



Produced by
Ω-Force
OMEGA

BERSERK

and the
Band of the Hawk

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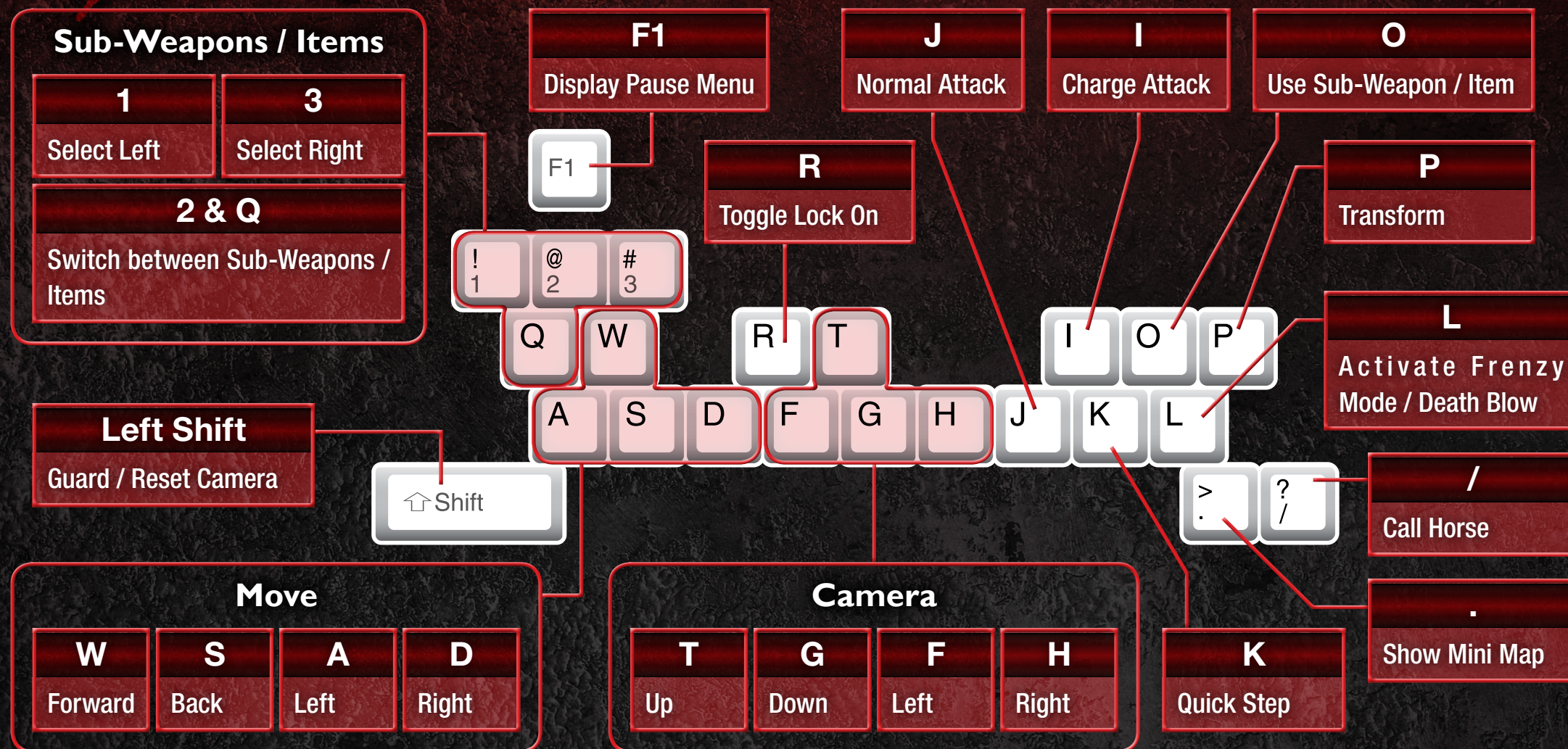
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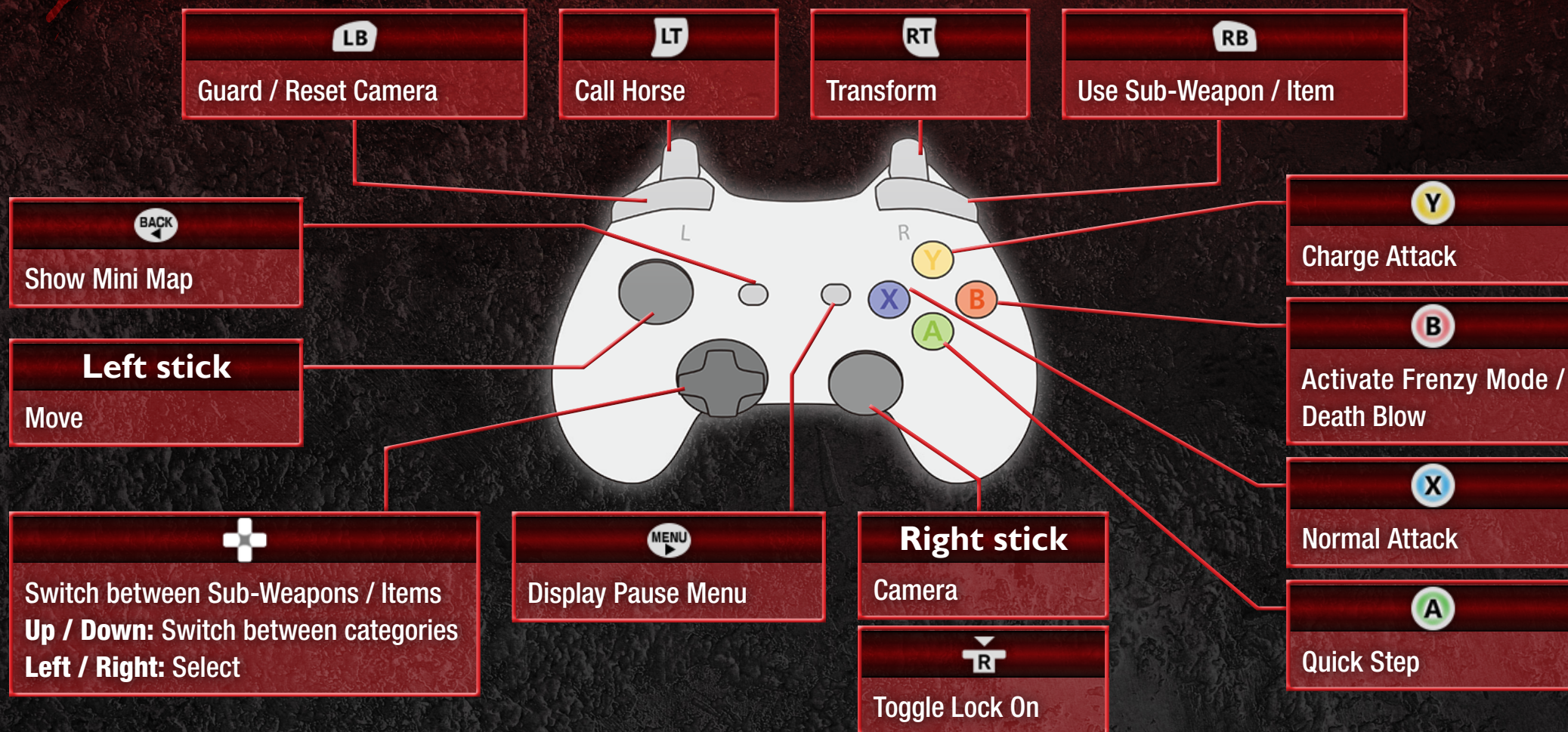
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Keyboard Controls



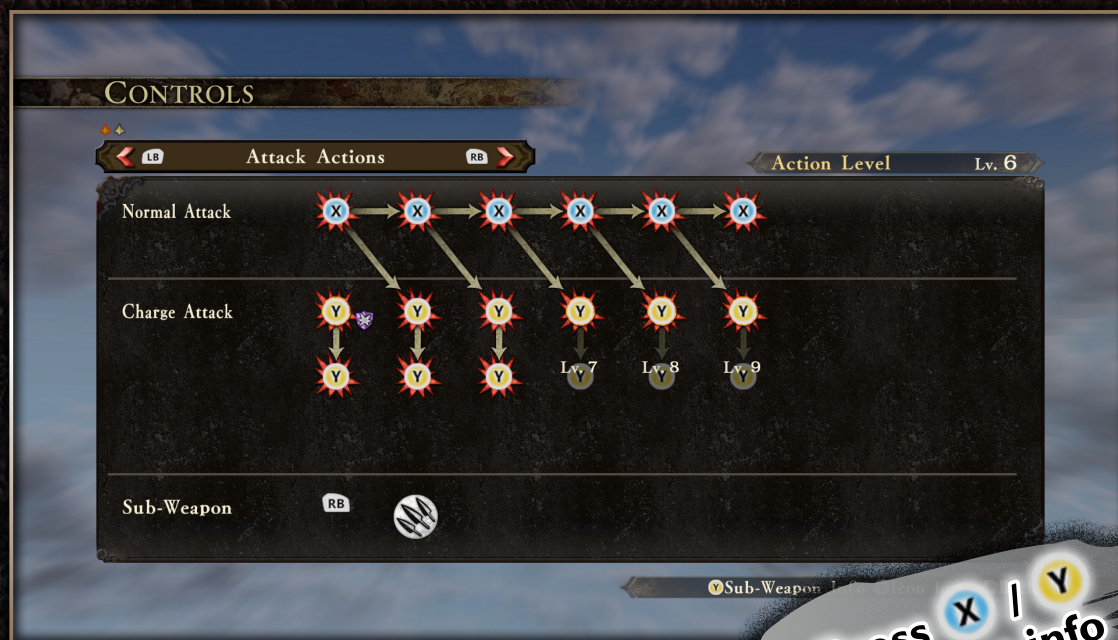
Controller Controls



Controls Check

Attack types and controls vary depending on the character.

View controls in **ACTIONS** under **PLAYER INFO** found on the Pause Menu and other locations.



Controls Setup

Button actions can be changed in the Main Menu by going to **OPTIONS** then **CONTROL SETTINGS**.



Move / Dash

Use the left stick to move in a specific direction.



Dash

Hold the left stick down to Dash.

Press and hold the  button to Dash at once.

Normal Attack / Charge Attack

Press the **X** button for a quick Normal Attack. Press the **Y** button for a powerful Charge Attack.

Chain Attacks

Combine buttons **X** and **Y** to chain together a variety of attacks.



X button



Y button


Sub-Weapons / Special Skills & Equipped Items

Press **RB** to use your Sub-Weapon, Special Skill or Item.

Sub-Weapons	Weapons and Skills are unique to each character. More will become available as you progress through the game. When the charges drop to 0, a cooldown is necessary before you can use it again.
Equipped Items	You can choose up to four of recovery items or ability boosters to bring to battle at the Briefing Menu. You will be able to replenish item charges by acquiring Item Pouches.



Switching between Sub-Weapons  / Equipped Items 

Use  to switch between Sub-Weapons and Equipped Items.

Up / Down: Switch between Sub-Weapon and Item categories

Left / Right: Make your selection

Frenzy Mode

When the Frenzy Gauge is full, press the **B** button to activate Frenzy Mode. The effects of the Frenzy Mode, such as attack power or speed, vary depending on the character.

Your character will return to normal when the Frenzy Gauge empties. Defeating enemies in Frenzy Mode fills the Death Blow Gauge and makes the Death Blows available.

Fill the Frenzy Gauge by:

- ◆ Attacking enemies
- ◆ Receiving attacks
- ◆ The gauge fills by the amount corresponding to the damage dealt and received
- ◆ Chain attacks fill the gauge faster
- ◆ It also fills quicker when you fight Bosses

Frenzy Level

Your Frenzy Level will increase each time Frenzy Gauge fills up (max. 5), increasing your Attack power and Obliteration chances.



Death Blow Gauge

Frenzy Level

Frenzy Gauge

Death Blows

You fill your Death Blow Gauge by collecting Lost Souls from fallen enemies when you are in Frenzy Mode.

When the Death Blow Gauge is full, press the **B** button to unleash a Death Blow.



You will also be able to gather Lost Souls from the enemies you defeat with a Death Blow.

Obliteration

Obliteration may occur when your killing strikes decapitate or cut your enemies in pieces while you are in Frenzy Mode.

Obliterations fill your Death Blow Gauge quickly and frighten nearby enemies, allowing you to defeat them with a single strike.

Transformation

Certain characters can undergo Transformation while in Frenzy Mode by pressing **RT** with a full Death Blow Gauge.

When a character undergoes Transformation, their appearance and attacks change and their powers greatly increase. They return to normal when the Frenzy Gauge drops to 0.



Characters who can Transform

- ◆ Guts (Berserker Armor)
 - ◆ Zodd
- and others...

Guard / Reset Camera

Use **LB** to adjust the camera and to guard against frontal attacks. Guard will not work against powerful attacks.



Precision Guard

Time **LB** with an incoming attack to stagger the enemy. Precision Guard will not work against powerful attacks.

Strafing

Hold **LB** and use the left stick to move while facing right ahead.

Quick Step

Press the **A** button to perform a Quick Step.

Hold the left stick and press the **A** button to Quick Step in that direction.

Press and hold the **A** button to Dash.



Use Quick Step to do the following:

- ◆ Evade enemy attacks
- ◆ Close or open distance with enemies
- ◆ Connect your chain attacks by inserting it between attacks

Lock On

Use **R** to Lock On to strong enemies and bosses.

Move the right stick to switch between Lock On targets.



Use Lock On to:

Keep the camera focused on your target.

Automatically target the strongest enemy without using the left stick to aim.

OFF



ON



Warhorse Controls

You can use a Warhorse to move about quickly.



Mounting & Dismounting

Press the **A** button near your Warhorse to mount. Press again to dismount.

Call and Mount

Call your Warhorse by pressing **LT**. Hold it to mount.

Mounted Attacks

Attack enemies while on horseback. Press the **X** button for Normal Attacks and the **Y** button for Charge Attacks.

Battle Menu

Combo Count

The number of chained attacks.

Death Blow Gauge

Use the **B** button when the Gauge is full to perform a Death Blow while in Frenzy Mode.

Frenzy Gauge

Use the **B** button when the Gauge is full to activate Frenzy Mode. This Gauge fills when you attack or are attacked.

Frenzy Level

Every time the Frenzy Gauge fills, Attack power and Obliteration chances increase.

Vitality Gauge

You will lose when you run out of Vitality. Use your Equipped Items or Items you can find on the battlefield to recover.

Morale

The higher the enemy morale, the stronger enemies become.

Mini Map

Use **BACK** to zoom in and zoom out.

KO Count

The number of defeated enemies.

Sub-Weapons / Equipped Items

Switch between categories with **+** & **+** and select with **+** & **+**
Press **RB** to use.



Mini Map

Press  to zoom in and zoom out.

 Player	 Victory & Defeat Objectives	 Strong Enemies	 Enemies that will keep appearing until target is defeated	 Soldiers	
 Mission Targets	 Bases	 Siege Towers	 Battering Rams	 Warhorses	 Target Destinations
 Gates that open as the battle progresses	 Gates that open after defeating enemies in the area	 Gates that can be broken through.	 Barrier (enemies can't enter)	 Long-range Attacks	 Artillery Officers

Icons & Marks

Icons are used to indicate character condition.

Icons			
			
Increased Attack	Increased Defense	Increased Movement Speed	Increased Gold drop

Marks	
	
Entry closed	Horses can't enter

Items

You can collect items during battles from defeated enemies and treasure chests.

Copper Coins	Silver Coins	Gold Coins
		
Small amount of money	Medium amount of money	Large amount of money

Small Item Pouch	Medium Item Pouch	Large Item Pouch
		
Equipped Items Small Recovery	Equipped Items Medium Recovery	Equipped Items Large Recovery

Elf Dust Packet	Elf Dust Purse	Elf Dust Bottle
		
Recovers Vitality (S)	Recovers Vitality (M)	Recovers Vitality (L)

Missions

Missions may appear at various times during battles. Successfully completing a Mission allows you to progress the battle more easily, turning conditions in your favor.



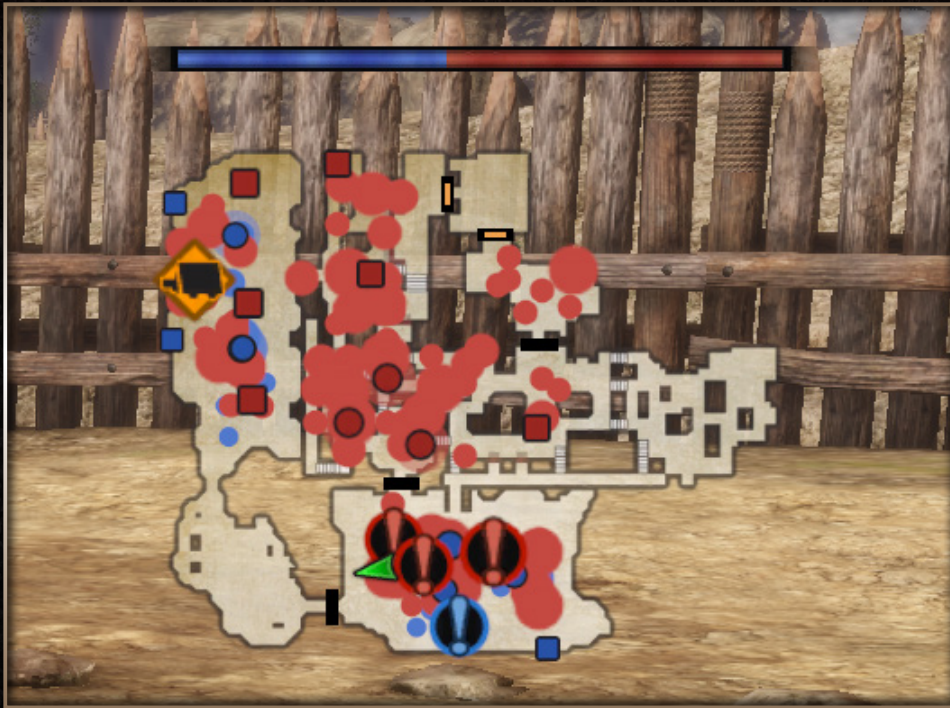
Behelits

When you successfully fulfil certain conditions you can acquire a Behelit. With every new Behelit, a piece of one of the Picture panels is unlocked. You can check acquisition conditions under "Behelit Info".

Morale and Bases

Morale changes based on the battle conditions. The strength of the enemy army will increase and decrease along with their Morale.

You can decrease enemy Morale by clearing Missions, defeating enemies and taking Enemy Bases.



Capturing Bases

Until you capture the Enemy Base, enemy soldiers will continuously emerge from inside.

You can capture a Base by defeating the Base Commander and it will also help to decrease Enemy Morale.

Conquered Bases may also turn into Ally Bases.

Scenario Selection Menu

In the Scenario Selection Menu, you can select battles and events (Events/Talks).



Character Selection

In Story Mode, Characters you can choose from are fixed for each battle.

Additional Battles

When you clear a battle, additional battles or events will be added.

Briefing Screen

On the Briefing Screen you can choose your Equipped Items and Accessories. As you advance in the game, you will also be able to Enhance Accessories in the Shop.



Preparation

Equip	Select Items, Accessories, and Warhorses.
Shop	Sell or buy Accessories and Materials, and Enhance your Accessories.

Enhance

By choosing "Enhance" under "Shop" you can Enhance Accessories by using Materials.

Enhancing allows to level up the Accessory stats and skills.



Select Accessories



Skills increase based on the color of the Material.

Amalgamate

By choosing "Amalgamate" under "Shop" you can combine Accessories and their attributes.

Amalgamating allows to level up the Accessory stats and combine the skills they carry.



Accessories turned into Materials are destroyed.

Combine Skills

You can add up to 4 Skills when Amalgamating. If both Accessories carry the same skill, its level will increase.

When you advance in the game you will be able to choose the Skills you wish to add.

Character Stars

You can reach up to Level 99 depending on acquired experience.

When you level up, the character's stats increase and additional actions may also be unlocked.



LV.	Increases as you gain Experience Points (EXP).
EXP.	Accumulates as you defeat enemies.
Vitality	You will be defeated when your Vitality reaches 0.
Attack	The higher this is, the more damage you inflict on enemies.
Defense	The higher this is, the less damage you take from enemies.
Technique	As this increases, your movement speed, critical hit chance, and horse riding ability will improve. Your Sub-Weapon cooldown period will shorten as well.

Character Type

The way in which a character develops or acts during Frenzy Mode differs for every Character Type.

Character	Features
Guts	The power and range of his attacks increase when in Frenzy Mode.
Griffith, Casca, Judeau	The amount of hits they make increases and they can chain together an infinite number of Normal Attacks when in Frenzy Mode.
Serpico	The number of hits he can make increases and he uses the Sylph Sword for all his attacks when in Frenzy Mode.
Zodd	The power of his Attacks increases when in Frenzy Mode.
Schierke	Her Sub-Weapon cooldown period and Spell chanting time both decrease in Frenzy Mode.

Accessories

You can improve your character's stats or add special effects by equipping Accessories.

You can equip up to 3 Accessories simultaneously.



Press the **Y** button
for details

Skills

In "Enhance" and "Amalgamate" under "Shop" you can increase Skill levels.

The higher the level, the more efficient the Skill is.

Warhorses

You will be able to unlock new Warhorses by completing Scenarios or fulfilling special conditions set during battles.

Press **LT** to call the Warhorse you chose before battle. However, there are also certain areas where horses won't be able to enter.



Charge Power

Effects the damage made to enemies by Charging.

Endurance

Effects the power to withstand Enemy attacks.

Speed

Effects the movement speed.

Endless Eclipse

This is a mode to test how far can you go.
The level of awards you receive increases
as you reach deeper layers.



Rules

- ◆ Once your Vitality falls to 0, it will be over.
- ◆ You can move to the next Layer after you clear your current Missions.
- ◆ When you choose your Desire, you will need to clear 5 layers to satisfy it, before you can return to the Select Your Desire screen.
- ◆ Your reward depends on the number of Layers you have cleared.
- ◆ After you reach a certain Layer, you can start from a midway point.

Portals and Layers

Use a portal to proceed on to a deeper Layer.

Portals appear after you clear Missions on your current Layer. Press the **A** button near a Portal to move on to the next Layer.



Stray War Demons

While fulfilling some of the Desires, you will have to face Stray War Demons that are lurking around. When you defeat them, you will be able to obtain Behelits. You can check the conditions for acquiring a Behelit under "Behelit Info".



GUTS

Band of the Hawk

CV: Hiroaki Iwanaga

He was a wandering mercenary, but he joins the Band of the Hawk after losing to Griffith in a duel. In the Band he soon becomes the Captain of the Raiders. After the war was won, he leaves the Band in order to find a path to become an equal to Griffith.

Initial Sub-Weapon



Throwing Knives



GRIFFITH

CV: Takahiro Sakurai

The leader of the Band of the Hawk, the feared Grim Reapers of the Battlefield. He is a young man of striking handsomeness and possesses a charisma that enchants people around him. His dream is to acquire his own kingdom.

Initial Sub-Weapon



Crossbow



CASCA

CV: Toa Yukinari

Unit Commander of the Band of the Hawk. She joined the Band after being saved by Griffith when she was a child. She is wholeheartedly devoted to Griffith, and wishes to become his sword to help him achieve his dream. She dislikes Guts from the moment he joins the Band of the Hawk, and it has resulted in countless arguments.

Initial Sub-Weapon



Crossbow



JUDEAU

CV: Yuki Kaji

Unit Commander of the Band of the Hawk. A man of many talents, he is known to carry out his tasks flawlessly. It is Judeau who assures Guts that he will find his place in the Band of the Hawk. The two go on to become friends.

Initial Sub-Weapon



Crossbow

SERPICO

CV: Kazuyuki Okitsu

A slender young man with narrow eyes. His deceptively gentle and passive appearance hides the fact that he is a rather skilled swordsman with quick mind and many tricks up his sleeve. He is extremely loyal to Farnese, acting as her attendant, and when she decides to leave the Holy Iron Chain Knights to follow Guts, he follows her without any hesitation.

Initial Sub-Weapon



Crossbow



SCHIERKE

CV: Chiwa Saito

A young girl, the only pupil of Flora, the Witch of the Mansion of the Spirit Tree. She supports her companions with magic, using various spells. At first she distrusts people, moved only by a sense of duty and her master's teachings, but her journey with Guts and his companions has already begun to change her.

Initial Sub-Weapon



Summoning Magic

Transformation Available

ZODD

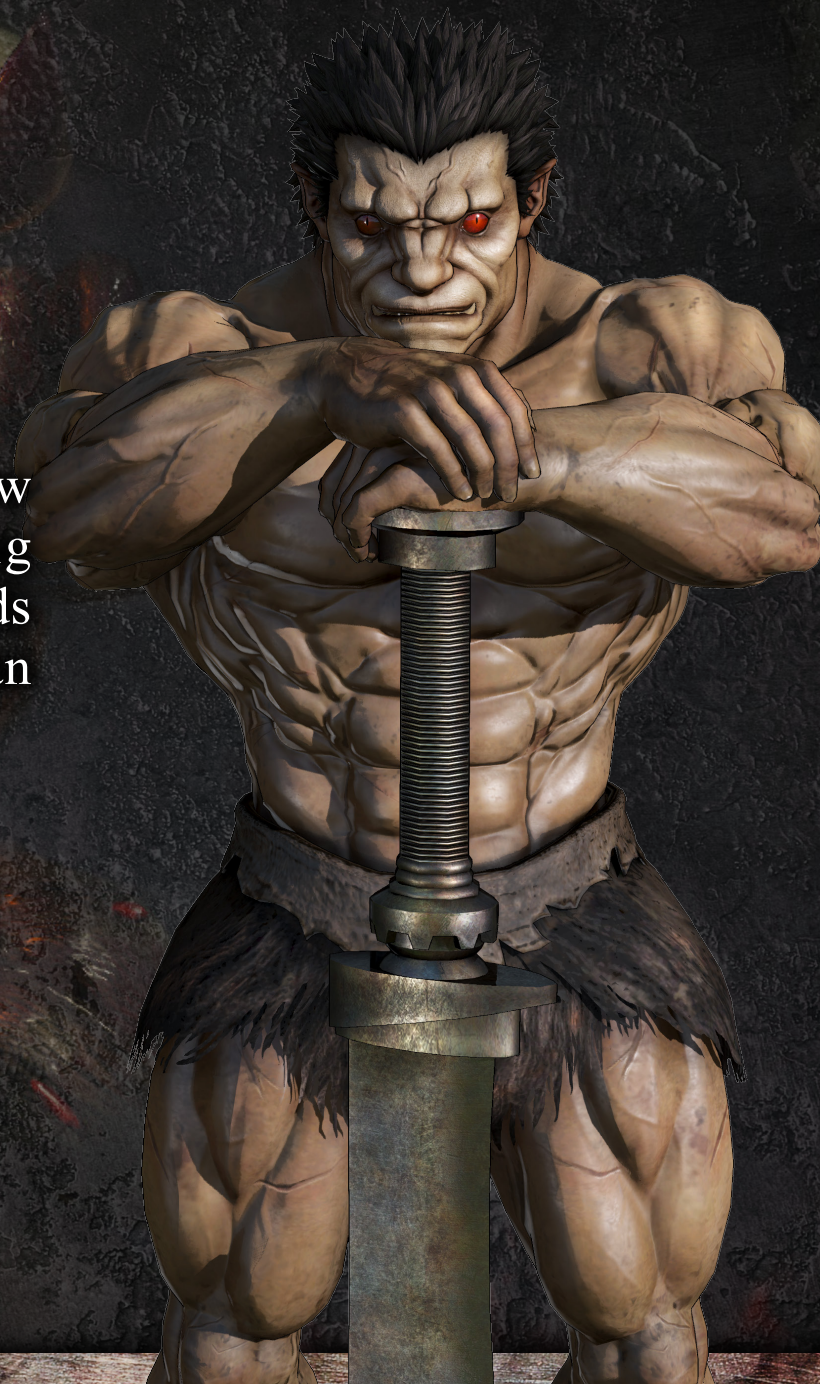
CV: Kenta Miyake

A legendary swordsman nicknamed “Nosferatu” by fellow mercenaries. Zodd is an Apostle, said to be roaming battlefields in search for strong opponents for several hundreds of years. He develops interest in Guts and leaves him with an ominous prediction, after Guts manages to wound him.

Initial Sub-Weapon



Roar



Transformation Available

GUTS

Berserker Armor

CV: Hiroaki Iwanaga

His muscular body is covered with scars, he has a mechanical artificial arm, and the heap of raw iron that is the Dragon Slayer is strapped to his back. He is the “Black Swordsman”, and his journey is a journey of vengeance.

Sub-Weapons



Repeating Crossbow



Throwing Knives



Explosives



Cannon

Midland Kingdom

One of the states within the Holy See Territories. The capital city is the stronghold of Windham. It was established by the relatives of the Supreme King Gaiseric after his successful conquest of the continent. The name Midland comes from the city built by King Gaiseric at the center of the continent 1,000 years ago.



King of Midland

CV: Nobuyuki Katsube

Venerable Majesty Throughout All Lands. He supports Griffith, a commoner, and leads the Hundred Years War to conclusion.



Princess Charlotte

CV: Aki Toyosaki

The only daughter to the King of Midland and the heir to the throne. She has fallen in love with Griffith.



Count Julius

CV: Rikiya Koyama

The King's younger brother and the Commander of the White Dragon Knights. He is discomforted with Griffith's widening influence.



Adonis

CV: Maki Mizuma

Child of Julius. As a child of the royal family, he is strictly disciplined by his father.

Empire of Chuder

A state within the Holy See Territories. It is located east of the Midland Kingdom. Chuder and Midland have been at war for 100 years after the Invasion of Doldrey. Chuder knights don uniquely characteristic heavy armor.



Adon

CV: Rikiya Koyama

Leader of the Blue Whale Ultra Heavy Armored Fierce Assault Annihilation Knights Corp. The first son of the distinguished Coborlwitz family.



Boscogn

CV: Takayuki Sugo

The head of the Holy Purple Rhino Knights. Appointed the general of the Fortress of Doldrey.



Gennon

CV: Kazuki Yao

Supreme Commander of the Northern Battle Front. He comes from the regional aristocracy and used his wealth to rise through the ranks.

The Holy See

The central institution of the monotheistic religion followed in Midland and Chuder. Within the Holy See territories, it has strong influence and authority on the states. It does not accept other religions and tends to persecute them as heretics.



Farnese

CV: Yoko Hikasa

The leader of the Holy Iron Chain Knights. She is fervent in following her faith, and is searching for the Black Swordsman under the orders of the Holy See.



Serpico

CV: Kazuyuki Okitsu

A Herald of Arms of the Holy Iron Chain Knights. He serves Farnese at all times.

Godo's Workshop

A blacksmith forge hidden in the mountains. Earning the ire of his former master, Godo moved here to do his smithing. It is said that Elves used to live in the back caverns of the mountains.



Godo

CV: Takashi Inagaki

He has the stubbornness that comes with the trade, but his craftsmanship is known far and wide.



Erika

CV: Ayana Taketatsu

The only daughter of Godo. She is a bright and cheerful girl who does not hesitate to make friends with anybody.



Rickert

CV: Minako Kotobuki

A former member of the Band of the Hawk. After the Band of the Hawk disappeared, he stays to learn blacksmithing from Godo.

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