



Bloody Roar[®]4



HUDSON[®]

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

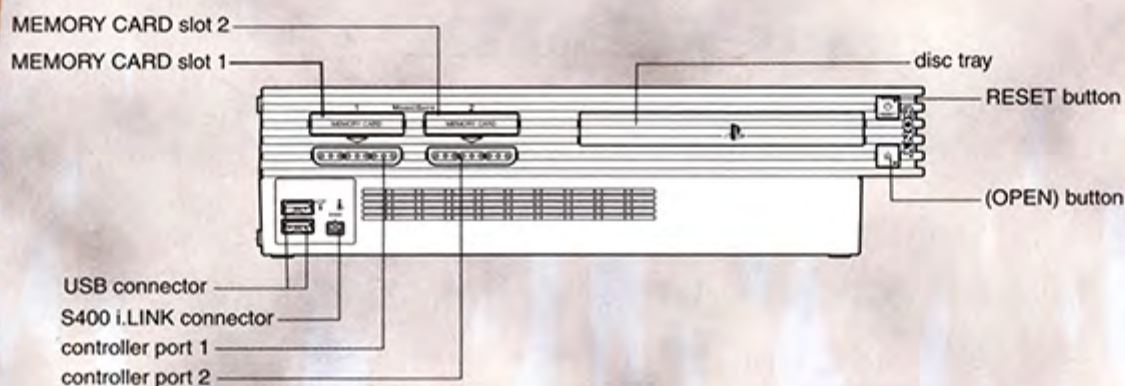
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED	*****	2
CONTROLS	*****	3
CONTROLLER FUNCTIONS	*****	4
BASIC CONTROLS	*****	4
STARTING THE GAME	*****	5
BACKGROUND	*****	6
GAME SYSTEM	*****	8
BASIC CONTROLS	*****	8
BEAST FORM	*****	11
HYPER-BEAST FORM	*****	12
BEAST DRIVE	*****	13
GAME MODES	*****	14
OPTIONS	*****	20
PAUSE MENU	*****	23
CHARACTERS SPECIAL MOVES	*****	24
CREDITS	*****	28
NOTES	*****	30



GETTING STARTED

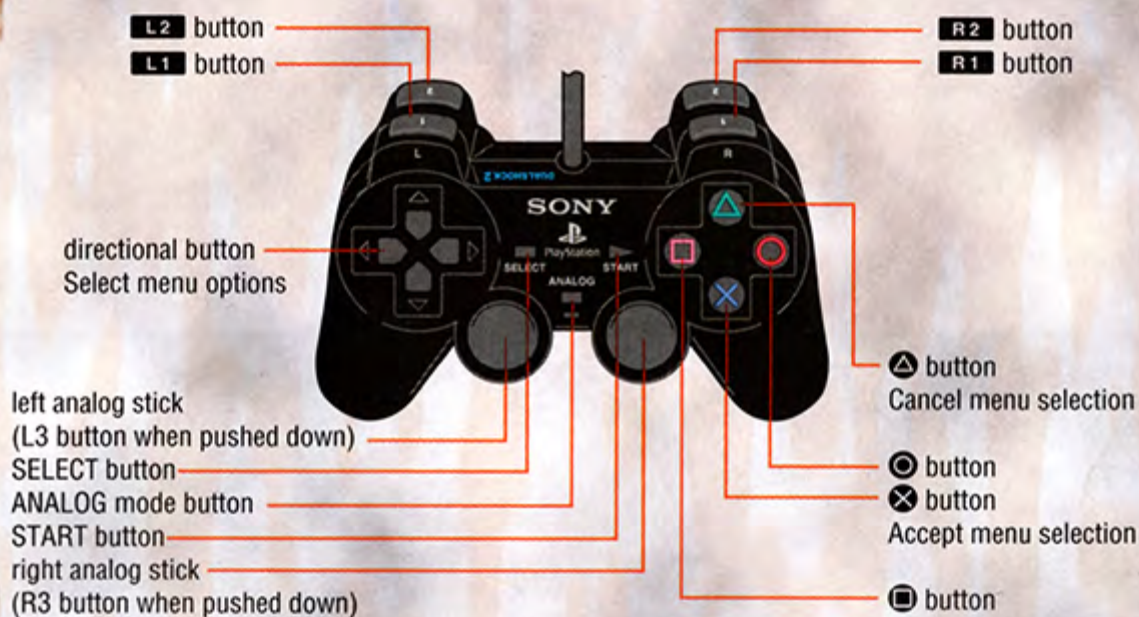


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **BLOODY ROAR®4** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



DUALSHOCK®2 Analog Controller

The following button controls are the default settings (button configuration Type A). (See **Button Settings Pg. 4-5 and Pg. 21**)



The game can be played using the DUALSHOCK® analog controller, DUALSHOCK®2 analog controller, or a standard controller. Button commands are the same for all controllers. When playing a one-player game, insert the controller into the PlayStation®2 controller port 1, and when playing with two players, insert controllers into the controller ports 1 and 2 on the game console. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off. (See **Vibration Function Pg. 21**)

CONTROLLER FUNCTIONS

BASIC CONTROLS

Directional buttons

Menu: Move cursor, select stage.

Game: Move character.

* Quick Advance: Tap the directional button in the direction of the opponent to make a fast approach.

* Back Step: Tap the directional button away from the opponent to quickly back off.

* Dash: Quickly press the directional button twice in the direction of opponent, then hold to make a fast approach.

Left analog stick

Not used.

Right analog stick

Not used.

Ⓔ button Ⓔ Punch

Game: Punch.

Ⓐ button Ⓐ Kick

Menu: Change character costume when selecting a character.

Game: Kick.

ⓧ button ⓧ Block

Menu: Confirm menu selection.

Game: Perform heavy blocks and throws.

When close to opponents, push the directional button toward them and press the ⓧ button to perform a throw.

Ⓢ button Ⓢ Beast

Game: Transform character into beast form (beastorize) and perform beast attacks while in beast form.

Various moves can be performed by moving the directional buttons and pressing the Ⓔ, ⓧ, Ⓢ and Ⓐ buttons. See the included moves list starting on page 24 for details on each character's moves.

The button functions described are the in-game default Controller settings. You can reassign these button functions in the Controller Settings menu in the options menu, the Pause menu, or the Training Menu.

R1 button

Game: Same as the $\otimes$ button.

R2 button

Game: Circle to the far side of the screen.

L1 button

Not used.

L2 button

Game: Circle to the near side of the screen.

START button

Menu: Start the game. Select options in the mode menu.

Game: Pause and unpause the game.

SELECT button

Game: Use when in training mode. Resets character's position.

STARTING THE GAME



Pushing the START or $\otimes$ button on the title screen will open the game mode selection screen. Use the directional buttons to choose a game mode, and select it with the $\otimes$ button.

BACKGROUND

"Gaia" and The Unborn

Throughout time, life forms on this planet have continued to evolve and prosper. But it is also true that there are many life forms that have become extinct, unable to evolve. How exactly is this decided? Is there something on this planet that has the power to influence the future of these life forms?

Mankind thought of earth as a single giant life form able, through its self-balancing nature, to preserve an ideal natural environment for the life upon it. This life form was named "Gaia".

Mankind also called the life forms taken by Gaia through natural selection, as well as the life forms that would have survived had they continued to evolve, "The Unborn".



The Story

During the XGC (X-Genome Code) Incident one year ago, riots raged over the earth by beasts that did not show the XGC, and all over the country small earthquakes shook the land.

The cause was unknown, but as the Crest Incident came to an end and the rioting and earthquakes subsided, people began to claim that all was due to the influence of the Stone Seal.

Although the Stone Seal has been locked away, the rioting and earthquakes have returned. This time, the incidents are on a larger scale than those of a year ago.

What could be behind it all?



GAME SYSTEM



How to Win

You win a round if you knock out the opponent by depleting the opponent's life and Beast Gauge energy or have more life and Beast Gauge energy than the opponent when the time runs out. If you and the opponent have the same amount of life and Beast Gauge energy at the end of the round, it is considered a draw and each player will receive a win. You win the match when you accumulate the predetermined number of round wins. If the final round results in a draw, you will fight in a sudden-death match to determine the winner. Characters will begin the sudden-death match with their life gauge depleted. The first character to score a hit wins.

Even if you lose all your life, you will not be defeated as long as you still have Beast Gauge remaining. (Once your life is gone you will automatically Beastorize).

BASIC CONTROLS

Performing Special Moves During Battle

The directional button controls described on the following pages apply when the character is facing right. If the character is facing left the controls should be reversed.

Throw:

Press the $\times$ button while holding the directional buttons towards your opponent to throw.

Throw Escape

Escape a throw by pressing the $\square$, $\triangle$, $\odot$ or $\times$ button immediately after the opponent executes a throw.

Recovery

To reduce the amount of time needed to recover while stunned or knocked down, press any of the buttons quickly and move the directional buttons in a circular motion.

Air Recovery

When launched into the air by an opponents attack, press the $\square$, $\triangle$, $\odot$ or $\times$ button to recover in the air. Instead of being knocked down, players can attack.

Once this is achieved, push the $\square$, $\odot$ or $\triangle$ button to enable the counter-attack. After being hit, press the $\times$ button in precise timing with your opponent's follow-up attacks to perform mid-air fast evades.



Block System

As demonstrated on the chart below, depending on the height of an attack and the state of your character, blocking may or may not be possible. You can also perform a single block in mid-air while jumping.

	High Block	Low Block	Mid-Air Block	Down
High Attack	O	—	O (once only)	—
Middle Attack	O	X	O (once only)	—
Low Attack	X	O	O (once only)	X
O = blockable X = unblockable — = attack will miss				

Light Block

Leave the directional buttons in the neutral position and the character will automatically perform a Light Block. This is a quick move, however it cannot be used for blocking Block Break moves. Press  to perform a Low Light Block.

Heavy Block

 or  button

Heavy block can stop Block Break moves, but it takes more time.

Press  +  button or  for a Low Heavy Block.

Block Break

These strong attacks cause the defending character (Light Block only) to flash briefly. This will leave the defending character open for attack for an instant. A Block Break will not affect the Heavy Block.

Block Attack

   +  or  button

This move is indicated by green lightning around the character, and allows a counter-attack after a High/Middle Light Block.

BEAST FORM

In Bloody Roar 4, battle strategy is influenced by three main factors: Beast form, Hyper-beast form, and Beast Drive. The key is skillful use of all three of these weapons.



BEAST GAUGE

The blue gauge is your Beast Gauge. While in Human Form, as you attack your opponent or take damage the beast gauge will gradually increase. As long as your Beast Gauge is not completely depleted, you can push the  button to Beastorize. Once you Beastorize, every time your opponent hits you, the gauge will deplete. If the gauge completely depletes, the next blow will knock you down and you will return to Human form.



Charge Power

Hold the  button in Human Form to convert health into Beast Gauge power.

* Releasing the  button will cause you to Beastorize.

When in Beast Form

The following are the benefits of Beast form:

1. Beast moves can be performed by pressing the **Ⓢ** button.
2. When hitting opponents into the air, they will fly higher.
3. New cancel points (points where moves can be interrupted with another move) become available.
4. A Beast Drive can be performed once.
5. Attack power will increase.
6. Defense will increase.

HYPER-BEAST FORM



You can transform into Hyper-beast form at any time during the battle by using Charge Power to completely exhaust your Life Gauge. In this form you can use the Beast Drive without limit, and extra abilities are available.

Hyper-beast form benefits the player in the following ways:

1. Within the time limit, Beast Drives can be performed without reverting to human form.
2. Attack and defense power is greater than when in Beast form.

BEAST DRIVE



Out of all the beast moves, Beast Drives are the most powerful and have enormous potential for damage. Once executed, the player will return to human form even if the attack did not make contact. Hyper-beast form is the one exception to this. If the character is in Hyper-beast form, unlimited Beast Drives can be performed within the time limit.



GAME MODES

ARCADE MODE

Arcade mode is the mode for arcade style, one-on-one fighting focusing on single-player versus COM (computer) battles. However, you can be challenged by another human opponent in the middle of Arcade mode.



Starting Arcade Mode

Choose a character when the Character Select screen is displayed. Press the SELECT button to return to the title screen. Each character has different costumes which can be toggled by pressing the Δ button.

Once a character and a costume have been chosen, press the $\otimes$ button to enter the selection and begin. The first opponent will be automatically chosen.

Win the battle to move on to the next opponent. If the battle is lost, the continue screen will be displayed.

Continuing the Game

Press the START button before the countdown reaches zero to continue the game. When continuing, the character cannot be changed. There is no limit for continues.



How to Challenge

Press the START button on a second controller plugged into controller port 2 to challenge someone playing Arcade mode. The battle will begin after a character has been chosen.

TIME ATTACK MODE

This mode is to see how fast you can play through the game. Time Attack mode keeps track of total play-time and gives a time-based ranking when the game is over.



RANKING - TIME ATTACK -	
1ST HUD	5-00-00
2ND HUD	10-00-00
3RD HUD	15-00-00
4TH HUD	20-00-00
5TH HUD	25-00-00

VERSUS MODE

This mode is specifically designed for two-player one-on-one fighting. In order to play Versus mode, two controllers are necessary.

Starting Versus Mode

Each player must choose a character to use in battle once the Character Select screen is displayed. Each character has different costumes, which can be toggled by pressing the  button.



The player that chooses their character first gets to choose the settings for the match. These settings are changed with the directional buttons. The game will return to the Character Select screen after the battle.

START

Choose this to start the match once your settings have been chosen.

STAGE

Use this to select which stage for the match.

TIME

Select the time limit of each round in the match.

The choices are 20 sec, 40 sec, 60 sec, 90 sec, and infinity.

ROUNDS

Use this to set the number of rounds needed to win a match. Choose a value from between 1 and 5.

HANDICAP

Move the slider towards the left to make Player 1 stronger or move the slider to the right to make Player 2 stronger. The degree that the effect will be shown depends on how far the slider is moved.

TRAINING MODE

Moves and combos can be practiced on the COM-controlled dummy in training mode. The dummy's behavior can be assigned.

Starting Training Mode

To start Training mode, choose a character and the dummy character when the Character Select screen is displayed. Next select a stage. Pause the game to bring up the TRAINING Menu.



RESUME

Select to resume the training battle.

ACTION SETTINGS

Use this to change the dummy character's actions.

DISPLAY SETTINGS

Use this to change the screen display.

CHARACTER SELECT

Choose this to return to the Character Select screen and re-choose your characters.

CONTROLLER SETTINGS

Choose this to change the assignments for the controller buttons.

QUIT

Choose this to exit out of Training Mode and return to the Title screen.

About Cancel Points

Cancel Points

The Cancel Point is a move that can be interrupted with another move by inputting the command for a different move. You will execute the new move more quickly than normal. If the Cancel Point indicator in the Display Setting is set to ON, the Cancel Point is indicated by the character shining blue.

SPARRING MODE

Battle against the computer for an unlimited number of rounds. Choose your characters and stage to begin the Sparring Mode.

SURVIVAL MODE

This is a special single-player versus COM battle mode where the goal is to beat as many consecutive opponents as possible. In Survival mode, the game is fixed to one-round, 60-second battles. Your life gauge will not fully recover after each battle, but up to 50% of your life can be regenerated in the next match (after a win) depending on how much time was left in the previous match.

COM BATTLE

Watch a battle between computer controlled characters. Choose the characters, number of stages, time limit and number of rounds to begin.

CAREER MODE

In this mode, you battle computer-controlled enemies one after another to build up your character. You can obtain special abilities and customize your character to make them more powerful. The characters you build here can also be used in other modes.



Starting Career Mode

To start Career Mode, choose a character on the Character Select screen. MAX DNA shows the total amount of DNA you have acquired for this character and the DNA shows the amount of DNA that you can still use to choose new abilities.

START MISSION

Select to start Career Mode. You must choose a character before selecting this option.

EQUIPMENT ABILITY

Choose this option to spend DNA points to acquire new abilities that you have unlocked. From the Equip Menu screen, choose the option to get to the appropriate Ability Menu screen.



DNA Counter

Equipped Abilities



Cursor

Unlocked Abilities

DESCRIPTION

Choose this to view explanations of acquired abilities.

CHARACTER SELECT

Choose this to select a character. You can save up to 8 characters at a time.

LOAD DATA

Choose this to load previous progress from Career Mode.

SAVE DATA

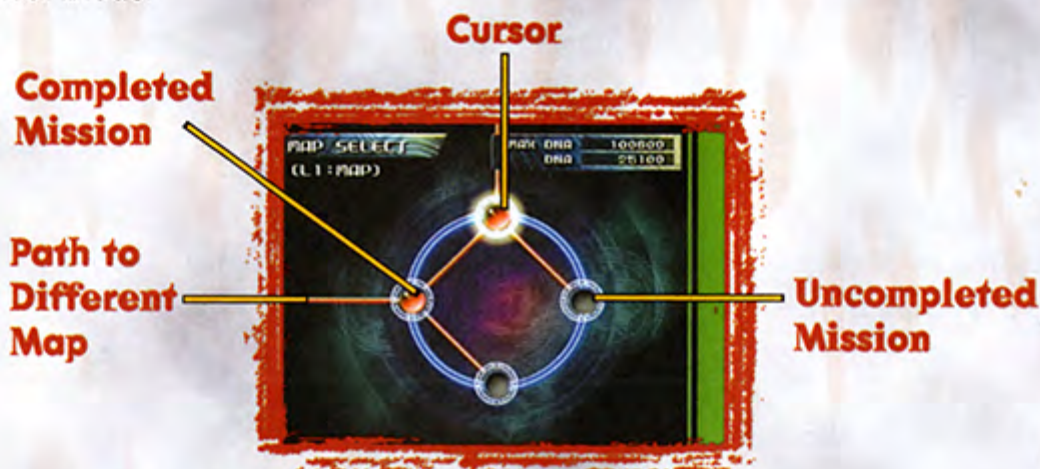
Choose this to save your progress in Career Mode.

QUIT

Choose this to exit out of Career Mode and return to the Title screen.

About Career Mode

As you play through Career mode, you will travel through different maps. Each map has a certain number of battles and pathways that branch out onto other maps. Press the L1 button to access a complete map of the Career mode.



Earning DNA points

Battle opponents and defeat them to gain DNA points and unlock new abilities. Save up your DNA points and use them to acquire the abilities you have unlocked. If you lose a battle, you can challenge your opponent to a rematch. Press the START button to battle again. If you want to exit the match and wish to return to the Map screen, pause the game during battle and select Quit.

OPTIONS

OPTIONS

In the OPTIONS menu, changes to the game settings, such as difficulty and sound can be made. Your statistics can also be viewed.



GAME SETTINGS

DIFFICULTY

Use this to set the strength of the COM. There are eight levels of difficulty, the higher the number, the stronger the COM opponent. The default difficulty setting is 4.

ATTACK LEVEL

Use this to set the amount of damage caused by both characters. There are eight levels, with the damage increasing as the number increases. The default attack level setting is 4.

ROUNDS

Use this to set the number of rounds needed to win a match. Choose a value from between 1 and 5. The default number of rounds is 2.

ROUND TIME

Use this to set the time allotted for a single round. Choose from 20 sec, 40 sec, 60 sec, 90 sec, and infinite. The default round time setting is 60.

DEFAULT

Use this to return all of the above settings to their default.

BACK

Return to options menu.



CONTROLLER SETTINGS

Change the controller button assignments in this menu. This menu can be accessed from the PAUSE menu and the TRAINING menu.

VIBRATION

Set the vibration function to ON or OFF. The default is OFF.

AUDIO SETTINGS

OUTPUT

Switch the audio output between stereo and mono. The default audio setting is stereo.

BMG VOLUME/SFX VOLUME

Change the volume of the background music/sound effects. The default volume setting is 100.



BMG/SFX PLAYER

Listen to the background music and sound effects in the game.

SFX TYPE

Choose the stage that the corresponding SFX will play in the SFX PLAYER.

DEFAULT

Returns all of the above settings to their default.

BACK

Return to options menu.



PLAYER DATA

View rankings, character use and win/loss statistics and any of the in-game movies that you have previously viewed and unlocked.



MEMORY CARD

Save and load data.

AUTO SAVE

Turn the auto save function ON/OFF. The default auto-save setting is OFF.

LOAD

Load game data from the memory card (8MB)(for PlayStation®2)

SAVE

Save game data to the memory card (8MB)(for PlayStation®2).

BACK

Return to options menu.



PAUSE MENU



Pressing the START button during gameplay will pause the game and bring up the PAUSE menu.

Select a menu item with the left analog stick and enter the selection with the $\otimes$ button.

RESUME

Resume the game.

CONTROLLER SETTINGS

Change the assignments for the controller buttons.

QUIT

Quit game and return to the title screen.



CHARACTERS SPECIAL MOVES



KEY

↗ = ↓ ↘ → ↖ = ↓ ↙ ←

K = Kick = △ button

P = Punch = □ button

B = Beast = ○ button

G = Block = × button

Note:

This key is based on the default button assignments. The button assignments can be changed in the CONTROLLER SETTINGS menu in the OPTIONS menu, the PAUSE menu, or the TRAINING menu. See page 21 for details.

BLOODY ROAR Official Site: www.bloody-roar.com



NAGI

Combination Slash	P P P P
Heaven's Spear	↘ P B
Spinning Blow	→ P → P → B
Massacre	P P P ↓ P K K B
Lift Kick	↗ K K
Combination Break	↘ K K K
Rouge Sun	← K B
Force Edge	→ B B B B
Javelin	← → B B B B B B B
Sweep Edge	↘ B B
Judgement	↓ ↑ B
Rising Spin	↗ P P
Swing Slash	↖ P B
Step Up (Without further input becomes slide)	↗ K
Bloody Blaze	(Additional input after Step Up) → B B B
Charge Kick	↗ K
Banish	↗ B
Rear Counter	↗ B

↗ ↗ B
Red Line

BEAST DRIVE

↗ ↗ B
Final Farewell



RYOHO & MANA

Thunder Strike	P P P
Primal Attack	← P K
Contemplation	P P K
Launch	↘ P P
Obedience	← P ← P ← P P P P
Critical Shot	K P K
Terror Combination	K P P P
Path to Heaven	↗ P
Afterlife	↖ P
Double Drum	↗ K P P
Four Elements	↖ K
Wind	(Additional input after Four Elements) P P
Wood	(Additional input after Four Elements) ↓ P P
Fire	(Additional input after Four Elements) → P
Rock	(Additional input after Four Elements) K K
Spinning Fang	↗ B
Fox Tail	↖ B
Flourish	↗ G

↗ ↗ B
Salvation

BEAST DRIVE

↗ ↗ B
Ultimate Peace

REIJI

Dark Driver	↑ P P
Punishing Knee	↑ P P P K ↓ K
Flaming Uppercut	↑ P P B B B P
Grasping Prey	→ P B B B
Triple Heel	↓ K K
Dance of Punishment	← K K
Lead Feet	↑ K ↓ K
Slicing Rain	↓ K K K B
Lunar Assault	← B B
Divine Feast	(In the air) B B B B
Divine Punishment	(In the air) → B B B
Lightning Slam	↑ P
Double Elbow	↑ P P
Lift Slam	↑ P → P
Double Whirl Kick	↑ K
Lightning Blast	↑ K P
Double Slash	↑ B B
Screwdriver	↑ B

↑↑ B **BEAST DRIVE** ↑↑ B
Funeral Rites Raven Rage

YUGO

One Two Body Upper	↑ P → P → P
Silver Wolf Knuckle	↑ P
Counterblow	↑ K ← P
Meteor Crash	↑ B ↓ B
Clinch	↑ P K
Heart Break Blow	→ P → P → P
Champion Straight Punch	← P ← P ← P
Dragon Finish Blow	↓ P ↓ P
Final Machine Gun Upper	↓ P ↓ P ↓ P ↓ P
Low & Step In	↓ K ↓ K
High Speed Combination	↑ P P P P
Blind Blow	↓ B → P
Panther Two	→ → K P P
Claw Twin Knuckle Slash	B P P B
Flicker Lightning	↑ K P P P P → K
Spiral Kick	K ↓ K
Leg Slash	P P ↓ P
Bloody Roar	↑ B

↑↑ B **BEAST DRIVE** ↑↑ B
Spiral Fang King of Breaker

ALICE

Blitz River Throw	↑ P K P ↓ K
Sway Kick Combo	← P K
Through Punch Upper	→ P → P
Rabbit Step	↓ P P P ↓ K
Low Rabbit Knee Rush	↓ B ↓ B B B B
Leg Beat Combo	↓ K K K
Somersault	↓ ↑ K
Triple Somersault	↑ K ← K ← B
Rabbit Spiral	↑ P
Spring Slap	↑ P
Rabbit Slide	↑ K
Somersault Kcik	↑ K
Triple Somersault Kick	↑ K K ← B
Squat Combo	↓ P ↓ K ↓ K
Rabbit Flip Chain	↓ K K ← K
Rabbit Blast	↓ K K ↓ B
Rabbit Step Hammer	↓ P P P ↑ B
Low Rabbit Slider Rush	↓ B ↓ B ↓ K ↓ P

↑↑ B **BEAST DRIVE** ↑↑ B
Bunny Love Lifting Start Lane

STUN

Hand Knife Combo	↓ P K
Body Slasher	→ → P
Shell Slasher	P K P P
Lightning Mine	← → P
Bio Shock	→ ← P
Shell Rush Guillotine	P P P K
Thrust Blow	→ K K ← P
Solid Cutter Combo	K P P
Thrust Knee Smash	→ K K
Thrust Knee Crash	→ K ↓ K
Chaos Beetle Rush	B B ↓ B ↓ B
Violence Beetle Rush	B B ↓ B ↓ B ↑ B
Grasshopper Leg	↑ K
Spider Drop	↑ P
Antler Bomb	↑ P
Hornet Grab	↑ K
Combination Antler Bomb	→ K ↓ K ↑ P
Thrust Big Throw	→ ↓ B

↑↑ B **BEAST DRIVE** ↑↑ B
VTOL Basher Boosting Burst

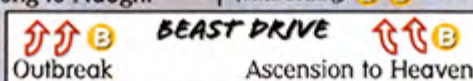
SHENLONG

Snake Elbow	P P P (to six-level combo)
Cross Blow Attack	B B → B
Low Rolling Sobat	P K ↓ K
Double Cross Crow	↑ P (to six-level combo)
Ring Cross Attack	B B B
Enemy Grasp Sun & Moon	↑ B B B B ↓ B
Snake Attack	↑ P
Rolling Sobat Combo	↑ P
Stride Kick	↑ K
Shadowless Kick	↑ K



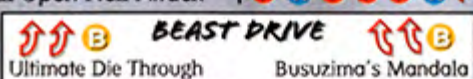
XION

C-A-I-N	P P P P
A-B-E-L	P P ↓ P P
Lunatic Attack	P P K
Crimson Lunatic	P P P K K K K
Paradise Lost	→ P P B
Moebius	→ P P
Spiral Babel	→ → K K K K K
Velvet Chain	K K K
Tyrant	B B B
Darkness Baron	→ B B B B ↑ K
Crusader	← P P
Executioner's Virtue	B K B
Chain Breaker	K K B
Guilty Chain	K K ↓ K K K K K
Mystic Slicer	→ K K K
Mystic Rink	→ K P K
Striker	↓ B B
Song to Naught	(when ducking) B B



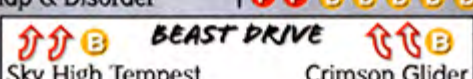
BUSUZIMA

Busuzima Kick	→ P K
Back Attack	→ P → P ← P
Chopping	K ↓ K P P
All Open Transparent Kick	P P P K ↓ K
All Open Upper Punch	P P P B
Busuzima Head Butt	← → B
Grand Elastic Punch	← B ← B ← B ← B
Heaven Elastic Upper Punch	↑ B ↑ B ↑ B ↑ B
Busuzima Punch Combo	→ P → P → P → P → P
Busuzima Kick Combo	→ P → P → P → P K
Hooligan Fake Kick Combo	→ K → K → P
Tongue Lash	→ ← B
Super Tongue Lash	→ ← B ↑ B
Busuzima (Poison Island) Serious	↑ K
Serious Punch	↑ K P P P
Serious Kick	↑ K K K
Dokujima Exercise	↑ K K K K K K
All Open Hell Attack	P K P P P K ← K



JENNY

Passionate Heal Rush	→ K K K K K
Enamel Blade	→ K K K K
Complete Disorder	B B B B B
Nightmare Walking	→ B B B
Twisted Explosion	↑ P K K K K K K K
Drill Talon	↑ B B or P or K
Air Blast	(in the air) B B B
Spiral Talon	(in the air) → B B B
Step Slap	P P
Back High-Heeled Kick	→ K K K ← K
Sly Kick	↓ K K
Gross Edge	(when ducking) K K
Wind Slider	B B B ↓ B
Twist Heal Change	↑ P K K ↓ K
Bat Wing Blade	↑ B
Enamel Wall Wind	→ K K ↓ K K
Slap & Nightmare	P P → K K K → B B B
Slap & Disorder	P P B B B B B



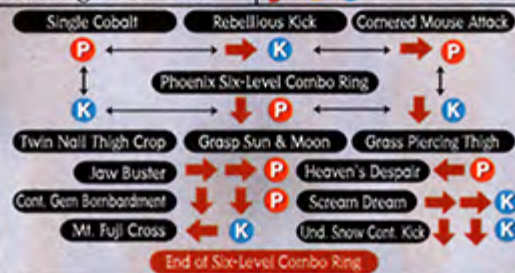
BAKURYU

Spiral Shadow Blade	P P P P → P
Flowing Shadow Circular Kick	↘ P K
Gale Crescent Moon Drop	→ → K K K
Poisonous Claw Machine Gun	→ B B B B B
Flying Line Drop	→ ← P
Triple Spiral Kick	P P ↓ K
Shadow Bound	(when ducking) P
Dragon Sword	(when ducking) B
Sword Drop Blade Kick	P P K K
Fang Drop Hammer Moon Shadow	P K K → K ← K ↑ P
Lightning	(when ducking) K K
Poisonous Claw Slash	B B B
Snow Light Line Drop	↗ P
Smoke Bomb	↗ K
Smoke Spiral Kick	↗ K
Rising Scrape Up	↗ B
Poisonous Claw Spiral Shadow Blade	P P P P B B B
Dancing Lunge	→ B B B B ↘ P ↗ B

↗ ↗ B **BEAST DRIVE** ↗ ↗ B
Double Inferno Magic Spear

URIKO

Thunder Dance	P P ← P P (to six-level combo)
Thunderclap Peace	↗ B B (when hit) B
All Around 1-2-3	P K K ↑ K
Supreme Penetrating Bow Thigh	→ → P K
Wings of the Phoenix	↗ B (← B six times)
Double Kick Combo	→ K K
Thunder Blade	P P ↓ P
Rolling Punch	→ → P P
Dance of the Cat	B B B
Rubbing Nail Peace	↗ B K



↗ ↗ B **BEAST DRIVE** ↗ ↗ B
Suprise Cat Pounce Dance of the Phoenix

GADO

Shotgun Combo Drive	P P → K
Tomahawk Basher	→ P P P
Shell Slash	↘ P ↓ K
Tropper Comb	K K K
Skyrunner Strike	→ K K K
Triple Scratch	B B B
Destroy Scratch	→ B B
Absolute Fire	← → P
Shotgun Combo Fire	P P → P
Spinning Strike	← P P
Talk to the Fist	↓ ↑ P
High Command Edge Combo	K K → K K K
Heat Capture Middle Kick	↗ P (when hit) K
Heat Capture Low Kick	↗ P (when hit) ↓ K
Bloody Ridge	↑ B ↗ B
Heat Blaster Double Claw	K ← P P B B
Heat Blast Skyrunner Strike	K ← P P B → K K K
Pressure of Tyrant	↗ K ← → P ↗ P ↗ P

↗ ↗ B **BEAST DRIVE** ↗ ↗ B
G-Bomber G-Cannon

Clearing various conditions within the game increases the number of available characters and game modes. Play and replay the game modes and try to unlock all the bonus features!

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