A New Beginning

In the not so distant future...
The world found itself enveloped in the flames of a horrific war. Towns were instantly transformed into barren wastelands.
However, the human race lived on.

One man wanders about this land of despair.
His name is Kenshiro.
He is a master of the most powerful assassin's art ever created, Hokuto Shinken.

Determined to rid the world of evil,
Kenshiro's fists serve as a beacon of hope for the darkened land.

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

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Manual Design: K'z OFFICE (MANABU ITO)

Control your warrior!

— Basic battle controls

Battle screen

Aura Reserves

Each time your Aura Gauge fills up, you will receive one Aura Reserve unit. Signature Moves each require a different number of Aura Reserve units, indicated by the glowing rectangle around them.

*As your Aura levels up, you can store more units of Aura Reserves (P.14).

Aura Gauge

This gauge fills up when you inflict damage upon your enemies and when you take damage. When the gauge is full, you will receive one Aura Reserve unit, and the Aura Gauge will be emptied.

Signature Moves

If you have the required number of Aura Reserve units, you can trigger a Signature Move by pressing Ⓑ. You can switch between Signature Moves by using the directional pad.

*The background colour behind each Signature Move name indicates which parameter will be increased by using the move (P.15).
*The diagram to the left of the Signature Move name indicates the attack range of the move.

Combo

The number of consecutive hits landed on the enemy. Defeating enemies while you have a combo going will earn you Technique Experience Points.
The higher the combo, the more EXP you will earn.

Life Gauge

If you spend some time without attacking or being attacked, your Life Gauge will gradually refill up to the nearest marker in the gauge. If your Life Gauge becomes empty, it is Game Over.

Enemy Life Gauge

Boss Life Gauge

When the boss character's Life Gauge is empty, you will be able to use a Finisher (P.11). A boss character's Life Gauge will also gradually recover if he is not engaged in battle (Dream Mode only).

Map

Press BACK to toggle between the different map displays.

*Pressing BACK in Legend Mode will switch between displaying and not displaying the map. In Dream Mode, pressing BACK will switch between the overall map, the zoomed map, and not displaying the map.

Player character	▲
Allies	●
Allied warrior	◆
Allied base (Dream Mode only)	🚩
Enemies	●
Enemy officer	●
Enemy base (Dream Mode only)	🚩

Status markers

	Speed up	Movement speed is increased.
	Attack up	Attack strength is increased.
	Defense up	Defense is increased.

Base information (Dream Mode (P.12) only)

Base name & base level

The higher the level, the stronger the enemies there will be.

Enemies defeated / required number

This indicates how many enemies you have defeated in the base, and how many you need to secure the base.

Grade

The grade assigned to you for securing a base. It improves as you defeat your enemies, and affects your overall Savior Score.

Bonus conditions

Clearing these conditions will make it easier to obtain a higher Grade.

Savior Score & Savior Grade

Your Savior Score will increase each time you secure a base or defeat an enemy officer. When your Savior Score reaches a certain level, your Savior Grade will improve, leading to a variety of battlefield effects such as increased Speed. The higher your Savior Grade at the end of the battle, the more Scrolls (P.16) you will receive.

Basic controls

LB Left bumper

Block

Face the front and block enemy attacks. Hold down LB and move left or right to strafe.

Recover

Regain your balance when knocked into the air by an enemy attack.

L Left stick

Movement

Move your character. Hold the stick down in any direction and after a while your character will begin to run.

Directional pad

Switch Signature Moves

Press left or right on the directional pad to switch between your different Signature Moves.

Please follow the in-game guides for the controls on the Information screen.

*The controls assigned to each button and camera controls can be changed by selecting "Control Settings" under "Settings."

LT Left trigger

Taunt

Taunt the enemy into attacking you.

RB Right Bumper

Special Move

Use each character's unique Special Move.

Xbox 360 controller

RT Right trigger

Grab/Throw

Grab and throw your enemy.

*When using characters who can fire projectiles, RT is used to reload.

Y button

Strong Attack

Strong Attacks can be used in sequence with Normal Attacks.

Charge Attack

Hold down to perform a powerful Charge Attack.
*Some characters cannot perform a Charge Attack.

X button

Normal Attack

A standard attacking move that can be strung together consecutively.

B button

Signature Moves

An extremely powerful move that uses up your Aura Reserves.

A button

Dodge

Press A as your opponent attacks you, and you will be able to dodge swiftly to one side. Press X after successfully dodging to perform a counterattack.

Dash

Press A plus the left stick to quickly move. Press A while moving, and your character will begin to run at full speed.

BACK button

Switch map (P.3)

Change the map display.

START button

Information screen

Display the Information screen.

Skip event

Skip through any currently playing event scene.

R Right stick

Control camera

R Right stick button

Switch camera (boss battles only)

Switch the camera between targetting and standard styles.

*The right stick button is used by pressing the right stick.

Warrior-specific actions

The techniques that each warrior can use will differ greatly depending on the martial art they practise or the weapons they use. It is important to understand each warrior's characteristics and use their moves effectively.

Timely Strike

Nanto Seiken warriors (excluding Fudo)

When **Y** is displayed on screen, quickly press **Y** in order to attack the enemy and put them into a state of Aura Shock. This will also make your warrior enter a state of Heightened Awareness, strengthening their attacks for a limited time.

⚠ While in a state of Heightened Awareness, you can press **A** to jump, and by repeatedly pressing **Y** or **X**, you can follow up on the attack while in the air.

⚠ Using certain Signature Moves will also enable your warrior to enter a state of Heightened Awareness.

Fire / Rapid Fire

Special warriors (Mamiya, etc.)

When using warriors with ranged weapons, you can use **Y** to fire, while holding down **Y** enables you to perform a Projectile Charge Attack. Additionally, you can use **RB** to aim and perform a rapid fire attack at your target. You can move the sights with the right stick.
Firing the weapon uses bullets or arrows, and when they run out, it will automatically reload. You are defenseless while reloading, so time it carefully.

⚠ If you use **RT** to reload, then you will reload faster than an auto reload.

Tumbling Shot

Special warriors (Mamiya, etc.)

While strafing (**LB** + left stick), performing a Charge Attack (hold down **Y**), or a Strong Attack (**Y**), you can jump to the side and quickly fire by holding down **LB** + **RB** and moving the left stick to the left or right.

Power Charge

Falco & Fudo

Falco and Fudo only. By following Normal Attacks with Strong Attacks, if you hold down **Y** during the last attack, then you can perform an even more powerful technique.

⚠ Falco's Power Charge uses up part of the Aura Gauge.

Various Special Moves

Juza

Juza only. Combine **RB** with various Normal Attacks to perform a variety of Special Moves.

Charge Attack combos

Hokuto Ryuken warriors

If you follow a Strong Attack by pressing **Y** repeatedly, you can perform a Charge Attack combo.
By using a variety of Strong Attacks and following them up with a combo, you can continually attack the enemy without giving them a chance to counter.

Utilise the Move List effectively!

The types of techniques and controls available differ greatly by warrior. For the warrior you are currently using, you can go to "Move List" under "Player Info" on the Information screen to confirm the available moves.
If you are playing as a new warrior for the first time, be sure to check this out before you go to battle.

Learn the ropes!

Getting started

Beginning a game

Press START at the Title Screen in order to display the Main Menu.

You must sign in with your gamer profile in order to save or load. If you start the game without signing in, and then sign in while playing, you will need to select a storage device.

*Save data for the game is created for each gamer profile. By creating multiple profiles within the Xbox Dashboard and logging in under a different gamer profile, you can separate your saved game data files. Please refer to the Xbox 360 instruction manual for more details.

Saving & loading

Kenshiro's growth data is shared across Legend Mode and Dream Mode.

Saving

When an Episode (or Quest) finishes, the game will be saved automatically after the post-battle evaluation.
You can also save under "Settings" in the Main Menu. Up to a total of 5 games can be saved.

*In order to save, you will require at least 5,500KB of free space.

Loading

When you first start a game, select the game data you wish to load.
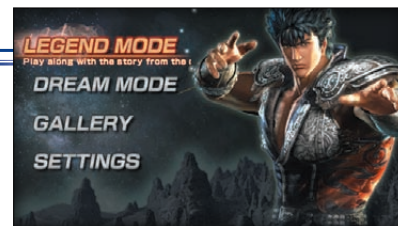You can also load a game from the "Settings" menu.

Saving during battle

In Legend Mode, if you press START while standing before a Caryatid (P.11), you can save during battle. In Dream Mode, go to "System" on the Information screen and select "Interim Save" to save the game. You can only have one interim save between both modes. If you select Legend Mode or Dream Mode from the Main Menu, then you will be able to load your interim save and resume your game.

Main Menu

Select the mode you wish to play.

Legend Mode	Play a game that follows the original story from the manga.	P.10
Dream Mode	Play original stories for each warrior. More warriors become available as you play through Legend Mode.	P.12
	Engage in Co-op Play or a Team Match online.	P.18
Gallery	Read about the people and terms from the story in the Encyclopedia, watch movies and listen to music from the game.	-
Settings	Adjust the game settings. Save or load game data.	-

Playing with 2 players in Dream Mode

In Dream Mode, you can enjoy two player cooperative play. When "PLAYER 2 PRESS START" is displayed on the Warrior Selection screen, Player 2 can press START to join the game. The screen will be split in two horizontally, with Player 1 on top and Player 2 on the bottom.

⚠ Player 2 must select a warrior from the ones available to Player 1. (The warrior used by Player 1 cannot be selected.)

⚠ The game is over if either Player 1 or Player 2 loses all of their Life.

⚠ You can also enjoy Co-op Play (P.19) with another player online.

Survive the wasteland!
— Legend Mode & Dream Mode

Playing Legend Mode

Control Kenshiro and his allies and experience the story of the original manga "Fist of the North Star."

Complete missions!

For the missions that occur throughout the game, you will be given a grade from A to E (A being the highest) based on your performance and the time needed to complete the mission. The higher the grade you receive for completing the mission, the higher your rating upon clearing the Episode will be.

⚠ Mission contents can checked by selecting "Battle Log" under "Battle Info" on the Information screen.

Collect as much Karma as possible!

By collecting Karma, you can receive experience points for each of your parameters (Life, Aura, Attack, Defense and Technique) (P.14). You can obtain Karma by defeating enemies. Karma can also be obtained by breaking the walls of buildings or by opening the chests throughout the battlefield.

Eliminate the enemy forces in order to proceed!

If a gate is closed and you are unable to proceed, you may need to defeat all of the enemies in the area first. However, there are instances in which you can smash a wall to open a new path, or in which it is more beneficial to sneak past the enemy, so be sure to keep an eye on your surroundings.

Eliminate your rivals!

Boss characters are not as simple to take down as other enemies. Watch their movements carefully and look for an opening to strike!

Wear down their health!

Create an opening!

Finish them!

Block or dodge your opponent's attacks and look for a chance to counter. Bosses will not be knocked back by Normal Attacks. Use combos or Signature Moves instead.

When an opponent shows an opening, a "!?" mark will be displayed. If you attack them at that moment, you will put them into a state of Vital Point Shock, so try to hit them with a combo as soon as possible!

When the enemy runs out of Life and takes a knee to the ground, it's time to finish them off! Press the button displayed on screen to use the finishing move against them that was used in the original manga!

Utilise the unique abilities of each warrior!

As you play through each Episode, you will have chances to play as warriors other than Kenshiro. Their moves are different from Kenshiro's, so be sure to check them out by selecting "Move List" under "Player Info" on the Information screen. They may also be able to infiltrate places that Kenshiro cannot.

Keep an eye out for the Caryatid!

If you press START where there is a Caryatid, then you will be able to equip Scrolls (P.16) and make an interim save (P.8).

When you obtain a new Scroll, be sure to equip it right away in order to power up your warrior. Additionally, you can share Scrolls with other warriors (P.16) by using the Proffer and Receive commands.

⚠ You can also change your equipped Scrolls after clearing an Episode in Legend Mode, or when selecting a mode or upon clearing a Quest in Dream Mode.
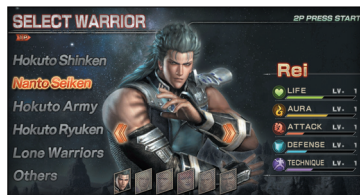
Playing Dream Mode

Play original stories with a wide variety of warriors serving as the main characters.

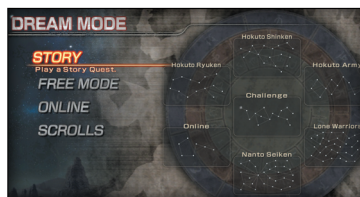## Dream Mode game flow

1. Select a warrior

Select a group such as Hokuto Shinken or Nanto Seiken and press left or right on the directional pad to select a warrior. As you progress through the game, more warriors will be made available to choose from.

2. Select a mode

Select the mode you wish to play.

Story	Play a Quest featuring a story based on your selected warrior as the main character.
Free Mode	Play Quests for other warriors or Quests specifically prepared for Free Mode.
Online	Play a game online (P.18).
Scroll	Change your equipped Scrolls (P.16) and more.

3. Select a Quest

If you select Story or Free Mode, you can choose a Quest to play.

4. Prepare for battle

Confirm the Signature Moves you can use, the Scrolls you have equipped, the victory and defeat conditions for the Quest and the battlefield information.

5. Begin the battle!

Defeat the enemies that continue to appear from within each base.
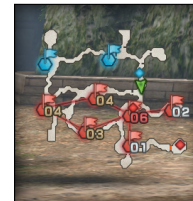If you capture 5 bases, the enemy leader will appear. Defeat the enemy leader to complete the Quest!

⚠ There are some Quests without bases.

Take down enemy bases!

The 🚩 markers on the map indicate bases, and the numbers below them indicate their base level. The higher a base's level, the more powerful the enemies stationed there will be.
Bases are captured when you defeat the required number of enemies for that base. Once a base is captured, the base levels for bases adjacent to it will decrease, making the battle easier for you. Choosing which base to attack first is an important part of your strategy for the battle.

⚠ After defeating the necessary number of enemies, one or more enemy officers may appear as well.

Increase your Savior Score!

Defeating enemies within an enemy base will serve to increase your Grade for that base. A small gauge to the left of the Grade will fill up as you defeat enemies, and once it is full, your Grade will rise. By defeating enemies in compliance with the bonus conditions, your Grade will improve more rapidly.
As you capture each base, your overall Savior Score for the Quest will increase depending on your Grade for that base. When your Savior Score reaches a certain value, your Savior Grade will rise.
As your Savior Grade increases, you can obtain various benefits, such as increased Speed, a larger Life Gauge, etc. Additionally, the higher your Savior Score, the more Scrolls you will receive as a bonus upon clearing Quests.

Battlefield Items

You can obtain items when opening the chests that are scattered throughout the battlefield.

Item	Effect	Item	Effect
Bread	Bread x1: Restores a little Life. Bread x2: Completely restores your Life.	**Water Bottle**	Restores a single unit of your Aura Reserves.
Ham	Restores some of your Life. Restores a single unit of your Aura Reserves.	**Water Jug**	Completely restores your Aura Reserves.
Chicken	Completely restores your Life and Aura Reserves.	**Scroll**	Obtain a single Scroll.

Hone your skills in battle!

— Warrior development

Each warrior will develop based on how you use them in battle.
You can also power your warriors up by obtaining and equipping Scrolls.

Parameter growth

Warrior parameters

Warriors possess a total of 5 parameters: Life, Aura, Attack, Defense and Technique. Each parameter has its own Experience Gauge and when full, its parameter level will increase.

⚠ You can check your warrior's parameters by checking "Player Info" on the Information screen among other locations.

Experience Gauge

Current parameter status

Parameter level

Parameter	Details
♥ Life	The higher this is, the longer your Life Gauge will be.
🔥 Aura	The higher this is, the faster your Aura Gauge will fill and the more Aura Reserves you will have. Warriors other than Kenshiro will learn Signature Moves upon reaching certain levels.
✊ Attack	The higher this is, the more damage you will inflict when attacking the enemy.
🛡 Defense	The higher this is, the less damage you will take from enemy attacks.
✴ Technique	The higher this is, the easier it is to dodge or block attacks. Additionally, combos will be easier to continue and it will be easier to put enemies into Vital Point Shock or Aura Shock.

Raising parameter levels

By defeating enemies and obtaining Karma, the Experience Gauge of each parameter will fill. Depending on how those enemies were defeated, the amount each Experience Gauge will fill differs. Additionally, depending on the type of parameter levelled up, bonus effects such as refilling your Life Gauge may also occur.

Parameter	How to obtain Experience Points	Bonus effect after levelling up
♥ Life	Defeat enemies with Normal Attacks.	Your Life Gauge will be completely refilled.
🔥 Aura	Defeat enemies while your Mighty Aura is activated.	Fill up all of your Aura Reserves.
✊ Attack	Defeat enemies with Strong Attacks.	For a limited time, your attacks against the enemy will be more powerful.
🛡 Defense	Defeat enemies while your Life Gauge is green.	For a limited time, the damage you receive from enemy attacks is decreased.
✴ Technique	Defeat enemies with a combo. The longer your combo is, the more Experience Points you will receive.	For a limited time, your movement speed will increase.

⚠ You can also obtain Experience Points by defeating enemies with Signature Moves. The colours beneath the names of the Signature Moves displayed on the Battle screen (P.2) indicate which parameter's Experience Points will increase (Green: Life, Yellow: Aura, Red: Attack, Blue: Defense, Purple: Technique).

Learning Signature Moves

Signature Moves are the most powerful techniques you can use on the battlefield. Kenshiro can learn new Signature Moves by progressing through Episodes in Legend Mode, and the other warriors can learn them by upgrading their Aura parameter. The number and types of Signature Moves that you can learn differ by warrior.

Scrolls

Equip Scrolls to raise your parameter levels and learn Skills.
Scrolls can be obtained on the battlefield. Additionally, you can also obtain them based on your overall rating following battles.
Each Scroll has a level. The higher the level, the more effective it is when equipped.

Equipping Scrolls

You can use the Equip command to equip Scrolls at the Caryatid (P.11). It is possible to equip a maximum of 5 Scrolls, and the parameters displayed on each Scroll will increase by the level of the Scroll. Equip scrolls so that the same parameter is lined up vertically across two or more scrolls to achieve a nexus. Achieving a nexus will activate special Nexus Skills (P.17).

⚠ Each warrior can carry up to 21 Scrolls (5 equipped + 16 in inventory). If you have more than 21, you will need to discard the extra Scrolls.
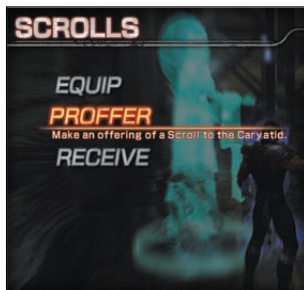
⚠ You can check the Skill descriptions by pressing 🔳.

Nexus achieved!

Proffer & Receive

By selecting the Proffer command, you can proffer unneeded Scrolls to the Caryatid. These can later be received by different warriors by selecting the Receive command.

⚠ Once you have used the Proffer command on a Scroll, you cannot use it again on the same Scroll.

Skill effects

By achieving nexuses and thereby receiving Nexus Skills, or by equipping Scrolls that have Skills attached to them, you will obtain the effects of those Skills.

⚠ Scrolls that have Skills affixed to them will be indicated by a ➕ marker.

Skill	Effect
Eminence	Triggered by a 2-Scroll Nexus. Allows you to begin the battle with full Aura Reserves.
Ascendancy	Triggered by a 3-Scroll Nexus. Increases your Aura Reserves by 1.
Erudition	Triggered by a 4-Scroll Nexus. Makes it easier to obtain higher level Scrolls on the battlefield.
Energy	Triggered by a 5-Scroll Nexus. Halves the amount of Aura Reserves required for a Signature Move.
Momentum	Allows you to knock aside enemies when running into them at full speed.
Efficiency	Reduces the charge time for Charge Attacks.
Fitness	Makes it easier to keep combos going.
Sacrifice	Decreases Defense, but increases the damage inflicted upon the enemy instead.
Ironclad	Allows you to block block-breaking attacks.
Agility	Increases attack speed temporarily when you successfully dodge an enemy attack.
Rage	Increases Attack strength when your Life Gauge is low.
Absorption	Converts a portion of the damage you inflict upon the enemy into your own Life.

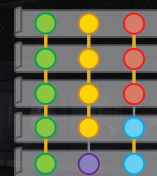⚠ There are more Skills in addition to the ones listed above.

⚠ Some Skills are only available to warriors of a certain type or are only for use within Dream Mode.

Aim for an Ultimate Nexus!

Scrolls can contain up to three parameter boosts.
If you combine Scrolls skillfully so that you obtain a 2, 3, 4 and 5-Scroll Nexus at the same time, you will complete an Ultimate Nexus!
Although it is difficult to achieve, creating an Ultimate Nexus will give you access to an even more powerful Skill!

Face your rivals!
Online play

Take to the battlefield with the world's strongest warriors via online play!

Playing online

Starting an online game

1. Select a warrior within Dream Mode and then choose "Online" to begin.
2. Pick a mode to play between Co-op Play or Team Match.
   You can also use "Online Settings" to adjust the simple chat message settings or turn the chat function on/off.
3. Select how you would like to find people to play with.

Host	Create a room and search for players.
Search	Look for a match that meets your search criteria.
Quick Match	Join a match without conditions.

⚠ In order to play online, you must have an Xbox LIVE Gold Membership and a broadband internet connection.

Host

Create a room and search for players to join your game.
You can set the Quests, match type (Team Matches only, select team size and number of missions), difficulty level (Co-op Play only) and private slots.
After creating the settings for your room, the game will begin when you gather enough players.

⚠ You can use private slots when you invite other players to join your game.

Co-op Play

Work together with another player to clear Quests.
The player who creates the room is Player 1, and the player who joins the room is Player 2.

⚠ The game is over if either Player 1 or Player 2 loses all of their Life.

Team Match

Players split into 2 teams and compete for points that are received by completing a variety of missions. A total of 4-8 players can participate in the match (2 vs 2, 3 vs 3, 4 vs 4).

Work with your allies to complete missions!

The mission will finish once the designated target is reached. Each player will receive points based on how well they performed. When all of the missions have been finished, all of the points obtained will be added up and the team with the higher total wins.
The players on the winning team will obtain Scrolls as a prize.

⚠ The losing team will be presented with a consolation prize.

Obtain Scrolls online!

If you perform well during Co-op Play or a Team Match, it is easier to obtain higher level Scrolls than playing through the regular game. If you wish to quickly power up your warrior, playing online is the fastest way to do it!

Survive the chaos of the apocalypse!

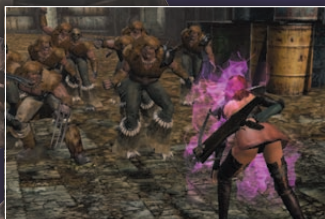## Never underestimate the strength of a warrior!

Even if you think you have reached a dead-end, there is no need to worry. The warriors are always adapting themselves to various situations. You can often smash walls in your way, climb, jump or crawl past many obstacles. Places where you can perform these special actions will be denoted by a special on-screen guide, so keep an eye out for them.

Ride your way through the wasteland!

While using Raoh's horse Kokuoh or Ein's beloved bulldozer, you can damage enemies by simply crashing into them. Unlike motorcycles, you can only move them with the left stick. With Kokuoh, you can jump while running by pressing Ⓧ or Ⓨ. For the bulldozer, you can move the front blade with Ⓧ or Ⓨ to smash walls. However, both Kokuoh and the bulldozer have a large turning radius, so be careful.

Dispatch groups of enemies by using taunts!

For missions where you need to defeat a large number of enemies in a short amount of time, taunts are the key to success.
By pressing ⓁⓉ to perform a taunt, the enraged enemies will congregate before your warrior, enabling you to gauge the proper distance and timing to unleash a Signature Move that attacks in front of you. This is the best way to wipe out large groups of enemies at once.

Notes