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OMEGA Force

**Unleash your inner warrior!**

# Xtreme Legends<sup>®</sup>

## DYNASTY WARRIORS 8

### Complete Edition

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\*Screenshots in this manual have been taken from a development version of the game.

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

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DYNASTY WARRIORS 8: Xtreme Legends Complete Edition  
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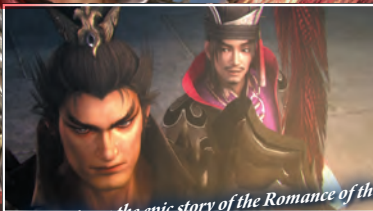
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# DYNASTY WARRIORS 8: Xtreme Legends Complete Edition Overview

Experience what each of these 4 exciting modes has to offer.

## Story Mode

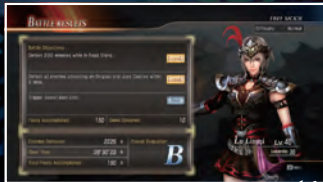
Wei, Wu, Shu, Jin, Other, and Lu Bu... Follow the efforts of various heroes across these 6 stories as they pursue their ambitions to conquer the land. Completing specific conditions will enable the story to branch off into hypothetical stages as well. Witness an all-new side to the Romance of the Three Kingdoms story.



Experience the epic story of the Romance of the Three Kingdoms!

Special hypothetical events can occur based on your actions!

## Free Mode



Adjust the hypothetical settings for each battle!  
Work with your bodyguards to increase your evaluation score!

Play stages unlocked in Story Mode with your favorite officers. You can also freely adjust the hypothetical settings and play the stages as you see fit. Additionally, allies made in Ambition Mode can be chosen as bodyguards, and you can upgrade your weapons. You will receive a bonus for completing the various battle objectives for each stage. Additionally, you will receive an evaluation from E to A based on your performance.

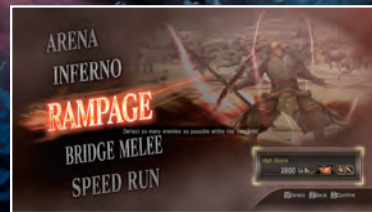
## Ambition Mode

Gain allies, build up your camp and look to unite the land. Seek victory in consecutive battles, earning you various rewards, and in Regional Subjugation, which is based on capturing strategic locations. Fight alongside your allies in both types of battles and seek to bring an end to the chaos.



Aim to conquer the land amidst a unique setting and battle system!

## Challenge Mode



Compete across 5 different courses and attempt to set new high scores. Score high enough and you may even earn valuable weapons! You can also compete against players from around the world via the online rankings.

Links  
between  
modes

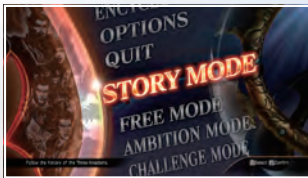
Officer development, obtained Skills, weapons and gold are shared between Story Mode, Free Mode and Ambition Mode. Bodyguards and animals are also shared between Ambition Mode and Free Mode. Additionally, as you progress through Ambition Mode and raise the rank of the Blacksmith, the number of things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



# Starting the Game

## Main Menu

Select a game mode to play.



<b>Story Mode</b>	Select a kingdom and play through its story.
<b>Free Mode</b>	Select a stage as well as an officer to play as. You can also take bodyguards or animals into battle with you.
<b>Ambition Mode</b>	Test yourself in various battles, and collect allies and materials in order to develop your camp and conquer the land.
<b>Challenge Mode</b>	Compete in challenges with various rules and go for new high scores.
<b>Gallery</b>	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.
<b>Encyclopedia</b>	Read about the story of the Three Kingdoms, as well as its officers, battles, terminology and time line.
<b>Options</b>	Adjust game settings.
<b>Quit</b>	Quit the game.
<b>Continue</b>	Load interim save data and continue playing from where you left off. This is only displayed if you have interim save data.



## Saving & Loading

### Saving

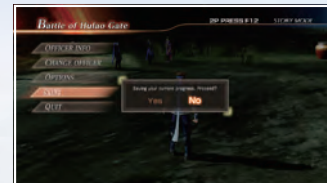
#### Autosave

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

#### Manual save

You can save by selecting "Save" from the Info screen before battle.

In Ambition Mode, you can save by selecting "Save" from the results screen after battle.



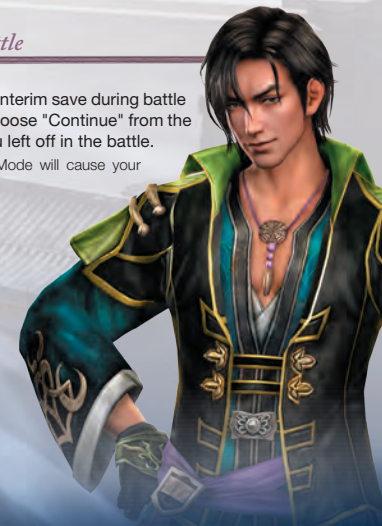
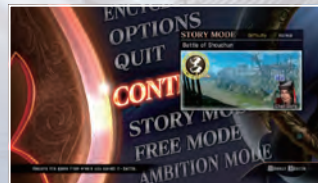
### Loading

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. 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.



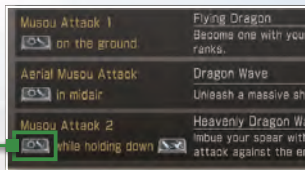
# Battle Controls



## Key Icons

Some times, you may see a Key Icon displayed on screen like in the picture to the right. Key Icons refer to the actions assigned to each key.

Key Icon



If a Key Icon is displayed during battle, you can press the corresponding key to perform actions such as mounting or dismounting a horse, climbing ladders, and more.

In Ambition Mode and other locations, a Key Icon may be displayed above a character's head, in which case, pressing the corresponding key will enable you to talk to them or perform other special actions.



Pressing the key assigned to the Musou Attack will enable you to talk to the people.

## ◆ Key Icon List

\*The controls assigned to each key can be changed by going to "Button Settings" under "Controller" in the "Options" menu.

Key Icon Name	Default Setting	Your Setting
Left	[A]	
Right	[D]	
Forward	[W]	
Backward	[S]	
Normal Attack	[J]	
Strong Attack	[I]	
Musou Attack	[L]	
Jump	[M]	
Strafe / Guard	[Left-shift]	
Call Horse	[/]	
Switch Weapon	[O]	
Toggle Map	[.]	
Move camera left	[F]	
Move camera right	[H]	
Move camera up	[T]	
Move camera down	[G]	
Display Info screen	[F1]	
Pause	[,]	
Rage	[R]	

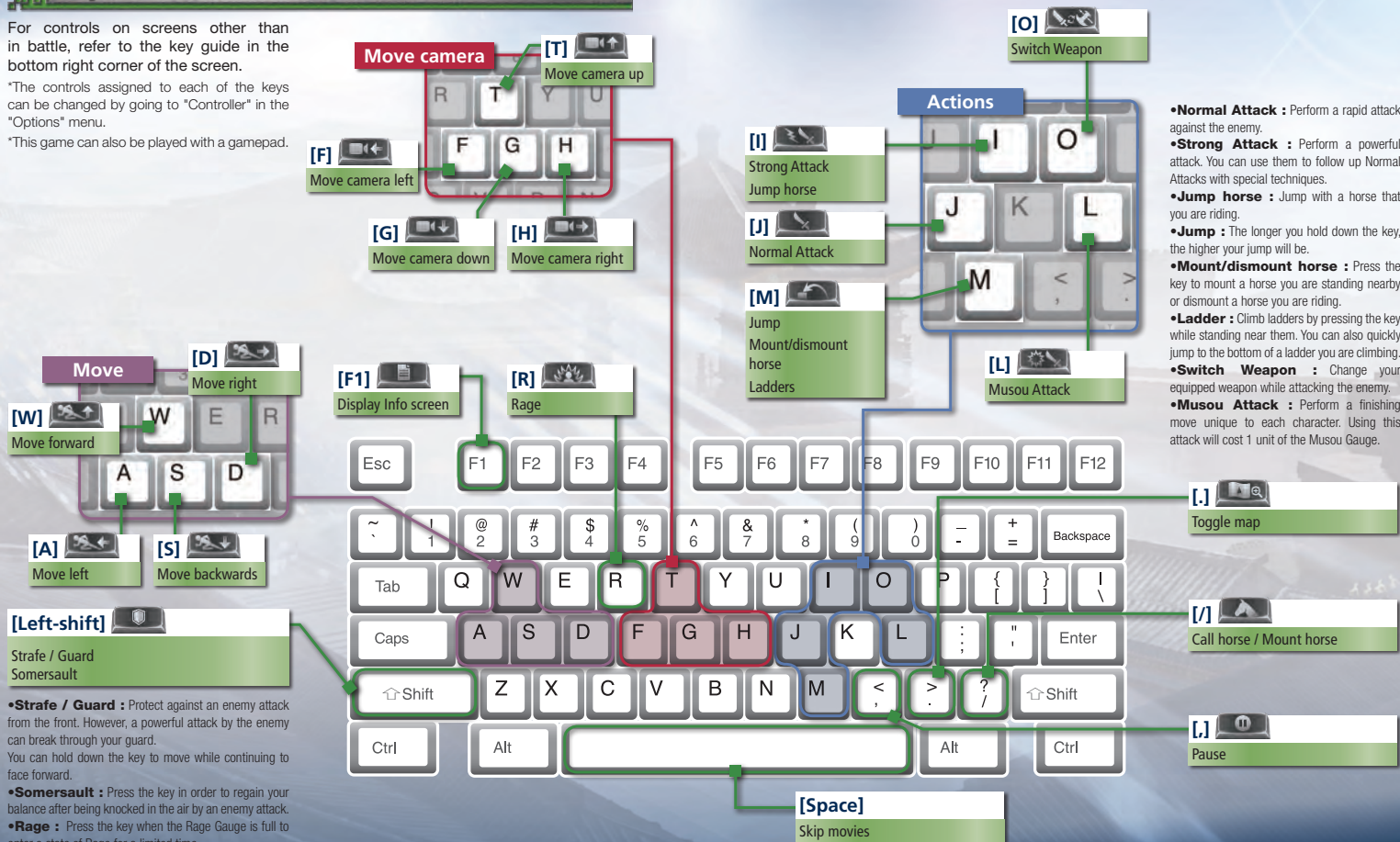


## Keyboard Controls

For controls on screens other than in battle, refer to the key guide in the bottom right corner of the screen.

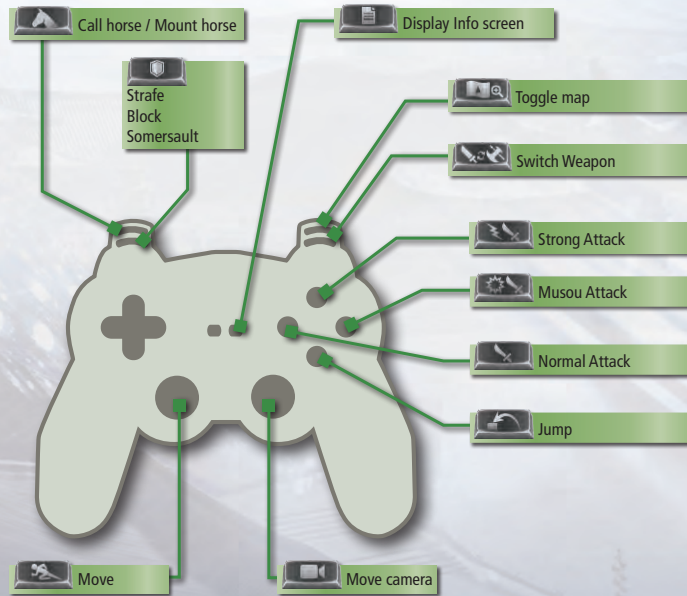
"The controls assigned to each of the keys can be changed by going to "Controller" in the "Options" menu.

"This game can also be played with a gamepad.



## Gamepad Controls

To get the most out of the game, it is recommended that you play with a gamepad (12 buttons) that is compatible with DirectX 9.0c. When first using a gamepad, please set up the controls by going to "1P Settings" under "Controller" in the "Options" menu. The following button layout is recommended.



### Co-op play

You can play a co-op match together with another player. In Story Mode or Free Mode, Player 2 can press the **[F12]** key when "2P PRESS F12" 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 the **[F12]** key when "2P PRESS F12" is displayed in the upper right corner of the Info screen when in the camp.



### ► Player 2 controls during co-op play

Move	[↑][↓][←][→]	Jump / Mount & dismount horse / Ladders	Ten-key [2]
Block	Right [Ctrl]	Move camera	[Home] [End] [Delete] [Page Down]
Normal Attack	Ten-key [4]	Rage	Ten-key [5]
Strong Attack / Jump horse	Ten-key [8]		
Musou Attack	Ten-key [6]		
Switch Weapon	Ten-key [9]		

\*Player 2 can also play using a gamepad.





# 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 the [O] key (Switch Weapon) 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.

### Bodyguard orders

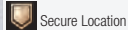
You can use the [2], [1] and [3] keys to switch between guard/mobilize or choose from all of the orders by going to "Command bodyguards" on the Info screen (Free Mode and Ambition Mode only).



Guard



Mobilize



Secure Location



Officer-specific skills

### 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.

### Time remaining

### 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 [1] to switch between the overview and zoomed maps.

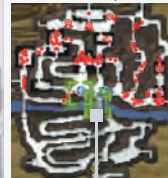
#### Zoomed map



#### Player

- ▲ 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



#### 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).

#### Mission generation point

#### No entry marker

You cannot proceed any further past this mark.

### 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