damage, and the enemy will refrain from attacking aggressively, giving you the edge in battle.

Wait for your chance to counterattack with a weapon that is at a disadvantage!

Come from behind with a Switch Counter!

If you attack with a Switch Counter when your weapon is at a disadvantage, your abilities will be temporarily powered up and you can inflict a large amount of damage. It is your chance to turn the tables on the enemy. However, bear in mind that when your weapon is at a disadvantage, you will sustain greater damage from enemy attacks, so be sure to block carefully and look for a chance to counter.

Strike back with a Switch Counter.

Finish the fight with a Storm Rush!

A Spirit Gauge will be displayed above the heads of enemies against whom your weapon is at an advantage. When the Spirit Gauge is empty, you can inflict a large amount of damage by rushing the enemy. You will also attack the surrounding enemies, so try to lure in as many as possible when attacking with a Storm Rush.

Finish them off with a Storm Rush!

Somersault

L1 button

Press L1 in order to regain your balance after being knocked in the air by an enemy attack. Also, if you press L1 right before you hit the ground, then you will perform a somersault while landing. Some enemy attacks may prevent you from correcting your balance with a somersault.

Swim

Left stick

You can swim in water by using the left stick. Stairs and banks can be used to get back onto land. You cannot attack or defend while in the water. If you are riding a horse while in the water, you will only be able to perform a mounted attack.

Ladders

⊗ button

Climb ladders by pressing ⊗ while standing near them and then moving the left stick up and down. Pressing L1 will enable you to block enemy attacks while climbing.
You can quickly jump to the bottom of the ladder by pressing ⊗.

Deadlock

■ button

When you engage in a deadlock with an enemy officer, rapidly press ■ to gain the advantage. If victorious, then you will gain an opening to attack your opponent, while you both will present an opening in the event of a tie, and you will give an opening if you lose.

Stunned

Sometimes, you may be stunned after being hit by an enemy attack. You can speed up your recovery by quickly pressing one of the following buttons: L1/R1/●/▲/■/⊗.

Call horse

L2 button

Summon your horse to your side. You can also hold down L2 to mount your horse.

Jump horse

▲ button

Pressing ▲ while galloping with a horse will cause the horse to jump.

Mount/dismount horse

⊗ button

Press ⊗ to mount a horse you are standing nearby. Holding down L2 will enable you to summon a horse and mount it. You can also press ⊗ to dismount a horse you are riding. You can use ■/▲ to attack while mounted on a horse.

Unlocking attacks

As your level increases, so do the number of attacks you can perform. *You can confirm the controls by selecting "Officer info" - "Move list" on the Info screen (START).

Level	New action
4	Normal Attack 5
5	Strong Attack 5
10	Aerial Musou Attack
14	Normal Attack 6
16	Strong Attack 6
25	Musou Attack 2

Game Screens

Battle Screen

*When playing with 2 players, the screen will be split into lower and upper halves.

Enemy info
The enemy's name, health, weapon type and affinity.
Heaven Earth Man

Target marker
The officer you are currently fighting.

Affinity advantage/disadvantage

Chain count
The number of consecutive hits landed against the enemy.

Weapons
The weapon on the left is the one you are currently using. The one on the right is your reserve weapon. The color indicates its affinity (Heaven·Earth·Man).
You can press R1 to switch to your reserve weapon.
1. Weapon 1
2. Weapon 2
Ex A weapon capable of using an EX Attack.

Rage Gauge
You are able to enter a state of Rage when this is full. The gauge is filled by inflicting damage on the enemy. You can also fill the gauge by performing a Switch Counter.

Musou Gauge
You can use a Musou Attack when at least 1 unit of the gauge is full. You can have 2 or more units once your level increases.

Health Gauge
Your character's remaining health. The color of the gauge will change as you take damage: (Blue→Yellow→Red).
The battle will end if the gauge reaches empty.

Bodyguard orders
NEW
You can use the directional buttons to switch between Guard/Mobilize or choose from all of the orders by going to "Command bodyguards" on the Info screen (Free Mode and Ambition Mode only).
Guard
Mobilize
Secure Location
Officer-specific skills

Time remaining

K.O. Count
The number of enemies you have defeated.

Power-up Items
Your weapon, character or character's figure will glow when an ability is being powered-up.

Attack up
Speed up
Defense up

Morale
The morale of both armies (Allied: blue, Enemy: red).
This changes depending on the battle conditions, and people will fight harder when their morale is high.

Map
You can use R2 to switch between the overview and zoomed maps.

Zoomed map

- Player
- Horse (animal)
- Bodyguard
- Allied officer
- Allied captain
- Allied soldier
- Allied siege weapon
- Defeat condition officer
- Enemy officer
- Enemy captain
- Enemy soldier
- Enemy siege weapon
- Victory condition officer
- Objective location

Overall map

Mission generation point

Differences in elevation (orange)
When you see a ▼ mark, it means you can jump down to lower elevations from higher ones.

Border (black)
You cannot go past this point.

Enemy gate (red)
You cannot go past this point.

Allied gate (blue)
You can pass through here (it opens when you approach the gate).

No entry marker

You cannot proceed any further past this mark.

Info Screen

You can press START to display the Info screen before or during battle. The contents displayed will differ by mode and current conditions.
If you press △ on the Info screen, then you can view a record of the battlefield info.

S Displayed in Story Mode F Displayed in Free Mode A Displayed in Ambition Mode

Battlefield Info	S F A		*(During battle)* Confirm information such as the victory conditions and officer locations. You can view a record of the battlefield info by pressing △. In Free Mode, you can confirm your current status on the battle objectives by pressing ■.
Command bodyguards	F A		Give orders to your bodyguards.
Mission Info	A		*(During battle)* Confirm missions received during battle.
Officer info / Officer settings		Equip weapons / Confirm weapons	S F A	Change your equipped weapon. You are unable to change your weapons during battle, and can only view or discard them.
		Equip skills	S F A	You can equip up to 4 Skills.
		Select animal	F A	Choose an animal to take into battle.
		Move list	S F A	Confirm each of the actions you can perform. You can check the controls for the EX Attacks for each of the officers.
		Bodyguard settings	F A	*(Before battle)* Select your bodyguards and power them up.
		Weapon options	F	*(Before battle)* Buy, sell and upgrade weapons.
		Change outfit	F A	*(Before battle)* Change the costume for your character.
		Stats	S F A	Check statistics such as your K.O. Count or combos.
		Online ranking	S F A	Compete for high scores against other players over PlayStation®Network.
Gameplay settings	F		*(Before battle)* Adjust the game's difficulty and hypothetical stage settings.
Camp management	A		*(Before battle)* Manage the various aspects of the camp.
Change officer	S A		*(Before battle)* Change the character you will play as.
Options	S F A		Adjust the display, controller, sound and network settings.
2P exit	S F A		*(Before battle)* When playing with 2 players, Player 2 will leave the game.
Quick match	A		*(When online)* Quickly begin a battle when playing online.
Online play / Offline play	A		*(Before battle)* Connect to PlayStation®Network. *(When online)* Disconnect from PlayStation®Network.
Save	S F A		Save your game data while playing.
Exit battle	A		*(During battle)* Exit the battle and return to camp.
Start over	F		*(During battle)* Retry the battle from the beginning.

Items in Battle

Items can appear after you destroy pots or boxes, or after you defeat enemies.
Items will disappear after a short time, so be sure to pick them up as quickly as possible.

Recovery Items

Meat Bun	Restores 50 Health.	Wine	Restores 1 unit of your Musou Gauge.
Meat Bun x2	Restores 100 Health.	Imperial Seal	Completely restores your Musou Gauge.
Meat	Restores 200 Health.	Hua Tuo's Ointment	Completely restores your Health & Musou Gauge.
Chicken	Restores 400 Health.		

Power-up Items

War God's Axe	Attack x2 for 30 seconds.	Winged Boots	Increases Speed for 30 seconds.
War God's Armor	Defense x2 for 30 seconds.	Weapon Element Gem	Adds effects to a weapon depending on the course (appears in Challenge Mode).

Reward Items

Bamboo Scroll	Obtain EXP.	Cloth Bag (red)	Obtain facility materials. (appears in Ambition Mode)
Gold	Obtain Gold.	Cloth Bag (blue)	Obtain weapon materials. (appears in Ambition Mode)
Treasure Box	Obtain a weapon.	Beast Orb	Obtain an animal. (appears in Free Mode, Ambition Mode)

Powering-up Officers

Officer Abilities

Your officer's abilities increase based on level and can be powered up by equipping Skills and weapons.
Weapons, Skills, animals, and Gold are shared across all officers.
You can check your current abilities by going to the Info screen (START button) and selecting "Officer info."

*Abilities that have been augmented by Skills will be displayed in red.

Gems NEW	Gems are used for the "Weapon Fusion" command. They can be obtained in Free Mode and Ambition Mode.
Total Gold	Gold can be obtained during battle. It enables you to purchase weapons or other items (only in Ambition Mode).
Level (Lv.)	When your Experience (EXP) bar is full, your level will increase by 1. As your level increases, your Abilities, Musou Gauge units, techniques and combo attacks will increase as well. Once you reach a certain level, you will be able to use special attacks such as Aerial Musou Attacks.
Leadership NEW	This is your ability to command bodyguards. The higher it is, the more it will cost to assign bodyguards. You can increase it by giving special orders to your bodyguards. A bonus will be added after the battle based on the difficulty level chosen.
Health	You will lose the battle if your Health runs out. Your Max Health will increase along with your level.
Attack	The higher your attack, the more damage you can inflict on the enemy. It increases along with your level.
Defense	The higher your defense, the less damage you will take from enemy attacks. It increases along with your level.
Musou	The number of units in your Musou Gauge. It increases along with your level.
Compatibility	Your compatibility with a particular weapon type. There are 4 types of special techniques. The more ★ marks there are, the more the weapon's Attack will increase, and if at maximum, you will be able to perform a special technique. It increases along with your level, but each officer has a Compatibility limit for each weapon type.
Weapons	Weapon 1 is on top, and Weapon 2 is on the bottom. You can change them by selecting "Equip weapons" before battle.
Skills equipped	Currently equipped Skills. You can change them with the "Equip skills" command.
EX Attacks	An attack you can perform when you have equipped your favorite weapon.
Animals	The animal you currently have chosen (Free Mode/Ambition Mode). You can change this with the "Select animal" command.

Skills

Equipping Skills can increase your officer's abilities and enable you to perform special techniques.
There are 3 types of Skills: ability boosts, weapon-based skills, and weapon category skills.

Ability boosts	Increases the abilities of an officer. The higher the level of the Skill, the greater the effect.
Weapon-based	Enables you to use a special move if you equip that weapon type, even if your weapon compatibility is not at maximum.
Weapon type	Enables you to use a special move if you equip a weapon type that possesses the same special move, even if your compatibility with that weapon type is not at maximum. For example, if you equip the "Dasher" Skill, then you will be able to perform the special technique "Dash" with any weapon type that features it.

Equipping Skills

You can equip Skills by going to the Info screen (START button) and selecting "Equip skills" under "Officer info." Up to 4 Skills can be equipped.

Learning Skills

You can learn Skills based on your performance in battle, enabling you to obtain new Skills, or increase the level of existing ones.
Skills are shared across all officers. As a result, Skills learned by one officer can be equipped by other officers as well. In addition, Skills can be used in Story Mode, Free Mode and Ambition Mode.
The higher you set the difficulty level, the easier it is to learn Skills.

*The level of unequipped Skills will increase as well.

Weapons

You can increase your officer's Attack by equipping a weapon. You can equip Weapon 1 and Weapon 2, and you can fight while switching between them.

Equipping Weapons

Before battle, you can change your weapons by going to the Info screen (START) and selecting "Equip weapons" under "Officer info."

*You cannot change your equipped weapons during battle.

Weapon rank
The more ● marks there are, the higher the weapon's Attack strength will be.

Weapon type

Favorite weapon
Weapons capable of performing an EX Attack will have an "Ex" displayed next to them.

Elements
The elements affixed to the weapon. This can be upgraded *(P.13)* in Free Mode and Ambition Mode.

Affinity
There are three types of weapons that make up the Three Point System: Heaven, Earth, and Man.

Attack
This can be upgraded *(P.13)* in Free Mode and Ambition Mode.

Compatibility bonus
Your Attack will increase depending on your compatibility with your weapon.

Obtaining weapons

Weapons can be obtained at the Blacksmith in the camp or by opening treasure boxes that appear during battle.
Weapons are shared across all officers.

Ways to obtain weapons

There are various ways to obtain new weapons.

- **Purchase them from the Blacksmith.**
- **Obtain them from treasure boxes on the battlefield.**
- **Quickly defeat officers and collect weapons they leave behind.**
- **Fight in consecutive battles in Ambition Mode.**
- **Achieve certain high scores in Challenge Mode.**

Elements

Some weapons will have elements affixed to them (a maximum of 6). For elements with levels, the higher the level is, the more powerful the element will be.
As the Rank of the Blacksmith increases, you will be able to add elements to weapons or increase their levels by selecting "Upgrade weapon" or "Weapon Fusion."

*You can also select "Upgrade weapon" or "Weapon Fusion" under "Officer settings" in Free Mode.

Favorite weapon

Each officer has a weapon type that they are most proficient with (favorite weapon). By equipping their favorite weapon, they will be able to perform EX Attacks.

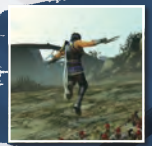
*You cannot perform EX Attacks if the favorite weapon is currently the reserve weapon.

Special techniques

Each weapon has special attacks associated with it. When an officer's compatibility with a weapon is at max (★★★★), then the officer will be able to use that weapon's special technique.
There are 4 types of special techniques: Dash, Dive, Shadow Sprint, Whirlwind. Which technique is used is determined by the weapon type.

*By equipping a weapon-based Skill, you can perform the special technique even if your compatibility with that weapon type is not at the maximum value.

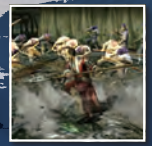
▲You can confirm the affinity for each type on the Officer info screen.



Dash
(Staff, Wheels, War Fan, etc.)
Press ⊗ while attacking or in the air to move quickly about.

Shadow Sprint
(General's Sword, Double Pike, etc.)
Press ▣ during a Strong Attack in order to charge forward and inflict damage on the enemy.

Dive
(Dragon Spear, Crescent Blade, etc.)
Press ⊗ when knocked back to make an emergency escape.



Whirlwind
(Great Axe, Spear, Pike, etc.)
Add wind to your Normal Attacks, inflicting additional damage on enemies around you.

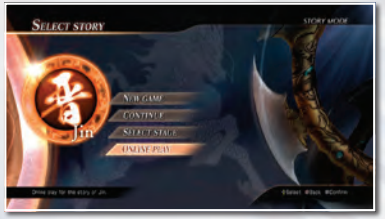
Online play

Story Mode / Free Mode

You can play 2 player co-op play online in Story Mode and Free Mode.
When playing online, you can obtain even more rewards than when you are playing a single player game.

*You can also play with 2 players offline *(P.5)*.
*You can only play online when selecting a stage that both players are capable of playing.

Host	**Player who selects Recruit/Invite**
Guest	**Player who selects Join/Quick Match**



❶ In Story Mode, select "Online play" from the story selection screen after choosing a kingdom. In Free Mode, you can select "Online play" when choosing a mode to play.
❷ Select a stage (battlefield). You can press △ to start a Quick Match and find a partner.
Stages looking for players (update with SELECT)
❸ Choose from "Join," "Recruit" or "Invite" to begin.

Join	Choose a game online from a list of stages looking for players and request to join it.
Recruit	Look for other players to play online with.
Invite	Invite a friend to play online together with you.

❹ Select a difficulty level and search for an online partner.
❺ After the match has been made, you can select a playable character.
In Story Mode, the guest will be able to select a character after the host does. In Free Mode, both players can select their characters at the same time.

*The guest cannot choose the same playable character as the host within Story Mode.
❻ The battle begins. The battle will end in defeat if either player meets the defeat conditions.
❼ Following the battle, both players will collect their rewards and the online play session will end. In Story Mode, you can continue playing as normal.

Ambition Mode

You can play 2 player co-op play online in Ambition Mode. In addition, the game's host can invite the guest to visit their camp. When playing online, you can obtain even more rewards than when you are playing a single player game, however, guests cannot obtain allies.

Co-op play

❶ Select "Online play" from the Info screen (START) at the camp.
Select "Quick match" and look for players looking to join a match, enabling you to quickly find a game online. Choose either "Consecutive Battles" or "Regional Subjugation" (→ ❺).
❷ Speak to the guard or official at the gate inside the camp.
❸ Select a game type from "Join," "Recruit" or "Invite" *(P.38)*.
❹ Choose a difficulty level and search for an online partner.
❺ After the match has been made, the host will select a battlefield.
❻ The battle begins. If the host is defeated, the battle will end. If the guest is defeated, the battle will continue as a single player game for the host.
❼ When the battle has finished, both players will collect their rewards (guests cannot obtain allies).
❽ If you are fighting consecutive battles, you will be given the choice of whether to fight with the same player or not. If both sides select "Yes," the host will decide whether to fight another battle or whether to return to camp. If the decision is made to return to camp, they will return to the host's camp. If both sides select "No," the online play mode will end.
In the case of "Regional Subjugation," the players will return to the host's camp after the battle is over.

Inviting guests to your camp

After the battle has finished, the host can invite guests to their camp. Guests are able to perform actions such as purchasing items at the host's facilities. When both players speak to the guard or official at the gate, they can continue fighting battles.

You can use the voice chat function when playing online. In order to use voice chat, you must have a PlayStation®3 system compatible headset (sold separately). Please refrain from using any words or phrases that could offend other users or are against the law. Additionally, please do not give out the personal information of yourself or others to people online.

For Help & Support please visit: **eu.playstation.com** or refer to the telephone list below.

Australia **1300 365 911**
Calls charged at local rate

Belgique/België/Belgien **011 516 406**
Tarif appel local/Lokale kosten

Česká republika **0225341407**

Danmark **90 13 70 13**
Pris: 6:-/minut, support@dk.playstation.com
Mandag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30

Deutschland **01805 766 977**
0,14 Euro/Minute

España **902 102 102**
Tarifa nacional

Ελλάδα **801 11 92000**

France **0820 31 32 33**
prix d'un appel local – ouvert du lundi au samedi

ישראל – ישפאר מוצרי צריכה
טלפון תמיכה **09-9711710** פקס **09-9560957**
www.isfar.co.il או בקרו באתר

Ireland **0818 365065**
All calls charged at national rate

Italia **199 116 266**
Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro
+ IVA al minuto Festivi: 4,75 centesimi di euro
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Local rate

Nederland **0495 574 817**
Interlokale kosten

New Zealand **09 415 2447**
National Rate
0900 97669
Call cost $1.50 (+ GST) per minute

Norge **820 68 322**
Pris: 6,50:-/min, support@no.playstation.com
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UK **0844 736 0595**
National rate

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This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.