

NEED SAMURAI[®]



COVERS XBOX 360[®] AND
PLAYSTATION[®] 3 COMPUTER
ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE
ESRB MATURE 17+
M

Written by Tim Bogenn



AFRO SAMURAI™

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CHARACTERS

AFRO SAMURAI

Afro speaks in stoic, cool one-liners—gruff, slow, and deliberate. He's a man of a few words, who prefers to let his sword do the talking. His words are cut-and-dry. His voice is emotionless. Some of his statements might carry irony, but they are never funny or comical. A slight grunt from Afro can communicate subtle emotions.

As a child, Afro clearly idolizes his Father; he is the center of Afro's universe, and his death leaves the boy ruined. He was confident and intelligent before his father's death. As a teenager, Afro is serious-minded, quiet and focused, but not beyond enjoying a joke with his friends. As a student at the sword school, Afro does not care to measure himself against the other pupils. This causes some resentment; the students feeling Afro is arrogant.

There is a sense that Afro is not truly living, his mind caught in the past and his Father's death, or looking forward to the future when he might finally find the Number One. As such, Afro never truly appreciates or enjoys the friends and the life he has.



A character with a large afro, wearing a white shirt and dark pants, holding a long sword. The background is white with red splatters.

AFRO'S FATHER

The former Number One, Afro's Father is a model for the man Afro would have become if Justice had not intervened. It is through this comparison that we can begin to understand how damaged Afro truly is. Afro's Father is strong, self-assured, a great swordsman and obviously loving, demonstrating great tenderness towards his son in a few simple words.

A character with a large afro, wearing a dark suit and a wide-brimmed hat, holding a long sword. The background is white with red splatters.

JUSTICE

The "man" who killed Afro's father and the new Number One, Justice is monstrous and strangely charismatic. His words are well chosen and full of insinuation. He speaks deliberately, his tone smooth, cool, rhythmic—almost hypnotic. His words come easily and have a beguiling quality that would make even the most self-assured question their convictions. Consequently, his bizarre arguments appear almost rational.

A character with a large afro, wearing a blue suit and sunglasses, holding a long sword. The background is white with red splatters.

NINJA NINJA

Ninja Ninja is Afro Samurai's herald, his hype-man, and a real antagonizing instigator. Ninja Ninja is, in fact, Afro's alter-ego. The emotions that Afro has abandoned give Ninja Ninja form and a kind of life. Emotionally he is far more complete and sophisticated than Afro. Ninja Ninja is thoroughly contradictory in nature. He is the archetypal fool, encouraging drama and taking no responsibility for anything. He may be mocking and condescending, occasionally threatening. His emotions flip in an instant.

MOVES LIST

Afro earns new moves (skills) as you progress through the game, level up, and collect Mementos. The greater precision in your attacks, the quicker you level up and earn more skills. The more skills you have in your repertoire, the easier it is to defeat the enemy.

LEVELING UP

As you eliminate enemies, you earn experience. After receiving certain amounts, you gain a level. Leveling up eventually unlocks new skills. To receive an experience bonus, slice across the head or between the eyes of the enemy. Afro's pendant sparkles red when experience is received.

FOCUS

You gain Focus by performing combos. This is indicated when the pendant tied to Afro's sword sparkles white. Engaging Focus sends you into a slow motion, more focused reality where Afro is extremely destructive and precise. Focus attacks are more powerful than the normal variety, and some moves are only available when Focus is activated. Focus is earned by landing combinations on the enemy and by picking up Otsuru's Bears, as well as deflecting attacks with good timing. Focus recharges over time if it's completely empty.

OVER FOCUS

Over Focus is a higher state of consciousness than Focus. You do not need to charge attacks to dismember and decapitate enemies. Light and Heavy attacks (simple slices) immediately kill the enemy. To earn Over Focus, you must have a fully charged Focus pendant. The pendant shines brightly when Over Focus is ready. Keep an eye on it!

Over Focus allows you to automatically dash to the next closest enemy by simply pressing an attack button while the enemy is within range. This is great to use when facing several enemies at once because you can slice through them in seconds. Use combos and Perfect Slices to build up your Focus points.

SKILLS

Skills become available through story progression, experience (leveling up), and collecting Mementos. All other skills are unlocked from the beginning of the game.

The moves are grouped into unique categories. "A Little Bit of Other Stuff" involves kick-type attacks, "Chaotic Brutality" moves are Heavy Attack-type combos, "Frenzied Awesomeness" features Light Attack-type combos, and "Father's Legacy" are special attacks earned by collecting five Mementos in a level.

PERFECT SLICES

Horizontal and Vertical Perfect Slices can produce instant kills if performed properly. Hold the button when performing the attack to swing the sword out wide. A white spark travels down the length of the sword; when it reaches the end, release the button. Afro swings the sword and kills the enemy. Successfully using Perfect Slices provides an experience bonus if you slice across the head or between the eyes. Perfect Slices instantly kill most enemies and heavily damage the stronger ones (if you manage to catch them off-guard and hit them with it).

The following Skill list illustrates the category, name, execution, and how the move is unlocked. Make sure to check out the “A Little Bit of Other Stuff” moves first; these are basics you will benefit from knowing early on.

IN FOCUS TECHNIQUES

SKILL	360 EXECUTION	PS3 EXECUTION	UNLOCKED BY
In Focus	Hold LT	hold R1 or L1	Default
Horizontal Perfect Slice	(In Focus) charge X	(In Focus) charge □	Default
Vertical Perfect Slice	(In Focus) charge Y	(In Focus) charge △	Default
Side Flipping	(In Focus) Left Stick + A	(In Focus) Left Stick + X	Default
Forward Somersault	(In Focus) Left Stick + A	(In Focus) Left Stick + X	Default
Back Flip	(In Focus) Left Stick + A	(In Focus) Left Stick + X	Default
Sweep The Leg, Afro!	(In Focus) B	(In Focus) ○	Default
Roll, Afro! Roll!	(In Focus) RT + Left Stick	(In Focus) R1 + Left Stick	Default
Deuce	Horizontally slice two enemies at once	Horizontally slice two enemies at once	2 Experience
Double Slice	Perfect slice up to two times	perfect slice up to two times	7 Experience
Sword Slicer	Extends vertical slice range	Extends vertical slice range	12 Experience
Bullet Slice	(At right timing) vertical slice	(At right timing) vertical slice	Story Progression
Bullet Reflect	(At right timing) horizontal slice	(At right timing) horizontal slice	Story Progression
Tripod Connection	Slice three enemies at once	Slice three enemies at once	17 Experience
Triple Slice	Perfect slice up to three times	Perfect slice up to three times	20 Experience
Liquid Sword	Extends vertical slice range	Extends vertical slice range	23 Experience
Da Four Goobers	Slice four enemies at once	Slice four enemies at once	26 Experience
Slicing Spree	Perfect slice up to four times	Perfect slice up to four times	29 Experience
Sword of Indifference	Extends vertical slice range	extends vertical slice range	32 Experience
Focus Pounce	(In Focus) Left Stick + hold A	(In Focus) Left Stick + hold X	Story Progression

BULLET SLICE & REFLECT

When a bullet is fired, enter Focus to slow down time. While in this state, you can perform one of two bullet evading moves. Press and hold the Light Attack button and release it when the shimmer reaches the end to Bullet Reflect the projectile back at the gunman, killing him instantly. Bullet Slice is performed the same way, but with the Heavy Attack button. This maneuver only slices the projectile in half, but can damage nearby enemies hit by shrapnel.

FATHER'S LEGACY

SKILL	360 EXECUTION	PS3 EXECUTION	UNLOCKED BY
Sideways Attack	(In Focus) Left Stick + A X or Y	(In Focus) Left Stick + X □ or △	Memento
Aerial Horizontal Perfect Slice	A horizontal slice	X horizontal slice	Memento
Aerial Vertical Perfect Slice	A vertical slice	X vertical slice	Memento
Easy Make Combo	Create your own combo	Create your own combo	Memento
The Charged Hairsplitter	X X X charge X	□ □ □ charge □	Memento
Hurtful Cross Slap	X X X charge Y	□ □ □ charge △	Memento
Dripping Afro Sheen	Y Y Y charge Y	△ △ △ charge △	Memento
Just Chop The Fat Right Off	Y Y Y charge X	△ △ △ charge □	Memento
Charged Shimmy Slice	X X X Y Y Y charge X	□ □ □ △ △ △ charge □	Memento
Charged Whip Cranker	Y Y Y X X X charge X	△ △ △ □ □ □ charge □	Memento
Okiku's Grandstand	Y Y Y X X X charge Y	△ △ △ □ □ □ charge △	Memento
Afronado Category 7	X X X Y Y Y X + A X X (keep pressing X continuously)	□ □ □ △ △ △ □ + X □ □ (keep pressing □ continuously)	Memento
Claiming Your Territory	X X X Y Y Y X X X charge Y	□ □ □ △ △ △ □ □ □ charge △	Memento
One Pissed Off Mutha	Y Y Y X X X Y Y Y charge Y	△ △ △ □ □ □ △ △ △ charge △	Memento
Double Shot Moonshine	Y Y Y X X X Y Y Y charge X	△ △ △ □ □ □ △ △ △ charge □	Memento

ENEMIES

RONIN ASSASSIN

The Ronin Assassin is the most common and easiest enemy to defeat. They carry various weapons, such as small axes and short swords. Their blocking skills are mediocre, which opens them up for easy Pounce attacks.



NINJA

Ninjas are quick and more threatening than Ronin assassins. They jump, evade, block and attack like they're on a sugar rush. They often use dash attacks when at a distance. They block most common combos. Trip them up with kick combos to lower their guard. There's a 50% chance that a ninja will throw you off when you Pounce.



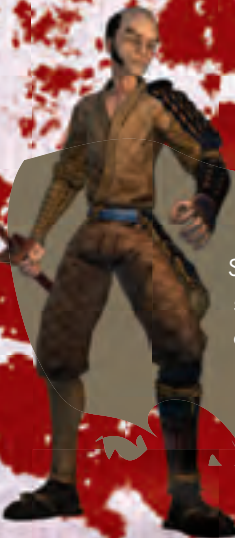
FEMALE NINJA

Female ninjas are a little quicker and more dangerous than male ninjas. On rare occasions, they may even throw shurikens. Otherwise, their attack styles are very similar. They're also much easier on the eyes.



SAMURAI

Samurai are much tougher than ninjas. The armored variety is one of the deadliest enemies in the game. All samurai have a nearly impenetrable defense; you really have to use extraordinary moves and Focus to score effective blows. Unlike the ninjas, samurai keep their feet firmly planted on the ground.



PROLOGUE

Our adventure begins at the end of the Afro Samurai animated adventure story, during the battle between Number 2 (Afro) and Number 1 (Justice). Ninja Ninja, Afro's subconscious sidekick narrates, encourages, and attempts to keep you out of danger. When Justice lands a mighty blow in the opening cinematic, Ninja Ninja takes us back. Back to the Prologue...



PROLOGUE

AVAILABLE MOVES

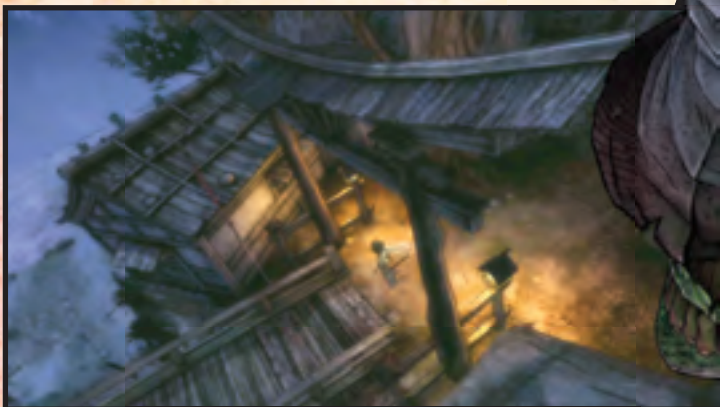
Although the game does not teach many moves in the Prologue, several maneuvers are available now. Refer to our moves list for details. Moves are unlocked through experience, collecting Memory Fragments, and story progression.

OUT TO GETCHAI!

If you are not familiar with the Afro Samurai story, you should be aware that Afro wears the "Number 2" headband. He obtained it from the previous owner after he struck down Afro's father who was Number 1 (it was then taken from Afro as a child and reclaimed later). Anyone who wears the Number 2 headband eventually challenges Number 1. It is understood that without the Number 2 headband that one should not attempt battle with Number 1 (it is also very unlikely you could get close enough to try). The possessor of the Number 2 headband understands that anyone in the world can challenge him to claim the coveted trophy headpiece and the number 2 position. This is a dreadfully exhausting life of constant danger and bloodshed. Possessing the Number 1 headband, however, is believed to make you a god.

STREET FIGHT

All that leads to this... so expect trouble from everyone. They're all out to get your headband. You are attacked the moment you step onto the streets (**START**). The story begins with a hunt for a man seen inside the bar.



SAMURAI TRAINING

For help with fighting, see our Moves List and tactics at the beginning of this guide. Our walkthrough focuses on difficult battles, finding Mementos, and getting you through the puzzle elements of the game.

Defeat the three waves of dual street thugs while using any of the available moves in your skill set or just those that flash on the screen in this training phase of the game. Surprisingly for this early in the game, In-Focus and Pouncing attacks are available. Use our Moves List to start the game out right—with devastatingly advanced attacks.



NINJA NINJA SERVICE

Press down on the directional pad to make Ninja Ninja appear in the direction of your next objective. If you ever feel lost and don't know where to go, use this feature and your subconscious sidekick appears out a puff of smoke to set you on the proper course.

THE BAR

When prompted, head to the bar (1) and kick in the front door using the indicated Kick button. Inside you find the guy you're looking for, talking to the barmaid. Your target covers behind the bar while other patrons attack. You are taught In-Focus attacks and to release your Slice attacks when the shimmer reaches the tip of your sword. Notice during this attack that a targeting laser-like beam appears on your victim. Move the left stick to aim the attack vertically or horizontally (depending on an overhead strike or a side slice) along the victim's body. You receive achievements and accolades for slicing victims between the eyes or decapitating them.





Performing combos and collecting Otsuru Bears recharges Focus and the pendant hanging from the end of the hilt glows white when Over Focus is ready. After defeating the three patrons, your target runs from behind the bar and out the back door **(2)**. Chase him.

STREET CHASE

Six Ronin assassins attack behind the pub's back alley. Try using your kick combo on one assailant, then activate Focus at the end of the combo to finish off the victim with charged slash attacks. This move works great when surrounded; during the Focus attack you can often take out multiple, nearby assailants with one swing.



Ninja Ambush

A couple of ninjas attack after defeating the six thugs. Ninjas have quick rushing attacks that, even when blocked, will knock you back a bit. You cannot secure a mounting attack after blocking one of these attacks. Ninjas are also great at evading attacks. They often block most normal attacks and also step aside when trying to use a Focus slash attack on them. To hit them with a Focus attack, trip them up with a sweep kick or kick combo, then apply a Focus attack while they are stumbling and trying to regain balance.



Courtyard Brawl

After defeating the two ninjas, use the Ninja Ninja compass to navigate toward the alley (3) that leads to a large open courtyard. Just as you enter, find the **Otsuru Bear** near the building on the left. The Otsuru Bears give you full life and Focus. There is a second one in the area. Save it for when you get wounded in the ensuing battle. You must strike the bears with your sword to receive them.



You face your first large-scale attack in the courtyard (4). Ronin fighters appear all around you and drop from nearby rooftops to reinforce fallen assassins. There are 12 assassins at the start of the battle and you are prompted to use Over Focus, which can be activated when your pendant glows white.

Over Focus is similar to Focus, but allows you to move and dash around from victim to victim whereas Focus keeps your feet planted unless you're performing a combo. The key to quickly defeating the assailants is to avoid getting hurt while performing long combos so that Focus is regenerated often. Use long horizontal Focus slashes while the enemy is bunched together.



Use this battle to practice different combos and blocking skills. If you press the Block button just before an opponent swings, you create the opportunity to perform a mounting attack. This will be taught much later in the game, but if it intrigues you now, check out the Moves List in this guide for details.

BROTHER 6

After clearing the assassins and the wave of ninjas from the courtyard, Brother 6 appears armed with grenades and a staff. There's no defeating this big guy. You can prolong the battle by dodging attacks until your heart's content, but there's nothing you can do to harm this boss presently. When you go in for the attack, he'll grab you by the foot and whip you around a few times before the mission ends.



NINJA NINJA'S BODY-PART POKER

When you return to town during Okiku's Story, Ninja Ninja introduces you to his Body-part Poker challenge. These challenges occur throughout the game from this point on. To begin, you must get around the enemy and tag Ninja Ninja, who's holding three poker cards. Three cards then appear on screen. This is a timed challenge. You have 40-90 seconds to attain a playable hand. The time is indicated by the lit cigarette in Ninja Ninja's hand. When it burns all the way down, time is up.



Once you approach Ninja Ninja, he jumps off screen and his hand appears in the lower-left corner of the screen, holding three cards. As you slice and dice enemies, Ninja Ninja comments on which cards you've created from these severed parts.

The game ends unsuccessfully if three played cards (enemy parts) don't create a playable hand or if time runs out. The playable hands (enemies included in challenge) are: Ronin, Ninja, Female Ninja, Samurai, and Android Ninja.



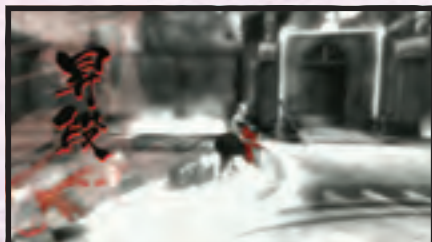
You can cut the enemy in three different areas: Legs (low half), Hands (mid-body half), or Heads (decapitations). You don't need to get the same cuts on all three cards, although it helps for points. The following page features a list of playable hands:



NINJA NINJA'S BODY-PART POKER HANDS

NAME OF HAND	DETAILS
Ronin flush	Get 3 any kind of "Ronin cards"
Ninja flush	Get 3 any kind of "Ninja cards"
Kunoichi flush	Get 3 any kind of "Kunoichi cards"
Android flush	Get 3 any kind of "Android cards"
Samurai flush	Get 3 any kind of "Samurai cards"
All legs	Get 3 any type of "Legs cards"
Ronin legs flush	Get 3 "Ronin legs cards"
Ninja legs flush	Get 3 "Ninja legs cards"
Kunoichi legs flush	Get 3 "Kunoichi legs cards"
Android legs flush	Get 3 "Android legs cards"
Samurai legs flush	Get 3 "Samurai legs cards"
Heads Up	Get 3 any type of "head cards"
Ronin heads flush	Get 3 "Ronin head cards"
Ninja heads flush	Get 3 "Ninja head cards"
Kunoichi heads flush	Get 3 "Kunoichi head cards"
Android heads flush	Get 3 "Android head cards"
Samurai heads flush	Get 3 "Samurai head cards"
All arms	Get 3 any kind of "Arms cards"
Ronin arms flush	Get 3 "Ronin arms cards"
Ninja arms flush	Get 3 "Ninja arms cards"
Kunoichi arms flush	Get 3 "Kunoichi arms cards"
Android arms flush	Get 3 "Android arms cards"
Samurai arms flush	Get 3 "Samurai arms cards"
Straight	Get any type of Head, arms and legs card
Ronin Straight flush	Get 3 Ronin Head, arms and Legs card
Ninja Straight flush	Get 3 Ninja Head, arms and Legs card
Kunoichi Straight flush	Get 3 Kunoichi Head, arms and Legs card
Android Straight flush	Get 3 Android Head, arms and Legs card
Samurai Straight flush	Get 3 Samurai Head, arms and Legs card

The various types of enemies (Samurai, Ninja, Ronin Assassins, etc.) represent the different suits (Hearts, Diamonds, Clubs, Spades). Heads, Arms, and Legs are your face cards (King, Queen, Jack).



Heads seem to give the best reward, so Pounce on the enemy and perform the Lightning Pounce attack to remove the head. Not all enemies will allow this on the first couple attempts, so be persistent. Ninjas will throw you off 50% of the time and Samurai are impossible to Pounce. In order to get Samurai heads (and to earn the Royal Flush Achievement), it's best to whittle them down to about half health, and then deflect one of their attacks. This gets the Samurai into a stunned state, which makes them completely vulnerable to any aimed Perfect Slice. Experience, HP, and Focus are earned, which often results in a Level Up after a good hand.

NFND SAMURAI

OFFICIAL STRATEGY GUIDE

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