

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing.

If you experience any of the following symptoms while playing a video or computer game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.



A Special Message from **CAPCOM**

Thank you for selecting **ONIMUSHA™ 3** for your computer entertainment system.
We at **CAPCOM** are proud to bring you this new addition to your video game library.

Character Samanosuke Akechi by © Fu Long Production, © CAPCOM CO., LTD. 2004 2005
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TWO HEROES, ONE DESTINY

The year is 1582...

As a raging inferno engulfs the remains of the Honnou-ji Temple, a familiar figure stands tall amidst the demon battle.

He is none other than Samanosuke Akechi, the warrior possessing Ogre power.

It was thought that Samanosuke had put a stop to Nobunaga Oda, King of Demons. However, Nobunaga has returned from the dead, just as the ancient prophecy had foretold.

Now, his evil has spread across time. Samanosuke and Nobunaga are about to face off as their final battle begins.

The year is 2004...

The colourful, tranquil city of Paris is suddenly attacked by an onslaught of demons. Streets are transformed into rivers of blood and countless citizens are struck down, helpless against the ruthless invaders.

However, amidst this hell on earth, one man is fighting back. His name is Jacques Blanc!

What fate lies ahead for these two heroes?

Now the epic struggle between man and demon comes to its ultimate climax in this epic adventure that crosses the barriers of space and time.

ARE YOU READY?





CHARACTERS



SAMANOSUKE AKECHI (47 years old)

Nephew to Mitsuhide Akechi. After defeating Fortinbras, ruler of the demons, with his newfound Ogre Power, Samanosuke learned that Nobunaga Oda had become the new King of Demons.

The Ogre Power that runs through Samanosuke's body has helped him maintain his youthful appearance. Though Samanosuke is a taciturn and integer man, there isn't a demon that doesn't fear his cold, masterful skills with a blade.

And now, working under his uncle's orders, the great warlord Mitsuhide Akechi, he has come to Honnou-ji Temple on this fated day to lay Nobunaga to rest.



JACQUES BLANC (36 years old)

Member of the General Directorate for External Security's 29th SA (29th Operations Division of the French Military). The 29th is an elite squad of soldiers drilled in top-secret manoeuvres to carry out covert operations as the GDSE's secret operations unit.

With his high intelligence and superior skills both in combat and athletics, Jacques is the cream of the crop, elite among the elite.

Smart and strong-willed, he believes that actions are more important than words.

Jacques has been living alone with this ten-year-old son Henri since his wife passed away.

MICHELLE AUBERT (28 years old)

Romantically involved with Jacques, Michelle serves as First Lieutenant in the French Army. She leads her own squad and is highly respected among her friends and colleagues. She has a good head on her shoulders, is deadly with or without a gun, and despite her stunning good looks is really one of the guys.

HENRI BLANC (10 years old)

The only son of Jacques Blanc, Henri is a bit of a troublemaker who's not afraid of anything. Just like all cool kids, he's very into computers. For some reason things don't seem to be going well between Henri and Michelle, his father's girlfriend.

**HEIHACHIROU
TADAKATSU HONDA
(24 years old)**

Secret servant to Lord Ieyasu Tokugawa. Highly loyal to Ieyasu, he displays tremendous intellect and skill in battle. He has shown such skill on the battlefield that it has been said that "only two things have surpassed Ieyasu - the head of the Tang(dynasty), and Heihachi Honda." He has a very disarming personality. His special weapon is his Framed Dragonfly-Slicing Spear with which he can perform the Demon Dragonfly Slice by harnessing the power of the demons.

AKO (age unknown)

Ako is a member of the Crow Tengu clan that has supported the Ogre tribe since ancient times. Even though she is only 30 cm tall in her human form, she can assist in battle, and even travel through space and time to help in the communications between the future and the past. She possesses a telepathic ability that allows her to understand any language through feeling.

RANMARU MORI (16 years old)

Close aide to the Oda household, Ranmaru earned Nobunga's affection as if he were family. He is surprisingly good looking and is often mistaken for a girl, but his personality is cool and calculating.

In the struggle at Honnou-ji Temple, Ranmaru is defeated by Samanosuke, but thanks to a distortion in the fabric of time, he is whisked off to modern-day Paris.

Now he is driven by an overwhelming desire to defeat Samanosuke and call his master Nobunaga to his side here in the future.

GULDENSTERN (age unknown)

Top scientist of the entire demon world. He is transported to the future in a freak accident during his time distortion research. He is baffled by these random time distortions, urged on by Nobunaga's orders, and he cannot seem to control these natural phenomena.

He is also frustrated because, although every modified demon he creates is able to go up against Samanosuke, they all fail to defeat him, making Guildenstern question his own methods. Now he is scheming to create the ultimate demon to destroy the Onimusha warrior.



NOBUNAGA ODA (49 years old)

Nine years after being defeated by Jubei Yagyu, Nobunaga has resurrected as King of Demons, just as promised, and is now extending the reach of his power. He has his underling Guildenstern secretly research time distortion, but as time travel is not perfect and tends to go awry, numerous demons have been sent to Paris, France in the year 2004 AD.

And now, thanks to this lucky accident, Nobunaga is setting his sights on taking over the world of future as well. His power has already surpassed that of the Onimusha, and even Samanosuke is no longer a match for his might.



INSTALL

Installation Procedure

(Installation is required to play this game.)

Before starting the installation, please confirm that your computer meets the system requirements. Turn the power on and insert the Onimusha™ 3 PC DVD-ROM into the DVD-ROM drive.

From the launch screen, select “Install Onimusha™ 3 PC” from the menu to start the installation. If the launch screen does not appear automatically, double-click on the DVD drive icon from My Computer and then double-click on the executable “Autorun.exe” to start the program.

Language Selection

When the language selection screen appears, choose the language to use during the installation from the list of available languages. For an English installation, choose “English” from the list and click on “Next” to continue. If no language selection screen appears, check the package for the version of Onimusha™ 3 being installed. There are 8-language, 5-language and 1-language versions of the game. With the 1-language version, this screen will not appear.

End-user License Agreement

Read through the end-user license agreement, then click “I agree” and click “Next” to continue. (Installation of the game is not possible until all of the end-user license agreement has been read and agreed to.)

CD-Key

Enter the CD key that you can find at the back of this manual and click “Next” to continue.

Set-up

From the set-up screen, choose the installation size and language to use for subtitles. There are two installation sizes to choose from:

- **Minimal:** Install everything except the movies to your hard drive.
- - **Full:** Install all of the files including movies to your hard drive.

Choose the installation size that is right for your system.

When you have selected a size, click “Next” to move on to the language selection screen.

For English subtitles, select "English" and click "Next" to continue.
To cancel the language selection, click "Cancel".

If no language selection screen appears, check the package for the version of Onimusha™ 3 being installed. There are 8-language, 5-language and 1-language versions of the game. With the 1-language version, this screen will not appear.

Install Location

Choose the folder in which to install the game. The default installation location is C: Program Files/CAPCOM/ONIMUSHA3. To change the location, click "Browse" and choose the installation folder. When finished, click "Next" to continue.

Selecting a Program Folder

Select a program folder or create a new one. The default folder is ONIMUSHA3. When finished, click "Next" to continue.

Copy Files

Check the settings, then click "Next" to continue.

Setup Progress

The installation will begin.

You will be asked to reset your computer after the installation. Click "Yes" to reset.

InstallShield Wizard

After the installation is complete, check the items to run and click "Finish"

Uninstalling

Click on the Start button, and then choose Programs -> CAPCOM -> ONIMUSHA3 PC -> Uninstall to start the uninstallation procedure. Follow the instructions on-screen.

When the program is successfully uninstalled, you will be prompted to reset the computer. Select "Yes" to restart the computer, or select "No" to wait. It will not be possible to reinstall Onimusha™ 3 until the computer has been reset.

GETTING INTO THE GAME

◆ MAIN MENU

Item screens may be opened up from the main menu.

To select any item screen, press .

Press and (numerical key pad and +) to open up the item screen.



NEW GAME – Starts a new game from the beginning.

CONTINUE – Starts game from last save.

OPTION – Allows you to choose and set your favourite gaming environment. (*)

SPECIAL FEATURES – View various rewards that are added to the gallery as you fulfil certain game requirements.

(*) You can also set up details of game on the pose screen during game play.

◆ GAME OVER

Your game is over when:

Your vitality gauge reaches zero from sustaining attacks from the enemy, or...

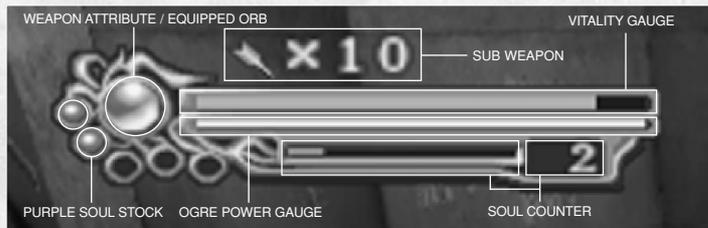
You are caught in a critical trap, from which you are unable to escape.



(Failing to escape from certain traps will result in game over regardless of how much vitality you have left.

When your game is over, you have the option to continue from your last save position. On the selection screen choose **YES** to automatically load that save and pick up where you left off. (Choosing **NO** takes you back to the Title Screen).

STATUS DISPLAY



WEAPON ATTRIBUTE / EQUIPPED ORB – Shows the colour of the elemental attribute of your currently equipped weapon.

SUB WEAPON – Allows you to check how many secondary weapons.

Arrows, and/or grenades are left in your inventory. This shows arrows for Samanosuke and hand grenades for Michelle. Since Jacques does not have a secondary weapon, nothing is displayed here for him.

VITALITY GAUGE – Shows the remaining vitality, or health, of your character.

It decreases when your character is attacked by the enemy. If it reaches zero, the game is over.

OGRE POWER GAUGE – Shows how much Ogre Power you currently have.

Ogre Power is used to perform special Magic Attacks, and each attack drains power from this gauge. (See page 18).

PURPLE SOUL STOCK – Shows the number of Purple Souls you currently have.

When you collect five Purple Souls, you are able to enter Onimusha Mode. When time runs out and Onimusha Mode ends, all Purple Souls disappear.

Note: If you enter into an event sequence while in Onimusha Mode, you will be automatically transformed back into your regular form and you will retain Purple Souls corresponding to the amount of Onimusha Mode time left at that point.

SOUL COUNTER – Shows how many Souls you have stored up. Souls are necessary to enhance your weapons and armour. Absorbing Red Souls increases the count.

While you are absorbing Souls, the yellow numerals on the gauge represent the amount of Red Souls absorbed, and the red numerals show your bonus for absorbing multiple Souls simultaneously. The number to the right of the gauge indicates how many times you have completely filled the gauge. (See page 23 for more information).

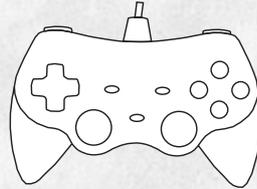
When your game is over, you have the option to continue from your last save position. On the selection screen choose **YES** to automatically load that save and pick up where you left off. (Choosing **NO** takes you back to the Title Screen).

CONTROL



This chart is the example of 10-button game pad with Analog sticks.

Please assign each commands by Key config(F2) for each your game pad.



KEY	IN-GAME DISPLAY	OPERATION
Direction key ↑	Character movement 1 (time usually)	Runs when warned
Direction key ↓	-	Retreat
Direction key →	-	Right rotation
Direction key ←	-	Left rotation
R1 button (5) + Direction key ↑	Character movement 1 (At the posture.)	Step forward
R1 button (5) + Direction key ↓	-	Step back
R1 button (5) + Direction key →	-	Step to the right
R1 button (5) + Direction key ←	-	Step to the left
Left stick ↑	Character movement 2 (time usually)	Inside move
Left stick ↓	-	Forward move
Left stick →	-	Right move
Left stick ←	-	Left move
R1 button (5) + Left stick ↑	Character movement 2 (At the posture)	Step inside
R1 button (5) + Left stick ↓	-	Step back
R1 button (5) + Left stick →	-	Step to the right
R1 button (5) + Left stick ←	-	Step to the left
○ button (1)	Check	
× button (0)	Get souls	
△ button (3)	Use tactics	
□ button (2)	Attack	
R1 button (5)	Hold	
R2 button (7)	Turn 180 degrees	
R1 button + ○ button (5 + 1)	Bow attack / Firefly	
L1 button (4)	Protect	
L2 button (6)	Show current position	
START button (9)	Show control	
SELECT button (8)	Pause	
Left stick / Direction key	Control screen / select contents	
○ button (1)	Decide	
× button (0)	Cancellation	

Keyboard



PC CONTROL DISPLAY	IN-GAME DISPLAY	OPERATION
N = Numerical Keypad		
Shift + W / N 0 + N 8	Character movement 1 (time usually)	Runs when warned
Shift + S / N 0 + N 5	-	Retreat
Shift + D / N 0 + N 6	-	Right rotation
Shift + A / N 0 + N 4	-	Left rotation
Shift + Ctrl + W / N 1 + N 0 + N 8	Character movement 1 (At the posture)	Step forward
Shift + Ctrl + S / N 1 + N 0 + N 5	-	Step back
Shift + Ctrl + D / N 1 + N 0 + N 6	-	Step to the right
Shift + Ctrl + A / N 1 + N 0 + N 4	-	Step to the left
W / N 8	Character movement 2 (time usually)	Inside move
S / N 5	-	Forward move
D / N 6	-	Right move
A / N 4	-	Left move
Ctrl + W / N 1 + N 8	Character movement 2 (At the posture)	Step inside
Ctrl + S / N 1 + N 5	-	Step back
Ctrl + D / N 1 + N 6	-	Step to the right
Ctrl + A / N 1 + N 4	-	Step to the left
U / Enter / N Enter	Check	
U / Backspace / N 3	Get souls	
L / N 2	Use tactics	
J / Left mouse button: Hold down the button to charge power	Attack	
Ctrl / N 1 Hold down the button to charge power	Hold	
O / N *	Turn 180 degrees	
N	Demon warrior transformation	
Ctrl + U / N 1 + N Enter	Bow attack/glowfly jump by jack	
I / Right mouse button	Defense	
M / N /	Present location display	
F1 + Space / N +	Display of management screen	
P / N -	Pause	
W, S, A, D / N 8, 5, 4, 6	Operation/item selection of management screen	
Enter / N Enter	Decide	
Backspace / N 3	Cancellation	
F2	Key configuration	
Alt + Enter	Full screen ↔ Window mode	

BASIC ACTIONS

BASIC MOVEMENTS

LEFT ANALOG STICK – This control relates movement to the compass points of the screen:

- | | |
|---------------------|----------------|
| ↑ Run toward top | ← Run to left |
| ↓ Run toward bottom | → Run to right |

DIRECTIONAL BUTTONS – This control relates movement to the direction your character is facing:

- | | |
|---------------|-------------------|
| ↑ Run forward | ← Face/Turn left |
| ↓ Backpedal | → Face/Turn right |



BASIC ATTACKS

Weapon attack: hold down left mouse button or **J** to attack.

Performing this sequence automatically allows for attacking player's nearest enemy.

Hold down **Ctrl** to put enemy action on hold. Doing this allows the player to move on an axis around the enemy unit, get behind him, as well as anticipate and evade any forecoming attack (Advanced Play).

USING SPECIAL ATTACKS

When you have a weapon equipped with an elemental attribute, press the **L** button (numerical keypad **2**) to perform devastating Special Attacks.

Special attacks become available when you meet the following conditions:

- You have a weapon equipped with an elemental attribute.
- You have the minimum amount of Ogre Power in the Ogre Power Gauge required to perform the Special Attack.

Note: *The amount of Ogre Power needed for a special attack depends on the move and the level of its enhancement.*

You can enhance a weapon's Special Attacks up to three levels by enhancing the weapon itself.

◆ CHARGING UP YOUR WEAPON'S POWER

When you have a weapon equipped with an elemental attribute, you can charge up its power by firmly holding down the  button.

Note: Charging up your weapon is only possible once you have obtained the Tenso Sword.

Once you have power charged up, press the mouse left button () to have Samanosuke unleash his Charge Slash, or have Jacques unleash his Ogre Lasso (described below).

Enhance your Ogre Gauntlet through the Enhance Screen to make your Charge Slash and Ogre Lasso even stronger. (See page 27.)

◆ CHARGE SLASH – SAMANOSUKE

When controlling Samanosuke, you can charge up power, and while still holding the  button down, press the mouse left button to unleash Charge Slash, a devastating attack that deals much more damage than a standard attack.

◆ OGRE LASSO – JACQUES

When controlling Jacques, you can charge up power, and while still holding the  button, press the mouse left button () to use whatever weapon you have equipped to grab an enemy and perform an Ogre Lasso.

Once you have an enemy lassoed, you can damage it thoroughly by shooting it or performing Special Attacks on it while it is in your clutches.

Note: While Charge Slash and Ogre Lasso do not use up Ogre Power, using a Special Attack after an Ogre Lasso does.

◆ ONIMUSHA MODE

 button can be transformed to the demon warrior when pushing simultaneously when the player has absorbed five purple souls.

Onimusha Mode makes your character invincible for a short period of time, and enables you to mow down the enemy with powerful attacks.

Onimusha Mode ends when the Onimusha Gauge reaches zero.

◆ ONIMUSHA RESURRECTION

If you have five Purple Souls collected when your Vitality Gauge reaches zero, you will automatically come back to life transformed into the Onimusha. Resurrecting allows you to regain a small amount of health.

◆ HISSATSU

There are two types of Hissatsu, or counter attacks: Issen and Hajiki Issen. Both allow you to deal a much larger amount of damage than with a regular attack.

Note: The timing necessary to pull off a Hissatsu differs from enemy to enemy and attack to attack. Moreover, there are some attacks you can't perform Hissatsu against.



ISSEN

Attack with the mouse left button (**J** button) just before your opponent's attack is about to land.

HAJIKI ISSEN

Attack with the mouse left button (**J** button) immediately after deflecting an enemy's attack with a Hijiki Kaeshi.

◆ SHOOTING ARROWS – SAMANOSUKE

As Samanosuke, you can acquire arrows as items.

Hold down the **Ctrl** button and press the **U** button to shoot enemies with your arrows.

When you have several types of arrows, you can equip them differently according to use. Your remaining stock of arrows is displayed above the Vitality Gauge. Once the arrows are gone, you won't be able to use the bow until you find more.

*Note: As Jacques or Michelle you cannot shoot arrows. Instead, hold down the **Ctrl** button and press the **U** button to aim at enemies either above or below you and attack them with your main weapon.*

◆ GRABBING/THROWING

As Jacques, you can use your main weapon to grab Oni Fireflies and jump over gaps, as well as pick up boulders and throw them.

When near an Oni Firefly or boulder, hold down the **Ctrl** button and press the **U** button to grab the object with your weapon. (When Jacques comes within grabbing distance of an Oni Firefly, its colour will change from yellow to green.)

ONI FIREFLY SWINGING: Expect for a few portion, most Oni Fireflies are hidden on the ground or in treasure boxes, or even found in the possession of enemies. By destroying structures or opening treasure boxes, you can send them flying to where they should be. If an enemy has an Oni Firefly in its grasp, you can release it by defeating the enemy. Take advantage of Oni Fireflies to get to places that are otherwise inaccessible.

GRAB AND THROW: Throughout the game, you can find boulders and other objects to grab and throw. Just grab an object with whatever weapon you have equipped, and send it flying. Search for unusual items to throw!

◆ BLOCKING

Hold down the mouse right button (button) to block incoming attacks. (Some attacks from certain enemies cannot be blocked.)

When the enemy can hang on, it is possible to escape early by hitting each button repeatedly while alternately inputting the movement key to the character.

◆ CHARACTER CHANGE

As you progress through the game, you switch control between Samanosuke, Jacques, and other characters as well. Basic controls are the same for all characters, except that only Samanosuke and Jacques can transform into an Onimusha.

No matter what character you are currently controlling, the game will end if your health reaches zero.

◆ AKO AND TENGU TREASURE BOXES

Hidden throughout the game are special Tengu Treasure Boxes that only Ako can open. When Ako finds one, you can give her a signal and have her open it for you.

Ako will tell you when she finds a Tengu Treasure Box. When she signals to you, press the button to have her open the box. She will bring its contents back to you. Press the button to take the item.

Ako does not appear until the game is underway. You cannot open Tengu Treasure Boxes without Ako's help.

If you find items after destroying objects or defeating enemies, Ako will automatically pick them up for you.



◆ TIME WARP ◆

By using the Time Warp, you can send Ako back and forth between the future and the past, which allows you to switch between controlling Samanosuke and Jacques. Things that happen while playing Samanosuke in the past will affect the future, where Jacques is, but future events will not change anything in the past. The key to proceeding through the game successfully is switching between characters when the time is right.



STORE

By giving items to Ako when using the Time Warp, you can have her hand them off to the other character. Before executing the Time Warp, select **STORE** from the Inventory (see page 24) and press the **[U]** button to go to your Item Screen. Highlight an item to send, press the **[U]** button, and then press the **[U]** button again to give the item to Ako. You can give her up to four items to carry through the Time Warp and hand over to the other character. (Some items may not be transferable).



WARP

By using the Time Warps found in different areas, you can switch control between Samanosuke and Jacques. Inspect the Time Warp to display the Time Warp Screen. Then select **WARP** (**[U]** button) to send Ako through time to the other character.

SOULS

Defeating enemies releases Souls of four different colors. Each color represents a different kind of Soul. The number of Souls that appear depends on the type of enemies and the method of attack you use to defeat them. It's up to you to figure out how to get the most Souls out of the enemies.

RED SOULS - Enhance weapons and armor.

YELLOW SOULS - Restore vitality.

BLUE SOULS - Restore Ogre Power.

PURPLE SOULS - Collect five to be able to enter Onimusha Mode.

ABSORBING SOULS

Hold down the **[K]** button to absorb Souls into the Ogre Gauntlet on your right arm.

The Soul Counter increases when you absorb Red Souls, so check it to confirm the number of Souls you absorbed.

Extra Souls are added as a bonus for absorbing a large number of Souls simultaneously and this bonus number of Souls is displayed in yellow numbers. Souls disappear after a certain amount of time.



If you are playing a character without an Ogre Gauntlet, Souls will not be released when enemies are defeated. But, when using a character like this, you can find a special item that allows you to release and absorb Souls.

Keep your eyes open.

INVENTORY

Press the **[Space]** button during play to display your Inventory, with these sections: EQUIP, ITEM, AKO, FILE, MAP and EXIT. Use the Menu Controls to move into a section's submenu and use its contents.

To select an item in the submenu, press **[W]** and **[S]**, then **[U]** (numerical keypad: **[8]** and **[5]**, then **[Enter]**)

◆ EQUIP

In the submenu, you can choose from either WEAPON-ARMOUR or ARROW by pressing **[A]** and **[D]** (numerical keypad **[4]** and **[6]**)

The picture and explanation of the time displayed to select the item when pressing **[W]** and **[S]** (numerical keypad **[8]** and **[5]**) change according to the cursor's position.

WEAPON-ARMOR

Weapons and armours that a character can be equipped with are displayed.

To equip a character with weapon and armour, place the cursor on the desired item and press **[U]** .



ARROW

Arrow is only available when playing Umacai. To equip this character with arrows, place the cursor on the desired item and press **[U]** .



◆ ITEM

The item which currently equips a character is shown on screen.

The picture and explanation of the time displayed to select the item when pressing [W] and [S] (numerical keypad [8] and [5]) change according to the cursor's position.



You can use the item when you move your cursor key onto the item by pressing [U].

◆ AKO

The haori (vests) of Ako are displayed. The picture and the explanation of the item to select when pressing [W] and [S] (numerical keypad [8] and [5]) change according to the cursor's position.

The number of ecos that the player currently has now is displayed below.



Note: Eco Spirit is required in order to equip Ako with Haori. You can find Eco Spirit scattered in different areas throughout the game.)

By injecting a Haori with a certain amount of Eco Spirit, Ako can put on the Haori and wear it.

First select a Haori, then inject it with Eco Spirit.

Equip Ako with a new Haori by highlighting the Haori and pressing the [U] button.



Different Haori provide different added effects. When you return to the game, you will see that Ako's glow is the color of her newly-equipped Haori.

Ako's portion if the Inventory is only accessible when she is accompanying your character in the game.

◆ FILE

Choose from either **DOCUMENT** or **SCRL** in the submenu by pressing **A** and **D** (numerical keypad **4** and **6**)

The picture and explanation of the time displayed to select the item when pressing **W** and **S** (numerical keypad **8** and **5**) change according to the cursor's position.

DOCUMENT – View the contents of any book you have acquired by highlighting the book and pressing the **U** button.

SCRL – Display all the Ogre Military Arts training books you have acquired. These manuals are required in order for you to undergo training through the Magic Mirror. View the contents of any available manual by highlighting it and pressing the **U** button. (See page 27 for information on Training.)

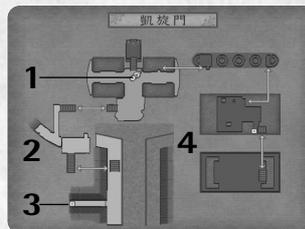
◆ MAP

Displays the names of all maps you have acquired so far. Highlight the map you want to view and press the **U** button. (If you have not yet acquired the map for the area you are in, the map will show only areas you have explored so far.)

The map shows:

- 1 Your character's location and facing direction (circle and arrow).
- 2 Explored areas (bright).
- 3 Magic Mirror/Save location (square).
- 4 Unexplored areas (dim).

During play, hold down the **M** button to check your current location on the map.



◆ EXIT

Press return button to exit management screen and return to game screen.

ENHANCE SCREEN

Select **ENHANCE** from the Option Menu of the Magic Mirrors you find throughout the game to use the Red Souls absorbed into your Ogre Gauntlet to strengthen your weapons and armor.

Highlight the item you want to enhance and press and hold the **[U]** button to inject Souls into that item. The item's level will increase once it is injected with a certain amount of Souls. You can continue injecting Souls into an item until its remaining capacity reaches zero. Release the **[U]** button at any time to stop injecting Souls.

TRAINING

Inspect any of the Magic Mirrors throughout the game and select **TRAIN** to enter the Training Screen. From here, you can undergo training in various arts and techniques that you will need to know in order to progress through the game.

On the Training Select screen, highlight any type of training you would like to try and press the **[U]** button. This will put you in the training arena to begin the training.

In the beginning, you can only access a limited variety of trainings, but more may be unlocked by acquiring an Ogre Military Arts training books during the game.

While training, your game will not end if your Vitality reaches zero.

You receive a special item upon completing each training session.



SAVING / LOADING

SAVING GAME DATA

Inspect any Magic Mirror in the game to save your progress up to that point.



LOADING GAME DATA

Select **CONTINUE** from the Main Menu to load previously saved game data and pick up the game from where it was saved.

COLLECTIBLE ITEMS



HERB – Grows in the wild and has a soothing scent. When its leaves are boiled and eaten, they restore some Vitality.



SALVE – This box, containing a first-aid bandage and medicine, restores a small amount of Vitality.



MEDICINE – Contains a selection of herbs that restore Vitality.



FIRST AID KIT – Holds a selection of medicines to deal with various afflictions and restore Vitality.



POWER JEWEL – Ancient yellow ornament filled with Vitality.



ONI JEWEL – Ancient blue ornament filled with the power of Ogre Magic.

PRIVILEGE

More powerful items will become available as you advance in the game.

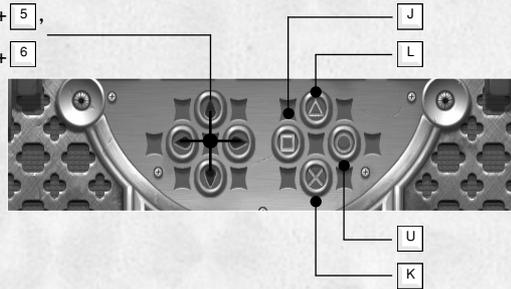
You could take a mini-game and/or new elements if you satisfy to certain conditions during game play.

SPECIAL OPERATIONS

The following operations are done in the scene in the gas chamber.

Numerical keypad

0 + 8, 0 + 5,
0 + 4, 0 + 6



Instructions describing the game controls will appear. Use the keyboard to perform the following:

IN-GAME DISPLAY	PC CONTROL DISPLAY Ⓝ = Numerical Keypad
M-L, M-R: Left mouse button, Right mouse button	
○ button (1)	U / Enter
× button (0)	K / Ⓝ 3
△ button (3)	L / Ⓝ 2
□ button (2)	J / Left mouse button (Hold down the button to charge power)
R1 button (5)	Ctrl / Ⓝ 1
R2 button (7)	O / Ⓝ *
Left stick	N
L1 button (4)	I / Right mouse button
L2 button (6)	M / Ⓝ /
START button (9)	F1 / Space / Ⓝ +
SELECT button (8)	P / Ⓝ -
Left stick ↑	W
Left stick ↓	S
Left stick ←	A
Left stick →	D
Direction Key ↑	Ⓝ 0 + Ⓝ 8
Direction Key ↓	Ⓝ 0 + Ⓝ 5
Direction Key ←	Ⓝ 0 + Ⓝ 4
Direction Key →	Ⓝ 0 + Ⓝ 8

TECHNICAL SUPPORT

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on **Telephone:** 0905 - 482 - 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 - 646 - 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.

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