

Walkthrough
by
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Mechanbara

BIKINI ZOMBIE SLAYERS



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The Story

Onechanbara: Bikini Zombie Slayers is the sequel to Onechanbara: Bikini Samurai Squad and is the 4th game in the Onechanbara series by Tamssoft and D3Publisher.

This series revolves around two sister assassins, Aya and Saki, and their rivalry. They are descendants of an ancient Japanese clan with a cursed bloodline named the Baneful Blood. Aya grew up with her father, who trained her in swordsmanship. Saki was raised by her mother, who died from illness. Saki decided to avenge herself by killing her stepsister Aya's father who had abandoned her. Saki soon discovered an ancient art which can resurrect the dead, but to raise her mother, she needed the heart of her stepsister, Aya. The two sisters entered in a climatic battle and Saki was sent to the hospital. When Saki's condition worsened, she mysteriously disappeared. Frantically, Aya followed the trail in search of her sister.

Aya arrived just in time to save her sister from a woman named Reiko, who began to explain what she knew about the Baneful Blood. She said there were others who carried the same blood. Reiko worked for a secret organization and had determined that Saki was the cause for the new zombie outbreak. Aya knew that the outbreak must have been caused by the other carriers of the Baneful Blood. According to Reiko's organization, there was a tribe of people who all had the Baneful Blood a long time ago. One day the priest broke the tribal law and conducted a horrific ritual called the Alchemy of Blood. He slaughtered all of the virgins in the tribe and collected enough blood to fill a coffin. He then impregnated a priestess and buried her in the coffin filled with cursed blood for 108 days. The child survived by feeding on the blood, but the mother perished. The dark priest was attempting to release a power hidden within the blood of his people, but the leader of the tribe killed the priest and his followers to prevent this ritual from taking effect. The child that had been born from the black magic survived in the soil, feeding on the remains of the dead priest and his followers. He grew up and mixed with the other tribes, passing on the dark blood to his descendants.

It wasn't long before Reiko was revealed as a clone and helped Aya find the one responsible for the zombie outbreak. Her name was Eva and she also carried the Baneful Blood. She wanted to keep Saki for herself and engaged Aya in a battle to the death. Upon Eva's defeat, Reiko ate her heart to

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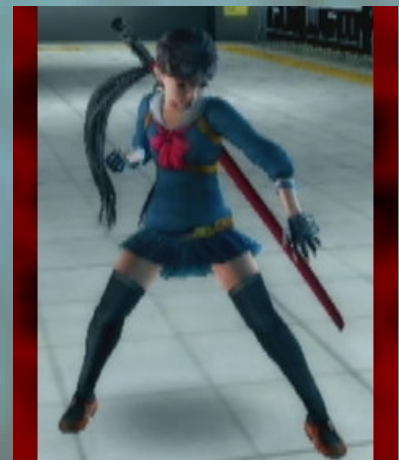
obtain Baneful Blood for herself. Aya and Saki soon became aware that the real threat came from Himiko, another member of the cursed bloodline. With the help of Misery and Reiko, Himiko managed to lure Aya and Saki to her. She wanted to steal their Baneful Blood to gain more power. Aya and Saki now had to deal with Himiko and Misery.

After having defeated Himiko and Misery, Aya and Saki attempt to go on living normal lives. However, zombies are appearing all over the city again and a familiar threat looms over Tokyo. The sisters must defend each other and slay the zombie hordes again. Who is behind all of this evil? This is where the story of Onechanbara : Bikini Zombie Slayers begins.

Playable Characters



Aya - A beautiful assassin who carries the Baneful Blood in her veins. She is strong willed and has a perfect body that looks sexy in a bikini. She is also Saki's half sister.



Saki - She is Aya's half sister who is more susceptible to the affects of the Baneful Blood. She has a highly conflicted personality where one minute she is a psychopath and the next she is having a hard time expressing her feelings.



Reiko - Reiko is one of the Single Numbers of genetically created clones. She has helped Aya in the past, but her purpose and intentions on this mission are still unclear.

Misery - Another member of the Baneful Bloodline who is a complete psycho. She was defeated by Aya once before, but is now back for revenge and to enslave the entire world.



Character Leveling and Stats

While carving through the zombie hordes, character's will collect Yellow Orbs from fallen enemies. These Yellow Orbs give the character's experience. When enough experience is received, then a character will level up. When a character levels up, they gain stat points which can be distributed among the four stat bars SKILL, VITALITY, POWER and REACH.

The SKILL stat bar increases the amount of hits added to your combo attacks and special moves like the Chaotic Luster Maelstrom. The hits are added once a tic mark is reached on the bar. The VITALITY stat bar increases a character's health allowing them to take more damage and perform more Special Attacks. The POWER stat bar increases a character's melee damage. The REACH stat bar increases the reach of a character's attacks.

For beginning players it is highly recommended that for the first 15-25 levels that the stat points be distributed among the VITALITY and POWER. If you are an experienced gamer then by all means experiment with how you would like your character's to level up.

Controls

Basic Controls for the Wii Remote	
+ Control Pad Up	Taunt
+ Control Pad Down	Switch Lock On
+ Control Pad Left	Character Change (Free Play and Survival Modes Only)
A Button	Jump (Press Twice to Double Jump) / Evade (During Lock On)
B Button	Reload Damaged Sword (Hold the Button and Swing the Wii Remote)
+ and - Buttons	Camera Rotation Control
1 Button	Special Attack Button
2 Button	Pause Menu

Basic Nunchuk Controls	
Control Stick	Character Movement
C Button	Mode Change (Change Between each Characters Combat Style)
Z Button	Lock On

Combo Attacks and Special Moves

To perform a Combo Attack, swing the Wii Remote vertically numerous times in succession. As the status SKILL increases, each character will be able to perform a longer combo attack.

Cool Combination Attacks

If you swing the Wii Remote with precise timing when performing a combo attack, you will perform a faster, stronger Cool Combination Attack. To perform a Cool Combination Attack, swing the Wii Remote for the next attack the instant the previous one hits. A white flash will indicate if you've done it correctly. Cool Combination Attacks slice through enemies a lot faster than regular Combo Attacks. This attack is also the only way to defeat the Blood Mist Zombies encountered throughout the game.



A Cool Combo in action!

Special Attack

Swing the Wii Remote while holding down the 1 Button to perform each character's special attack. This will consume a little of your character's vitality gauge, but will unleash a powerful blow. Swinging the Wii Remote rapidly prior to the attack will make the attack even stronger.

Ecstasy Gauge and Attack

Wrapping around every character's portrait is her Ecstasy Gauge. This gauge has three partitions that fill as your character attacks foes. When a partition fills, the character can perform an Ecstasy Attack. Using an Ecstasy Attack drains a partition's worth from the meter. Thus a full meter could be used three times. The Ecstasy Gauge only fills when the character actually lands her blows. If she stops attacking enemies, her Ecstasy Meter will start to fall. The rate at which her Ecstasy Gauge

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fills and falls is based on her SKILL. With a high SKILL the Ecstasy Gauge will fill quicker and fall slower. To perform an Ecstasy Attack, hold the 1 Button and swing the Nunchuk.

Foresight and Counter

When executing a Dodge, Aya and Saki have a chance to enter Foresight Mode. While in Foresight Mode, game speed slows down to a crawl and the character is invincible. To trigger Foresight Mode, have the character perform a Dodge just as she is being attacked. Foresight Mode lasts for just a few seconds, but it is often more than enough time to allow for an escape or to perform a powerful Counter Attack. The duration of Foresight Mode can be lengthened by using the Foresight Ring. To perform a Counter Attack, swing the Wii Remote during a Foresight dodge.

Hand Thrust

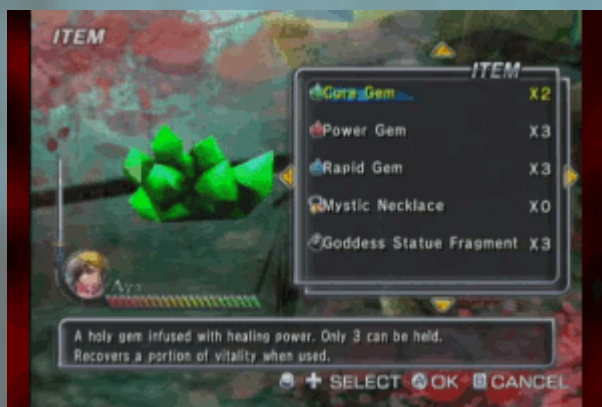
This attack is mainly used to defeat the Mudmen that are encountered throughout the game. To perform this move, Lock On to an enemy and swing the Wii Remote vertically 3 times then pause for a second then thrust the Wii Remote forward. This move can be performed at the 3rd, the 6th, and the 9th stages of an attack. Basically, after every 3 swings you are able to use this move

Chaotic Luster Maelstrom

This is a very powerful attack that also has a wide range and can make quick work of groups of enemies. This move also has the ability to stun and knock back bosses. To perform this move, swing the Wii Remote 3 times, then pause for a second, then swing the Wii Remote horizontally.

Items and Rings

Consumable Items List



Consumable items are one use items that are commonly found throughout Story Mode. These items appear in the item menu. With the exception of the Bloody Lump, all of these items randomly drop, along with Yellow and Blood Orbs and the occasional STATUS Orb, when killing zombies. Some items drop more often than others.

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Cure Gem: A holy gem infused with healing power. Only 3 can be held. Recovers a portion of vitality when used. The amount of vitality recovered depends on the character's vitality stat bar. If the stat bar is set to zero, then the character's vitality will be completely filled. If the vitality stat bar is all the way full, then the gem only recovers half of a character's vitality.

Power Gem: A holy gem infused with destructive power. Only 3 can be held. Temporarily increases attack power when used. This gem only boosts the power of melee attacks. Ranged attacks like knives and bullets are not affected by this item.

Rapid Gem: A holy gem infused with the power of a gale. Only 3 can be held. Temporarily increases speed when used. This gem increases the character's movement speed.

Mystic Necklace: A mystic necklace sealed with destructive force. Only 1 can be held. Temporarily protects from enemy attacks and life loss during Rampage. This item can also be used when in Normal Mode for temporary invincibility.

Goddess Statue Fragment: A fragment of a Goddess statue. Only 3 can be held. Reduces a portion of the Splatter Gauge, ending Rampage. This item can also be used before entering Rampage Mode to reduce the Splatter Gauge.

Bloody Lump: A congealed lump of undead blood. Only 3 can be held. Raises Splatter gauge when a character is in Normal Mode and recovers vitality during Rampage Mode.

Recovery Gem: A holy gem infused with the power of revival. Only 1 can be held. Revives a character who falls close to death. This can also be used in Cooperative mode to revive a fallen player.

Yellow Orb: These appear after defeating enemies and are used to level up the characters and rings.

Blood Orb: These may appear after defeating enemies. Collecting these orbs will increase the Splatter Gauge. If a character is in Rampage Mode, this will refill a small amount of vitality.

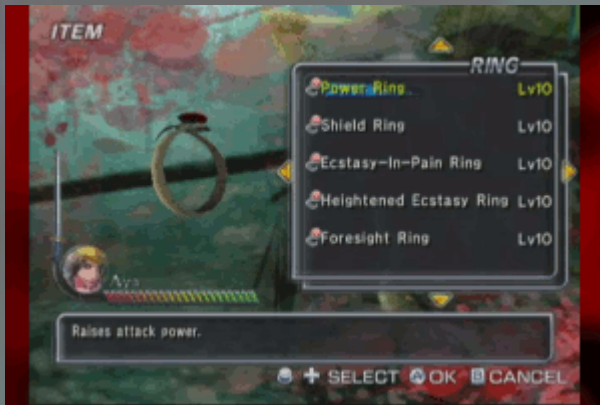
Green Orb: This orb permanently increases a character's VITALITY Status by 1 point.

Red Orb: This orb has a slight resemblance to the Blood Orb, but this orb permanently increases a character's POWER Status by 1 point.

Blue Orb: This orb permanently increases a character's SKILL Status by 1 point.

Purple Orb: This orb permanently increases a character's REACH Status by 1 point.

Rings



Rings are obtained when defeating the Blood Mist Zombies throughout each character's Story mode. There are 18 rings total, 16 of which are acquired in Story Mode and 2 upon completion of the Quests. When a ring is equipped, it will level up along with the character. The rings will increase in effectiveness as the ring is leveled. Each ring reaches a max level of 10 with the exception of the Rampage Ring, Double Rampage Ring 2 and the Violent Rampage Ring.

Power Ring: Raises attack power. This ring increases a character's melee power.

Location: Aya Story mode Chapter 1, Area 3: Church Square

Shield Ring: Raises defense. This ring decreases the damage taken from enemy attacks.

Location: Aya Story mode Chapter 3, Area 1: Hospital Wing: 1F

Special Skill Ring: Increase the chance of “Cool Combination Attack,” “Chaotic Luster Maelstrom,” and “Hand Thrust” being performed. This ring increases the length of the timing window for all special attacks and combos. This makes all of these moves easier to perform.

Location: Aya Story mode Chapter 5, Area 1: Subway Track: B1F

Heightened Ecstasy Ring: Increases the fill rate of the Ecstasy Gauge. The Ecstasy gauge fills a lot quicker with this ring equipped.

Location: Aya Story mode Chapter 7, Area 3: Cave

Foresight Ring: Increase evade and foresight rate for evade actions. This ring increases the chance of entering Foresight mode to perform a Counter attack.

Location: Saki Story mode Chapter 1, Area 2: Subway Platform and Tunnel: East

Experience Ring: Increase experience earned from “Yellow Orbs” dropped by enemies. This ring will increase the amount of Orb Points received when collecting Yellow Orbs. This will help to level up a character faster.

Location: Saki Story mode Chapter 3, Area 3: Abandoned Hospital, Rear Entrance

Blood Orb Ring: Increases the chance of enemies dropping “Blood Orbs.” This ring is helpful when wanting to enter Rampage Mode faster or when in Rampage mode and needing health.

Location: Saki Story mode Chapter 5, Area 2: Suspension Bridge

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Item Lover's Ring: Increases the chance of enemies dropping items aside from “Yellow Orbs” and “Blood Orbs.” The higher the level of the ring, the higher chance at receiving items.

Location: Saki Story mode Chapter 7, Area 2: Fountain Square and Church Street

Ammo Ring: Increases the ammo in Reiko's guns. This ring can only be equipped by Reiko and increases the ammo count in her guns. The higher the level of the ring, the more ammo you receive.

Location: Reiko Story mode Chapter 1, Area 3: Subway Track: B2F

Range Ring: Increases the piercing power of ranged weapons. This ring increases the amount of damage that bullets and knives do to targets they hit, after the first one. Normally knives and bullets pass through enemies and damage those behind them, but they deal less damage with each successive enemy they hit.

Location: Reiko Story mode Chapter 3, Area 3: Church Square

Violent Rampage Ring: Boosts the strength of Rampage. This ring boosts the damage of a character's attacks tremendously when in Rampage Mode.

Location: Reiko Story mode Chapter 5, Area 1: Wooded Valley

Ecstasy-In-Pain Ring: Ecstasy gauge rises automatically when a character's vitality falls below a certain point. When equipped, this will also keep the Ecstasy gauge from depleting when not in combat.

Location: Reiko Story mode Chapter 7, Area 3: Electronics District

Splatter Control Ring: Makes it harder for the Splatter gauge to increase. This ring helps keep from entering Rampage Mode.

Location: Misery Story mode Chapter 1, Area 2: Fountain Square and Church Street

Sparkling Sword Ring: Makes it hard for gore to remain on the sword when equipped. This ring decreases the amount of gore added to the Gore Meter when making sword attacks. At level ten, it completely prevents the sword from gaining gore.

Location: Misery Story mode Chapter 3, Area 3: Subway Platform and Tunnel: East

Lithe Ring: Increases movement and action speed.

Location: Misery Story mode Chapter 5, Area 4: Station Square

Provoke Ring: Boosts range, length, and overall affect of a taunt.

Location: Misery Story mode Chapter 7, Area 3: Cave

Rampage Ring: Allows Rampage to constantly be maintained. This ring puts a character into Rampage Mode.

Location: All Survival Quests must be completed

Double Rampage Ring 2: Allows Rampage 2 to constantly be maintained. This ring puts characters into Rampage Mode 2.

Location: All Character Quests must be Completed

Cooperative Mode

Players can team up and slay zombies in vertical split-screen through any of the unlocked Story chapters and difficulties. Players can also team up and see how long they can survive the zombie hordes in Survival Mode. This mode is only available in Free Play and Survival modes.

Survival Mode

Survival Mode pits the characters against waves of enemies. This mode is played in circuits and each circuit contains 16 floors. Once all 16 floors are completed the circuit starts again with increasingly more difficult enemies. The Survival mode quests can only be completed when there has been at least one Story Mode difficulty complete with any character. This mode can either be played Solo or Cooperatively with a friend.

Walkthrough

Aya

Chapter 1 – A Blood Soaked Fate

Area 1: Park Cemetery



Zombies!

Welcome to the wonderful world of zombie slaying. We begin our adventure in a cemetery park surrounded by zombies and a white bladed fence that rises from the ground. These sword barriers are not removed until all the zombies in the area are defeated. These barriers will rise throughout the game and the only way past is to, that's right, slay all your zombie foes. So defeat all the zombies in this area using Aya's Single Sword or Double Sword Mode to drop the barrier. Proceed down the path slaying any zombie in your way until you reach the gate that leads to the Fountain Square and Church Street.

Area 2: Fountain Square and Church Street

As soon as you enter this area and move toward the fountain, a sword barrier will rise and zombies will come out of the ground. Defeat the waves of zombies to drop the barrier and follow the tunnel to the stairs. Proceed up the stairs, slaying anything in your path until you reach the door leading to the Church Square.

Area 3: Church Square

Upon entering the Church Square, proceed forward and you will notice in a alcove a tiny platform with blue light radiating from it. This will teleport you to the Goddess Statue Save Chamber. In these rooms you are able to save your game progress, reduce your Splatter Gauge, or return to Normal Mode if in Rampage Mode. If this room is not needed, proceed through the archway into the courtyard. A sword barrier will rise again and zombies will come out of the ground. Defeat the zombies to drop barrier.

Move to the corner between the fence and the church on the grass on the left hand side from where you entered the courtyard. The enemy that rises from the ground is called a Blood Mist Zombie. These special enemy types can only be defeated by being hit with a certain amount of “Cool Combination Attack” hits and reward the character with a special ring. This one requires 5 hits of a “Cool Combination Attack” to defeat and will reward you with the Power Ring. This is the only Blood Mist Zombie in the game that does not require the SKILL stat bar to be filled to a certain level to defeat it. Defeat the Blood Mist Zombie, collect the ring, then head towards the exit leading to the Chapel.

Area 4: Chapel

Proceed forward and complete the chapter.

Free Play Chapter 1 Quests

Name	Objective	Chapter	Character Required
Zombicide I	Defeat over 100 zombies and clear the chapter	Chapter 1	Aya
Forbidden Item I	Clear the chapter without using any items	Chapter 1	Aya
Flying Swallow Dance I	Perform 3 foresight evades against attacks and clear the chapter	Chapter 1	Aya
Cool Master I	Maintain a 50% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 1	Aya
Unmarked Queen I	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 1	Aya

Chapter 2 – Huntress Who Wields Darkness

Area 1: Chapel

This chapter starts you off where the last chapter ended, in the chapel of the church. Here you will face a few waves of zombies in an arena type battle. Defeat each wave and the chapter will be complete.

Free Play Chapter 2 Quests

Name	Objective	Chapter	Character Required
Provocative Vixen I	Taunt and defeat 30 enraged zombies and clear the chapter	Chapter 2	Aya
Dance of the Empress I	Defeat at least 15 zombies with the “Chaotic Luster Maelstrom” attack and clear the chapter	Chapter 2	Aya
Invitation to Death I	Defeat all enemies with Aya's “Knife Attack” and clear the chapter	Chapter 2	Aya
Technical Master I	Perform a kill combo of at least 30 kills, or achieve a technical rank A	Chapter 2	Aya
Unmarked Queen II	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 2	Aya

Chapter 3 – The Accursed Bloodline

Area 1: Hospital Wing: 1F

You start this chapter in the waiting room of an abandoned hospital. There are zombies everywhere so take them out. Once all zombies have been destroyed in this area, you have the option to go left or right. Go right because if you go left you'll just hit a dead end. Follow the hall to the right all the way to the end. At the end of this hall is Aya's second Blood Mist Zombie. This one requires your SKILL stat bar to be a fourth of the way full to defeat it. Once this is achieved, return to the chapter and defeat the Blood Mist Zombie to receive the Shield Ring. Backtrack and take the hallway to locate the entrance to the elevator.

Enter the elevator and you will meet a new enemy type. The Cop Zombie has both long range (Pistols and Shotguns) and short range attacks and is able to block a character's attacks. Use the kick (Shake the Nunchuk) to break their block, then slash away, or attack them from behind. Defeat all the zombies in the elevator and hit the switch on the wall to take you to the Abandoned Hospital, Rear Entrance

Area 2: Abandoned Hospital, Rear Entrance

When you exit the elevator you will have the choice between two paths. If you proceed forward and take a right down the hall, you will come across a Goddess Statue Save Chamber. Use this if necessary, if not, take the immediate left out of the elevator. Follow the hall and take a right into the examination room. A sword barrier will rise here. Here you will meet another new enemy called the Beast Zombie. These things are more annoying than anything else because they hop around and attack you from behind. They scream before they attack, so pay attention to that and it should be



Horrible, horrible Beast Zombies!

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easier to dodge their attacks. Defeat all the enemies to drop the barrier and exit the room. Follow the hall that leads to the rear entrance of the hospital and take the paved road that leads to the Electronics District.

Area 3: Electronics District

When entering the Electronics District there are a couple options you have at your finger tips. You can bypass all fights and head towards the Station Square exit. To reach the exit, just follow the street around the lowered area, take a right, and exit to the Station Square. If you feel like destroying some zombies, you can enter the lowered area where a sword barrier will rise. Defeat them to lower the barrier and move on.

There is a Goddess Statue Save Area behind the lowered area near the entrance to the Underground Parking Lot. The Underground Parking Lot is completely passable, but if you want extra experience then take this route. You will enter a sword barrier area there. Either way, the area to reach is the Station Square, which is accessible from the Underground Parking Lot.

Area 4: Station Square

This is going to be another sword barrier battle, but here you will be introduced to the Bird Zombie. This enemy is pretty much harmless and rarely attacks. Defeat all the enemies and proceed up the inclined pathway to complete the chapter.

A Bird Zombie attacks!



Free Play Chapter 3 Quests

Name	Objective	Chapter	Character Required
Zombicide II	Defeat over 125 zombies and then clear the chapter	Chapter 3	Aya
Cool Master II	Maintain a 65% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 3	Aya
Zombicide III	Defeat at least 30 Bird Zombies then clear the chapter	Chapter 3	Aya
Zombicide IV	Defeat at least 30 Beast Zombies then clear the chapter	Chapter 3	Aya
Unmarked Queen III	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 3	Aya

Chapter 4 – Warrior of Sorrow, Again

Area 1: Station Square

This chapter will pit Aya against a few waves of zombies before a cut-scene is triggered and you are introduced to your first boss battle. Defeat the zombies to trigger the cut-scene.

Boss Battle: Saki

During this battle, Saki will mostly use sword attacks instead of her Beat Mode. Depending on which difficulty setting your playing on, the only true differences you will notice is her aggressiveness and damage that she can deal and take from you. Saki will enter into Rampage Mode when her vitality bar falls below half full. This makes her faster and more powerful, but your attacks also do more damage to her. On the Easy and Normal difficulty setting, she can be defeated quickly with one or two Special Attacks (hold the 1 Button and Swing the Wii Remote).

Tip: All boss fights pretty much play out exactly the same (except for the final one), so the same tactics can be used on all of them no matter which character is being used. On the harder difficulties, use the “Chaotic Luster Maelstrom” against bosses because this attack will stop them from attacking you by keeping them off balance. On Violent and Berserk difficulties, you will have to deal with zombies as well as the boss. With this in mind, save the cure gems and power gems for these battles, as well as equipping the Shield Ring for extra protection. And if you have the Violent Rampage Ring and a few Bloody Lumps, these fights even easier. When on the Berserk difficulty, equip the Violent Rampage Ring and attack the boss head on with everything you got. They should go down pretty quick.

Free Play Chapter 4 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen IV	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example damage from gunshots)	Chapter 4	Aya
Abnormal Woman	Defeat the boss with a Special Attack then clear the chapter	Chapter 4	Aya
Invitation to Death II	Use any combination of “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” and hit the boss at least three times with one then clear the chapter	Chapter 4	Aya
Cool Master III	Use a “Cool Combination Attack” at the 3 rd stage or higher and hit the boss with it at least 3 times and clear the chapter	Chapter 4	Aya
Provocative Vixen II	Taunt the boss at least 3 times before killing them (Let the boss cool down before taunting them again)	Chapter 4	Aya

Chapter 5 – The Blood Drinking Sword

Area 1: Subway Track: B1F

You start off this chapter with a sword barrier fight. Located directly behind starting point is Aya's third Blood Mist Zombie. This one requires your SKILL stat bar to be three quarters full to be able to defeat it. When this enemy is defeated, you acquire the Special Skill Ring which makes it a lot easier to perform “Cool Combination Attacks” and special command moves like the “Hand Thrust” and the “Chaotic Luster Maelstrom” attack.

Once the barrier has dropped, proceed down the steps and follow the hall to the large open area. Once you enter the large open area, a sword barrier will pop up. Here you are introduced to the Mudman. These enemies cannot be defeated with normal attacks unless you are in Rampage Mode. In order to defeat them you will need to perform a “Hand Thrust” attack (swing the Wii Remote 3 times, pause for a second, and then thrust the Wii Remote forward). Defeat all the enemies to drop the sword barrier. You'll now have the option to visit the Goddess Save Chamber. If you don't want to, go to the exit that takes you to Subway Track: B2F.

Area 2: Subway Track: B2F

Once you have loaded into the area, proceed left down the hall then head down the stairs destroying all zombies in your path. Continue forward and a sword barrier will rise. Defeat the zombies to drop the barrier and proceed down the next set of stairs past the subway token machines. Take a left at the bottom of the stairs, kill all the zombies in this hallway, and locate the stairs that lead to the Subway Platform and Tunnel: East.

Area 3: Subway Platform and Tunnel: East



These Exorcists are not priests!

Here you start on a subway platform. Take the path that leads to the right and down the stairs to the subway tracks. Proceed forward and you will enter a sword barrier area. Here you will be introduced to the Exorcists. These spider type enemies are like the Beasts only stronger, faster, and deadlier. These enemies are a top priority for they have a lot of vitality, their attacks are powerful, and they will take you out quickly if you're not careful. They also have a ranged acid spit attack and can block attacks. The quickest way to defeat an Exorcist is to Lock On to them and get close enough to kick them. The kick will knock them back, giving you just enough time to do an evade flip to get behind it, allowing you to attack it for extra damage. Defeat all the enemies to drop the sword barrier.

Continue to follow the subway tracks to the tunnel until you reach the incline leading to the

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room with the next sword barrier fight. Defeat the enemies to drop the barrier and use the Goddess Statue Save Chamber, if need be. If not, take the door that leads to the Subway Platform and Tunnel: West.

Area 4: Subway Platform and Tunnel: West

Just follow the tunnel to the next set of tracks and onto the subway platform to complete the chapter.

Free Play Chapter 5 Quests

Name	Objective	Chapter	Character Required
Zombie Piercer	Defeat at least 10 zombies with the “Hand Thrust” and clear the chapter	Chapter 5	Aya
Dance of the Empress II	Defeat at least 30 zombies with the “Chaotic Luster Maelstrom” attack then clear the chapter.	Chapter 5	Aya
Dance of Ecstasy	Use the “Ecstasy Combination Attack” to defeat at least 20 enemies and clear the chapter.	Chapter 5	Aya
Flash Counter	Defeat at least 40 zombies with a “Counter” and then clear the chapter	Chapter 5	Aya
Unmarked Queen V	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 5	Aya

Chapter 6 – False Assassin

Area 1: Subway Platform and Tunnel: West

This chapter will pit Aya against a few waves of zombies before a cut-scene is triggered. After the cutscene, you are introduced to your next boss battle.

Boss Fight – Misery

Misery has a big sword that stuns you if you are hit. She also utilizes her Broken Sword Mode, which means she has longer range, but her attacks are slower. These attacks also have the ability to stun you, leaving you open for more attacks. Misery will enter into Rampage Mode when her vitality bar falls below half full. This makes her faster and more powerful, but your attacks do more damage to her. On the Easy and Normal difficulty setting, she can be defeated quickly with one or two Special Attacks (hold the 1 Button and Swing the Wii Remote). Just lock on and dodge her slow attacks, attack her from behind, or use Special Attacks. She should go down easy.

Free Play Chapter 6 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen VI	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 6	Aya
Rampage of Baneful Blood	Kill the boss by only damaging them in Rampage Mode	Chapter 6	Aya
Invitation to Death III	Use “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” or “Ecstasy Combination Attack” to kill the boss	Chapter 6	Aya
Cool Master IV	Use a “Cool Combination Attack” at the 3 rd stage or higher and hit the boss with it at least 3 times and clear the chapter	Chapter 6	Aya
Victory from Defeat	Defeat the boss with remaining life at less then 10% and the sword's gore gauge at over 90% (Both characters in the party must meet these requirements)	Chapter 6	Aya

Chapter 7 – A Nightmare Without End

Area 1: Wooded Valley

The start of this chapter introduces you to some of the tougher enemies in the game. When you move forward from the start, you will enter a sword barrier fight. This fight will bring forth the enemies called Murders. These are high priority enemies just like the Exorcist. They come in three types: the Gatling Murder, Knife Murder, and the Grenade Murder. All of the Murder types have a lot of vitality and powerful close and long ranged attacks. The quickest way to get rid of them is to attack them from behind to deal extra damage. Defeat the Murders and other zombies to drop the barrier and then proceed up the grassy hill.

Zombies will pop up out of the ground here. You can either slay them, or run on by. At the top of the hill by the waterfall, you will enter a sword barrier fight. Defeat all the enemies to drop the barrier. Jump on the rocks to get up onto the ledge and proceed toward the exit to the Suspension Bridge Area.

Murder all Murders!



Area 2: Suspension Bridge

Move forward across the bridge towards the other side. You'll encounter a few zombies, so take them out if need be. Across the bridge there is a Goddess Statue Save Chamber. Proceed down the hill and a sword barrier will appear. It is recommended that you kill all of the Murders before the sword barrier. They will cheap shot you from outside the barrier by using the Gatling gun and grenade ranged attacks against you. Make sure to defeat them first before entering the barrier battle. Defeat all the

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enemies to drop the barrier. Follow the path until you get to the entrance to the cave.

Area 3: Cave

From the start point, you can either proceed straight ahead or take the path to the right. Either way you take will lead to the same area. Taking the path to the right will lead you into a large room with some Mudmen. Use this opportunity to restock your Bloody Lumps if you don't have any. This is also the location of the last Blood Mist Zombie for Aya. The Blood Mist Zombie is in the far corner near the barrels and boxes in this room and requires a full SKILL stat bar to defeat it. When you defeat this enemy, you will obtain the Heightened Ecstasy Ring. This ring increases the rate at which your ecstasy bar fills.

While moving along the path, you will end up in a sword barrier fight. In this fight, you will meet the enemy called the Gigant. These gigantic zombies are very powerful, but slow. Watch out for the bear hug attack (indicated by raising both arms in a bear like stance)! This will lower your vitality quite a bit and render you vulnerable to more attacks. The easiest way to dispatch this foe is to use the Murder strategy on it and attack it from behind. Defeat all the enemies to drop the sword barrier and proceed through the cave to the Subterranean Temple Facility Area.

Area 4: Subterranean Temple Facility

Continue through this area slaying enemies. You will come to a point in the hall where you can either branch right or continue forward. If you continue forward, you will enter a giant room where a sword barrier will trap you. This is a great room to gain experience; therefore, to level up in. You will face every enemy type in separate waves. Once all waves are defeated, you can leave the room. If you take the path to right, you will be led to a room and another hall where a Goddess Statue Save Area is. Save if you would like to. If not, continue into the next room where a sword barrier will rise. Defeat the enemies to drop the barrier and proceed down the sloped walkway to complete the chapter.

Free Play Chapter 7 Quests

Name	Objective	Chapter	Character Required
Provocative Vixen III	Taunt and defeat 50 enraged zombies and then complete the chapter	Chapter 7	Aya
Technical Master II	Perform a kill combo of at least 40 kills, or achieve a technical rank V	Chapter 7	Aya
Invitation to Death IV	Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once	Chapter 7	Aya
Cool Master V	Maintain a 70% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 7	Aya
Unmarked Queen VII	Do not use any items or take any damage (However, damage from ranged attacks is allowed. For example: damage from gunshots)	Chapter 7	Aya

Chapter 8 – Human Preservation Project

Area 1: Subterranean Temple Facility

Boss Battle: Reiko

This boss battle is divided up into two different stages. The first is Reiko in her Normal state. She is a little bit harder to hit than the other bosses. This is due to the fact that she uses long range attacks (her guns) and she can evade your regular and Special Attacks. She'll swing her sword at you once or twice, then cartwheel out of the way. On the easy and normal difficulties, use your Special Attack to defeat her quickly.

Once she is defeated, a small cut-scene will play and Reiko will enter Rampage Mode 2. The other bosses enter into a regular Rampage state, which means that Reiko is even faster and stronger than the other Rampaging bosses. This higher Rampage state comes with new Special Attacks that could possibly take you out in one hit. Stay sharp and don't turn your back to her. Reiko's fighting style in Rampage Mode 2 is to rush you and attack without mercy. The best way to make sure that you will survive is to wait for her to rush, then dodge out of the way. This way, her back is to you and you can unleash a few Special Attacks to take her out quickly.

Free Play Chapter 8 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen VIII	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 8	Aya
Invitation to Death V	Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once on the boss. Then use one of the attacks to kill the boss (This Quest is easiest to complete during the first stage of the boss fight, then kill the boss with one of the attacks during the second stage of the boss fight)	Chapter 8	Aya
Cool Master VI	Hit the boss with the final hit of a “Cool Combination Attack” (This requires the SKILL Status to be completely full)	Chapter 8	Aya
Rampage of the Baneful Blood II	Kill the boss by only damaging them in Rampage Mode	Chapter 8	Aya
Rampage of the Baneful Blood III	Defeat the the boss in Rampage Mode 2 (This requires the character to enter Rampage Mode 2 in the first stage of the boss fight. Rampage 2 is activated when a character hits the boss/enemy with the final hit of a “Cool Combination Attack” that fills the Splatter Gauge completely up.	Chapter 8	Aya

Saki:

Chapter 1 – The Bloody Wheel of Life

Area 1: Subway Platform and Tunnel: West

Saki's story begins in the subway. You are treated to a cut-scene, then are graced with a sword barrier fight. Defeat all the enemies to drop the barrier and proceed down the subway platform, onto the track, and into the tunnels. Enter the door that leads to the Subway Platform and Tunnel: East.

Area 2: Subway Platform and Tunnel: East

Proceed forward through the short hall and enter the room where a sword barrier will rise. Defeat the enemies that appear to drop the barrier. Use the Goddess Statue Save Chamber if you need to. If not, continue through the tunnels slaying enemies. You will eventually come to another set of subway tracks. Follow the tracks and when you're able to cross to the other side, perform a U-turn and follow the tracks to the dead end. At the dead end is Saki's first Blood Mist Zombie. This one requires Saki's SKILL stat bar to be a quarter of the way full to defeat it. When the Blood Mist Zombie is defeated, you'll obtain the Foresight Ring. If you don't have enough of the SKILL stat bar full, just follow the tracks that lead to the stairs of the subway platform. Slay your enemies and take the second set of stairs that lead to the Subway Track: B2F.

Area 3: Subway Track: B2F

Upon entering the area, head left and decimate anything in your path. Follow the hall until you reach the stairs leading to the subway token booths. Once you're past the booths, a sword barrier will rise. Defeat all the enemies to drop the sword barrier. After the barrier drops, continue forward and up the next flight of stairs. Up the stairs and to the right, you will find the exit to the Subway Track: B1F.

Area 4: Subway Track: B1F

This area has a Goddess Statue Save Area in the hall to your right. If you need to use it, stay close to the wall or you will trigger the sword barrier for the large room. If you don't need it, head into the large room to trigger the sword barrier. Defeat all the enemies to drop the barrier. Follow the hall that leads to two small flights of stairs and your chapter will be complete.

Free Play Chapter 1 Quests

Name	Objective	Chapter	Character Required
Zombicide I	Defeat over 100 zombies and clear the chapter	Chapter 1	Saki
Forbidden Item I	Clear the chapter without using any items	Chapter 1	Saki
Flying Swallow Dance I	Perform 3 foresight evades against attacks and clear the chapter	Chapter 1	Saki
Cool Master I	Maintain a 50% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 1	Saki
Unmarked Queen I	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 1	Saki

Chapter 2 – A Girl Wreathed in Darkness

Area 1: Subway Track: B1F

The sword barrier will rise immediately when starting this chapter. Defeat the waves of enemies to trigger the cut-scene for the boss battle.

Boss Battle – Reiko

Reiko is a little bit harder to hit than the other bosses. This is due to the fact that she uses long range attacks (her guns) and she can evade your regular and Special Attacks. She'll swing her sword at you once or twice, then cartwheel out of the way. On the easy and normal difficulties, use your Special Attack to defeat her quickly. When possible, use Saki's Beat Mode (press the C Button). Try to get behind Reiko and throw her (swing the Nunchuk while in Beat Mode). This will take a nice portion of vitality away from her and leave her open for attacks while she is still on the ground. If her vitality falls below half, she will enter Rampage mode making her faster and stronger. Defeat Reiko to complete the chapter.

Free Play Chapter 2 Quests

Name	Objective	Chapter	Character Required
Provocative Vixen I	Taunt and defeat 25 enraged zombies and clear the chapter	Chapter 2	Saki
Dance of the Empress I	Defeat at least 15 zombies with the “Chaotic Luster Maelstrom” attack and clear the chapter	Chapter 2	Saki
Invitation to Death I	Defeat all enemies with the Special Attack and clear the chapter	Chapter 2	Saki
Technical Master I	Perform a kill combo of at least 20 kills, or achieve a technical rank S and clear the chapter	Chapter 2	Saki
Unmarked Queen II	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 2	Saki

Chapter 3 – Despicable Bloodlines

Area 1: Station Square



These Cop Zombies don't protect or serve!

Start the chapter by moving Saki forward down the ramp and into the Station Square. A sword barrier will rise and enemies will come out of the ground. Here, Saki will meet the Zombie Cops for the first time. Saki has a slight advantage over the other playable characters with this enemy type. When in Beat Mode, she is able to tear off their limbs, disabling their long ranged attacks. To tear off Zombie Cops' limbs perform a throw move to grapple a zombie, then swing the Nunchuk again while holding Left or Right on the Control Stick. This move is effective for all enemy types, especially the Cop Zombies and the Murders. Defeat all the enemies in the area to drop the sword barrier.

Once you have defeated them, you have two options for progression. You can take the street and enter the Electronics District, or you can go through the Underground Parking Garage. The Underground Parking Garage will lead you into a sword barrier battle, but you will ultimately end up in the Electronics District. The choice is yours.

Area 2: Electronics District

The Electronics District has a Goddess Statue Save Chamber down an alley near the Underground Parking garage entrance. This area also has an optional sword barrier fight when you take the short staircase down to the court. Slaughter as many enemies as you see fit in this district while following the road that leads to the Abandoned Hospital, Rear Entrance.

Area 3: Abandoned Hospital, Rear Entrance

Continue up the road and find the handicapped parking spaces to the right of the entrance. This area is where Saki's second Blood Mist Zombie is located. This one requires Saki's SKILL stat bar to be half full to be able to defeat it. After defeating it, you'll acquire the Experience Ring. This ring is very useful for leveling up your character a lot quicker than normal. Enter into the hospital and follow the hall to the examination room. A sword barrier will rise in this room, so defeat all enemies to drop the barrier. Continue into the hall where it will branch either to the left or to the right. The hall to the left leads to a Goddess Statue Save Chamber. If you don't save, take the hallway to the right that leads to the elevator. Enter the elevator and defeat the enemies that spawn to activate the button leading to the Hospital Wing: 1F

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Area 4: Hospital Wing: 1F

Exit the elevator, follow the hall to the T-junction, and take a left. Slaughter all your enemies on the way to the hospital waiting room where you will complete the chapter.

Free Play Chapter 3 Quests

Name	Objective	Chapter	Character Required
Zombicide II	Defeat over 120 zombies and then clear the chapter	Chapter 3	Saki
Cool Master II	Maintain a 60% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 3	Saki
Zombicide III	Defeat at least 25 Beast Zombies then clear the chapter	Chapter 3	Saki
Zombicide IV	Defeat at least 15 Exorcists then clear the chapter	Chapter 3	Saki
Unmarked Queen III	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 3	Saki

Chapter 4 – Blood, Overflowing

Area 1: Hospital Wing: 1F

This chapter pits Saki against Zombies, Cop Zombies, Mudmen, and Beasts. Use Saki's Beat Mode to disarm the Cop Zombies and other Zombies. Saki also has two ways to defeat Mudmen. One of course is the Hand Thrust attack. The other is a throw move. Grapple a Mudman by swinging the Nunchuk, then swing the Nunchuk again while pressing Forward on the Control Stick. The game will slow down. At this point, thrust the Wii Remote forward to complete the move. This is a faster, more efficient way for Saki to deal with the Mudmen. Defeat all the enemies to complete the chapter.

Free Play Chapter 4 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen IV	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 4	Saki
Abnormal Woman	Defeat at least 30 zombies with the Special Attack and then clear the chapter	Chapter 4	Saki
Invitation to Death II	Use any combination of “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” to hit enemies a total of 12 times	Chapter 4	Saki
Cool Master III	Maintain a 65% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 4	Saki
Provocative Vixen II	Taunt and defeat 45 enraged zombies and clear the chapter	Chapter 4	Saki

Chapter 5 – Locked Away Past

Area 1: Wooded Valley

Saki starts on a grassy trail in this chapter. Proceed forward along the trail and slay all your foes. Just past the split in the trail, a sword barrier will rise. Defeat all the enemies to progress. Continue up the trail and slaughter all enemies until you reach the waterfall. At the waterfall, a sword barrier will rise. Saki will encounter the Exorcist enemies here. Saki is able to One-Hit-Kill these tough enemies unlike the other playable characters. To One-Hit-Kill an Exorcist, enter Beat mode and grapple the Exorcist by swinging the Nunchuk. Swing it again while pressing Forward on the Control Stick. The game will slow down, and at this point thrust the Wii Remote forward. The Exorcist will be no more. This is the best move to dispatch these tough little buggers. Unfortunately Saki is the only one with this ability. Defeat all the enemies to drop the barrier and use the rocks to jump onto the ledge. Follow the trail to the Suspension Bridge.

Area 2: Suspension Bridge

Proceed forward and cross the bridge. Once you're on the other side, enemies will come out of the ground. There is a Goddess Statue Save Chamber on the left just past the bridge. Proceed down the hill and to the next sword barrier encounter. Defeat the enemies to drop the barrier. In this same area is Saki's third Blood Mist Zombie. It is located near the trees along the cliff wall. Saki's SKILL stat bar must be three fourths full to defeat this one. Once it is defeated, you'll acquire the Blood Orb Ring. Continue along the trail and enter the cave.

Area 3: Cave

Inside the cave, you can move forward along the trail and enter the sword barrier fight, or you can take the path to the right and slay some more zombies before the sword barrier fight. Either way, the sword barrier fight is the ultimate destination in this area. Once all enemies are defeated and the barrier drops, continue on to the Subterranean Temple Facility.

Area 4: Subterranean Temple Facility

Proceed forward through the hall destroying anything in your path. This will eventually lead to a branching path to the right. Take the path to the right or you will just explore an empty room. Following the hallway to the right will lead you to a room with a sword barrier fight. Defeat the enemies to drop the barrier. The connecting hallway contains a Goddess Statue Save Chamber. Continue down the hall to the next room where another sword barrier will rise. Defeat all the enemies to drop the barrier. Head down the sloped walkway to complete the chapter.

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Free Play Chapter 5 Quests

Name	Objective	Chapter	Character Required
Zombie Piercer	Defeat at least 10 zombies with the “Hand Thrust” and clear the chapter	Chapter 5	Saki
Dance of the Empress II	Defeat at least 30 zombies with the “Chaotic Luster Maelstrom” attack then clear the chapter.	Chapter 5	Saki
Dance of Ecstasy	Use the “Ecstasy Combination Attack” to defeat at least 20 enemies and clear the chapter.	Chapter 5	Saki
Flash Counter	Defeat at least 40 zombies with a “Counter” and then clear the chapter	Chapter 5	Saki
Unmarked Queen V	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 5	Saki

Chapter 6 – The Ancient Seal

Area 1: Subterranean Temple Facility

This chapter will send a few waves of zombies your way before the boss battle. Slay the Cop Zombies, Mudmen, Beasts, and all the other baddies thrown your way to trigger the cut-scene for the boss.

Boss Battle: Aya

Aya can be a tricky one to deal with. She uses her Double Sword Mode and a lot of moves that will knock you down. When you can, connect a couple quick slashes and dodge out of the way. The same strategy applies to her as well as the rest of the boss battles in this game. For Easy and Normal difficulties, use the Special Attack to finish her quickly. For all other difficulties, use the “Chaotic Luster Maelstrom” to keep her at bay and deal more damage. Defeat Aya to complete the chapter.

Free Play Chapter 6 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen VI	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 6	Saki
Rampage of Baneful Blood	Kill the boss by only damaging them in Rampage Mode	Chapter 6	Saki
Invitation to Death III	Use “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” or “Ecstasy Combination Attack” to kill the boss	Chapter 6	Saki
Cool Master IV	Use a “Cool Combination Attack” at the 3 rd stage or higher and hit the boss with it at least 3 times and clear the chapter	Chapter 6	Saki
Victory from Defeat	Defeat the boss with remaining life at less than 10% and the sword's gore gauge at over 90% (Both characters in the party must meet these requirements)	Chapter 6	Saki

Chapter 7 – An Uncontrollable Thirst

Area 1: Park Cemetery

This chapter starts out with a sword barrier fight. This fight will pit you against Murders, Cop Zombies, and Exorcists. Switch to Saki's Beat Mode and start ripping off the limbs of the Murders and Cop Zombies to avoid being shot in the back or grenaded to death. The Murders and Exorcists should be the top priority in this battle, so use the One-Hit-Kill move to make quick work of the Exorcists. Defeat all the enemies to drop the barrier. Continue on the cemetery path destroying all who oppose you until you reach the Fountain Square and Church Street gate.

Area 2: Fountain Square and Church Street

Move forward and once you enter the fountain square, the sword barrier will rise. Defeat the zombies and all other creepy crawlies to drop the sword barrier. Follow the tunnel and go up the stairs to the right side of the church door. Here you will find Saki's last Blood Mist Zombie. This requires a full SKILL stat bar to defeat. Once you have defeated it, you acquire the Item Lover's Ring. This is very useful when your item stock is low. Proceed into the Church Square.

Area 3: Church Square

Slaughter all the enemies in this little church alcove and use the Goddess Statue Save Chamber. Enter the square when you're ready and you will be treated to another sword barrier fight. Here Saki will meet the Gigant. Saki is unable to physically throw these enemies or rip their limbs off. She is still able to grapple them and give them a powerful punch in the mouth though. This maneuver is pulled off the same way you One-Hit-Kill an Exorcist. This will send him flying back, knocking over any other enemy, giving you some breathing room. Defeat all enemies to drop the barrier and proceed to the Chapel door.



Saki vs. Gigant!

Area 4: Chapel

Proceed forward and complete the chapter.

Free Play Chapter 7 Quests

Name	Objective	Chapter	Character Required
Provocative Vixen III	Taunt and defeat 50 enraged zombies and then complete the chapter	Chapter 7	Saki
Technical Master II	Perform a kill combo of at least 50 kills, or achieve a technical rank V	Chapter 7	Saki
Invitation to Death IV	Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once	Chapter 7	Saki
Cool Master V	Maintain a 70% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 7	Saki
Unmarked Queen VII	Do not use any items or take any damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 7	Saki

Chapter 8 - Overflowing Desire

Area 1: Chapel

Boss Battle: Misery

The final chapter consists of a two part boss fight. The first part is Misery in Normal Mode. For the Easy and Normal difficulties, use the Special Attack. Use the “Chaotic Luster Maelstrom” for the rest of the difficulties. Remember to keep your distance, her attacks will stun you or knock you over.

Once you defeat Misery in Normal Mode, a cut-scene will play showing Misery entering into Rampage Mode 2. This makes her faster and stronger than the other bosses who will only go into Rampage Mode. During this fight, Misery will try to knock you back and perform her Special Attack. If you press the A Button and a direction on the Control Stick as soon as you land, you should be able to dodge the Special Attack. If you don't, be prepared to take massive damage and/or be defeated. The easiest way to defeat Misery in Rampage Mode 2 is to Lock On and evade around her slow attacks. Use the Special Attack or “Chaotic Luster Maelstrom” when her back is turned to you.

Free Play Chapter 8 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen VIII	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 8	Saki
Invitation to Death V	Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once on the boss. Then use one of the attacks to kill the boss (This Quest is easiest to complete during the first stage of the boss fight, then kill the boss with one of the attacks during the second stage of the boss fight)	Chapter 8	Saki
Cool Master VI	Hit the boss with the final hit of a “Cool Combination Attack” (This requires the SKILL Status to be completely full)	Chapter 8	Saki
Rampage of the Baneful Blood II	Kill the boss by only damaging them in Rampage Mode	Chapter 8	Saki
Rampage of the Baneful Blood III	Defeat the the boss in Rampage Mode 2 (This requires the character to enter Rampage Mode 2 in the first stage of the boss fight. Rampage 2 is activated when a character hits the boss/enemy with the final hit of a “Cool Combination Attack” that fills the Splatter Gauge completely up.	Chapter 8	Saki

Reiko:

Chapter 1 – Deus Ex Machina

Area 1: Subway Platform and Tunnel: West

Reiko's story begins in the subway. With Reiko, your alternate fighting mode is your Gun mode. Reiko is equipped with two guns, a shotgun and an Uzi. The shotgun is slow but powerful and can hit and knock back multiple enemies. The Uzi has a high rate of fire and can tear through multiple enemies very quickly from a distance. They are both very useful weapons, but use the Uzi at long range and the shotgun for when you get overwhelmed by multiple enemies. You are first treated to a cut-scene then are graced with a sword barrier fight. Defeat all enemies to drop the barrier and proceed down the subway platform. Walk onto the track and into the tunnels, then enter the door that leads to the Subway Platform and Tunnel: East.

Area 2: Subway Platform and Tunnel: East

Proceed forward through the short hall and enter the room where a sword barrier will rise. Defeat the enemies to drop the barrier. Then use Goddess Statue Save Chamber if you'd like. If not, continue through the tunnels slaying enemies. You will eventually come to another set of subway tracks. Just follow the tracks that lead to the stairs to the subway platform. Slay your enemies and take the second set of stairs that lead to the Subway Track: B2F.

Area 3: Subway Track: B2F

Upon entering the area, head left and decimate anything in your path. Follow the hall until you reach the stairs leading to the subway token booths. Once you're past the booths, a sword barrier will rise. Defeat all of the enemies to drop the sword barrier. After the barrier drops, continue forward and up the next flight of stairs. Go past the stairs that lead to Subway Track: B1F and you will find Reiko's first Blood Mist Zombie. This one requires Reiko's SKILL stat bar to be a quarter of the way full to defeat it. Once it's defeated, you'll acquire the Ammo Ring. This ring adds extra ammo to Reiko's guns. Continue up the stairs and you will find the exit to the Subway Track: B1F.

Area 4: Subway Track: B1F

This area has a Goddess Statue Save Area in the hall immediately to your right. If you need to use it, stay close to the wall or you will trigger the sword barrier for the large room. If not, head into the large room to trigger the sword barrier. Defeat all the enemies to drop the barrier. Follow the hall that leads up two small flights of stairs and your chapter will be complete.

Free Play Chapter 1 Quests

Name	Objective	Chapter	Character Required
Zombicide I	Defeat over 120 zombies and clear the chapter	Chapter 1	Reiko
Forbidden Item I	Clear the chapter without using any items	Chapter 1	Reiko
Flying Swallow Dance I	Perform 3 foresight evades against attacks and clear the chapter	Chapter 1	Reiko
Cool Master I	Maintain a 55% or more "Cool Combination Attack" success rate and clear the chapter	Chapter 1	Reiko
Unmarked Queen I	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 1	Reiko

Chapter 2 – Seeker of Truth

Area 1: Subway Track: B1F

The sword barrier will rise immediately when starting this chapter. Defeat the waves of enemies to trigger the cut-scene for the boss battle.

Boss Battle – Misery

Misery has a big sword that will stun you if you are hit. She also has her Broken Sword Mode which means she has longer range, but her attacks are slower. These attacks also have the ability to stun you leaving you open for more attacks. She will enter Rampage Mode if her vitality falls below half. On the Easy and Normal difficulty settings, she can be defeated quickly with one or two Special Attacks (hold the 1 Button and Swing the Wii Remote). Just lock on and dodge her slow attacks, then attack her from behind, or use Special Attacks. She should go down easy. Using your uzi at a distance

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will chip away at her, but it's the slowest way to take her down. Equip the shotgun to finish her off.

Free Play Chapter 2 Quests

Name	Objective	Chapter	Character Required
Provocative Vixen I	Taunt and defeat 30 enraged zombies and clear the chapter	Chapter 2	Reiko
Dance of the Empress I	Defeat at least 20 zombies with the “Chaotic Luster Maelstrom” attack and clear the chapter	Chapter 2	Reiko
Invitation to Death I	Defeat all enemies with Reiko's guns and then clear the chapter	Chapter 2	Reiko
Technical Master I	Perform a kill combo of at least 30 kills, or achieve a technical rank V and clear the chapter	Chapter 2	Reiko
Unmarked Queen II	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 2	Reiko

Chapter 3 – High Priority Capture

Area 1: Park Cemetery

You'll start in the cemetery where you'll be trapped in a sword barrier fight. Defeat all of the enemies to drop the barrier. Continue on the cemetery path destroying all who oppose you until you reach the Fountain Square and Church Street gate.

Area 2: Fountain Square and Church Street

Move forward to enter the fountain square and a sword barrier will rise. Defeat the zombies and all the other creepy crawlies to drop the sword barrier. Follow the tunnel and walk up the stairs to enter the Church Square.

Area 3: Church Square

Slaughter all the enemies in this little church alcove, then use the Goddess Statue Save Chamber if you want to. Enter the square when you're ready and you will be trapped in a sword barrier fight. Once the enemies are defeated and the barrier drops, turn to the right, walk onto the grass, and you will find Reiko's second Blood Mist Zombie. This one requires the SKILL stat bar to be half full to defeat it. Once it's defeated, you will acquire the Range Ring. After killing the Blood Mist Zombie, proceed to the Chapel door.

Area 4: Chapel

Proceed forward and complete the chapter.

Free Play Chapter 3 Quests

Name	Objective	Chapter	Character Required
ZombicideZombicide II	Defeat over 150 zombies and then clear the chapter	Chapter 3	Reiko
Cool Master II	Maintain a 65% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 3	Reiko
Zombicide III	Defeat at least 60 Bird Zombies then clear the chapter	Chapter 3	Reiko
Zombicide IV	Defeat at least 60 Beast Zombies then clear the chapter	Chapter 3	Reiko
Unmarked Queen III	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 3	Reiko

Chapter 4 –Warped Cellular Evolution

Area 1: Chapel

This chapter starts you off where the last chapter ended, in the chapel of the church. Here, you will face a few waves of zombies. Defeat each wave and the chapter will be complete.

Free Play Chapter 4 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen IV	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 4	Reiko
Abnormal Woman	Defeat at least 30 zombies with the Special Attack and then clear the chapter	Chapter 4	Reiko
Invitation to Death II	Use any combination of “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” to hit enemies a total of 15 times	Chapter 4	Reiko
Cool Master III	Maintain a 70% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 4	Reiko
Provocative Vixen II	Taunt and defeat 45 enraged zombies and clear the chapter	Chapter 4	Reiko

Chapter 5 – An Aspect of Humanity

Area 1: Wooded Valley

Reiko starts on a grassy trail in this chapter. Shortly down the trail, and a sword barrier will rise. Slay all your foes and drop the barrier. Continue along the trail and shortly you'll come to a split in the trail. On the left side of the split in the trail, is the location of Reiko's third Blood Mist Zombie. This one requires your SKILL stat bar to be three quarters of the way full to defeat it. Once it's defeated, you'll acquire the Violent Rampage Ring. This ring is very useful when playing on the Berserk difficulty setting. Proceed back onto the main trail and slaughter all the enemies until you reach the

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waterfall. At the waterfall, a sword barrier will rise. Defeat the enemies to drop the barrier. Use the rocks to jump onto the ledge and follow the trail to the Suspension Bridge.

Area 2: Suspension Bridge

Proceed forward and cross the bridge. Once you're on the other side of the bridge, enemies will come out of the ground. On the left, just past the bridge, there is a Goddess Statue Save Chamber. Proceed down the hill to the next sword barrier encounter. Defeat the enemies to drop the barrier. Continue on the trail and enter the Cave.

Area 3: Cave

Inside the cave, you can move forward along the trail and enter the sword barrier fight, or you can take the path to the right and slay some zombies. Either way, the sword barrier fight is the ultimate destination in this area. Once all of the enemies are defeated and the barrier drops, continue along to the Subterranean Temple Facility.

Area 4: Subterranean Temple Facility

Proceed forward down the hall destroying anything in your path. This will eventually lead to a branching path. Take the path to the right or you will just explore an empty room. Following the hallway to the right will lead you to a room with a few zombies to destroy. The connecting hallway contains a Goddess Statue Save Chamber. Continue down the hall to the next room where a sword barrier will rise. Defeat all of the enemies to drop the barrier. Head down the sloped walkway to complete the chapter.

Free Play Chapter 5 Quests

Name	Objective	Chapter	Character Required
Zombie Piercer	Defeat at least 15 zombies with the “Hand Thrust” and clear the chapter	Chapter 5	Reiko
Dance of the Empress II	Defeat at least 45 zombies with the “Chaotic Luster Maelstrom” attack then clear the chapter.	Chapter 5	Reiko
Dance of Ecstasy	Use the “Ecstasy Combination Attack” to defeat at least 30 enemies and clear the chapter.	Chapter 5	Reiko
Flash Counter	Defeat at least 45 zombies with a “Counter” and then clear the chapter	Chapter 5	Reiko
Unmarked Queen V	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 5	Reiko

Chapter 6 – Successor to the Bane

Area 1: Subterranean Temple Facility

At the start of this chapter, you get to destroy a couple waves of zombies before the cut-scene is

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triggered and you enter a boss battle.

Boss Battle: Saki

During this battle, Saki will use sword attacks and her Beat Mode. She will switch back and forth to try to throw you off guard. Saki will also try to get behind you and throw you, resulting in massive damage. She will also enter Rampage Mode when her health falls below half. Attack at range with the Uzi until she rushes you, then switch to your sword and use the Special Attack and the “Chaotic Luster Maelstrom” to take her out quickly. Keep your distance on the harder difficulties. When she uses Beat Mode, it only takes a couple of hits to bring you down. Defeat Saki to clear the chapter.

Free Play Chapter 6 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen VI	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 6	Reiko
Rampage of Baneful Blood	Kill the boss by only damaging them in Rampage Mode	Chapter 6	Reiko
Invitation to Death III	Use “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” or “Ecstasy Combination Attack” to kill the boss	Chapter 6	Reiko
Cool Master IV	Use a “Cool Combination Attack” at the 3 rd stage or higher and hit the boss with it at least 3 times and clear the chapter	Chapter 6	Reiko
Victory from Defeat	Defeat the boss with remaining life at less than 10% and the sword's gore gauge at over 90% (Both characters in the party must meet these requirements)	Chapter 6	Reiko

Chapter 7 – Time Limit

Area 1: Hospital Wing: 1F

You start this chapter in the waiting room of an abandoned hospital. There are zombies everywhere, so take them out. Once all of the zombies have been destroyed in this area, you'll have the option to go left or right. Go right, because if you go left, you'll hit a dead end. Follow the hall to the right, then take the hallway and locate the entrance to the elevator. Defeat all the zombies in the elevator and hit the switch on the wall to take the elevator to the Abandoned Hospital, Rear Entrance.

Area 2: Abandoned Hospital, Rear Entrance

When you exit the elevator, the path will split. If you proceed forward and take a right down the hall, you will come across another Goddess Statue Save Chamber. If you take an immediate left out of the elevator, follow the hall, then take a right, you'll come to the examination room. A sword barrier will trap you here. Defeat all the enemies to drop the barrier and exit the room. Follow the hall that leads to the rear entrance of the hospital and take the paved road that leads to the Electronics District.

Area 3: Electronics District

When entering the Electronics District, follow the street and take a left towards the dead end. This is the location of Reiko's last Blood Mist Zombie. This one requires the SKILL stat bar to be completely full to defeat it. Once it's defeated, you'll acquire the Ecstasy-In-Pain Ring. If you want to, you can bypass all of the fights and head towards the Station Square exit. To get there, just follow the street around the lower area, take a right, and exit to the Station Square. If you feel like destroying some zombies, you can enter the lower area where a sword barrier will rise. Defeat all the enemies to lower the barrier and move on.

There is a Goddess Statue Save Area behind the lower area near the Underground Parking Lot entrance. The Underground Parking Lot area is completely passable, but if you want extra experience then take this route. You will enter a sword barrier area in there. Either way the area to reach is the Station Square, which is also accessible from the Underground Parking Lot.

Area 4: Station Square

This is a sword barrier battle, so defeat the waves of enemies. You will be facing off against Murders, Gigants, Cop Zombies, and Exorcists, so use your long ranged weapons before getting up close and personal with the sword. Defeat them all to drop the barrier. After the barrier drops, proceed up the ramp to complete the chapter.

Free Play Chapter 7 Quests

Name	Objective	Chapter	Character Required
Provocative Vixen III	Taunt and defeat 50 enraged zombies and then complete the chapter	Chapter 7	Reiko
Technical Master II	Perform a kill combo of at least 50 kills, or achieve a technical rank V	Chapter 7	Reiko
Invitation to Death IV	Use the "Hand Thrust," "Chaotic Luster Maelstrom," "Counter," and "Ecstasy Combination Attack" at least once	Chapter 7	Reiko
Cool Master V	Maintain a 75% or more "Cool Combination Attack" success rate and clear the chapter	Chapter 7	Reiko
Unmarked Queen VII	Do not use any items or take any damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 7	Reiko

Chapter 8 – The Missing Piece

Area 1: Station Square

Boss Battle: Aya

This fight is pretty fast paced for both stages. When Aya is in Normal Mode, she tends to switch back and forth sporadically between Single and Double Sword mode. She will also evade a lot of your attacks, so make sure that you have a clear shot with your Special Attack or you will be wasting health

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and leaving yourself open for attack. Stay locked on to Aya so that you can see her attacks coming. When she attacks, dodge out of the way and try to attack her from behind. Once Aya is defeated in Normal Mode, a cut-scene is triggered showing her entering into Rampage Mode 2. Keep your distance and try to get behind Aya if at all possible. Hit her from behind with the “Chaotic Luster Maelstrom.” If you try to go toe-to-toe with her, you will take some massive damage and/or be defeated. Use a speed gem, if you need to, to keep pace with her. Aya moves faster than the rest of the bosses. Keep plenty of cure gems available for this fight, you will probably need them. Defeat Aya to clear the chapter.

Free Play Chapter 8 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen VIII	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 8	Reiko
Invitation to Death V	Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once on the boss. Then use one of the attacks to kill the boss (This Quest is easiest to complete during the first stage of the boss fight, then kill the boss with one of the attacks during the second stage of the boss fight)	Chapter 8	Reiko
Cool Master VI	Hit the boss with the final hit of a “Cool Combination Attack” (This requires the SKILL Status to be completely full)	Chapter 8	Reiko
Rampage of the Baneful Blood II	Kill the boss by only damaging them in Rampage Mode	Chapter 8	Reiko
Rampage of the Baneful Blood III	Defeat the the boss in Rampage Mode 2 (This requires the character to enter Rampage Mode 2 in the first stage of the boss fight. Rampage 2 is activated when a character hits the boss/enemy with the final hit of a “Cool Combination Attack” that fills the Splatter Gauge completely up.	Chapter 8	Reiko

Misery:

Chapter 1 – Blood Revival

Area 1: Park Cemetery

Misery's story starts off in the cemetery with a sword barrier fight. Throughout Misery's story, you will encounter a few more enemies than in the other playable characters' story arcs. Misery has a slight advantage due to the long range of her sword and the ability to dismember her opponents quickly. Misery also has Broken Sword Mode which gives her an even longer reach, but your attacks are much slower. With this in mind, defeat all the enemies to drop the barrier. Continue on the cemetery path destroying all of the zombies you come across until you reach the Fountain Square and Church Street gate.

Area 2: Fountain Square and Church Street

As soon as you enter this area and move toward the fountain, a sword barrier will rise and zombies will come out of the ground. Defeat the waves of zombies to drop the barrier and follow the tunnel to the stairs. Proceed up the stairs, slaying anything in your path, until you reach the door leading to the Church Square. To the left of the door is the location of Misery's first Blood Mist Zombie. This one requires the SKILL stat bar to be a quarter of the way full to defeat it. Once it's defeated, you'll acquire the Splatter Control Ring. This ring is pretty useful for Misery since her Splatter gauge fills faster than the rest of the playable characters. Enter the door leading to the Church Square.

Area 3: Church Square

A sword barrier rises once you pass the first archway in the church alcove. Slaughter all the enemies in this alcove to drop the barrier and use the Goddess Statue Save Chamber if you need to. Enter the square when you're ready and you will be given some zombies to destroy. Proceed to the Chapel door once you're done with the slaughter.

Area 4: Chapel

Proceed forward and complete the chapter.

Free Play Chapter 1 Quests

Name	Objective	Chapter	Character Required
Zombicide I	Defeat over 120 zombies and clear the chapter	Chapter 1	Misery
Forbidden Item I	Clear the chapter without using any items	Chapter 1	Misery
Flying Swallow Dance I	Perform 3 Foresight evades against attacks and clear the chapter	Chapter 1	Misery
Cool Master I	Maintain a 55% or more "Cool Combination Attack" success rate and clear the chapter	Chapter 1	Misery
Unmarked Queen I	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 1	Misery

Chapter 2 – Insane Blade

Area 1: Chapel

This chapter you are pitted against a few waves of enemies. Hack through them all, and the chapter will be complete.

Free Play Chapter 2 Quests

Name	Objective	Chapter	Character Required
Provocative Vixen I	Taunt and defeat 40 enraged zombies and clear the chapter	Chapter 2	Misery
Dance of the Empress I	Defeat at least 25 zombies with the “Chaotic Luster Maelstrom” attack and clear the chapter	Chapter 2	Misery
Invitation to Death I	Defeat all enemies with attacks during Rampage Mode only	Chapter 2	Misery
Technical Master I	Perform a kill combo of at least 30 kills, or achieve a technical rank V and clear the chapter	Chapter 2	Misery
Unmarked Queen II	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 2	Misery

Chapter 3 – Intermingling Red Rivers

Area 1: Subway Track: B1F

You start off this chapter with a sword barrier fight. Defeat all the zombies to drop the barrier. Once the barrier has dropped, proceed down the steps and follow the hall to the large open area. Once you enter the large open area, another sword barrier will pop up. Defeat all the enemies to drop the sword barrier. You'll then have the option to visit the Goddess Statue Save Chamber or the exit that leads you to Subway Track: B2F.

Area 2: Subway Track: B2F

Once you have loaded into the area, proceed to the left and go down the hall. Head down the stairs and destroy any zombie in your path. Proceed forward and a sword barrier will rise. Defeat the zombies to drop the barrier and proceed down the next set of stairs, past the subway token machines. Take a left at the bottom of the stairs, kill all of the zombies in this hallway, and locate the stairs that lead to the Subway Platform and Tunnel: East.

Area 3: Subway Platform and Tunnel: East

You will start on a subway platform. Take the path that leads to the right and go down the stairs to the subway tracks. Proceed forward and you will enter a sword barrier area. Defeat all of the enemies to drop the sword barrier. Follow the tracks closest to the platform to the dead end. This is the location of Misery's second Blood Mist Zombie. This one requires your SKILL stat bar to be half full to be able to defeat it. Once it's defeated, you'll acquire the Sparkling Sword Ring. This ring is also very helpful to Misery since her Sword Gore gauge fills much faster than the rest of the playable characters. Follow the subway tracks to the tunnel, then follow the tunnel until you reach the incline leading to the room with the next sword barrier fight. Defeat the enemies to drop the barrier and use the Goddess Statue Save Chamber if you'd like to. If not, then take the door that leads to the Subway Platform and Tunnel: West.

Area 5: Subway Platform and Tunnel: West

Just follow the tunnel to the next set of tracks while destroying anything in your path. Move onto the subway platform to complete the chapter.

Free Play Chapter 3 Quests

Name	Objective	Chapter	Character Required
Zombicide II	Defeat over 150 zombies and then clear the chapter	Chapter 3	Misery
Cool Master II	Maintain a 65% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 3	Misery
Zombicide III	Defeat at least 50 Beast Zombies then clear the chapter	Chapter 3	Misery
Zombicide IV	Defeat at least 30 Exorcists then clear the chapter	Chapter 3	Misery
Unmarked Queen III	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 3	Misery

Chapter 4 –The Taste of Blood

Area 1: Subway Platform and Tunnel: West

At the start you face off against a couple waves of enemies before triggering the cut-scene introducing Misery’s first boss battle.

Boss Battle: Reiko

Reiko is a little bit harder to hit than the other bosses. This is due to the fact that she uses long range attacks (her guns) and she can evade your regular and Special Attacks. She’ll swing her sword at you once or twice, then cartwheel out of the way. On the easy and normal difficulties, use your Special Attack to defeat her quickly. With Misery, this fight is a bit easier since her sword has a longer reach and her standard attacks will knock Reiko off balance. While Reiko is off balance, you’ll have time for a few more attacks. Defeat Reiko to complete the stage.

Free Play Chapter 4 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen IV	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 4	Misery
Abnormal Woman	Defeat the boss with the Special Attack	Chapter 4	Misery
Invitation to Death II	Use any combination of “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” and hit the boss at least 5 times with one then clear the chapter	Chapter 4	Misery
Cool Master III	Use a “Cool Combination Attack” at the 3 rd stage or higher and hit the boss with it at least 3 times and clear the chapter	Chapter 4	Misery
Provocative Vixen II	Taunt the boss at least 5 times before killing them (Let the boss cool down before taunting them again)	Chapter 4	Misery

Chapter 5 – Seal of Baneful Blood

Area 1: Hospital Wing: 1F

You start this chapter in the waiting room of an abandoned hospital. There are zombies everywhere, so take them out. Exit the waiting room, turn right, and follow the hall. Take the next hallway and locate the entrance to the elevator. There are about three waves of enemies in the elevator. Defeat them all so that you can activate the switch on the wall. The elevator will take you to the Abandoned Hospital, Rear Entrance.

Area 2: Abandoned Hospital, Rear Entrance

When you exit the elevator, you can proceed forward and take a right to go down the hall. There, you will come across a Goddess Statue Save Chamber. If you don't need or want to save, take an immediate left out of the elevator. Follow the hall and take a right into the examination room. In the examination room, a sword barrier will rise. Defeat all of the enemies to drop the barrier and exit the room. Follow the hall that leads to the rear entrance of the hospital. Then take the paved road that leads to the Electronics District.

Area 3: Electronics District

When entering the Electronics District you can bypass all of the fights and head towards the Station Square exit. To get there, just follow the street around the lower area, take a right, and exit to the Station Square. However, if you feel like destroying some zombies you can enter the lower area where a sword barrier will rise. Defeat all of the enemies to lower the barrier and move on. There is a Goddess Statue Save Area behind the lower area near the Underground Parking Lot entrance. The Underground Parking Lot area is completely passable, but if you want extra experience then take this route, you will enter a sword barrier area. Either way, the area to reach is the Station Square, which is also accessible from the Underground Parking Lot.

Area 4: Station Square

This is a sword barrier battle, so defeat the waves of enemies to drop the barrier. This is also the location of Misery's third Blood Mist Zombie. This one requires the SKILL stat bar to be three quarters of the way full to defeat it. Once it's defeated, you'll acquire the Lithe Ring. The Blood Mist Zombie is located near the red car to the left of the ramp leading to the end of the chapter. Take the ramp to complete the chapter.

Free Play Chapter 5 Quests

Name	Objective	Chapter	Character Required
Zombie Piercer	Defeat at least 15 zombies with the “Hand Thrust” and clear the chapter	Chapter 5	Misery
Dance of the Empress II	Defeat at least 45 zombies with the “Chaotic Luster Maelstrom” attack then clear the chapter.	Chapter 5	Misery
Dance of Ecstasy	Use the “Ecstasy Combination Attack” to defeat at least 30 enemies and clear the chapter.	Chapter 5	Misery
Flash Counter	Defeat at least 45 zombies with a “Counter” and then clear the chapter	Chapter 5	Misery
Unmarked Queen V	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 5	Misery

Chapter 6 – Baneful Hunter

Area: Station Square

This chapter will start you out with a couple waves of enemies before triggering the cut-scene for the boss battle.

Boss Battle: Aya

Aya can be a tricky one to deal with. She uses her Double Sword Mode and will perform a lot of moves that will knock you down. With Misery, you have a slight reach advantage as well as being able to knock Aya back with just regular attacks. In the Easy and Normal difficulties use the Special Attack to finish her quickly. Defeat Aya to complete the chapter.

Free Play Chapter 6 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen VI	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 6	Misery
Rampage of Baneful Blood	Kill the boss by only damaging them in Rampage Mode	Chapter 6	Misery
Invitation to Death III	Use “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” or “Ecstasy Combination Attack” to kill the boss	Chapter 6	Misery
Cool Master IV	Use a “Cool Combination Attack” at the 3 rd stage or higher and hit the boss with it at least 3 times and clear the chapter	Chapter 6	Misery
Victory from Defeat	Defeat the boss with remaining life at less then 10% and the sword's gore gauge at over 90% (Both characters in the party must meet these requirements)	Chapter 6	Misery

Chapter 7 – The Worst Half-breed

Area 1: Wooded Valley

Misery starts this chapter on a grassy trail. Proceed forward along the trail and slay all your foes. Just past the split in the trail, a sword barrier will rise. Defeat all of the enemies to progress. Continue up the trail and slaughter all enemies until you reach the waterfall. At the waterfall, a sword barrier will rise. Defeat all the enemies to drop the barrier and use the rocks to jump onto the ledge. Follow the trail to the Suspension Bridge.

Area 2: Suspension Bridge

Enemies will spawn immediately when entering this area, so destroy them and proceed forward across the bridge. Once on the other side of the bridge, enemies will come out of the ground. There is a Goddess Statue Save Chamber on the left just past the bridge. After visiting or skipping the Goddess Statue, proceed down the hill to the next sword barrier encounter. Defeat the enemies to drop the barrier. Continue along the trail and enter the Cave.

Area 3: Cave

From the start point, you can either proceed straight or take the path to the right. Either way you take will lead to the same area. Taking the path to the right will lead you into a large room with some Mudmen, Murders, Exorcists, and Beasts. Use this opportunity to restock your Bloody Lumps if you don't have any. This is also the location of the last Blood Mist Zombie for Misery. The Blood Mist Zombie is in the far corner near the barrels and boxes in this room and requires a full SKILL stat bar to defeat it. When you defeat this enemy you will obtain the Provoke Ring. Whether you decide to take the path straight forward or to the right from the cave entrance, you will end up in a sword barrier fight. Defeat all the enemies to drop the sword barrier and proceed through the cave to the Subterranean Temple Facility Area.

Area 4: Subterranean Temple Facility

Proceed forward down the hall destroying anything in your path. This will eventually lead to a fork in the road. Take the path to the right or you will just explore an empty room. Following the hallway to the right will lead you to a room with a few zombies to destroy. The connecting hallway contains a Goddess Statue Save Chamber. Continue down the hall to the next room where a sword barrier will rise. Defeat all the enemies to drop the barrier. Head down the slope to complete the chapter.

Free Play Chapter 7 Quests

Name	Objective	Chapter	Character Required
Provocative Vixen III	Taunt and defeat 50 enraged zombies and then complete the chapter	Chapter 7	Misery
Technical Master II	Perform a kill combo of at least 50 kills, or achieve a technical rank V	Chapter 7	Misery
Invitation to Death IV	Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once	Chapter 7	Misery
Cool Master V	Maintain a 75% or more “Cool Combination Attack” success rate and clear the chapter	Chapter 7	Misery
Unmarked Queen VII	Do not use any items or take any damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 7	Misery

Chapter 8 – The Humanity Livestock Plan

Area 1: Subterranean Temple Facility

Boss Battle: Saki

This battle is broken into two parts. During this battle, Saki uses sword attacks and her Beat Mode. She will switch back and forth to try and throw you off guard. Saki will also try to get behind you and throw you for some massive damage. During the first stage of the fight, when Saki is in Normal mode, use your Special Attack or sword attacks to take her out. When she is defeated for the first time, a cut-scene will play of her entering Rampage Mode 2. Saki will now use Beat Mode and rush in to attack you. You'll take a lot of damage from the punches she throws and she will try to get behind you to throw you. She can kill you with one or two throws, so be careful and keep your health up. When Saki rushes, dodge out of the way and then hit her with all you've got when her back is to you. She will eventually go down. Defeat Saki to complete the chapter.

Free Play Chapter 8 Quests

Name	Objective	Chapter	Character Required
Unmarked Queen VIII	Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)	Chapter 8	Misery
Invitation to Death V	Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once on the boss. Then use one of the attacks to kill the boss (This Quest is easiest to complete during the first stage of the boss fight, then kill the boss with one of the attacks during the second stage of the boss fight)	Chapter 8	Misery
Cool Master VI	Hit the boss with the final hit of a “Cool Combination Attack” (This requires the SKILL Status to be completely full)	Chapter 8	Misery
Rampage of the Baneful Blood II	Kill the boss by only damaging them in Rampage Mode	Chapter 8	Misery
Rampage of the Baneful Blood III	Defeat the the boss in Rampage Mode 2 (This requires the character to enter Rampage Mode 2 in the first stage of the boss fight. Rampage 2 is activated when a character hits the boss/enemy with the final hit of a “Cool Combination Attack” that fills the Splatter Gauge completely up.	Chapter 8	Misery

Quests

Quests can only be completed while in Free Play and Survival Mode. Enter Free Play and the player is allowed to have two characters in their party. Each character has 40 exclusive Quests that must be completed with them in the party on their specific Story levels. There are also 3 Survival Quests to be completed by any character. It is highly recommended that all Blood Mist Zombie rings be obtained and each character be between Level 75-100 to make Quests a lot easier to complete. Also, having all difficulty settings unlocked and completed is helpful, but not required. Please note that quests only unlock when the chapter has been completed.

Aya's Quests

Free Play - Chapter 1 – A Blood Soaked Fate

Zombicide I - Defeat over 100 zombies and clear the chapter

Forbidden Item I - Clear the chapter without using any items

Flying Swallow Dance I - Perform 3 foresight evades against attacks and clear the chapter

Cool Master I - Maintain a 50% or more “Cool Combination Attack” success rate and clear the chapter

Unmarked Queen I - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

The Zombicide, Forbidden Item, Cool Master, and Unmarked Queen should be completed on

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the Easy difficulty setting. Destroy all enemies in your path, don't take any damage, and don't use any items. Do all of this and Zombicide, Forbidden Item, and Unmarked Queen will be unlocked upon completion of the chapter. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy.

The Flying Swallow Dance should be completed on the Hard difficulty setting. The easiest way to complete this quest is to find a group of enemies and slay them all with the Heightened Ecstasy Ring equipped. This should fill your Ecstasy gauge up to about one or two bars. Then pause the game, equip The Ecstasy-In-Pain Ring to keep the gauge from depleting, and find a few more zombies. Stand in front of an enemy until they rear back to attack. Pause the game, equip the Foresight Ring, then un-pause and immediately dodge the attack. The game should slow down if done correctly. Just do that two more times, finish the chapter, and the quest will be complete.

Free Play - Chapter 2 – Huntress Who Wields Darkness

Provocative Vixen I - Taunt and defeat 30 enraged zombies and clear the chapter

Dance of the Empress I - Defeat at least 15 zombies with the “Chaotic Luster Maelstrom” attack and clear the chapter

Invitation to Death I - Defeat all enemies with Aya's “Knife Attack” and clear the chapter

Technical Master I - Perform a kill combo of at least 30 kills, or achieve a technical rank A and clear the chapter

Unmarked Queen II - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Dance of the Empress, Invitation to Death, and Unmarked Queen are easiest to complete on the Easy difficulty setting because the zombies have low vitality and can be killed with only one or two hits. Provocative Vixen and Technical Master should be completed on either the Hard or Violent difficulty setting due to the fact that there are simply more enemies. Equip the Special Skill Ring and run around to “herd” the zombies into a tight group. Taunt the group, then perform a Cool Combo attack on the group. This should net you the technical rank of A quickly. Repeat this process till all enemies are defeated and both quests should unlock when the chapter is complete.

Free Play - Chapter 3 – The Accursed Bloodline

Zombicide II - Defeat over 125 zombies and then clear the chapter

Cool Master II - Maintain a 65% or more “Cool Combination Attack” success rate and clear the chapter

Zombicide III - Defeat at least 30 Bird Zombies then clear the chapter

Zombicide IV - Defeat at least 30 Beast Zombies then clear the chapter

Unmarked Queen III - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

All of the Zombicide quests are easiest to complete on the Berserk difficulty settings with the Violent Rampage Ring equipped. This setting will spawn the most enemy varieties and numbers to help you complete the quest fairly easily. Go back and forth between the Underground Parking Lot and the

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Station Square about ten times. Slaying all of the enemies in these locations should net you more than the 125 zombies, 30 birds, and 30 beasts you need to kill to complete the quest. The same strategy can be used for other difficulty settings, it will just take a bit longer to accumulate all the kills.

Cool Master and the Unmarked Queen quests are easiest to complete on the Easy or Normal difficulty setting. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy.

Free Play - Chapter 4 – Warrior of Sorrow, Again

Unmarked Queen IV - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Abnormal Woman - Defeat the boss with a Special Attack then clear the chapter

Invitation to Death II - Use any combination of “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” and hit the boss at least three times with one then clear the chapter

Cool Master III - Use a “Cool Combination Attack” at the 3rd stage or higher and hit the boss with it at least 3 times and clear the chapter

Provocative Vixen II - Taunt the boss at least 3 times before killing them (Let the boss cool down before taunting them again)

Unmarked Queen and Abnormal Woman are easiest to complete on the Easy difficulty setting. Just use your Special Attack (hold the 1 Button and swing the Wii Remote) to defeat the boss and don't get hit for Unmarked Queen.

Provocative Vixen and Invitation to Death are also easiest to complete on the Easy difficulty setting. Just taunt the boss three times, then let her cool down before taunting her again. Once she has been taunted for the third time, attack her with the Chaotic Luster Maelstrom until she is defeated. You should be rewarded with both quests upon completion of the chapter.

Use the Hard difficulty setting for the Cool Master quest. Equip the Special Skill Ring and hit the boss with four or five Cool Combo attack hits three different times and the quest should unlock when the chapter is complete.

Free Play - Chapter 5 – The Blood Drinking Sword

Zombie Piercer - Defeat at least 10 zombies with the “Hand Thrust” and clear the chapter

Dance of the Empress II - Defeat at least 30 zombies with the “Chaotic Luster Maelstrom” attack then clear the chapter

Dance of Ecstasy - Use the “Ecstasy Combination Attack” to defeat at least 20 enemies and clear the chapter

Flash Counter - Defeat at least 40 zombies with a “Counter” and then clear the chapter

Unmarked Queen V - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

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Unmarked Queen, Zombie Piercer, and Dance of the Empress will be easiest to complete on the Easy or Normal difficulty settings. Just equip the Special Skill Ring and use the Hand Thrust and Chaotic Luster Maelstrom attacks to defeat all the enemies in the chapter. The Hand Thrust can be used on any enemy type to complete this quest, not just Mudmen.

Dance of Ecstasy and Flash Counter are easiest to complete on the Hard difficulty setting. In Area 1: Subway Track: B1F, the large open room with the sword barrier encounter next to the Goddess Chamber is the perfect area for these two quests. Equip the Heightened Ecstasy Ring and hack away at your foes until you can perform an Ecstasy Attack. Repeat this process by entering and exiting the Goddess Chamber a few times to respawn the enemies until you have slain enough to complete the Dance of Ecstasy.

The easiest way to complete the Flash Counter quest is to enter the sword barrier encounter next to the Goddess Chamber with the Heightened Ecstasy Ring equipped. Just start slaying zombies in the barrier fight. This should fill your Ecstasy gauge up to about one or two bars. Then pause the game, equip The Ecstasy-In-Pain Ring to keep the gauge from depleting, and find a few more zombies. Stand in front of an enemy until they rear back to attack. Pause the game, equip the Foresight Ring, then un-pause and immediately dodge the attack. The game should slow down if done correctly. While in slo-mo, shake the Wii Remote to perform the Counter Attack. Repeat this process by entering and exiting the Goddess Chamber a few times to respawn the enemies until you have slain enough to complete the Flash Counter quest.

Free Play-Chapter 6 – False Assassin

Unmarked Queen VI - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Rampage of Baneful Blood - Kill the boss by only damaging them in Rampage Mode

Invitation to Death III - Use “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” or “Ecstasy Combination Attack” to kill the boss

Cool Master IV - Use a “Cool Combination Attack” at the 3rd stage or higher and hit the boss with it at least 3 times and clear the chapter

Victory from Defeat - Defeat the boss with remaining life at less than 10% and the sword's gore gauge at over 90% (Both characters in the party must meet these requirements)

Unmarked Queen, Rampage of Baneful Blood, Invitation to Death, and Victory from Defeat are easiest to complete on the Easy difficulty setting. Don't take any damage and try to enter Rampage Mode before the boss fight, or when the boss fight first starts. To do this, either Equip the Rampage Ring (if you have already completed the Survival Quests), use two Bloody Lumps, or continually attack the Mudmen until your Splatter gauge fills. Once the boss fight starts, defeat her by hitting her with just Chaotic Luster Maelstrom attacks. This should unlock Unmarked Queen, Rampage of Baneful Blood, and Invitation to Death in one try.

Victory from Defeat takes some very minor work to complete, since both characters have to have the Sword Gore gauge at 90% or above and their vitality at 10% or below. Take either character

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and start slaying all of the enemies except for at least one Mudman. Start attacking the Mudman to raise the Sword Gore gauge till almost full, then start using your Special Attack (hold down the 1 Button and swing the Wii Remote) until you can't use it anymore. Switch to your other character in the party and do the exact same thing. However, once the Sword Gore gauge is almost full, equip the Sparkling Sword Ring (preferably at level 10) and don't use your Special Attack more than once or twice. Defeat the Mudman to spawn the rest of the enemies. Slay them all to enter the boss battle. Continue to use your Special Attack, even when the boss is defeated, until you can't use it anymore. Complete the chapter and this quest should unlock.

Use the Hard difficulty setting for the Cool Master quest. Equip the Special Skill Ring and hit the boss with four or five Cool Combo attack hits, three different times. The quest should unlock when the chapter is complete.

Free Play - Chapter 7 – A Nightmare Without End

Provocative Vixen III - Taunt and defeat 50 enraged zombies and then complete the chapter

Technical Master II - Perform a kill combo of at least 40 kills, or achieve a technical rank V

Invitation to Death IV - Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once

Cool Master V - Maintain a 70% or more “Cool Combination Attack” success rate and clear the chapter

Unmarked Queen VII - Do not use any items or take any damage (However, damage from ranged attacks is allowed. For example: damage from gunshots)

Unmarked Queen, Provocative Vixen, and Invitation to Death can be completed easily on the Easy difficulty setting. It is okay to use rings, but not any items from the items list. Don't take any damage and Unmarked Queen will be yours. Taunt and defeat every enemy you encounter and Provocative Vixen should be a breeze. Equip the Ecstasy-In-Pain ring to keep your Ecstasy gauge from falling and perform the Hand Thrust, Chaotic Luster Maelstrom, Counter, and Ecstasy Attack at least once on your enemies. Once you finish the chapter, the quest will be complete.

Cool Master and Technical Master is best completed on the Hard difficulty setting. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy. Attack enemies in groups, keep the combo meter up, and you should get the Technical Master quest with ease.

Free Play - Chapter 8 – Human Preservation Project

Unmarked Queen VIII - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Invitation to Death V - Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once on the boss. Then use one of the attacks to kill the boss (This Quest is easiest to complete during the first stage of the boss fight, then kill the boss with one of the attacks during the second stage of the boss fight)

Cool Master VI - Hit the boss with the final hit of a “Cool Combination Attack” (This requires the SKILL Stat to be completely full)

Rampage of the Baneful Blood II - Kill the boss by only damaging them in Rampage Mode

Rampage of the Baneful Blood III - Defeat the the boss in Rampage Mode 2 (This requires the character to enter Rampage Mode 2 in the first stage of the boss fight. Rampage 2 is activated when a character hits the boss/enemy with the final hit of a “Cool Combination Attack” that fills the Splatter Gauge completely up.)

Unmarked Queen, Cool Master, and Rampage of Baneful Blood II can be achieved easily on the Easy difficulty setting. Don't take any damage and you will get Unmarked Queen. Use the Special Skill Ring, raise your SKILL bar 100% full, and perform the final hit of a Cool Combo. The game goes into slo-mo for this hit. When you connect this hit with the boss, the Cool Master quest will be complete. For Rampage of the Baneful Blood II, use two Bloody Lumps or equip the Rampage Ring if you have it, before attacking the boss. Once in Rampage Mode, kill the boss and the quest will be complete.

Invitation to Death should be completed on the Hard difficulty setting. Equip the Ecstasy-In-Pain ring and hit the boss with all the moves at least once before defeating her. Use one of the moves to defeat her for the first time. When the boss enters Rampage Mode 2, use the Chaotic Luster Maelstrom the entire fight to take her out. You will be awarded the quest when the chapter is complete.

Rampage of the Baneful Blood III should be completed on the Hard difficulty setting. This quest requires the character to enter Rampage Mode 2 during the first stage of the boss fight before defeating the boss. Equip the Special Skill ring and use a Bloody Lump to fill your Splatter gauge up halfway. Attack the boss with regular attacks to almost fill up the Splatter gauge. To enter Rampage Mode 2, you need to connect the final hit (when the game goes into slo-mo) of a Cool Combo attack and max out your Splatter gauge at the same time. The simplest way to do this is: once the Splatter gauge is almost full, perform a full Cool Combo attack. But don't attack the boss with any of the hits until the final hit of the Cool Combo. It might take a few final hits, but this strategy works the best. You will know you entered Rampage Mode 2 when your character glows orange instead of red. Now that you're in Rampage Mode 2, destroy the boss and the quest will be complete.

Saki's Quests

Free Play - Chapter 1 – The Bloody Wheel of Life

Zombicide I - Defeat over 100 zombies and clear the chapter

Forbidden Item I - Clear the chapter without using any items

Flying Swallow Dance I - Perform 3 foresight evades against attacks and clear the chapter

Cool Master I - Maintain a 50% or more “Cool Combination Attack” success rate and clear the chapter

Unmarked Queen I - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

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The **Zombicide**, **Forbidden Item**, **Cool Master**, and **Unmarked Queen** should be completed on the Easy difficulty setting. Destroy all enemies in your path, don't take any damage, and don't use any items. Do all of this and **Zombicide**, **Forbidden Item**, and **Unmarked Queen** will be unlocked upon completion of the chapter. To make sure you obtain the **Cool Master** quest, equip the **Special Skill Ring** and finish performing the **Cool Combo** attack even if you are not attacking an enemy.

The **Flying Swallow Dance** should be completed on the Hard difficulty setting. The easiest way to complete this quest is to find group of enemies and slay them all with the **Heightened Ecstasy Ring** equipped. This normally fills your **Ecstasy** gauge to about one or two bars. Equip **The Ecstasy-In-Pain Ring** to keep the gauge from depleting, and find a few more zombies. Stand in front of an enemy until they rear back to attack. Pause the game and equip the **Foresight Ring**. Then un-pause and immediately dodge the attack. The game should slow down if done correctly. Do that two more times, finish the chapter, and the quest will be complete.

Free Play - Chapter 2 – A Girl Wreathed in Darkness

Provocative Vixen I - Taunt and defeat 25 enraged zombies and clear the chapter

Dance of the Empress I - Defeat at least 15 zombies with the “**Chaotic Luster Maelstrom**” attack and clear the chapter

Invitation to Death I - Defeat all enemies with the **Special Attack** and clear the chapter

Technical Master I - Perform a kill combo of at least 20 kills, or achieve a technical rank S and clear the chapter

Unmarked Queen II - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Dance of the Empress, **Invitation to Death**, and **Unmarked Queen** are easiest to complete on the Easy difficulty setting because the zombies have low vitality and can get taken out with only one or two hits. **Provocative Vixen** and **Technical Master** should be completed on the Hard or Violent difficulty setting due to the fact that there are simply more enemies. Equip the **Special Skill Ring** and run around to “herd” the zombies into a tight group. Taunt the group, then perform a **Cool Combo** attack on the group. This should get the technical rank of S quickly. Repeat this process till all enemies are defeated and both quests should unlock when the chapter is complete. Just remember that the zombies have to be enraged when they are defeated, or else it doesn't count towards the **Provocative Vixen** quest.

Free Play - Chapter 3 – Despicable Bloodlines

Zombicide II - Defeat over 120 zombies and then clear the chapter

Cool Master II - Maintain a 60% or more “**Cool Combination Attack**” success rate and clear the chapter

Zombicide III - Defeat at least 25 **Beast Zombies** then clear the chapter

Zombicide IV - Defeat at least 15 **Exorcists** then clear the chapter

Unmarked Queen III - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Onechanbara: Bikini Zombie Slayers – Nintendo Wii

All the Zombicide quests are easiest to complete on the Berserk difficulty setting with the Violent Rampage Ring equipped. This setting will spawn the most enemy varieties and numbers to complete the quest fairly easily. Running between the Underground Parking Lot and the Station Square about ten times, while slaying all of the enemies, should net you more than enough kills for the 120 zombies, 15 Exorcists, and 25 Beasts. The same strategy is used for other difficulty settings, it will just take a bit longer to accumulate all the kills.

The Cool Master and Unmarked Queen quests are easiest to complete on the Easy or Normal difficulty setting. Just don't take any damage. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack, even if you are not attacking an enemy.

Free Play - Chapter 4 – Blood, Overflowing

Unmarked Queen IV - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Abnormal Woman - Defeat at least 30 zombies with the Special Attack and then clear the chapter

Invitation to Death II - Use any combination of “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” to hit enemies a total of 12 times

Cool Master III - Maintain a 65% or more “Cool Combination Attack” success rate and clear the chapter

Provocative Vixen II - Taunt and defeat 45 enraged zombies and clear the chapter

Unmarked Queen and Abnormal Woman are easiest to complete on the Easy difficulty setting. Just use your Special Attack (hold the 1 Button and swing the Wii Remote) to defeat at least 30 enemies for Abnormal Woman and don't get hit for Unmarked Queen.

Provocative Vixen and Invitation to Death are also easiest to complete on the Easy difficulty setting. Just taunt the enemies that spawn and defeat them while they're enraged. Once they have been enraged, attack them with the Chaotic Luster Maelstrom. Repeat this process and you should be rewarded with both quests upon completion of the chapter.

Use the Hard difficulty setting for the Cool Master quest. Equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy.

Free Play - Chapter 5 – Locked Away Past

Zombie Piercer - Defeat at least 10 zombies with the “Hand Thrust” and clear the chapter

Dance of the Empress II - Defeat at least 30 zombies with the “Chaotic Luster Maelstrom” attack then clear the chapter.

Dance of Ecstasy - Use the “Ecstasy Combination Attack” to defeat at least 20 enemies and clear the chapter.

Flash Counter - Defeat at least 40 zombies with a “Counter” and then clear the chapter

Onechanbara: Bikini Zombie Slayers – Nintendo Wii

Unmarked Queen V - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Unmarked Queen, Zombie Piercer, and Dance of the Empress will be easiest to complete on the Easy or Normal difficulty settings. Just equip the Special Skill Ring and use the Hand Thrust and Chaotic Luster Maelstrom attacks to defeat all of the enemies in the chapter. The Hand Thrust can be used on any enemy type to complete this quest, not just Mudmen.

Dance of Ecstasy and Flash Counter are easiest to complete on the Hard difficulty setting in Area 4: Subterranean Temple Facility. The large open room, with the sword barrier encounter next to the Goddess Chamber, is the perfect area for these two quests. Equip the Heightened Ecstasy Ring and hack away at your foes until you can perform an Ecstasy Attack. Repeat this process by entering and exiting the Goddess Chamber to respawn the enemies until you have slain enough to complete the Dance of Ecstasy.

The easiest way to complete the Flash Counter quest is to enter the sword barrier encounter next to the Goddess Chamber with the Heightened Ecstasy Ring equipped. Once you're there, start slaying some zombies. This should fill your Ecstasy gauge up about one or two bars. Equip The Ecstasy-In-Pain Ring to keep the gauge from depleting and find a few more zombies. Stand in front of an enemy until they rear back to attack. Pause the game and equip the Foresight Ring. Then un-pause and immediately dodge the attack. The game should slow down if done correctly. While in slo-mo, shake the Wii Remote to perform the Counter Attack. Repeat this process by entering and exiting the Goddess Chamber a few times to respawn the enemies. Do this until you have slain enough to complete the Flash Counter quest.

Free Play - Chapter 6 – The Ancient Seal

Unmarked Queen VI - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Rampage of Baneful Blood - Kill the boss by only damaging them in Rampage Mode

Invitation to Death III - Use “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” or “Ecstasy Combination Attack” to kill the boss

Cool Master IV - Use a “Cool Combination Attack” at the 3rd stage or higher and hit the boss with it at least 3 times and clear the chapter

Victory from Defeat - Defeat the boss with remaining life at less than 10% and the sword's gore gauge at over 90% (Both characters in the party must meet these requirements)

Unmarked Queen, Rampage of Baneful Blood, Invitation to Death, and Victory from Defeat are easiest to complete on the Easy difficulty setting. Don't take any damage and try to enter Rampage Mode before the boss fight or when the boss fight first starts. To do this, either Equip the Rampage Ring (if you have already completed the Survival Quests), use two Bloody Lumps, or continually attack the Mudmen until your Splatter gauge fills. Once the boss fight starts, defeat her by hitting her with the Chaotic Luster Maelstrom. This should unlock Unmarked Queen, Rampage of Baneful Blood, and Invitation to Death in one try.

Onechanbara: Bikini Zombie Slayers – Nintendo Wii

Victory from Defeat takes some very minor work to complete, since both characters have to have the Sword Gore gauge at 90% or above and their vitality at 10% or below. Take either character and start slaying all of the enemies except for at least one Mudman. Start attacking the Mudman to raise the Sword Gore gauge till almost full, then start using your Special Attack (hold down the 1 Button and swing the Wii Remote) until you can't use it anymore. Switch to your other character in the party and do the exact same thing. However, once the Sword Gore gauge is almost full, equip the Sparkling Sword Ring (preferably at level 10) and don't use your Special Attack more than once or twice. Defeat the Mudman to spawn the rest of the enemies. Slay them all to enter the boss battle. Continue to use your Special Attack, even when the boss is defeated, until you can't use it anymore. Complete the chapter and this quest should unlock.

Use the Hard difficulty setting for the Cool Master quest. Equip the Special Skill Ring and hit the boss with four or five Cool Combo attack hits, three different times and the quest should unlock when the chapter is complete.

Free Play - Chapter 7 – An Uncontrollable Thirst

Provocative Vixen III - Taunt and defeat 50 enraged zombies and then complete the chapter

Technical Master II - Perform a kill combo of at least 50 kills, or achieve a technical rank V

Invitation to Death IV - Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once

Cool Master V - Maintain a 70% or more “Cool Combination Attack” success rate and clear the chapter

Unmarked Queen VII - Do not use any items or take any damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Unmarked Queen, Provocative Vixen, and Invitation to Death can be completed easily on the Easy difficulty setting. It is okay to use rings, but not any items from the items list. Don't take any damage and Unmarked Queen will be yours. Taunt and defeat every enemy you encounter and Provocative Vixen should be a breeze. Equip the Ecstasy-In-Pain ring to keep your Ecstasy gauge from falling and perform the Hand Thrust, Chaotic Luster Maelstrom, Counter, and Ecstasy Attack at least once on your enemies. Once you finish the chapter, the quest will be complete.

Cool Master and Technical Master is best completed on the Hard difficulty setting. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy. Attack enemies in groups, keep the combo meter up, and you should get the Technical Master quest with ease.

Free Play - Chapter 8 – Overflowing Desire

Unmarked Queen VIII - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Onechanbara: Bikini Zombie Slayers – Nintendo Wii

Invitation to Death V - Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once on the boss. Then use one of the attacks to kill the boss (This Quest is easiest to complete during the first stage of the boss fight, then kill the boss with one of the attacks during the second stage of the boss fight)

Cool Master VI - Hit the boss with the final hit of a “Cool Combination Attack” (This requires the SKILL Status to be completely full)

Rampage of the Baneful Blood II - Kill the boss by only damaging them in Rampage Mode

Rampage of the Baneful Blood III - Defeat the the boss in Rampage Mode 2 (This requires the character to enter Rampage Mode 2 in the first stage of the boss fight. Rampage 2 is activated when a character hits the boss/enemy with the final hit of a “Cool Combination Attack” that fills the Splatter Gauge completely up.

Unmarked Queen, Cool Master, and Rampage of Baneful Blood II can be achieved easily on the Easy difficulty setting. Don't take any damage and you will get Unmarked Queen. Use the Special Skill Ring, raise your SKILL bar 100% full, and perform the final hit of a Cool Combo. The game goes into slo-mo for this hit. When you connect this hit with the boss, the Cool Master quest will be complete. For Rampage of the Baneful Blood II, use two Bloody Lumps or equip the Rampage Ring if you have it, before attacking the boss. Once in Rampage Mode, kill the boss and the quest will be complete.

Invitation to Death should be completed on the Hard difficulty setting. Equip the Ecstasy-In-Pain ring and hit the boss with all the moves at least once before defeating her. Use one of the moves to defeat her for the first time. When the boss enters Rampage Mode 2, use the Chaotic Luster Maelstrom the entire fight to take her out. You will be awarded the quest when the chapter is complete.

Rampage of the Baneful Blood III should be completed on the Hard difficulty setting. This quest requires the character to enter Rampage Mode 2 during the first stage of the boss fight before defeating the boss. Equip the Special Skill ring and use a Bloody Lump to fill your Splatter gauge up halfway. Attack the boss with regular attacks to almost fill up the Splatter gauge. To enter Rampage Mode 2, you need to connect the final hit (when the game goes into slo-mo) of a Cool Combo attack and max out your Splatter gauge at the same time. The simplest way to do this is: once the Splatter gauge is almost full, perform a full Cool Combo attack. But don't attack the boss with any of the hits until the final hit of the Cool Combo. It might take a few final hits, but this strategy works the best. You will know you entered Rampage Mode 2 when your character glows orange instead of red. Now that you're in Rampage Mode 2, destroy the boss and the quest will be complete.

Reiko's Quests

Free Play - Chapter 1 – Deus Ex Machina

Zombicide I - Defeat over 120 zombies and clear the chapter

Forbidden Item I - Clear the chapter without using any items

Onechanbara: Bikini Zombie Slayers – Nintendo Wii

Flying Swallow Dance I - Perform 3 foresight evades against attacks and clear the chapter

Cool Master I - Maintain a 55% or more “Cool Combination Attack” success rate and clear the chapter

Unmarked Queen I - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

The Zombicide, Forbidden Item, Cool Master, and Unmarked Queen should be completed on the Easy difficulty setting. Destroy all of the enemies in your path, don't take any damage, and don't use any items. Do all of this and Zombicide, Forbidden Item, and Unmarked Queen will be unlocked upon completion of the chapter. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy.

The Flying Swallow Dance should be completed on the Hard difficulty setting. The easiest way to complete this quest is to find group of enemies and slay them all with the Heightened Ecstasy Ring equipped. This normally fills your Ecstasy gauge to about one or two bars. Equip The Ecstasy-In-Pain Ring to keep the gauge from depleting, and find a few more zombies. Stand in front of an enemy until they rear back to attack. Pause the game and equip the Foresight Ring. Then un-pause and immediately dodge the attack. The game should slow down if done correctly. Do that two more times, finish the chapter, and the quest will be complete.

Free Play - Chapter 2 – Seeker of Truth

Provocative Vixen I - Taunt and defeat 30 enraged zombies and clear the chapter

Dance of the Empress I - Defeat at least 20 zombies with the “Chaotic Luster Maelstrom” attack and clear the chapter

Invitation to Death I - Defeat all enemies with Reiko's guns and then clear the chapter

Technical Master I - Perform a kill combo of at least 30 kills, or achieve a technical rank V and clear the chapter

Unmarked Queen II - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Dance of the Empress, Invitation to Death, and Unmarked Queen are easiest to complete on the Easy difficulty setting because the zombies have low vitality and can be killed with only one or two hits. Provocative Vixen and Technical Master should be completed on either the Hard or Violent difficulty setting due to the fact that there are simply more enemies. Equip the Special Skill Ring and run around to “herd” the zombies into a tight group. Taunt the group, then perform a Cool Combo attack on the group. This should net you the technical rank of V quickly. Repeat this process till all enemies are defeated and both quests should unlock when the chapter is complete. Remember that the zombies have to be enraged when they are defeated or else it doesn't count towards the Provocative Vixen quest.

Free Play-Chapter 3 – High Priority Capture

Zombicide II - Defeat over 150 zombies and then clear the chapter

Onechanbara: Bikini Zombie Slayers – Nintendo Wii

Cool Master II - Maintain a 65% or more “Cool Combination Attack” success rate and clear the chapter

Zombicide III - Defeat at least 60 Bird Zombies then clear the chapter

Zombicide IV - Defeat at least 60 Beast Zombies then clear the chapter

Unmarked Queen III - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

All the Zombicide quests are easiest to complete on the Hard difficulty setting. This setting will spawn the most enemy varieties and numbers to complete the quest fairly easily. Going back and forth between the Cemetery Park, Fountain Square, and Church Street about 15 times and slaying all of the enemies you encounter should net you more than enough kills for the 150 zombies, 60 Birds and 60 Beasts. The same strategy is used for other difficulty settings, it will just take a bit longer to accumulate all the kills.

Cool Master and the Unmarked Queen quests are easiest to complete on the Easy or Normal difficulty setting, just don't take any damage. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy.

Free Play - Chapter 4 – Warped Cellular Evolution

Unmarked Queen IV - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Abnormal Woman - Defeat at least 30 zombies with the Special Attack and then clear the chapter

Invitation to Death II - Use any combination of “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” to hit enemies a total of 15 times

Cool Master III - Maintain a 70% or more “Cool Combination Attack” success rate and clear the chapter

Provocative Vixen II - Taunt and defeat 45 enraged zombies and clear the chapter

Unmarked Queen and Abnormal Woman are easiest to complete on the Easy difficulty setting. Just use your Special Attack (hold the 1 Button and swing the Wii Remote) to defeat at least 30 enemies for Abnormal Woman and don't get hit for Unmarked Queen.

Provocative Vixen and Invitation to Death are also easiest to complete on the Normal or Hard difficulty settings. Taunt the enemies that spawn and defeat them while enraged. Once they have been enraged, attack them with the Chaotic Luster Maelstrom. Repeat this process and you should be rewarded with both quests upon completion of the chapter.

Use the Hard difficulty setting for the Cool Master quest. Equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy.

Free Play - Chapter 5 – An Aspect of Humanity

Zombie Piercer - Defeat at least 15 zombies with the “Hand Thrust” and clear the chapter
Dance of the Empress II - Defeat at least 45 zombies with the “Chaotic Luster Maelstrom” attack then clear the chapter.

Dance of Ecstasy - Use the “Ecstasy Combination Attack” to defeat at least 30 enemies and clear the chapter.

Flash Counter - Defeat at least 45 zombies with a “Counter” and then clear the chapter

Unmarked Queen V - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Unmarked Queen, Zombie Piercer, and Dance of the Empress will be easiest to complete on the Easy or Normal difficulty settings. Just equip the Special Skill Ring and use the Hand Thrust and Chaotic Luster Maelstrom attacks to defeat all the enemies in the chapter. The Hand Thrust can be used on any enemy type to complete this quest, not just Mudmen.

Dance of Ecstasy and Flash Counter are easiest to complete on the Hard difficulty setting. In Area 4: Subterranean Temple Facility, the large open room with the sword barrier encounter next to the Goddess Chamber is the perfect area for these two quests. Equip the Heightened Ecstasy Ring and hack away at your foes until you can perform an Ecstasy Attack. Repeat this process by entering and exiting the Goddess Chamber a few times to respawn the enemies until you have slain enough to complete the Dance of Ecstasy.

The easiest way to complete the Flash Counter quest is to enter the sword barrier encounter next to the Goddess Chamber with the Heightened Ecstasy Ring equipped. Just start slaying zombies in the barrier fight. This should fill your Ecstasy gauge up to about one or two bars. Then pause the game, equip The Ecstasy-In-Pain Ring to keep the gauge from depleting, and find a few more zombies. Stand in front of an enemy until they rear back to attack. Pause the game, equip the Foresight Ring, then un-pause and immediately dodge the attack. The game should slow down if done correctly. While in slo-mo, shake the Wii Remote to perform the Counter Attack. Repeat this process by entering and exiting the Goddess Chamber a few times to respawn the enemies until you have slain enough to complete the Flash Counter quest.

Free Play - Chapter 6 – Successor to the Bane

Unmarked Queen VI - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Rampage of Baneful Blood - Kill the boss by only damaging them in Rampage Mode

Invitation to Death III - Use “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” or “Ecstasy Combination Attack” to kill the boss

Cool Master IV - Use a “Cool Combination Attack” at the 3rd stage or higher and hit the boss with it at least 3 times and clear the chapter

Victory from Defeat - Defeat the boss with remaining life at less than 10% and the sword's gore gauge at over 90% (Both characters in the party must meet these requirements)

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Unmarked Queen, Rampage of Baneful Blood, Invitation to Death, and Victory from Defeat are easiest to complete on the Easy difficulty setting. Don't take any damage and try to enter Rampage Mode before the boss fight, or when the boss fight first starts. To do this, either Equip the Rampage Ring (if you have already completed the Survival Quests), use two Bloody Lumps, or continually attack the Mudmen until your Splatter gauge fills. Once the boss fight starts, defeat her by hitting her with just Chaotic Luster Maelstrom attacks. This should unlock Unmarked Queen, Rampage of Baneful Blood, and Invitation to Death in one try.

Victory from Defeat takes some very minor work to complete, since both characters have to have the Sword Gore gauge at 90% or above and their vitality at 10% or below. Take either character and start slaying all of the enemies except for at least one Mudman. Start attacking the Mudman to raise the Sword Gore gauge till almost full, then start using your Special Attack (hold down the 1 Button and swing the Wii Remote) until you can't use it anymore. Switch to your other character in the party and do the exact same thing. However, once the Sword Gore gauge is almost full, equip the Sparkling Sword Ring (preferably at level 10) and don't use your Special Attack more than once or twice. Defeat the Mudman to spawn the rest of the enemies. Slay them all to enter the boss battle. Continue to use your Special Attack, even when the boss is defeated, until you can't use it anymore. Complete the chapter and this quest should unlock.

Free Play - Chapter 7 – Time Limit

Provocative Vixen III - Taunt and defeat 50 enraged zombies and then complete the chapter

Technical Master II - Perform a kill combo of at least 50 kills, or achieve a technical rank V

Invitation to Death IV - Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once

Cool Master V - Maintain a 75% or more “Cool Combination Attack” success rate and clear the chapter

Unmarked Queen VII - Do not use any items or take any damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Unmarked Queen, Provocative Vixen, and Invitation to Death can be completed easily on the Easy difficulty setting. It is okay to use rings, but not any items from the items list. Don't take any damage and Unmarked Queen will be yours. Taunt and defeat every enemy you encounter and Provocative Vixen should be a breeze. Equip the Ecstasy-In-Pain ring to keep your Ecstasy gauge from falling and perform the Hand Thrust, Chaotic Luster Maelstrom, Counter, and Ecstasy Attack at least once on your enemies. Once you finish the chapter, the quest will be complete.

Cool Master and Technical Master is best completed on the Hard difficulty setting. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy. Attack enemies in groups, keep the combo meter up, and you should get the Technical Master quest with ease.

Free Play - Chapter 8 – The Missing Piece

Unmarked Queen VIII - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Invitation to Death V - Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once on the boss. Then use one of the attacks to kill the boss (This Quest is easiest to complete during the first stage of the boss fight, then kill the boss with one of the attacks during the second stage of the boss fight)

Cool Master VI - Hit the boss with the final hit of a “Cool Combination Attack” (This requires the SKILL Status to be completely full)

Rampage of the Baneful Blood II - Kill the boss by only damaging them in Rampage Mode

Rampage of the Baneful Blood III - Defeat the the boss in Rampage Mode 2 (This requires the character to enter Rampage Mode 2 in the first stage of the boss fight. Rampage 2 is activated when a character hits the boss/enemy with the final hit of a “Cool Combination Attack” that fills the Splatter Gauge completely up.

Unmarked Queen, Cool Master, and Rampage of Baneful Blood II can be achieved easily on the Easy difficulty setting. Don't take any damage and you will get Unmarked Queen. Use the Special Skill Ring, raise your SKILL bar 100% full, and perform the final hit of a Cool Combo. The game goes into slo-mo for this hit. When you connect this hit with the boss, the Cool Master quest will be complete. For Rampage of the Baneful Blood II, use two Bloody Lumps or equip the Rampage Ring if you have it, before attacking the boss. Once in Rampage Mode, kill the boss and the quest will be complete.

Invitation to Death should be completed on the Hard difficulty setting. Equip the Ecstasy-In-Pain ring and hit the boss with all the moves at least once before defeating her. Use one of the moves to defeat her for the first time. When the boss enters Rampage Mode 2, use the Chaotic Luster Maelstrom the entire fight to take her out. You will be awarded the quest when the chapter is complete.

Rampage of the Baneful Blood III should be completed on the Hard difficulty setting. This quest requires the character to enter Rampage Mode 2 during the first stage of the boss fight before defeating the boss. Equip the Special Skill ring and use a Bloody Lump to fill your Splatter gauge up halfway. Attack the boss with regular attacks to almost fill up the Splatter gauge. To enter Rampage Mode 2, you need to connect the final hit (when the game goes into slo-mo) of a Cool Combo attack and max out your Splatter gauge at the same time. The simplest way to do this is: once the Splatter gauge is almost full, perform a full Cool Combo attack. But don't attack the boss with any of the hits until the final hit of the Cool Combo. It might take a few final hits, but this strategy works the best. You will know you entered Rampage Mode 2 when your character glows orange instead of red. Now that you're in Rampage Mode 2, destroy the boss and the quest will be complete.

Misery's Quests

Free Play - Chapter 1 – Blood Revival

Zombicide I - Defeat over 120 zombies and clear the chapter

Forbidden Item I - Clear the chapter without using any items

Flying Swallow Dance I - Perform 3 foresight evades against attacks and clear the chapter

Cool Master I - Maintain a 55% or more “Cool Combination Attack” success rate and clear the chapter

Unmarked Queen I - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

The Zombicide, Forbidden Item, Cool Master, and Unmarked Queen should be completed on the Easy difficulty setting. Destroy all enemies in your path, don't take any damage, and don't use any items. Do all of this and Zombicide, Forbidden Item, and Unmarked Queen will be unlocked upon completion of the chapter. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy.

The Flying Swallow Dance should be completed on the Hard difficulty setting. The easiest way to complete this quest is to find a group of enemies and slay them all with the Heightened Ecstasy Ring equipped. This should fill your Ecstasy gauge up to about one or two bars. Then pause the game, equip the Ecstasy-In-Pain Ring to keep the gauge from depleting, and find a few more zombies. Stand in front of an enemy until they rear back to attack. Pause the game, equip the Foresight Ring, then un-pause and immediately dodge the attack. The game should slow down if done correctly. Just do that two more times, finish the chapter, and the quest will be complete.

Free Play - Chapter 2 – Insane Blade

Provocative Vixen I - Taunt and defeat 40 enraged zombies and clear the chapter

Dance of the Empress I - Defeat at least 25 zombies with the “Chaotic Luster Maelstrom” attack and clear the chapter

Invitation to Death I - Defeat all enemies with attacks during Rampage Mode only

Technical Master I - Perform a kill combo of at least 30 kills, or achieve a technical rank V and clear the chapter

Unmarked Queen II - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Dance of the Empress, Invitation to Death, and Unmarked Queen are easiest to complete on the Normal difficulty setting because the zombies have low vitality and can be killed with only one or two hits. Remember to enter Rampage Mode before attacking any enemies or Invitation to Death will not unlock. Provocative Vixen and Technical Master should be completed on either the Hard or Violent difficulty setting due to the fact that there are simply more enemies. Equip the Special Skill Ring and run around to “herd” the zombies into a tight group. Taunt the group, then perform a Cool Combo attack on the group. This should net you the technical rank of V quickly. Repeat this process till all enemies are defeated and both quests should unlock when the chapter is complete. Remember that the

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zombies have to be enraged when they are defeated or else it doesn't count towards the Provocative Vixen quest.

Free Play - Chapter 3 – Intermingling Red Rivers

Zombicide II - Defeat over 150 zombies and then clear the chapter

Cool Master II - Maintain a 65% or more “Cool Combination Attack” success rate and clear the chapter

Zombicide III - Defeat at least 50 Beast Zombies then clear the chapter

Zombicide IV - Defeat at least 30 Exorcists then clear the chapter

Unmarked Queen III - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

All of the Zombicide quests are easiest to complete on the Berserk difficulty settings with the Violent Rampage Ring equipped. This setting will spawn the most enemy varieties and numbers to help you complete the quest fairly easily. Go back and forth between the Subway Track: B2F and the entrance to the Subway Platform and Tunnel: East about ten times. Slaying all of the enemies in these locations should net you more than the 150 zombies, 30 Exorcists and 50 Beasts you need to kill to complete the quest. Enter the sword barrier fight on the subway track for a few more Beasts and Exorcists if you need to. The same strategy can be used for other difficulty settings, it will just take a bit longer to accumulate all the kills.

Cool Master and the Unmarked Queen quests are easiest to complete on the Easy or Normal difficulty setting. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy.

Free Play - Chapter 4 – The Taste of Blood

Unmarked Queen IV - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Abnormal Woman - Defeat the boss with the Special Attack and clear the chapter

Invitation to Death II - Use any combination of “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” and hit the boss at least 5 times with one then clear the chapter

Cool Master III - Use a “Cool Combination Attack” at the 3rd stage or higher and hit the boss with it at least 3 times and clear the chapter

Provocative Vixen II - Taunt the boss at least 5 times before killing them (Let the boss cool down before taunting them again)

Unmarked Queen and Abnormal Woman are easiest to complete on the Easy difficulty setting. Just use your Special Attack (hold the 1 Button and swing the Wii Remote) to defeat the boss and don't get hit for Unmarked Queen.

Provocative Vixen and Invitation to Death are also easiest to complete on the Easy difficulty

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setting. Just taunt the boss five times, then let her cool down before taunting her again. Once she has been taunted for the fifth time, attack her with the Chaotic Luster Maelstrom until she is defeated. You should be rewarded with both quests upon completion of the chapter.

Use the Hard difficulty setting for the Cool Master quest. Equip the Special Skill Ring and hit the boss with four or five Cool Combo attack hits three different times and the quest should unlock when the chapter is complete.

Free Play - Chapter 5 – Seal of Baneful Blood

Zombie Piercer - Defeat at least 15 zombies with the “Hand Thrust” and clear the chapter

Dance of the Empress II - Defeat at least 45 zombies with the “Chaotic Luster Maelstrom” attack then clear the chapter

Dance of Ecstasy - Use the “Ecstasy Combination Attack” to defeat at least 30 enemies and clear the chapter.

Flash Counter - Defeat at least 45 zombies with a “Counter” and then clear the chapter

Unmarked Queen V - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Unmarked Queen, Zombie Piercer, and Dance of the Empress will be easiest to complete on the Easy or Normal difficulty settings. Just equip the Special Skill Ring and use the Hand Thrust and Chaotic Luster Maelstrom attacks to defeat all the enemies in the chapter. The Hand Thrust can be used on any enemy type to complete this quest, not just Mudmen.

Dance of Ecstasy and Flash Counter are easiest to complete on the Hard difficulty setting. In Area 4: Station Square, equip the Heightened Ecstasy Ring and hack away at your foes until you can perform an Ecstasy Attack. Repeat this process by entering and exiting the Underground Parking Garage a few times to respawn the enemies until you have slain enough enemies to complete the Dance of Ecstasy.

The easiest way to complete the Flash Counter quest is to start slaying your enemies in the same area with the Heightened Ecstasy Ring equipped. This should fill your Ecstasy gauge up to about one or two bars. Then pause the game, equip The Ecstasy-In-Pain Ring to keep the gauge from depleting, and find a few more zombies. Stand in front of an enemy until they rear back to attack. Pause the game, equip the Foresight Ring, then un-pause and immediately dodge the attack. The game should slow down if done correctly. While in slo-mo, shake the Wii Remote to perform the Counter Attack. Repeat this process by entering and exiting the Goddess Chamber a few times to respawn the enemies until you have slain enough to complete the Flash Counter quest.

Free Play - Chapter 6 – Baneful Hunter

Unmarked Queen VI - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Rampage of Baneful Blood - Kill the boss by only damaging them in Rampage Mode

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Invitation to Death III - Use “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” or “Ecstasy Combination Attack” to kill the boss

Cool Master IV - Use a “Cool Combination Attack” at the 3rd stage or higher and hit the boss with it at least 3 times and clear the chapter

Victory from Defeat - Defeat the boss with remaining life at less than 10% and the sword's gore gauge at over 90% (Both characters in the party must meet these requirements)

Unmarked Queen, Rampage of Baneful Blood, Invitation to Death, and Victory from Defeat are easiest to complete on the Easy difficulty setting. Don't take any damage and try to enter Rampage Mode before the boss fight, or when the boss fight first starts. To do this, either Equip the Rampage Ring (if you have already completed the Survival Quests), use two Bloody Lumps, or continually attack the Mudmen until your Splatter gauge fills. Once the boss fight starts, defeat her by hitting her with just Chaotic Luster Maelstrom attacks. This should unlock Unmarked Queen, Rampage of Baneful Blood, and Invitation to Death in one try.

Victory from Defeat takes some very minor work to complete, since both characters have to have the Sword Gore gauge at 90% or above and their vitality at 10% or below. Take either character and start slaying all of the enemies except for at least one Mudman. Start attacking the Mudman to raise the Sword Gore gauge till almost full, then start using your Special Attack (hold down the 1 Button and swing the Wii Remote) until you can't use it anymore. Switch to your other character in the party and do the exact same thing. However, once the Sword Gore gauge is almost full, equip the Sparkling Sword Ring (preferably at level 10) and don't use your Special Attack more than once or twice. Defeat the Mudman to spawn the rest of the enemies. Slay them all to enter the boss battle. Continue to use your Special Attack, even when the boss is defeated, until you can't use it anymore. Complete the chapter and this quest should unlock.

Free Play - Chapter 7 – The Worst Half-breed

Provocative Vixen III - Taunt and defeat 50 enraged zombies and then complete the chapter

Technical Master II - Perform a kill combo of at least 50 kills, or achieve a technical rank V

Invitation to Death IV - Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once

Cool Master V - Maintain a 75% or more “Cool Combination Attack” success rate and clear the chapter

Unmarked Queen VII - Do not use any items or take any damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Unmarked Queen, Provocative Vixen, and Invitation to Death can be completed easily on the Easy difficulty setting. It is okay to use rings, but not any items from the items list. Don't take any damage and Unmarked Queen will be yours. Taunt and defeat every enemy you encounter and Provocative Vixen should be a breeze. Equip the Ecstasy-In-Pain ring to keep your Ecstasy gauge from falling and perform the Hand Thrust, Chaotic Luster Maelstrom, Counter, and Ecstasy Attack at least once on your enemies. Once you finish the chapter, the quest will be complete.

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Cool Master and Technical Master is best completed on the Hard difficulty setting. To make sure you obtain the Cool Master quest, equip the Special Skill Ring and finish performing the Cool Combo attack even if you are not attacking an enemy. Attack enemies in groups, keep the combo meter up, and you should get the Technical Master quest with ease.

Free Play - Chapter 8 – The Humanity Livestock Plan

Unmarked Queen VIII - Clear the chapter without taking damage (However, damage from ranged attacks is allowed. For example: damage from gunshots.)

Invitation to Death V - Use the “Hand Thrust,” “Chaotic Luster Maelstrom,” “Counter,” and “Ecstasy Combination Attack” at least once on the boss. Then use one of the attacks to kill the boss (This Quest is easiest to complete during the first stage of the boss fight, then kill the boss with one of the attacks during the second stage of the boss fight)

Cool Master VI - Hit the boss with the final hit of a “Cool Combination Attack” (This requires the SKILL Status to be completely full)

Rampage of the Baneful Blood II - Kill the boss by only damaging them in Rampage Mode

Rampage of the Baneful Blood III - Defeat the the boss in Rampage Mode 2 (This requires the character to enter Rampage Mode 2 in the first stage of the boss fight. Rampage 2 is activated when a character hits the boss/enemy with the final hit of a “Cool Combination Attack” that fills the Splatter Gauge completely up.

Unmarked Queen, Cool Master, and Rampage of Baneful Blood II can be achieved easily on the Easy difficulty setting. Don't take any damage and you will get Unmarked Queen. Use the Special Skill Ring, raise your SKILL bar 100% full, and perform the final hit of a Cool Combo. The game goes into slo-mo for this hit. When you connect this hit with the boss, the Cool Master quest will be complete. For Rampage of the Baneful Blood II, use two Bloody Lumps or equip the Rampage Ring if you have it, before attacking the boss. Once in Rampage Mode, kill the boss and the quest will be complete.

Invitation to Death should be completed on the Hard difficulty setting. Equip the Ecstasy-In-Pain ring and hit the boss with all the moves at least once before defeating her. Use one of the moves to defeat her for the first time. When the boss enters Rampage Mode 2, use the Chaotic Luster Maelstrom the entire fight to take her out. You will be awarded the quest when the chapter is complete.

Rampage of the Baneful Blood III should be completed on the Hard difficulty setting. This quest requires the character to enter Rampage Mode 2 during the first stage of the boss fight before defeating the boss. Equip the Special Skill ring and use a Bloody Lump to fill your Splatter gauge up halfway. Attack the boss with regular attacks to almost fill up the Splatter gauge. To enter Rampage Mode 2, you need to connect the final hit (when the game goes into slo-mo) of a Cool Combo attack and max out your Splatter gauge at the same time. The simplest way to do this is: once the Splatter gauge is almost full, perform a full Cool Combo attack. But don't attack the boss with any of the hits until the final hit of the Cool Combo. It might take a few final hits, but this strategy works the best. You

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will know you entered Rampage Mode 2 when your character glows orange instead of red. Now that you're in Rampage Mode 2, destroy the boss and the quest will be complete.

Survival Quests

Arrival in the Abyss - Defeat every Survival floor and perform a complete circuit.

Forbidden Item - Defeat every Survival floor and perform a complete circuit without using any items.

The Hands of Time - Defeat every Survival floor and perform a complete circuit within 666 seconds.

These quests can only be completed after completing at least one Story Mode difficulty with any character. There is no difficulty setting, as the difficulty will ramp up with every circuit of Survival you complete. The quests can be completed with any character combination as well.

Having a character that is at least a level 50 with a Power ring will make it easier to complete these quests in the very first circuit. Do not quit out of Survival once you've completed a quest or it will not be saved. You can save a completed quest by being defeated in Survival mode after completing a circuit (and quest), or saving when prompted after completing a circuit. When you complete a quest, you will be told that you have completed the quest at the end of the circuit.

Unlockable Content

Task	Character Used	Unlocked Item
Complete the Story Mode on Any Difficulty Setting	Aya	Reiko
Complete the Story Mode on Any Difficulty Setting	Saki	Misery
Complete the Story Mode on All Difficulty Settings	Aya	Secret Costume
Complete the Story Mode on All Difficulty Settings	Saki	Secret Costume
10 Quests Complete	All	Costume
20 Quests Complete	All	Costume
30 Quests Complete	All	Costume
40 Quests complete	All	Wall Paper Background
All 160 Story Quests Complete	All	Double Rampage Ring 2
All Survival Quests Complete	Any	Rampage Ring