

# Dynasty Warriors: Strikeforce Demo FAQ

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Shin Sangoku Musou: Multi Raid  
DEMO FAQ (Japanese version)

Version (1.0)  
Playstation Portable (PSP)

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Introduction: Shin Sangoku Musou: Multi Raid is a action game by Koei.

This game differs

from previous Dynasty Warriors games. The game

focuses on completing small quests to move on through the story we all know so well instead of fighting through stages and stages. Characters can also equipped different weapons during battle for more variety of moves. Every character can also transformed into his/her Awakening form for more awesomeness

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A) Controls  
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There are some differences between the controls of this game and previous installments.

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1) Basic Controls  
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Analog Stick: Character movement  
Direction Buttons: Camera adjustments  
    Square: Combo attack (keep pressing to do combos)  
    Triangle: Strong attack  
Triangle(Hold): Charge attack  
    Circle: Switch between primary and secondary weapon  
    X: Jump (Tap it twice if your character can double jump)  
    X(Hold): Fly (only if your character has that ability)  
R Button: Dash forward  
L Button: Block  
L Button(Hold): Lock-On

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2) Mid-Air Controls  
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    Square: Combo attack  
    Triangle: Strong attack  
Analog(Down) + Triangle: Downwards Charge attack  
    R Button: Dash forward

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3) Advanced Controls  
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Triangle + Circle(when musou bar is full): Awakening form  
    Triangle + Circle(in Awakening form): Musou attack  
        R + Triangle: Special charge attack  
R + Analog (any direction) + Triangle: Dash attack  
    L + Analog (any direction): Strafe  
L + Direction Buttons(Left and Right): Scroll items  
    L + Direction Button(Down): Use item highlighted

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B) Town  
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There are people in the town who you can talk to to purchase items or weapons to upgrade your character. Below are the list of people who you can talk to in the Demo and how can they help you.

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Left row  
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1st guy(blue scholar): Purchase character upgrades here.

For example: double jump ability, flying in the air etc.  
Equipped them to your character's arms or legs.

2nd guy(woman): Purchase jewels here to increase your character stats

For example: Attack jewel, Defense jewel etc.You need materials you got from battlefield to create out weapons.

3rd guy(guy with eye patch): Purchase weapons here. You need materials you got from battlefield to create out weapons.

How it works:

Weapon type(examples of characters with this weapon)

List of weapons in order:

Sword (Cao Cao, Lu Xun)  
Dual Sword (Liu Bei)  
Long Sword (Cao Pi)  
Big Sword (Ma Chao)  
Sabre (Sun Quan, Zhou Tai, Sun Jian)  
Double sabres (Gan Ning)  
Iron Claws (Zhang He)  
Spear (Zhao Yun, Zhang Fei)  
Halberd (Guan Ping, Guan Yu, Lu Meng, Sun Ce)  
Double Halberd (Zhang Liao)  
Cross-Halberd (Lu Bu)  
Stick Club (Xiahou Dun, XuZhu, Wei Yan, Huang Gai)  
Stick (Zhou Yu)  
Iron Ball (Dian Wei)  
Whip (Zhen Ji)  
Double Whip (Taishi Ci)  
3 sectioned stick (Ling Tong)  
Bow (Huang Zhong, Xiahou Yuan)  
CrossBow (Sun Shang Xiang, Yue Ying)  
Feather Fan (Zhuge Liang)  
Iron strings (Sima Yi)  
Staff (Zhang Jiao, Pang Tong)  
Fan (Xiao Qiao)

Billboard: Do your quests here.

In the demo, after finishing 2 quests here, talk to the soldier at the far end to finish your last quest.

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Right row  
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1st guy (man with blue clothings): Your storage place. Store items here.

2nd guy (green clothings): Trade materials here

3rd guy (cute girl): Buy items that can be used during battle.  
You can also buy them and put them straight  
into your storage box.

Shrine: Switch character to another character.  
But I think this is not available in  
the Demo.

Soldier standing far end: Boss mission, kind of like Monster Hunter  
where you need to complete a certain quest  
to HR up.

Old Man at the foremost of town: Gives random infomation.

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C) Menu Translation  
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1) Menu in town (press start)  
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- 1) Change Equipment
  - a) Equipped abilities
  - b) Change Primary weapon
  - c) Change Secondary weapon
  - d) Change costume
- 2) Items holding
- 3) Unselectable
- 4) Character Stats
- 5) Map showing who's in power currently
- 6) Options
  - a) Inverted camera for up/down
  - b) Inverted camera for left/right
  - c) BGM volume
  - d) Effects volume
  - e) Confirm settings
- 7) Save and Quit/Continue playing
- 8) Ad-Hoc (Choose a city and your friends must choose the same city)
  - a) City 01
  - b) City 02
  - c) City 03
  - d) City 04

- e) City 05
- f) City 06
- g) City 07
- h) City 08
- i) City 09
- j) City 10
- k) City 11
- l) City 12
- m) City 13
- n) City 14
- o) City 15

9) Unselectable

10) Unselectable

11) Actions

- a) Happy
- b) Angry
- c) Sad
- d) Greet
- e) Shock
- f) Wave
- g) Clap
- h) Bow

-----  
2) Menu before battle  
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1) Start

2) Cancel

3) Change equipment

- a) Equipped abilities
- b) Change Primary weapon
- c) Change Secondary weapon
- d) Change costume

4) Display items

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3) Menu during battle (press start)  
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1) Quest info

2) Character Stats

3) Return to town (Mission failed)

4) Options (same as the above mentioned)

5) Pause (Press start to resume)

6) Controls

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4)Menu (Character Abilities)  
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Normal Activation: Effects activate forever

Awakening Form Activation: Effects only happen in  
Awakening Form

Musou Activation: Effects only activate during Musou

How it works:

a) Item (effect, can be equipped in either both arms/both legs/All)

1) Normal Activation

- a) Musou powered up (All)
- b) Lift up (Faster standing after falling, both arms)
- c) Double Jump (Jump increases by 1, both legs)
- d) Double Dash (Dash increases by 1, both legs)
- e) Training (Increased effect for recovery items, both arms)
- f) Intense (both arms)
- g) Flight (Glide further in air, both legs)

2) Awakening Form Activation

- a) Fast Attack (Attack speed increases, both legs)
- b) Allies Defense (All allies increased in defense, All)
- c) Allies Attack (All allies increased in attack, All)
- d) Allies Health (All allies increased in health, All)
- e) Shockwave (Blows away nearby enemies after transforming, All)
- f) Attack Wave (Damages nearby enemies after transforming, All)

3) Musou Activation

\*Note: The abilities below takes up both arms slots.

- a) Dark Musou (Dark elemental in Musou attacks)
- b) Light Musou (Light elemental in Musou attacks)
- c) Poison Musou (Wood elemental in Musou attacks)
- d) Fire Musou (Fire elemental in Musou attacks)
- e) Ground Musou (Ground elemental in Musou attacks)
- f) Gold Musou (Gold elemental in Musou attacks)
- g) Water Musou (Water elemental in Musou attacks)

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5)Menu (Jewels)  
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1) Increased stats

- a) Attack jewel(+8)
- b) Defense jewel +8)
- c) Speed jewel(+8)
- d) Life jewel(+8)
- e) Luck jewel(+8)

2) Element Attack

- a) Wood Elemental jewel(+8)

- b) Fire Elemental jewel(+8)
- c) Ground Elemental jewel(+8)
- d) Gold Elemental jewel(+8)
- e) Water Elemental jewel(+8)
- f) Dark Elemental jewel(+8)
- g) Light Elemental jewel(+8)

3) Movement powered up

- a) Shockwave jewel(attack range +8)
- b) Attack Speed jewel(attack speed +10)
- c) Combo Attack jewel(Combo attack power +10)
- d) Charge Attack jewel(Charge attack power +10)
- e) Special Attack jewel(Special attack power +10)
- f) Musou jewel(Musou attack power +10)
- g) Awakening jewel(Attacks in Awakening form +10)
- h) Renbu jewel(Renbu +10)

4) Others

- a) Bun jewel (enemies drop bun +10)
- b) Wine jewel (enemies drop wine +10)

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6)Menu(Items for use in battle)  
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How it works:

- a) Item (effect, max capacity)

1) Buy items

- a) Meat (increase health, 10)
- b) Old Wine (increase musou gauge, 10)
- c) Status Pill (cure Dizzy status, 10)
- d) Eye of Light (see nearby enemies' weakness, 5)
- e) Wood Bomb (Poison status when thrown, 20)
- f) Fire Bomb(Burned status when thrown, 20)
- g) Earth Bomb (Slow down status when thrown, 20)
- h) Gold Bomb (Dizzy status when thrown, 20)
- i) Water Bomb (Frozen status when thrown, 20)
- j) Immobile Bomb (For a limited time, weaponry stops attack, 20)
- k) Fire Trap (Blows up after certain time, 5)
- l) Health Trap (Cures nearby allies, 10)
- m) Immobile Trap (Nearby weaponry stops attack, 5)
- n) Musou Trap (Musou gauge increase for nearby allies, 10)
- o) Floating Ring (For a limited time, flying is available, 5)

2) Sell items

3) Buy items and put into storage box

4) Sell items from storage box

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7)Menu (Storage)  
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\*Note: Max capacity for storage is 100.

- 1) Take out items
  
- 2) View items
  - a) View items
  - b) View Materials

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D) Quests available in Demo  
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There are only 3 quests available in the Demo.  
All the quests from 3 Forces are the same.

1st quest: Wild Bandits

Quest Info:

Enemy: Bandits                                  General: Bandit Captain  
Battlefield: North                                Reward: 100G  
Time Limit: 30 mins  
Victory Condition: General defeated  
Defeat Condition: Died 3 times  
Special Condition: Open the gate within 3 mins

2nd quest: Escaped Generals

Quest Info:

Enemy: Lu Bu's Army                            General: Multiple targets  
Battlefield: North                                Reward: 200 G  
Time Limit: 30 mins  
Victory Condition: All generals defeated  
Defeat Condition: Died 3 times  
Special Condition: Evil Fly defeated

3rd Quest: Yellow Turban Battle

Quest Info:

Enemy: Yellow Turban bandits                General: Zhang Liang  
Battlefield: Wan City                            Reward: 100 G  
Time Limit: 30 mins  
Victory Condition: Zhang Liang defeated  
Defeat Condition: Died 3 times  
Special Condition: 50 enemies defeated

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E) Characters & Weapons  
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How it works:

Character: Special move

\*Note: You can do the special as long as your character  
is equipped with that character's weapon.

Shu Forces:

Zhao Yun: L + Analog(down->up) + Triangle  
Guan Yu: L + Analog(down->right) + Triangle  
Zhang Fei: L + Analog(down->up) + Triangle



Zhugè Liáng: L + Analog(left->right) + Triangle  
Liu Bèi: L + Analog(down->up) + Triangle  
Mǎ Chāo: L + Analog(down->up) + Triangle  
Huáng Zhōng: L + Analog(right->down) + Triangle  
Wèi Yán: L + Analog(left->down) + Triangle  
Guān Píng: L + Analog(down->up) + Triangle  
Páng Tōng: L + Analog(right->down) + Triangle  
Yuè Yǐng: L + Analog(right->down) + Triangle

Wei Forces:

Xiáohòu Dūn: L + Analog(down->up) + Triangle  
Diān Wèi: L + Analog(left->down) + Triangle  
Sīmǎ Yì: L + Analog(down->up) + Triangle  
Zhāng Liào: L + Analog(down->up) + Triangle  
Cǎo Cǎo: L + Analog(down->up) + Triangle  
Xú Zhū: L + Analog(left->down) + Triangle  
Xiáohòu Yuán: L + Analog(right->down) + Triangle  
Xú Huáng: L + Analog(down->up) + Triangle  
Zhāng Hè: L + Analog(down->up) + Triangle  
Cǎo Rén: L + Analog(down->up) + Triangle  
Cǎo Pì: L + Analog(down->up) + Triangle  
Zhèn Jì: L + Analog(down->up) + Triangle

Wu Forces:

Zhōu Yú: L + Analog(down->right) + Triangle  
Lú Xūn: L + Analog(down->up) + Triangle  
Sūn Shāng Xiāng: L + Analog(right->down) + Triangle  
Gān Níng: L + Analog(down->up) + Triangle  
Sūn Jiān: L + Analog(left->right) + Triangle  
Tǎishì Cì: L + Analog(down->up) + Triangle  
Lú Mèng: L + Analog(down->up) + Triangle  
Huáng Gāi: L + Analog(left->down) + Triangle  
Zhōu Tái: L + Analog(down->up) + Triangle  
Líng Tōng: L + Analog(down->up) + Triangle  
Sūn Cè: L + Analog(down->up) + Triangle  
Sūn Quān: L + Analog(down->up) + Triangle  
Xiǎo Qiào: L + Analog(down->up) + Triangle

Other Forces:

Lú Bù: L + Analog(down->up) + Triangle  
Diào Chān: L + Analog(down->up) + Triangle  
Dōng Zhuó: L + Analog(left->down) + Triangle  
Yuán Shào: L + Analog(down->up) + Triangle  
Zhāng Jiào: L + Analog(right->down) + Triangle

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Weapon abilities  
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Every weapon category has a special ability.  
They are each represented by a weapon icon.  
The 6 weapon categories are: Sword, Spear, Halberd, Stick,  
Bow and Magic.

Below are the abilities for each weapon:

Sword: Strong attack after a combo attack may have  
more damage (will appear lightning)

Spear: Number of combos increased

Halberd: Press Square while blocking an attack with  
L button unleashes a counter-attack

Stick: Press Triangle after a Charge attack

Bow: Can dash strafe and shoot at the same time  
Hold L + Analog (left/right) + R + Square

Magic: Can change elements for Charge attack  
Hold down Triangle. Tap R to change elements  
After that, let go Triangle

Tap 1 time: Wood  
Tap 2 times: Fire  
Tap 3 times: Dark  
Tap 4 times: Gold  
Tap 5 times: Water

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Elements  
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Below is what each element does.

Gold: Knocks enemies dizzy

Water: Freezes enemies

Wood: Poison enemies

Fire: Burns enemies

Earth: Enemies fall down and cannot jump

Light: Enemies cannot block

Dark: Enemies cannot use items

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F) FAQ  
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Q: How do I switch my weapons between Red-Power, Green-Range, Blue-Speed?

A: First thing, after you create out a weapon. It will have all 3 abilities.  
To switch them, select either the "Change Primary weapon" menu or the  
"Change Secondary weapon" menu. Highlight the weapon. Press Square.  
There will be two options. Press Circle on the 1st option to toggle  
between the 3 abilities. After you're done, just exit.

Q: How do I equip jewels to my weapons ?

A: Follow the steps mentioned above. But after pressing Square, highlight  
the second option and press Circle. A menu will pop out showing the  
jewels you have. Equip them by pressing Circle.

\*Note: Blue Speed weapons have 2 jewel slots.

Q: How do I equip abilities to my character ?

A: Access the "Equipped abilities" menu. Equipped them accordingly to what you've bought for your character's arms and legs.

Q: Where do I find the Evil Fly in Quest #2 ?

A: At the area where you have to hit the door to find the general, from the mini map, it's at the far right. You'll have to jump high enough to reach that area.

\*Note: It's a small blue butterfly. If you can't find it, use Lock-On.

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G) How to contact me ?  
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You can help out with this FAQ by contacting me. I will give you credits. Please also give me the nick you preferred me putting in this FAQ.

Email: [digi\\_destiny@hotmail.com](mailto:digi_destiny@hotmail.com)

Rules for emailing: Please name the subject as "FAQ on DW Strikeforce"

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H) Credits  
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Myself, Kirra, fatman1225, 1102164, SuperWave, KyrieRain, dexter1984

and all the websites that have put up this FAQ.