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Manual Design: Ayako Miyashita
Game Controls

This section will explain how to control your character.

**MAIN CONTROLS**

**Left Trigger (LT)**
- Toggle Map (P.15)
  - Toggles between Zoom Map and Complete Map.

**Left Bumper (LB)**
- Guard / Strafe (P.5/4)
  - When the left bumper is pressed, the camera will move behind your character as you guard against frontal attacks. Use the directional pad or left stick to move from side to side while still facing forward.

**Left Stick / Directional Pad**
- Movement (P.4)

**Right Trigger (RT)**
- Evade (P.4)
  - Allows you to roll out of the way of enemy attacks.

**Right Bumper (RB)**
- Special Stance / Special Attack (P.8)
  - Allows for use of special attacks unique to each game character. Pressing the ✋ button while your character is in the Special Stance will execute Special Attack 1; pressing the ✋ button will execute Special Attack 2.

**X Button**
- Normal Attack (P.8)
  - This will execute a standard attack move.

**A Button**
- Charge Attack (P.7)
  - This will execute a powerful charge attack. A charge attack can be linked with a normal or jump attack to create even stronger attack moves.

**B Button**
- Musou Attack (P.9)
  - A special attack executable after your Musou gauge is full. Two or more gauges will increase the power of the attack.

**Right Stick**
- Rotate camera angle.

**Xbox Guide Button**
- Pause / Display Info Screen.
**GAME CONTROLS**

**Move**

Your character will move in the direction you press the left stick. (For this and all other controls, the directional pad may also be used instead of the left stick.)

**Guard**

Guard against frontal attacks.

**Jump**

Your character will jump in the direction you push the left stick. (Hanzo Hattori, Kotaro Fuma, and Nene can execute a double-jump by pressing the button while in the air during a jump).

**Flip**

When your character is thrust into the air, a mid-air flip may be executed so your character can land on his or her feet.

**Mount / Dismount**

Pressing the button while the icon appears will allow you to mount a horse. Pressing the button while on the horse will make your character dismount the horse.

**Evade**

Do a somersault to evade an enemy attack. You may choose the direction in which to roll by pushing the left stick.

**Deadlocks**

Rapidly press the button to win a deadlock. If you lose the deadlock, your Musou gauge will become empty. If you win, your opponent will suffer a great deal of damage.

**Dazed by an Enemy Attack**

When your character is dazed by an enemy attack, rapidly pressing / / / / button will help your character recover more quickly.
Normal Attack

- Button

A normal attack. The number of sequential attacks your character may execute will depend on your character's growth. (P.16)

Jump Attack

- Button while jumping

An attack executed while jumping.

Dash Attack

- Button while running

An attack executed while dashing forward. The attack and its effects vary depending on the character and weapon used. This move is a great way to attack several enemies at once.

Mounted Attack

- Button while mounted

An attack executed while mounted on a horse. Pressing the button will execute a normal attack, and pressing the button will make the horse stomp. Pressing the button while running will perform a jump attack.

Jump Charge Attack

- Button while jumping

A charge attack unleashed when landing from a jump. Also effective against downed enemies.

Charge Attack

- Button

A unique, powerful attack. Link normal attacks with charge attacks to execute even greater attack moves.

Linked Charge attacks

The types and effects of linked charge attacks are different from character to character.

**EXAMPLE: Yukimura**

<table>
<thead>
<tr>
<th>Charge Attack 2</th>
<th>Charge Attack 3</th>
<th>Charge Attack 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Button</td>
<td>Button</td>
<td>Button</td>
</tr>
</tbody>
</table>

**AFTER CHARACTER GROWTH**

(Attack varieties become available as your character grows in ability.)
**GAME CONTROLS**

Each character has two unique special attacks. Press the right bumper to put your character into the Special Stance and then press the button or button to execute a Special Attack.

* You may walk around while in the Special Stance by holding down the right bumper and moving with the left stick.
* Your character’s special attacks become more powerful as the character’s level increases.

**Musou Attack**

You may execute a Musou attack as soon as one of your Musou gauges becomes full. As your character grows, you may obtain up to three Musou gauges. Two or more Musou gauges will increase the power of your Musou attack.

**Examples of Special Attacks**

<table>
<thead>
<tr>
<th>Special Attack 1</th>
<th>Special Attack 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Masamune</td>
<td>Yukimura</td>
</tr>
</tbody>
</table>

**EXAMPLE: Yukimura**

- Musou Attack Level 2
- Musou Attack Level 3

**True Musou Attack**

This will execute a very powerful Musou attack which is further strengthened by the elemental attribute of Fire (P.26).

**Double Musou Attack**

A very powerful attack, further strengthened by the elemental attribute of Lightning (P.26). A Double Musou Attack can occur if you perform a Musou attack near a guard or second player.

* A Double Musou Attack will only occur if your character and the secondary character are linked by a bolt of lightning when executed.
**Starting a Game**

**How to Start the Game**

1. Insert the game disc into the Xbox 360™ console.
2. When the game loads, the opening sequence will begin. Press the button if you wish to skip the opening sequence.
3. Press the button at the Title Screen. You will be prompted to select a storage device for the saving and loading of game data. When you have done so, you will be taken to the Main Menu, where you can choose the game mode you wish to play.

**Saving and Loading**

- **Save after clearing a stage**
  After a stage is cleared, a series of results screens will be displayed, after which, a save prompt will appear.

- **Interim Save**
  During a game, press the button to pause and bring up the Info Screen. From there, select INTERIM SAVE.

- **Load Data from Last Cleared Stage**
  Select Story Mode and choose the character and scenario you wish to play.

- **Load Interim Data**
  If interim save data exists, then the option "Continue" will appear in the Main Menu. Select "Continue" to resume interim save data.

**The Info Screen**

This screen is displayed before each battle. You can also view it during a battle when you pause via the button.

- **Select a Stage**
  Choose your character, difficulty, and scenario. You may also go to the shop to improve your character before selecting a scenario.

- **Preventing for Battle**
  Equip weapons and items, select a personal guard, and confirm victory conditions.

- **Select a Stage**
  Choose your character, difficulty, and scenario. You may also go to the shop to improve your character before selecting a scenario.

- **Victory Conditions Fulfilled!**
  The battle is won if you fulfill all victory conditions. EXP will then be awarded and your character will grow stronger.

- **Begin Battle**
  Clear missions that appear during the battle while working towards fulfilling the victory conditions. EXP will increase by defeating enemy soldiers and officers.

- **Main Keep**
  The battle will continue indoors when entered.

- **Gate**
  Can be opened by defeating the soldiers who defend it.

- **Allied Stronghold**
  Morale increases if you capture these.

- **Enemy Stronghold**
  Morale increases if you capture these.

- **Time Remaining**
  The game will end when this counter runs out.

- **Morale of both Armies**
  Morale decreases if these are captured by the enemy.

- **Player**
  Morale increases if you capture these.
**Game Modes**

**Story**
Select a character, and play through a series of game stages that tell that character’s tale. By clearing available characters’ Story Modes, more characters will become available for play.

*Two-player cooperative play is available in the Story and Free Modes. Player 2 may join the game by pressing the START button when “2P PRESS START” is displayed in the upper-right hand corner of the screen.*

**Free**
Play any previously cleared stage with the character of your choice. The same rules apply for the growth of characters in Story, Free, and Survival Modes.

**Survival Mode**
Play through a castle of countless floors and attempt to set new records by clearing as many floors as possible (P.20).

**Sugoroku**
Up to four players may compete in a board game style mini-game (P.21).

**Vault**
View all acquired weapons, items, in-game movies, guards, steeds, etc.

**Options**
Select game and control settings (P.13).

**Xbox Live**
Play with your friends using Xbox Live (P.22).

**Continue**
Resume an interim saved game.

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**Xbox Live**
Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

**Connecting**
Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

**FAMILY SETTINGS**
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

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**Dolby® Sound Setup**
This game is presented in Dolby® Digital 5.1 surround sound. Connect your Microsoft® Xbox 360™ to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable.

From the “system” blade of the Xbox 360 dashboard, choose “console settings”, then select “audio options”, then “digital output” and finally select “Dolby Digital 5.1” to experience the excitement of surround sound.
**Starting a Game**

- **EXP Gauge:** This gauge increases whenever you defeat an enemy or pick up an EXP item. Your character’s level will increase when the meter is full. Once the level increases, the meter will become empty again.

- **Morale:** Displays both the allied and enemy army’s morale (Blue: Ally, Red/Yellow: Enemy). The longer the meter, the greater the advantage to that army.

- **Map:** Displays the current level of your character’s Musou attack.

- **Musou Level:** You may obtain up to three separate Musou gauges. When one becomes full, you are able to execute a Musou attack. You may execute a more powerful Musou attack by unleashing two or more full gauges.

- **Life Meter:** Your character’s life gauge. The meter will decrease whenever damage is sustained and will change colors from blue to yellow to red. The player is defeated if the meter becomes empty.

- **Ability Marker:** Appears when temporary ability-enhancing items are acquired. When the remaining time for the item begins to run out, the marker will flash quickly.

- **Mount Gauge:** Strength to remain mounted on horseback. When this gauge becomes empty, your character will be thrown off of his or her horse.

- **Double Jump Sign:** Only Hanzo Hattori, Kotaro Fuma, or Nene may pass via a double jump.

- **No Entry Signs:** Player cannot enter while mounted on horse.

- **Battlefield:** In Two-Player Mode, the display will be divided horizontally across the middle of the screen.
Strengthening Your Character

How to power up your characters and weapons.

Increase Your Level

The EXP gained during battle will determine the amount your character’s level will increase. The highest attainable level is 50. Life meter, Musou gauge, attack, and defense all increase according to your level. New moves and skills may also be acquired with higher levels.

<table>
<thead>
<tr>
<th>Enemy Type</th>
<th>EXP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Commander</td>
<td>300 (50)</td>
</tr>
<tr>
<td>Main Character</td>
<td>200 (50)</td>
</tr>
<tr>
<td>Named Officer</td>
<td>100 (50)</td>
</tr>
<tr>
<td>Unit Leader</td>
<td>5 (2)</td>
</tr>
<tr>
<td>Soldier</td>
<td>2 (2)</td>
</tr>
</tbody>
</table>

* The numbers in the parentheses indicate Survival Mode EXP values.

Leveling Up During a Battle

Your character will gain a level during a battle when the EXP gauge is filled entirely (P.14). The EXP gauge will fill up slowly every time an enemy is defeated. The number of points gained varies on the opponent defeated.

Leveling Up After a Battle

After completing a scenario, your character may grow in level according to the EXP you have earned. The amount of EXP is determined by your clear time and number of KOs and combo hits.

* In Survival Mode, you will only earn EXP for the total number of defeated opponents.

Strengthening Weapons

Caches (wooden cases) containing weapons may appear when you break open crates or when you defeat enemy officers. You can see what weapon a cache contains after clearing the scenario in which it was found. You may keep up to a total of eight weapons.

Additional features

The weapons have different upgrading abilities. Weapons that have open ability slots may be taken to the Shop for improvement. However, you will not be able to select which upgrades a weapon gains.

The Shop

Enter the Shop by selecting “Shop” from the “Select Scenario” screen. You may exchange your gold for weapon improvements, skills, guards, and horses.

**Weapons**
- Improve your weapons

**Skills**
Purchase new skills. Pressing the button will show you which skills you have already.

**Guards**
- Hire guards. You may employ up to eight.

**Mounts**
- Purchase horses. You may own up to three.

* If you wish to purchase a new horse or guard when you are at maximum holding capacity, you must release one that you already own.

* Guards that you have let go become available for hire at the Shop.
## Acquiring Skills

There are a wide variety of useful skills that your character can acquire.

### How to Acquire Skills

There are three ways of acquiring skills:

- **Leveling Up**
- **Learning from an enemy officer**
- **Purchasing from the Shop**

### How to Learn a Skill

You may learn a skill by defeating an enemy officer. The more advanced skills are harder to learn. You can increase your chances of learning new skills if you already have the skill "Prodigy." You may see details regarding learned Skills after you have cleared a scenario.

*You may see the skills possessed by the enemy officers on the Info Screen by selecting the menu item "Officers."

### Skill Level

There are three levels of skills and the power of the skill increases with each level.

*Skills unique to certain characters do not have levels.
*There are some skills that will advance more than three levels.

### Skill Types

Skills besides those unique to specific characters are divided into the categories of Might, Growth, Battle, and Special. Unique skills are obtained through overall character growth.

<table>
<thead>
<tr>
<th>Might Skills</th>
<th>Growth Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vitality</td>
<td>Vitality</td>
</tr>
<tr>
<td>Life MAX increases</td>
<td>Life meter grows more easily when gaining levels</td>
</tr>
<tr>
<td>Focus</td>
<td>Focus</td>
</tr>
<tr>
<td>Musou Max increases</td>
<td>Musou gauge grows more easily when gaining levels</td>
</tr>
<tr>
<td>Potence</td>
<td>Potence</td>
</tr>
<tr>
<td>Attack increases</td>
<td>Attack grows more easily when gaining levels</td>
</tr>
<tr>
<td>Fortitude</td>
<td>Fortitude</td>
</tr>
<tr>
<td>Defense increases</td>
<td>Defense grows more easily when gaining levels</td>
</tr>
<tr>
<td>Cavalier</td>
<td>Cavalier</td>
</tr>
<tr>
<td>Mounted attack increases</td>
<td>Mounted attack grows more easily when gaining levels</td>
</tr>
<tr>
<td>Impulse</td>
<td>Impulse</td>
</tr>
<tr>
<td>Speed increases</td>
<td>Speed grows more easily when gaining levels</td>
</tr>
<tr>
<td>Grace</td>
<td>Grace</td>
</tr>
<tr>
<td>Strength increases</td>
<td>Strength grows more easily when gaining levels</td>
</tr>
<tr>
<td>Karma</td>
<td>Karma</td>
</tr>
<tr>
<td>Luck increases</td>
<td>Luck grows more easily when gaining levels</td>
</tr>
<tr>
<td>Sensei</td>
<td>Sensei</td>
</tr>
<tr>
<td>Guards’ abilities increase</td>
<td>Guards’ abilities grow more easily when guards gain levels</td>
</tr>
<tr>
<td>Master</td>
<td>Master</td>
</tr>
<tr>
<td>All abilities increase</td>
<td>Acclaim</td>
</tr>
<tr>
<td><strong>RARE</strong></td>
<td>Amount of EXP acquired increases</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Battle Skills</th>
<th>Special Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reach</td>
<td>Gluttony</td>
</tr>
<tr>
<td>Attack range increases</td>
<td>Effects of recovery items increased</td>
</tr>
<tr>
<td>Sickie</td>
<td>Cutthroat</td>
</tr>
<tr>
<td>Increases the chance of inflicting a critical hit (P27)</td>
<td>Life recovered after defeating 100 opponents</td>
</tr>
<tr>
<td>Rage</td>
<td>Equestrian</td>
</tr>
<tr>
<td>Musou gauge fills up faster</td>
<td>Increases mounted horse’s abilities</td>
</tr>
<tr>
<td>Chaos</td>
<td>Opportunity</td>
</tr>
<tr>
<td>Increases the damage according to numbers of combo attacks</td>
<td>Life recovers the first time life meter becomes empty</td>
</tr>
<tr>
<td>Resilience</td>
<td>Ration</td>
</tr>
<tr>
<td>No disorientation after any attack</td>
<td>Effects of recovery items on guards increases</td>
</tr>
<tr>
<td>Element</td>
<td>Prodigy</td>
</tr>
<tr>
<td>Adds elemental attributes to attacks</td>
<td>Increases chances of learning skills</td>
</tr>
<tr>
<td>Ele-Charge</td>
<td>Discern</td>
</tr>
<tr>
<td>Adds elemental attributes to charge attacks</td>
<td>Increases chances of finding rare weapons</td>
</tr>
<tr>
<td>Musou Power</td>
<td>Greed</td>
</tr>
<tr>
<td>Elemental attributes during Musou Attacks increased</td>
<td>Increases the amount of gold acquired</td>
</tr>
<tr>
<td>True Power</td>
<td>Fitness</td>
</tr>
<tr>
<td>Elemental attributes during True Musou Attacks increased</td>
<td>Increases the time limit of power-up items</td>
</tr>
<tr>
<td>Awakening</td>
<td>Plunder</td>
</tr>
<tr>
<td>Musou Attacks made more powerful</td>
<td>Reveals items on the map</td>
</tr>
</tbody>
</table>
Survival Mode & Sugoroku

An explanation on the Survival Mode and Sugoroku.

Survival Mode

Enter the castle and see how many floors you can clear. The gold and EXP you accumulate here will carry over into other game modes. Better rewards are given as you advance up the castle.

Survival Mode Rules
- Difficulty cannot be set.
- You are given 20 minutes to complete each floor.
- The game ends when the player’s life meter is completely depleted.
- After clearing 10 floors or more, you can choose to pay a toll to skip previously cleared floors the next time you play.
- You may perform an interim save every 5 floors.

Fulfill Requests
You may earn more gold by fulfilling requests. Choose a request every five floors and pay the amount on the contract. As long as you fulfill the terms of the request, you will be rewarded after clearing five castle floors.

*If you fail, you will not receive your reward and lose the amount paid to undertake the request, as well.
*If certain requests are not fulfilled the game will end.

Shop in Survival Mode
You may enter the Shop (P.17) from the Requests Menu. Options at the Shop are the same as in the Story Mode. However, fulfilling certain requests may reveal items that would normally be unavailable in the Story Mode Shop.

Sugoroku

Up to four players may participate in Sugoroku, a style of board game starring the Samurai Warriors characters. The length of the game can be altered by choosing either the “Small” or “Large” playing board.

Sugoroku Rules
- The first player who attains the specified gold amount is the winner.
- You may purchase squares you land on if there is no previous owner.
- If you collect the three flags of your color and return to your home square, you will be awarded a stipend and promoted.

Flow of Sugoroku

Throw the Die
On your turn, throw the die to see how many spaces you can move.

Head for the Flags
You can move in the direction the arrows are pointing. Go after the flags and try to collect all three.

Expand Your Territory
You may purchase any vacant normal squares that do not already belong to another player.

Pay Toll
If you enter another person’s square, you will have to pay a toll.

Collect Gold at Your Home Base
After collecting three flags, return back to your home square. You will receive a stipend according to your rank and a reward based on the value of the squares you own.

The player who obtains the objective amount of gold first wins!
**Xbox Live**

Instructions for online Vs. play.

**Online Play Rules**
- Each player fights against an enemy commander and three subofficers chosen by their opponent.
- Players fight on separate battlefields. All enemy characters are computer-controlled.
- Win by defeating your battlefield's commander, or if your opponent is defeated.
- Time limit is 20 minutes. If time runs out, winner is decided by comparing each commander's remaining life.
- Neither mounts nor items appear on online play battlefields.

**Match Types**
First, connect to Xbox Live (P.12) in order to compete with other players online. Choose Xbox Live from the main menu and select a match type. Once an opponent is found, the game will proceed to the character select screen.

<table>
<thead>
<tr>
<th>Match Types</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ranked Match</td>
<td>Results will affect your overall multiplayer Score and stats. Quick Match: Standard settings, character growth is applied. Custom Match: Settings chosen by user.</td>
</tr>
<tr>
<td>Player Match</td>
<td>Results will not affect your overall multiplayer Score or stats. Quick Match: Standard settings, character growth is applied. Custom Match: Settings chosen by user. Private Match: Invite a specific player to battle.</td>
</tr>
</tbody>
</table>

*If Character Growth is set to “Lv50,” then both players’ characters will be set to level 50 and wield level one weapons. This setting is recommended for players whose characters have yet to grow significantly.

**Score and Grade**
Your multiplayer Score is a measure of your overall strength as a player. It is adjusted every time you compete in a Ranked Match. According to your score, you will also be assigned a Grade. Grades range from A through H, with A being the highest possible grade.

*Defeating a player with a much higher Score than your own results in a greater rise to your own score. Losing to a player with a much higher Score will not drastically decrease your own Score.

**Character Select**
Your character will appear on your opponent’s battlefield as the computer-controlled enemy commander. Subofficers will appear only on your opponent’s battlefield. Each subofficer has one Support effect that either weakens your opponent or strengthens your opponent’s enemy commander.

*The abilities of enemy commanders and subofficers are preset. They are not affected by the Character Growth option.

**Character Positions**
You can select the positions of the computer-controlled enemy commander and subofficers on your opponent’s battlefield. Try to arrange them in a way that is least advantageous to your opponent.

**Preparing for Battle**
Before the battle begins, you must choose your character and three subofficers, decide their positions on the battlefield, and equip a weapon.

**Beginning Battle**
The battle begins when both players finish preparations.

**Screen Layout**

- Morale & Time Remaining
- Map
- Enemy Commander
- Support Effects
- Enemy Subofficers
- Opponent’s Battlefield
- Opponent’s Life Bar
- Will

One Will point is rewarded for every one subofficer or 50 enemies defeated. Will points are needed to execute Commands.
Select “Ranking” from the Xbox Live menu to view worldwide Score Ranking, Streak Ranking, and Weekly Ranking.

*Refer to the button prompts at the bottom of the screen to move through the ranking list.
**The Way of the Warrior - Hints & Tips -**

### Counter Attacks
Akechi Mitsuhide and Musashi Miyamoto both have the special ability to counter an opponent’s strike. To do this, you must execute a well-timed button press while in the Special Stance (right bumper).

### How to Fight Groups
There are times when the enemy will attack you in groups using powerful combined attacks. A good way to defeat these groups is to first defeat their leader. Once the leader has been defeated, the group can no longer coordinate combined attacks. In narrow places inside of a castle, it is best to confront them with a Musou attack.

### Elemental Attacks
Your weapons will gain elemental attributes if you have either the “Element” or “Ele-Charge” skills. The effectiveness of the weapon increases with the character’s skill.

- **Fire**
  The target is engulfed in flames and continues to be damaged while burning.

- **Lightning**
  The target and nearby enemies are struck by lightning.

- **Ice**
  The target is temporarily frozen and unable to move.

- **Wind**
  Breaks through the target’s guard and inflicts damage.

- **Demon**
  Increases the chances of defeating an enemy in one blow.

### Attacking Castles
It is easy to get lost in large castles like Osaka Castle and Odawara Castle. The map in the upper right corner will help guide you through them. When inside castles, the map will indicate ascending staircases in yellow and descending staircases in green.

### Special Moves
Be sure to take advantage of your character’s special moves (right bumper + L1/R1 button).

### Tsunets
Masamune Date and Hideyoshi Toyotomi have this ability. Enemies affected will have their defenses lowered but their attack strength increased. Try to defeat them before they get a chance to attack.

### Critical Hits
A critical hit inflicts 1.5 times the damage of a regular attack and occurs randomly. Critical hits occur more often if you have a high “Luck” attribute. Having the “Sickle” skill will also increase your chances of inflicting a critical hit.

### Learn
High level and rare skills are difficult to learn by defeating enemy officers. You should start out by aiming for lower level skills first. There is no sure way of obtaining a skill, but defeating your opponent as quickly as possible and sustaining as little damage as possible will increase your chances. If you have the skill “Prodigy,” your chances of acquiring new skills by learning is increased.
## Regular Items

### Healing
- **Mini Rice Ball**
  - Life +20
- **Dumplings**
  - Life +50
- **Rice Ball**
  - Life +100
- **Rice Balls**
  - Life +200
- **Sake Bottle**
  - Fills up 1 Musou Gauge
- **Sake Cask**
  - Full Life

### Temporary Ability Booster
- **White Blade**
  - Attack doubled for 30 seconds
- **Ancestral Armor**
  - Defense doubled for 30 seconds
- **Bronze Mirror**
  - Musou Gauge full for 5 seconds
- **Spirit Mirror**
  - Musou Gauge full for 10 seconds

### Gold and EXP items

#### Gold items
- **Single Coin**
  - +5 Gold
- **Multi-Coin**
  - +50 Gold
- **Triple Coin**
  - +25 Gold
- **Treasure Box**
  - +100 Gold

#### EXP / Weapons
- **Mini-scroll**
  - +50 EXP
- **Scroll**
  - +100 EXP
- **Grand Scroll**
  - +200 EXP
- **Cache**
  - Contains weapon