



Produced by  
**Ω-Force**

# Xtreme Legends<sup>®</sup>

## *DYNASTY WARRIORS* **7**

### *Definitive Edition*



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Manual design: Yamaguchi Satoshi (Happy Valley)

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

\*Game features described in this manual are subject to change. Thank you for your understanding.

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# Starting the Game

## Modes

Story Mode		Select a kingdom (Wei, Wu, Shu, Jin) and play through a story unique to each one. The officer you play as is predetermined for each stage.
	New Game	Play from the opening scenario. You can select from the following difficulty levels: Beginner, Easy, Normal, Hard, & Chaos.
	Continue	Continue from a previously saved game.
	Select STAGE	Choose a previously cleared stage to play through again.
Conquest Mode		Select an officer and play a variety of different stages.
Legend Mode		Select a character to be your Prefect, and develop your Castle Town by fighting in battles alongside various officers. You can play this mode with two players via split-screen or online.
	New Game	Start a new game in Legend Mode. Officer development, weapons, and other information will be carried over.
	Continue	Continue from a previously saved game.
Challenge Mode		Test yourself with a variety of challenges, each with unique rules, and attempt to set new records. You can play this mode with two players.
Gallery		View movies and character models from the game, listen to voice files and more. Additional items will be made available as you proceed through the game.
Encyclopedia		Learn about the story of the Three Kingdoms and the officers, battles, terms and a timeline of events that appear in the story.
Options		Adjust the game settings.
Tutorial		Take control of the officer Guan Ping and learn the game's controls.
Continue		Resume a battle from a previously saved game.
End Game		End the game.

### IF THE GAME RUNS SLOWLY

If the game runs slowly, select “Options” - “Display”, and then turn on the “Frame Skip” setting.

## Gallery

Here you can view items such as the character models or the movies from the game. As you proceed through the game, you can unlock additional items to view.



CHARACTERS	View the models and expressions and listen to voice lines for the characters available in Story Mode or Conquest Mode.
WEAPONS	View the weapons you have obtained.
GUARDIAN ANIMALS	View the guardian animals you have obtained.
MOVIES	Replay movies that you have already seen in the game.
EVENTS	Replay event scenes that you have already seen in the game.
WALLPAPER	View wallpaper from the game. You can earn more wallpaper by viewing the game's ending or by increasing the number of Sworn Allies you have made within Conquest Mode.

## Encyclopedia

Check the story of the Three Kingdoms, and view explanations on the officers, battles and terms of the story, as well as a timeline.

THE THREE KINGDOMS	Follow along with the story of the Three Kingdoms.
OFFICERS	View an introduction to the officers.
BATTLES	View an overview of the famous battles.
GLOSSARY	View a list of terms and definitions.
TIMELINE	View a timeline for the story.

## Tutorial

Take control of the officer Guan Ping and learn how to play the game.



## Co-op play

You can play a co-op match together with another player.

During co-op play, the screen will be split into upper and lower halves.

\*Controller and camera settings can be set separately for players 1 and 2.

\*For keyboard controls for players 1 and 2, please see "Game Controls".



## Begin or end co-op play

The methods for beginning or ending co-op play differ for each mode.



Story Mode	Begin	Select a force, and then select "Select Stage". Press [F12] when selecting a scenario, and then choose the officer you want to control.
	End	Press [Space] when selecting a scenario.
Conquest Mode	Begin	Press [F12] at either the stage selection screen or the officer selection screen.
	End	Press [Space] at the stage selection screen to open the information screen, and then select "2P Exit".
Legend Mode	Begin	Press [L] to speak with the city guard, and then press [F12] when selecting a scenario.
	End	Press [Space] when selecting a scenario.
Challenge Mode	Begin	Press [F12] at the battle preparations screen. After doing so, players 1 and 2 can select the officer they want to control.
	End	Select "2P Exit" at the battle preparations screen.

## Saving

### Autosave

The game will be saved automatically at certain times, such as after battles or when you achieve a new high score in Challenge Mode.

\*For Story Mode, only autosave is available.

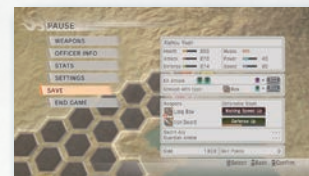
\*If you end the game during conversation events or similar cases, autosaving will not be performed.



### Saving from the information screen

In Conquest Mode and Legend Mode, you can also save by selecting "Save" from the information screen.

\*Save data is saved in the folder "Documents" - "Koei Tecmo" - "Dynasty Warriors 7 DX" - "Savedata".



## Loading

In Story Mode and Legend Mode, you can continue your game by selecting "Continue". For Conquest Mode, you can continue your game simply by selecting the mode.

## Suspending and resuming battles

By selecting "Save" from the information screen during battle, you can perform an interim save (in modes other than Challenge Mode). By selecting "Continue" from the mode selection screen, you can continue playing your saved game.

## End

Select "End Game" from the mode selection screen.



# Game Controls

For controls outside of battle, refer to the key in the lower right of the screen.

## KEY ICONS DISPLAYED ABOVE CHARACTERS

When a key icon is displayed above a character's head, you can perform actions by pressing the corresponding key.



Press [L] to speak to the character.



Press [M] to mount a horse or climb a ladder.



[F1]

Display Info screen

[T][G][F][H]

Rotate camera

[W][S][A][D]

Move/Swim

Move your character on land, and swim when in water. You are unable to attack or block while in the water. If you enter the water while on a horse, you can only perform mounted attacks.

[LShift]

Guard/Strafe

Block against attacks from the front. Your guard can be broken if you are hit by a strong attack from the enemy. If you hold down [LShift] while moving the left stick (or directional buttons), then you will move while facing forward.

Somersault

Press [LShift] to regain control when knocked into the air by an enemy attack.



[R]

Reset camera

[J]

Normal Attack

This is a regular attack that can be performed in rapid succession.

[I]

Strong Attack

This is a powerful attack. It can follow a Normal Attack to unleash even more special types of attacks.

Jump horse

Jump with a horse that you are riding.

[L]

Musou Attack

This is a special attack for each officer. Using the Musou Attack consumes 1 unit of the Musou Gauge.

[O]

Switch weapon

Change weapons while in the middle of an attack.

[M]

Jump

Make your character jump. The longer you hold down [M], the higher you will jump.

Mount/Dismount horse

You can mount a nearby horse by pressing [M]. When on a horse, you can press [M] again to dismount it.

Climb ladder

You can climb a ladder by standing near it and pressing [M]. Pressing [LShift] while on a ladder allows you to block enemy attacks. Press [M] to jump down from a ladder while climbing it.

[J]

Toggle map

Switch between the overview and zoomed maps.

[J]

Call horse

Summon a horse to your side.

[J]

Display Map

## Player 2 controls during co-op play

The key controls for a second player are as below.

Move	[↑][↓][←][→]
Guard Strafe Somersault	Right [Ctrl]
Normal Attack	Ten-key [4]

Strong Attack / Jump horse	Ten-key [8]
Musou Attack	Ten-key [6]
Switch Weapon	Ten-key [9]

Jump / Mount & dismount horse / Ladders	Ten-key [2]
Move camera	[Home] [End] [Delete] [Page Down]
Reset camera	[Insert]

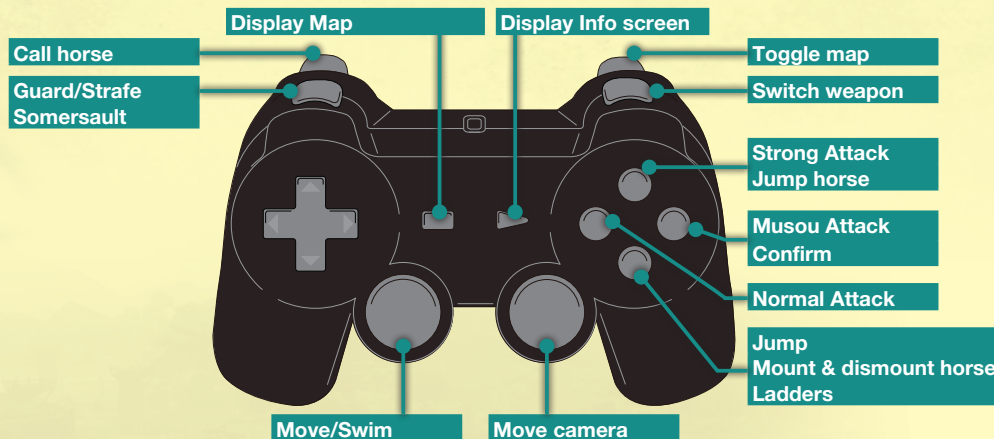
Display Info screen	[F9]
Display Map	[I]

### EXAMPLE OF BUTTON SETTINGS

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.

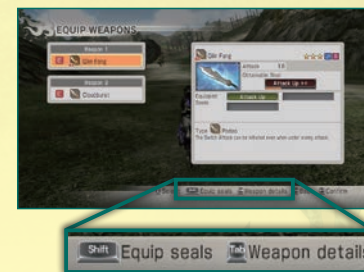
When using a controller, make sure the controller is connected, and then set the controls you want to use from "Options" - "Controller" - "Button Settings".

\*For some controllers, you can automatically assign buttons (revert to default settings) by pressing [Delete].



### Assigning keys outside of battle

You can set the keys for controls outside of battle by using each of the attack buttons.



Shift	Normal Attack
Tab	Strong Attack
Page Up	Guard/Strafe
Page Down	Switch weapon



## Battle Screen

### Enemy Information

Enemy's name & Health Gauge

### Enemy's Health Gauge

The enemy's health gauge. You can set whether they are displayed from "Options" - "Display" - "Health Bars".

### Combo Counter

The number of hits landed consecutively



### Musou Gauge

You are able to perform a Musou Attack when at least 1 unit of the gauge is full. If you obtain the Skill [Musou Gauge +1], or if you equip the [Musou Gauge +1] Seal, then the gauge will increase to 2 units. Each time you use a Musou Attack, the gauge will decrease by 1 unit.

### Temporary Effect Timer

This flashes when your abilities have been increased due to Temporary Effect Items. As time is about to expire, the speed of the flashing will increase.

- Attack x2 (30 seconds)
- Defense x2 (30 seconds)
- Speed Up (30 seconds)

### Currently equipped weapon

You can switch the weapon you are currently using by pressing [O]. The weapon on the left is the one you are currently using.

1. Weapon 1
2. Weapon 2

Ex. A weapon capable of using an EX Attack.

### Health

Your character's remaining health. It decreases when you take damage from the enemy, changing color from blue to yellow to red. The battle will end if the gauge reaches empty.

### Map

You can use [.] to switch between the overview and zoomed maps.



- ▲ Player location and orientation
- Player's horse
- Ally
- Allied officer
- Enemy
- Enemy officer

Zoomed map



Overview map

### Border (brown)

You cannot go past this point, although there are some areas where you may jump from a higher location down to a lower one.

### Ladder (orange)

You can swim in these areas. You can exit the river by climbing onto the banks from the borders or from the stairs.

### River (blue)

### Differences in Elevation

The brighter the area of the map, the higher the elevation.

### K.O.s

The number of enemies you have defeated

### No entry marker



You cannot proceed any further in that particular direction.