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## [Bladestorm: The Hundred Years' War - Hints \(Xbox 360\)](#)

### *Some hints to make your life a little easier*

Bladestorm: The Hundred Years' War is one of the action games published by Koei for the next-gen consoles (Xbox 360 and PS3). Developed by Omega Force and single player only, Bladestorm: The Hundred Years' War was released on the Xbox 360 console, on the 25th of October 2007 in Japan, the 2nd of November 2007 in Europe and the 6th of November 2007 in North America. As the name suggests, the game is inspired by the Hundred Years' War between England and France, but only loosely. As it happens with most of the games developed or published by [Koei](#), Bladestorm: The Hundred Years' War comes with an impressive number of characters, from Henry IV of England to Jeanne d'Arc. The gameplay is very similar to that of Kessen. We know that true gamers play all these games just for fun, as they should and not in order to achieve specific point landmarks to prove their friends they are very cool, but we also know that sometimes you just can't live without achieving everything possible with a title you really enjoy. If that's the case and you want to know exactly what to look for when it comes to the game, we have prepared a full list of hints. Good luck!

**Hints**  
**Durandal** Successfully complete the game with France to unlock the two-handed sword Durandal (Edge: 99, Point: 99, Blunt: 99, Magic: 99, everything else 0).  
**Excalibur** Successfully complete the game with England to unlock the single handed sword Excalibur (Edge: 99, Point: 99, everything else 0).  
**Bonus weapons** Reach 100% Growth on Swords, Spears, and Bows to unlock super weapons. Successfully complete the game to have unique weapons from the Dynasty Warriors and Samurai Warriors series appear for purchase in the shop. These include Nobunaga's sword, Guan Yu's halberd, Zhao Yun's spear, Xing Cai's pike, Xiahou Yuan's club, Yukimura Sanada's spear, and Magoichi Saika's gun.  
**Shop discount** Collect all twelve Gems. You will unlock a short intermission sequence featuring the merchant, and the shop's prices will now be discounted.  
**Easy experience** In your first contract, you will have a tutorial on how to use swords, horses, and bows. When it tells you to use the Bowmen, do not take control of them. Instead, use the Swordsmen to fight the groups of people. After fighting for about a minute, you should gain a level. You can do this as long as desired to better your men, making the beginning of the game easier. You can switch to the Horsemen to also increase their levels. Once you have their levels where desired, switch to the Bowmen to finish the tutorial.