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.

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.
<table>
<thead>
<tr>
<th>Gauge</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Health Gauge</td>
<td>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.</td>
</tr>
<tr>
<td>Spirit Globes</td>
<td>Amaterasu can recover Solar Energy by breaking items and defeating enemies to receive spirit globes (small/medium/large).</td>
</tr>
<tr>
<td>Astral Pouch</td>
<td>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.</td>
</tr>
</tbody>
</table>
**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.

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**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.
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.

**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.*

**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.
**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).

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**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
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.

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.

Select a Tool from the list. A message asking for confirmation will appear. Confirm the selection to use the Tool.
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).
Check Amaterasu's current location out in the field.

- Location Name
- Amaterasu's Position
- Destination

Check Amaterasu's current location in a dungeon.

- Dungeon Name
- Dungeon Floor

Map Screen

Area Map

- Map Legend
  Press left and right buttons to switch maps.

Dungeon Map

Room Colors
- Red: The room Amaterasu currently occupies.
- White: Explored areas.
- Outlined: Unexplored areas.
Options

- **Camera Control**
  Adjust camera settings.

- **Sound Settings**
  Adjust the volume for sound effects and background music.

- **Display Settings**
  Adjust screen resolution and quality.

- **Filter**
  Adjust the strength of the filter.

- **Original Settings**
  Adjust Original Version settings (p. 11).

- **Controller Settings**
  Change key assignments.

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**Display Settings**

Resolution: Set the game screen resolution.
Screen Mode: Set the game to display in window, fullscreen, or borderless window screen mode.
V-Sync: Turn V-Sync on or off.
Refresh Rate: Set the game screen refresh rate.
Graphics Settings: Adjust the game's graphic quality.
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.