

Oni™

Inside you'll find:

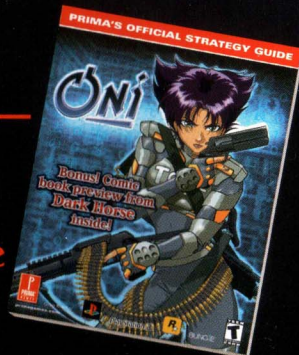


Fighting moves



Walkthroughs for first two episodes

Coming Soon! —
Oni™: Prima's
Official
Strategy Guide



Extensive walkthrough of every episode



Weapon, item, and power-up locations



Explosive combos and moves revealed



Comprehensive enemy profiles



Devastating hand-to-hand and weapon strategies



Bonus: exclusive comic book preview from Dark Horse!



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BUNGIE



COMING FROM PRIMA:
Oni™
Prima's Official
Strategy Guide

FIGHTING MOVES

ESCAPE

Acquired: Training

Execution: Crouch + any directional button(s)

- [L2] + ↑
- [L2] + ↓
- [L2] + ←
- [L2] + →
- [L2] + ↖
- [L2] + ↗
- [L2] + ↘

Escape moves are essential for high-level combat. Use them to avoid both hand-to-hand and weapon attacks. Also, when you press Pick Up (down on the right analog button) while doing an escape move, you can grab an item on the floor. You must be empty-handed for this to work.

JUMP FLIP

Acquired: Training

Execution: Jump, Crouch

- [L1], [L2]

While in a jump, press Crouch to do a Jump Flip. This move has several uses. First, it's an attack move—when you land, you'll automatically kick nearby enemies. Second, it's an effective strike against prone enemies. When they're down, you can land on them with a Jump Flip for very intense extra damage. Finally, pressing Crouch ([L2]) while jumping will help you reach high or distant places that a simple jump just won't make. When jumping atop a box or other high place, the Jump Flip gives you more height than simply jumping.

SLIDE

Acquired: Training

Execution: Tap Forward, hold Forward, tap Crouch

- Tap ↑, hold ↑, tap [L2]

The Slide lets you duck under and past low barriers like security lasers. Dash before trying a slide or you'll execute a roll instead. Slides can also be used as attacks.

THROW

Acquired: Training

Execution: Forward + Kick or Punch

- ↑ + [R1]
- ↑ + [R2]

The basic throw is a very important maneuver. When standing close to and facing an enemy, press Forward and Punch or Kick simultaneously to throw the poor sap. Getting this close, however, puts you at danger of being struck or thrown yourself.

RUNNING THROW

Acquired: Training

Execution: Run, [R2]

- While running, [R2]

The Running Throw is even more devastating than the basic Throw. You don't, however, need to Dash to execute this move; you need be only **in motion** rather than standing still when you press Kick.

SLEDGEHAMMER HEEL

Acquired: Training

Execution: Punch, Punch, Kick

- [R1], [R1], [R2]

This slow but powerful move ends with a brutal roundhouse kick. If you're struck at any point in this move, it will be short-circuited. It's often wise to start the first two punches before your enemy is in range in order to land the final kick.

BLOCK

Acquired: Training

Execution: Stand still or retreat when struck

If you hold perfectly still while being attacked (from the front) or retreat from an attacking enemy, Konoko blocks the attack, reducing the damage incurred. Blocking also prevents your being disarmed or knocked off your feet. A successful block is indicated by a blue flash at the point of impact. Note that if you move sideways, diagonally, or forward at all or try to attack, you won't block any enemy assaults. Not all attacks can be blocked!

DIS ARM

Acquired: Training

Execution: Forward + Punch

- ↑ + [R1]

The Disarm move tells Konoko to grab the nearest enemy and remove his weapon from his hand. If you have no weapon (either in hand or holstered), you may instantly use the disarmed weapon. If, on the other hand, you already have a weapon, your enemy drops to the floor.

BACKBREAKER

Acquired: Training

Execution: Forward + Kick (from behind)

- ↑ + [R2] (when standing behind enemy)

This is a one-hit kill for most enemies but is very hard to execute. Get behind an enemy, hold perfectly still for an instant, and press Forward and Kick together. The resulting hold and kick to the spine is fatal. The Backbreaker is best used when you've snuck up on an enemy.

BODY SLAM

Acquired: Training

Execution: Forward + Punch

- ↑ + [R1] (when standing behind enemy)

No matter how huge your enemy, you can lift him or her up and drop him or her to the floor by falling backward. Konoko emerges unharmed, and the victim gets one heck of a headache.

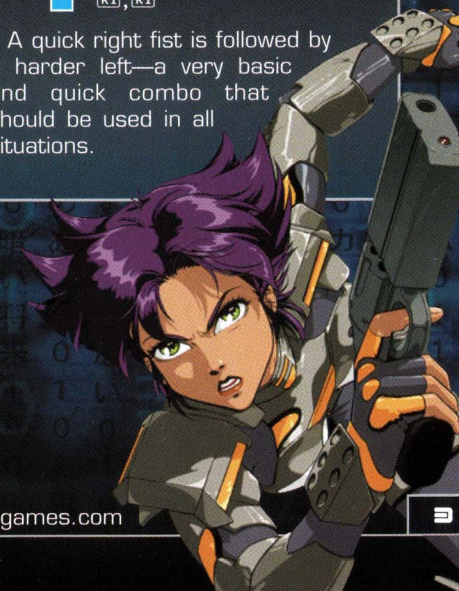
DOUBLE PUNCH

Acquired: Training

Execution: Punch, Punch

- [R1], [R1]

A quick right fist is followed by a harder left—a very basic and quick combo that should be used in all situations.



SWEEP

Acquired: Training
Execution: Hold Crouch, Kick

■ Hold **L2**, **R2**

While Crouching, press Kick any time (or repeatedly) to trip a walking enemy or deal additional damage to a prone one.

JUMP KICK AND JUMP PUNCH

Acquired: Training
Execution: Jump, Kick or Jump, Punch

■ **L1**, **R2** ■ **L1**, **R1**

The Jump Kick and Jump Punch can be executed either in place or when on the move. Of special note is the Jump Kick/Punch. When you're retreating Konoko will turn around in midair to switch directions before she attacks. This is the best way to strike an opponent behind you or about-face when you don't know what's behind you.

NOTE

After you initiate the Jump Kick/Punch, you can't cancel it or change direction, leaving you very vulnerable if the target moves before your attack arrives.

CROUCH PUNCH

Acquired: Training
Execution: Hold Crouch, Punch

■ Hold **L2**, **R1**

Hit opponents when they're down or in the groin when Crouching and jabbing.

TACKLE

Acquired: Training
Execution: While Dashing behind a running enemy, press Punch

■ Dash, **R1**

If a foe turns tail and runs or heads for an alarm, you can take him or her down with a tackle. Get into a full Dash behind the coward and, when you get close enough, press Punch to dive and grab his or her ankles.

TRIPLE-HIT HAYMAKER

Acquired: Episode 2
Execution: Punch, Punch, Punch

■ **R1**, **R1**, **R1**

The normal two-punch combo is made more powerful by a final uppercut that knocks its victims off their feet. This combo takes a while to develop, so start it early.

WALKTHROUGH: TRIAL RUN

LOCATION: **syndicate warehouse**
SAVE POINTS: **4**

WEAPONS

- Campbell Equalizer MK4
- Hughes Black Adder SMG

ENEMIES

- Warehousemen
- Communications Troopers
- Green Strikers

save point 1 Start on this high ledge. Look down



to attract the attention of the Warehouseman below. Either blast him or clobber him when he comes up the stairs and goes through the door.

Stroll down the stairs.



Head left into the larger part of the room and look for a computer terminal with the red-and-white mark on its display screen. Activate the panel to unlock the door.



NOTE

Notice the locked door with the red-and-white mark

NOTE

A red or green light over or near a door indicates whether it's locked (red) or unlocked (green). Press Activate to open unlocked doors.

Before you leave, look at the Data Console (with the green display) in this room.



NEW OBJECTIVE

You must make contact with TCTF operative Chung, who has been investigating this warehouse for Syndicate activity.

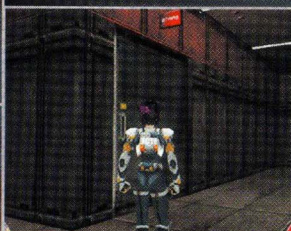
As you pass through the door, an incoming transmission indicates the current position of Chung, the missing agent, and adds a new objective to your Data Com Link.



A yellow-and-white symbol marks the locked door on the opposite side of the room.



Look for the gray door labeled "Stairs" and climb to the second floor.



Exit the stairs. Another door here bears the yellow-and-white symbol. (It, too, is locked.)



Go straight from the stairs through the door to the storage room.



Use the console to unlock the yellow-and-white doors.



When you emerge from the storage room, slap down a Warehouseman and proceed through the yellow-and-white door.



NOTE

You can go up to the third floor, but there's nothing there but a fight with a Warehouseman.

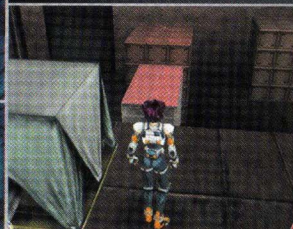
Fight off a Warehouseman with a Black Adder submachine gun.



A locked door with a green-and-white symbol can't be opened yet.



Go to the ledge overlooking the floor of the warehouse. Atop a stack of boxes sits a Ballistic Ammo clip. Back up and get a running start to jump to the boxes. When you've claimed the clip, drop to the floor. Fight the Warehouseman and pocket his Hypo Spray.



The door to the left of the stairs contains the console for the green-and-white doors. Activate the panels and go through the green-and-white doors on the first floor.



A storage room here holds a Ballistic Ammo clip. Return to the previous warehouse room (through the green-and-white door), climb to the second floor, and go through the green-and-white door again to the third warehouse room. This time, however, you're on the second floor.



Chung's corpse lies on the floor. Pick up his Datapad, which sits next to him.



As you snag it, a Green Striker enters through the door ahead. Knock his block off.



NOTE

On the third level of this room, confront a Green Striker to win his Hypo Spray.

NEW OBJECTIVE

Chung is dead. Griffin has ordered you to keep investigating. Find the warehouse manager and get some answers.

Go through the now-unlocked door near Chung. As you approach it, be ready for a Green Striker to attack from behind. Passing through this door brings you to the second Save Point.



save point 2 Fight past a pair of Warehousemen and go up the stairs.



A large window to your right is covered in chain link. Follow the hall until it turns left.



NOTE

The first room to the left contains a Warehouseman but nothing else of interest.

Peek around the corner to surprise a Green Striker. Another joins you from a side room when he hears the ruckus.



Enter the room to the right to read the terminal and return to the hall.



NOTE

The room to the left hosts a rather unrewarding fight with a Warehouseman.

Continue down the hall. When you come to another chain-link-covered window, the hall ends in a door. Proceed through it.



Go down the stairs, but be ready for a Green Striker. Steal his Hypo Spray.



Move carefully into the room and spar with a Green Striker. The console (blue-and-red icon) controls the locked door. Pass through the door to the third Save Point.



save point 3 As you enter, a Communications Trooper runs out of a side room and breaks for the stairs. You must stop him before he gets to the alarm. Follow him upstairs if you need to.



TIP

As you Dash behind the Comm Trooper, press Punch to tackle the Trooper's ankles.

NOTE

If the Comm Trooper activates the alarm, there will be extra opposition between you and the red-and-white diamond door.

In the same room as the alarm, activate the console with the red-and-white diamond icon. Go back downstairs and pass through the red-and-white diamond door.

Immediately fight a Warehouseman and head left to another red-and-white diamond door.

Go up the stairs to the third floor.

Return the rude greeting from the Warehouseman. Open the door to the staircase and go downstairs.

Come to the defense of a civilian fleeing a Green Striker. Take the Striker's Hypo Spray and Ballistic Ammo and talk to the civilian. The door on the opposite side of the room is locked.

A Green Striker is beating the warehouse manager. You must save him. Chat with him and he'll unlock the large double doors.

Beat up a Warehouseman. Peer over the ledge, from which you can snipe at a couple of Warehousemen below. Go downstairs to the second floor.

NEW OBJECTIVE

The warehouse manager believes that Syndicate agents are about to leave the facility with an armored truck. Commander Griffin has ordered Shinatama to coordinate your operation with a TCTF assault team. In the meantime, find the truck.

Fight through three more Warehousemen and take the stairs down to the loading bay floor. Dash straight across the room to the staircase and go up to the second floor.

Look around for a Hypo Spray and return to the loading dock's main floor.

save point 4 Move very quickly; you have only **three minutes** before the armored truck leaves the dock. You must stop it before it does so. Start by running to the right for cover from the SMG fire from above. After you're under cover, rub out the Warehouseman before going to the second floor.

Turn left as you reach the third floor. Creep around the boxes and slaughter a Green Striker.

Search the area for an Energy Cell hidden behind a box, then climb carefully to the third floor.

Go through the large door marked by a green light to the fourth Save Point.

Run to the right across the second floor and surprise the Black Adder-wielding Warehouseman. Grab his Ballistic Ammo clip and take the stairs to the third floor.

Activate the console to enlist the help of the power lifter. Konoko boards it and flips the outbound armored truck.

Congratulations—you've completed your first mission.



WALKTHROUGH: ENGINE OF EVIL

LOCATION: musashi manufacturing plant
SAVE POINTS: 4

WEAPONS

- Campbell Equalizer MK4
- Hughes Black Adder SMG
- SML 3 Plasma Rifle
- Scram Cannon

ENEMIES

- Green Strikers
- Warehousemen
- Deadly Brain

save point 1: Start by fighting off the Green

Strikers summoned by the receptionist. Fortunately, you have the help of two fellow TCTF officers. Clean up any items after the battle.



NEW MOVE: ■■■■

TRIPLE-HIT HAYMAKER

- [R1], [R1], [R1] (punch, punch, punch)

NEW OBJECTIVE

Begin your search of Musashi Manufacturing. Look carefully for any evidence of illegal Syndicate activity.

Survey the lobby. To the left of the reception desk a staircase leads you to a catwalk and a locked door with red markings.



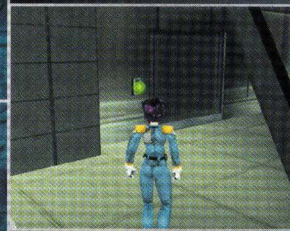
Also to the left of the reception desk is an unlocked door to a storage room and a locked door with green markings.



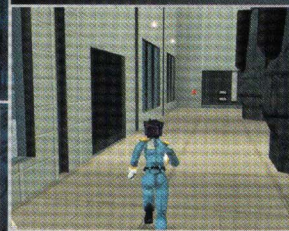
To the right of the reception desk a locked door bears white markings.



Across from the white door is an unlocked, unmarked door. Go through it.



A door on the opposite wall is locked and also bears white markings, just like the one in the lobby. There's a control room to the left.



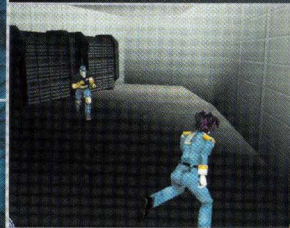
Enter the room to the left and kill the two Warehousemen.



Activate the console to open both white doors.



Return to the lobby, enter the first white door, beat down a Warehouseman, and steal his Hypo Spray. Return to the second white door.



Read the files on the Data Console next to the second white door before heading through it.



Above you is an inaccessible catwalk with a blue-marked door. Kill the Comm Trooper who bursts through the door at floor level. Go through the door that your enemy emerged from.



NOTE

This Comm Trooper will run to trip the alarm. Catch him before he gets there.

to be continued...



PlayStation 2

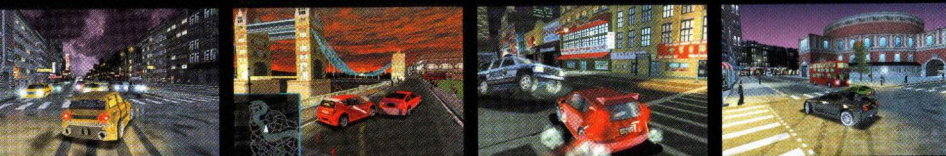
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Animated Violence



counterbalance



Angel



Rockstar



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