

TEKKEN'S NINA WILLIAMS IN:

DEATH BY DEGREES™



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.

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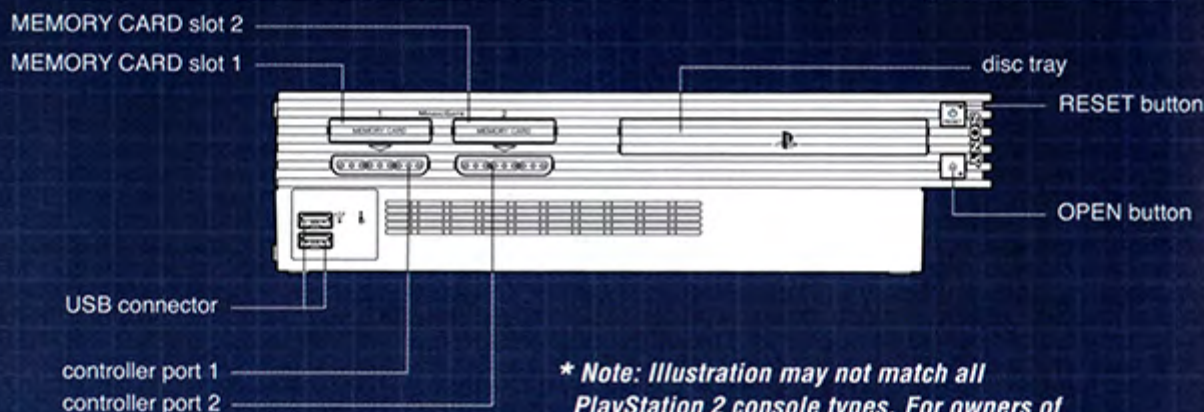
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PLAYSTATION®2 SETUP



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

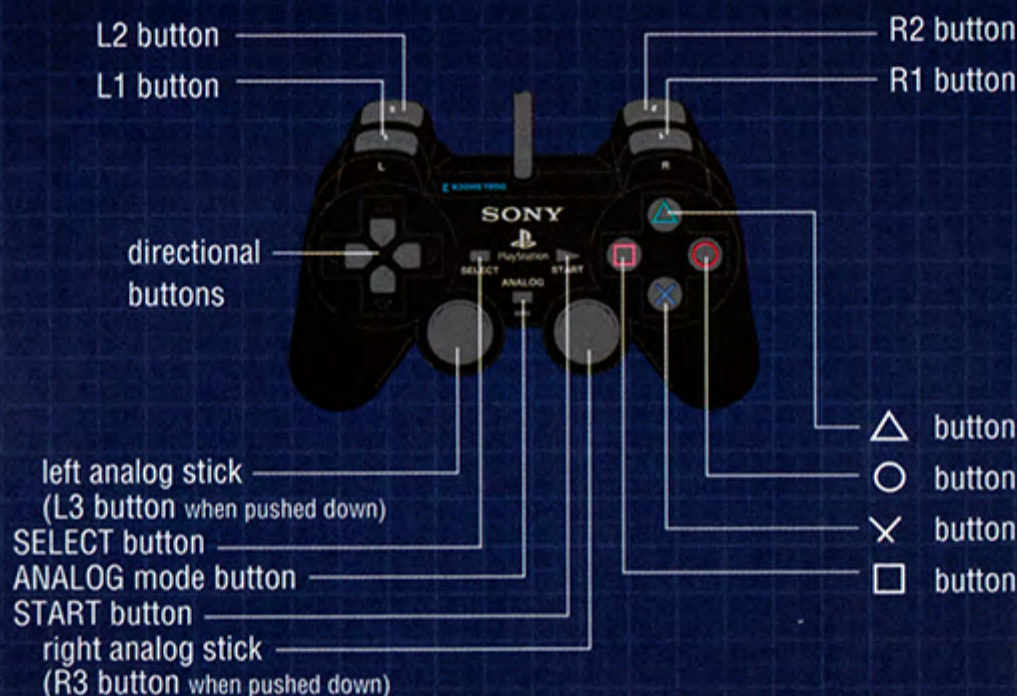
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **DEATH BY DEGREES™** 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.

This game supports Dolby® Pro Logic® II. Connect the game console's ANALOG OUT (AUDIO) connector to the Dolby® Pro Logic® IIx, Dolby® Pro Logic® II, or Dolby® Pro Logic® decoder internal AV amp, turn one of the features on, and then select "Dolby® Pro Logic® II" to play the game in surround sound.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





Note that the Stabilize feature in the Sniper mini-game, which is activated by pressing the R1 button halfway down, is not available when using the DUALSHOCK® analog controller.

BASIC CONTROLS

Move cursor	directional buttons, left analog stick
Confirm	× button
Cancel	△ button
Skip previously viewed movie	START button
Open Status Screen	START button
Open Pause Menu	SELECT button
Open Map Screen	□ button

NINA'S ACTIONS

Move	left analog stick
Run	left analog stick +  button
Evade	Quick tap left analog stick
Normal attack	Tap right analog stick
Guard	Quick tap right analog stick (when attacked)
Switch Combat Mode	directional buttons
Combat Mode	L1 button
Command Skill	L1 button + left analog stick & specific command input with right analog stick
Weapon attack	L1 button + tap right analog stick
Critical strike	L2 button + tap right analog stick
Grab	R1 button
Throw	Tap right analog stick (after grabbing an enemy)
Submission hold	Tap right analog stick (while throwing an enemy)
Strangle	R1 button (from behind enemy)
Break throw	Tap left analog stick (in direction being thrown)
Break hold	Tap right analog stick (in direction of enemy)
Action button	 button
Change view	R2 button
Lock on to enemy	R2 button + tap right analog stick (in direction of enemy)

MINI-GAME CONTROLS**SNIPER**

Target	left analog stick
Change scope magnification	right analog stick (up/down)
Cover & reload	L1 button
Fire, stabilize	R1 button

STINGRAY

Pitch up/down	left analog stick (up/down)
Slide sideways	left analog stick (left/right)
Rotor power	right analog stick (up/down)
Turn	right analog stick (left/right)
Change camera	R1 button, R2 button

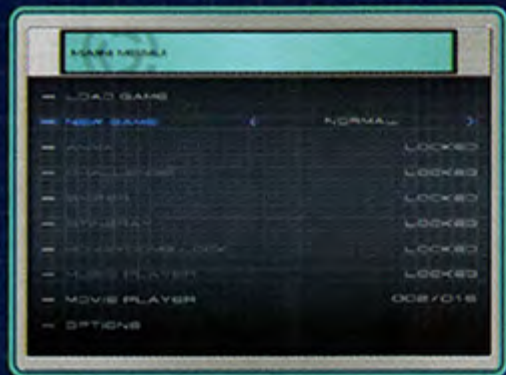
HONEYCOMB LOCK

Move cursor	directional buttons (left/right), left analog stick (left/right)
Rotate blocks	 button

Upon boot up, the game will check for a memory card (8MB)(for PlayStation®2) and automatically load any existing saved game data for this game. A movie is then followed by the Title Screen.

MAIN MENU SCREEN

Press the START button at the Title Screen to proceed to the Main Menu. Press the directional buttons or the left analog stick up/down to select an item, and confirm the selection with the \otimes button. When playing for the first time, move the cursor to "NEW GAME" and press the \otimes button.



Menu items which appear with "LOCKED" to their right cannot be selected at the start of the game. They will become selectable as you advance in the game.

LOAD GAME

Select this to continue playing previously saved game data. Select a folder and data to load on the Load Screen.

NEW GAME

Play the game from the beginning.

LOCKED

ANNA: Play in Anna Mode.

CHALLENGE: Play in Challenge Mode.

SNIPER: Play the Sniper mini-game.

STINGRAY: Play the Stingray mini-game.

HONEYCOMB LOCK: Play the Honeycomb Lock mini-game.

MUSIC PLAYER: Listen to the in-game music.

MOVIE PLAYER

View the in-game movies.

OPTIONS

Configure various in-game settings. Press the directional buttons or the left analog stick up/down to select an item, and left/right to change settings. Use the \otimes button to confirm changes, or to reset settings to their original configurations when "Default" is selected.

CONTROLLER

Select this to change the analog controller button settings. Evade Sensitivity, the first-person view angle (moves the view angle up/down), the rear camera angle (moves the view angle from side to side when switching to camera) and the vibration feature (toggle the analog controller's vibration feature on/off) can also be adjusted here.

SOUND

Adjust the music, sound effect and character voice volume, and set the sound output to stereo, mono, or Dolby® Pro Logic® II.

SCREEN ADJUST

Calibrate the screen position.

CAPTIONS

Turn captions and enemy life gauge displays on/off.

EXIT

Return to the Main Menu.

SAVING


Games can be saved in **DEATH BY DEGREES™** at Save Points located at various locations throughout the game. Find nearby Save Points and save games frequently to ensure a smooth game progression.

A memory card (8MB)(for PlayStation®2) with at least 319 KB of free space is required to save data in this game. Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 prior to starting the game. A maximum of 12 games can be saved.


*Data in the Challenge, Sniper, Stingray, and Honeycomb Lock mini-games can only be saved within each mode.

**SEARCHING FOR SAVE POINTS**

When entering areas in which Save Points are located, antenna reception bars will appear at the upper right corner of the screen. The number of bars increases as you get closer to a Save Point. Three bars will appear when you are at a Save Point.

Previously discovered Save Points will appear yellow. Press the  button while standing on a Save Point to enter the Save Screen.


HOW TO SAVE

Use the directional buttons or the left analog stick to select a slot on the Save Screen and press the  button to save the game. When saving over preexisting saved game data, the previous saved game data will be overwritten and lost.

This chapter explains fundamental game rules and elements of the Game Screen. You can progress through the story by controlling Nina as she fights enemies and carries out her mission.

GAME SCREEN ELEMENTS

Control Nina and perform various actions (see p. 9) in the Game Screen.

Press the SELECT button to pause the game or the START button to open the Status Screen. The map can be accessed directly by pressing the  button. Refer to page 4 for controls when the camera has been changed in a mini-game.



ANTENNA

Reception bars appear when a Save Point is nearby (see p. 6).

COMBO NUMBER/TIME LIMIT

Appears when executing combos (see p. 10).

A series of moves will string together to form a combo until the time runs out.

HP GAUGE

Shows Nina's remaining life. It's game over when this runs out.

FOCUS GAUGE

Increases upon execution of successful hits, and when Nina takes damage. In order to perform a Critical Strike (see p. 11), this gauge must reach a certain level.


ENEMY'S LIFE GAUGE



Shows the enemy's remaining life. The default is green but this gauge turns red when the enemy is about to attack.

COMBAT MODE ICON

Shows the current Combat Mode: Command Skill, Firearm, or Melee Weapon.

OPENING THE PAUSE MENU

Press the SELECT button at any time during the game to open the Pause Menu. Use the directional buttons or the left analog stick to select a command, and confirm the selection with the  button.

To resume the game, select "CONTINUE" and press the  button or the  button.

PAUSE MENU COMMANDS**CONTINUE**

Close the Pause Menu and resume the game.

LOAD

Continue playing previously saved game data (see p. 5).

OPTIONS

Configure various in-game settings (see p. 5).

TITLE SCREEN

Quit the game and return to the Title Screen.

GAME RULES

Advance through the story by controlling Nina as she fights enemies and unravels mysteries.

Battle enemies with your bare hands using Command Skills, Melee Weapons (such as Tonfas), or Firearms (such as handguns). Experience points are awarded for defeating enemies. When Nina's experience points reach a certain level, Nina increases in level, and the maximum amount of HP and Focus Points increase along with the amount of damage her attacks inflict (excluding firearm attacks).

If Nina's HP Gauge is completely depleted due to enemy attacks, or if she falls victim to certain traps, it's game over. The same is true if Nina fails to clear certain mini-games.

GAME OVER


The screen below appears when the game is over.

Select "YES" to continue from the last save, or "NO" to return to the Title Screen.



Choose from a variety of actions such as attack, defend, throw, and use weapon. Learn how to master this game's unique method of "quick tapping" the left and right analog sticks.

MOVE: left analog stick

Hold down the left analog stick in the direction you want to walk toward. To run, press down the  button while holding down the left analog stick.

**EVADE:** left analog stick

Quick tap the left analog stick to execute an evasive maneuver appropriate to the situation, such as jumping over an enemy.

**Adjust Sensitivity**

The ease of performing evades can be adjusted in "Evade Sensitivity" under "CONTROLLER" in the Options Menu. If you're having trouble executing evades, adjust the sensitivity level here.

Kneeling

If Nina is hit by a potent enemy attack or hit by a stun attack (from a Stun Pistol or a Stun Baton), she falls down on one knee and is temporarily unable to move. Nina can do likewise to her enemies.

**NORMAL ATTACKS:** right analog stick

Quick tap the right analog stick in the direction you want to attack. Depending on the direction Nina is facing, and the direction the right analog stick was tapped, the attack will vary.

**GUARD/EVADE WEAPON:** right analog stick

When an enemy attacks, you must tap the right analog stick with the proper timing in order to block. If the enemy is using a weapon, Nina will evade instead.

Note that this guard/evade weapon action cannot be executed when the Combat Mode is set to Command Skills or to certain firearms and melee weapons.



COMBO ATTACKS: right analog stick

A series of consecutive attacks will increase Nina's Combo number. When Nina is hit by an enemy, or time runs out, the combo number is set and Nina will accumulate skill points according to that combo number.

Examples of combo attacks

Normal attack



Normal attack



Massive attack

CHANGE COMBAT MODE ICON: directional buttons

Press the directional buttons left/right to toggle the Combat Mode Icon in the lower left corner of the screen, from Command Skill, Firearm, and Melee Weapon (see below).

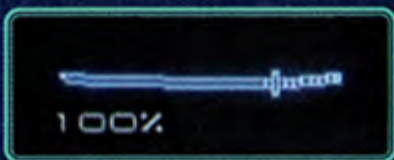
If you have multiple firearms or melee weapons, press the directional buttons up/down to select a weapon.



Command Skill



Firearm



Melee Weapon

COMBAT MODE: L1 button

Nina assumes an attack stance while the L1 button is held down. If the Combat Mode Icon is set to Command Skill, she can execute a Command Skill. Likewise, if the Combat Mode Icon is set to Firearm or Melee Weapon, Nina can brandish and attack with the weapon displayed in the Combat Mode Icon.

**COMMAND SKILLS:** L1 button + specific commands

When the Combat Mode Icon is set to Command Skill and specific commands are entered with the left and right analog sticks while in an attack stance (holding down the L1 button), Nina can execute powerful Command Skills.

Miscellaneous Special Actions

In addition to Command Skills, there are a variety of other actions (see p. 14) which must be acquired via Skill Points. Check the descriptions in the Skill Page of the Status Screen to learn the proper timing and command inputs for these actions.

WEAPON ATTACKS: L1 button + right analog stick
 When the Combat Mode Icon is set to Firearm or Melee Weapon and the right analog stick is tapped while assuming an attack stance (holding down the L1 button), Nina attacks with a weapon in the direction the stick is tapped. Combo attacks can be executed with certain weapons.

Weapon Ammunition & Endurance

The remaining ammunition and endurance of each weapon appears in the lower left corner of the Combat Mode Icon. Projectile weapons such as firearms consume ammunition when used, while the endurance of melee weapons is reduced each time an enemy is struck. When the ammunition or endurance reaches 0, weapons are automatically discarded.

CRITICAL STRIKE: L2 button + right analog stick
 Critical Strikes are brutal attacks that target an enemy's vital points. When the Focus Gauge reaches the required level, tap the right analog stick while holding down the L2 button to execute a Critical Strike.

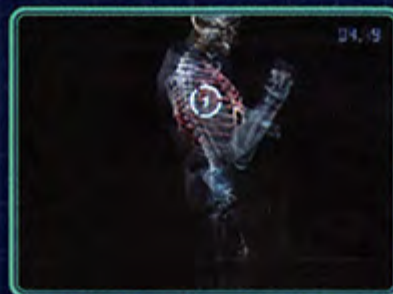
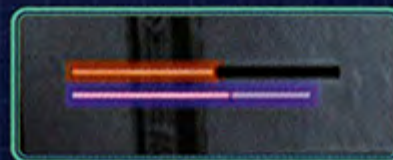
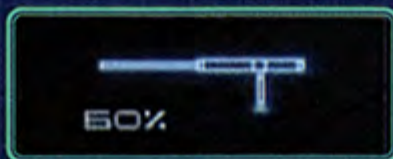
Critical Strike Screen

When a Critical Strike is successfully engaged, the Critical Strike Screen appears. Move the cursor to an area highlighted in red (a vital point) and tap the right analog stick within the time limit.

As Nina increases in level, she will attain the ability to hit two or more vital points during a single Critical Strike.

GRAB: R1 button (near enemy)

Press the R1 button while standing close to an enemy to grab them. You can now follow through with a throw or submission hold from this position. To release the enemy, press the R1 button again.



ACTIONS

THROW: right analog stick (while grabbing)
Quickly tap the right analog stick while grabbing an enemy to execute a throw. The specific throw depends on the direction in which the enemy is thrown.



SUBMISSION HOLDS: right analog stick (while throwing)
While throwing an enemy, with the correct timing and a tap of the right analog stick, you can connect to a devastating submission hold after the enemy is thrown.



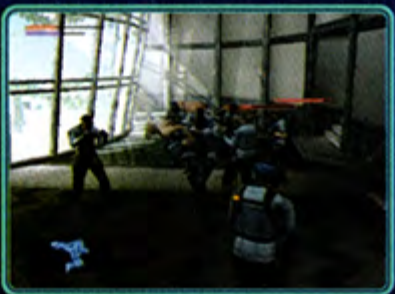
STRANGLE: R1 button (from behind enemy)
Approach an enemy from behind and press the R1 button to strangle him. Strangling can lead to combo attacks (see p. 10). To release the opponent, press the R1 button again.




BREAK THROW: left analog stick
If you are grabbed by an enemy and are about to be thrown, quick tap the left analog stick in the direction of the throw. If timed properly, you can land without taking damage.



BREAK HOLD: right analog stick
If you are immobilized in an enemy hold, quick tap the right analog stick in the direction of the enemy. If timed properly, the enemy will be shaken off.



ACTION BUTTON: button

To open doors, pick up an item, search an area, etc., press the  button. Nina will perform an action appropriate to the situation.

Example of Action:



Grab ladder, hang from pipe, etc.



Scan a fingerprint



Search (keep an eye out for a flash of light which indicates items to be found)

CHANGE VIEW: R2 button

Hold down the R2 button to switch the camera to an over-the-shoulder view. You can also move the camera around from this position by using the right analog stick. Release the R2 button to return to the normal camera view.

Keep in mind that when the over-the-shoulder view is active, Nina can only run and can't attack enemies.

Lock-On to Enemy



While the over-the-shoulder camera is engaged, you can lock-on to an enemy by tapping the right analog stick toward them. Once the camera is locked-on, Nina can engage the enemy and the camera won't revert back until the R2 button is pressed again or the enemy is defeated.

Combos & Skill Points



A combo number appears on the screen whenever you successfully strike an enemy. Skill Points are awarded according to the combo number and the skills used following the completion of the combo attack.



UNDERWATER ACTIONS

Whenever Nina is submerged in water, an air gauge appears at the top left corner of the screen. Hold the left analog stick in the direction you want to swim. Hold down the  button to make her swim faster. Press the  button to dive underwater.


Swimming Underwater

While underwater, the screen will change to Nina's point of view. Change direction with the left analog stick and swim forward with the  button. Press the  button to pick up items.

The air gauge gradually runs out while underwater. If it reaches 0, Nina's HP Gauge will deplete. Swim to the surface so that the air gauge can be replenished.




SPECIAL ACTIONS

Special movement controls are used in certain situations, such as when hanging from pipes or moving through ducts. In all cases, Nina's speed can be increased by holding down the  button while moving.


Nina cannot attack enemies during this time.

Inside Ducts

Hold the left analog stick up/down to move, and left/right to turn. Press the  button to pick up items.



Climbing/Descending Ladders

Climb up and down ladders by holding the left analog stick up/down. Press the  button to slide down ladders.



ITEMS

These are the main items you will find in the game. Some items are automatically used, while others require intentional use via the Item Page of the Status Screen.

**Meal Kits**

Military-issue food packs. Use them to restore the HP Gauge. The amount of life force restored is proportional to the ration size: S, M, or L.

**Essential Oils**

Although the effect depends on the specific type of oil, they include improved offensive and defensive abilities, as well as increased speed.

**Print Scanner**

Electronically scans and stores fingerprints from dead bodies and other objects to open security locks.

**Holster**

Used to carry firearms, each holds a pair of the same firearm.

**Bottled Water**

Used to replenish the Focus Gauge. The amount of Focus replenished is proportional to the size: S or M.

**Defibrillator**

Used when Nina's HP Gauge runs out. This item will completely restore her HP and Focus Gauges.

**GPS Device**

Used to pinpoint and display the exact location of the Kometa executives on the Map Page of the Status Screen.

**Tactical Belt**

Used to carry melee weapons, each holds a pair of the same melee weapon.

FIREARMS

View firearm specifications on the Firearm Page of the Status Screen. When two of the same types of certain firearms are obtained, Nina can brandish one in each hand simultaneously.



9mm Handgun

Standard 9mm caliber pistol. Capable of semiautomatic fire.



Hand Grenade

A special explosive weapon, it's capable of damaging enemies within a limited range.



9mm Submachine Gun

Compact and lightweight, this 9mm caliber submachine gun features superior automatic firing.



Stun Pistol

This pistol fires high voltage electrodes, immobilizing enemies through electrical shocks.

MELEE WEAPONS

Though most melee weapons are used for close combat, some projectiles such as knives are for range attacks. View melee weapon specifications on the Melee Weapon Page of the Status Screen. When two of the same types of certain weapons are obtained, Nina can wield one in each hand simultaneously.



Knife

A combat knife used to throw at enemies.



Poison Ampule

A poison-filled vial. Disperse on enemies for a damaging poisonous mist.



Tonfa

An easy-to-use tonfa-style police baton. Two tonfas can be wielded simultaneously.



Katana

A razor-sharp Japanese sword that has a long reach. Two katanas can be wielded simultaneously.

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

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To register product online go to
WWW.NAMCOREG.COM

STEP IN. KNUCKLE UP. BEAT DOWN.



TEKKEN is back with better graphics, more playable characters and, best of all, new combos that will bring even the strongest fighter to his knees. Settle your differences on the PlayStation®2 computer entertainment system. **DO YOU HAVE WHAT IT TAKES?**

TEKKEN 5



PlayStation 2

RATING PENDING

RP

Visit www.esrb.org for more Rating Information.

ESRB CONTENT RATING

www.esrb.org

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