

Controls

L2 View Map

L1 P.O.V.

Hold to change
point of view

+ Cursor

L Move /
Map layer

↓ Options

↓ Fan Menu

R2 Fleetfoot

(Learnable at the Dojo)

R1 Celestial Brush

○ Listen / Examine /
Back / Cancel

× Jump / Confirm

△ Bite / Dig
Use sub weapon

□ Tackle / Main weapon

R Camera Controls

R3 Face Camera Forward

Exit

Saving and Loading the Adventure 1/11

Ending the Adventure

Use the Origin Mirror to record your adventure. If you do not save before you quit, then your progress will be lost and you will have to begin the adventure next time from a previous save file.

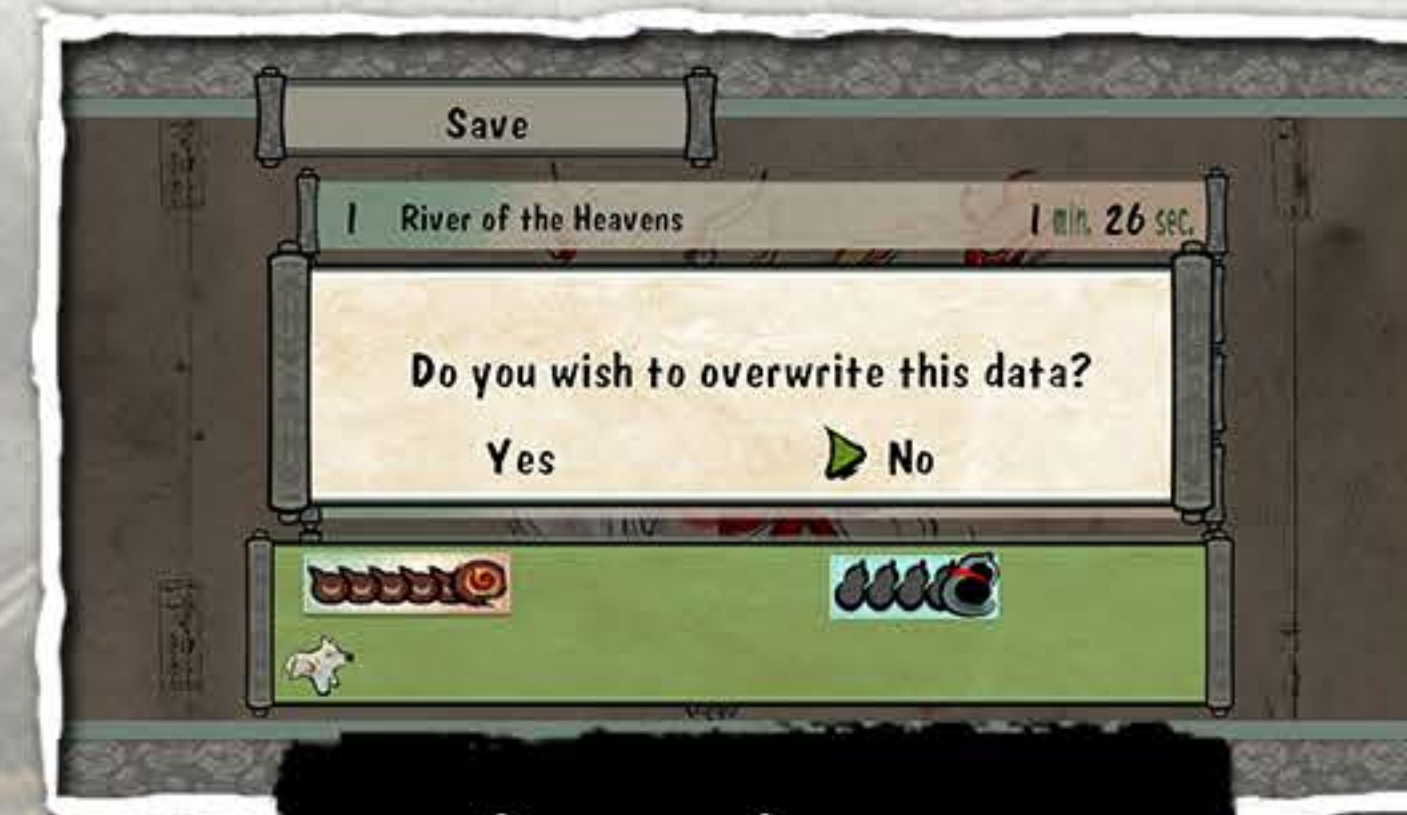


Origin Mirror

Continuing the Adventure

Select "Continue" at the title screen, then select the save data you wish to resume to pick up right where you left off.

Note: When you overwrite data, it will be deleted and will no longer be available. Be careful when saving over previous data.



Save Screen

Game Screens

2/11

Health Gauge

Celestial Brush Gauge

Astral Pouch

Control Window

Celestial Brush Gauge



In-Game Screen

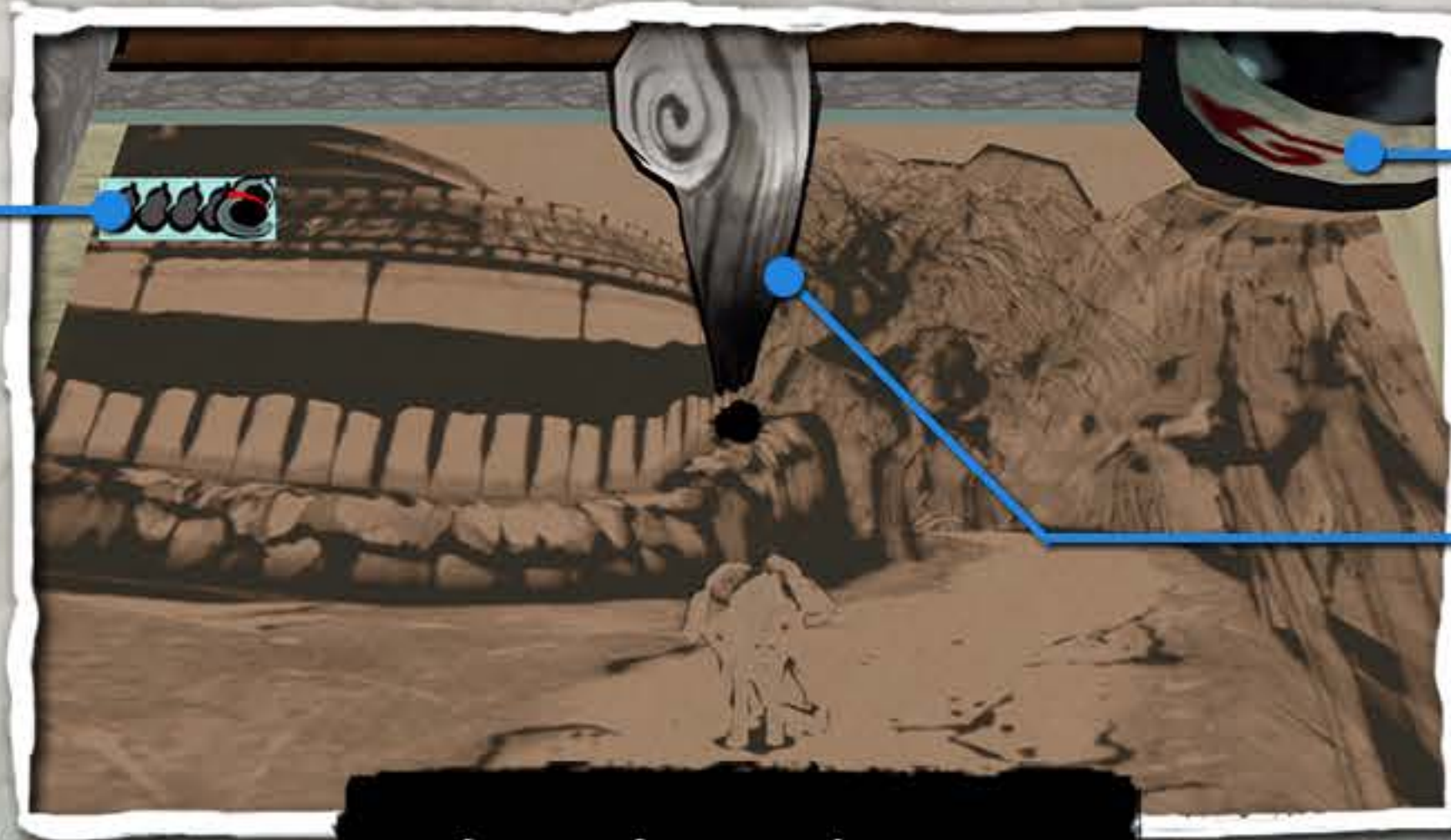
Amaterasu (Player)

Praise Orbs

Purse

Ink Supply

Brush



Celestial Brush Screen

Gauges

3/11

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.



Health Gauge

Spirit Globes

Amaterasu can recover Solar Energy by breaking items and defeating enemies to receive spirit globes (small/medium/large).



Spirit Globes

Astral Pouch

Any food Amaterasu eats will fill the Astral Pouch. If the Astral Pouch is full when Amaterasu runs out of health, it restores the Health Gauge to the maximum.



Astral Pouch

Actions While Moving 4/11

Standard Actions

Talk / Investigate / Bark

Talk to the person in front of you, or investigate any objects of interest.



Tackle

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



Dig / Bite

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



Jump

If there is a footing to land on, you can jump up to a higher location.



Actions During Battle

Attack with Main Weapon

Attack the enemy with your equipped Main Weapon.



Fleetfoot

Dodge an enemy attack.

Note: You must first learn this in the Dojo.



Attack with Sub Weapon

Attack the enemy with your equipped Sub Weapon.



Celestial Brush

Find the brush power each monster is weak against and use it on them.



Battle

5/11

On your journey, you will meet many monsters that you must battle. Touching a Demon Scroll causes space to warp around you and a battle to begin.



Demon Scroll

Leaving Battle

During battle, the monsters will create a barrier around Amaterasu to prevent escape, but sometimes a crack will appear. Attack the flaw in the barrier to create a hole for escaping combat.

Note: It's not possible to escape from a barrier without a crack.



Attack the flaw!



Escape!

Continue and Load

When the game is over, the following options will appear.

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 title screen.



Golden Gate

Divine Instruments

Amaterasu can equip both a main weapon and a sub weapon. Her attacks vary depending on the weapons equipped.

Equipping Weapons

Select the **Equipment** command to bring up a list of equipable weapons. Choose a weapon, and decide which slot to equip it to (Main or Sub).



Divine Instruments

Reflectors (Main)



Melee attack

Reflectors (Sub)



Guard and counter throw

Rosaries (Main)



Long-range whip attack

Rosaries (Sub)



Long-range bead attack

Glaives (Main)



Strong combo attack

Glaives (Sub)



Powerful charge attack

Fan Menu 2

7/11

Holy Artifacts

Accessories possessing properties that give Amaterasu new powers. Some of these powers can open up new paths for Amaterasu on the journey. Up to three Holy Artifacts can be equipped at one time.



Equipping Holy Artifacts

Select the Equipment command to bring up a list of equipable accessories. Choose an accessory and then a slot to equip it to.

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.



Using Tools

Select a Tool from the list. A message asking for confirmation will appear. Confirm the selection to use the Tool.

Fan Menu 3

8/11

Praise Orbs

Perform miracles that fulfill the desires of nature, people and animals to earn Amaterasu the power of faith in the form of Praise Orbs, which can be used to enhance her Divine Attributes.



Enhancements

Select the Divine Attribute to enhance, then hold down the Inject button until the gauge has been filled with the required number of Praise Orbs.

Enhance Health

Increase the Health Gauge by 1 Solar Energy unit at a time, up to 15 Solar Energy units total.

Enhance Ink Pots

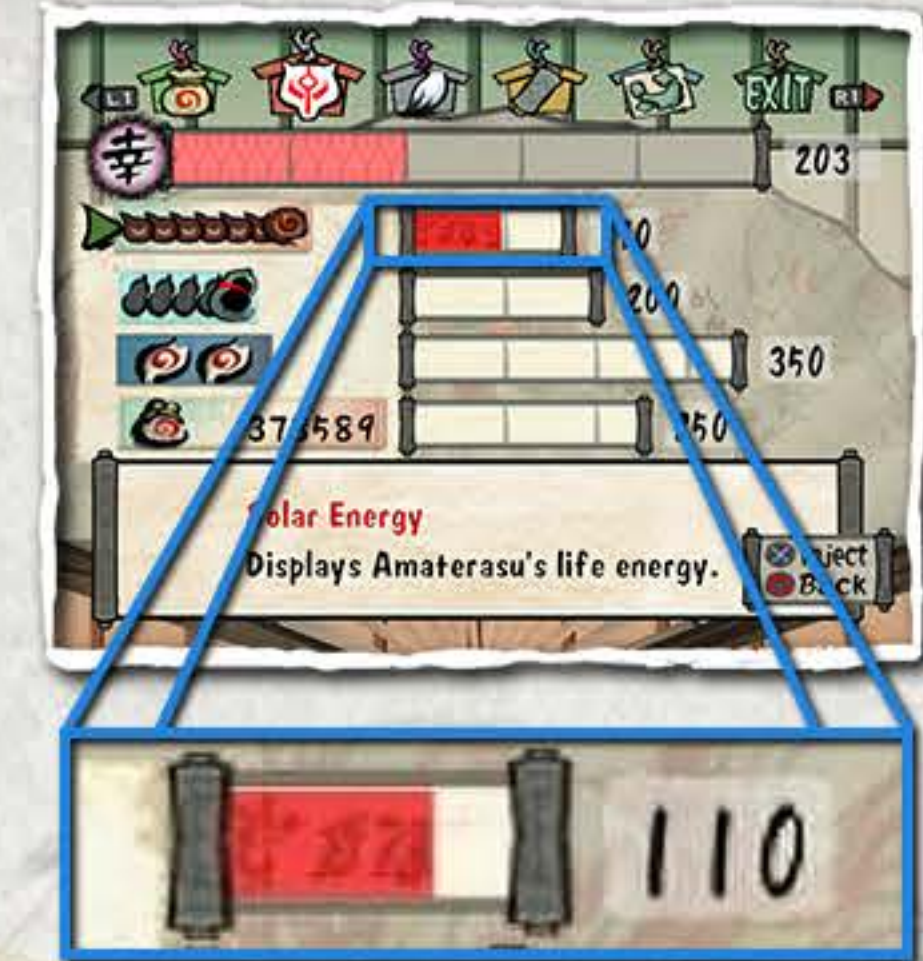
Increase the Celestial Brush Gauge by 1 Ink Pot at a time, up to 10 pots total.

Enhance Astral Pouches

Increase the number of Astral Pouches by 1 at a time, up to 4 pouches total.

Enhance the Purse

Increase the purse's capacity by a factor of 10 each time. It can be increased up to 3 times (99,999,999 total).



Map Screen

9/11

Check Amaterasu's current location out in the field.

Location Name

Amaterasu's Position

Destination



Area Map



Full Map



Region Map

Map Legend

Press left and right buttons to switch maps.

Check Amaterasu's current location in a dungeon.

Dungeon Name

Dungeon Floor



Dungeon Map

Room Colors

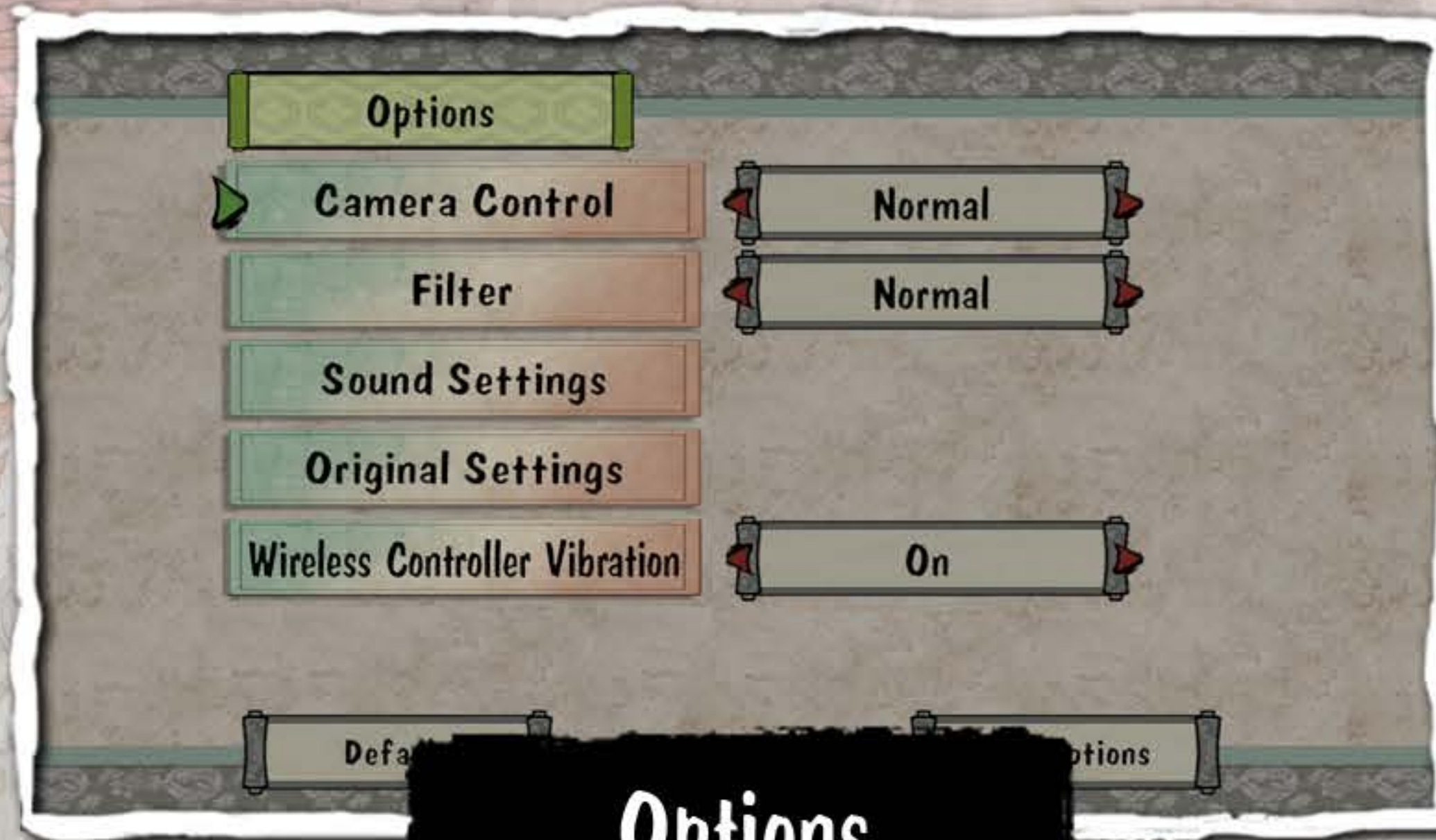
Red: The room Amaterasu currently occupies.

White: Explored areas.

Outlined: Unexplored areas.

Options

10/11



Options

◉ Camera Control

Adjust camera settings.

◉ Sound Settings

Adjust the volume for sound effects and background music.

◉ Wireless Controller Vibration

Turn controller vibration on or off.

◉ Filter

Adjust the strength of the filter.

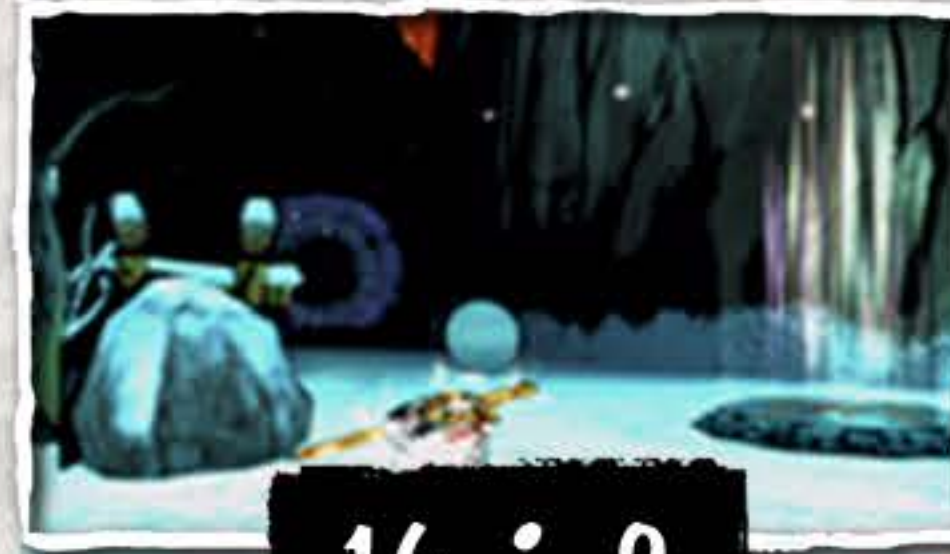
◉ Original Settings

Adjust Original Version settings (p. 11).

Original Version Settings 11/11

Aspect Ratio

Set the game screen aspect ratio.



Mini-Games

Turn the loading screen mini-games on or off.

There are two mini-games that require either good timing or the repeated pressing of a button. Play them well to receive Demon Fangs.

Paw Print Pile-Up

Repeatedly press the confirm button to fill the screen with paw prints.



Step in Time

Press the confirm button in time with the paw prints to make them bigger.

