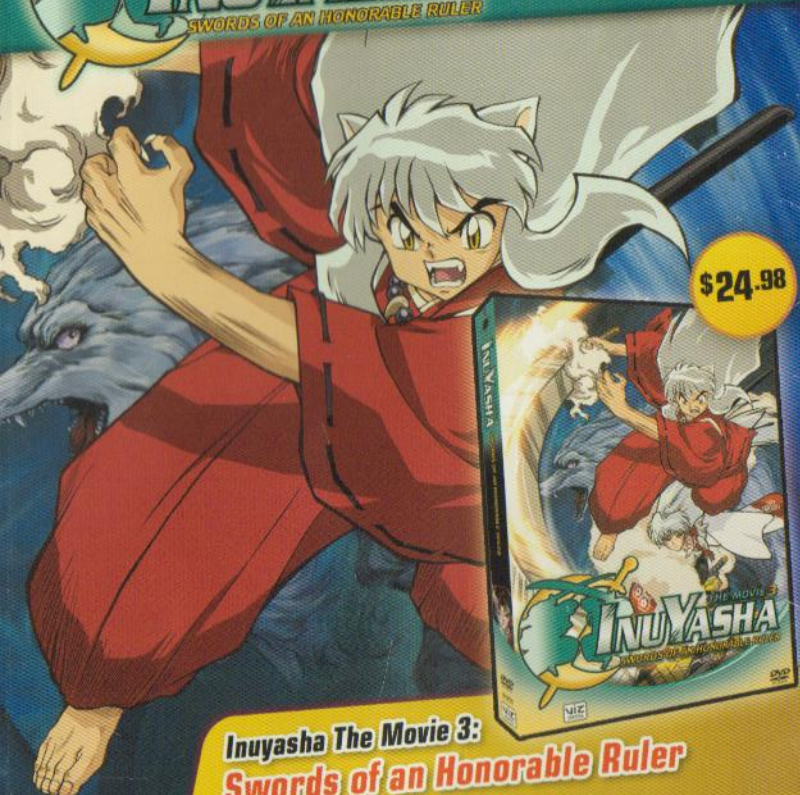
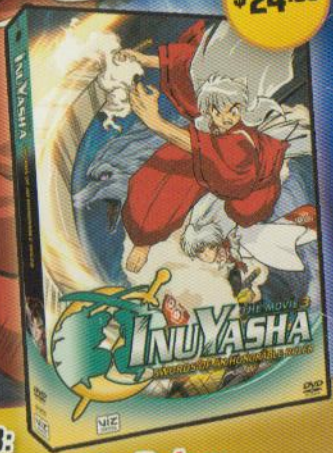


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- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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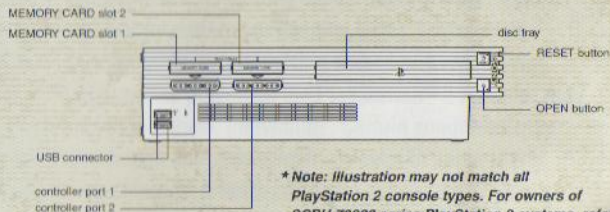
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Imyasha : Feudal Combat

I

Getting Started



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Inuyasha® Feudal Combat™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

*Only MEMORY CARD slot 1 is used in this game.

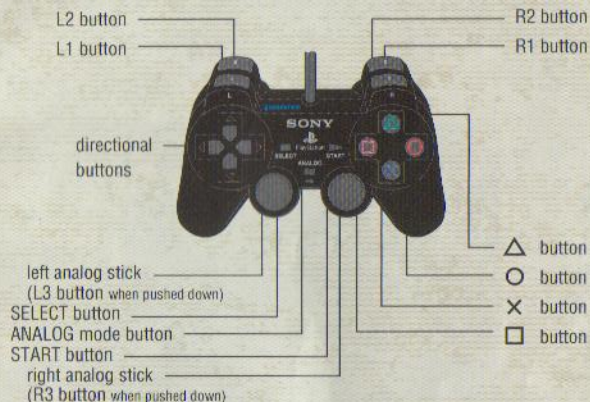
*A save in this game requires 92 K B of free space on a memory card (8M B) (for PlayStation®2). In order to save, insert your memory card (8M B) (for PlayStation®2) into MEMORY CARD slot 1 before turning on the MAIN POWER switch. If you begin a game without inserting a memory card (8M B) (for PlayStation®2), the following message will appear: "There is no memory card (PS2) inserted in MEMORY CARD slot 1. A memory card with at least 92 K B is needed to save game data. (Do you want to start the game anyway?)"

To begin a game without saving, select "Yes" by pressing \otimes . If you want to save, insert memory card (8M B) (for PlayStation®2) into MEMORY CARD slot 1 and then select "No" by pressing \odot .

*see page 13 for more details on saving and loading data.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



*This game can use both the DUALSHOCK® and DUALSHOCK®2 analog controllers.
 *Other than in 2P versus mode in "Battle Mode", the controller plugged into controller port 1 will be in control.
 *The button controls described in this instruction manual are the default controls. You can change them in "Controller Settings" in "Option Mode" (see page 13)
 *You can turn the analog controller vibration settings on/off in "Controller Settings" in "Option Mode" (see page 13)
 *This game requires the analog mode for proper operation. If your mode indicator is not lit, press the ANALOG mode button to turn it on.

Game Controls

These are default game controls. Other configurations are available in the options mode (see page 13).

Left analog stick	Move/Select Item
Directional buttons	Select Item
START button	Pause
\otimes	Con firm/Strong Attack
\odot	Cancel/Finishing Move
\triangle	Jump- Control the direction of your jump by pressing \triangle and moving the left analog stick. Double tap \triangle to jump even higher.
\square	Weak Attack - A speedy, low-powered attack.
\times	Strong Attack - A powerful but easy to dodge attack.
\square + \square	Break Guard
\square + \times	Partner Combination Attack (see page 18)
\square or \square	Change Formation (see page 19)
\square	Change Target
\square	Guard - Allows you to defend against attacks.

Battle Screen



1. Player HP
2. Player Character
3. Remaining Time
4. Remaining Points
5. Current Formation
6. Partner HP
7. Spirit Power
8. Spirit Gauge: Goes up when one of your attacks connects
9. Target: Your attacks will focus on the target

Main Menu

Press the Directional buttons (or left analog stick) up or down to highlight an option and confirm it by pressing \otimes .

Story Mode

Proceed through the game following one character's story. At first, you will only be able to select "Inuyasha's Chapter", but after you clear it you will be able to choose other characters.

Mission Mode

Pick the character and partner of your choice, and try to meet the clear conditions provided.

Battle Mode

Allows you to fight a versus match against a second player or a computer-controlled character, while freely controlling a number of settings. You can also watch a duel between two computer-controlled characters.

*To fight against a second player, you need to have an analog controller set in controller port 2.

Practice Mode

Practice with the controls by facing off against a computer-controlled character.

Option Mode

Adjusts various settings.

Pause Menu

Press the START button during battle to bring up the pause menu. Press the Directional buttons (left analog stick) \uparrow or \downarrow to select an item, then press \otimes to confirm.

Command List: Brings up the command list.

Return to Game: Returns you to the battle.

Return to Character Select: Returns you to the character select screen.

Return to Title Screen: Returns you to the title screen.

Story Mode

In this mode, you will proceed through the game following one character's story.

Character Select

Select a character with the directional buttons (left analog stick), and confirm by pressing \otimes . At first, you will only be able to select "Inuyasha's Chapter," but after you clear it you will be able to choose other characters.

The character's story begins

*You can skip the story (event scene) portion by pressing \otimes or the START button.

After the story portion, the battle begins.



Story Mode

Battle

Rules

During the battle, the "Player Character" (controlled by the player), and the "Partner Character" will fight together as a team.

*The Player Character and the Partner Character both have their own HP gauges, and when one takes enough damage to fall to 0, the team loses a point, and the defeated character's HP gauges refills to full.

*The player who first reduces the opposing player's points and HP to 0 is the winner.

*When the time limit runs out, the side that has the most HP points and HP remaining is the winner.

Game Over & Continue

When you run out of HP with no points left, you will lose, the game will end, and the continue screen will appear.

Press the directional buttons (left analog stick) \leftarrow or \rightarrow to select "Yes" or "No", then press \otimes to confirm.

If you select "Yes," you can fight the battle over again.

Mission Mode

Choose your preferred character and partner, and fight to achieve certain clear conditions.

File Load

If you choose Mission Mode from the mode select screen, you will proceed to the File Load screen. If you have created save data before this point, load it and you can pick up from where you last left off. If you have no save data, you will have to start a new game from the beginning.

Press the directional buttons (left analog stick) \leftarrow or \rightarrow to select from the menu, then press \otimes to confirm. *You can save freely after every stage or warrior study stage.

One file can save one character and one partner.

The 5 mission stages are "Grasslands," "Mystic Forest," "Rocky Area," "Ancient Temple," and "Manor Ruins." You can choose from any of these stages freely.



Mission Mode

Press \square R1 on the File Load screen and you can erase the file presently displayed on-screen.

On each stage, there are missions that range from Level 1 to Level 3. When you meet the conditions for level 1, you can go onto the next level.

When you beat each stage up to level 3, the last stage, "Maraku's Castle" will appear, and you will be able to select it.

Press the directional button (left analog stick) left and right to select items on the menu, \otimes to select, and \triangle bring up the status screen.

"Black Pearl" stages are training stages where you will have to fight continuous battles with a single HP gauge. As you win these battles, depending on the number of battles you fought and your actions in them, your stats and your affinity and formation levels with your partner will go up.

Battle Mode

Allows you to fight a versus match against a second player or a computer-controlled character, while freely controlling a number of settings. You can also watch a duel between two computer-controlled characters.

*To fight against a second player, you need to have an analog controller set in controller port 2.

Move the directional button (left analog stick) \uparrow and \downarrow to select, and press \otimes to confirm.

Combination Choices

1P vs 2P: A match between two people

1P vs COM: A match between a computer-controlled character and a person using the 1P analog controller.

COM vs 2P: A match between a computer-controlled character and a person using the 2P analog controller.

COM vs COM: Watch as two computer-controlled characters fight a match.

*If there is no analog controller plugged into the 2nd controller port, you will not be able to select the 1P vs 2P or COM vs 2P options.

Partner

This option allows you to select whether or not you wish to fight with a partner.

Partner: You will fight as a team with your partner.

No Partner: You will fight alone.

Character Select

Select the character and then the partner that you would like to control.

*As you meet certain conditions, the number of characters you can choose from will increase.

Select Formation Change Type

This option allows you to set whether you want formation changes to be manual or automatic.

Manual: You can change your formations at will by

Battle Mode

pressing \square (L1) / \square (R1).

Auto: Your formations will change automatically depending on the situation. However, you will not be able to change your formations yourself.

Stage Select

Choose the stage you would like to play. If you choose "???" it will be selected at random.

*As you meet certain conditions, the number of stages you can choose from will increase.

Match Settings

Press the directional buttons or left analog stick \uparrow or \downarrow to choose an item and then press the directional buttons or left analog stick \leftarrow or \rightarrow to change it. Select "Battle Start" and press \otimes to begin the battle.



Time Limit

Choose from time limit settings "15" "30" "60" "90" or "Unlimited"

Handicap Settings

Press the directional buttons (left analog stick) \leftarrow or \rightarrow to move the gauge and set a handicap. The more red (1P) or blue (2P) in the gauge, the stronger that side will be.

Point Number

Sets the number of points that you will have. You can set points from 0 (none) to 5. For more rules see Story Mode battles.

Practice Mode

This mode lets you fight a duel against a computer-controlled character to practice with the controls. For more rules, see *Story Mode Battles*.

Settings (Pause Menu)

Opponent Actions

Do Nothing: The opponent will take no action

Attack: The opponent will only attack

Guard: The opponent will always guard

Jump: The opponent will always jump

Defense Break: The opponent will always perform defense breaks.

2P Control: The opponent will be controlled by the 2P controller.

CPU Level 1-3: The opponent will be controlled by the computer with varying levels of strength.

Opponent Partner (Ally Partner) Actions

Do Nothing: The partner will take no action

Wind Lv 1-3: The partner will act in Wind formation of the specified level

Forest Lv 1-3: The partner will act in Forest formation of the specified level

Fire Lv 1-3: The partner will act in Fire formation of the specified level

Mountain Lv 1-3: The partner will act in Mountain formation on the specified level

*You can only choose opponent/ally partner actions when you have the partner setting on.

HP Recharge:

If you set this to **ON**, your HP gauge will instantly return to maximum.

Spirit Gauge Maximum: If you set this to **ON**, your spirit gauge will always be at maximum.

Command List: Brings up the command list

Return to Game: Returns you to the Game Screen

Return to Character Select: Returns you to the Character Select screen.

Return to Title Screen: Returns you to the Title Screen.

Option Mode

Lets you change all game settings. Move the directional buttons (left analog stick) \uparrow or \downarrow to choose an item, then do the same to change the setting, and enter it into the menu by pressing \otimes .

Game

Change the strength of COM-controlled characters. They will become more difficult as you go from Easy to Challenging.

*This will not change the strength of COM-controlled characters in mission mode.

Sound Setting

Changes the sound settings. Switch between Stereo/Mono, and change the volume of the music and sound effects.

Save & Load

Save or Load data. "Save" will save your game data up to this point. "Load" will load your game data from a memory card (SMB) (for PlayStation®2). You will need at least 92 KB of free space to save.

Note: The game will auto save your progress after any mission or story is completed.

Controller Setting

Changes the analog controller settings. Select between 4 button configurations. You can also turn the analog controller's vibration function on/off by pressing the directional buttons (left analog stick) \uparrow or \downarrow .

Return to Default

Returns you to the original settings.

Character Introductions

Inuyasha

The half-demon son of a demon father and human mother, he was bound to a tree by a magical arrow from Kikyo's bow while attempting to capture the Shikon Jewel. Inuyasha seeks the Jewel, thinking that it can transform him into a full-fledged demon.

He possesses his father's "Tetsusaiga" sword, which enables him to defeat powerful opponents.

Attacks: Strike, Tetsusaiga Attack, Iron Reaver Soul Stealer, Wind Scar, etc.

Finishing Move: Backlash Wave



Kagome Higurashi

Kagome is a 15-year old junior high school student who lives with her family at the Higurashi Shrine. Kagome is actually the reincarnation of Kikyo. Kagome joins Inuyasha, after she frees him from the spell of Kikyo's magical arrow, in a quest to recover the shattered fragments of the Shikon Jewel, which Kagome accidentally shot and shattered with an arrow.

Attacks: Bow & Arrow, attacks with the body of the bow, Flat Palm Strike, Purifying Power, etc.

Finishing Move: Sacred Arrow



Sesshomaru

Sesshomaru is Inuyasha's older brother. He harbors an extraordinary hatred for Inuyasha and seeks to capture his "Tetsusaiga" sword. He is cold-blooded and possesses the "Censeiga" sword, which has the power to heal things that have been severed.

Attacks: Sword-based attacks, Tokijin, Whip of Light, Poison Claw, etc.

Finishing Move: Dragon Strike



Character Introductions

Shippo

Shippo is a fox-demon whose parents were killed by the Thunder Brothers. He joins Kagome in her travels. He uses Foxfire and other kinds of fox magic.

Attacks: Fox Fire, Fox Magic, etc.

Finishing Move: Fox Power Smashing Top



Miroku

A sorcerer who has a magical wind tunnel in his right hand. The wind tunnel has the power to suck up anything, including Miroku himself, if he leaves it open. It is actually a curse cast by Naraku, whom Miroku defeated. Miroku joins Kagome in a quest to free himself from the curse. He is money-hungry and loves women.

Attacks: Sacred Sutras, Barrier, Staff Attacks, etc.

Finishing Move: Wind Tunnel



Sango

A young girl born to a tribe of exorcists (demon exterminators). She uses a weapon called "Hiraikotsu" against demons. Her entire tribe and village was annihilated by the evil Naraku who now also controls her brother, Kohaku.

Attacks: Exterminator fighting techniques, Poison Powder, Hiraikotsu, etc.

Finishing Move: Summon Kirara



Character Introductions

Koga

A wolf-demon and chief of the Wolf-Demon Tribe, Koga has fragments of the Shikon Jewel buried in his feet. Koga can move with blinding speed and possesses unique wild instincts. He seeks revenge against Naraku for killing his friends.



Attacks: Strike/Kick, etc

Finishing Move: Koga Whirlwind Attack

Kikyo

The shrine maiden who bound Inuyasha with a magical arrow 50 years ago. She had the power to purify the Shikon Jewel. She sacrificed her own life to keep the Jewel from returning to the realm of the living, but the Jewel was revived by demon magic.



Attacks: Bow & Arrow, attacks with the body of the bow, Soul Collector Attacks, Purifying Power, etc

Finishing Move: Sacred Arrow

Kohaku

Sango's younger brother, Kohaku, falls victim to Naraku's trap and nearly loses his life. However, he is kept alive by the magical fragments from the Shikon Jewel. He is currently controlled by Naraku and has lost his memory.



Attacks: Exterminator style fighting, Sickle & Kusarigama Attacks

Finishing Move: Kusarigama/Chain Attack

Character Introductions

Kagura

Kagura is a demon created from a portion of Naraku's body. However, she rebels against Naraku and secretly has designs on his life. She can command the wind freely with the magical fan that she holds in her right hand.



Attacks: Dance of Blades, Dance of the Dragon, Feather Flight, etc.

Finishing Move: Dance of the Dead

Naraku

The evil half-demon Naraku is a combination of the spirit of Onigumo and various demons. He usually wears a thick fur pelt. He loathes Inuyasha and often sends his demons to do evil.



Attacks: Tentacle attacks, Miasma, Saimyosho, etc

Finishing Move: Miasma Cover

Partners And Cooperative Actions

Partner Attacks

These attacks consist of your partner making a quick follow-up attack right after you attack an enemy. If you have a high affinity with your partner, this will lead to powerful techniques.

Combination Attacks

If you raise your affinity with your partner to its highest, then when you try to perform a finisher, it will become a cooperative finisher with your partner.

Partner Affinity

Your affinity with your partner will change based on the actions you take in battle. Saving your partner when s/he is attacked will raise it, and ignoring him/her will lower it. When you raise your affinity higher, the characters' phrases in battle will change, and your energy gauge will rise more easily.

Characters with high affinity: Inuyasha & Kagome/Inuyasha & Kikyo

Characters with low affinity: Inuyasha & Koga/Inuyasha & Naraku

Formations

The partner's actions will change based on "Formations" dictated by the player. (During the battle, you can change your formation by pressing **L1** or **R1**). You can also develop your formations from Level 1 to Level 3 during mission mode (see page 8).

Wind



Try for continuous attacks!

This formation makes the partner mimic the actions of the player. With the partner attacking on the heels of the player's attack, this attack method becomes well suited to set up attack chains.

Forest



Divide the Enemy Team!

This formation divides the enemy power. Your partner will always attack a different opponent than the one that you are attacking. This is an effective formation when your opponents are very strong cooperatively.

Fire



Press on like Raging Waves!

Concentrate your attacks on a single opponent, attacking in continuous waves. This is a useful formation for characters with strong close-range attacks.

Special Effect: Raises attack power of techniques

Mountain



Protect the Player!

This is a support formation where the partner becomes a shield to protect the player.

Special Effect: Raises defense power