



English



NIOH 仁王

COMPLETE EDITION

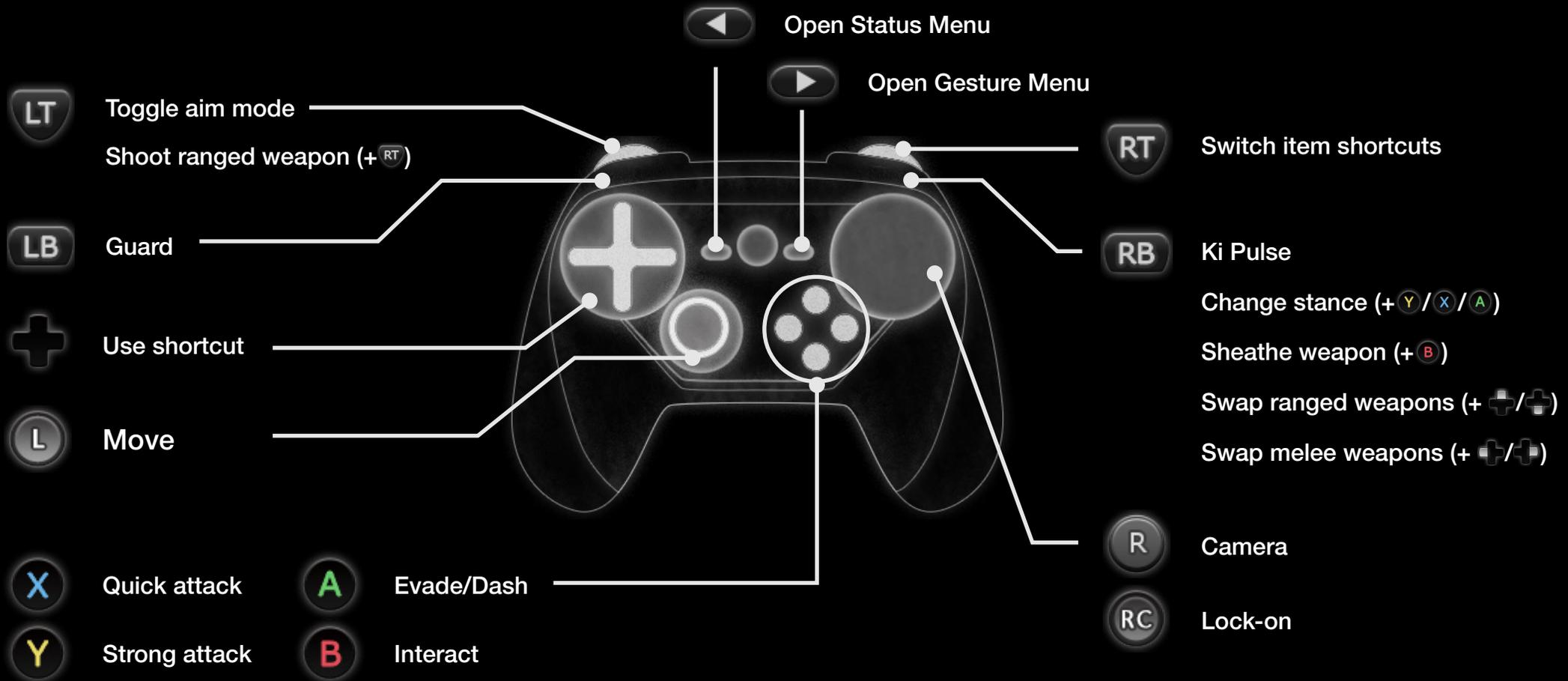
This manual explains the basic controls, UI, gameplay, and online features of the game.

KOUSHIBUSAWA 35th



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Controller Layout



This manual uses the default control type (Type A).
Control types can be changed in the Controls section of the System Menu.

Basic Control List

Control types can be changed in the "Controls" "KEYBOARD & MOUSE SETTINGS" section of the System Menu.

Action		Steam Controller	Keyboard Only	Keyboard & Mouse		
Sprint			W/A/S/D	W/A/S/D		
Walk		Lightly Press	M + W/A/S/D	Ctrl + W/A/S/D		
Dash		+ (Hold)	W/A/S/D + K (Hold)	W/A/S/D + Middle Click (Hold) W/A/S/D + K (Hold)		
Interact			L	E, L		
Quick Attack			J	Left Click, J		
Strong Attack			I	Right Click, I		
When Aiming Ranged Weapon	Switch Ammo	+ /	Ctrl	Alt	+ Right Click + I/J	
	Move Reticle	+			+ U/N/H/; (Semicolon)	+ Mouse Up/Down/Left/Right + U/N/H/; (Semicolon)
	Zoom In / Out	+			+ B	+ F
	Shoot (Ranged weapon)	+			+ Enter + Alt	+ Left Click + R

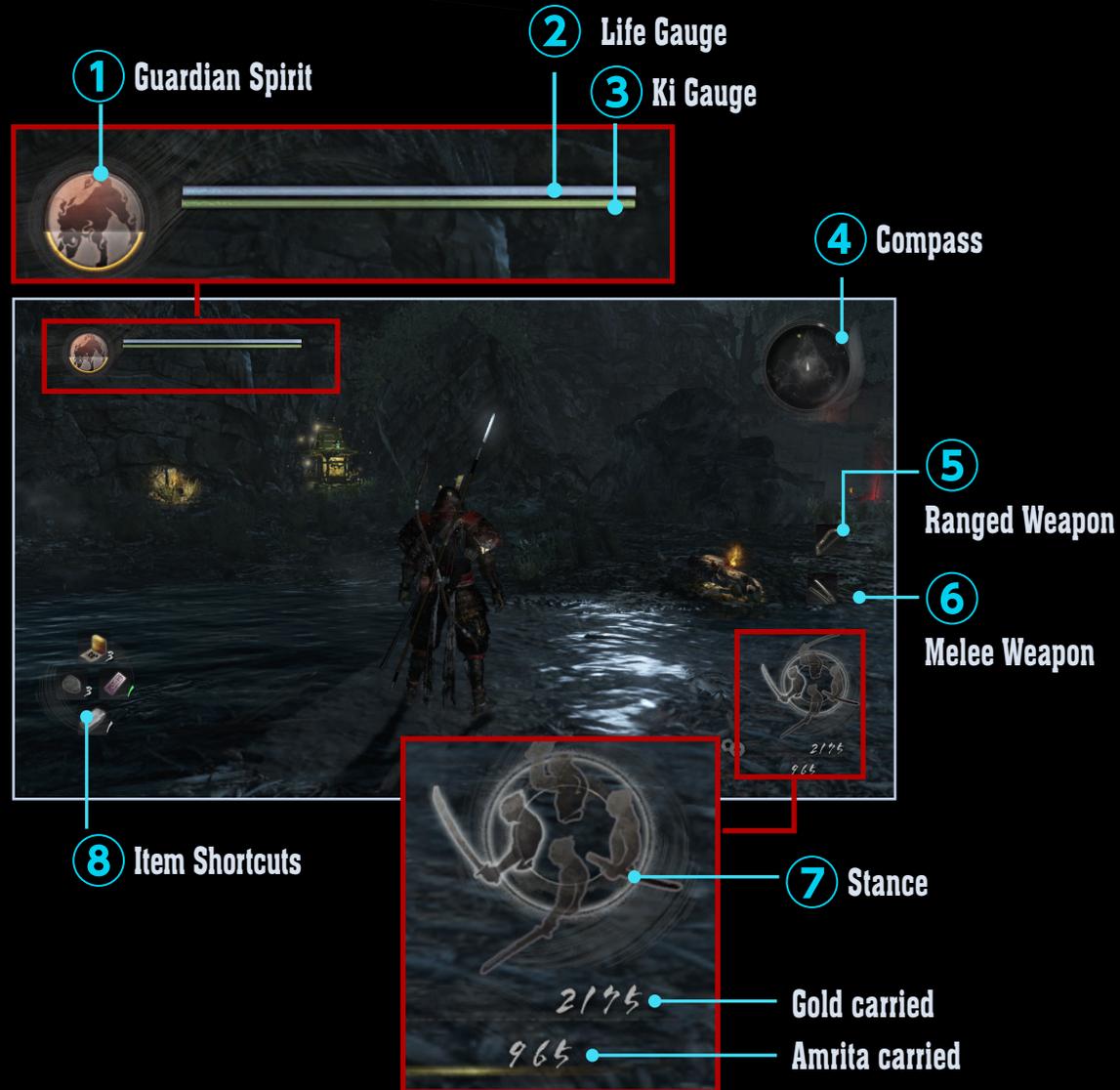
Basic Control List

Action	Steam Controller	Keyboard Only	Keyboard & Mouse
Guard		Shift	Shift
Dodge		K	Middle Click, Mouse Wheel Up/Down, K
Move Camera		U/N/H/; (Semicolon)	Mouse Up/Down/Left/Right, U/N/H/; (Semicolon)
Lock-On		B	F
Switch Lock-on Target	Left/Right	H/; (Semicolon)	Mouse Left/Right, H/; (Semicolon)
Change Stance	High Stance	+	+ Right Click, + I
	Mid Stance	+	+ Left Click, + J
	Low Stance	+	+ Middle Click, + K
	Sheathe / Draw Your Sword	+	+ Q
Swap Melee Weapon	+ ,	Space + ←, →	Space + Mouse Wheel Down, + 2, 3
Swap Ranged Weapons	+ ,	Space + ↑, ↓	Space + Mouse Wheel Up, + 1, 4
Switch Guardian Spirits	+	Space + Ctrl	Space + Alt

Basic Control List

Action	Steam Controller	Keyboard Only	Keyboard & Mouse
Ki Pulse/Purify Yokai Realm		Space	Space
Living Weapon / Guardian Spirit Skill		P	T
Item Shortcut		↑ / ← / → / ↓	1/2/3/4
Switch Item Shortcut		Enter, Alt	R
Gesture Menu		Backspace	G
Status Menu		Esc	Esc
Confirm		E, L	Left Click, E, L, Enter
Back		Q	Right Click, Q, K, Backspace

GAME SCREEN



1 Guardian Spirit/Amrita Gauge

The current Guardian Spirit. Defeating enemies will increase the Amrita Gauge around the icon. When this gauge is full, you can use it to trigger a Living Weapon (**Y** + **B**).

2 Life Gauge

Reduced as you take damage, and the character dies when this becomes empty. Use Elixir to regain some Life.

3 Ki Gauge

Actions such as attacks and dashes consume Ki, but it regenerates automatically over time. When this gauge is empty, you cannot perform any actions which would consume Ki, and getting hit with an enemy attack while you have no Ki will put you in an exhausted state (unable to perform any actions).

4 Compass

Displays the direction of mission destinations such as Shrines and bosses.

5 Ranged Weapon

Your current ranged weapons. Press **RB** + **+** or **+** to swap. Press **LT** to switch to aiming mode and press **RT** to shoot.

6 Melee Weapon

Your current melee weapons. Press **RB** + **+** or **+** to swap.

7 Stance

The current stance. Press **RB** + **Y** (High Stance) / **X** (Mid Stance) / **A** (Low Stance) to swap. Press **RB** + **B** to sheathe your weapon.

8 Item Shortcuts

Displays items which have been assigned to shortcuts. Up to 8 items can be assigned at first. This can be increased to 16. (Use **RT** to swap shortcuts).

HOW TO PLAY

Region Screen

From the Region Screen, you can select missions to play or select and display the menu for a particular starting point. Functions for Shrines, the Dojo, the Blacksmith, Torii Gates and Storehouse can be accessed from the Starting Point Menu.



Shrines: Leveling up

You obtain gold and Amrita as you defeat enemies. Use Amrita at Shrines to level up your character.

Blacksmiths: Buying, Selling & Strengthening Weapons

In addition to buying and selling weapons, you can use Soul Matching to strengthen your weapon, or reforge it to imbue it with special effects.

Fighting Enemies

Enemies will attack you on the battlefield. In addition to basic attacks (X: quick attack, Y: strong attack), guards and evasion, you will need to master Ki Pulse and changing stances to defeat your enemies.

● Battle Tip: Watch the Ki Gauge & Use Ki Pulse

Getting hit with an enemy attack while you have no Ki will put you in an exhausted state (unable to perform any actions). Be sure to watch your Ki Gauge as you fight. In addition, press RB after an attack as the blue light coalesces around you to trigger a Ki Pulse and recover some Ki instantly. On the other hand, if an enemy's Ki Gauge is completely empty, you will have an advantage in the fight. Human enemies will become exhausted, and Yokai enemies will put a Guard Break effect on your weapon.

● Battle Tip: Skills & Items

Use Skill Points to learn various Skills. There are both active and passive skills for each weapon, as well as Ninja Skills and Onmyo Magic Skills which will come in handy on your journey as well. If you find you are having trouble with battles, take another look at your Skills.

● Battle Tip: Ranged Weapons

Master ranged weapons to gain an advantage in your fights. Weak human enemies will fall with one well placed shot to the head.

ONLINE

Bloody Graves

The Bloody Graves which litter the battlefield are the markers of other players around the world who have died during their missions. Interact with them to summon and fight their Revenant. Revenants are difficult enemies, but defeating one will award you with its equipment. The Revenant's cause of death is also displayed, so you may get a hint at what is in store for you further on in the mission.



Summon Visitor

Offering an Ochoko Cup during a mission will summon a Visitor - another player online who will join you as a co-op partner. Co-op play ends when the mission boss is defeated.

Torii Gates

From the Torii Gates menu, you can visit other players' worlds based on certain conditions, or journey to the Yokai Realm with a Companion.

Yokai Realm with a Companion

At the Torii Gates, you can set conditions and search for other players to play alongside. If both you and your companion die while playing in the Yokai Realm, the mission will end in failure. However, if one of you dies and the Assist Gauge is not empty, you can still be revived. You can also revive yourself, but this will take a bigger chunk out of the Assist Gauge. To revive a fallen companion, press the **B** button next to their grave.



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