Onimusha Minigame Gauntlet 2 V 1.1 by Atma-Stand/Wandering Shadow



Foreword

Capcom has made a great deal of mini-games for their various titles. Most of these have a great deal of replayability and content. Some have much less content. That is where this Gauntlet comes in. Due to the brevity of the two minigames found below, they have been combined under one document. Now, the general win condition to this Gauntlet is that you need only complete one minigame to succeed. However, you can complete both minigames for special rewards discussed towards the end of the document.

That said, there is a caveat if you wish to take both minigames. While your purchased perks may be carried over to either mini-game, your items will not. This is because the two mini-games have wildly different goals that the player must account for despite sharing a similar gameplay layout.

So, returning to our usual rules, as this is a Gauntlet, you will be stripped of all non-bodymod perks, powers, and items. You will start with **+0 Man Points (MP) and +0 Team Points (TP)**.

General Perks

- **Oni Endurance (FREE) –** When you chose to partake in this Gauntlet, the Oni decided to give you a small degree of power. This power manifests in an extremely important way. You will never tire from physical strain. You could sprint for hours and swing even the heaviest weapons here all day in pitched combat and still be able to keep going long afterwards, provided of course that you are able to survive whatever battle you are involved in.

- **Deflecting Issen (-100 MP/TP) –** You have mastered the basic art of Deflect Issen. This technique, allows you to counter an enemy attack the moment their strike meets your guard. The resulting counter will do an incredible amount of damage to them and unleash a bright flash. Be aware that a True Issen is stronger than this, and that there is an even greater version of this technique that was practiced by the Yagyu clan.



The Man in Black Rules



So with your hand pockets, your soul in your shoes, and what life you have left in a… Oh! Sorry about that. It's just that Jubei Yagyu looks remarkably similar to Private Detective Shunsaku Kudo of Tantei Monogatari or The Detective Story. To be fair, though, both are portrayed by the same actor, Yusaku Matsuda. Capcom must have realized this while developing Onimusha 2: Samurai's Destiny, as they created a specialized game mode with the detective in mind.

Called "The Man in Black," this mini-game involves a player moving throughout the ruins of the Yagyu village in search of twenty film reels. However, as one might imagine, collecting these reels is easier said than done. You only have five minutes to collect all twenty reels of film. To make matters worse, the Genma forces that originally destroyed the village still patrol it in search of survivors.

The win conditions of this mini-game are to retrieve all twenty reels of film and reach a portal in the surrounding Mist Forest within five minutes. To lose this mini-game, one must either fall to the patrolling Genma or fail to retrieve the film and reach the portal in time.

The Man in Black Drawbacks

- **Evolution Tanked (+100 MP) –** Onimusha 2: Samurai's Destiny had many innovations and expansions from the original Onimusha, like story routes, playable characters, and relationship systems. What it didn't change was the game's tank controls. From now until the minigame is completed, you will be locked into a third-person viewpoint and move through classic tank controls.

- **Heavy Fog (+100 MP) –** The Yagyu Village is located on the edge of the Fog Valley. As stated in the Rules section, the last few reels and the exit portal are located in this location. Now, a front must have moved in, which has caused the fog from the forest to spread. As a result, a heavy fog exists in all areas of the mini-game, reducing visibility.

- **Armored Effects (+200 MP) –** Enemies in "The Man in Black" mode can be pushed and even thrown to the ground with simple attacks. Now, this isn't so much the case. Whether it's their physical durability or the armor that they wear, you will find that enemies are harder to push back through standard attacks.

- **Randomization (+200 MP) –** Did you play this mode before coming here? I applaud you for that; I truly do. Unfortunately, that knowledge won't be of much use to you now. The reels you have been looking for have been moved to new locations. Oh, they are not far from their original spots. However, this will cause confusion and nervousness when looking for all the reels.

- **Hard Difficulty (+400 MP) –** Onimusha 2: Samurai's Destiny had three difficulty options. To get the Ultimate Mode, one must complete the game on the Hard Difficulty. Now "The Man in Black" has been set to that difficulty. This means that enemies are twice as strong, fast, and numerous, and healing items are only 75% as effective as usual.

- **Never-Ending (+400 MP) –** The forces of the Genma that are patrolling the Yagyu are already quite numerous. However, now there seems to be no end to them! You will find that during your time here, any Genma you slay, should you be able to, will be replaced shortly after by another Genma of the same type through a portal to a dark dimension.

- **Critical Mode (+600 MP) –** Introduced as a challenge mode, Critical Mode made it so that Jubei could only successfully damage enemies through the use of Issen moves. Now, a variation of that restriction has been placed. Unless you are using a lethal weapon, you must use Issen to drive back the Genma and make a safe degree of distance. If you are using a lethal weapon, then Issen is the only method you have available to harm and destroy the Genma.

- **Time Loss (+600 MP) – "**The Man in Black" mode usually takes five minutes to complete. That is usually enough time if you know what you are doing. However, upon taking this drawback, an interesting effect has manifested. Your starting has not been affected, but rather your enemies have. Each time they land a hit on you, you will lose five seconds from your available time.



The Man in Black Perks

- **Unnamed Yagyu Style (FREE) –** Considering the nature of combat in this world, I decided to give a starting boon. You can now be considered a member of the Yagyu village. As such, you were expected to and did learn the village's sword style. This style is simple, as it is a precursor to the Shin-In style developed by the clan heir, Jubei, during and after the attack on the Yagyu Village. That being said, it is still useful to know when surrounded by the Genma and their human allies.

- **Item Sight (-100 MP) –** 20th-century film reels aren't something that can be easily missed in a 16th-century Japanese village. That said, when time is against you and enemies are hounding after your every step, you don't have time to search every nook and cranny carefully. So, to make things easier, you can now tell what items in an area are important via a simple flashing effect that surrounds them.

- **Worthy of the Name (-200 MP) –** The name 'Jubei' would go on to be given to each succeeding heir of the Yagyu clan. You have the strength, or more importantly, the skill, to be considered as such. You are now a prodigy of bladework, being able to assimilate and modify existing styles into your own easily. More importantly, you can use martial weapons you are unfamiliar with at the level of an average wielder, as soon as you begin to wield. Over time, you will develop more intricate techniques with new and unique weapons.

- **Oni Guard (-400 MP) –** With time against you, even the lowliest of Genma is a considerable threat. What do you have to defend yourself? A sword, maybe. It may be good to parry an oncoming strike, but not enough to withstand multiple blows. Well, that's not the case any more. When you block with a weapon, it will completely negate the damage of the oncoming strike. This effect has one major caveat though. The attack must be a physical blow for this to work. If the attack is magical in nature, or something like a laser, this perk will not guard against it.

- **Oni Blood (-600 MP) –** Jubei Yagyu was born through a union of man and oni. While physical evidence of this union would only manifest in his descendants, it was noted that Jubei was exceptionally strong. You too have this dual-natured ancestry. As a result your physical abilities have greatly heightened, allowing you to successfully survive battles against high-class Genma such as Ginghamphatts and Gogandantess. While your oni heritage may not physically manifest, you may choose to have your descendants bear serpentine eyes in reference to Jubei's mother, Takajo.

The Man in Black Items

- **Sponge Stick and Black Suit (FREE) –** This is a curious item. Roughly shaped into a katana, this sponge stick is incredibly durable and can easily smash boxes and vases without issue. It is also able to easily send the Genma flying backwards with its greater-than-possible striking power. Unfortunately, this cannot actually harm any living being, or in this case, Genma, that it strikes. All it can do is push them back. In addition, you will also receive a tailored copy of Shunsaku Kudo's black suit, complete with hat and sunglasses. While looking like an ordinary suit from the late 1970s/early 1980s, you will find that it is incredibly comfortable and has been altered to have the same defensive abilities as Jubei's starting gear.

- **Takajo's Ring (-100 MP) –** A dark colored ring of an unknown make and design. In truth, it is of Oni make, and it has little use on its own. However, this item will always seem to be the perfect fit when encountering locks that require ring-based keys. Post-Gauntlet, this ring will work on any ring-based lock system.

- **Time Steel (-200 MP) –** Well, forget the whole not being able to destroy the Genma while here. This basic katana has entirely replaced the Sponge Stick you would have received for FREE, while retaining the enhanced striking abilities of the Sponge Stick. If you wish to use it lethally, simply use the blade-edge side of the blade. To use it non-lethally, use the flat side of the blade. If you use this weapon during this mini-game, every kill will add five seconds to your timer, and with Issen, every kill will add 10 seconds.

- **Elemental Weapon (-400 MP) –** Onimusha 2: Samurai's Destiny has four elemental weapons normally found by Jubei. Most of these weapons can be acquired through various shrines and locations of importance. There is another one that can be found in the Phantom Dimension, but we'll discuss that later. Purchasing this option will give you one of them with the added abilities of Sponge Stick and Time Steel. Whichever weapon you choose, it will be in its Level 1 state. As a final note, be aware that the magic contained in these weapons is finite, so if you wish to use them, be mindful of what you use them on. They are: ***Buraitou (Thunder Dance Sword), Hyoujin-Yari (Ice Blade Spear), Senpumaru (Whirlwind Blade), and Dokoutsui (Earth Barren Hammer).***

- **Time Pillars (-600 MP) –** Time extension items were something that would appear a bit later in Capcom's library of games. However, that shouldn't stop you from benefiting from them. Throughout the Yagyu Village and Mist Forest, you will find a series of ten crystalline pillars. Destroying these pillars will give an additional 30 seconds each. Post-Gauntlet, these pillars will appear when there is time against you.

The Man in Black Companions

- **Investigative Partners (-100 MP or -200 MP) —** In "The Detective Story," Shunsaku Kudo had two 'assistants' that doted on him, and well, it wouldn't do if you didn't have something similar, would it? You may bring two companions into this particular minigame to aid you. They will receive half the OP you acquire by taking the Drawbacks.

- **The Man in Black (-400 MP) –** Whether it's Shunsaku Kudo or Jubei Yagyu dressed as the detective, The Man in Black has decided to join you during this mini-game. As such, he will come with the following perks and items.
    - Perks
        - Oni Endurance
        - Unnamed Yagyu Style
        - Worthy of the Name
        - Oni Guard
        - Oni Blood
    - Items
        - Sponge Stick and Black Suit



Team Oni Rules



It seems that Capcom enjoyed the general formula of the Oni Spirits minigame from Onimusha: Warlords so much so that they created a new version for Onimusha 2: Samurai's Destiny. Known as Team Oni, this game mode tasks you to fight through twenty levels of Genma and collect souls for a high score. Occasionally, you would discover a safe location where various items, from new weapons to healing items, can be found.

Team Oni mode allows you to play as all five playable characters in Onimusha 2: Samurai's Destiny by enabling you to switch between each character mid-battle. In this way, you can preserve multiple health and magic bars and utilize various attacks and magic abilities to clear each floor more easily.

Now, as you might have guessed, there's something else about this mode that makes things more difficult. You see, like with Oni Spirits, your vitality is constantly draining, and should it deplete fully, the game is over.

The win condition for this mini-game is quite simple. You must clear all twenty floors that you find yourself in and exit through the portal at the very end. To lose this mini-game, one must either fall at the hands of the Genma in each stage or be fully drained of all vitality.

Team Oni Drawbacks

- **Never Comfortable (+100 TP) –** As you might imagine, rapidly shifting form between multiple individuals can be quite disorientating. I'd imagine you could get used to it over time, but that won't happen. Now, no matter how many times you switch between the forms of the members of Team Oni, you will experience a second or two of dissociation between their bodies and your senses.

- **Damn Frog! (+100 TP) –** In one of the stages, the gate to leave would not be revealed until after a player had dealt with a single frog… that was almost always underwater. Annoying and a time-waster for sure, but it was only for that one level. Now, that frog will appear on every level, and you must slay it to move on. Be quick, Jumper, time is a wastin'.

- **Elite Forces (+200 TP) –** The levels in team Oni are filled to the brim with the various Genma that appeared during Jubei's quest for revenge against Nobunaga. It stands to reason that among the Genma forces, there would be those who stood above the rest, elites, if you will. Well, now you get to see them. Half of the enemies in the various levels will be swapped out with their more powerful variants.

- **Broken Pots (+200 TP) –** In each stage of Team Oni, four large pots are usually present, which contain blue or yellow souls. Naturally, these are very important to your continued survival. Someone has recently gone through these levels and smashed half of them. As a result, you only have two chances to restore your health or magic in each level.

- **Hard Difficulty (+400 TP) –** Onimusha 2: Samurai's Destiny had three difficulty options. To get the Ultimate Mode, one would need to complete the game on the Hard Difficulty. Now "The Man in Black" has been set to that difficulty. This means that enemies are twice as strong, fast, and numerous, and healing items are only 75% as effective as they usually are.

- **Do Not Pass Portal (+400 TP) –** An interesting effect of the portals that lead to the following stages is that they will restore half of your current character's health. This is an excellent way of saving on manually healing yourself, whether through items or souls. However, something must have happened to the portals, as they do not restore your health when used.

- **Critical Mode (+600 TP) –** Introduced as a challenge mode, Critical Mode made it so that Jubei could only successfully damage enemies through Issen. Now, a variation of that restriction has been placed. Unless you are using a lethal weapon, you must use Issen to drive back the Genma and make a safe degree of distance. If you are using a deadly weapon, then Issen is the only method you have available to harm and destroy the Genma.

- **Overtime Mode (+600 TP) –** In a standard run of Team Oni, there are only twenty floors that one must fight through in order to get to the end. However, it seems that the base rules have changed slightly. Instead of having to clear twenty floors, you will now have to clear forty floors. These new floors will be taken from other locations found in Onimusha 2: Samurai's Destiny and have new combinations of enemies.



Team Oni Perks

- **Oni Styles (FREE for First Purchase, -100 TP per each additional Purchase) –** As stated earlier, this mode allows you to switch between five characters. With this perk, you may select one of the characters' combat styles and their bodies to use here. This will give you a comprehensive understanding of their fighting techniques and a technical stock of lives for this Gauntlet only. Your first style and body are FREE of charge, and each additional purchase will cost -100 TP. Purchasing multiple styles will give you multiple health bars/lives you can work with. After this Gauntlet is completed, the various styles and magics will convert into knowledge and muscle memory, while the ability to switch between bodies is lost. Please find the list of styles and bodies below.
    - **Jubei Yagyu – Unnamed Yagyu Style –** A Katana style emblematic of the Yagyu Clan. With this style and body, you may channel the power of an elemental weapon to unleash magical attacks.
        - If you have taken the Man in Black portion of the Gauntlet and the Unnamed Yagyu Style, this will automatically upgrade to Jubei's perfected Shin-In Style.
    - **Oyu of Odani – Western Sword and Shield Style –** Focusing on a balance between offense and defense and throwing daggers, this is a relatively unknown style. Its magical ability allows the user to channel Light along their blade, with each strike drawing more souls from the various Genma present.
    - **Kotaro Fuuma – Fuuma Clan Style –** A fighting style developed by the Fuuma ninja clan. It uses two large kunai in reverse grips, emphasizing speed and trickery over defense. In addition, it allows you to throw bundles of five shuriken in a pattern to take down aerial and ground foes. Its magical ability is to turn the user invisible for ten seconds, allowing them to attack a foe without their knowledge.
    - **Magoichi Saiga – Saiga Gun Club Style –** A combat style focusing on the accelerated technological advancement of matchlocks. It uses a combination of rifles, knives, and flash bombs to engage enemies from both afar and up close. Its magical ability allows the user to channel greater power through their rifles for increased damage.
    - **Ekei Ankokuji – Hozoin Spear Style –** A fighting spear style created by the Hozoin order of monks. Excelling in both thrusting and sweeping techniques, it also uses a set of paper charms that, when thrown and stuck to an enemy, can be remotely detonated. Its magical ability is to produce a binding circle that paralyzes an enemy for several moments.

- **Charge! (-200 TP) –** A feature originally appearing in Genma Onimusha returned in Onimusha 2: Samurai's Destiny. This is the ability to charge your weapon up magically. This act grants a significant power boost to your next strike and can be performed twice more for even greater power. If you understand the art of Issen, you may be able to utilize this charged attack in conjunction with a perfect Issen.

- **Issen Dance (-400 TP) –** Issen, or Flash, is a staple in the Onimusha series. It is a blindingly quick counterattack that can grievously wound, or in other cases, kill your enemies upon a single strike. Jubei was a master of this technique, so much so that he could utilize it in a new and devastating manner. Beyond understanding and mastering the arts of True and Deflect Issen, you have also mastered the technique known as Issen Dance. This technique allows you to carry the devastating attack power of Issen to seven opponents in total upon initiating a single Issen attack.

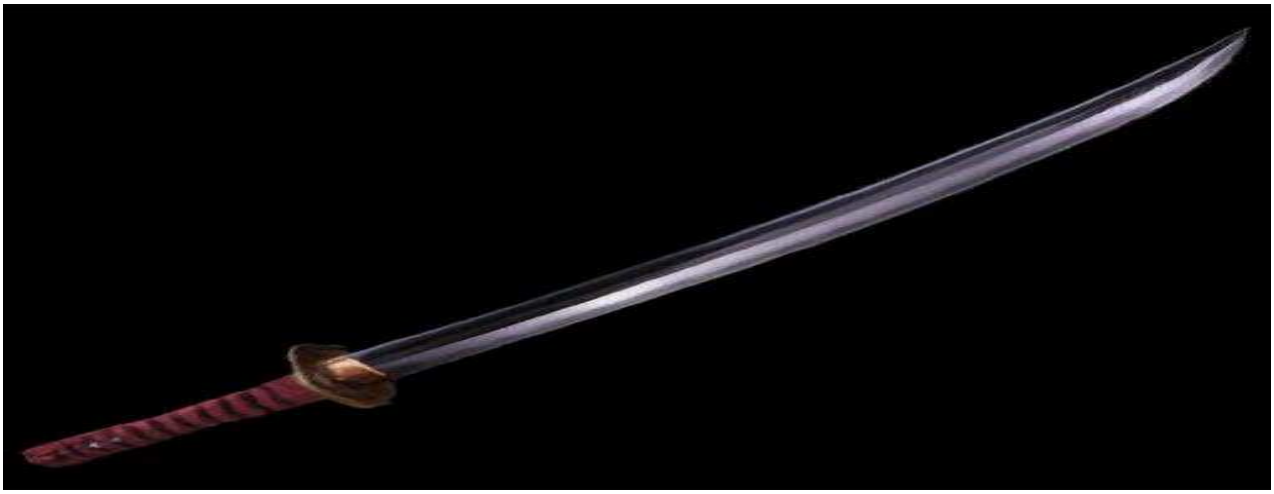
- **Oni State (-600 TP) –** There are three major kinds of souls in Onimusha. Red Souls act as a means of enhancement, Blue Souls restore magical power, and Yellow Souls restore your vitality. However, there is a new soul introduced here. Purple Souls are larger than average and appear when your skills in battle have impressed the Oni. When you now absorb five of these souls, you will enter into a Onimusha state, which massively increases your strength and magical power and alters your magical attacks to produce a torrent of purple energy that rips through even the strongest of Genma.



Team Oni Items

- **Team Oni Gear (FREE) –** You cannot run through these twenty levels without something to use against the Genma, which is where these items come into play. Depending on which character you purchased, you will receive a copy of their initial weapons. Regardless of what character you will be using, you will receive the Multi Colored Bracelet. The Multi Colored Bracelet will allow you to absorb the souls that can be found in this minigame. This will be most useful in restoring your vitality and magical power.
    - **Yagyu Sword –** A sword forged by the blacksmiths of the Yagyu Village. Despite the darker than normal finish on the blade's back, it is simply a well made blade.
    - **Broadsword and Shield –** A slim, western sword that is light and easy to handle. It naturally pairs well with shields.
    - **Paired Kunai –** A pair of twin knives commonly used by ninjas of the Fuma Clan. While they can be thrown, they are better used in close quarters combat.
    - **Tanegashima –** An updated version of the Matchlock that was created by the Saiga Gun Team. Strangely, you do not seem to need to reload this weapon, but the hammer needs to be cocked each time you fire.
    - **Hozoin Spear –** A spear made by the order of the Hozoin Monks. Despite its apparent weight, it can be a nimble weapon that excels in both thrusting and sweeping attacks.

- **Medicine (-100 TP) –** A gift from the Oni that was created by transfiguring an herb into a stronger curative item. When consumed, this medicine will restore half of your vitality and restore the same amount of injuries. Upon use, this medicine will respawn in your warehouse once every week.



- **Level 2 Weapon (-200 TP) –** Throughout the various floors of this Gauntlet, there will be safe havens from which you can take a temporary break and find new items. While there is usually a single healing item, you will also find upgrades for your various weapons. In most cases, these override the appearance of your starting weapon and deal greater damage against your foes. They are as follows;
    - **Buraitou or Hyoujin-Yari –** You may choose between one of these options. Buraitou is a fast moving and nimble, katana imbued with the power of elemental lightning. Hyoujin-Yari is a spear imbued with the power of ice that trades a degree of speed for a greater degree of range.
    - **Phirangi –** A long western styled sword that appears to be at first quite heavy. However, you will find that it is instead quite light and has greater reach and power than the Broadsword.
    - **Sword Breakers –** A pair of daggers with spaces along the backedge that were imported from the west. Not only are they much sharper than your starting Kunai, but they also effectively catch and break the swords wielded by your foes.
    - **Goraishinki –** An experimental weapon found in Imasho that is well sought after by the Saiga clan. Capable of firing five smaller caliber bullets in rapid succession, it is weaker than the Tanegashima but makes up for it in fire rate.
    - **Houtengeki –** A spear with two crescent shaped blades at the end. Once said to be wielded by the mighty Lu Bu himself, the blades of this spear can easily slice through the Genma that assail you.



- **Level 3 Weapon (-400 TP) –** Near the end of Team oni's twenty levels, you will discover another safe haven area in which you may find items. Among them, will be a new set of weapons that exceed the capabilities of the starting and level 2 weapons described previously.
    - **Senpumaru or Dokoutsui –** You may choose between two of these options. Senpumaru is a double-bladed, long-handled weapon imbued with the power of wind. Dokoutsui is a large and powerful hammer imbued with the power of earth.
    - **Gradius and Adarga –** A pair of legendary weapons from the west that found themselves here. The Gradius is a sword of medium weight that bears tremendous cutting power and the Adarga is a shield whose design allows it to deflect attacks from enemies of all sizes.
    - **Roga-Kunai –** Forged in the fires of the Phantom Realm, these knives are the sharpest and lightest pair that any ninja can dream to use. Their tremendous cutting power allows them to easily excel in close range combat.
    - **Kunikuzushi –** An experimental weapon created by the Saiga Clan whose initial inspiration was some of the first guns introduced by trade with China. Massively powerful, it can easily kill most Genma, including High-Class with a single shot! Unlike the other firearms present here, this weapon has limited ammo and comes with only five cannon balls.
    - **Halberd –** A weapon originally forged in Germany and later imported to Japan. Despite its more recent and humble origins, this weapon combines the precision of a spear with the weight and power of an axe. This allows you to deal truly massive damage against foes.

- **Perfect Medicine (-600 TP) –** A specialized medicine made from using souls to refine a medicine into a secret medicine, and further refining that product with even more souls. When used, not only will this Perfect Medicine restore all of your vitality and heal all of your injuries, but it all restore any and all stores of magic you may have access to. Due to its healing power, this medicine will respawn once a month after use.



Team Oni Companions

- **Fellow Player (-100 TP, Can Be Purchased Up to Four Times) –** Throughout the events of Onimusha 2: Samurai's Destiny, there was a chance that an individual Jubei met at Imasho would assist him in battle should his affinity be high enough. Now it seems that a companion of yours will do the same. Purchasing this option will allow you to bring one or more companions with you into this Gauntlet. In doing so, they will receive half of the TP you acquire through drawbacks.

- **Team Oni Member (-400 TP, Can be Purchased Multiple Times) –** Team Oni allows you to play as all of the major characters in Onimusha 2: Samurai's Destiny. With this option, you may have one of these characters fight alongside you through these twenty levels and beyond. Regardless of which Team Oni member you choose, they will come with the following perks and items.
    - Perks
        - Oni Endurance
        - Oni Styles (Variable)
        - Charge!
        - Issen Dance
    - Items
        - Team Oni Gear
        - Medicine
        - Level 2 Weapon



The Man in Black Rewards

The following rewards will be given to a Jumper should they complete "The Man in Black" under the conditions described below. Any item received here will not need maintenance or repair. Should they be lost, they will reappear in your warehouse within a week.

- Normal Mode Reward
    - **Shogun's Projector –** You will receive a unique projector and screen for finding all twenty film reels in a normal setting. The screen can be easily deployed, but the projector can't seem to be opened. That is because the projector plays important scenes from your past. Each scene, however, will show you wearing the Man in Black's suit, Sunglasses and all. It also comes with the albums that the Shogun produced around the time that "The Detective Story" came out. As a final note, should you have purchased the "Elemental Weapon" item, the weapon you have chosen will be modified to have a slow regenerating pool of magic power.

- Hard Mode Reward
    - **Rekka-Ken (Raging Fire Sword) –** For finding all twenty reels under harder-than-normal conditions, you will receive the elemental weapon known as Rekka-Ken. Imbued with the power of fire, this sword was said to be the strongest of all the Oni elemental weapons. Its power was such that it was sealed away in the Phantom Realm for fear of its misuse. Unlike the original version, this version has been altered to have an infinite pool of magical energy.

- Critical Mode Reward
    - **Oni Mark –** For finding all twenty film reels while under Critical Mode, the Oni Clan has deemed it necessary to gift you with their mark. It will appear as a tattoo on the palm of your non-dominant hand, or the palms of both hands if you are ambidextrous. This mark will allow you to take in and store the souls of slain to strengthen yourself or your equipment. In addition, you can also store magical weapons in the mark to more easily carry and, eventually, unleash their power.

Team Oni Rewards

The following rewards will be given to a Jumper should they complete "Team Oni" under the conditions described below. Any item received here will not need maintenance or repair. Should they be lost, they will reappear in your warehouse within a week.

- Normal Mode Reward
    - **Oni Sacred Cave –** You will find within your warehouse a door that was not there before. Looking as though it is carved directly from your warehouse walls, it opens to reveal a serene cavern oasis, complete with a lake, and small dwelling that you can rest within. When in the Oni Sacred Cave, you will find that your mind is more at ease and you will be able to understand the problems that currently plague you and think through any misconceptions that may be present.

- Hard Mode Reward
    - **Serpent's Tongue –** When Jubei confronted Nobunaga in front of his Golden Evil Statue, the Genma Warlord was armed with a blade never seen before or since. Able to be wielded in one or two hands, this blade has the unique effect of producing far greater force than considered possible. Should an individual be struck with this weapon, they will be sent flying backwards and even if they were to block an attack, the same result would occur.

- Critical Mode
    - **Heshikiri-Hasebe –** Before Nobunaga was converted into a Genma and before he took up the Serpent's Tongue, he was quite fond of a specific sword he carried into the battle of Okehazama. Given the name Heshi (Weight), due to its weight and tremendous cutting power, it seems that the Genma performed some additional work on this shortened katana. When used, you will find that you will regain your vitality, and any wounds received will begin to heal as you successfully strike your opponent.

Special Rewards

As stated in an earlier section, the following two rewards can only be acquired should a Jumper complete both mini-games during their time here. They can also be merged into a single property should you desire it. This will blend their architecture and features into a cohesive whole.

- **Yagyu Village –** For completing both "The Man In Black" and "Team Oni," you will find that the Yagyu village and the Mist Forest have been added to your warehouse as attachments. While it is a state of ruin, the village can be easily repaired and repopulated by followers. Upon being repopulated, its new inhabitants will take to constructing unique weapons that can be easily hidden as common tools and focus on virtuous forms of strength and martial training.

- **Oni Training Grounds –** For completing both "The Man in Black" and "Team Oni," you will find that the Oni Training Grounds have been added to your warehouse. This is a series of twenty rooms that will emulate locations you have fought in and in doing so, summon forth simulacrums of prior enemies. This will allow you to consistently hone your skills in new and varying ways.

Changelog and Notes

- **General**
  - **5/3/2025 – Version 1.0 created**
  - General Grammar and Spacing changes have been made.
  - I have separated the Man In Black Minigame from RE1's Battle Mode and added the Team Oni minigame.
  - Some of the newer perks have been copied from my Onimusha Minigame 1 Gauntlet. Partially because of their applicability and partially because of the shared nature of these two gauntlets.
- **General Perks**
  - I added Oni Endurance here for free to take care of any issues regarding running or fighting for extended periods of time.
- **The Man In Black Perks**
  - I have removed Issen Dance and replaced it with Oni Guard, as Issen Dance is more fitting in Team Oni. If a Jumper decides to forgo the weapons available, then Oni Guard would be a more useful perk to have on hand.
- **Team Oni Perks**
  - I was struggling with a way to use Team Oni's zapping system to have additional life bars and characters, so I decided that during the Gauntlet, a Jumper would take their appearance like a character in a video game. I know it is very game-play-esque but it was the way that made the most sense to me at the time.
  - Issen Dance was moved here due to its applicability in combat. Looking back, while it could have been used in Man In Black, that minigame is not really focused on combat, just speedy item discovery.
  - Oni State was originally going to be a perk called Split Soul Conscious. This perk would have allowed Jumpers to create a clone of themselves that they could fight in tandem with. However it would have been more expensive than the companion options and would not have been worth the cost.
- **Team Oni Items**
  - Yes, Buraitou and Hyoujin-Yari are technically cheaper here than in Man in Black. However, these are just the basic version of the elemental weapons without the effects of Sponge Stick and Time Steel.

- **Team Oni Reward Items**
    - Serpent's Tongue is based off of the sword Nobunaga wields during any of his encounters during Onimusha, whether that is his true Genma form boss fight or his human form encounter in Team Oni or Man In Black.
    - Heshikiri is based off of Nobunaga's starting weapon in Onimusha: Blade Warriors. While the wiki does not describe any special abilities, the in-game weapon selection screen shows a life-drain ability tied with the weapon.
    - Oni Training Grounds can almost be considered like an analog to the Bloody Palace from DMC.

- **7/6/2026 –** Version 1.1 Completed
    - General Perks has been expanded with the new Deflecting Issen perk.