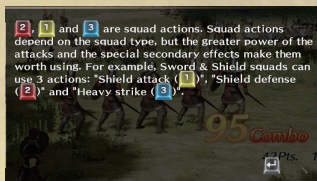


Regarding Key Icons

Key icons such as the ones in the screenshot to the right may be displayed during the game. They indicate the controls assigned to each key.



If you see a key icon displayed during battle, you can press the corresponding key to perform a variety of attacks, squad actions, and more.



◆Key Icon List

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

 Move left [A]	 Pause [F1]
 Move right [D]	 Display Squad Info [.]
 Move forward [W]	 Switch Mini-map [E]
 Move backward [S]	 Reset Camera [R]
 Squad Action 1 [I]	 Rotate Camera (left) [F]
 Squad Action 2 [L]	 Rotate Camera (right) [H]
 Squad Action 3 [J]	 Rotate Camera (up) [T]
 Command/Switch Squad [K]	 Rotate Camera (down) [G]
 Summon Squad [Left Shift]	 Switch Characters (left) [←]
 Use Pennon [/]	 Switch Characters (right) [→]
 Normal Attack [O]	 Switch Characters (up) [↑]
 Assemble, etc. [.]	 Switch Characters (down) [↓]



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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.

For those interested in completing our product survey access the below URL:

Europe
<http://www.koeitecmoeurope.com/survey/bladestormnightmare/>

Americas
<http://www.koeitecmoamerica.com/survey/bladestormnightmare/>

The World of the Hundred Years' War

Edward, the Black Prince

The crown prince of England. He became known as the "Black Prince" due to the jet-black armor he wears. A great strategist and a man of high standards, he is England's greatest hope.

England



John Chandos

The Black Prince's advisor. Cool and calm, he is known to be a stern and cunning general. He serves the Black Prince with undying loyalty as he supports him from the shadows.



The time is the mid 14th century.

The kingdoms of England and France find themselves engaged in a protracted war due to questions of succession. The conflict between these two powers would later become known as the Hundred Years' War.

With both sides evenly matched, nobody could predict how long the war would go on, and the continued conflict simply served to exhaust the military and financial reserves of both countries. Facing heavy casualties on both sides, England and France were forced to hire mercenaries to augment their own armies and hopefully bring an end to the war.

Our story begins as these mercenaries clash on the field of battle...

France

Joan of Arc

A gentle young girl with a strong sense of justice. She is best known for her relentless efforts at trying to free France from the chaos of war. She volunteers to join the guard unit in order to fight in the French army.

Gilles De Rais

A general of France and a nobleman from Brittany. Cunning and calculating, he only views other people as pawns to further his own advancement. Although a great strategist, his tendency to speak ill of others make him unpopular with his subordinates.



A World Covered in Darkness

The endless warfare between England and France is suddenly disrupted by the appearance of a group of fearsome monsters. These beasts trampled all that stood before them, regardless of nation or creed. England and France call a temporary truce to face this common threat together. However, even their combined might had little success against the monsters. Also, they hear an unsettling rumor... It said that leading the monsters was none other than Joan of Arc. As chaos reigns on the battlefield, a lone mercenary appears, carrying a mystical sword...



Magnus

A good-humored mercenary. A gentleman and a good warrior, he is respected and well-liked by the other mercenaries.

Hal

A gaudy mercenary. Foul-mouthed and rough. Loves to quarrel and fight and is a natural-born fighter. He is even rumored to be harboring a secret about his past...

Joan of Arc

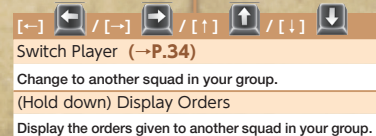
Shrouded in darkness, she attacks all that stand in her way. What could have happened to bring about this change within her?

Marie

A knight of France. A loyal admirer of Philip the Bold, she will serve whatever side is necessary in order to help him achieve success.

Starting the Game

****You can also play the game using a gamepad (→P.8).**

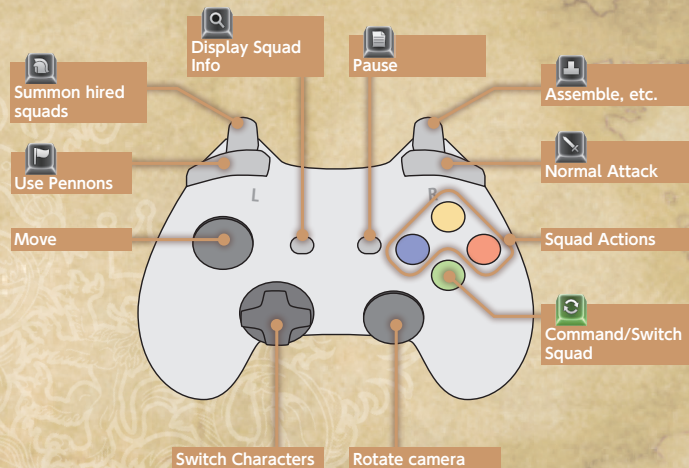


Gamepad Controls

This game is designed to be played with a gamepad. We recommend you use a DirectX 9.0c compatible 12-button gamepad to maximize your enjoyment.

When using a gamepad for the first time, please adjust the settings to your liking via "Controls" in the "Options" menu (→P.12).

The following diagram lists the recommended button placements for this game.



Beginning a Game

If you press any key during the opening movie or at the Title Screen, you will be taken to the Start Menu.



Start Menu

Select a game mode to play.

Story Mode

Assume the role of a lone mercenary and immerse yourself in the Hundred Years' War between England and France. You can choose from either the "Hundred Years' War" or "Nightmare" scenarios.

Hundred Years' War
A story based on the Hundred Years' War.

Nightmare
A brand new fantasy story.

New Game	Create a new character (→P.11) or select an existing one and begin a new game.
Load Game	Resume a previously saved game (→P.10).

Free Mode

Replay a battle that you have already cleared in Story Mode. If you fulfill certain conditions, you will also be able to play as famous characters from the game.

Gallery

View character profiles as well as movies from the game and more.

Edit Mode

Create and edit your own original characters (→P.11).

Options

Adjust game settings (→P.12).

Saving & Loading

Saving

You can save your game data by selecting "Save" from the "System" menu while in the Tavern ("Hundred Years' War" scenario) (→P.18), the Start Menu ("Nightmare" scenario) (→P.42), or the Battle Preparation screen before battle (→P.26).

You can also save during battle via the Pause screen.

*Personal data is automatically saved after battle and during other times throughout the game. Saving this data requires at least 11MB of free space.

Autosave

The game will save automatically after you complete the terms of a contract or when a contract period is up. You can carry up to 3 autosaves in both the "Hundred Years' War" and "Nightmare" scenarios, with the oldest save overwritten first as new saves are added.

Loading

You can resume a previously saved game by selecting "Hundred Years' War" or "Nightmare" under "Story Mode" in the Pause screen. Then choosing "Load Game" to load the saved data.

*Personal data is loaded automatically.

Online Play

You are able to play this game online. Press the left shift key on the "Contract" screen in the Tavern (when in the "Hundred Years' War" scenario or Free Mode), or the "Battlefield" screen ("Nightmare" scenario) from the Start Menu to bring up the Online Menu. You can play cooperatively with another player online by selecting "Recruit Allies," "Invite Allies" or "Join as Ally." By selecting "Versus play" in Free Mode, you can do battle against other players online.

Edit Mode

Create and edit your own original characters. Dispatch your created character to another player's game in order to obtain Skill Points (→P.24), gold and more.

*You can edit your character in Story Mode as well.

Creating a Mercenary

- 1 You can select "Unregistered" to create a new character. Selecting an already created character will enable you to change its details. ***Once a character is registered, its name and gender cannot be changed.**
- 2 Select a category with the [page up] / [page down] keys, and use the [↑] and [↓] keys to choose a value for the setting.
- 3 Pressing the space key will accept your changes and register the character.



Station

Dispatch a character you have created to the battlefield.

- 1 Select the character to dispatch. You can dispatch characters currently being used in Story Mode, including your main character.
- 2 Select a destination. The amount of reward you will receive differs depending on the battlefield you dispatch the character to.
- 3 Set the item the character will drop when defeated. The level of the character will be determined by the item you select. ***If you are defeated at your destination, you may lose the item you have selected.**
- 4 Select the lines you will speak when meeting another player on the battlefield.
- 5 Select the period for the dispatch. Cost is determined by the mercenary's Book level for the current squad and the period stationed.
- 6 After the period concludes, the mercenary will be awarded Skill Points, gold and more.



Visitor

View the created characters dispatched to your battlefield.

You can save up to a total of 100, and newer characters will be added with the oldest character being overwritten first.

Options

Settings

Adjust various settings within the game.

Overhead Display	[Yes / No / Chance Encounters only] Choose whether to display the name and icon above the characters' heads or not. "Chance Encounters only" means that the info will only be displayed the first time that the character appears on screen. Squads ready to be given orders or made into armies will display their status no matter what the settings are.
Action Display	[Only in battle / Always] Choose whether to display your player info and actions on screen or not. "Only in battle" means it will only be displayed when engaged in battle or when pressing the keys.
Damage	[Yes / No] Select whether damage point values are displayed after landing an attack.
Subtitles	[Yes / No] Turn the subtitles for the event scenes (movies) on or off.
Voice	[Japanese / English] Choose whether the voices in the game are played in English or Japanese.
Helmet	[Equipped / Unequipped] Choose whether helmets will be displayed during the event scenes or not.
Brightness	Adjust the brightness of your television screen.
Sally Point	[Manual / Together / Separate] Select whether you will handle squad placement manually or not when attacking. When selecting auto placement, you can choose whether they will gather in a single location or in separate ones.
Vibration	[Yes / No] Turn the vibration for the game pad on or off.
Camera vertical	[Standard / Inverse] Switch the controls for moving the camera up and down.
Camera horizontal	[Standard / Inverse] Switch the controls for moving the camera left and right.
Targeting Controls	[Standard / Inverse] Switch the controls for moving the camera while targeting.
Camera Speed	Select the speed at which the camera rotates.
Main Camera Sensitivity	Select the sensitivity of the main camera's rotation.
BGM volume	Adjust the volume of the background music in the game.
Voice volume	Adjust the volume of the voices in the game.
SE volume	Adjust the volume of the sound effects in the game.
Sound test	Play back songs that you have heard within the game.
Locked Scenario	[Yes / No] Select whether or not to allow matching for scenarios that have not been played.
Accept mercenary	[Yes / No] Select whether or not to allow other players' mercenaries to appear.

Controls

Assign the controls to each button or key on the keyboard.

Graphics

Adjust the graphics settings for the game.

Full-Screen	[On/Off] Choose whether to display the game in full-screen or windowed mode.
Resolution	[Windowed resolution/Full-screen resolution] Set the resolution of the game window. **The maximum resolution you can display will depend on factors such as your monitor and graphics card.
VSYNC	[0/1/2] Set the screen refresh rate. *Setting this option to [0] will refresh the screen based on current performance, while [1] will force the screen to refresh 60 times per second, and [2] will limit it to 30 times per second. Depending on your PC's specifications, selecting [0] for this setting may cause screen tearing in the game's visuals.
Play Movie	[On/Off] Choose whether to play the movies within the game.
Quality	[High/Medium/Low/Custom] Adjust the graphical quality of the game. *Selecting [High], [Medium] or [Low] will automatically adjust the other "Details" settings. If you select [Custom], you will be able to freely adjust each setting. Players who possess a high-end graphics card can customize the settings to enable even more realistic visuals. Depending on your PC's specifications, adjusting this setting may decrease game performance.
Characters	[High/Medium/Low] Set how many characters you wish to display on screen at one time.
Fog Distance	[High/Medium/Low] Adjust how far you can see into the distance on screen.
Texture Quality	[High/Medium/Low] Adjust the quality of textures used for objects and background displays.
Texture Filter	[High/Medium/Low/Off] Adjust the level of detail the game uses when displaying zoomed in or out images.
Level of Detail (LOD)	[High/Medium/Low] Adjust the level of detail for the character models.
Details	Dynamic Shadows [High/Medium/Low/Off] Choose whether or not to enable more realistic shadows for people in the game.
Ambient Occlusion (AO)	[High/Medium/Low/Off] Adjust the level of detail and accuracy of shadows cast by objects within the game.
Reflections	[High/Medium/Low/Off] Adjust the level of detail for the display of reflected light within the game.
Anti-Aliasing	[On/Off] Choose whether to smooth out the edges of objects within the game.
Depth of Field	[High/Medium/Low] Adjust the focal point of the camera within the game.
Motion Blur	[On/Off] Choose whether to utilize the motion blur effect on objects within the game.
Light Shafts	[On/Off] Choose whether to display light gradations such as bright lights shining down into dark areas.
Particle Effects	[High/Medium/Low] Adjust the level of detail for irregular shaped objects within the game.
Shaders	[High/Medium/Low] Adjust the level of detail for light reflections within the game.

*Depending on your PC's specifications, reducing these graphics settings to "Low" or "Off" may improve game performance.

The Life of a Mercenary

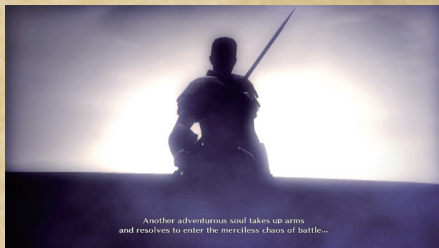
["Hundred Years' War" scenario]

Assume the role of a lone mercenary

You assume the role of a lone mercenary fighting in the Hundred Years' War being waged between England and France.

The Free Mission System allows you to decide which side you want to fight for before each battle. This means that you may face somebody in battle as an enemy that was previously your ally.

You can obtain fame and gold by performing well during battle. It is up to you whether you want to take sides with the stronger force to earn more money, or to fight on the side of a disadvantaged army in order to gain rank.



Leading Troops into Battle

On the battlefield, you are the leader of your squad. Give your squad orders and they will carry them out automatically.

You may switch between squads (troop types) at any time and there are more than 40 different troop types available. Choosing the right troop type for each battle is one of the keys to victory.



Aim to become the most powerful mercenary alive!

Your objective is to become the most powerful mercenary in the land. In order to do so, you will need to continually improve yourself and increase your fame. Fame can be increased by performing the three tasks listed below.

New battles will become available as you increase in rank.



- 1 Defeat enemy officers.
- 2 Capture enemy bases.
- 3 Carry out requests.

Squad/Player Growth

You can purchase equipment with the money you obtain during battles.

You and your squad's abilities are decided by your Skills and the items you equip (→P.22).

Strategy Books show the abilities of a given squad type. In battle, you may control squads whose Book you possess. The more Books you have, the greater the variety of troop types you can use (→P.25).



The War Rages On

In **BLADESTORM: Nightmare**, the game does not end when you are defeated. If your Life Gauge reaches 0 or you retreat during battle, you will return to the Tavern (→P.18).

You keep your money and experience, but the number of Battle Points (→P.41) you will receive for that battle decreases.



Playing the Game

In the "Hundred Years' War" scenario, the game proceeds as follows.

*Please refer to P.40 for the "Nightmare" scenario's game flow.

Tavern (→P.18)

This is where you prepare for battle.

You can also check the battle conditions and your abilities, select contracts and obtain equipment here.

Main Actions

- ◆ Contracts
- ◆ Equipment
- ◆ Trading
- ◆ Hire squads
- ◆ Develop skills
- ◆ Listen to others



Select a Contract

Battle Preparation (→P.26)

Be sure to check the battle conditions before going to battle. You can bring up the Battle Preparation screen during a battle as well.

Main Actions

- ◆ Go to battle
- ◆ Check battlefield
- ◆ Change equipment (only before battle)
- ◆ Develop skills (only before battle)
- ◆ Retreat



Go to Battle

Battles (→P.28)

Fight against the enemy forces.

Main Actions

- ◆ Fight (Move / Attack / Switch squads)
- ◆ Obtain items
- ◆ Summon hired squads
- ◆ Use Pennons
- ◆ Capture bases
- ◆ Carry out requests



Fulfill Contract / Retreat / Life Gauge Reaches 0

Aftermath (→P.41)

After a battle, the results will be displayed.

You can obtain fame, money, Skill Points, items and more depending on how well you performed.

These results are given at the end of each day, as well as when the battle is completed.



End of the Battle

After the battle results are displayed, you will return to the Tavern, where you can prepare for the next battle. The game will continue to repeat this cycle: Tavern → Battle Preparation → Battle → Aftermath

Tavern ("Hundred Years' War" scenario)

The Tavern is where you make preparations for battle.

Fame (→P.41)

The ★ marks indicate your progress in the game.



Contracts

Sign a contract and head out to battle.

The longer and more difficult a contract and the better you perform at it, the greater your reward will be.

[!] When you see this mark on a contract, it indicates that it is a Story Battle (→P.32).



Status

You can check your abilities as well as equipment for you and your squad here.

Army Info

The mercenaries in your Army.
Your character is indicated by the "HERO" mark.

Commands



Skill Points

Your current Skill Points (→P.24).

Hired Squads

Squads you have hired (→P.20).

Pennons

Pennons (→P.38) you have equipped.

Squads

Squad Equipment / Equipment

The items equipped by your character and current squad. You can change these by selecting the "Equipment" command.



Current Squad Info

Information on the squad you will control at the start of the battle. By selecting "Books" from the menu, you can spend Skill Points to upgrade the Books for your squads. Select "Current Squad" to change the squad you will control during battle.

Resources

Equip squads that you have hired or Pennons that you possess.



Officer List

Check the characters that can be assigned to your army.

This will be displayed once you are able to use multiple squads.

Inventory

Show a list of what items you currently own.

Merchant

You can do business with the merchant, but money is required to conduct any transactions.

Purchase

Buy items such as equipment for your character or squad and Books.
You can only buy equipment for squads that you have the necessary Books for.

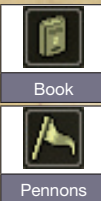
Equipment



Squad Equipment



Other



Sell

You are able to sell your equipment, squad equipment and artwork.

Recruits

Hire a squad to take into battle. When you hire a squad, you can decide when to summon it during battle (→P.38).

The higher the Leadership rating of your Support Skills (→P.23), the more soldiers you can have in each squad. The Inventory number indicates how many times you can summon each particular squad.

When you hire a squad, you need to select a key or button to assign it to.

If you wish to change the assigned buttons, you can go to "Resources" in the "Status" menu.



Gossip

Talk with people in the Tavern.
[!] When you see this mark above a person, it means they have information relevant to the story. Always try to speak with them when you have the chance.



Diary

Story

Check the story and gossip you have encountered so far.

People

View the profiles of the characters you have met in the game.

Squads

Check the abilities of the squads you are able to control (that you have Books for).

Places

Check information on the places that have appeared in the stages you have played.

Data

Check the battle statistics you have achieved so far.

System

You can save (→P.10) your game data, or adjust the game settings (→P.12) here.

Player/Squad Development

("Hundred Years' War" scenario)

Player Growth

Your abilities depend on the equipment you have. There are four types of equipment: Head, Body, Arm & Leg. You do not receive the effects of equipment just by obtaining it. You need to equip (→P.19) it at the Tavern or from the Battle Preparation screen.



Squad Growth

The abilities of a squad depend on its Skill Level and the equipment (weapons & shields) it possesses.

Book

Books give an indication of the overall abilities of each troop type. In battle, you can only use troop types whose Books you possess. Every Book has a Level and Growth rating. The Level of a Book can be increased by gaining experience in battle with the troop type. You will earn Skill Points as the Level increases.



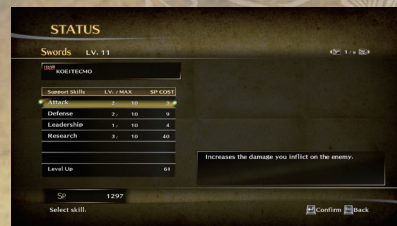
Skill Points are used to increase the Level of your Support Skills (→P.23) and Action Skills (→P.23).

Support Skills

These are the basic abilities of each squad.

The higher the Level, the higher the abilities of the squad. These abilities only apply to your current squad.

Additionally, you can select "Level Up" and use Skill Points to increase the level of the Book.



Types of Support Skills and the Effects of Leveling Up

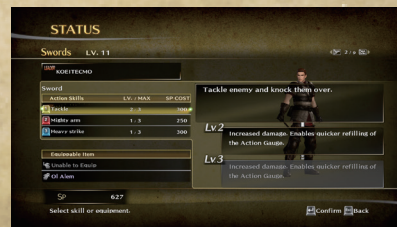
Attack	Increases the damage you inflict on the enemy.
Defense	Decreases the damage you take from enemy attacks.
Movement	Increases the movement speed of your squad.
Spirit	Refills the Action Gauge (→P.29) more quickly.
Inventory	Increases the number of arrows, bolts and other items you can carry.
Endurance	Enables your troops to withstand enemy attacks.
Leadership	Increases the number of troops in each squad listed when using the "Recruits" command (→P.20).
Research	Enables you to obtain more Skill Points when your Proficiency Levels increase.

Action Skills

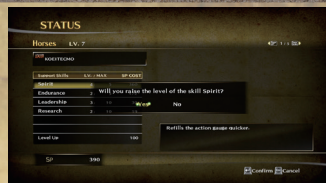
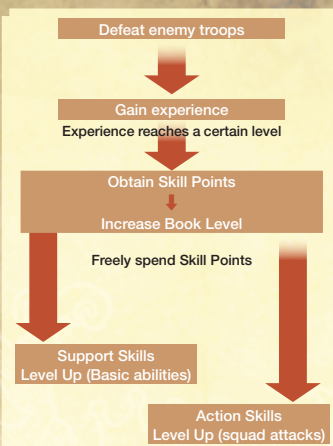
These show the effect of each Squad Action (→P.30).

As your Level increases, the effects of your attacks will increase, and you may gain special effects as well.

These abilities only apply to your current squad. To raise Action Skill levels for troop types whose Tome you do not have, you must first obtain that Tome (→P.46).



Raising Skill Levels...



Skill Points are required in order to increase the Level of your Support Skills and Action Skills.

Fight in battles to earn experience (→P.28) and once it reaches a certain level, you will obtain additional Skill Points.

You can use the Skill Points you earn to increase the Level of your Support Skills and Action Skills. You are free to allocate Skill Points as you see fit, so

you can focus on developing whichever troop types you wish.

Additionally, Skill Points are added to a common pool, enabling you to fight with troop types that are easy to earn experience with, and then use the resulting Skill Points to upgrade other troop types as well.

Squad Equipment

Weapons affect the Attack strength of your squad, while shields affect its Defense. Both weapons and shields must be equipped separately for each Book you own. Therefore, only troop types for which you have the necessary Tome (→P.46) can equip them.

You can select the location to equip them (left hand/right hand)

by going to "Squad" under the "Status" menu and selecting the "Equip" command. As with Books, equipment only affects the abilities of your current squad.



Book Types & Compatibilities

Each kind of Book (troop type) has its own characteristics and compatibilities.

Book Characteristics

Each troop type found in a book has its own set of unique characteristics. Master each of them in order to gain the advantage in battle.

Knives	Features excellent mobility and rapid attacks, but has a short reach and weak defense.
Rapiers	Effective against enemies clad in heavy armor, but both its Attack and Defense ratings are low.
Swords	Features well-balanced Attack and Defense ratings, but is weak against attacks from Horse and Halberd troops.
Spears	Good range and features powerful straight-line attacks, but is weak against attacks from behind.
Long Spears	Effective against Horse troops, but weak in close quarters combat.
Horses	Features powerful charge attacks, but is weak against melee, ranged and Long Spear troops.
Halberds	Features good range and Attack strength and is effective against most troop types. However, its attack speed is slow.
Axes	Features high Attack and Defense ratings, but is weak against faster opponents.
Clubs	Effective against enemies clad in heavy armor, but is slow and also weak against faster opponents.
Bows	Enables attacks against enemies from a distance. It is effective against Horse troops, but is weak against melee attacks.
Horsebows	Able to fire arrows while moving, but is weak against troops bearing shields.

*There are many other types of Books as well.

Troop Type Compatibilities

You	Opponent	Knives	Rapiers	Swords	Spears	Long Spears	Horses	Halberds	Axes	Clubs	Bows	Horsebows
Knives		-	-	x	x	○	△	◎	-	-	○	-
Rapiers		-	-	x	x	-	△	○	◎	◎	○	-
Swords		◎	◎	-	△	-	△	△	-	-	-	-
Spears		◎	◎	○	-	-	△	△	△	-	-	-
Long Spears		△	-	-	-	-	◎	△	△	-	-	◎
Horses		○	○	○	○	x	-	-	○	○	x	△
Halberds		x	△	○	○	○	-	-	-	○	△	△
Axes		-	x	-	○	○	△	-	-	△	-	-
Clubs		-	x	-	-	-	○	△	○	-	-	-
Bows		△	△	-	-	-	◎	○	-	-	-	-
Horsebows		-	-	-	-	x	○	○	-	-	-	-

*Legend - ◎: Very Good, ○: Good, -: Average, △: Weak, x: Very Weak

Battle Preparation

("Hundred Years' War" scenario)

Battle Preparation Screen

After signing a contract and heading out to battle, you will be taken to the Battle Preparation screen.

You bring up a similar Pause screen by pressing the [F1] key during battle.



Contract Period

The deadline the contract must be completed by.

Commands

Battlefield Map

Contract Description

The details of the contract and the steps required to complete it. If you have a Request, you can use the [page up] / [page down] keys to switch between them. In the "Nightmare" scenario (→P.42), the victory and defeat conditions will be displayed instead.

Deploy

Head out to the battlefield. You can only select this before battle.

Confirm the details of your contract and select the base from which you wish to deploy.

You can only deploy from the brighter areas on the map.

If you have multiple squads in the battle, you can set their objectives (→P.34) or form armies (→P.35) with them.



Status (→P.19)

You can check your abilities, as well as you and your squad's equipment, here. You are unable to change your equipment or upgrade the Skills within your Books during battle.



Squad Info



This enables you to check the location of squads led by famous officers, troop counts and troop types of the various squads on the battlefield.

You can use the [page up] / [page down] keys to switch between sides.

You can also press the [left shift] key to make the map bigger and then scroll around it using the [I], [L], [J], and [K] keys.

Retreat

Retreat from the battlefield. When you retreat, you will be taken to the Aftermath screen (→P.41).

You will keep your money and experience, but the number of Battle Points (→P.41) you will receive for that battle decreases.



System

Save your game (→P.10) and adjust the game settings (→P.12).

*You can also press the left shift key on the Pause screen to save during battle.

Objectives

Set objectives (→P.34) for other squads in your group. You can only select this during battle.

Log

View a log of the messages displayed during battle. You can only select this during battle.

Battle ("Hundred Years' War" scenario)

Battle Screen

Your squads

Other squads in your group. You can switch between them using the arrow keys, and hold down the arrow keys to give them orders.

Combo Count (→P.45)

The number of consecutive hits landed against the enemy.



Your Battle Points & Ranking (incl. both allies and enemies)

▶ Your squad

Experience Gauge / Level

Once you obtain a certain amount of experience, your Level will increase. As your Level rises, you will obtain Skill Points (→P.24).

Your troop type

Red : England
Blue : France



Equipment

Heavy Normal Light

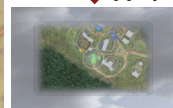
Book type

(→P.25)

Mini-map (switch with [E] key)



↓ [E] key



Red : England

Blue : France
("Hundred Years' War" scenario)

Yellow : Allied squad

Purple : Enemy squad
("Nightmare" scenario)

Green : Your squad

Red : Famous officer and marching direction

Green : Base

Red : Citadel Base

4/4 : Current Defense Points / maximum Defense Points

▶▶ : Attack objective

Battle Log

Displays the message updates given during battle.

Red : England, **Blue** : France)



Defeat : People defeated in battle (Life reaches 0)



Deploy : People who have redeployed to the battlefield

Action Gauge

Displays the effective duration of Squad Actions.

Gauge is yellow : Order is being executed

Gauge is light blue : Squad Actions cannot be performed due to being in the recovery phase

Squad Actions (→P.30)

These are special attacks that you can order squads to perform. They differ by troop type. You will receive a ★ mark each time their Level rises.

Red border : Continuous type attacks (attacks continue as long as you hold down the key)

Blue border : Ranged type attacks (press the key to switch your view, press it again to fire)

Black border : Regular type attacks (press the key to attack, some continue for an extended period of time)

▶ Army Status (→P.35)

Army Life Gauge

The Life Gauge of all your squads will be combined into one.

Army Morale Gauge

The morale gauge adds a block for each squad in your army. Each full block allows you to carry out a Mass Attack (→P.35).



Life Gauge

Morale Gauge

When the gauge is full, you will enter a state of Zeal (→P.37).

Troop count

Large: 10 Small: 1

Battle Controls

Normal Attack



Give the order for your squad to attack. Each soldier will decide on their own when to attack (including your character) and will continue attacking as long as you hold down the key.

Squad Action



The troops in your squad will utilize powerful attacks or moves with special effects. The kind of attack will differ depending on your troop type. There are 3 main kinds of troop type: Melee, Cavalry & Archer.

Troop Type	Characteristics
Melee	Great for close quarters combat, but easily defeated if cavalry and archer units can maintain the necessary distance. Try to approach the enemy with Normal Attacks and then use a Squad Action to finish them off.
Cavalry	Highly mobile, they knock enemies aside as they accelerate. However, they require a good amount of distance to reach the necessary acceleration, so are weak in close quarters combat. Keep a safe distance from the enemy and accelerate as you charge the enemy squad, continuing to rely on hit and run tactics.
Archer	Able to attack the enemy from a safe distance, but useless in close combat. Press the key once to ready the bows, and press it again to fire. You can lower the bows by pressing the [K] key. Make sure you attack from a secure position.

Squad Actions feature various types of controls, such as ones that last for as long as you hold down the key, while others take effect immediately after you press the key.

Switch Squad



Change the squad you are currently controlling. If you press the [K] key when the Officer Indicator is flashing, you will take control of that squad.

You can also hold down the [K] key to disperse the squad.

You cannot switch to squads that you do not have Books for, squads led by famous officers, trumpeteers (→P.44) or base squads (→P.36).



Officer Marker

Switch Characters (→P.34)



As you play through the game, you will eventually be able to deploy up to 4 squads. You can switch between squads by using the arrow keys.

By holding down an arrow key, you can give orders to those squads in your group you are not personally controlling.



Armies (→P.35)



You can join multiple squads from your group into a single army.

To form an army, approach a squad from your group and press the [.] + [K] keys when both squads are joined by a beam of light. When part of an army, you can press the [.] key to switch control to other squads in the army. You can hold down the [.] + [K] keys to dissolve the army.



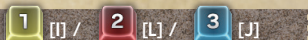
Melee Attack

(When fighting as an army)



All of the squads within the army will continue attacking as long as you hold down the button.

Joint Attack (When fighting as an army)



If you have multiple squads with the same Action Skill in an army, they will all carry out the attack at the same time.

Mass Attack

(When fighting as an army)

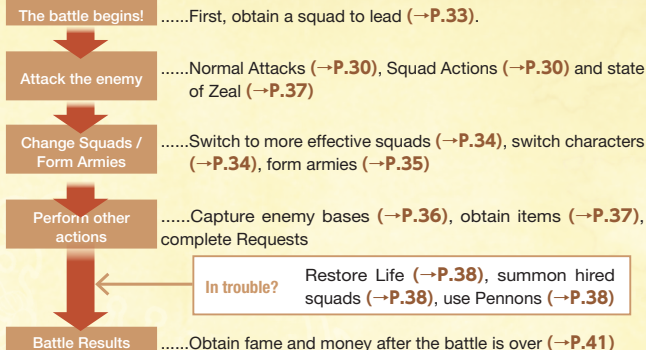


If you press the [.] + [L] keys when you have at least 1 unit of the Morale Gauge full, you will initiate a Mass Attack. You will become invincible for a limited period of time, enabling you to inflict massive damage on the enemy.



Battle Flow

Battles in the game follow the basic pattern listed below.



Types of Battles

There are two different kinds of battles: Story Battles and Normal Battles. You can select whichever battle you like from the "Contracts" (→P.18) command at the Tavern. Various types of battles will be available depending on the circumstances at the time.

Story Battles	You must clear these in order to progress through the story. [!] This mark is used to indicate which battles are Story Battles. There is no time limit for the contract period.
Normal Battles	These battles have nothing to do with the progress of the story. However, they do have limited contract periods.

If you ever have trouble completing a Story Battle, try retreating and then participating in a Normal Battle to earn fame, Skill Points (→P.24) and Gold. You can use those Skill Points and gold to develop Book Skills and improve your character (→P.22) and then try the Story Battle again. In addition to contracts, there are also Requests that you can take on. Completing a Request will earn you additional money as a reward.

Commanding Your Squad

When you select "Deploy" (→P.26) from the Battle Preparation screen, you will be taken to the battlefield. At this point, you are in command of your initial squad. You are free to take control of other squads during the battle.

If you press the [K] key when the Officer Indicator is flashing, you will take control of that officer's squad. Remember, you are unable to lead certain types of squads (→P.34). You can also hold down the [K] key to disperse the squad and move about on your own. If you have hired a squad (→P.20), you can command that squad from the start of the battle. You can set a squad by going to the "Status" menu at the Tavern or from the Battle Preparation screen and selecting "Squads" and then the "Current Squad" command.



Advancing through the Battle

Battles progress in increments of 1 day (from dawn until dusk). You can confirm the amount of time remaining in the day by going to the Pause screen.

A countdown will be displayed immediately before each day finishes and once it reaches 0, the day will end. The battle will end once you have fulfilled your contract, the set number of days has elapsed, you retreat (→P.27) from the battlefield, or your Life Gauge reaches 0.



Attacking the Enemy

When you give the order to your squad to attack, each member (including your character) will automatically attack the enemy.

If you set "Damage" to "Yes" under the "Settings" menu (→P.12), the amount of damage inflicted will be displayed on screen. The higher the Level of the enemy squad you defeat, the more experience (→P.28) you will be able to receive. Your attack method will differ depending on the type of troops in your current squad (→P.30).

You can press the [J] key to view the Squad Actions and information of your squad.

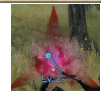


Damage value colors

- White : Damage inflicted on the enemy
- Yellow : Damage inflicted on the enemy (resulting in defeat)
- Peach : Damage inflicted on allies
- Red : Damage inflicted on allies (forced to retreat)

Changing Squads

Each squad's troop type has its own compatibilities with other squads. You can determine whether the compatibility is good or bad by checking the light emanating from the Officer Indicator. Changing squads to one with better compatibilities is a key to emerging victorious in battle. To change squads, approach the squad you wish to control and press the [K] key when the Officer Indicator is flashing. However, you are only able to control troop types that you have the appropriate Books (→P.22) for. If you wish to control multiple kinds of troop types, you will need to obtain the requisite Books in order to do so. You cannot control base squads, squads led by famous officers, or trumpeteers (→P.44).

				
Poor compatibility (Highly disadvantageous)	Bad compatibility (Disadvantageous)	Even compatibility	Good compatibility (Advantageous)	Excellent compatibility (Highly advantageous)

Switch Characters

As you play through the game, you will eventually be able to deploy up to 4 squads. You can use this to employ various tactics during battle, such as leaving 1 squad to protect an important base while the others focus on attacking the enemy, or perhaps you need to simultaneously attack multiple objectives that are separated by a great distance. To change squads, simply press the key assigned to the squad you wish to control.

Giving orders to other squads in your group

You are able to give orders to other squads in your group. Hold down the key assigned to the squad you wish to give orders to and then select a command.



Target	Display the overall map and select an objective point.	Join	Tell the squad to join up with your current squad.
Wait	Instruct the squad to wait in its current location.	Back	Cancel a squad's current orders.

If you press the [F1] key to bring up the Pause screen, you can select "Target" to confirm the squad's orders. Use the arrow keys if you wish to quickly give orders in real time, or pause the game if you want to think out your strategy before giving the orders.

Armies

You can link together multiple squads into a single army. This enables you to change your troop type on the fly depending on the battle conditions or have all of the squads within the army perform powerful simultaneous attacks. To form an army, approach a squad from your group, and press the [.] + [K] keys when both squads are joined by a beam of light.



Life Gauges are combined when you form an army, making it harder to be defeated.

Army Actions

Forming an army enables it to perform certain actions that only armies can do.

Changing Squads



Press the [.] key to immediately switch between squads. This will help you quickly respond to differences in compatibility with the enemy squads.

Chain Combos



You can form a Chain Combo by linking combos between squads! They can help you quickly fill your Morale Gauge.

Melee Attack



Hold down the [O] key to have the army initiate an all-out attack!

Joint Attack



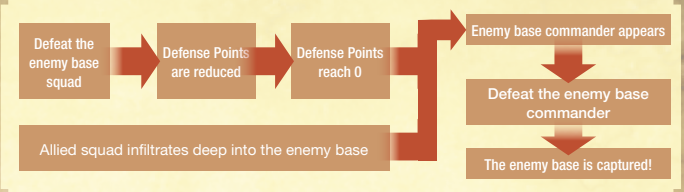
If you have multiple squads with the same Action Skill in an army, they will carry out the attack at the same time!

Mass Attack



If you press the [.] + [L] keys when you have at least 1 unit of the Morale Gauge full, you will initiate a Mass Attack. You will be invincible while you inflict massive damage on the enemy!

Attacking Bases



All bases have Defense Points. These Defense Points are displayed on the mini-map (→P.29). As you defeat Base Units, the base will lose Defense Points. When these Defense Points reach 0, or if an allied squad infiltrates deep into the enemy base, the Base Commander will appear. Defeating the Base Commander will enable you to capture the base. Once an enemy base is captured, all of the squads stationed within it will join your side. Note that you can capture enemy bases anywhere on the map, but are unable to capture enemy entry roads or ports.



Effects of Captured Bases

Capturing a base will cause enemy bases adjacent to it to lose both Morale and Defense Points. Therefore, surrounding bases have strategic value. The effects of capturing a base will last for 3 minutes.



Citadel Bases & Guardians

Citadel Bases are a special kind of base that are indicated by a large flag on the map. Each Citadel Base is protected by a powerful base commander known as a Guardian.

Inside the flag, you can see the troop type of the Guardian's squad.



Guardians have what is referred to as a Break Gauge. You will be unable to inflict very much damage while the Break Gauge is displayed, and will deplete the gauge instead. Once the Break Gauge has reached 0, the Guardian will be stunned. When a Guardian is stunned, you will be able to inflict large amounts of damage, regardless of troop type compatibilities, so it is your chance to finish them off.

Look for an opening!



Your best chance to attack is after a Guardian uses one of their more powerful techniques. If you attack at that moment, you can deplete the Break Gauge more than usual. You can extend this opening by landing additional attacks.



Attack to deplete the Break Gauge.



Success!

Zeal

As you defeat enemy troops, your Morale (→P.29) will increase.

Once your Morale has reached its maximum value, you will enter a state of Zeal, which greatly increases the abilities of your squad and makes you invincible for a limited period of time.

When your Morale reaches 0, you will return to normal.

All squads, including the enemy, are capable of entering a state of Zeal.



Obtaining Items

Items may appear after you capture enemy bases or defeat enemy officers. When you obtain an item, various things can happen (→P.40).



Defeat

If your Life Gauge reaches 0, you will be forced to return to the Tavern. You will keep your money and experience, but the number of Battle Points (→P.41) you will receive for that battle decreases. In order to return to battle, you will need to sign another contract (→P.18).



Changing the Tide of Battle

1 Using Pennons

When you use a Pennon (→P.40) during battle, your squad's abilities will be temporarily increased, while those of the enemy will be decreased. You must have a Pennon equipped (→P.19) in order to use it. You can call up the Pennon display by holding down the [I] key.

To use a Pennon, hold down the [I] key and press the key assigned to the Pennon you wish to use. Some Pennons will require you to select a target to use it on. The Pennon will be consumed after you use it. You can replenish your Pennon stocks by purchasing (→P.20) more from the Tavern, or by obtaining them during battle.



2 Summoning hired squads

Squads you hire (→P.20) from the Tavern can be summoned at any time during battle. After you summon it, it will appear near you on the battlefield and join the fight as an allied squad. This can be a useful technique to use when there are no nearby squads that you wish to command.

You can call up the available hired squad display by holding down the left shift key. To summon a hired squad, hold down the left shift key and press the key assigned to the desired squad. The hired squad will disappear after you have used it. You will need to hire more from the Tavern in order to summon any other squads.



3 Restoring the Life Gauge

The Life of your character can be replenished by the use of items (→P.40) or by returning to an allied base. The amount of Life replenished will differ depending on the type of item used. If you stand within the glimmering area within an allied base, your Life will be completely restored, as will your arrows and some other types of supplies. However, the size of this area will gradually shrink as Base Units are defeated in battle. This area will also disappear completely if the Base Commander is present, and you will be unable to use it to replenish your Life.



Status Ailments

You can inflict various status ailments on the enemy by landing certain kinds of attacks or by using Pennons (→P.38). The enemy may also cause you to be affected by status ailments after performing certain attacks.

You will automatically recover from any status ailment after a certain amount of time has passed.

Status	Details	Status	Details
	Fire Damage is inflicted each second.		Chaos The squad flees and is unable to attack.
	Poison The squad is unable to attack.		Barrier Nullifies a single enemy attack.
	Ice The person is frozen and unable to move.		Absorb Life Absorbs a portion of damage dealt as Life.
	Faint Unable to control the character.		Attack Up/Down Attack strength is doubled/halved.
	Charm Cause squads to attack each other.		Defense Up/Down Defense is doubled/halved.
	Fury The squad attacks the person who taunted it.		Mobility Up/Down Movement speed increases by 150% or is halved.
	Evade Gain a chance of avoiding attacks.		

Fleur Types of Items & Pennons

The various types of items and Pennons are listed below.

Item	Details
 Wine	Completely restores your Morale (→P.29) and puts you in a state of Zeal (→P.37).
 Bread	Restores your Life.
 Meat	Greatly restores your Life.
 Small Silver Ingot	Worth 300 Gold.
 Small Gold Ingot	Worth 600 Gold.

Item	Details
 Silver Ingot	Worth 900 Gold.
 Gold Ingot	Worth 1500 Gold.
 Large Silver Ingot	Worth 2100 Gold.
 Large Gold Ingot	Worth 3000 Gold.

Pennon Name	Details
Quick Match	Increases the mobility of your squad. Minimal effect.
Anger	Increases the Attack strength of your squad. Minimal effect.
Defend	Increases the Defense of your squad. Minimal effect.
Heavy Boots	Lowers the mobility of the enemy squad. Minimal effect.
Impair	Lowers the Attack strength of the enemy squad. Minimal effect.
Wear	Lowers the Defense of the enemy's squad. Minimal effect.
Revival	Resurrects dead troops in your squad. Minimal effect.
Confusion	Causes panic in the enemy squad. Minimal effect.
Temptation	Confuses the enemy squad into attacking its allies. Minimal effect.
Evasion	Increases the ability of your squad to evade enemy attacks.
Lure	Attracts the attention of the enemy squad.

*There are many other types of Pennons available.

After the Battle

Fleur The End of the Day

At the end of each day, an overall ranking based on that day's record in battle, the Battle Points for each officer, and overall Battle Points will be shown.

Next, you will be awarded Battle Points according to how many enemies and enemy officers you defeated, as well as how many bases you captured. If you rank in the Top 10, or if you fulfilled a Request, you will be given Bonus Points. Your fame will increase depending on how many Battle Points you received. Lastly, a list of the items you obtained will be shown. You can equip any of these items from the Battle Preparation screen (→P.27) on the following day.



Fleur Completing the Contract Period

The battle will end once you have completed your contract or if the contract period expires, whether you have won the battle or not.

Like with the end of each day, you will be awarded Battle Points and items, and you will receive fame based on your performance. After that, you will receive gold and Skill Points as well.



Wages	The amount you receive by participating in the battle (paid per day). The amount paid depends on your fame.
Completion Bonus	The amount paid for completing the terms of the contract (→P.26).
Reward	The amount paid for carrying out Requests.
Loot	The amount of money obtained as items during battle.



If you retreat from the battle (→P.27) or your Life Gauge reaches 0, you will keep your money and experienced earned, but you will receive fewer Battle Points.

"Nightmare" Scenario

"Nightmare" Scenario Game Flow

The "Nightmare" scenario consists of multiple chapters, and you progress through the story by completing the victory objectives for each chapter. Treatment of Books and equipment for you and your squads is the same as in the "Hundred Years' War" scenario.

1 Select a battlefield (chapter)

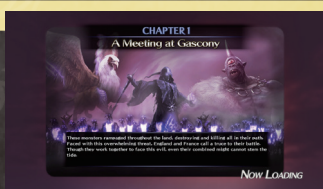
Select "Battlefield" from the Main Menu and choose a battlefield to deploy to (a chapter to play). You can earn fame and other rewards by replaying battlefields you have already cleared.

Like with the Tavern (→P.18), you can use the Main Menu to check the status of your squads, purchase equipment from the Merchant for you or your squad, and hire squads to take into battle.



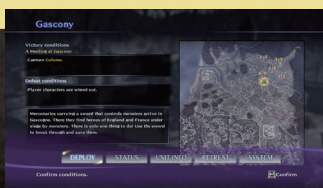
2 Intermission & Pre-battle Events

This is where the setting for the story is given. There may also be movies played here as well.



3 Battle Preparation

Make the necessary preparations on the Battle Preparation screen (→P.26) and select "Deploy" to go to battle. If you fulfill certain conditions, you will also be able to play as famous characters from the game.



4 Battle

Participate in a battle (→P.28) and try to complete the victory conditions. After the conditions are achieved, additional victory conditions may be added.

The game will autosave each time you complete a victory condition. Even if you are defeated, you can resume the battle from where you left off by loading the autosave data.

*You can carry up to 3 autosaves, and they will be overwritten in the order of oldest one first.



5 Post-battle Events

Once you complete the final victory condition and finish the chapter, the post-battle event will be played. After the event has finished playing, you can press the space key on the Battle Results screen to advance to the next chapter. You can also press the left shift key to return to the Main Menu.



Monster Troops

The "Nightmare" scenario features additional troop types such as dragons and giants. When you obtain the necessary Books, you will be able to use these troop types for your squad as well.

Books for monster troop types can be obtained in bases after defeating the monster Guardian (→P.36).

By completing the necessary conditions, you will also be able to use monster troop types in the "Hundred Years' War" scenario as well.



Giant Monsters

From time to time, giant monsters will appear within the game. They possess incredibly high Life and Attack ratings. Try to attack in waves with multiple squads, or form armies in order to unleash powerful attacks against them.



The Barkeep's Advice

I'm here to teach you a thing or two about being a mercenary. Now listen carefully!

- In Battle -

Aim for the Enemy Officers!

When attacking, it's a good idea to aim for the enemy officers. By defeating the officer leading an enemy squad, all of that squad's troops will retreat from the battlefield. Therefore, you'll want to stay away from officers when aiming for Combos (→P.45) in order to have enough enemies to face. Save the officer for last until you've finished maximizing your Combos.

Additionally, keep an eye on the color of the enemy officer's Level. I'd recommend you steer clear of any squad that has its Level displayed in red.



Red	+10	~ (strong enemy)
Orange	+5 ~ +9	
White	+4 ~ +4	(enemy is same level)
Light Blue	-9 ~ -5	
Blue	-10	(weak enemy)

It's All About Teamwork, Laddie!

I've seen many mercenaries stupidly rush out onto the battlefield in search of glory.

Of course, they were only rushing towards their own deaths once they found themselves surrounded by the enemy.

When capturing bases, the base commander won't show himself until you've reduced the base's Defense Points to 0 or an allied squad has invaded the base. That's why it's important to work together with your allies to attack the enemy.

Seek Out the Trumpeteers!

Sometimes, trumpeteers will appear on the battlefield. Not only do they know how to play a mean melody, they serve a very important purpose.

Units standing near them will replenish their Action Gauge (→P.29) faster. This makes them a great help when you're using squads that rely on Squad Actions.



Gain Experience With Combos!

Attacking multiple enemies over a short period of time results in a Combo. The Combo ends if you do not attack for a certain period of time. While the Combo (→P.28) is active, you receive bonus experience (→P.28). This makes it good strategy for leveling up your Books.

However, earning Combos means you need to plunge headfirst into the enemy ranks in order to find a sufficient number of opponents. Therefore, you need to be careful and keep an eye on differences in Level when doing so.



Keep an Eye on Your Arrows!

If you're leading archers, always be careful how many arrows you have left. They are not an unlimited resource. Watch the arrow counter on the bottom right of the screen. This goes not only for arrows, but any squads such as spears or knives that throw their weapons at the enemy.

Of course, there's no need to panic if you run out. Just like your Life Gauge, you can replenish your arrows within allied bases.

Also, allow me to let you in on a little secret. If you approach the deer or rabbits that appear on the battlefield, something good might happen.

Be sure to give it a try next time you encounter one.

Capture Adjacent Bases!

Attacking larger bases such as Rouen requires an incredible amount of offensive firepower. Therefore, rather than taking these bases head on, you're better off aiming for the enemy bases adjacent to them first.



When you capture an enemy base, you'll weaken any squads in nearby bases. As a bonus, the effects from capturing a base (→P.36) last for 3 minutes and reduce the Defense Points of nearby bases as well. I think you'll agree that can make your life a whole lot easier.

- Tavern & Battle Preparation -

Differences in Equipment

Equipment for your squad consists of weapons and shields, and affect the Attack and Defense ratings of the squad you are controlling. Additionally, you can also equip them for each one of your Books.

Regular equipment (head, body, arms, legs) is for your character and affects your Defense rating. The effects for these carry over to any squad you are in.



Keep Earning Those Skill Points!



Fight in battles to earn experience (→P.28) and once you earn a certain amount, the Level of your Book will increase. As I'm sure you know by now, increasing the Level of your Books can earn you Skill Points.

What you need to remember are the Skill Points that you can earn as a bonus during the battle evaluation (→P.41).

So try to focus on receiving better evaluations each battle

rather than simply defeating large numbers of enemies. You are free to assign your Skill Points to whichever troop type you choose. It's wise to fight with troop types that you're good at and then use those Skill Points to level up the Skills of the others.

Read Your Books & Tomes!

We talk a lot about Strategy Books, but they consist of Books and also Tomes, which are like pages that are missing from them.

Books are things like the "Book of Swords" which are needed for leading that particular troop type. Unfortunately, you can't purchase these things from the Merchant. Your only choice is to find them on the battlefield.

Tomes refer to things such as "Swords / Two-handed Swords" that can help refine the topics covered by the main Book. You can still lead this particular troop type even if you do not possess any Tomes. However, if you do have one, then you can increase that troop type's Action Skill (→P.23) levels and can equip that troop type with swords and shields, making them very useful things to have.

You can purchase Tomes from the Merchant, so make sure it's the first thing you buy if you happen to come across one.



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