

WM-01

FEST OF THE NORTH STAR

LOST PARADISE



Battle Mode



Adventure Mode



Night Club Management



Buggy Driving



Minigames



Characters



STORY

In the not-so-distant future...The world has been scoured by nuclear flame. The seas have dried. The land has split. And all life has been wiped from the barren Earth.

BUT... THE HUMAN RACE LIVES ON!

And so does the ancient martial art of Hokuto Shinken, passed down from master to successor... Kenshiro, the newest successor of Hokuto Shinken, wanted nothing but to live in peace with his fiancée, Yuria... but that dream was shattered in an attack from Shin, wielder of the deadly Nanto Seiken style. He kidnapped Yuria and left Kenshiro for dead... Clinging to life, Kenshiro traveled and trained in a long journey across the barren world, determined to win his love back and beat his vengeance into Shin. But in the final hour of his revenge, he is faced with a tragic revelation:

Yuria is already dead. He wanders the wastes, a broken man... until he hears that Yuria was seen in a faraway land. It's little more than a rumor, but it's enough to keep him going and give him hope again. Kenshiro sets off for the place Yuria was last seen: a metropolis called Eden...

The “City of Miracles.”



Kenshiro

The successor of Hokuto Shinken, an ancient martial art known to some as a deadly style of assassination. For 1,800 years, the secrets of the art have been proudly passed down from masters to successors. His chest bears seven scars in the shape of the Hokuto constellation, otherwise known as the Big Dipper.

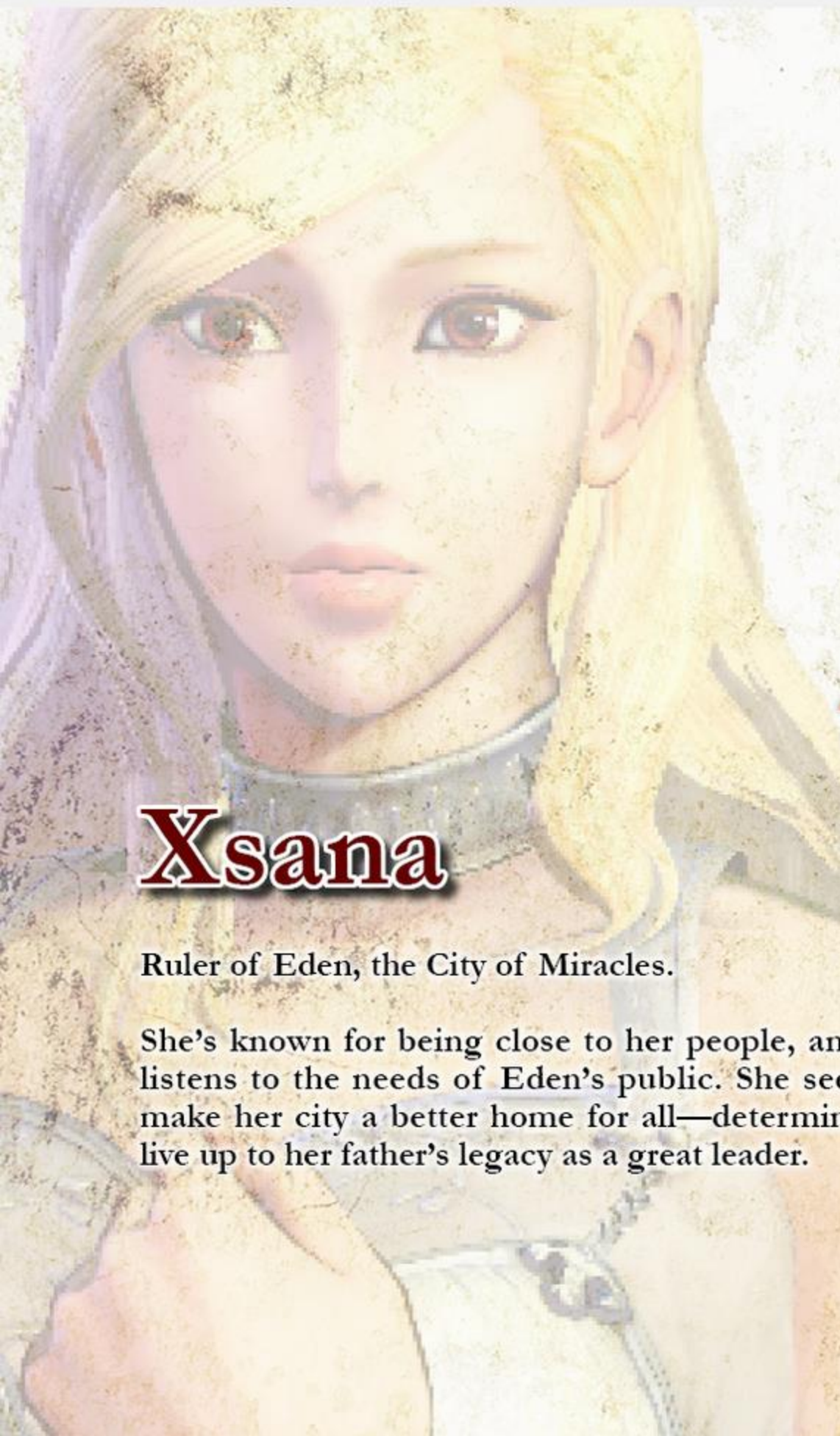
When he loses Yuria, his true love, he falls into despair... but upon hearing she's been seen at Eden, the "City of Miracles," he sets off after her with spirit renewed.



Yuria

Kenshiro's fiancée. While searching for a place they could settle down, they were attacked, and she was kidnapped by Shin. When Kenshiro finally gets his revenge, however, he is devastated to hear that Yuria has already passed on. According to Shin's word, she took her own life, but...





Xsana

Ruler of Eden, the City of Miracles.

She's known for being close to her people, and she listens to the needs of Eden's public. She seeks to make her city a better home for all—determined to live up to her father's legacy as a great leader.



Jagre

Brash captain of Eden's Watch, the city militia.

After witnessing the overwhelming power of Kenshiro's techniques, he sees the martial artist as nothing but a potential threat. On his orders, the guards throw Kenshiro in a cell. Jagre doesn't trust Kenshiro and keeps a wary eye on him at all times.





Kyo-oh

A master of an unfamiliar martial art, he is the commander of the Army of Ruin; a traveling horde of thugs, thieves, and murderers.

His strength and resources make him a major threat in the post-apocalyptic world. He seeks to take Eden for himself and leads strategic attacks on the city's defenses to wear them down. Through one raid after another, the people of Eden have learned to live in fear of this man...

Targa

Second-in-command of the Army of Ruin.

His casual, flippant demeanor belies a vicious cruelty. A master marksman, he cheerfully massacres helpless soldiers with his two handguns. Ordinary fighters don't stand a chance against him.



Toki

Second eldest brother of the four disciples, he learned the art of Hokuto Shinken alongside Kenshiro.

Though a warrior of peerless skill, exposure to the nuclear waste known as the “ashes of death” left him with an incurable illness. With his body wasting away, he abandoned his claim to Hokuto Shinken’s succession.

Raoh

Raoh, the would-be tyrant of the apocalyptic world, is the oldest of the four brothers—otherwise known by his title, Ken-oh. He uses Hokuto Shinken for his own gain, using violence and raw power in an attempt to quell the chaos and bring the post-apocalyptic world under his rule.



Rei

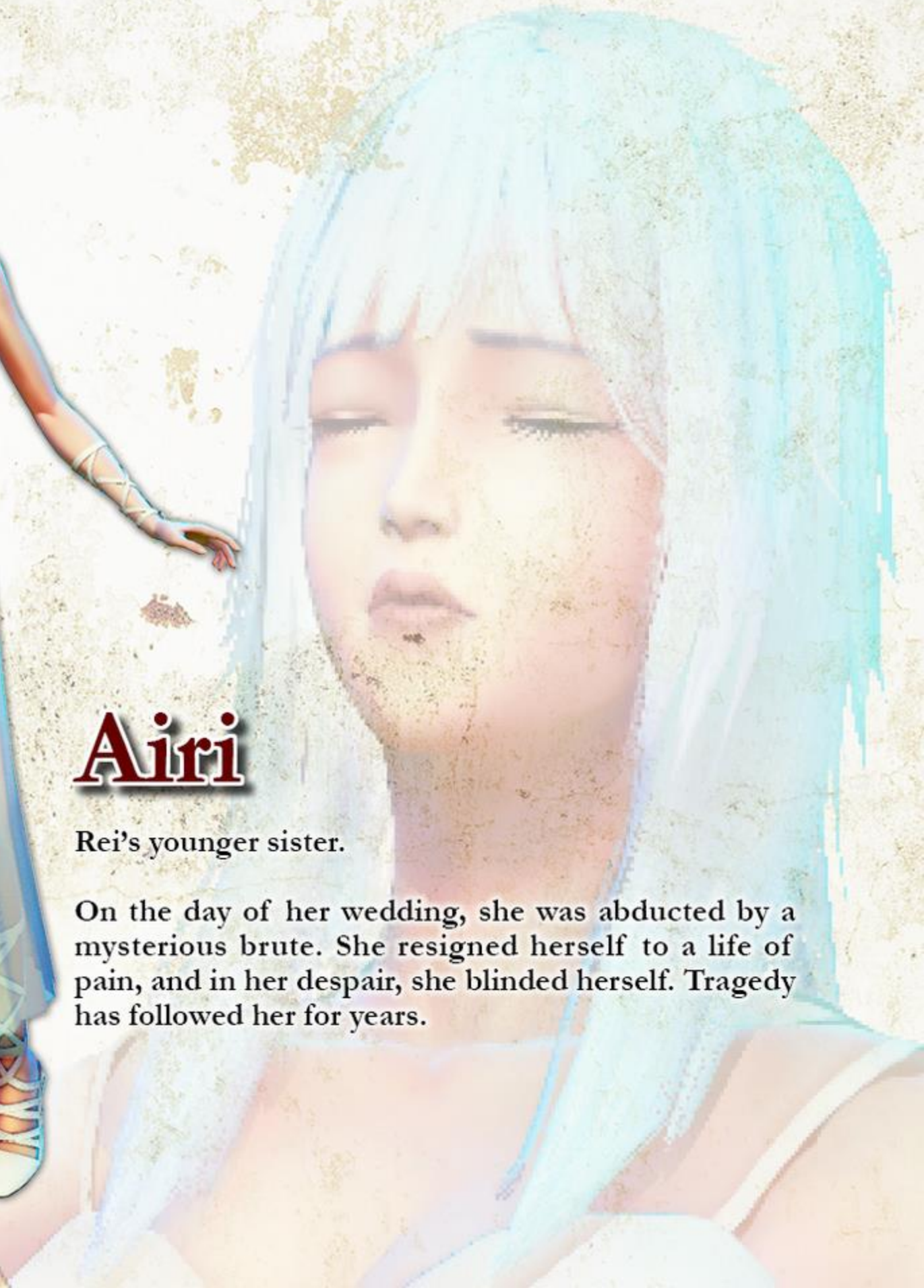
Successor of Nanto Suichoken, one of the most magnificent of all 108 styles of Nanto Seiken. He searches for his sister, who was abducted by a man with seven scars on his chest. Someone informs him that such a warrior has been seen in Eden...



Airi

Rei's younger sister.

On the day of her wedding, she was abducted by a mysterious brute. She resigned herself to a life of pain, and in her despair, she blinded herself. Tragedy has followed her for years.



Rihaku

One of few doctors left in the post-apocalyptic world. He resides at Eden's medical facility. He seems very knowledgeable about esoteric martial arts and about lands far beyond Eden. Perhaps he's not just a simple doctor...



Lin

A young girl rendered mute by the trauma of seeing her parents murdered. However, Kenshiro healed her with his Hokuto arts, letting her speak once more. She is infatuated with Kenshiro and follows him wherever he goes.



Lyra

The lady who controls Eden's nightlife, managing its Nightclub and Colosseum battles. Behind her sassy and bold demeanor, she has a keenly intelligent mind and a knack for business. Xsana trusts Lyra to handle all the city's financial matters.



Bat

A streetwise kid from the gutters who's learned to fend for himself. After witnessing Kenshiro's incredible strength, he decided to tag along with him... partly for his own safety, and partly to mooch rewards off Kenshiro's accomplishments.



Shin

Successor of Nanto Koshuken, a style of Nanto Seiken that directly opposes Hokuto Shinken. On the day he kidnapped Yuria, he stabbed seven scars into Kenshiro's chest.



Uighur

The warden of Cassandra, a massive city-sized prison from which no inmate has ever escaped. With his immense power, he upholds and reinforces the legend of Cassandra as an inescapable hell.



Jagi

The third eldest of the brothers of Hokuto Shinken. Jealous of Kenshiro being named the successor, his resentment of his younger brother's talent soon festered into hatred. He wears a bizarre helmet to hide his face, and his chest is adorned with the same scars as Kenshiro's.



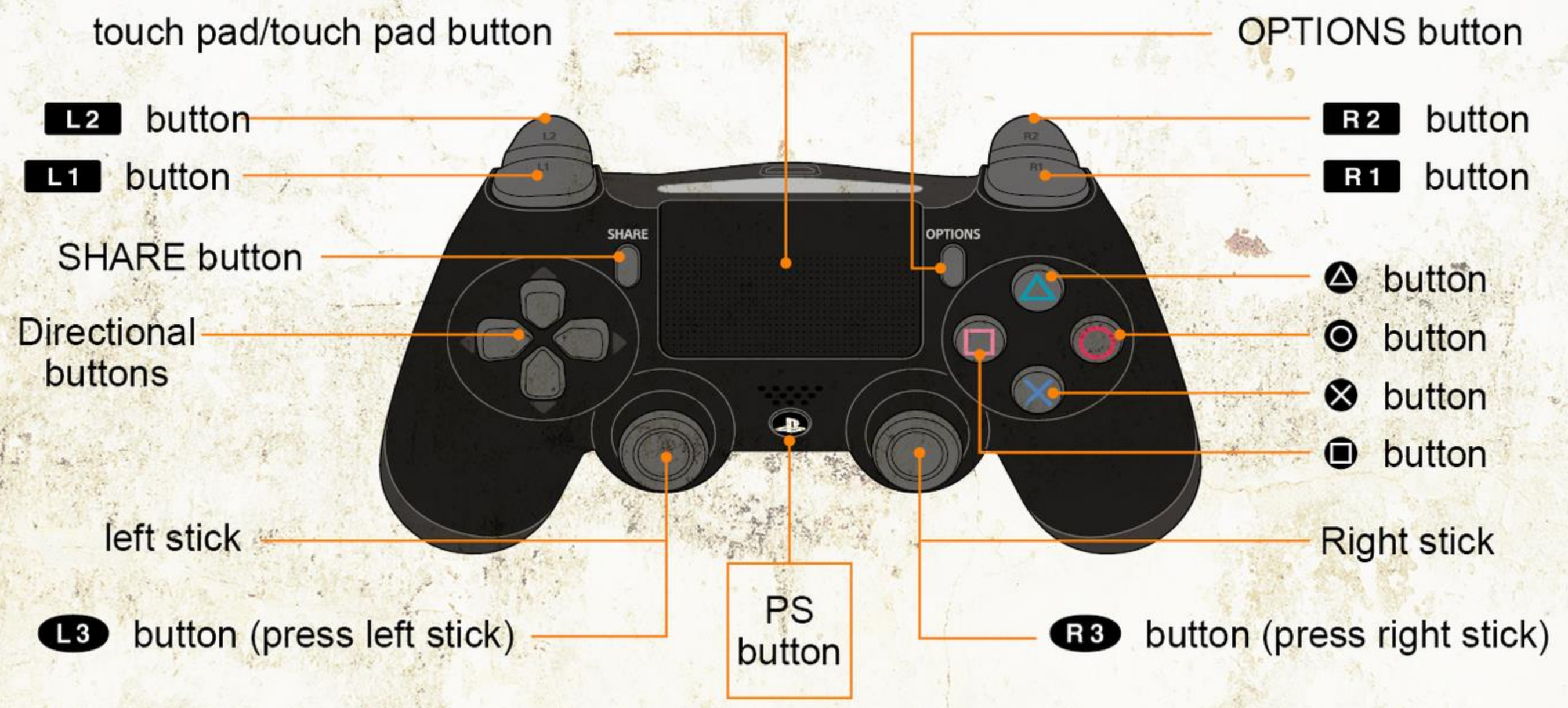
Thouzer

A self-proclaimed Holy Emperor, his power is feared across the land. As the successor of Nanto Ho-ohken, he sees all others as lesser beings—insects to be trampled, or subjects to be commanded. Though he is skilled in martial arts, his arrogance is fueled by something else.



Wireless Controller Layout

On the Menu screen, use the directional buttons/left stick to highlight your selection, press the **X** button for confirmation, and the **○** button to cancel. Please view the next page for in-game menu.



Controls	Adventure Mode	Battle Mode
Directional buttons	Select Topic	Open Destiny Talisman Menu, Use Destiny Talisman
Left stick	Walk/Run	Walk/Run
Right stick	Camera Controls	
⊙ button	Cancel/Action	Hit Hikou (Pressure Points)
⊗ button	Confirm/Interact	Dodge/X During Burst, x For Jump
△ button	_____	Finishing Blow
□ button	_____	Rush Combo
L1 button	_____	Block
L2 button	Camera Reset	
R1 button	_____	Defensive Stance/Move Towards Locked-on Target When Used With Left Stick
R2 button	_____	Activate Burst Mode
R3 button	Toggle First Person Point of View	_____
OPTIONS button	Display Pause Menu	
touch pad button	Show/Hide Map	

Main Menu

How To Start The Game

New Game	Starts the game from the beginning. You will be asked to select a difficulty. The difficulty can be changed at any time during the game from the Pause Menu.
Continue	Starts the game from a saved file.
Online	Check online content and extras.
Replay	You can view the in-game cutscenes. As the game is progressed, new cutscenes will be added.
Settings	Change game settings. Please refer to the in-game menu.

■ Saving

You can save the game by talking to any NPC with an “S” over their head. You can also save after each chapter.



Basic Flow



■ Game Over

The continue option will display if you get defeated in battle or run out of gas for the buggy.

If you wish to fight again, select “Try Again”. Also, “Load Save Data” will bring up the loading screen, and “Exit Game” will take you back to the title screen.

Adventure Mode



1 Seven Star Gauge/HP/Lv./DP Bar

For each explanation, please refer to the Battle Scene.

2 Action Icon

Displays contextual actions like talk, inspect, etc.

3 Treasure map time limit

Displays the timer for the treasure map earned.

4 MiniMap

Minimap displaying the area. Can be toggled ON/OFF through the in-game menu.

5 Location Name

Displays the location name.

Icon Types



Kenshiro



Destination



Event



Enemy



Accompanying NPC



Shop



Restaurant



Minigames



Buggy Driving



Important Spot



Save

How To Move

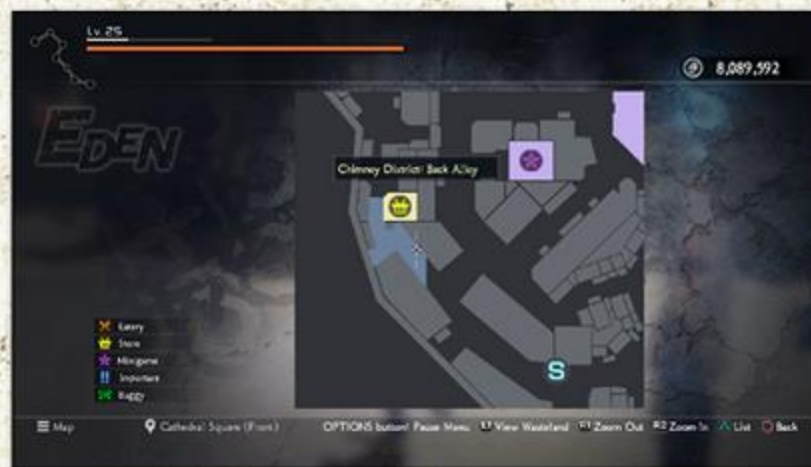
Move – Left stick

Move with the left stick, and run by tilting the left stick further. Running can help you escape from enemies chasing you.



Map Display – touch pad button

The map can be displayed by pressing the touch pad Button. This will reveal your current location, significant people or locations near you, etc.



- Icons displayed on the map are the same ones as the minimap.

Camera Controls – Right stick/Camera Reset – L2 button

You can move the camera with the left stick or reset its position with the L2 button.



Perspective change – R3 button

Pressing R3 will shift the camera to a 1st-person perspective. You can look around with the right stick, and pressing R3 again will change it back to the default 3rd-person view.



Action Icons

Talk/Listen – ⊗ button

You can talk/listen to the characters who are marked with speech bubbles. Walk up to them and press the ⊗ button when the Action Icon displays.



- Conversations can be fast forwarded by holding the ⊗ button and the **R1** button during the conversation.

Enter/Exit – ⊗ button

When near the door of an appropriate building, “Enter” and “Exit” actions will be displayed.



Look/Inspect – ⊗ button

Out in the city, you can “look” at or “Inspect” applicable areas. Press the ⊗ button when the Action Icon displays, and you might get an unexpected surprise.



Shopping

You can purchase items at the shops in the bazaar. Talk to the shop owner to display the list of items on sale. Put the cursor on the item, use or left stick to change the quantity, and press to make the purchase. You can find and use purchased items in your inventory.



The screenshot shows a shopping menu with the following elements:

- 1** Inventory: A grid of slots on the left showing items currently in the player's possession.
- 2** Item Name/Price/Quantity/How many you have: A list of products with columns for item name, price, quantity being purchased, and current stock.
- 3** Money: A box at the top right showing the player's current IDL (176,071).
- 4** Total Price and Quantity: A box at the bottom of the product list showing the total price and quantity for the selected items.
- 5** Item Information: A detailed description box for the selected 'Sphere Bread' item.

Item Name	Price	Quantity	Current Stock
Bland Jerky	800	0	99
Decent Jerky	1,600	0	101
Savory Jerky	3,200	0	99
Gear Candy	440	0	99
Eden Gummy	280	0	199
Sphere Bread	880	0	> 99
Baked Cassandra	480	0	99
Snackin' Beans	380	0	99
Hot Chili	400	0	100
TOTAL	0	0	

Sphere Bread
Bread shaped like Sphere City. It's tough enough that it could probably withstand a full-on explosion. Slightly recovers health.

1 Inventory

Items that you currently have.

2 Item Name/Price/Quantity/How many you have

Items, their price, the quantity being purchased, and the quantity you currently have.

3 Money

Money you currently have. (IDL)

4 Total Price and Quantity

Total purchase price and the quantity.

5 Item Information

Detailed information on the selected item.

Other Locations

Aside from the shops, there are various locations in Eden that can be helpful.

■ Hideout

As the story progresses, you will be able to use a hideout. You can do the following:



- **Save** – Save the game
- **Item Storage** – Store/Swap Items
- **Rest** – You can rest and pass the time. This will also restore you to full health.

■ Guards

If you talk to a guard patrolling around Eden with an “S” mark over them, you can save and access the item storage.



■ Bar(Restaurants)

When you dine at a restaurant, you can restore your health and Seven Star Gauge, and even earn some Destiny Points. The amount recovered will depend on the food ordered. Remember that you can't eat if you're already at full health, though.



■Junk Shop

This is a useful place that carries used/rare items. You can also sell spare items in your inventory here, so if you're tight on money, you can always drop by.



■Garage (Buggy driving)

At the garage, you can go out driving, participate in races, and customize your ride. For more details, please check the section on Buggy Races.



■Minigames

You can play various minigames, and so on. For more details, please check the section on "Minigames."



Throughout the city, you might get involved in an incident or be asked for some help. You can ignore them and move on, but if you do help, you can get Destiny Points, items, and other rewards.

■ Substories

When you go to certain locations or when people talk to you, it may trigger a substory. Try your best to complete the objective once you accept.



You can get rewards by completing the objectives. You can view the mission progress and cleared missions from the in-game menu under Substories.



■ Bounty Hunter

At the barracks, you can take bounty requests. Collect information on the outlaws' whereabouts, and hunt them down. If you bring them to justice, there might be a hefty prize of IDL in it for you.



■ Manager Ken

Thanks to poor conditions and the fall of society, the Nightclub business is in danger. Kenshiro decides to work as a Nightclub manager to help. Take care of your staff, solve their problems, and help the Nightclub run smoothly.



Battle Mode



1 Minimap

Displays the surrounding area. Can be toggled ON/OFF from the in-game menu under settings.

2 Battle Bonus

Depending on how enemies are defeated, you can earn Destiny Point bonuses.

3 Enemy Information

Enemy level and health.

4 Seven Star Gauge

When you attack an enemy or use secret techniques, the stars will gradually begin glowing. When all seven are lit, Burst Mode can be activated.

5 Destiny Talisman

Pressing the directional buttons will display your equipped Destiny Talismans. You can use Talismans by pressing the directional button that corresponds to the one you want to use.

6 Health Points

Kenshiro's health. When this is down to 0, it will be game over.

7 Lv./Destiny Points

Destiny Points are earned by defeating enemies. Once a certain amount is met, you will level up, health will be increased, and you can earn new abilities.

Depending on the button combinations you press, you can use various attacks. Please refer to the in-game menu for information on specific skills.

Moving

Walk/Run – Left stick

Tilting the left stick will move the character. Running is automatic, but you can walk by only slightly tilting the left stick.



Camera Controls – Right Stick

You can move the camera with the right stick.

Defensive Stance/Lock Targets – **R1** button

Pressing the **R1** button will put Kenshiro into a defensive stance, locked facing forward. It's useful when attacking certain enemy targets. When you move the left stick while in this stance, you will move towards the targeted enemy.

Camera Reset – **L2** button

Pressing the **L2** button will reset the camera to default view.

Defense

Camera Controls – L1 button

Defend yourself against attacks. You can only block attacks from the front—attacks from behind cannot be blocked.



Recovery – X button

When enemy attacks knock you to the ground, you can get back up faster by repeatedly pressing the X button.



Dodge – X button

You can dodge with the X button. You can also press the X button and use the left stick to dodge in a certain direction. This is useful against attacks that can't be blocked.



Basic Attacks

Rush Combo – ◻ button

Each individual hit isn't very powerful on its own, but they can be chained for fast, continuous hits. Also, by pressing the ◉ button during the combo, you can hit a hidden channeling point.



Counterattack – ◻/△ button along with the Left stick

When not in a stance, tilt the left stick towards the enemy behind you, and press the ◻ button. This will do a counterattack, and you can press the △ button to deliver a finishing blow with it.




Finishing Blow – △ button after ◻ button

By pressing the △ button during the rush combo, you can perform a finishing blow to end the combo and do massive damage.





Action Sequences

Follow up hit – button near a fallen enemy

You can damage an enemy with a downward kick by pressing the  button near a fallen foe. It makes a good follow-up after knocking an enemy to the ground.



Charged Attacks

You can perform a strong attack that breaks guards and knocks foes down by holding down and then releasing the  button. You can also charge finishing blows and strikes to a hidden channeling point ( button).



Special Action

There may be special actions available during battle. When you see a button prompt, hit the corresponding button as accurately as you can.



Burst

■Burst Mode

Burst Mode can be activated by pressing the **R2** button when the Seven Star Gauge is full. In Burst Mode, you can do the following:



- **Knockdown Attack** – Activating Burst Mode knocks down all surrounding enemies.
- **Increased Attack** – Normal attacks will hit harder and do more damage.
- **Jump** – By rapidly pressing the **X** button, you can jump high into the air.
- **Burst-Specific Abilities** – You can use burst-specific abilities and Secret Techniques. (Ability needs to be unlocked.)

■How to Fill the Seven Star Gauge

The Seven Star Gauge will gradually fill when you attack enemies and use items. By using hidden techniques, the gauge will fill up faster than from using standard attacks.



The gauge will decrease when Burst Mode is activated. Once the gauge is drained, you will return to using normal attacks.




Hidden Channeling Point/Secret Techniques

You can do massive damage using hidden channeling points and Hokuto Shinken Secret Techniques.


■Hidden Channeling Point

Hidden Channeling Opportunity

When you continuously attack an enemy, the skull icon above the head will change into a  icon indicating a hidden channeling point opportunity.




Hitting the Channeling Point

When you are near an enemy during a hidden channeling point opportunity, pressing the  button will cause you to activate a Secret Technique. When this is done after a rush combo, the secret technique type will change based off the number of hits you landed beforehand.



■Secret Techniques

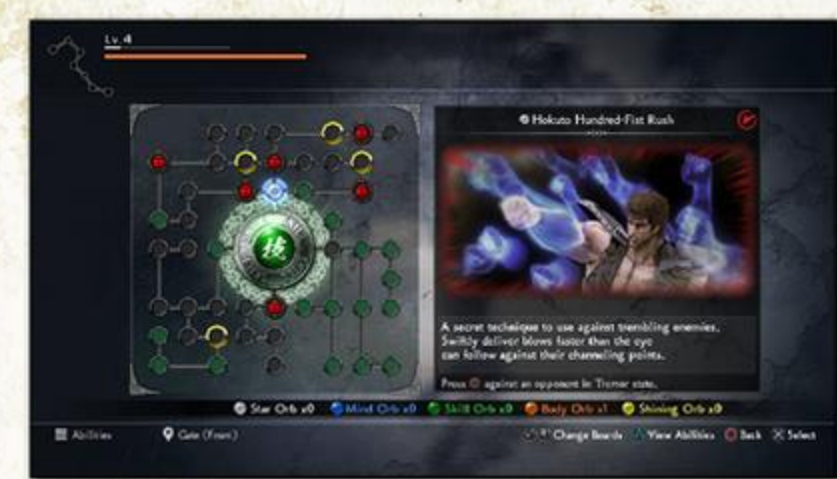
Activating Secret Techniques

Secret Techniques can be activated by pressing the  button during a hidden channeling point opportunity. By pressing the prompts in an accurate manner, you can increase the damage and fill the Seven Star Gauge. You can temporarily disable hidden channeling point opportunities by holding **L2**





Learning and Enhancing Secret Techniques

Secret Techniques will level up based off how many times they are used and become stronger. New Secret Techniques can be learned by unlocking abilities.



■ Perfect Channeling

After hitting the hidden channeling point, a shrinking circle will appear on the  icon. When you time the outside circle to overlap with the  icon, this will activate Perfect Channeling. This will do enough damage to defeat most enemies with a single hit.

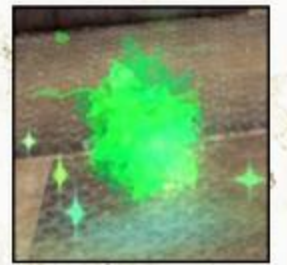
- Perfect Channeling will become available as you progress the story.

If you complete Perfect Channeling with perfect timing, it will be rated as “SUPREME” and will amplify the effect of the Deathcry.




■ Deathcries

When you defeat certain enemies with Perfect Channeling, Death Cries will appear. This will have various effects on the battle. Whenever you can, try to aim for Perfect Channeling.



Health (Green)
Recovers health



Weapon (Red)
Pick it up with the  button and use it as a weapon.



Seven Star Gauge (Blue)
Fills up the Seven Star Gauge.

From the in-game menu, under Data, you can view all the Deathcries you've collected so far.

Destiny Talisman

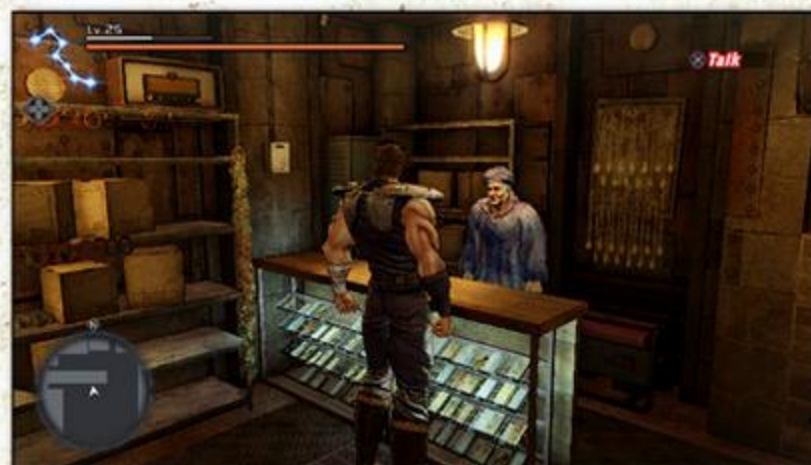
Destiny Talismans are filled with the memories of characters from Kenshiro's journey. Using them will activate various effects.

■ How to Earn Destiny Talismans

Destiny Talismans can be created after Kenshiro meets certain people within the story.

■ Talisman Shop

At the Talisman Shop, you can create and power up your talismans. However, this requires IDL and specific materials.



- **Create** – Creates a new talisman or increases the number of times it can be powered up.
- **Enhance** – Enhances the talisman's effect.
- **Restore** – Sets the cooldown timer to 0, allowing the talisman to be used again.

■ How to Use

From the in-game menu, you can set up to 4 talismans you'd like to use.



During a battle/buggy race, you can activate them by pressing a directional button you've set a talisman to. After it's been activated, you'll have to wait for a cooldown timer to run out before using it again.



- There are certain talismans that are activated automatically.
- Talismans cannot be activated at the same time. When one is activated, it will overwrite the previous effect.

Destiny Points

Kenshiro gets stronger as he fights enemies and masters Hokuto Shinken. Once enough DP is gained, he will level up, and health will increase.

■ How to gain Destiny Points:

① Defeat enemies

You can gain Destiny Points by defeating enemies. Depending on how they were defeated, you can also get battle bonuses, which will increase Destiny Points earned.



② Defeat Enemies with Secret Techniques

Defeating enemies with Secret Technique will earn you increased Destiny Points.



③ Clear Substories

Clearing substories will give rewards and Destiny Points. The amount will vary on the missions.



④ Dine

Eating at a restaurant will recover health and grant Destiny Points. The amount will differ depending on the menu.

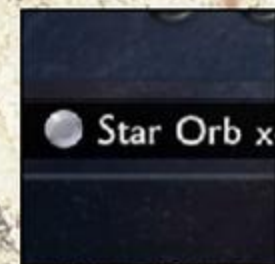


Unlocking Abilities

From the in-game menu, under “Abilities”, Kenshiro’s abilities can be powered up using Destiny Orbs. You can power up his attributes corresponding to the categories: Mind, Skill, Body, and Fate.

■ How to get Destiny Orbs and Their Types

You can get Destiny Orbs by leveling up, clearing Substories, and as rewards from various minigames.



Star Orb
Earned when leveled up. These can be used in all ability boards.



Shining Orb
Earned as you progress the story. These are used for important purposes.



Skill/Mind/Body Orbs
There are different colors which match the specific ability boards. They can only be used for their corresponding boards.

■ Unlocking Abilities

The abilities are displayed on the ability board. Use the directional buttons to select the ones you would like to level up. The **L1** button or **R1** button can switch between different ability boards.

You can unlock abilities by using the corresponding color of Destiny Orb. You cannot unlock ones that are not connected from the center line.



Pressing the OPTIONS button during the game will bring up the in-game menu. By using the directional buttons/left stick and highlighting the various options, you can see simple explanations for them. Pressing the **X** button will display detailed information and pressing the **○** button will exit the in-game menu.

■ Inventory

Displays the items you currently have by categories. The **L1** button or **R1** button allows you to switch between different categories.



■ Equipment

Equip protective items, accessories, and so on. Equipping multiple items will display your total combined defense.



■ Abilities

Aside from unlocking abilities using Destiny Orbs, you can check ability information with the **△** button.



■ Destiny Talisman

Here, you can equip or check information for the talismans you have. You can equip up to 4.



■ Achievements

You can view the status of various achievements. By completing items on the list, you can gain more Destiny Points.



■ Substories

You can view information on the completed Substories and your current progression.



■ Data

You can view game system memos, game logs, the Deathcry Collection, and characters.



■ Load/Settings

You can load save files, adjust settings, or return to the title screen.



You can travel in the vast land outside of Eden using a buggy. Keep an eye on your surroundings when traveling beyond the gates of civilization.

UI Screen



1 Minimap

Minimap that displays the surrounding area. Can be toggled on and off from the in-game menu.

2 Location Name

Displays current location name.

3 BGM Information

Displays background music information.

4 Materials

Materials found across the land.

5 Speedometer

Shows current speed.

6 Endurance Gauge

This will decrease when obstacles are hit and when boost is used. However, it will recover over time.

7 Gas Gauge

Displays remaining gas.

Buggy Controls

Directional buttons	Use Destiny Talisman
Left stick	Steer
Right stick	Camera Movement
○ button	Enter Buggy
⊗ button	Exit Buggy
□ button	Boost
L2 button	Brake/Reverse
R2 button	Accelerate
L1 / R1 button	Enlarge/Shrink minimap
L3 / R3 button	Change BGM
L3 / R3 button	Stop BGM
OPTIONS button	Display Pause Menu
touch pad button	Show/Hide Map

Driving the buggy requires gas. Once you run out of gas, it's game over. You can get gas from stations or the garage in Eden.



When you make contact with enemy vehicles, you will enter battle with them. Depending on the area, you may find particularly strong enemies patrolling, so be careful.



When driving the vehicle, you can switch BGMs. If you find cassette tapes from Treasure Maps, new BGM will be added.

■ Collecting Materials

Out in the Wasteland, you can find vital materials for Buggy Parts and Talismans. There are some rare items out there, so be on the lookout. Items that are better quality than normal will glow red. Items that need to be collected for a quest or event will glow white.



■ Treasure Map

As a battle reward, you may occasionally receive a treasure map. When you receive it, a timer will be displayed, and the treasure's location will appear on the Wasteland map. If you follow the map and find the buried treasure in time, you may get some valuable items for your trouble.



■ Garage

Bat maintains the buggy at the Garage in the Junk District. You can do anything related to the buggy here.



- **Go to the Wasteland** – Go out into the Wasteland in your buggy.
- **Compete in a Race** – Participate in a race that is available to you.
- **Fuel Up** – Fill up the buggy's gas tank.
- **Customize Buggy** – Can customize buggy.
- **View Buggy Manual** – View the buggy manual.
- **Test Run** – Test drive the buggy.
- **Trade BP for Prizes** – Buggy Points (BP) earned from racing can be exchanged for items.

■ Race

There are buggy races out in the Wasteland. Challenge them with your customized ride, and go for the win!

When you select “Compete in a Race”, information on available courses will be displayed. You can check out enemy info, course details, and select the race you want to compete in.



During the race, your durability will not recover automatically. Run out of durability, and you will lose.



When the race is done, you will get Buggy Points (BP). Also, winning will unlock harder races for you to challenge.

■ Customize Buggy

On the Customize Buggy, you can view the buggy’s current abilities, repair and exchange parts, and paint your buggy.



To repair new parts, corresponding junk parts are necessary. When certain Substories are cleared, you will be able to repair higher quality parts.



Certain parts may grant your buggy additional capabilities and open up areas you weren’t able to access before. If you find an obstacle blocking your way, try repairing new parts.



How to Start Manager Ken

When you talk to Hina in front of the Nightclub, you can work at the Nightclub as a manager.



■ Select Mission

Select the mission you want to challenge and start the night's business.



Store Prep

From the Mission Select Menu, you will be able to see the mission's details, the Visiting Guests' tastes and likes, and then select the girls accordingly.

Assign Floor Crew

View the girls' condition/health, and select the ones you want to send out.

■ Girl's Ability

There are 4 ranks—from highest to lowest, S>A>B>C. The higher the rank, the higher their cost to employ them for the night. Also, each girl has some personal stats: Level, Service, Health and Type. There are 4 Types: Cute, Sexy, Beauty, and Power.



Train Cast

Use items to level up the girls.

Conflict Management

Select the options when dealing with trouble.

Help

Displays how to play.

UI Screen

Business will start when a “mission” is selected. The current sales total will be calculated every so often when there are customers. Make your clients happy, increase sales, and clear the missions.



1 Skill Gauge

It will increase according to the time spent working.

2 Girls on Standby

Girls that are on standby. While on standby, their health gradually recovers.

3 Remaining Business hours

Displays the remaining business hours.

4 Current Sales

Displays the current sales.

5 Mission Goal

Displays the info for clearing the mission.

6 Girls That are Working

Displays the girl's health and their client's remaining money.

7 Girls/Client information

Displays details on selected girls or clients.

Business Tips

Here are some tips when running the Nightclub in Eden. When the club ranks up, you can start recruiting and add more girls.

Placement of girls

When the clients come, you'll have to place the girls accordingly. Each client can have up to two girls assigned to them. By placing girls that match the client's tastes, you'll boost the client's mood and increase sales.



Girl's Skills

When the skill gauge is full, you can press the **△** button to activate a girl's skill. Skills differ depending on the girl, so use the right skill when the situation calls for it.



Dealing with Trouble

If a client starts causing trouble, you must deal with them directly. If you manage to deal with it properly, you can gain a bonus. If they refuse to settle down, it's time for Hokuto Shinken.



Earnings Screen

When the business hours end, earnings, mission completion, customer amount and other statistics will be displayed. With more sales, the girls will level up and increase the abilities.



■ Kenshiro Clinic

On Respite Street, where the clinic is, you can enjoy a rhythm game in “Kenshiro Clinic” by striking hidden channeling points to help cure patients.



Press the corresponding buttons as the circles close in, timing your presses to the music. If you see “ATATA” above the button, you’ll have to mash it repeatedly.



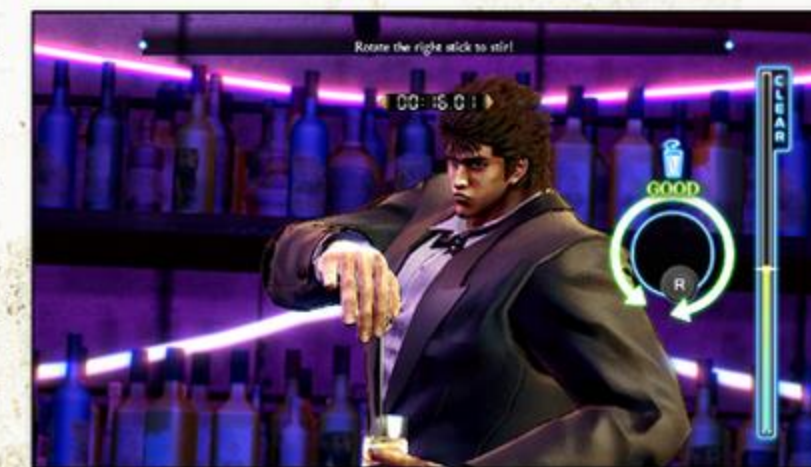
You will get rewards depending on the rank you finish with. Also, if you clear with a high rank, you’ll unlock more songs.

■ Bartender Ken

In the Junk district, there is a bar called the Rusty Nail Bar where you can bartend. Make customers happy by mixing drinks they enjoy.



The drink difficulty level and gameplay method will be displayed and will differ depending on the customer. When you get an order, follow the onscreen prompts to create the drink. If you fill the CLEAR gauge within time limit, then the drink is complete.



After succeeding, your familiarity level with the customers will go up. When you reach a certain point, you can gain rewards, and new items may appear in various shops. By increasing your skill as a bartender, your rank will go up, increasing bartending rewards and clientele.

■ Death Batting

There's an abandoned baseball field in the Wasteland. There, you can enjoy a game called Death Batting with motorcyclist thugs speeding across the field. Pick up your bat (a metal girder), wait for the thugs to charge you, and send them flying.

Pressing down on the **X** button will put you in a ready stance. Move the cursor with the left stick, and let go of the button to swing.



The farther you hit them, the higher your score, and you win the game by reaching a specified cumulative total distance over several hits. You will receive rewards based off your rank upon winning.

■ Casino

You can enjoy four types of games at the Casino. Prepare your chips, and talk to the dealers to see what games are available. Chips won can be exchanged for prizes at the reception area.



- **Roulette** – Guess which number the ball will land on.
- **Poker** – A card game where you try to build a winning hand.
- **Baccarat** – Bet on who will win between the Player and the Banker.
- **Blackjack** – Beat the dealer by having a high hand of cards below 21.

■ Colosseum

The Colosseum has have ongoing battles between vicious inmates and powerful warriors. If you're feeling confident, you can jump into the fray too.



- **Gladiator Games** – Each battle features different rules or conditions. Post-battle, you will receive points, and when you get enough, you can rank up and participate in new matches.

- **Duels** – 1 vs 1 battles. Post-battle, you will receive points and appropriate rewards. Once defeated, enemies will come back stronger, ready to be challenged again.

Points earned from the Colosseum can be exchanged for orbs and items.

■ Merchant Ken

At one corner of the bazaar, Lin helps out at a humble storefront. The store has various things in stock. Kenshiro can help find the items that customers order and deliver the goods.



Delivered goods can be sold at a high price. Also, successfully delivering the goods will make Lin happier and increase your communication level with her. To level up your communication level with Lin, deliver the goods in time, and then clear “Emergency Missions.”



When you level up your communication level, customers will begin to request items that will grant you better rewards.



■ Arcade

The Neon District Arcade is looking for retro games. If you find any old game cabinets out in the Wasteland, the Arcade proprietor can fix them up and get them working again.

Space Harrier

A fast-paced shooter with fantasy visuals and a 3D perspective.



Crane Game

An arcade classic. Control the crane with two buttons and grab the prize.



Out Run

A driving game where you can drive through Europe's finest scenery in a sports car while blasting great music.



Hokuto no Ken (Sega Mark III)

An action game where you battle your way to the goal. It features challenging boss fights, though some can be defeated by striking their hidden channeling points when their health is low.



Super Hang-On

A powered up version of the original "Hang-On" bike racing game. Challenge stages from all over the world.



- Some games can be accessed in your hideout.

Once the game is cleared, you can create a clear data file. Options for “New Game/Data Carryover” and “Endless Eden” will be added to the main menu.



- When creating a New Game+, we recommend saving it in an unused file slot. If you save over your previous file, you will lose that file from your initial playthrough.

■New Game/Data Carryover

You can restart the game with the abilities, items, and money you earned in your previous file. The story will play out the same way as before. Data from the previous game can be viewed from the in-game menu.



■Endless Eden

You can freely roam the city at your leisure. If you choose to load clear data, you keep all your items, money, and abilities. Otherwise, you will be reset back to default. Battle difficulty from your old file will also be carried over when you use clear data. If you don't use clear data, then you will need to select a difficulty.



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