「天鋼」が輝く時、

GENJI
DAWN OF THE SAMURAI

彼らは旅立つ

MATURE 17+
M
CONTENT RATED BY
ESRB

SONY
COMPUTER
ENTERTAINMENT ®

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GENJI: Dawn of the Samurai™ Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides
For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

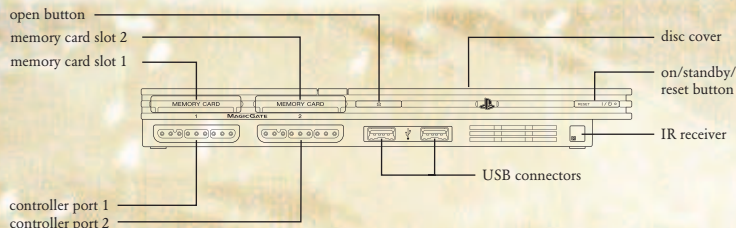No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

STARTING UP

open button
memory card slot 2
memory card slot 1

disc cover
on/standby/reset button
IR receiver
USB connectors

controller port 1
controller port 2

SETTING UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

Set up your PlayStation®2 Computer Entertainment System according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the ⏻ button. When the ⏻ indicator turns green, press the ⏏ button and the disc tray will open. Place the *Genji: Dawn of the Samurai*™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach a DUALSHOCK 2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card containing previously saved games.

ADVANCED SOUND SUPPORT

Genji: Dawn of the Samurai supports two advanced surround sound modes: "Dolby® Pro Logic® II" and "Dolby Digital Pro Logic II". In order to experience surround sound while you play, make sure your PlayStation®2 console is properly connected to a sound system that supports Dolby Pro Logic II or Dolby Digital 5.1 surround sound.

PROCEDURE

1. Connect the PlayStation 2 Unit and AV Amplifiers
Connect the analog audio output of the AV MULTI OUT (AV multi output) terminal or the DIGITAL OUT (OPTICAL) (optical digtal output) terminal on the "PlayStation 2" main unit and the "Dolby Pro Logic II" decoder built-in AV amplifiers. To connect your PlayStation 2 to a Dolby Digital 5.1 system, you will need optical digital cables.

2. Set Up the AV Amplifiers
First, make sure the "Dolby Pro Logic II" function of the connected AV amplifiers is turned on. Make sure your AV amplified is set to MOVIE (CINEMA) mode.
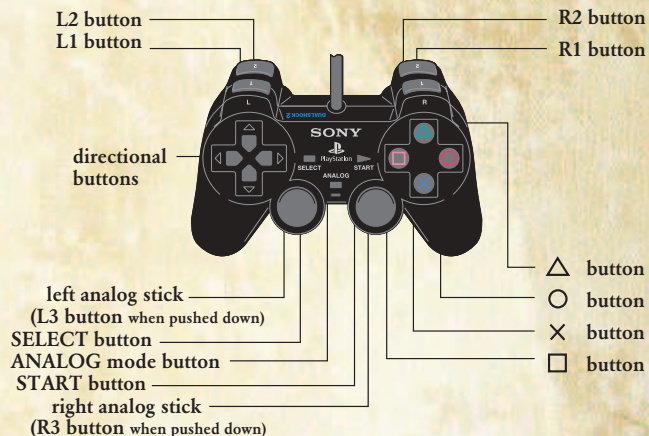
3. Select Sound Settings
Start *Genji: Dawn of the Samurai* and select "Sound Settings" at the Settings Screen. Select the "Dolby Pro Logic II" or "Dolby Digital Pro Logic II" option.

4. Test AV Amplifiers
Begin gameplay and see if your advanced sound settings are working properly. Remember that in Dolby Digital Pro Logic II mode, you should be experiencing Dolby Pro Logic II sound during gameplay and Dolby Digital 5.1 sound during game cinemas. ▶

GETTING STARTED

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional buttons

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

STARTING A NEW GAME AND GAME SAVES

When asked if you would like to create a *Genji: Dawn of the Samurai* save file, choose Yes and press ✕. At the Title Menu press START and choose New Game.

Game progress is saved at certain points in the game when activating a Save Point. *Genji: Dawn of the Samurai* has slots for up to ten save files. If you want to resume a saved game, select Continue at the Title Menu and then choose the save file you wish to load.

The era of Japan's civilized aristocrats has come to a violent end. On the horizon is an era of warriors, where force of arms will be the nation's supreme power.

The Heishi clan, led by Kiyomori Taira, has defeated the army of Minamoto Yoritomo and put an end to the Heishi Rebellion. It is now clear that Heishi is the strongest of the samurai clans.

Taira's victory was not due to the force of arms alone, but with the aid of warriors who wore divine stones. Each stone glowed with a mysterious inner light…

AMAHAGANE

Amahagane are mystical jewels bestowed upon the people by Shukenten, the god of smithery. These stones bring their owners a godlike power called Kamui. It is said that when a good person uses one, it brings forth the power of a god, but when an evil person uses one, it brings forth the power of evil. Many of the Amahagane have fallen into the hands of the Heishi.

KAMUI

Kamui is a special feat that uses the power of Amahagane. A Kamui maneuver summons a magical space in which you can avoid enemy attacks while simultaneously executing a devastating attack of your own. There are some attacks that cannot be avoided using Kamui.

THE MAIN CHARACTERS

YOSHITSUNE MINAMOTO

BACKGROUND:

A young swordsman who is only sixteen years old and the son of Yoshitomo Minamoto, the late leader of the Minamoto clan who fell during the Heishi Rebellion. However, Yoshitsune never knew this. Instead, he came of age after a lonely childhood at the remote, sacred mountain shrine Mt. Kurama.

A great destiny awaits Yoshitsune.

WEAPON:

Yoshitsune wields a katana in either hand, and overwhelms his enemies with superhuman speed and agility. Using graceful, dance-like motions, he swiftly combines his attacks into long, devastating chains that overwhelm his enemies.

BENKEI MUSASHIBO

BACKGROUND:

A warrior-monk who stands seven feet tall and has the strength of a giant. Benkei uses his superhuman strength to pulverize his enemies with a giant war club that is taller and heavier than most full-grown men.

Even though they were defeated in the Heishi Rebellion, Benkei dreams of the day when the Minamoto clan might return to power.

The Amahagane bring Yoshitsune and Benkei together through a great duel. Although Benkei loses to Yoshitsune, in doing so he realizes his life's true purpose. He swears to protect the young Minamoto, and fight by his side as a brother in arms.

WEAPON:

Benkei has the ability to attack with either his war club or his fauchard, and may switch freely between the two in combat. His club performs powerful crushing blows by charging energy, while the fauchard sweeps enemies away with broad swings.

SUPPORTING CHARACTERS

KAGEKIYO TAIRA – He is the single most powerful warrior of the Heishi. His power is rumored to exceed even that of Kiyomori Taira. Kagekiyo rarely shows emotion and executes his orders in a calm and ruthless manner. With Amahagane in hand, he possesses the power of a thousand men in battle. He was on the front lines during the Heishi Rebellion and his prowess played a great role in the Taira victory. Kagekiyo wields a special weapon that combines two blades in a single pommel, and with it he tirelessly hunts down Yoshitsune.

YORITOMO MINAMOTO – Yoshitsune's brother, leader of the Minamoto clan. He has planned to restore the Minamoto clan to its former glory ever since the defeat of his father Yoshitomo at the hands of the Heishi.

KIICHI HOGEN – He is the chief of the Tamayori clan, who are charged with guarding the Amahagane. It is the duty of this clan to see that they are not used for evil purposes. Kiichi Hogen is a master Buddhist mystic, and has enchanted Shizuka's hiding place to help hide her. He is the one who asks Yoshitsune to help the Tamayori retrieve the Amahagane that have fallen into the possession of the Heishi.

HIDEHIRA FUJIWARA – Hidehira leads the Fujiwara clan and governs Oushu, the second-greatest city in Japan. He has refused to become involved in the battle between the Heishi and the Minamoto.

GOZEN SHIZUKA – Known as the "Priestess of the Tamayori", she is the only person who can use the magical power "Yosegane" rite to enhance the power of the Amahagane. She is targeted by the Heishi, who wish to take advantage of Yosegane. To evade them, she fled far from civilization and now lives quietly in hiding with Kiichi Hogen.

KIYOMORI TAIRA – Kiyomori is the leader of the Heishi. He used the Amahagane to defeat the Minamoto clan's army during the Heishi Rebellion, and now governs Japan according to the whims of the Heishi. Not satisfied with his victory, he wishes to become sole master of the Amahagane and spread his power even farther. He also seeks the priestess Gozen Shizuka, the only one who can use the secret Yosegane magic.

PRINCESS MINAZURU – She trains with her father, Hogen, hoping to one day become a full-fledged Tamayoribito. Although she has not yet developed special powers like Shizuka, she is still a bright young girl who is well liked by all the townspeople. She often carries rumors and information from her town to Yoshitsune.

THE HEISHI – Led by Kiyomori Taira, this army's warriors use Amahagane. They also employ the Yourenshu, who control demons. Its forces currently are in control of Heian-Kyou, the city that will one day be called Kyoto.

CONTROLS

MENU CONTROLS

START ··· START GAME/OPEN STATUS SCREEN

SELECT ··· OPEN SYSTEM SCREEN

LEFT ANALOG STICK OR DIRECTIONAL BUTTONS,
OR L1 AND R1 ······································ HIGHLIGHT MENU ITEM

✕ ··· SELECT MENU ITEM

△ ··· CANCEL/PREVIOUS SCREEN

CHARACTER CONTROLS

LEFT ANALOG STICK ································· WALK/RUN

✕ ··· JUMP

▢ ··· NORMAL ATTACK

△ ··· SPECIAL ATTACK

R1 ··· DEFENSIVE STANCE

L1 ··· KAMUI MODE

◎ ··· INVESTIGATE/TALK

←, →, ↑, ↓ ··· USE ASSIGNED ITEMS

NOTE: This page describes the default controls for the "TYPE A" setting. You can cycle between three additional control settings by selecting Settings from the System Screen and then choosing the Button Location Settings.

BEGINNING A GAME

TITLE SCREEN

Press START at the Title Screen to bring up the Start Menu. Use the left analog stick or directional buttons ↑ and ↓ to highlight your selection and press ✕ to confirm your choice.

NEW GAME

Begin the first chapter, *Heian Kyoto*, of *Genji: Dawn of Samurai*.

CONTINUE GAME

If you want to resume a saved game, select Continue at the Start Menu and then choose a save file.

OPTIONS

Use the left analog stick or directional buttons to highlight a choice and press ✕ to confirm. In addition, you can change these options by accessing the Settings Screen during gameplay by pressing SELECT to pull up the System Screen and then choosing Settings.

- **Subtitles:** Turn the game subtitles on or off.
- **Sound Settings:** Select from a variety of sound options (see Sound Settings).
- **Listening Position:** Set the listening position when using advanced sound options. If the sound mode is simply "Stereo" or "Monaural", then you cannot select a listening position.
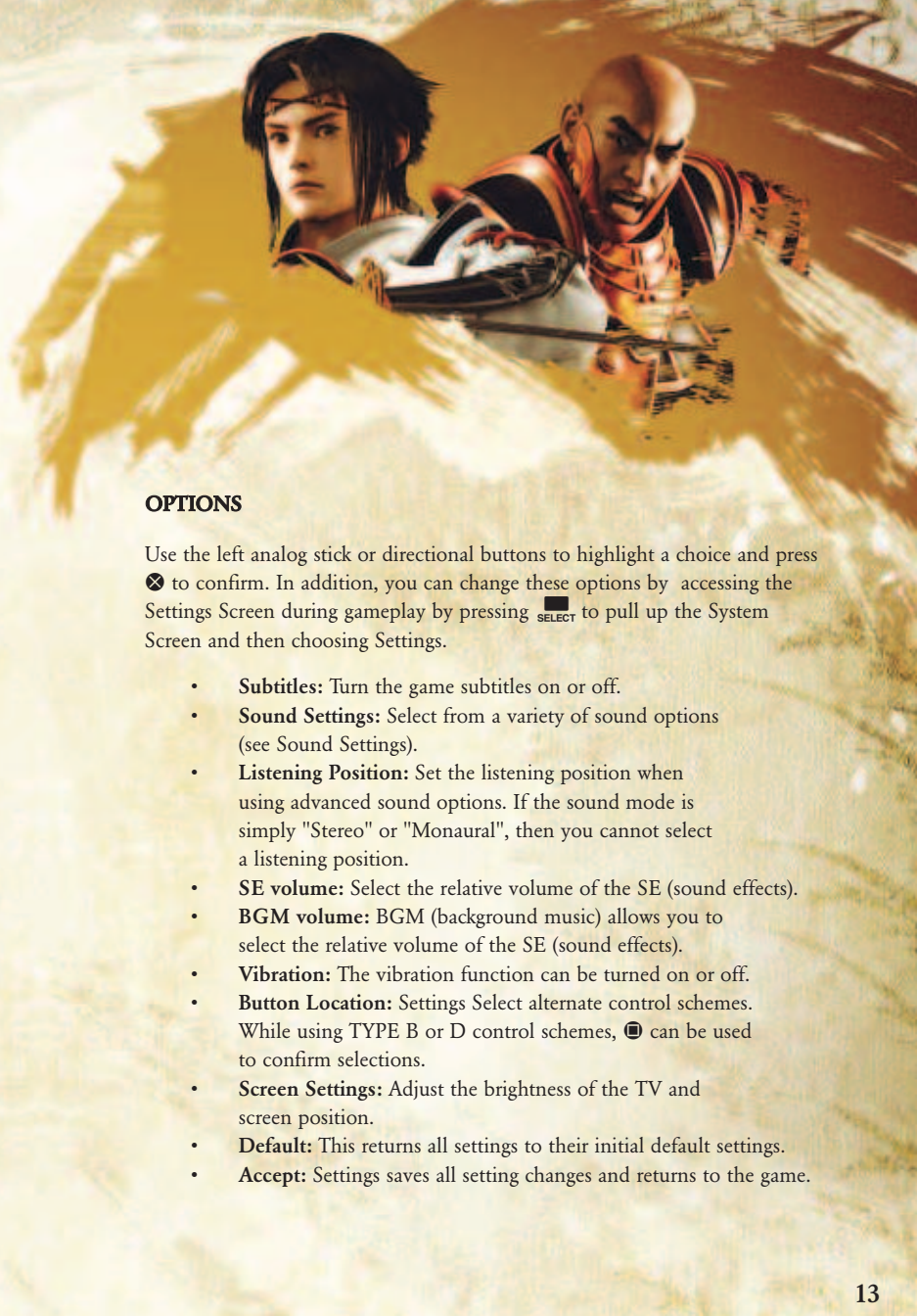- **SE volume:** Select the relative volume of the SE (sound effects).
- **BGM volume:** BGM (background music) allows you to select the relative volume of the SE (sound effects).
- **Vibration:** The vibration function can be turned on or off.
- **Button Location:** Settings Select alternate control schemes. While using TYPE B or D control schemes, ▢ can be used to confirm selections.
- **Screen Settings:** Adjust the brightness of the TV and screen position.
- **Default:** This returns all settings to their initial default settings.
- **Accept:** Settings saves all setting changes and returns to the game.

SOUND SETTINGS

Genji: Dawn of the Samurai offers Dolby Pro Logic II/Dolby Digital Pro Logic II support. This must be configured from the sound settings menu options listed below.

SOUND MODE

Monaural: Play with monaural sound playback.

Stereo: Play with stereo sound playback.

Dolby Pro Logic II: Play with Dolby Pro Logic II sound playback. You must have your PlayStation®2's analog audio output properly connected to a sound system that supports Dolby Pro Logic II sound in order for this sound option to work.

Dolby Digital Pro Logic II: In this mode, game audio will be played back in Dolby Pro Logic II sound, while cinema scenes will be played back in Dolby Digital 5.1 sound. When you select the Dolby Digital Pro Logic II option, make sure you connect the optical digital output and optical digital input of the AV amplifier with an optical digital cable if you wish to enjoy highest sound quality. This sound mode switches automatically between Dolby Pro Logic II and Dolby Digital 5.1, so some sound systems may not be able to support it properly. Consult the instruction manual for the AV amplifier or receiver you are using if you have difficulty using Dolby Digital Pro Logic II mode.

LISTENING POSITION

If you select the Dolby Pro Logic II or Dolby Digital Pro Logic II sound options, you will also be able to select a listening position that affects how in-game sound effects are oriented.

Player: This listening position will play back sound effects relative to you. Sound effects from the back of the screen, relative to your player character, will come from in front of you, and sound effects from the front of the screen will come from behind you. Sound effects that come from the sides of the player character will come from a position relative to the camera.

Camera: This orients sound effects relative to the position of the game's camera.

Real: This option will orient the sound effects as if you were in the same position as your player character.

ADVANCING

You advance through the game's story by using Yoshitsune Minamoto and Benkei Musashibo. You progress through your journey to defeat the Heishi by fighting enemies and collecting information in the city streets.

On streets and battlefields, the Status Screen can be opened with ▶ (START). The System Screen can be opened with SELECT, and then the Settings Screen can be opened from there by choosing Settings.

STREETS

On city streets, you can collect information by talking to people. You can also find and open boxes that may contain useful items. When you're at a location where you can find information, ◎ will be displayed at the lower right corner of the screen.

BATTLEFIELD

When enemies appear, a gauge will appear in the upper left corner of the screen and you will then be able to use your character's various fighting skills. You can also find items on battlefields as well as streets.

TRAVEL SCREEN

This screen allows you to travel to other streets and battlefields. Highlight a new location you wish to visit by pressing ✕. An "!" mark will appear at a place where something is happening.

SAVING YOUR PROGRESS

You can save your game by approaching a save point or certain people and pressing ◎. You can also opt to leave a map when you reach some save points, which will take you from the battlefield back to the travel screen.

NOTE: To save game data, you will need to make sure your memory card is inserted in slot 1 of the PlayStation®2, and that you have at least 265 KB of free space.

GAME OVER

When you lose in battle, the game will end and the Continue screen will appear. By selecting Yes, you may resume your game from the point at which you last saved your game. You will retain any experience you gained since you last saved your game.

COMBAT

COMBAT SCREEN
Detailed information about your status will appear on the screen while fighting enemies on a battlefield.

AMAHAGANE
This will shine when you are ready to use your Kamui.

HEALTH BAR
The health level of the main characters.

KAMUI GAUGE
This gradually increases over time. It will increase more quickly when you successfully attack enemies.

ENEMY HEALTH BAR
The health level of the main enemies.

EXPERIENCE
You will obtain more experience points if you attain high Battle Scores and Kamui Scores.
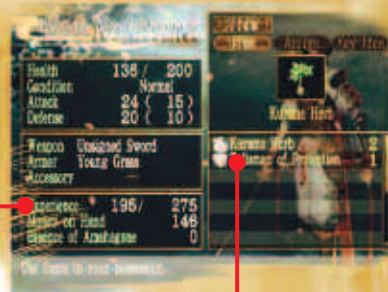
ITEMS
Displays the items, accessories, and money amounts you have obtained.

ATTACK COUNTS
"Hit" represents the number of successful continuous attacks you've landed in a single combo, while "Slash" and "Crush" represent the number of enemies you've defeated with the combo.

KAMUI SCORE
Based on your use of Kamui.

BATTLE SCORE
Based on your total number of combos.

BATTLE PROGRESS

BATTLE START

At the beginning of combat, a "barrier" will appear in the environment around the main characters. In order to leave the area, you must first defeat all of the enemies within the barrier area.

WHEN YOU DEFEAT AN ENEMY

You will automatically get experience points and possibly money after defeating enemies. Occasionally when you defeat an enemy, it will drop an item. You automatically obtain this item by approaching it.

ABNORMAL EFFECTS

If your main character is afflicted with an abnormal effect it will weaken him. You must use recovery items or wait for a certain amount of time to elapse in order for a character with an abnormal effect to return to normal.

The Abnormal Effects to watch out for include:

Fire: Your character will be engulfed in flames and continually take damage.

Ice: Your character will be frozen in place, and unable to move.

Paralysis: You will be able to move normally, but will not be able to attack.

Poison: Your offensive and defensive power will decrease.

BATTLE END

A battle ends when you have defeated all of the enemies. If you are surrounded by a barrier, then it will be lifted.

BATTLE CONTROLS

These are the control options available to you during battle.

MOVE

When you move the left analog stick, your main character will run in that direction. If you move it slightly, the character will walk. When in a Defensive Stance, the character can only move at a walking pace.

JUMP

You can make your character jump by pressing ✗. To jump in a particular direction, move the left analog stick while pressing ✗. Yoshitsune can perform two special jumping maneuvers: "Sankaku Tobi", which lets him leap off of walls to propel himself higher by pressing ✗ twice, and "Hasso Tobi", which lets him damage enemies by jumping and kicking their heads by pressing ✗ + △.

USING ITEMS

After you've assigned an item, you can use it by pressing the directional buttons. You can assign items to one of the four directional buttons at the Status Screen by selecting the Item option, highlighting Assign and pressing ✗, then pressing one of the four directional buttons ↑, ↓, ← and → to assign the item to that button.

NOTE: You may also select and use an item from the Status Screen.

Some items available for use in this game include:

Potion of Power: When you drink this mysterious water, it grants Hsien power. This will increase your attack power for a certain amount of time.

Tengu Herb: This is a medicinal herb that Tengus secretly grow. A certain amount of health is recovered with it.

DEFENSIVE POSTURE

When you hold down R1 the characters will adopt a defensive posture and turn to face the nearest enemy. While in this defensive stance, the characters will take little damage from enemy attacks. However, your characters will become vulnerable if they try to stay in Defensive Stance for too long.

NORMAL ATTACKS

Normal attacks are performed by pressing ■. If you attack while jumping, you will perform a midair attack. Attacking while pressing a direction on the left analog stick will make Yoshitsune aim his attacks in that direction.

SPECIAL ATTACKS

Special attacks unique to Yoshitsune or Benkei can be performed by pressing △. If you press △ while pushing the left analog stick in a particular direction, holding down R1 or jumping, you will perform a unique special attack.

COMBO ATTACKS

If you chain together normal attacks by repeatedly pressing ■, you will initiate a combo attack. Benkei's combo attacks will vary depending on whether he is wielding his fauchard or club. While wielding his club, he will not be able to initiate a combo attack until his third consecutive attack.

DODGING/SHOULDER-BLOCKING

By simultaneously pressing ✗ and R1 you will perform a special defensive action unique to your player character. Yoshitsune will evade enemy attacks by dodging. Benkei will perform a shoulder-block that throws enemies to the side as he charges through them.

KAMUI

When your Kamui gauge is full, pressing L1 will execute a powerful "Kamui" maneuver. Doing so will entirely consume one complete segment of your Kamui gauge. Press ■ just before being hit by an enemy attack, you will activate Kamui for that character and assume a defensive stance. If you attack, you will break out of Kamui space.

NOTE: As you progress, your character can have as many as four of these segments, thus allowing multiple (up to triple) Kamui being active at a time even further slowing enemies.

KAMUI

Kamui is a special feat that uses the power of Amahagane, which both Yoshitsune and Benkei can perform. When you execute a Kamui maneuver, you will summon a magical space in which you can avoid enemy attacks while simultaneously executing a devastating attack of your own.

EXECUTING KAMUI

The Amahagane will shine in the upper left corner of the screen when the Kamui gauge is full. Press `L1` to summon the magical space around you while one segment of your Kamui gauge is consumed.

KAMUI CONTROLS

In the magical Kamui space, enemies will initiate attacks more slowly. When enemies approach within a certain distance, the ⬤ icon will flash on the screen below your character. If you press ⬤ during this window of opportunity, you will execute a special attack that does heavy damage.

DOUBLE AND TRIPLE KAMUI

Later in the game, Yoshitsune and Benkei will grow strong enough that they have more than one Kamui gauge. When this happens, you will be able to take advantage of the Double and Triple Kamui techniques. To use these techniques, execute a Kamui maneuver with your second Kamui gauge after entering Kamui space normally. This second Kamui will cause time to slow down even further, which makes enemy attacks easy to avoid. You can get up to three active Kamui at a time.

FINISHING KAMUI

If you defeat all the enemies in a battle while within a Kamui space, the manuever will be considered successful. The Kamui space will disappear, and a bonus will be added to your Kamui score. During a Kamui manuever, you can destroy a suit of armor by hitting it in the right place or force the enemy to drop the materials you need for special order items. Remember that while Kamui space disappears when attacking or after defeating all enemies, it will also disappear if any enemy successfully attacks you during the maneuver. Doing so causes your Kamui to fail, and returns the battle to normal space.

YOSHITSUNE AND BENKEI

You are free to use Yoshitsune or Benkei as you wish. When you want to exchange characters, bring Yoshitsune (or Benkei) back to the waiting area, and then speak to your partner. There are times in the story when the main character will switch automatically, or when you will need to use a particular character to advance. Remember that the experience points, money, Essence of Amahagane and items in your possession are shared by the two characters.

YOSHITSUNE
Yoshitsune excels at making attacks with his two swords, and can perform several special moves that take advantage of his leaping ability.

Strengths
- Can approach enemies while swiftly dodging attacks.
- Can easily chain attacks into combos.
- Can climb into hard-to-reach areas by using his "Sankaku Tobi" technique.

Weaknesses
- He is too weak to destroy objects that are blocking his path.
- The damage he deals within a single attack is low.
- His power is low, and if hit he will sustain heavy damage.
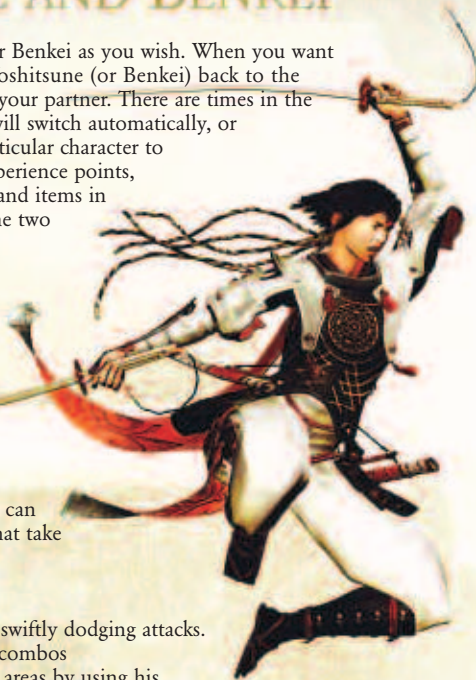
BENKEI
Benkei is very strong, and can use both club and fauchard. While Benkei can execute a special attack with his club, you can hold ▲ to increase his damage. Benkei can also perform "Charge Attacks" that result in extremely powerful single blows.

Strengths
- Can do heavy damage with a single attack from his club.
- Can use his fauchard to attack large groups of enemies at once.
- Can use attacks to break obstacles.

Weaknesses
- His movements are slow, and he cannot leap very high.
- Because his body is heavy, he is more likely to lose his footing than Yoshitsune.

STAT GROWTH
As the game progresses, Yoshitsune and Benkei will be able to increase their power by improving their stats and abilities. The two methods of stat growth: "Leveling Up" and "Essence of Amahagane".

Leveling Up
You gain experience points when you defeat an enemy. When this reaches a set value, you will level up. This increases the stamina, attack power, and defense power of both main characters. It will also fully recover their power and Kamui gauges.

Essence of Amahagane
The "Essence of Amahagane" is a crystallized form of Amahagane power. At the status screen, you can opt to spend three Essence to improve the strength, attack, or defense of either Yoshitsune or Benkei.

FINDING ESSENCE
When you are near an area where an Essence is present, the Amahagane icon at the top left of the screen will flash, and your controller will vibrate. The vibration will increase as you draw closer to the Essence. When you execute a Kamui manuever near the Essence, you will see a vision of the surrounding area as an "omen".

When you attack the area you saw in the omen, the Essence will appear and you can then obtain it normally. You can also uncover Essence in this fashion without seeing an omen. Finally, there are some cases in which Essence appears in a treasure chest and on opponents.

TALKING TO PEOPLE

People living in the city will tell you lots of interesting things. To speak to them, stand in front of them and press ◎. In addition, speaking to a merchant or a blacksmith will let you buy and sell items.

Merchants

Merchants sell medicine, talismans, accessories, and other miscellaneous items. They will buy any items you have on hand.

Blacksmith

You can buy weapons and armor from the blacksmith, as well as various accessories. He will also buy any items you have on hand. Blacksmiths will also let you make "Special Orders" for especially high-quality items.

Special Orders

A blacksmith will make a special order item for you if you have the raw materials needed to forge it on hand. These items are expensive but extremely powerful, so you'll want to have special order items made for you as soon as you have the component items.

Example: A blacksmith can combine the "Broken Sword" and "Nue's Claw" into the special order weapon "Nue's Claw Sword".

Press ▶ while on the city streets or a battlefield to call up this screen. Use the left analog stick, directional buttons ← and → or L1 and R1 to cycle between the menus and press ✕ to confirm your choice.

CHARACTER SCREEN

Lv: Your current level.
Health: Your current health status.
Condition: Your current condition status.
Attack power: The higher this is, the more damage you can do. Your basic attack power is displayed in parentheses beside your current attack power.

Defense power: The higher this is, the less damage you will receive. Your basic defense power is displayed in parentheses beside your current defense power.

Weapons: The weapons you currently have equipped.
Armor: The armor you currently have equipped.
Accessories: The accessories you currently have equipped.

Experience Level: Your current experience points and the amount you will need for your next level up.
Money on hand: How much money you currently possess.
Essence of Amahagane: The total number of Essence that you currently possess.

ITEMS AND EQUIPMENT

Check which items are in your possession. Equip selected items to the four directional buttons (↑, ↓, ←, →).

Use: You can view and use items from this menu.

Assign: Equip items to the directional buttons. First highlight which directional button you will equip an item to (↑, ↓, ←, →) using the left analog stick or directional buttons and press ✕, then highlight the item you'd like to assign and press ✕.

Key Items: Check and see which valuable items, such as Amahagane or special order items, you have collected.

EQUIPMENT

Equip or exchange weapons, armor and accessories. If you only have one of a given kind of accessory, then only one of the main characters may equip it.

1. Accessory properties and effects:
   Displays the effects of the equipment with icons.
2. Yoshitsune's equipment.
3. Benkei's equipment.

WEAPONS

Sword of Yaso (Yoshitsune): A sword that is as sharp as Nue's Claw. It carries a lightning attribute and paralyzes those who are cut.
Extra Large Mallet (Benkei): An oaken hammer, not even the strongest armor can withstand its power.
Blade of Pointed Flame (Benkei): This blade is always engulfed in flame. When it is swung, a sea of flames follow the blade.

ARMOR

Thin Metal (Yoshitsune): An armor reinforced by applying thin metal to leather.
Red Leather (Yoshitsune): Made of laminated leather hardened with red lacquer. Imbued with fire resistance.
Blue Threat (Benkei): An armor made by sewing together layers of leather with a very strong blue thread.

ACCESSORIES

Stone of Strength: This stone bestows additional Attack Power.
Stone of Protection: This stone bestows additional Defense Power.
Charm of Ice: The wearer of this charm has increased ice resistance and is less likely to be frozen.

AMAHAGANE

Enhance your abilities with the Essence that you have collected.

ENHANCING YOUR ABILITIES WITH ESSENCE

If you use three Essence, you will be able to enhance your stamina by 10 points, your defense power by 5 points, or your attack power by 3 points.

Once you use Essence, you cannot undo the decision. Furthermore, you can only enhance the abilities of one of the main characters at a time. Abilities can only be enhanced to their maximum value.

STRATEGIES

Use your Kamui well. This is the greatest power granted you by the Amahagane. Without it, you may not be able to defeat the Heishi.

Get all the experience points you can. Leveling up is the easiest and most efficient way to achieve stat growth. If you can obtain high scores at the end of your battles by scoring long combos, and if you can get additional Kamui Score bonuses, you will be able to level up very quickly. Mastering Kamui can grant extremely large experience bonuses to a skilled player.

Create special order items. It is not easy to obtain the items that you can give a blacksmith to create special order items. These items are usually possessed by powerful enemies, and can only be obtained by using Kamui maneuvers to defeat them.

Exploit your weapons' strengths and your enemies' weaknesses. You will find weapons enchanted with the elemental properties of fire, ice, lightning and poison. Your enemies also use these attack properties, but you can equip accessories that grant you the power to resist a given elemental property. Some enemies will be particularly vulnerable to certain elemental properties.

Don't forget about the end-game bonus! After you've beaten *Genji: Dawn of the Samurai*, you will be able to save special data to your memory card. This data allows you to access special bonus materials, so don't stop playing after you've beaten the final boss!

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