武士道ブレード™ 弐

BUSHIDO BLADE 2

OWNER'S MANUAL*

TEEN
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CONTENT RATED BY ESRB

SQUARESOFT®

*NOT FOR RESALE

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SQUARE ELECTRONIC ARTS GAME TIPS
Game Tips are available for all Square Soft PlayStation titles:
1-900-407-KLUE (1-900-407-5583) $.95/min. Automated Tips, $1.25/min. Live Assistance.

Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. only. Touch-tone phone required. Live assistance is available for Square Soft titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am - 11:45am and 1pm - 5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

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Prologue

Off the sea of Setonaikai lies the ancient island of Kounoshima.

Eight hundred years ago, the two samurai families occupying the island engaged in a devastating war that would split the country in two. The Kagami family survived the war by siding with the predominant power, while the Sue family fell as a result of this betrayal.

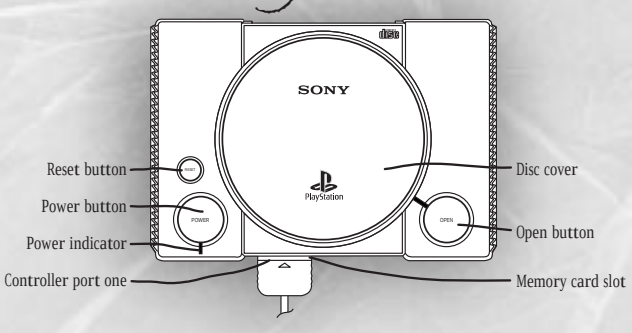
The bitter feud persisted between the Kagami descendants and the remnants of the Sue, both sides continuing to engage in bloody warfare.

Before long, the Kagami family formed the Narukagami, a school for assassins, while the Sue formed their own school, Shainto. The fighting intensified, yet remained somewhat secretive.

And now, the time has finally come for the Shainto to put an end to this long, vengeful battle. They are to go to the Narukagami headquarters, Meikyokan, to reclaim their sacred sword, Yugiri. However, the Narukagami have intercepted Shainto's plans and have called for reinforcements.

The final battle is about to begin...

Getting Started

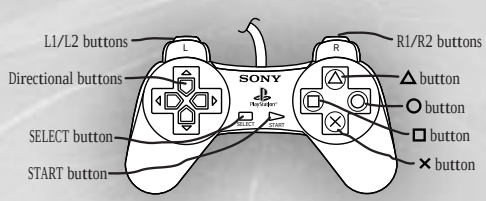


Set up your PlayStation® game console according to the instructions in its Instruction manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Bushido Blade™2 Disc** into your PlayStation game console and close the Disc cover. Make sure one or two Controllers are inserted into the Controller ports and turn ON the PlayStation game console. After the opening movie is completed, the Title Screen will be displayed. (You can press the ⊗ button to skip the opening movie and display the Title Screen.) Select a game mode using the Directional buttons and press the ⊗ button to start.

MEMORY CARD

A Memory card (sold separately) is required to save your records and acquired support characters. Insert a Memory card into the PlayStation game console BEFORE starting play. Do not remove a Memory card while saving or loading games; doing so could damage the game data. Previously saved data will be loaded automatically if the Memory card is present when starting up. To save game data, go to the Option Screen at the Main Menu. You will also be asked if you want to save game data after completing a character's Story Mode.

Basic Controls



Note: This Software manual explains the use of the Controller when you are using the Controller in port I.

MOVE - Directional buttons
Moves the character forward, backward, left and right. By pressing the same direction twice, the character can move a certain distance more quickly.

FREE MOVEMENT - L1 + Directional buttons
Hold down the L1 button while moving the character with the Directional buttons to run around in the field.

FRONTAL ATTACK - ○ button
Straightforward attacks with no wrist movement.

REVERSE ATTACK / EXECUTE COMMANDS - ⊗ button
Swings weapon sideways and slashes upward by turning the wrists. Also press this button to choose characters and weapons and to bypass movies.

CHANGING STANCES - □ button
The character changes stance each time you press the □ button. Characters have three different stances for each weapon. Sword techniques vary depending on the stance the character takes.

Basic Controls

RAISES CENTER OF GRAVITY - R1

LOWERS CENTER OF GRAVITY - R2

Try various actions by shifting the character's stance upward and downward (See "Center of Gravity" on page 8).

CHANGE VIEW (POV MODE ONLY) - L2 + R1 or R2
You can change the point of view while playing in the POV setting (See page 10).

△ BUTTON - Cancel commands/return to the previous screen.

SURRENDER - SELECT button
The character sits down and surrenders.

PAUSE - START button
Stops the game temporarily and displays the Pause Menu. When you are ready to resume, choose <Continue> and press the ✕ button. Choose <Return to Sub Menu> to return to character selection. Choose <Return to Top Menu> to return to game selection.




High Stance


Normal Stance


Low Stance

Rules of Bushido

ABOUT DEFENSE
This game does not have any particular commands for defense. To defend against the opponent's attacks, press the ○ button or ✕ button to deflect attacks with your weapon. (See page 7)

SINGLE HIT FATALITY SYSTEM
This game is designed to reproduce realistic sword fights. So, battles may end by just one fatal hit to the head, chest or abdominal area. When this occurs, the damage will be displayed in red. All other weapon strikes are represented by a burst of color at the point of impact. Different colors represent different situations:



RED EFFECT	Fatal Hit
BLUE EFFECT	"Perfect Defense" — shown when attack is successfully defended
GREEN EFFECT	"Defense Break" — shown when no damage is caused, but the character loses balance
WHITE EFFECT	shown when weapons hit each other or other obstacles
ORANGE EFFECT	shown when damage is inflicted, but is not critical

"BODY DAMAGE" SYSTEM
Instead of a "Life Meter," Bushido Blade 2 uses the "Body Damage" system, where the character is incrementally weakened by successful attacks. As areas of the character's body become damaged, that area will become weaker until it becomes nonfunctional. When light damage is received, the character flinches momentarily and movement is reduced. When severe damage is received to the left arm, the ability to throw objects and hold weapons with both hands is lost and the effectiveness of the weapon is diminished.

DEATH BY FALL
The character will die if they fall from a location higher than 20 feet.

Basic Attacks & Defenses



FRONTAL ATTACK - ○ button
Straightforward attacks with no wrist movement. This includes stabbing and swinging the weapon downward.

REVERSE ATTACK - ✕ button
Swings weapon sideways and slashes upward using the wrists.

Note: When the character attacks with two swords, the ○ button executes attacks using the main weapon and the ✕ button executes attacks using the sub-weapon. Depending on the weapon and stance, not all characters can attack with two swords.

REPEATED ATTACK - ○ button (after deflecting an attack)
When weapons hit each other, "Weapon Deflection" occurs. The character that advantageously deflects the opponent's weapon can attack repeatedly by pressing the ○ button. (In some situations, you can do the same by pressing the ✕ button.)

COUNTER ATTACK - ✕ button (after your weapon is deflected)
When your weapon is deflected, press the ✕ button to counter attack. (If the character is a two-sworded fighter and the weapon in your left hand is deflected, press the ○ button.)

ATTACKS BY INPUTTING COMMANDS
By pressing the Directional buttons with either the ○ button or ✕ button, you can execute various attacks. The list shown below introduces some basic attacks. However, various weapons and stances have different attacks, so these examples may not be available at all times.

Commands available to most weapons: → + ○ or ✕, →→ + ○ or ✕
Commands for Iai Stance: ↑ + ✕, ↓ + ✕
Commands for special or exclusive attacks: ←→ + ○ or ✕, →← + ○ or ✕

Basic Attacks & Defenses

PERFECT DEFENSE AND DEFENSE BREAK
This game does not have any particular commands for defense. Basically, the character needs to "counter-attack the attack."



PERFECT DEFENSE - By counterattacking the opponent's Frontal Attack with the Reverse Attack and the opponent's Reverse Attack with the Frontal Attack, the character will be able to execute a "Perfect Defense."

DEFENSE BREAK - If the character uses the Frontal Attack to defend the opponent's Frontal Attack, the character will not incur damage, but will lose balance and be caught off guard.

THE RELATIONSHIP BETWEEN DEFENSE AND POWER
Under normal circumstances, whether a "Perfect Defense" is executed or not is determined by the attacking sides (Frontal Attack/Reverse Attack) of both parties. However, one character may have an advantage over the other when there is a big difference in power between either character or weapon.

THE CONCEPT OF "YIN" AND "YANG"
In Narukagami Shinto School, the side with the weapon, the left side when facing the opponent is called "Yang." The other side is called "Yin." Here we introduce the relationship of "Yin" and "Yang" using the Katana as an example. The Katana's Reverse Attack (✕ button) attacks the opponent's "Yin" side if the character is in a Normal Stance and "Yang" side if the character is in a High Stance. For instance, if the character is in a High Stance and sees an opening on the opponent's "Yang" side, the character can attack accurately by moving around to the opponent's "Yang" side and attacking with the Reverse Attack in a High Stance. By adjusting your attacks between "Yin" and "Yang" according to the circumstances in this manner, the game can be enjoyed to its fullest extent.

When the opponent leaves an opening on its "Yang" side, move to that side and use attacks that will attack the opening. Some opponents cannot be defeated by simply attacking head on.

PERFORMING SPECIAL MOVES BY SHIFTING THE CENTER OF GRAVITY

In Bushido Blade 2, various actions can be taken by shifting the center of gravity. Although shifting the character's center of gravity can take place at any time, some attacks that rely on the shifting of the center of gravity are available only if a certain weapon or stance is used.



ACTIONS THAT RAISE THE CENTER OF GRAVITY - R1

OVERHEAD ATTACK - R1
Jumps in place to attack the enemy from above. (except for Naginata and Yari)

CLIMBING TO UPPER LEVELS - Directional buttons + R1
Press the Directional button towards a wall or cliff and press the R1 button to climb over obstacles.

ATTACKING DISADVANTAGED OPPONENTS - R1 (when opponent is on the ground)
Jumps into the air to attack the opponent lying on the ground.

ACTIONS THAT LOWER THE CENTER OF GRAVITY - R2

CROUCHING DOWN - R2
Crouches in place for an instant. Can also pick up discarded sub-weapons on the ground.

SUB-WEAPON - R2 + ○
Throws sub-weapon. Types and quantities of sub-weapons vary from one character to another. Cannot be executed if the left arm sustains severe damage.

BLINDING THE OPPONENT - R2 + ×
Blinds the opponent by throwing sand or dirt at them in certain locations. Cannot be executed if the left arm sustains severe damage.

JUMP

Big jump — R2, R1
Jumps high in place.

Big forward jump — →, R2, R1
Jumps high and forward.

MAJOR ATTACKS



Major Attack (Frontal Attack) — →, R2, ○
A powerful frontal attack, common to all characters.

Major Attack (Reverse Attack) — →, R2, ×
A reverse attack, common to all characters.

Note: Some characters perform exclusive attacks by inputting Major Attack commands. The Naginata and Yari have Major Attacks that are different from other weapons.

MOVING ATTACKS

RUNNING ATTACK - ○ or × (during free movement)
Hold down L1 and press either one of the buttons to attack while running.

CLIMBING ATTACK - ○ or × (immediately after climbing)
Attacks immediately after the character climbs a wall or cliff.

LANDING ATTACK - ○ or × (immediately upon landing)
Attacks as soon as the character lands.

Game Modes

Bushido Blade 2 offers six different game modes. The Story Mode, Vs. CPU Mode and Training Mode allow you to choose from two types of viewpoint.



SIDE VIEW

The view which shows both characters from the side. All instructions in this Software manual are based on gameplay from this view.



POV

The view in which you see through the eyes of the character. Your command input will differ from the Side View. For example, if you were to press the ➡ button in the Side View mode, you will need to press the ⬆ button in the POV mode instead. In the upper-left corner, you will be able to see the character's stance.

Change View (POV Mode only) — L2 + R1 or R2
Moves the focus of the POV back and forth. Hold down the L2 button and press the R2 button to move the viewpoint forward and the R1 button to move backward.





STORY MODE - One Player

The player chooses a character from either school and fights the bosses and lower level Ninja of the opposing school. The entire story unfolds when the player completes all paths using all possible characters.

SUPPORT CHARACTERS —
When you advance in the Story Mode, support characters will appear. The next stage will be fought using these support characters. (Note: The support character will have the same weapon as the main character.) If you complete the stage using the support character and the main character makes it to the end of the Story Mode, the support character will become a selectable character in all modes of the game.

Game Modes





VS. CPU MODE - One Player

The player chooses one character and faces the challenge of defeating all other characters in the game.



TRAINING MODE - One Player

There are two modes of training to refine your sword techniques.



PRACTICE — Study offensive and defensive techniques by fighting against a Ninja. The player can select the Ninja's fighting strategies. This setting can be changed during practice by pressing the START button. In this mode, sub-weapons and Karami-Waza (Special Moves) cannot be used (See page 14).

PRACTICE ROUND — Mock tournament against the computer. Since the opponent and weapon can be selected, this is a useful way to study opponents that are difficult to deal with.





VS. MODE - Two Players

Each player selects a character and weapon that they would like to do battle with. Once the characters and weapons have been chosen, a battle stage is agreed upon and the fight begins. (Players cannot choose the same character.)







GROUP BATTLE MODE - Two Players



A group tournament using bamboo weapons. First, select the number of entries on each team, point system and time limit. Then, choose a school to set up a team. (When a player chooses a school, the opponent's school will be selected automatically.) Select the order of the characters and weapons they will use. The same weapon cannot be chosen twice.

GROUP BATTLE MODE RULES

1. A hit that counts as a fatal hit using real swords will count as one point (Ippon). Any hits short of that will not count.
2. Sub-weapons and Karami-Waza (Special Moves) cannot be used. (See page 14)
3. If players have set up the tournament for one-point matches, the player who gets a point first will win the match. If players set up the tournament for three-point matches, the player who gets two points first wins the match.
4. If a player steps out of the white line, falls or hits at the same time, the match will start over. If a player intentionally steps out of the white line, a warning will be issued.
5. If a player is given two warnings, the opponent will get a point.
6. If time runs out, the player with the most points will win the match. If both players have the same number of points, then the player with fewer warnings will win. (The winner will earn a point for having fewer warnings.) If players have the same number of points and warnings, the match will end in a tie.
7. When all matches are completed, the side that won more matches will win the tournament. If the number of wins are the same, the side with more points will win the tournament. If the points are the same, the tournament will end in a tie.



LINK MODE - Two Players

By using two PlayStation® game consoles, two monitors, two Bushido Blade 2 Discs and a Link cable (sold separately), you can enjoy the ultra-realistic Link Mode. There is a special stage for this mode.

HOW TO START LINK MODE



Make sure the PlayStation game consoles are turned off. Connect each end of the Link cable to the Serial I/O port on the back of each PlayStation game console. Insert one Bushido Blade 2 Disc into each PlayStation game console and close the Disc covers. Turn on the PlayStation game consoles. Choose the Link Mode on each PlayStation game console. After both players have chosen their characters and weapons, either player can select the battle stage. A POV game in Link Mode will begin.



OPTIONS



MONITOR	Select either Color or Black & White.
DIFFICULTY	Select the difficulty level.
MUSIC	Select OFF to turn off the music and hear only the sound effects.
MEMORY CARD	Save and load data.
KEY CONFIGURATION	Change the ○ button, × button, △ button and □ button configurations. If you choose <Default>, the configurations will return to those described on pages 3 and 4. If you choose <Custom>, the configurations will return to the ones previously set. Select <Exit> to return to the Option Menu.

Character Attacks

VARIOUS ATTACKS BY DIFFERENT CHARACTERS

Besides differences in power and speed, each character has a unique set of attacks. Following are examples of these attacks.

EXCLUSIVE MOVES

Some characters have Exclusive Moves using particular weapons and stances. Usually, each Exclusive Move has its own command. However, the same command may sometimes bring up a different move depending on the character.

KARAMI-WAZA (SPECIAL MOVE)

Karami-Waza is a unique move that involves martial arts skills that can only be used when characters are close to each other. As in exclusive moves, only certain characters can use these moves when they have particular weapons and stances, but the command is always ← + ⊗. You can also escape from these moves by pressing the ◎ button in a timely manner. There are several moves of this type — experiment to discover them all.





SUB-WEAPONS

Each character has their own sub-weapon. Each sub-weapon has its own effects and distinct features. They can be divided into three major categories:

- A type that can inflict a fatal hit
- A type that can be used as a second sword
- A type that can be thrown consecutively

After being thrown, some sub-weapons will remain on the ground until picked up, and may even be picked up by the opposing character. If a character has received significant injury to their left arm, they will not be able to use sub-weapons.

Special Situations



CLOSE CONTEST:

When attacks from each side meet at the same time, a Close Contest will occur. Press either the ◎ button or ⊗ button repeatedly. The player who wins the Close Contest will have an advantageous position. If no one obtains the upper hand during a Close Contest, press the left or right Directional button to step out of it.

ON THE GROUND



If the character loses a Close Contest or falls from a higher level during battle, they may fall to the ground. In this situation, one of the following three actions can be performed:

- Roll over: Press ↑ or ↓.
  Rolls over to avoid immediate attacks.
- Roll forward or backward and get up: Press ← or →.
  Rolls forward or backward to get up and escape from immediate attacks.
- Get up and attack: Press ◎ or ⊗ while rolling forward or backward. Attacks immediately after getting up from a forward or backward roll.





KANNUKI

Full Name: Unknown
Age: 29
Height: 6'4"
Weight: 198 lbs.
Place of Origin: Okinawa, Japan
Type: Power

A former member of the Kage — Narukagami's secret society of assassins. He became disgusted with conflicts within Narukagami and moved to New York to become a bodyguard. However, he returned to Japan when Mikado asked him for help.

Karami-Waza (Special Move): Sotsuifu
Broadsword • Low Stance: ⬅, ⊗ (When close to the opponent)
A power swordsman who is even capable of breaking through his opponent's "Perfect Defenses." His martial arts skills are superior to other characters and nobody rivals him at the Karami-Waza (Special Moves).



Sub-weapon: Tessen (Iron Fan)
Weight: 3 lbs.
Flight Distance: Medium
Flight Speed: Slow
Specialty: Breaks opponent's "Perfect Defenses"

Since the Tessen is very heavy, it can cause an enormous amount of damage, but lacks speed.



GENGORO

Full Name: Gengoro Narazu
Age: 57
Height: 6'1"
Weight: 176 lbs.
Place of Origin: Hiroshima, Japan
Type: Power

Mentally strong and sticks closely to his beliefs. He has trained with the Shainto from an early age and is currently one of the leaders of the group. His comrades have strong faith in him.

Exclusive Move: Karatakewari
Katana • High Stance: ⬅, ⊗, ⊙
Although a power swordsman, he can also use quick attacks like the Karatakewari. He is a good character to choose for those who wish to experience the true essence of swordsmanship.



Sub-weapon: Kozuka
Weight: 3 oz.
Flight Distance: Long
Flight Speed: Fast
Specialty: Can be thrown consecutively

It is not too powerful, but it is slim, light and very sharp.



TATSUMI

Full Name: Tatsumi Takeshina
Age: 17
Height: 5'10"
Weight: 143 lbs.
Place of Origin: Hiroshima, Japan
Type: Balance

Though only a pupil of the Narukagami in the original game, his talent has since blossomed. He refined his swordsmanship by fighting members of other schools throughout the nation. He returned when he heard the Narukagami was in danger.

Exclusive Move: Heishiki Oborozuki
Nodachi • High Stance: ←,→,⊙,⊗,⊗,⊗,⊗
A swordsman who can fight with two swords because of his sub-weapon, the Kodachi. He can also use unorthodox techniques such as the Heishiki Oboruzuki. Various strategies can be played out through this character.

Sub-weapon: Kodachi
Weight: 3 lbs.
Flight Distance: Long
Flight Speed: Medium
Specialty: Capable of Fatal Hits and two-sword fighting

A rather long sub-weapon which can also be used as a sword. It can cause a massive amount of damage when thrown.



KAUN

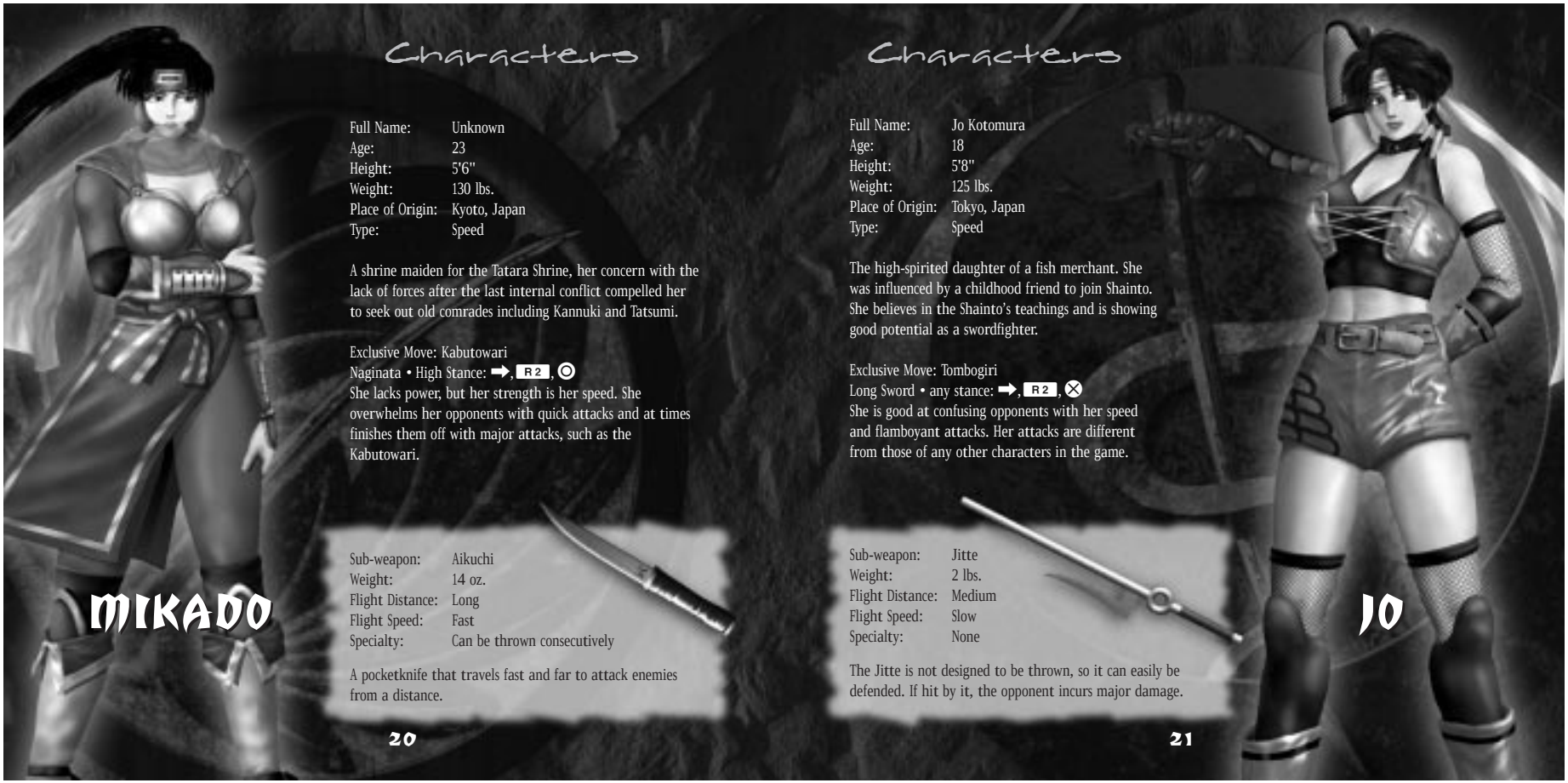
Full Name: Kaun Narazu
Age: 21
Height: 6'1"
Weight: 161 lbs.
Place of Origin: Kyoto, Japan
Type: Balance

Gengoro's adopted son. A man of few words and little emotion. He is not interested in the feud between the two schools, but he fights to repay Gengoro for raising him. It is said that he is the best swordsman in the Shainto.

Exclusive Move: Wadachi
Katana • Normal Stance: ←,→,⊙
Kaun uses this surprise attack to cover long distances between himself and his enemies. He has a good balance of speed and power and is highly maneuverable.

Sub-weapon: Tokko
Weight: 2 lbs.
Flight Distance: Medium
Flight Speed: Medium
Specialty: Capable of Fatal Hits

The shaft has sharp blades on both sides making it an extremely dangerous sub-weapon. It was originally a religious instrument.



Characters

MIKADO

Full Name: Unknown
Age: 23
Height: 5'6"
Weight: 130 lbs.
Place of Origin: Kyoto, Japan
Type: Speed

A shrine maiden for the Tatara Shrine, her concern with the lack of forces after the last internal conflict compelled her to seek out old comrades including Kannuki and Tatsumi.

Exclusive Move: Kabutowari
Naginata • High Stance: ➡, R2, ⊙
She lacks power, but her strength is her speed. She overwhelms her opponents with quick attacks and at times finishes them off with major attacks, such as the Kabutowari.

Sub-weapon: Aikuchi
Weight: 14 oz.
Flight Distance: Long
Flight Speed: Fast
Specialty: Can be thrown consecutively

A pocketknife that travels fast and far to attack enemies from a distance.

Characters

JO

Full Name: Jo Kotomura
Age: 18
Height: 5'8"
Weight: 125 lbs.
Place of Origin: Tokyo, Japan
Type: Speed

The high-spirited daughter of a fish merchant. She was influenced by a childhood friend to join Shainto. She believes in the Shainto's teachings and is showing good potential as a swordfighter.

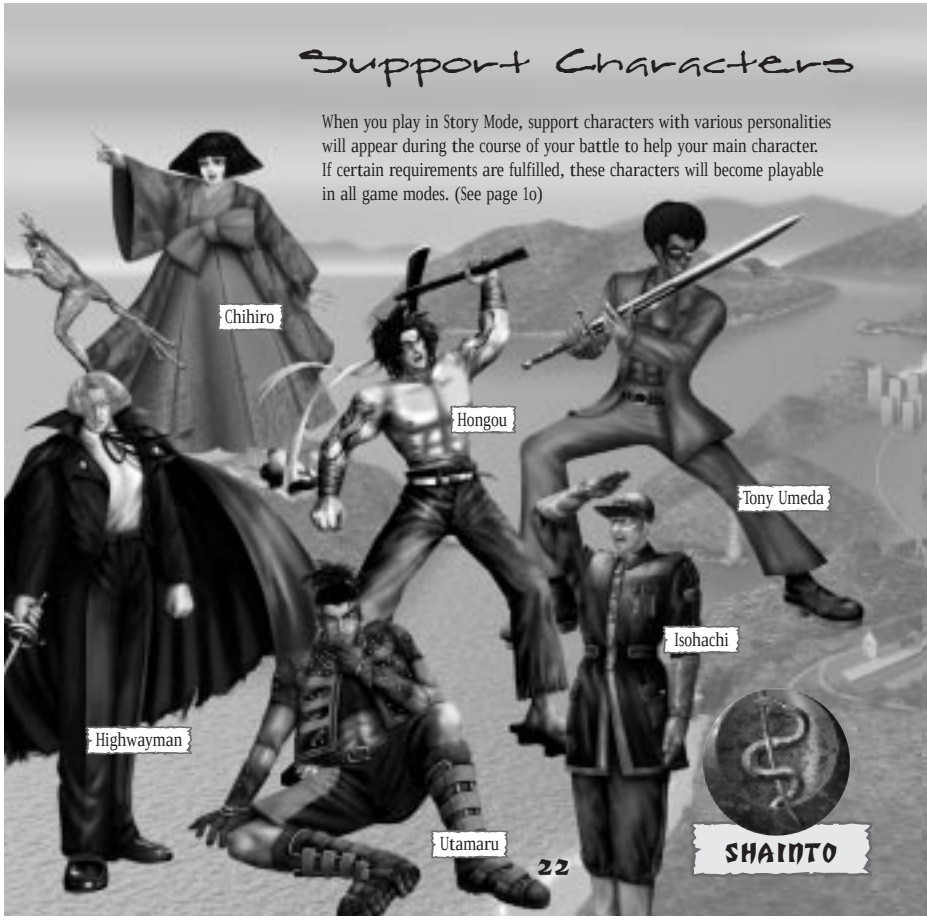
Exclusive Move: Tombogiri
Long Sword • any stance: ➡, R2, ⊗
She is good at confusing opponents with her speed and flamboyant attacks. Her attacks are different from those of any other characters in the game.

Sub-weapon: Jitte
Weight: 2 lbs.
Flight Distance: Medium
Flight Speed: Slow
Specialty: None

The Jitte is not designed to be thrown, so it can easily be defended. If hit by it, the opponent incurs major damage.

Support Characters

When you play in Story Mode, support characters with various personalities will appear during the course of your battle to help your main character. If certain requirements are fulfilled, these characters will become playable in all game modes. (See page 10)



Support Characters





KATANA

Total Length: 39 1/5 in.
Blade Length: 29 1/5 in.
Curvature: 4/5 in.
Weight: 3 3/10 lbs.

Standard Japanese sword. It has a good balance of length, speed and power and may be used without concern about the distance between the character and the opponent. Suitable for various attacks, such as slashing, sweeping and stabbing.

From High Stance:
- Dive-In Reverse Body Attack: ➡,➡, ⊗
- Tenmei Spinning Slash: ⊙,⊗, ⊗

From Normal Stance:
- Vertical Upper Attack: ➡, ⊙
- Run and Stab: ➡, ➡, ⊙

From Low Stance:
- Inoshikacho: ⊗,⊙, ⊙
- Step In and Slash Up: ➡, ⊗

Two-sword (Narukagami):
- Kyoten-Nioutsuki: ⊗,⊙, ⊙

Iai (Shainto):
- Hayate-Kagenuki: ➡,➡, ⊗



LONG SWORD

Total Length: 35 3/5 in.
Blade Length: 28 in.
Blade Width: 2 in.
Weight: 3 lbs.

Two-sided sword that has similar measurements to the Katana. Its light weight makes it easier to handle than the Katana. It is not as powerful as other weapons, but its capability to do various consecutive attacks quickly makes it an attractive weapon.

From High Stance:
- Vertical Upper Attack: ➡,➡, ⊙
- Double Body and Head Attack: ⊗,⊙, ⊙

From Normal Stance:
- Step-In Body Slash: ➡ + ⊗
- Triple Mid-body Attack: ⊙, ⊗,➡, ⊙

From Low Stance:
- Step-In and Vertical Slash: ➡ + ⊙
- Double Upward Body and Vertical Slash: ⊗,⊗, ⬅, ⊙

Two-sword (Narukagami):
- Double Stab and Two-handed Stab: ⊗,⊗, ⬅, ⊗

Iai (Shainto):
- Slapping Sword and Reverse Body Attack: ⬇, ⊗



NODACHI

Total Length: 47 3/5 in.
Blade Length: 37 3/10 in.
Curvature: 1 2/5 in.
Weight: 4 3/5 lbs.

One of the Narukagami's oldest weapons. Although it is slow in speed, this curved, long-bladed weapon covers a large area and causes much damage.

From High Stance:
- Head Chopping: ➡, ⊗
- Double Vertical Slash and One-Handed Stab: ⊙,⊙, ⬅,⊙

From Normal Stance:
- Neck Stabbing: ➡, ⊙
- Double Slash and Spinning Reverse Vertical Slash: ⊙, ⊗,➡, ⊙

From Low Stance:
- Upward Slash: ➡, ⊗
- Reverse Double Slash: ⊗, ⊙



BROADSWORD

Total Length: 46 in.
Blade Length: 34 in.
Weight: 7 3/10 lbs.

As expected from its weight and size, it is a destructive weapon that overpowers its opponents. As long as its slow speed is realized, its immense power can be effectively utilized.

From High Stance:
- Head Chopping: ➡, ⊗
- Triple Vertical Attack: ⊙, ⊗, ⊙

From Normal Stance:
- Double Body Attack: ⊗, ⊗
- Vertical and Double Reverse Body Attack: ⊙, ⊗, ⊗

From Low Stance:
- Triple Vertical Attack: ⊙, ⊗, ⊙
- Triple Body Attack: ⊗, ⊗,➡, ⊗

NAGINATA

(Exclusive for the Narukagami)
Total Length: 72 in.
Blade Length: 18 in.
Weight: 4 1/5 lbs.

This weapon's length allows devastating stabs, slashes and sweeps. However, it is slow to begin an attack and to recover after an attack, making it unsuitable for close-range battles.

From High Stance:
- Triple Body Attack: ⊗, ⊙, ⊗
- Triple Head Attack: ⊙, ⊙, ➡, ⊙

From Normal Stance:
- Side Step and Body Attack: ⬇, ⊗
- Double Body and Upward Slash Attack: ⊗, ⊗, ➡, ⊗

From Low Stance:
- Low Attack and Naginata Spinning: ⊗, ➡, ⊗
- Reverse Cross Attack: ➡, ➡, ⊗, ⊙

YARI

(Exclusive for the Shainto)
Total Length: 72 4/5 in.
Blade Length: 12 in.
Weight: 3 7/10 lbs.

The longest weapon of all and suited for stabbing. Opponents can be attacked from a distance. As with the Naginata, mastering difficult close-range battles is the key to success.

From High Stance:
- Multiple Stabbing: ➡, ➡, ⊙
- Three Beat Attack: ⊗, ⊗, ⊙

From Normal Stance:
- Spinning Slash: ➡, ➡, ⊗
- Two Beat Claw Attack: ⊙, ⊙, ➡, ⊙

From Low Stance:
- Foot-Stab and Upward Slash: ➡, ➡, ⊙
- Leg Sweep and Double Vertical Attack: ⊗, ⊙, ⊙



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