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*Screenshots are taken from a development version of the game. The features described in this manual are subject to change.

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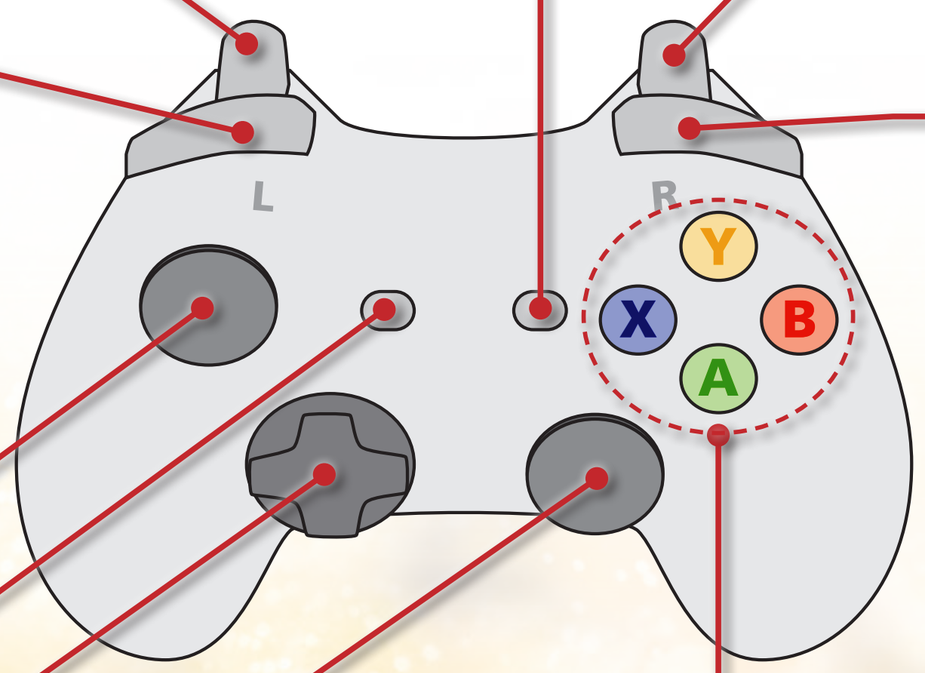
Basic Controls

This game can be played with a game pad for easier and more natural controls.
You can attack by pressing the X button or Y button. Pressing them multiple times or combining them with other buttons will enable you to perform different types of attacks. Additionally, you can press the B button to perform a special move unique to each weapon. Please refer to the "Weapon Controls" section (P.16) for more details on how to use each weapon.



Left Trigger

▶ **Orders**

Give orders to the members of your party.

Left Bumper

▶ **Reset camera**

Resets the camera position so that is facing forward.

▶ **Target locking**

Hold down the button to lock on to your target. You can press the Left Bumper to remove the target lock.

Left stick

▶ **Move**

BACK button

▶ **Eye of Truth**

Reveal an Oni's life force and other information about it.

START button

▶ **Display the Battle Menu**

Right Trigger

▶ **Messages**

Send a message to your fellow party members.

Right Bumper

▶ **Stance of Communion**

You can use Skills by pressing the X／Y／A／B buttons while holding down the Right Bumper.

▶ **Ritual of Purification**

By holding down the Right Bumper, you can perform the Ritual of Purification.

▶ **Run**

Holding down the Right Bumper while moving the left stick will enable you to run.

Right stick

▶ **Control camera**

D-pad

▶ **Control camera**

X button／Y button

▶ **Attack**

Perform attacks unique to each weapon type.

B button

▶ **Special Move**

Unleash a special move unique to each weapon.

A button

▶ **Dodge**

Evade an enemy attack.

▶ **Dive**

Recover your balance after being knocked in the air by the enemy.

▶ **Pick up / Pray**

Pick up items or pray to recover your Health.

Y + B buttons

▶ **Destroyer**

When your Weapon Gauge is full, unleash an attack which is capable of destroying the body part of a large Oni or killing a smaller Oni in a single blow.

▶ **United Destroyer**

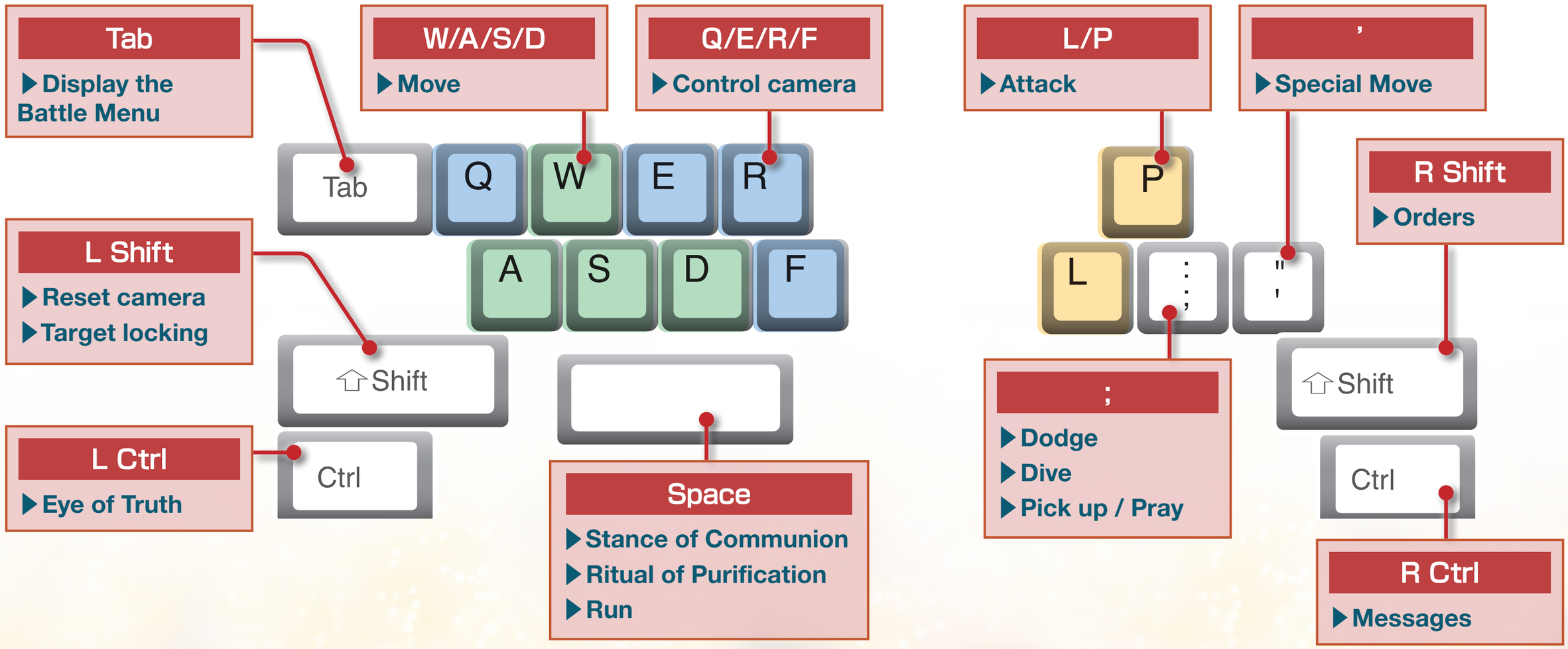
You can use this attack when the Unity Gauge is full and Soul Bonds have formed between you and other members of your party. This move is capable of destroying multiple body parts of large Oni with a single blow. The number of body parts you can destroy and the power of the attack will differ depending on how many people participate.

*The button names may differ depending on your game pad.

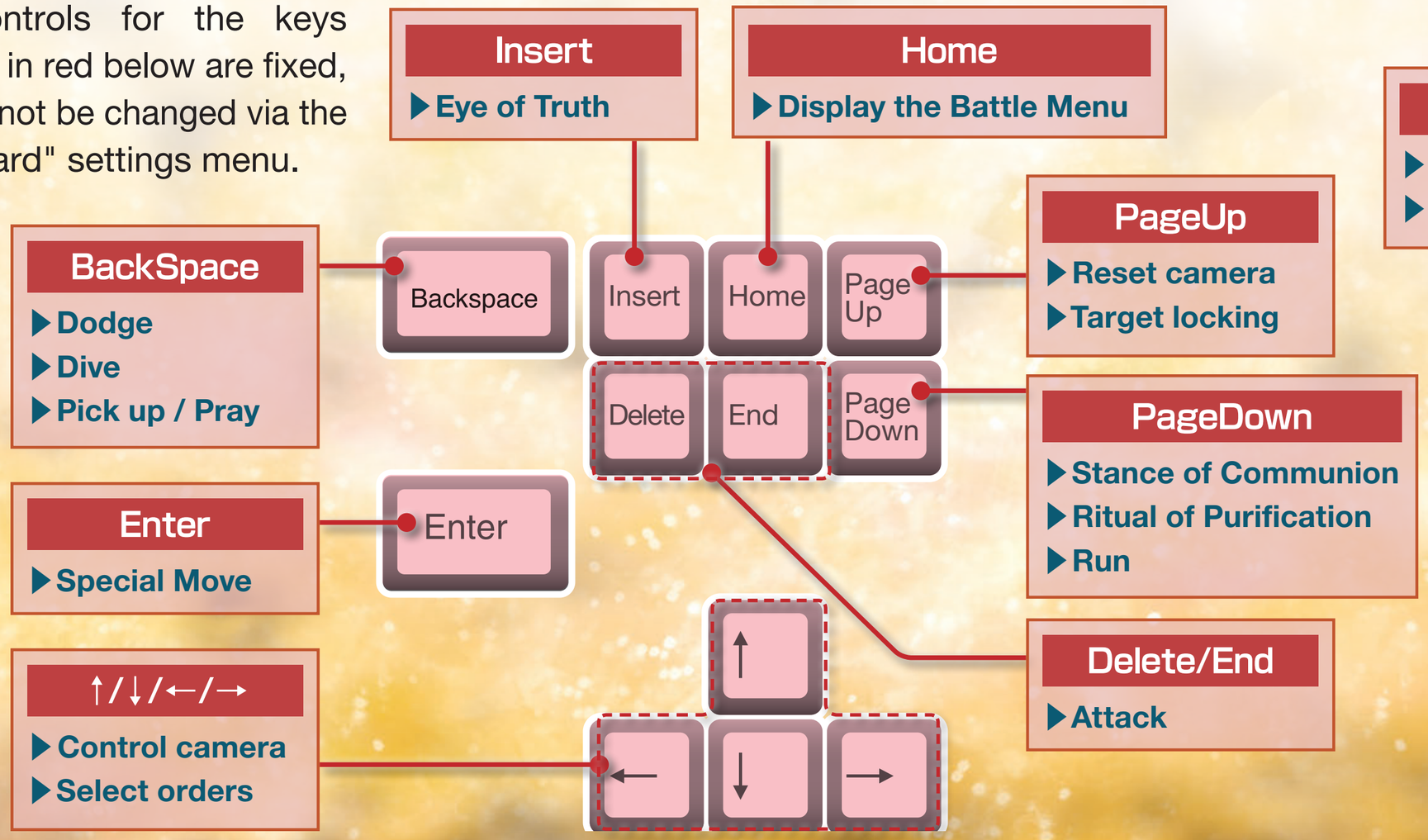
*You can confirm the controls for locations such as the menu screen by checking the button guide at the bottom of the screen.

Keyboard Controls

This game can also be played using a keyboard. The controls for each key can be set under "Keyboard" in the "Settings" menu.



The controls for the keys outlined in red below are fixed, and cannot be changed via the "Keyboard" settings menu.



Menu Screen

If you press a button at the title screen, you will be taken to the menu screen.

New Game	Create a character and start a new game from the beginning.
Continue	Load previously saved data and continue a game.
Settings	Adjust game settings.
Carry Over Save Data	Carry over inventory and start game from the beginning.
Download	Obtain downloadable content for the game.
Exit game	Quit the game.

Creating a Character

You can create a new character after selecting "New Game" from the menu screen.

Character Settings

Determine the name, gender, hairstyle and other features of your character. These settings will not affect the character's abilities.

*Your character's name will be displayed during multiplayer games. Please refrain from giving out personal information about yourself or others, or do anything that would invade another person's privacy or cause them to feel uncomfortable.

Weapon Selection

Select the weapon you will start the game with. You will be able to change your weapon after you have progressed through the story.

Saving & Loading

Saving

You can save up to three characters. Each character requires its own save data slot.
The game will save automatically after battle and at other moments during the game (autosave). You can also save the game at the hearth in your home.

Loading

Select "Continue" from the menu screen and select a saved game to load that data and resume playing.

Settings

You can adjust the game settings by selecting "Settings" from the menu screen or the Base Menu.

Graphics	Full-screen	Choose whether to run the game in full-screen or windowed mode.
	Resolution	Adjust the display resolution of the game.
	Texture quality	Adjust the texture quality used in the game.
	Texture filters	Adjust the detail of texture boundaries.
	Particles	Adjust the level of particle effects in the game.
	Shadows	Choose whether or not to display shadows for objects in the game.
	Depth of field	Determine how clearly to display objects in the background.
	Light shaft	Choose whether or not to display light shafts in the game.
	Anti-alias	Choose whether or not to use anti-aliasing on objects in the game.
	Reflection	Choose whether or not to display reflections.
Keyboard		Set the commands assigned to each key on the keyboard.
Camera settings	Camera (vertical) / (horizontal)	Adjust the controls for moving the camera.
	Targeting camera (vertical) / (horizontal)	Adjust the controls for moving the targeting camera.
	Camera rotation speed	Adjust the speed at which the camera moves.
	Targeting camera rotation speed	Adjust the speed at which the targeting camera moves.
	Camera vertical reset	Choose whether the vertical height of the camera will also reset when resetting its position.
	Right stick camera control	Choose whether or not to control the camera with the right stick.
Sound settings	Music volume	Adjust the volume of the background music in the game.
	SFX volume	Adjust the volume of the sound effects in the game.
	Voice volume	Adjust the volume of the voices in the game.
System settings	Autosave	Choose whether or not to enable autosave in the game.
	Movie playback	Choose whether or not to play the event movies within the game.
	Data exchange	Choose whether or not to exchange data with other players.
	Allies' Focus display	Choose whether or not to display the Focus levels of your allies.
	Network connection	Choose the versions of the game you wish to connect with during online multiplayer.

Game Flow

Assume the role of a Slayer within Utakata Village and carry out missions to defeat the Oni.

Utakata Village

Change your equipment and accept Tasks (Missions and Quests) to carry out. You can also use Haku and materials to upgrade your weapons.

Battle

Defeating Oni will earn you Haku and materials. Target the body parts of large Oni in order to destroy them. You can also work together with your allies to perform special finishing moves. Withdrawing from the battle three times will cause you to fail the mission.

Command Center

Select missions to accept. Completing these missions will earn you Haku and materials.

Mitama

Equip Mitama in order to use Skills and Boosts. You can also learn new Boosts by powering up your Mitama.

Destroyer

When your Weapon Gauge is full, you can press the Y+B buttons to perform the Destroyer attack, which is capable of destroying a body part of a large Oni or killing a smaller Oni in a single blow.

United Destroyer

When the Unity Gauge is full, stand near the other members of your party to forge Soul Bonds between you, and then press the Y+B buttons to perform the powerful United Destroyer attack. This move is capable of destroying multiple body parts of large Oni with a single blow. The more party members in range when the attack is executed, the more powerful it will be, and it will destroy a greater number of body parts.

Skills

You can use Skills by pressing the X／Y／A／B buttons while holding down the Right Bumper. Using Skills can increase your Attack strength, help you recover from wounds, and provide many other special bonuses. The Skills you can use will depend on the battle style of the Mitama you have equipped.

Ritual of Purification

By holding down the Right Bumper, you can perform the Ritual of Purification. If the target is in range, you can use the ritual to purify enemies, rescue allies, and more.

Purification

You can use the Ritual of Purification to purify Oni remains or severed body parts in order to obtain materials and Haku. Once a destroyed body part has been purified, it cannot be regenerated.

Rescuing allies

If you use the Ritual of Purification on an ally whose Health has reached 0, you can enable them to rejoin the battle. Allies that are not rescued in time will be forced to withdraw from the battle. Being defeated multiple times will cause them to retreat even sooner each time.

Eye of Truth

By pressing the BACK button, you can see the enemy's life force. When your opponent is a large Oni, you can see its surface resilience and body part resilience as well. You can also use it to find hidden materials and Prayer Stones. Using the Eye of Truth will consume Focus. The effect will end when you press the BACK button again or if you run out of Focus.

Target Locking

You can lock on to enemies by holding down the Left Bumper. Pressing the Left Bumper again while targeting an enemy will disable the feature. You can also change the enemy targeted by pressing the left and right buttons.

For attacks that require aiming, like Single Arrow, you can use the Left Bumper while holding down the appropriate button for that attack to aim at a specific body part.

Pick Up / Pray

You can pick up materials by pressing the A button near small glowing objects on the battlefield.

Pressing the A button at a Prayer Stone will offer a prayer that can restore your Health (green stone) or your Skill stocks (white stone).

Orders

You can press the Left Trigger to give orders to the other members of your party. The party members will move to carry out your orders.

Free	Enable the party member(s) to move freely.
Attack	Tell the party member(s) to prioritize attacking the enemy.
Aid	Tell the party member(s) to prioritize support and purification.
Follow	Instruct the party member(s) to stay close to your character.

Sword

*The damage inflicted on an Oni's body part will vary depending on the attack technique.

*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

*→ This mark indicates a transition between states as opposed to attacks that can be linked together.

Attack technique: Slash

This weapon is well-balanced and easy to use. By using the Twisting Slash, you can continue attacking while dodging enemy attacks.

X button — Fast Attack ❶ → **X button — Fast Attack ❷** → **X button — Fast Attack ❸** → **X button — Fast Attack ❹**

*1 Going from Fast Attack ❶ → Fast Attack ❷ and pressing the Y button will link into Strong Attack ❶.

Y button — Strong Attack ❶ → **Y button — Strong Attack ❷** → **Y button — Strong Attack ❸**

Hold down the Y button — Vacuum Slash

Holding down the button will increase the damage of the attack.

→ **Y button — Follow-up**

→ **X button — Follow-up**

X+A buttons — Twisting Slash

This can follow any type of attack.

When the Weapon Gauge is full

Y+B buttons — Destroyer

B button — Initiate Gouge

Your attack range will increase and stab wounds will be inflicted on the body part attacked.

B button — Release Gouge

Adds extra damage based on the number of wounds inflicted. By continuing to attack the affected body part repeatedly, the attack will be even more powerful when released.

Hold down the B button — Release Slicing Gouge

Hold down the B button — Initiate Shadow Gouge

This attack uses more Focus than the regular Gouge, but it also increases the likelihood of inflicting a significant wound.

Knives

*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

Attack techniques	Slash	Thrust

These weapons enable quick strikes and excel at consecutive attacks. They are also capable of a wide range of aerial attacks.

X button — Fast Attack ❶ → X button — Fast Attack ❷ → X button — Fast Attack ❸ → X button — Fast Attack ❹ → X button — Fast Attack ❺

X+A buttons — Dash
- → X button — Fast Slash
- → A button — Stop
- → Y button — Jump Attack
- → Hold down the Y button — Leaping Attack

Holding down the button will increase the distance you are able to leap.

Hold down the B button — Spin

When the Weapon Gauge is full: Y+B buttons — Destroyer

AERIAL

You will receive more damage than usual when attacked while in mid-air.

X button — Aerial Attack ❶ → X button — Aerial Attack ❷ → X button — Aerial Attack ❸ → X button — Aerial Attack ❹

Y button — Double Stab

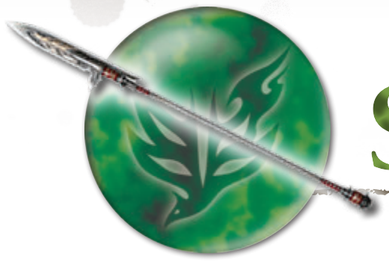
Landing this attack will enable you to rise back up into the air.

Down on the left stick + Y button — Swallow Dive

Hold the button down to attack directly beneath you.

Hold down the B button — Spin

When the Weapon Gauge is full: Y+B buttons — Destroyer



Spear

*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

Attack techniques	Thrust	Crush

This weapon enables you to fight while maintaining your distance from the enemy. You can use it to launch a variety of powered-up attacks and also knock the enemy back.

X button — Thrust ❶ → **X button — Thrust ❷** → **X button — Thrust ❸**

Y button — Sweep ❶ → **Y button — Sweep ❷** → **Y button — Sweep ❸**

Hold down the X button — Thrust ❶
Holding down the button will increase the damage of the attack.

Hold down the X button — Thrust ❷
Holding down the button will increase the damage of the attack.

Hold down the X button — Thrust ❸
Holding down the button will increase the damage of the attack.

X button — Rush
Repeatedly hitting the button will increase your hit count.

X+A buttons — Brace
Stand your ground against enemies that lunge at you. A successful hit will knock them back. You can increase the power of the attack by holding down the button. When you successfully execute a Brace, you can press the X button to follow it up with a Rush attack.

B button — Hawk Swoop
Holding down the button will increase your jump height and power of the attack. You can also attack multiple body parts on the enemy.

When the Weapon Gauge is full

Y+B buttons — Destroyer
This will initiate the Destroyer by aiming at your target. Press the X/Y/B buttons or wait for time to elapse to execute the attack.

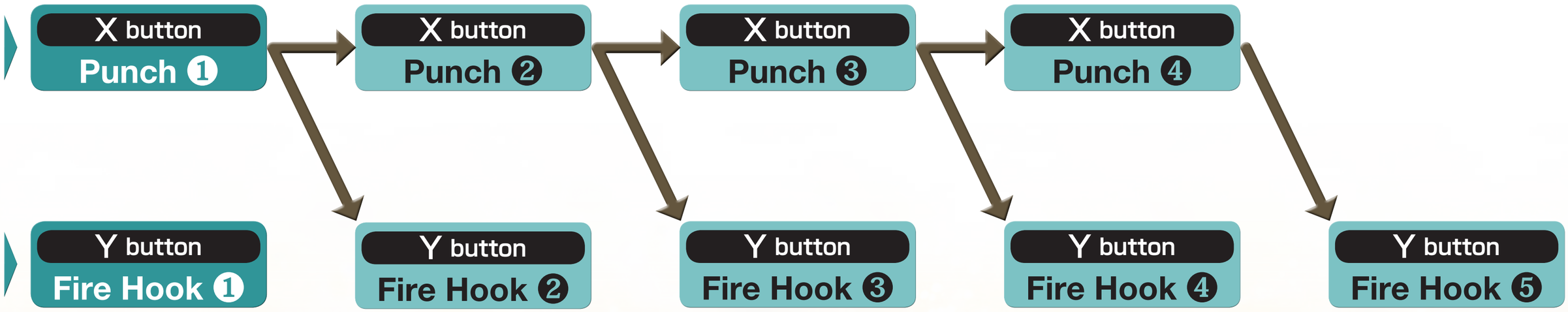
Gauntlets

*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

Attack technique: Crush

These weapons deal heavy and powerful blows. You can also use Block to defend against the enemy's attacks.

If you press the X button when a punch lands, it will become a Critical Link and its damage will increase. Linking a combo up to Punch ❹ will cause Punch ❹ to become even more powerful.



[Fire Hook] The body part attacked will become red-hot and it will be easier to inflict damage on it. If you continue attacking, it will become even hotter and increase the effect. Holding down the button allows you to strengthen the attack, dealing more damage and heating the area more effectively.

Press the B button repeatedly — Flurry

The more attacks you land, the more your attack speed will increase. The strength of the finishing move is based upon your attack speed at the time. By landing the final blow on the area glowing red-hot, additional explosive damage will be dealt.

X+A buttons — Block

This guards against an enemy's attack and reduces the damage you take.

When the Weapon Gauge is full

Y+B buttons — Destroyer

Chain & Sickle

*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.
*→ This mark indicates a transition between states as opposed to attacks that can be linked together.

Attack techniques	Crush	Slash

This weapon is good for both short and medium range attacks.
Throwing the flail at the enemy can quickly close the distance between you.

X button — Flail Attack ❶ → X button — Flail Attack ❷ → X button — Flail Attack ❸ → X button — Flail Attack ❹

Flail Attack ❶ → Y button — Sickle Attack ❶ → Y button — Sickle Attack ❷ → Y button — Sickle Attack ❸

B button — Initiate Agility Charm → B button — Release Agility Charm

When you use an Agility Charm, you are able to link a variety of attacks to a Flail Throw. You can execute a Flail Throw by pressing the X button while jumping up on the enemy.

X+A buttons — Hit and Away → When the Weapon Gauge is full: Y+B buttons — Destroyer

This will initiate the Destroyer by aiming at your target. Press the X/Y/B buttons or wait for time to elapse to execute the attack.

Hold down the X button — Flail Attack ❶

Holding down the button will increase the distance you are able to leap.

→ When a Flail Throw hits:
- Time elapses or up on the left stick — Jump up on enemy → While jumping
- Down on the left stick — Retrieve flail

While jumping

You will receive more damage than usual when attacked while in mid-air.

Y button — Sickle Attack ❶ → Y button — Sickle Attack ❷ → Y button — Sickle Attack ❸

B button — Initiate Agility Charm → B button — Release Agility Charm

While an Agility Charm is active: X button — Flail Throw

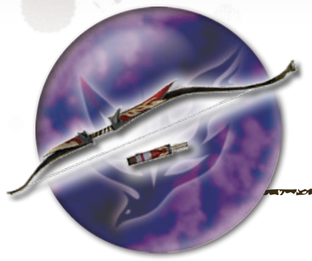
Holding down the button will increase the damage of the attack.

X+A buttons — Hit and Away

Down on the left stick + X button — Drop suddenly

When the Weapon Gauge is full: Y+B buttons — Destroyer

This will initiate the Destroyer by aiming at your target. Press the X/Y/B buttons or wait for time to elapse to execute the attack.



Bow

*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.
*→ This mark indicates a transition between states as opposed to attacks that can be linked together.
*You can focus attacks like Single Arrow on specific body parts. While holding down the appropriate button, press the Left Bumper to lock onto that particular body part.
*You will receive more damage than usual when hit by the enemy while your bow is drawn.

Attack technique: Thrust

This weapon can attack from long distances. The type of attack will differ depending on the number of arrows nocked. You can also aim at specific body parts.

X button — Single Arrow

You can increase the power of the attack by holding down the button.

Y button — Quick Nock ❶ → **Y button — Quick Nock ❷** → **Y button — Quick Nock ❸**

Releases an arrow that causes an explosion when it strikes the ground.

Arrows will fly out in five directions.

Striking your opponent causes the arrow to scatter and rain down upon the enemy.

B button — Initiate Deliberation → **B button — End Deliberation**

Focus all of your efforts on your attack.

Although it consumes Focus and makes you unable to move, it dramatically shortens both charge time and attack move length. It can only be used with Single Arrow, Quick Nock and Cursed Arrow.

X+A buttons — Cursed Arrow

Places a mark on a body part that you attack. If you attack the marked body part, it will explode and trigger a chain reaction with other marked body parts. The explosion is more powerful with Single Arrow, but it is more difficult to trigger a chain reaction. It is easier to trigger chain reactions with Quick Nock, but they are not as powerful.

Hold down the B button — Homing Arrow

Use the circular cursor to target a specific body part and focus your attack on it. Pressing the Right Bumper will allow you to focus on hitting a single body part with an unlimited number of attacks. Release the B button to fire the arrow at the targeted body part.

When the Weapon Gauge is full

Y+B buttons — Destroyer

This will initiate the Destroyer by aiming at your target. Press the X/Y/B buttons or wait for time to elapse to execute the attack.

Club

*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.
*Continually landing attacks using the tip of the club will cause you to enter a "Hyperpowered State." Your attack speed will increase and your charge times will be reduced. You can remain in the "Hyperpowered State" even when performing the Ritual of Purification.

Attack techniques: Crush

This weapon is good for directly striking enemies. Since attacks that strike with the tip of the club do the most damage, be sure to position yourself within proper striking distance of the enemy.

X button — Swing ❶ → **X button — Swing ❷** → **X button — Swing ❸**

Y button — Pound
You can increase the power of the attack by holding down the button.

B button — Devastator ❶ → **B button — Devastator ❷** → **B button — Devastator ❸**
Holding down the button will increase the damage of the attack. You will continue charging the maneuver even if you attack.

X+A buttons — Stop-Thrust
Use this to knock an enemy back by hitting its attacking body part. Holding down the button will increase the damage of the attack. Cannot stop attacks that an enemy throws its entire weight behind, such as a full-blooded rushing attack.

When the Weapon Gauge is full

Y+B buttons — Destroyer
Holding down the button will increase the damage of the attack.

Naginata

*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.
*By continually landing attacks on the enemy without taking any damage yourself, you will enter a "Hyperskilled State" in which your attacks will inflict damage on multiple body parts at once. You can remain in the "Hyperskilled State" even when performing the Ritual of Purification.

Attack techniques: Slash

This short to medium range weapon excels at both offense and defense. With a wide attack range, it is also adept at evading enemies and aerial attacks.

X button — Fast Attack ❶ → X button — Fast Attack ❷ → X button — Fast Attack ❸ → X button — Fast Attack ❹ → X button — Fast Attack ❺ → Fast Attack ❶

Y button — Lunging Strike

Hold down the Y button — Daybreak

When the Weapon Gauge is full: Y+B buttons — Destroyer

X+A buttons — Parry
Enables you to avoid taking damage if used at the moment an enemy attack lands. If you utilize the proper timing, the move will not consume any Focus.

Press the B button repeatedly — Frenzy
Attack speed increased when in a Hyperskilled State.

AERIAL

You will receive more damage than usual when attacked while in mid-air.

X button — Aerial Attack ❶ → X button — Aerial Attack ❷ → X button — Aerial Attack ❸ → Aerial Attack ❶

Y button — Crescent
Use the left stick to adjust your positioning after attacking.

Hold down the Y button — Eventide
Number of hits increased while in a Hyperskilled State.

X+A buttons — Parry
Enables you to avoid taking damage if used at the moment an enemy attack lands. If you utilize the proper timing, the move will not consume any Focus.

When the Weapon Gauge is full: Y+B buttons — Destroyer

Rifle

*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.
*You can focus attacks that you can aim on specific body parts. While holding down the appropriate button, use the Left Bumper to lock onto that particular body part.
*You will receive more damage than usual when hit by the enemy while your rifle is drawn.

Attack technique	Thrust

This projectile weapon excels at attacking enemies from long distances.
There are multiple kinds of ammunition and they are able to inflict heavy damage on miasmal nodes.

X button — Aim Standard Shot → **X button — Standard Shot**

Sniper bullets	Bullets that travel the fastest and furthest. They also cause the most miasmal mode damage.
Pierce bullets	Bullets that pierce the target, hitting it multiple times. They inflict moderate miasmal mode damage.
Scatter bullets	Close-range ammunition that sprays in a wide pattern. They cause major miasmal mode damage.
Explode bullets	Bullets that cause explosions that will hit multiple body parts. They inflict minor miasmal mode damage.
Absorb bullets	Special bullets that create a field that restricts the movements of enemies in the vicinity upon impact.
Delay bullets	Bullets that slowly fly forward and explode after a certain period of time. They cause major miasmal mode damage.

Y button — Prepare to reload → **X/Y/B buttons — Reload**

Reload the ammo type assigned to each particular button. You can rapidly press the button or hold down to consume Focus in order to increase your reload speed.

Y button — Prepare to reload → **Right Bumper — Shift Ammo**

Change the order of the ammo currently equipped in your weapon. Ex: [Sniper/Scatter/Pierce/Pierce/Scatter/Scatter] → [Scatter/Pierce/Pierce/Scatter/Scatter/Sniper]

B button — Aim Spirit Sniper → **B button — Spirit Sniper**

Sniper bullets	Use Focus to fire a very powerful shot.
Pierce bullets	Fire a shot whose power and range will expand in proportion to how long it is charged for.
Scatter bullets	Charge the shot to increase its power. If charged to maximum strength, it will knock the enemy back.
Explode bullets	Use Focus to fire a shot that will cause a massive explosion.
Absorb bullets	Create a field that will restrict enemies' movement more strongly the longer that it is charged for. All enemies caught within the field will be damaged.
Delay bullets	Fire a shot that will cause a very powerful explosion after a longer time delay.

X+A buttons — Lob grenade → **X button — Shoot grenade**

Lob a grenade imbued with the power of your spirit, and then shoot it. The exact properties of the explosion will depend upon the bullet type used. When you run out of bullets, you will return to your aiming stance.

Sniper bullets	Trigger an explosion that temporarily weakens miasmal nodes.
Pierce bullets	Trigger an explosion that will hit miasmal nodes multiple times.
Scatter bullets	Trigger an explosion that is most powerful at its center.
Explode bullets	Trigger a large scale explosion.
Absorb bullets	Create a field of repulsive force that pushes enemies away.
Delay bullets	Create a time bomb that explodes after a short delay. If an enemy touches the shot, it will explode automatically.

Hold down the Y button — Expel bullets

Empty your weapon of its ammunition.

When the Weapon Gauge is full

Y+B buttons — Destroyer

This will initiate the Destroyer by aiming at your target. Press the X/Y/B buttons or wait for time to elapse to execute the attack.

If you equip a Mitama to your weapon, you can obtain various bonus effects. There are 10 different battle styles in all, and each Mitama has just one. You can use Skills in battle by pressing the X/Y/A/B buttons while holding down the Right Bumper.

Works with Mitama of any battle style

A button	Recovery	Restores your Health.

This battle style focuses on attacks. Focus recovers more quickly while in the Stance of Communion, and even when you are using Focus.

X button	Might	Increases Attack for a limited time.
Y button	Leech	Absorbs Oni's Health when landing an attack for a limited time.
B button	Carnage	All hits become precision strikes for a limited time.

This battle style focuses on defense. The Defense Gauge fills while in the Stance of Communion. You will not take any damage until the Defense Gauge is empty.

X button	Taunt	Increases Defense for a limited time, and attracts the Oni's attention.
Y button	Shield	Increases the max level of the Defense Gauge.
B button	Barrier	Nullifies all attacks for a limited time.

This battle style focuses on speed. It decreases the amount of Focus used for each action.

X button	Energy	Increases movement speed and Focus recovery speed for a limited time.
Y button	Agility	Nullifies all attacks for one time only, and allows you to dodge while attacking. The effect continues until you take damage.
B button	Vigor	Increases attack speed and decreases the amount of Focus used for a limited time.

This battle style focuses on healing and recovery. Landing an attack on an ally can help them recover from status ailments as well. You will also recover from damage more quickly.

X button	Zeal	Gradually restores the Focus of all allies in the map zone for a limited time.
Y button	Vitality	Creates a field which gradually heals any allies within it. The field's power will continue for a limited time.
B button	Panacea	Restores the Health and Focus, and cures any status ailments or inability to fight, of all allies in the map zone.

This battle style specializes in long range attacks. You can fill the Spirit Gauge while in the Stance of Communion. The fuller the Spirit Gauge is, the more powerful your Skills will be.

X button	Pursuit	Compresses the power of the spirit, then fires a homing blast at the enemy's body parts. The last attacked spot will be targeted.
Y button	Fountain	Causes an eruption of spirit from beneath the feet of the Oni. The last attacked Oni will be targeted.
B button	Eruption	Controls the spirit within the Oni's body, triggering an explosion. The last attacked spot will be targeted.

Works with Mitama of any battle style

A button	Recovery	Restores your Health.

This battle style specializes in unique maneuvers. By attacking an enemy from behind, it is easier to achieve a precision strike.

X button	Puncture	Releases orbs which explode, unleashing a rain of needles. Enemy Defense will be lowered where the needles strike.
Y button	Illusion	Creates a temporary field which hides from the Oni the presence of any allies within it. The field's power will continue for a limited time.
B button	Stupor	Creates a field which paralyzes any Oni who enter.

This battle style specializes in the manipulation of space. Allies within range of your Ritual of Purification will have the recharge time of their Skills shortened.

X button	Warp	Enables you to warp forwards across the battlefield.
Y button	Sanctum	Creates a field which is fixed in place, and which will purify any Oni or Oni parts within it for a limited time.
B button	Paradox	Tears the very fabric of space. This fissure will draw in Oni and wound any who touch it for a limited time.

This battle style specializes in relying on luck and fortune. When successfully performing a Ritual of Purification, you will regain the use of one of your Skills.

X button	Random	Triggers a Skill at random. Sometimes you will fire a blank, and nothing will happen.
Y button	Fortune	Changes your Attack and Defense stats at random for a limited time. If you are Very Unlucky, you will incur a status ailment. The effects of the Skill will continue for a limited time.
B button	Revival	Partly restores the Skill stocks of all allies within the map zone.

This battle style focuses on supporting your allies. When filling your Weapon Gauge, the amount will be distributed among your allies in the same zone.

X button	Altruism	Increases Attack and Defense of all allies in the area for a limited time.
Y button	Diffusion	Distributes damage taken by allies among all party members in the area for a limited time. Lost Health is regained in time.
B button	Sacrifice	Nullifies all attacks on allies in the area, but gradually lowers your Health.

This battle style focuses on the destruction of Oni body parts. Defeating Oni and destroying body parts cause your Attack strength to increase for a limited time.

X button	Breaker	Increases Attack strength against Oni's surface and body parts for a limited time.
Y button	Ablution	Automatically purifies attacked body parts for a limited time. When the body part is destroyed, the purification is completed.
B button	Intensity	The Weapon Gauge fills up at a dramatically increased rate for a limited time.

Viewing the Battle Screen

When you accept a mission and go to battle, the game will switch to the battle screen.

Weapon Gauge & Player info A

Unity Gauge & Party info B

Bullet type & ammo stocks (only when using a rifle) C

Map & Time limit D

Skill info E

Weapon Gauge & Player Info A

[Weapon Gauge]

This fills up as you attack the enemy. When it is full, you can perform a Destroyer by pressing the Y+B buttons.

[Health Gauge] (top)

This decreases when you take damage and you will be defeated if it reaches 0. The red portion of the gauge will recover over time. If you are knocked out, you can be revived if an ally performs the Ritual of Purification on you. If you are not revived within a set period of time, you will be forced to retreat to the battlefield's starting point. Withdrawing from the battle three times causes you to fail the mission.

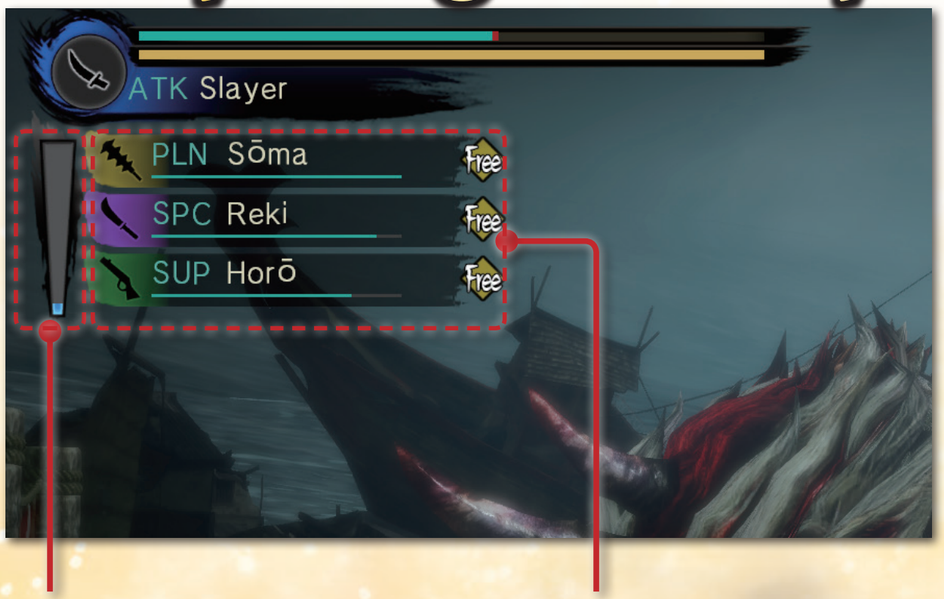
[Defense Gauge] (middle)

This is only displayed when equipping a Mitama that uses the Defense battle style. It decreases as you take damage and you will not lose any Health until it is fully depleted.

[Focus Gauge] (bottom)

This decreases as you run or use the Eye of Truth. It will restore itself over time.

Unity Gauge & Party Info B



[Unity Gauge]

This is filled when you fight in a cooperative manner with the other Slayers in your party. When it fills up, Soul Bonds will be formed between you and other members of your party, enabling you to perform a United Destroyer attack.

[Party info]

This includes your party members' weapons, battle styles, names, Health Gauges and orders.

[Orders / Messages]

You can give orders by pressing the Left Trigger, and send messages by pressing the Right Trigger.
Orders enable you to give instructions to your other party members, while messages allow you to communicate with them. Messages can only be sent during multiplayer games.

If a member of your party is inflicted with a status ailment, an icon will be displayed next to that party member's info.

	Fire	The target continually takes damage and the damage of fire attribute attacks will double. You can put out the fire by dodging (A button), although when using gauntlets or a club, you will need to put your weapon away first.
	Poison	The target continually takes damage
	Mute	The target is unable to use Skills.
	Brittle	The target's Defense decreases.
	Stunned	The target is unable to move.
	Frozen	The target is unable to move and the damage incurred is increased.
	Sleep	The target is unable to move and the damage incurred is increased, but Health is slowly restored.

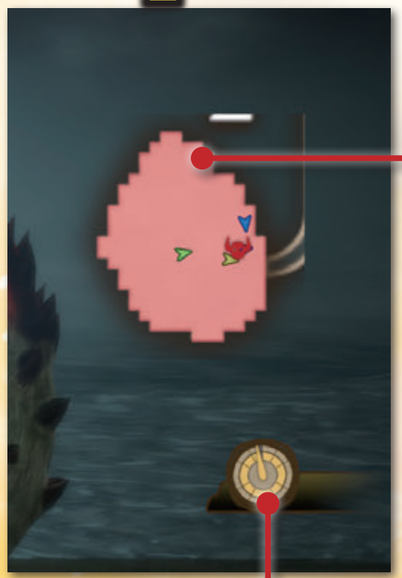
Bullet Type & Ammo Stocks C

These are only displayed when you have the rifle equipped. They show the type of bullets you are using and how much ammo you have remaining.
When you fire a bullet, it will be depleted from your stocks and the bullet icon will be darkened out.

SNP Sniper bullets	PRC Pierce bullets	SCT Scatter bullets
EXP Explode bullets	ABS Absorb bullets	DLY Delay bullets

Please refer to the Weapon Controls (P.24) section of this manual for more details on the rifle's controls.

Map & Time Limit D



[Map]

Your location and direction

Large Oni

Press the Y button while the Battle Menu is displayed to zoom in or out on the map, and press the X button to give signals to your fellow party members. Passing through the exit enables you to move to the next area. You are unable to move to areas that are darkened.

[Time limit]

The mission is failed when this reaches 0.

Skill Info E

By holding down the Right Bumper, you will assume the Stance of Communion, and the Skill names will be displayed. While in the Stance of Communion, you can use a Skill by pressing the X/Y/A/B buttons.
Once a Skill has been used, it will require a certain amount of time to recharge before it can be used again.

[Number of uses remaining for each Skill]

[Spirit Gauge]

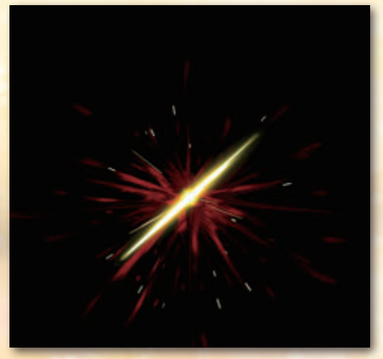
This is only displayed when equipping a Mitama that uses the Spirit battle style and appears when in the Stance of Communion. The gauge will fill while in the Stance of Communion, and the fuller the gauge is, the more powerful your Skills will be.

Weapon Attack Techniques

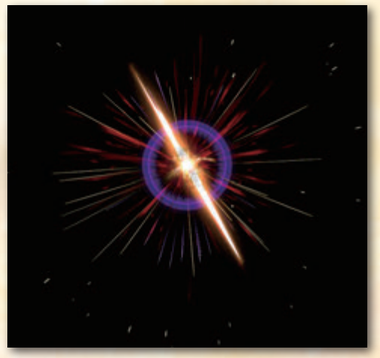
Weapons have attack techniques assigned to them: Slash, Thrust, and Crush. The damage inflicted on an Oni's body part will vary depending on the attack technique. Depending on the damage, the color and shape of the attack's effect will also differ.

Effect - Major

Effect - Moderate



Effect - Minor



When your attack compatibility against a body part is good, a purple circle will appear.

Battle Menu

Pressing the START button will cause the Battle Menu to appear.

Pause	(Single player only) Pause the battle.
Tasks	Check info on the tasks you have undertaken.
Abilities	Check the abilities of your character.
Items	Check the materials you have obtained during battle.
Quit	Abandon your current mission and return to Utakata Village.
Return	(Single player and mission completed) Leave the battlefield and immediately return to Utakata Village.
Orders	Give orders to your fellow party members.
Gestures	Perform gestures and use emoticons.
Messages	Send a message.
Settings	Adjust the game settings such as camera movement, sound, and other system settings.

Battle Results

The battle will end when you complete your mission. Your Mitama will develop and the materials and Mitama that you earned during the stage will be displayed.
The reward you earn for the stage will decrease depending on the number of times you were forced to retreat.

Haku	You can obtain Haku by performing the Ritual of Purification on defeated enemies and by completing your mission. Haku is used to purchase or upgrade weapons and armor, and upgrade Mitama.
Materials	These can be obtained by picking up items or by performing the Ritual of Purification on defeated enemies. Materials are used to manufacture and upgrade weapons and armor.
Mitama	If you perform the Ritual of Purification on defeated enemies or donate Haku to the Shrine, your Mitama will store Haku. Once they have reached a certain amount, you can level them up at the Shrine. You can also obtain new Mitama by defeating certain Oni in battle.

Strategies for Large Oni

Large Oni have powerful bodies, meaning ordinary attacks will not damage their life force.
By inflicting damage upon their body parts or the surface of their body, their life force will become exposed. If you attack them at this time, you will be able to damage their life force itself.
Oni are able to regenerate their body parts and body surfaces. You can use the Ritual of Purification to prevent body parts from regenerating, rendering their life force vulnerable at all times.

The Ritual of Purification can prevent destroyed body parts from regenerating.

Body surface & body parts

In addition to their life force, large Oni have what is known as surface resilence and body part resilience. You can press the touch pad button to use the Eye of Truth and see the surface resilience, body part resilience and life force of the Oni.

[Surface resilience] (upper bar)

This is the resilience of the outer layer of the Oni's body. It will decrease as you attack the Oni, and when it reaches 0, the Oni will lose its surface resilience (surface destruction). However, it will recover after a set period of time has elapsed.

[Life force] (lower bar)

This is the Oni's life force. When it reaches 0, the Oni will be defeated.

[Body part resilience]

This is the resilience of each body part. By attacking a body part, its color will change from white to yellow to red, and if you continue to attack, you will destroy it (body part destruction). These parts can regenerate under certain circumstances, but you can use the Ritual of Purification to prevent them from doing so.

Large Oni Status

Regular

You can only deplete the Oni's surface and body part resilience, but not its life force.

Body surface/ body part destruction

Regeneration

You can use the Ritual of Purification to prevent body parts from regenerating.

Exposed

You can deplete the Oni's life force no matter where you attack it.

Rampage

If you inflict enough damage on an Oni, it may go on a rampage.

Working with Allies

Cooperating with your fellow party members will fill the Unity Gauge, and when it is full, you can perform the powerful finishing move, United Destroyer.
The following actions enable you to fill the Unity Gauge.

- Continue to attack and purify the same body parts as your allies.
- Destroy body parts consecutively with your allies.
- Use Skills to offer support to your allies.
- Restore allies who are unable to fight or suffer from status ailments.

In the Village

Within Utakata Village, you can accept tasks or change your equipment. You can move by using the left stick. Holding down the Right Bumper while moving the left stick will enable you to run.

Speak / Examine

You can talk to people or examine objects that display a yellow marker if you press the B button while standing near them.

Base Menu

Pressing the START button will cause the Base Menu to appear.
You can use it to equip Mitama or change the various settings in the game.

Tasks	Check info on the missions or quests you have undertaken.
Abilities	Check the abilities, equipment and Mitama of your character.
Equip Mitama	Equip Mitama to your weapons.
Records	Check a history of your battle results, the game controls, and game hints.
Orders	Adjust the orders given to each party member.
Gestures	Display the available gestures and use emoticons.
Messages	Send a message.
Settings	Adjust the game settings such as camera movement, sound, and other system settings.
Other players	(Multiplayer only) Check the abilities of other players in the game.

Slayers' Headquarters

Command Center (Yū)	Missions	You can accept missions here. The story will advance as you complete the missions assigned to you.
	Quests	You can accept quests here. Completing quests will improve your relations with the petitioner.
Offering box	Praying here may enable you to receive special bonuses during the next battle.	
Repository (Yamato)	Training	Complete a series of tasks designed to improve your fighting skills.
	Medals	Receive medals based on the results of your game play.
Encyclopedia (Shūsui)	Infinite Missions	You can take on Infinite Missions here. If you complete them, even more types of missions may be made available.
	Encyclopedia	View an explanation of the characters and terms in the game.
Armory	Change equipment	Change your weapons, armor and Mitama.
	Registered equipment	Register or update the equipment you use most often.
	Change hairstyle	Change your hairstyle and hair color.
	Headgear	Choose whether or not to display your character's headgear.
Gate	Leave through the gate after accepting a mission, and start the battle.	

Offering box

The special bonuses you can receive from the offering box will differ depending on the type of prayer you offer.

Attack prayers	Boosts that increase your Attack, Focus and precision strikes.
Defense prayers	Boosts that increase your Defense and Health.

Some prayers may be answered, while others may be ignored.
The less Haku you offer, the more likely you are to have your prayer ignored.
Additionally, if multiple allies offer a prayer, you will also receive the special bonuses they earn.
Praying often can upgrade the offering box, enabling you to offer even more types of prayers.

Your House

Armory	Change equipment	Change your weapons, armor and Mitama.
	Registered equipment	Register or update the equipment you use most often.
	Change hairstyle	Change your hairstyle and hair color.
	Headgear	Choose whether or not to display your character's headgear.
	Change Tenko	Change the equipment for your Tenko.
Materials	Check the materials you own, or sell them.	
Letters	Read the letters you have received. You can also receive additional game content that you have downloaded.	
Biography	View the story and a record of your activities.	
Tenko	Send your Tenko out on adventures to collect materials.	
Portal Stone	Play a multiplayer game.	
Hearth	Save the game. Return to main menu.	

Tenko Journeys

Sending your Tenko out on an adventure enables you to equip her with a Mitama.
You will temporarily be unable to equip that Mitama to your own weapon, but it will be upgraded when the Tenko returns from her journey. When a Mitama hails from the same Age that you send the Tenko to, it will help increase the effectiveness of her journey.
If you accept a mission in the same Age in which your Tenko is journeying, she will become more efficient at finding materials, and she may also support you with a Skill if she has a Mitama equipped.
Additionally, by using the "Change Tenko" command to change the Tenko's equipment, you can improve the results of her journey.

Age	Historical Period
Yore	Ancient era
Grace	Nara/Heian era
Honor	Kamakura/Muromachi era
War	Sengoku era
Peace	Edo era
Chaos	End of the Edo era

Village Square

Blacksmith (Tatara)	Create weapon	Use materials and Haku to forge a new weapon.
	Upgrade weapon	Use materials and Haku to upgrade an existing weapon.
	Create armor	Use materials and Haku to forge new armor.
	Upgrade armor	Use materials and Haku to upgrade existing armor.
Shop	Buy	Use Haku to purchase weapons, armor and materials. Using the Shop more enables you to purchase better weapons and materials.
	Sell	Sell weapons, armor and materials in order to obtain Haku.
Shrine (Shikimi)	Upgrade	Spend Haku to raise the level of a Mitama.
	Pacify	Return a Mitama to its Level 1 state.
Guardian Tree	Give the tree Haku in exchange for materials. You can use the tree once for each mission you complete.	
Notice board	Check any open notifications.	
Portal Stone	Play a multiplayer game.	

Pool of Purity

By using the Pool of Purity to cleanse your body, you can receive special bonuses in the following battle.
Occasionally, you will run into other characters using the pool and can engage them in conversation.
You can also invite other characters to the pool once your Bonds with them have reached a certain level.
Mitama can be dedicated to the Pool of Purity as well. If you enter the pool when a Mitama has been dedicated to it, you might learn a new Boost or receive other special bonuses in the following battle.

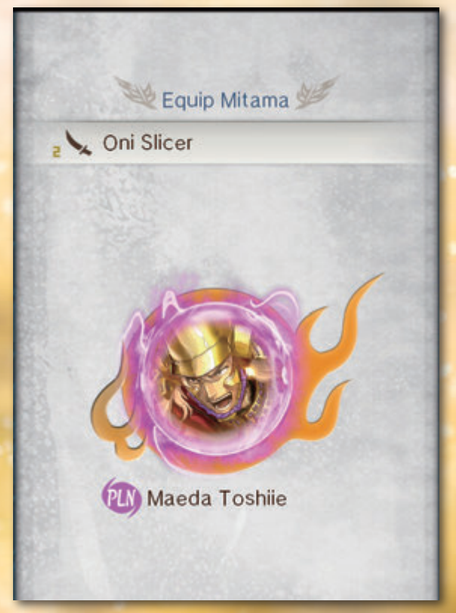
Abilities

By selecting "Abilities" from the Base Menu (START button), you can check the abilities of your character. Your abilities will vary depending on the weapons and armor you have equipped.

Health	The max value of your Health Gauge. This decreases when you take damage and you will be defeated if it reaches 0.
Focus	The max value of your Focus Gauge. This decreases as you run or use the Eye of Truth.
Attack	The higher this value is, the more damage you can inflict against the enemy.
Precision	The higher this value is, the easier it is to achieve precision strikes.
Defense	The higher this value is, the less damage you will take from the enemy.
Sky/Wind/ Fire/Water/ Earth	The higher these values are, the less damage you will take from each respective attribute attack.
Weight	The higher this value is, the stronger you will be in close-quarter shoves.
Active Boosts	These are the currently active Boosts that provide you with special bonuses.

Equipping Mitama

Mitama are the souls of heroes that have been devoured by the Oni.
You can obtain new Mitama by defeating certain Oni in battle.
When you equip a Mitama to your weapon, you will be able to use the Skills (special techniques) associated with that Mitama's battle style, and also receive Boosts (ability increases) as well.



You can equip Mitama to your weapon by selecting "Equip Mitama" from the Base Menu.
Additionally, you can equip Mitama when you change your weapon at the equipment chest or the Blacksmith.
You can also equip multiple Mitama depending on the number of sockets your weapon has.

Mitama Boosts & Upgrades

Battle styles & Skills

Every Mitama possesses one of ten different battle styles. The type of Skills you can use will vary depending on your Mitama's battle style.
When you equip multiple Mitama, the battle style of the primary Mitama will be used.

Boosts & levels

Mitama have multiple Boosts which can upgrade your character's abilities. When you equip multiple Mitama, you will gain the effects of all of them. You may also receive special Boosts depending on the combination of Mitama you have equipped.
Mitama have levels, and as their levels increase, they will learn new Boosts as well.
For Mitama that have reached the Ultimate Level, you are free to choose any three Boosts that you have learned.
The Boost that you can learn at the Ultimate Level will take the form of a special Boost that is triggered automatically without selecting it (a fourth Boost).

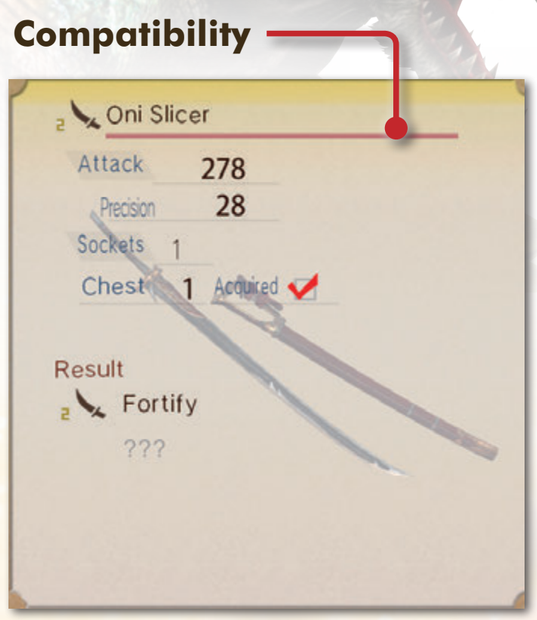
Upgrading Mitama

Mitama can be upgraded by donating Haku to them at the Shrine. Once you have given them a certain amount of Haku, their level will increase.

Weapons

There are nine types of weapons. You can make and upgrade them at the Blacksmith. Armor can be changed at the equipment chest.

Compatibility	This increases as you use the armor in battle. Once it has reached its max value, you will be able to fortify it.
Attack	The higher this value is, the more damage you can inflict against the enemy.
Precision	The higher this value is, the easier it is to achieve precision strikes.
Sky/Wind/Fire/Water/Earth	The higher these values are, the more damage you will be able to inflict with each attribute attack.
Sockets	The number of Mitama you can equip to your weapon.



Armor

There are four types of armor, one for each body part. You can make and upgrade them at the Blacksmith. Armor can be changed at the equipment chest.

Compatibility	This increases as you use the armor in battle. Once it has reached its max value, you will be able to fortify it.
Defense	The higher this value is, the less damage you will take from the enemy.
Weight	The higher this value is, the stronger you will be in close-quarter shoves.
Sky/Wind/Fire/Water/Earth	The higher these values are, the less damage you will take from each respective attribute attack.

Upgrading Weapons and Armor

You can upgrade your weapons and armor at the Blacksmith.

Fortify

When your Compatibility is at maximum, or if you have a soul steel, you can fortify your weapons or armor (up to nine times). Fortifying an item will improve its stats and make it more effective.
In the case of weapons, the number of sockets may increase.

Reforge

Spend Haku and materials to create even stronger weapons and armor. The previous weapon or piece of armor will be destroyed.

Accepting Tasks

Tasks can be obtained from the Command Center.
There are two types of tasks: missions and quests.
Once you accept a mission, press the **B** button at the Gate to go to battle.
Completing these tasks will earn you Haku and materials.

Gate

Command Center

Bonds

Your relationships with your allies are measured by Bonds. These Bonds can be raised by fighting battles with your allies, accepting quests, talking with them, or by selecting certain responses in your conversations with them.
Raising your Bonds can cause other characters to alter the contents of their conversations with you.

Missions

Mission objectives include defeating certain Oni or reaching certain zones on the battlefield.
Completing missions written in red will advance the story.
You are unable to take on more than one mission at a time.
You can send a Secondary Unit made up of Slayers that are not accompanying you on your current mission to complete missions that you have already finished.

Special missions	Details
Emergency Missions	These are one-off missions that can suddenly occur. Your objective is to defeat Oni that are attacking Utakata Village. The Oni in these missions will be stronger than normal, but you may be able to obtain rare materials and Mitama as rewards.
Infinite Missions	These are missions in which you fight Oni that have been lured to the Village Surrounds. You can take on these missions at any time, but the Oni will be stronger than normal and you may be able to obtain rare materials and Mitama as rewards. The mission will end when you retreat from the battle, or once you have met certain conditions.

Quests

Quests are given to you by other characters in the village. Try to obtain the necessary materials while carrying out missions, then report to the Command Center to complete your quest. You can undertake multiple quests at the same time.

Training

By talking to Yamato, you can engage in training. This is the place to learn how to use your weapons and practice various attacks and maneuvers.

Multiplayer

In a multiplayer game, up to four people can play online and take on missions together.
When completing missions, all of the players participating will receive the reward.
The mission will be failed if the participating players are forced to withdraw from the battle a total of three times between them.
*Multiplayer missions can also be played with just one player.

How to start a multiplayer game

❶ Go to the Portal Stone in front of the Slayers' Headquarters or inside your house and examine it. Choose "Online multiplayer," and select a lobby to join.
❷ One player accepts a mission from the Command Center.
❸ Each player carries out their own preparation, then presses the B button at the gate.
❹ After all of the players have finished their battle preparations, the player who accepted the mission will press the B button. The battle will then begin.

Data Exchange

You can exchange data with other players in the online multiplayer lobbies. Data can be exchanged by turning "Data exchange" to "On" under "System settings" in the "Settings" menu.

*You can save the data of up to 50 individuals. When you exchange data with a 51st person, the oldest data will be overwritten. Data that has been protected cannot be overwritten.

Confirming data

By selecting "Data exchange" from "Records" in the Base Menu, you can check the data of yourself and other players. If you select your own data, you will be able to edit its contents.

*The contents of your profile will be displayed openly for other players to see. Please refrain from giving out personal information about yourself or others, or do anything that would invade another person's privacy or cause them to feel uncomfortable.

Taking others to battle

You can take the characters of players that you have exchanged data with into battle. If you exchange data once again after taking another player's character into battle, a portion of the reward will be shared with the other player.

*You can only take other characters into battle in multiplayer-enabled missions.

Manual Design: Ayako Miyashita

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Separable Subsurface Scattering

Uses Separable SSS. Copyright © 2011 by Jorge Jimenez and Diego Gutierrez.

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