

Wii™

OKAMI



CAPCOM®

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE WII™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:
 - Convulsions
 - Eye or muscle twitching
 - Altered vision
 - Loss of awareness
 - Involuntary movements
 - Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

▲ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

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thank you

We at Capcom wish to thank you for your purchase of this game and for your support!

When we set out to create this game, the vision was to infuse an epic adventure with Japanese art, culture and mythology in a truly unique and stunning way. The result was this game which brings a distinctive blend of watercolor ink style to a digital platform—old meets new.

The gameplay itself is just as unique as the artwork, putting you in the role of the great god Amaterasu on a quest to restore beauty to a land ravaged by evil. Armed with divine power and a brush, you must paint your dreams to make them a reality.

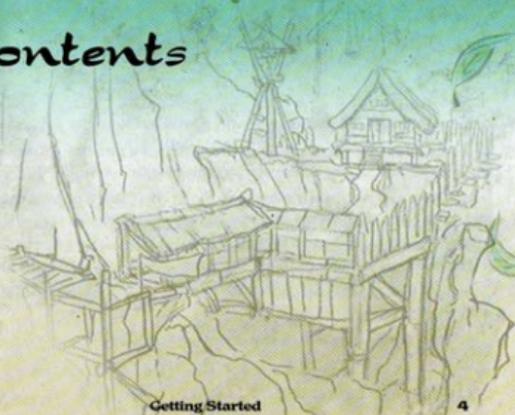
We are now proud to, through the use of the Wii Remote, put the paintbrush in your hand. Capcom wishes you many hours of exploration, adventure, beauty, and fun. From one group of videogame fans to another, thank you.

Team Capcom
teamcapcom@capcom.com

We want to hear from you! Share your thoughts about Okami and other favorite Capcom games at

CAPCOM-UNITY.COM

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A Special Message from **CAPCOM™**

Thank you for selecting Okami™ for Wii™. CAPCOM is proud to bring you this new addition to your video game library.

getting started

1. Insert the OKAMI™ Game Disc correctly into the Disc Slot on the Wii Console.
2. The Wii Console will then power on automatically, and a message will display on screen. After reading the message, press the A Button.
* The message on screen will display even if the Wii Console is switched on before the Game Disc is inserted.
3. Point to DISC DRIVE CHANNEL on the Wii Menu, and press the A Button. The Channel Screen will be displayed.
4. Point to START and press the A Button. The Wii Remote Strap Screen will be displayed.
5. When you are ready to begin play, press the A Button.

CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



using the Wii™ console

Nunchuk™ Neutral Position Reset

If you move the Control Stick out of the neutral position when the power is turned on, or when connecting to the Wii Remote, the new position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, + and - Buttons on the Wii Remote for three seconds.

Using the Wii Remote™

1. Feed the wrist strap cord through the Connector Hook.
2. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Wii Remote.
3. Place your hand through the Wii Remote wrist strap and hold the Wii Remote firmly in your hand.
4. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock – make sure it's comfortable. It should just be tight enough to hold the Wii Remote wrist strap in place.

CAUTION: Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the wrist strap cord to prevent the Nunchuk's plug from becoming separated from the External Extension Connector on the Wii remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote wrist strap and Nunchuk cord can coil around the neck.

*The Wii supports standard and widescreen. You can change the setting in System Settings.

Issun, the celestial envoy



There is a legend about a god that dates back a long, long time. The people knew this god as Ōkami.

Ōkami would fly through the fields like the wind, silently watching over the life that filled the verdant lands. The people revered Ōkami and held the god in the highest honor.

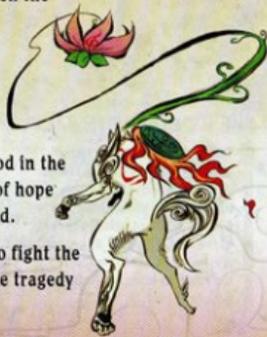
One fateful night, tragedy struck! The peace that blanketed the land under the warm protection of Ōkami was shattered.

Orochi, who had been sealed away since time long past, was resurrected. Orochi swallowed the world of the plants, animals and people — until finally he engulfed even the sun itself in total darkness.

Only Kamiki Village was spared that terrible fate by the grace of the wood sprite Sakuya who inhabited the sacred tree. Sakuya was distressed by the scale of the disaster and recalled the ancient covenant made between the land and a certain god.

She performed the revival ceremony, drawing in the spirit of the ancient god Amaterasu and breathing that life essence into the statue of Ōkami that stood in the village. So on this day, the light of hope returned to a dark, desperate land.

Amaterasu set out on a journey to fight the darkness and save all life from the tragedy that had befallen it.



characters

AMATERASU (You)

This powerful god has the power to command the Celestial Brush. A century ago, Amaterasu lost the physical body that the god had been inhabiting during a bitter struggle to seal away Orochi. With the help of the wood sprite Sakuya, Amaterasu inhabited the statue of an ancient village god and returned to the world. The heated battle against Orochi left Amaterasu without many powers held in times past, but Amaterasu will journey to recover those powers while saving the life of the land.



ISSUN

This tiny creature was taking a nap in Sakuya's shirt on his journey to master the principles of calligraphy. That journey took a detour when he decided that he liked Kamiki Village — he has resided there ever since. The villagers may consider him ill-mannered, but he is one of the top calligraphers in the land. He has taken the liberty of journeying with Amaterasu in order to further improve his artistic skills.

THE WOOD SPRITE SAKUYA

This sprite inhabits the sacred Konohana tree in Kamiki Village. With her power, she was able to protect the village from the disaster that had befallen the rest of the land. She used all her remaining power to perform the ritual to bring Amaterasu back to the world.



MR. & MRS. ORANGE

Mr. Orange is the elder of Kamiki Village, which surrounds the sacred tree. He lives with his tender loving wife Mrs. Orange. Seeing the loss of the sacred tree's lovely blossoms, he is attempting to restore the tree using the ancient flower dance, the Konohana Shuffle. Mrs. Orange provides support by spending afternoons washing piles of laundry in the river and nights preparing her extra-delicious cherry cakes.



THE GREAT WARRIOR, SUSANO

He is descended from the legendary hero Nagi and never lets anyone forget it. He is supposed to be diligently honing his sword-fighting skills every day, but most people have only ever seen him sleeping. He has feelings for the lovely Kushi, who resides in the same village.



THE SAKE BREWER, KUSHI

She runs the only bar in all Kamiki Village. She is always out in the rice paddies working hard to grow the rice she uses in her brews. Word of her brewing abilities has spread all the way to the capital and people come from all around to sample her creations. She is innocent in the ways of the world, and her charming personality shows in the way she treats Amaterasu when the god is in animal form.



controls

WII REMOTE

Swing the Wii Remote to:

- Fish
- Charged Glaive Attack (Swing Wii Remote Up and Hold to charge. swing downward when ready to attack.)
- Smash Jars and Breakable Items
- Attack/Tackle

+ CONTROL PAD

Change Camera Angle

- Look up, down, left and right.

Move Cursor

- In the Item Screen, select items to equip and use.
- During conversations with choices, select a response.

Change Map Layer

- In the Map Screen, change the displayed map layer.

A BUTTON

Jump

Double Jump / Wall Jump

- Press the **A** Button once in midair or to spring off nearby walls.

Mystic Celestial Brush

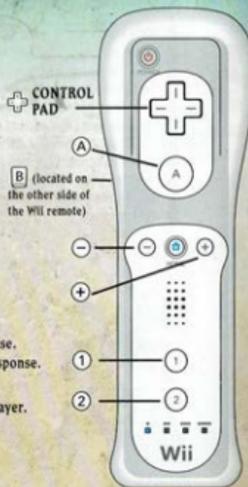
- The screen is your drawing tablet!

Celestial Brush Screen Draw a Line Change the World



1. Press and hold the **B** Button to bring up the Drawing Screen.
2. While holding the **B** Button, wave the Wii Remote to position the Celestial Brush.
3. When you are ready to draw, press and hold the **A** Button and wave the Wii Remote. After entering the Celestial Brush screen, the lines thicken according to how close or far the Wii Remote is from the screen. Release the **A** Button to finish drawing.
4. To apply your drawing to the real world, release the **B** Button.

- There may be some hidden drawing effects, so experiment and see what happens.



+ BUTTON

Fan Menu

- Open the Fan Menu and select one of the following options:

- Item Symbol** Select items to equip or use.
- Amaterasu Symbol** Enhance Divine Attributes.
- Brush Symbol** Look up brush strokes for the Celestial Brush.
- Scroll Symbol** Review collected information.
- Map Symbol** Examine the map of the region.

- BUTTON

Options Menu

- Open the Options Menu and select a game option to change its setting.

1 BUTTON

Map Display

2 BUTTON

Change Perspective

- Press the **2** Button once to pull the camera back. Press the **2** Button again to return to the standard point of view.
- Hold down the **2** Button to change to a first-person perspective. Release the button to return to the standard point of view.

NUNCHUK

Fleetfoot (Amaterasu must learn this move at the Dojo.)

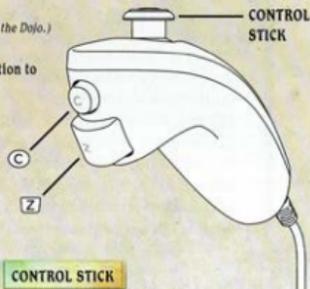
- Amaterasu side-steps to avoid attacks.
- Swing the Nunchuk in the desired direction to change the direction of the side-step.

Z BUTTON

- Talk
- Investigate
- Bark (when not talking or investigating.)
- Draw a Straight Line.
-Press and hold the **Z** Button and move the Wii Remote.
- Use sub-weapon
- Save Game at an Origin Mirror.

C BUTTON

- Dig
- Press the **C** Button to perform the **Golden Fury Attack**. (Amaterasu must learn this move at the Dojo.)
- Press and hold the **C** Button to perform the **Brown Rage Attack**. (Amaterasu must learn this move at the Dojo.)



CONTROL STICK

Movement

- Holding down the Control Stick with increasing pressure makes Amaterasu move from a walking speed to a running speed in a series of three steps.



The same actions can occur during a tackle.

starting and ending the adventure

STARTING A NEW ADVENTURE

You are Amaterasu, the hero of this story, about to embark on a long, perilous journey. Press the **+** Button to select **Begin Story** from the Title screen. Use the **+** Control Pad or Control Stick to highlight an option on the Main Menu and press the **A** Button.

New Game Begin a brand new adventure.

Continue Continue your adventure from one of your save data files.

Options Change various game options (see below).



CHANGING GAME OPTIONS

Select **Options** from the Main Menu. Move the **+** Control Pad or Control Stick **↑/↓** to select an option, **←/→** to change the option. Press the **-** Button or choose **Exit Options** to save the changes and return to the game with the new settings. To undo all of the changes, select **Default** and press the **-** Button.

Camera Control Invert the horizontal/vertical camera controls.

BGM Volume Adjust the volume of the game's background music.

SE Volume Adjust the volume of the game's sound effects.

Video Output Change the TV type (standard TV/LCD TV).

Default Return all Options settings to their original states.

Exit Options Close the Options Menu and return to the game.

Return to Title End the game and return to the Title screen.

ENDING THE ADVENTURE

Use the **Origin Mirror** to **Record Your Adventures**. You can save the details of your adventure by pressing the **Z** Button at an Origin Mirror.

If you do not record your progress before terminating the adventure (by turning off the power, etc.) then your progress will be lost and you will have to begin the adventure again the next time from a previous save file.



When you investigate near the Origin Mirror, a list of locations (save files) will be displayed. Select a location to save the game to that location. If you select a location that already has game save data, you must choose whether or not (**Yes/No**) to overwrite the data. When you overwrite previous data, it will be deleted and will no longer be available. Be careful when saving over previous data.

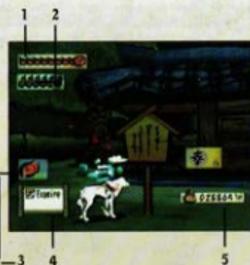
game screens

IN-GAME SCREEN

1 Health Gauge

Displays how much health

Amaterasu has left. As Amaterasu takes damage, the solar energy symbols begin to disappear. When they are all gone, the game is over. Amaterasu can recover solar power by breaking items and defeating enemies to receive spirit globes (small/medium/large).



2 Celestial Brush Gauge

Shows the number of times you can use the Celestial Brush.

3 Astral Pouch

As Amaterasu eats food, it fills the Astral Pouch. If the Astral Pouch is full when Amaterasu runs out of health, it restores the Health Gauge to the maximum. You can obtain additional Astral Pouches by fulfilling certain conditions.

4 Control Window

Actions that Amaterasu can perform are represented in the Control Window as buttons with short descriptions of the actions.

5 Purse

The amount of Yen (the game's currency) Amaterasu has.

See the World Around You!

Look around the world by pressing the **2** Button to change the point of view. If you are lost, a change of perspective can sometimes make the way clear.



Press the **2** Button once.

Hold the **2** Button.

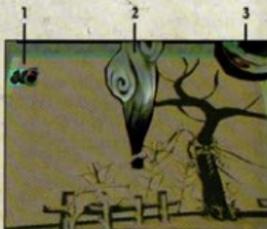
CELESTIAL BRUSH SCREEN

Once you fulfill a certain requirement in the game, you can press the **B** Button to employ the power of the Celestial Brush. The screen will change to the Celestial Brush screen.

- Wave the Wii Remote to move the brush across the screen.
- Hold the **A** Button while waving the Wii Remote to move the brush and draw on the screen.
- Release the **B** Button and, depending on the drawing, a change to the world may occur.
- After entering the Celestial Brush screen, the lines thicken according to how close or far the Wii Remote is from the screen.

1 Celestial Brush Gauge

Displays the number of times the Celestial Brush can be used. An ink pot disappears every time a change is brought about in the world from drawing. Some changes to the world use several ink pots. If all the ink pots are empty, Amaterasu will not be able to activate the Celestial Brush power until they refill. The ink pots refill gradually over time.



2 Brush

Press the brush down (**A** Button) and wave the Wii Remote to draw on the screen with the brush.

3 Ink Supply

After you press the brush down, the amount of ink that can be used is displayed. While you draw, the ink supply runs down. If it runs out, the Celestial Brush screen closes and play returns to the in-game screen.

Express Yourself with the Brush!

Use your creativity to bring your ideas, thoughts and feelings to life! Who knows what might happen?

While holding down the **B** Button ...



... press the **A** Button while waving the Wii Remote to draw.

Release the **B** Button and ...



... change the world!

game missions

An evil, powerful monster has covered the land in darkness. The life that used to fill the land withers away with every passing moment. You are Amaterasu. The source of your divine power, the faith of the people, remains unavailable to you as long as everything stays sealed away in the darkness. In order to bring the believers back from the darkness, you must restore the nature around you using Great Divine Intervention.

BRING LIFE BACK TO NATURE WITH GREAT DIVINE INTERVENTION!

The Guardian Saplings from which all of nature's life essence flows are found throughout the land. Restore the vigor of life to the Guardian Saplings and perform the Great Divine Intervention ritual. It just might be the key to opening a new path in your journey.



The Guardian Sapling has withered away...



Bring it back to life through your great divine Intervention!

INTERACT WITH PEOPLE AND ANIMALS TO RESTORE THEIR LOST FAITH!

The evil monster that covered the land in darkness will require every ounce of your power to defeat. Amaterasu will need to recover long lost powers if the god is to stand a chance. Amaterasu must wander the land and restore the faith of the plants, animals and people. In that way, their faith in the god can build and Amaterasu can recover the lost powers. Help troubled people, hungry animals and dried up plants to restore their faith.

- **Save the troubled people!**
Use the Celestial Brush to help Mrs. Orange dry her laundry by restoring her laundry pole!
- **Restore greenery to the dried-out land!**
Use the Celestial Brush to transform the barren wasteland back into a lush, revitalized field!
- **Feed the hungry animals!**
The famished animals have trouble finding food in these hard times. Share some of what you find on your journey and the grateful animals will return the favor!



USE PRAISE ORBS TO RECOVER YOUR LOST POWERS!

The joy of the rescued people is transformed into praise orbs that can be absorbed and stored. With enough of them stored up, you can enhance Amaterasu's divinity and lost powers...

- ... when you need just that little extra bit of health.
- ... when you would like to use the Celestial Brush a little better.
- ... when you want to come back to life just one more time.
- ... when you need to have a little more money in your purse to buy something expensive.



Absorb the praise orbs ...



Strengthen Amaterasu's powers!

DEFEAT MONSTERS AND RESTORE PEACE TO THE LAND!

When you feel that you have enough divine power, make your way through the dungeon that the monsters are making their home in and free the trapped souls from within. The freed people are likely to know what needs to be done next.

AWAITING AMATERASU AT THE END OF THE JOURNEY!

A surprising truth is waiting to be uncovered. You must regain all your lost powers, make your way to the final location in your journey and confirm with your own eyes what truth is revealed.



actions while moving

The following actions and commands are always available for Amaterasu to use while adventuring. Master them to complete the journey.

STANDARD ACTIONS

Z BUTTON

TALK / INVESTIGATE / BARK

- Listen to what the person in front of you has to say or find out more about the object in front of you.



SWING THE WII REMOTE

TACKLE

- Use a well-placed tackle to open treasure chests or break certain objects to find secrets.



C BUTTON

DIG / BITE

- Dig objects up from under the ground or clamp onto an object with your jaws to carry it.



A BUTTON

JUMP

- If there is a footing to land on, you can jump up to a higher location. Jump once in midair to perform a Double Jump, or off of nearby walls to reach high ground.



mystical celestial brush powers

The Celestial Brush is capable of many things. Here are just a few of them.

REJUVENATION

The power to restore broken objects to their former splendor.

- It is possible to fill in the gaps on broken objects to return them to their original condition.
- Example: By rejuvenating the watermill, you can make it start working again.



POWER SLASH

The power to slice through objects.

- Draw a straight line across an object to cut it in two.
- Example: Cut down trees and slice through rocks. (Some objects cannot be cut at first, but can be cut down later after certain conditions are fulfilled.)

GREENSPROUT-BLOOM

The power to bring life back to wilted trees.

- Draw a circle around the branches of a dried-up tree to make beautiful flowers bloom on it.



A wilted tree ...



... comes alive with flowers!

GREENSPROUT-WATER LILY

The power to make a lily appear in the water.

- Draw a circle on the water's surface to make a water lily sprout up. Amaterasu may be able to ride the lily, so it's useful for crossing over the water to dry land.



Draw a circle on the water ...

A lily appears ...



... Amaterasu can ride it!



Draw a line from a Konohana Blossom to Amaterasu ...

GREENSPROUT-VINE

The power to stretch out a vine to grab onto a surface.

- Draw a line leading to the mysterious flower known as the Konohana Blossom to cause a vine to appear and latch onto it. The vine will pull Amaterasu to the location of the Konohana Blossom, giving Amaterasu access to places not reachable by jumping.

The vine pulls you up ...



... Ride on the floating Konohana Blossom!

CHERRY BOMB

The power to materialize a bomb out of nowhere.

- Draw a circle with a vertical line somewhere crossing near the top to make a bomb appear. Place it near cracked walls or weakened structures to open up new paths.



Draw a cherry bomb next to a wall with a crack ...

The fuse is lit!



And the wall is gone!

WATERSPOUT

The power to control and move water.

- Draw a line from the water to the place you want it to go to make it flow in that direction.
- Using this power, you can restore dried-up springs.



Draw a line from the water to the destination ...

The water flows to the destination ...



... and the bucket is filled!



The power to ride a waterspout.

- Draw a vertical line from a location where water flows (known as a power spring) to create a spout of water that can carry Amaterasu up to a level inaccessible by jumping alone.

Draw a line from the power spring to the top of the screen ...

A rising column of water appears.



Ride the waterspout!



Many other Celestial Brush powers are available as well! Exactly what kind of powers? You will just have to journey and find out.



battle

On your Journey, you will meet many monsters that you will be forced to battle. Touching the Demon Scroll causes space to warp around you and a battle to begin.



ACTIONS AVAILABLE DURING BATTLE

SWING THE WII REMOTE

ATTACK WITH YOUR MAIN WEAPON

- The attack action performed varies depending on your weapon (Divine Instrument).

Fight using a main weapon (mirror)?



[Z] BUTTON

PERFORM A SPECIAL ATTACK WITH YOUR SUB WEAPON

- This attack can only be performed later in the game.

Fight using the sub weapon (beads)?



SWING THE NUNCHUK

FLEETFOOT

- You must learn this move in the Dojo before you can use it.

Dodge attacks with Fleetfoot!



[B] BUTTON + [A] BUTTON

CELESTIAL BRUSH

- All techniques learned can be used.
- Each monster has certain brush techniques that they are weak against. Try a few different techniques to see what works.

Use the Celestial Brush in battle!



LEAVING BATTLE

During battle, the monsters will warp space and create a barrier around Amaterasu to prevent escape. Their magic is not perfect and sometimes a crack will appear. Attack the flaw in the barrier to create a hole for escaping combat.

- Sometimes the barrier around Amaterasu will not have a crack in it. In these cases, escape is not possible.



Attack the flaw!



The barrier breaks!

HEALTH GAUGE RUNNING OUT

Every time a monster hits Amaterasu, the Health Gauge drops. When the Health Gauge runs completely out, the game is over.

CONTINUE AND LOAD

When the game is over, the following options will appear. Press the Control Pad to select a choice and press the **A** Button to confirm it.

Continue Restart the adventure from a continue point (Golden Gate).

Load Restart the adventure from the most recent save location.

Return to Title Screen End the adventure and return to the game Title Screen.



LEARN NEW SKILLS AT THE DOJO

Training under the Grand Master at the Dojo will aid you in your journey. Here are some of the skills that can be learned.

A BUTTON WHILE JUMPING

HOLY EAGLE

- Learn to jump in the air and kick off against it for a double-jump.

SWING THE NUNCHUK

FLEETFOOT

- Learn to quickly side-step to avoid a monster's attack.

C BUTTON

DIGGING CHAMP

- Learn to dig through rock surfaces — even those that were previously immovable.

Original Sensei,
Koraike Style Dojo
Grand Master



fan menu: item screen

Press the **+** Button to open the Fan Menu. From the Fan Menu, you can check Amaterasu's status, use items and enhance powers.

ABOUT THE ITEM SCREEN

1 Amaterasu Symbol

Switch to the Divine Attributes screen.

2 Brush Symbol

Switch to the Celestial Brush screen and look up brush strokes.

3 Scroll Symbol

Switch to the Archives screen.

4 Map Symbol

Switch to the Map screen.

5 Tool Command

Select and use Items found during Amaterasu's journey.

6 Equipment Command

Select Divine Instruments and Holy Artifacts to equip.

Divine Instruments Tools used as weapons to fight enemies.

Holy Artifacts Equipped items used to enhance Amaterasu's powers.

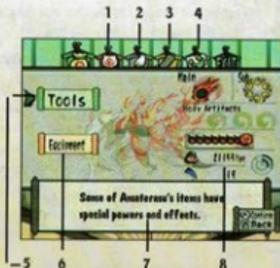
7 Explanation Window

Information about the currently selected equipment or item appears in this window.

8 Status Menu

See the currently equipped Divine Instruments

(weapons) and Holy Artifacts (power enhancing accessories) as well as check Amaterasu's Health Gauge and purse.



Tool Selection



Equipment Selection

EQUIPPING WEAPONS AND ACCESSORIES / USING ITEMS

EQUIPPING DIVINE INSTRUMENTS

Amaterasu can equip both a main weapon and a sub weapon. Amaterasu's attacks vary depending on the weapons equipped. Enemies are much easier to defeat once their vulnerabilities are determined and the best weapons for the fight are prepared.

- Select a Divine Instrument from the list and press the **(A)** Button.
- Select the Equipment command to bring up a list of weapons that can be equipped. Choose the weapon and decide which slot to equip it to (Main or Sub) and the weapon will be equipped.
- Unequipped Divine Instruments have no effect on Amaterasu's powers.

DIVINE INSTRUMENTS (attack power increases from top to bottom of the list)
Divine Instruments are used as weapons against the enemy. Divine Instruments differ not only by how much damage they do, but also by the powers they grant Amaterasu. Here are some Divine Instruments.

REFLECTORS



Divine Retribution This is the first mirror Amaterasu has equipped.



Snarling Beast This reflector once adorned the Tsuta Ruins.



Infinity Judge This is rumored to be the prized possession of a certain merchant.

ROSARIES



Devout Beads These rosary beads are thought to lie hidden in a treasure chest somewhere.



Life Beads These are rumored to be lying within the "Gale Shrine."



Exorcism Beads This finely crafted rosary is said to have been whisked away by a treasure hunter.

GLAIVES



Tsumugari This legendary sword was said to have been used a century ago in a battle against a powerful monster.



Seven Strike This valuable sword is kept in the capital to ward off evil.



Blade of Kusanagi This sword is said to be imbued with the power to banish evil. Its current whereabouts are unknown.

EQUIPPING HOLY ARTIFACTS

Up to three Holy Artifacts can be equipped at one time, granting Amaterasu new powers. Some of these new powers may open the way for Amaterasu to continue the Journey.

- Select a Holy Artifact from the list and press the **(A)** Button.
- Select the Equipment command to bring up a list of accessories that can be equipped. Choose the accessory and you will be asked for confirmation. Decide which of the three slots to equip it to and it will be equipped there.
- Unequipped Holy Artifacts have no effect on Amaterasu's power.

HOLY ARTIFACTS

Accessories like tablets and bells that possess properties giving Amaterasu new powers are called Holy Artifacts. These will greatly aid Amaterasu on the Journey. Here are some Holy Artifacts.

FIRE TABLET



This ancient tablet was etched with the power to protect from fire. It allows the holder to swim through molten lava. It does not have enough power to protect the holder in volcanic regions though since there is a time limit to how long it remains effective.

PEACE BELL



A bell with the power to drive away evil. When this is equipped, it is possible to escape from pursuing Demon Scrolls.

GOLDEN INK POT



This ink pot is cast from brilliantly shining gold. The Celestial Brush gauge recovers faster when this is equipped.



USING TOOLS

- Select a Tool from the list and press the **A** Button to use it.
- After you select a Tool from the list, a message asking for confirmation appears. Once you confirm your selection, the Tool is used.

TOOLS

These objects all possess some special power that can help Amaterasu on the journey. The majority of these objects can only be used once. Here are some Tools.

HOLY BONE M

This bone is filled with nutritious health energy. It restores 10 units of Solar Energy when used.



FEEDBAG

Different treats for the animals are kept inside. This bag can be used to feed hungry animals encountered on the journey. There are seed, herb, meat and fish feedbags.



STEEL FIST SAKI

This mysterious brew gives the drinker a limited time boost to attack power.



GOLD DUST

This strange golden dust can increase the power of Divine Instruments. It can only be used once on each Divine Instrument. If used twice, its power would become too great and break the weapon.



fan menu: divine attributes screen

ENHANCING DIVINE ATTRIBUTES

By performing miracles that fulfill the desires of nature, people and animals, Amaterasu can receive the power of faith represented by Praise Orbs. With enough of these stored up, Amaterasu's Divine Attributes can be enhanced. You can parcel out the praise orbs among the different Divine Attributes in the Divine Attributes screen. Whether or not you evenly distribute the praise orbs among the Divine Attributes is your choice.



An animal has been fed!



A person has been saved!



A tree has been revived!



Praise orbs are awarded!



Use your collected praise orbs to enhance Divine Attributes!

HOW TO ENHANCE DIVINE ATTRIBUTES

All Divine Attributes are enhanced in the same way. The following explanation uses enhancing the Health Gauge as an example.

- Use the  Control Pad to select the Divine Attribute to enhance, then hold down the .
- To enhance the Health Gauge, first switch to the Solar Energy symbol by pressing the  Control Pad  / . When the Solar Energy symbol is highlighted, hold down the .
- As soon as the number of Praise Orbs used reaches the number required for enhancement, an extra Solar Energy unit will appear.

ENHANCE HEALTH

- Increase the Solar Energy Health Gauge maximum.
- Amaterasu starts out with three units of Solar Energy. By investing enough praise orbs, Amaterasu will gain an extra unit of Solar Energy each time.
- The health gauge can increase by up to 12 Solar Energy units (15 total).

ENHANCE INK POTS

- Increase the number of Ink pots Amaterasu can use.
- Amaterasu starts out with three Ink pots. By investing enough praise orbs, Amaterasu will gain an extra Ink pot each time.
- Ink pots can increase by up to 7 pots (10 total).

ENHANCE ASTRAL POUCHES

- Increase the number of astral pouches to store more food. Gain a second chance to succeed!
- Amaterasu starts out with one Astral Pouch. By investing enough Praise Orbs, Amaterasu will gain an extra Astral Pouch each time.
- Astral Pouches can increase by up to 3 pouches (4 total).

ENHANCE THE PURSE

- Increase the size of the purse to hold more money.
- Amaterasu's purse can only hold 5 digits worth of money. By investing enough praise orbs, you can increase the capacity of Amaterasu's purse to hold 10 times as much.
- The Purse can be increased to hold an extra 3 digits worth of money (99,999,999 total).

fan menu: map and archives screens

USE THE MAP AND THE ARCHIVE!

Information about locations and monsters met on Amaterasu's Journey is all recorded. This information can be checked at any time by using the Map and Archive screens. If you are ever wondering what the next step is, check both of these screens and you might find just the hint you needed to continue.

VIEWING THE MAP SCREEN

You can check the details on Amaterasu's current location and surrounding geography. There are two types of Map screens. When Amaterasu is above ground, you can switch between a detailed map, an area map and a country map. When you're inside of a dungeon (such as an enemy base), the map of the dungeon appears and you can switch between floors.

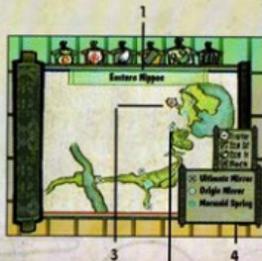


Select the Scroll symbol to go to the Archive screen.

Select the Map symbol to go to the Map screen.

AREA MAP

- 1 Location Name
Name of map location.
- 2 Destination
A destination location, when one is known.
- 3 Amaterasu's Position
Amaterasu's current location.
- 4 Map Legend
Explanation of map symbols.



DUNGEON MAP

Inside a dungeon, only rooms that you have already visited are displayed on the map. However, if Amaterasu comes across a scroll with a map written on it, the whole map may be displayed.

1 Dungeon Name

Name of current dungeon being explored.

2 Dungeon Floor

The cursor starts out on the floor Amaterasu is currently on. Move the cursor to change the floor being displayed.

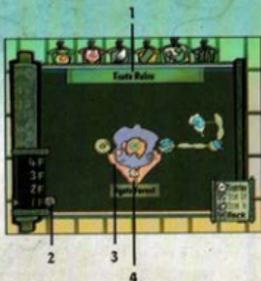
3 Room Colors

Red The room Amaterasu is currently in.
White Previously entered rooms.
Outlined Rooms that have not yet been entered (displayed only if you've found a scroll with a map on it).

4 Amaterasu's Position

Amaterasu's current location in the dungeon.

- Press the  Control Pad  to change the displayed floor.



VIEWING THE ARCHIVE SCREEN

You can access lots of different, important information from this screen. Select a category of information to view and press the  Button.

Log Book

Journal important details from conversations with people are recorded here.

Fortunes The results of Madame Fawn's fortune tellings are written down here.

Wanted List Monsters that need to be defeated to fulfill requests are listed here.

Travel Guide

Information about how to draw with the Celestial Brush and other useful information for Amaterasu's journey are contained within.

Bestiary

Information about monsters already encountered and their weak spots is collected here. (If an enemy is too tough and requires you to "Continue" the game, check here for hints on fighting it.)

Move List

Knowledge of how to execute moves you've learned at the Dojo is listed within.

Animal Tome

Animals you have fed in the past are recorded in here.

Fish Tome

Once fishing is possible, any fish you catch are recorded in here.

Treasure Tome

Any rare treasures you obtain are recorded in here.

Stray Beads

A list of the stray beads you've collected from around the world. Try to collect 100...



advice for the journey



Madame Fawn



Merchant



Onigiri Sensei,
Kozuka Style Dojo
Grand Master

ALL JOURNEYS BEGIN WITH A PATH

The land is quite large and you can wander across it. However, it is very easy to get lost, so stick to the roads in the beginning to keep your bearings. Roads always lead to some destination, so you will progress just fine in the beginning if you stick to them. Also, sometimes it is helpful to climb to a high vantage point and look out over the land to see where you want to go. In addition, if you see a village or a house, there is bound to be something interesting awaiting inside to whet your appetite for adventure!

IMPORTANT PLACES

MADAME FAWN'S HOUSE

By paying a little money, you can have your fortune told and find out where to go on the journey. Madame Fawn's House is a good place to go if you are ever stuck wondering what to do next.

MERCHANT'S

You can buy Tools to help you on your journey here. If there is ever a particularly difficult part of the journey, you can stock up on Tools to help you overcome the obstacle.

DOJO

By training at the Dojo, you can learn new techniques from the Grand Master that can help you defeat monsters and gain new powers to cross previously impassable areas.

THE MERCHANT GATHERING DEMON FANGS

There is a person who is looking to collect the Demon Fangs you find on your journey. If you take Demon Fangs to him, he will be so happy that he is bound to give you a reward based on the number of fangs you give him. You should collect as many Demon Fangs as possible for the time when you run into this collector.



DIVINE SPRINGS

There are mysterious holes within which lies who knows what.

From these holes the water of Divine Springs bubbles up. When people draw near one of these Divine Springs, they always feel a need to toss money inside. Whatever amount of money you decide to put in is lost forever in the depths, but at some point in the future something good just might happen.

USE THE MAP

Many different details are written on the map.

- Location Name
- Save Points (Origin Mirrors) & Warp Points
- Items for use in a certain location
- Other areas connected to the current location

AS DIFFERENT AS NIGHT AND DAY

Time passes as you adventure around. The tasks that people carry out change with the time of day, so if you stop by the same location later, who knows what you might discover.



KEEP PEOPLE TALKING

If you are ever having trouble solving a problem on your journey, try talking to the different people you come across. One of them may hold the key. People are not always forthcoming with all of the information, and sometimes it takes a couple of conversations to draw the information you need out of someone. After talking enough, it may provide you with just the clue you needed to continue your adventure.

- When people have more to say, a special mark appears above their head. If you are ever having trouble solving something, try talking to people with these marks.

WHICH POWERS TO ENHANCE...

Increasing the health gauge avoids running out of health too quickly, increasing the Celestial Brush gauge lets you draw more, adding Astral Pouches gives you extra lives to work with and increasing the purse size lets you hold more money. With so many powers to choose from and the freedom to invest Praise Orbs in any ability, it might not be clear at first which power is better to enhance. For times when the decision is not as clear, you can never go wrong with taking a balanced approach to enhancing the different powers.

VISIT ORIGIN MIRRORS OFTEN!

Whenever you are ready to embark towards a new destination or when arriving in a new town, it is a good idea to find the Origin Mirror and save the game progress. As long as you do so, you can adventure into the new area without worry.

PAY ATTENTION TO ISSUN'S MOVEMENTS

Issun is wise in the ways of the world and can often present good advice for you on your Journey. He is normally enveloped in green light, but when he spots something interesting, he changes to a yellow glow. If Issun ever changes color to yellow, it is always wise to approach him and talk to find out what he has discovered.

USE THE CELESTIAL BRUSH WHEN THE COLOR RUNS OUT OF AN ENEMY!

When attacking enemies, sometimes they will lose all of their color. This means they are momentarily defenseless against the power of the Celestial Brush. If you use the Celestial Brush on them at times like this, you will deal more damage than normal. You should take advantage of every opportunity when the enemy loses their color.



CHECK THE ARCHIVE!

Within the Archive Screen, there is a Log Book with a Journal containing important information gleaned from talking to people during the Journey. If you are ever stuck at some point, check the Journal to see if there is an important clue about what to do next. In addition to the Journal, the Bestiary contains information on any enemies encountered. If you "Continue" after being defeated, the information on the enemy is still present in the Bestiary. Information pertaining to their weak spots will be highlighted in red, so check the Bestiary if you are having trouble defeating a monster.

KEEP THE ASTRAL POUCH FULL TO AVOID A GAME OVER!

If Amaterasu takes so much damage that the health gauge drops to zero, it will be game over. The only way to avoid instant game over is if Amaterasu's Astral Pouch is filled with food in which case all of the energy inside is converted into health, giving Amaterasu an extra chance. When you are about to set off for new territory, keep the Astral Pouch full just in case there is trouble.

ADVICE FOR BEATING TOUGH MONSTERS

When you just cannot seem to defeat a particular monster, one option is to buy an Exorcism Slip at a store. These slips do not come cheap, but they pack a punch and deliver a set amount of damage to an enemy making them a valuable Tool to have at your disposal. If your weapon's attack power does not seem strong enough, one option is to use Gold Dust. This powerful Tool will increase the attack power of a Divine Instrument one time. This Tool is perfect for occasions when you do not yet have access to a more powerful Divine Instrument but still need a boost in attack power.

LEARN NEW SKILLS AND CELESTIAL BRUSH TECHNIQUES

You can revisit previously impassable locations after learning new skills and Celestial Brush techniques. Many locations will be impossible to pass through the first time you see them because you do not yet have the proper skill or Celestial Brush technique to clear the obstacle. There is bound to be something important that could aid you on your Journey if you go back to these locations and use your newfound knowledge.

mythology

AMATERASU

Amaterasu (alternately called Amaterasu Omikami) is a central figure in the native Japanese religion known as Shinto. Though deliberately written to be a genderless character in the game, Amaterasu is portrayed as a woman in the context of Shinto mythology.

She finds her origin as the sun goddess in a story concerning Izanagi (shortened to "Nagi" in the game) when he washes his face after having returned from the underworld on a quest to visit his recently deceased beloved, Izanami (shortened to "Nami" in the game).

According to this legend, the act of washing himself in a purification ritual gave birth to numerous deities, with Amaterasu being born from his left eye, Tsukuyomi (portrayed as Nagi's sacred sword in the game) from his right, and Susanoo (a storm-based deity) from his nose.

In her role as sun goddess, Amaterasu is associated with warmth and light and is said to have a strong link with the Japanese Imperial family of old.

FAIRY TALES & TRADITIONAL STORIES

The game draws much of its imagery and characterizations from established Japanese legends and stories. A wealth of further information on these tales can be accessed via the internet or at your local library or bookstore. Here, we attempt to compile a list of some of these legends referenced within the game.

URASHIMA TARO

This colorful character who appears in the North Ryoshima Coast is from a story that is often called the Japanese version of Rip Van Winkle thanks to its "man out of time" theme.

KACUYA

The "Moonlight Beauty" and her relationship to the kindly Bamboo Cutter as portrayed in the game is very close to her fairy tale origins.

THE HAKKENSHI AND THE SATOMI HOUSE

This tale is woven over the course of 106 volumes, making it the longest novel in the pantheon of classical Japanese literature. In the novel, the Hakkenshi (Catlike Warriors) are the human incarnations of eight spiritual sons born to Princess Fuse of the Satomi House. They are associated with dogs due to the fact that their spiritual father is said to be a dog spirit. As portrayed in the game, they are the embodiment of the eight virtues of Confucianism.

SHITAKIRI SUZUME

This rather frightening tale tells of a horrible old woman who cut the tongue from the mouth of a singing sparrow.

ISSUN BOUSHI

This tale concerns a tiny adventurer whose name should sound familiar. Also appearing in this tale is the size-altering "Lucky Mallet" that shows up in the game.

OF RABBITS, MOONS, AND RICE PASTE

Some of the imagery portrayed in the game, while being very familiar to the Japanese audience, may be rather confusing to Western audiences with a differing cultural background.

Perhaps the most striking of these may be the scene in which the god Yomigami makes its auspicious debut. While Americans have a tendency to see a human face on the surface of the moon, the Japanese see the distinct image of a rabbit. What's more, this rabbit is not merely standing still. It is pounding rice into the delectable paste known as "mochi." The mochi pounding process generally involves two people — one to pound the mass of rice into a paste with a wooden mallet, and the other to turn and knead the lump in between strikes. This helps to explain Amaterasu's paw gestures in this scene.



glossary

OROCHI HEADS

火

fire

土

earth

水

water



光

light

闇

darkness

風

wind



雷

lightning

毒

poison



IN-GAME KANJI

無駄

useless

幸

happiness

愛

love



天

heaven

悪

evil

鬼

ogre



憎

hatred

呪

curse

厄

misfortune



怒

anger

病

illness

死

death



怪

horror

魔

demon

妖

specter

暗

darkness

BRUSH TECHNIQUES

迅 結 紅
fast bind crimson



咲 潤 華
bloom hydrate flashy



斬 靜 照
slice stillness shine



宵
evening



THE GODS

蔦 蓮 斷
vine lotus cut



蘇 幽 弓
revive seclusion bow



燃 輝 壁
burn sparkle wall



擊 凍 濡
strike freeze wet



Coming Soon!



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Virtua's Lair



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