

GALACTIC WRESTLING™

Featuring
**ULTIMATE
MUSCLE**
THE KINNIKUMAN LEGACY™



TEEN
T
CONTENT RATED BY
ESRB

**BAN
DAI**®

**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.

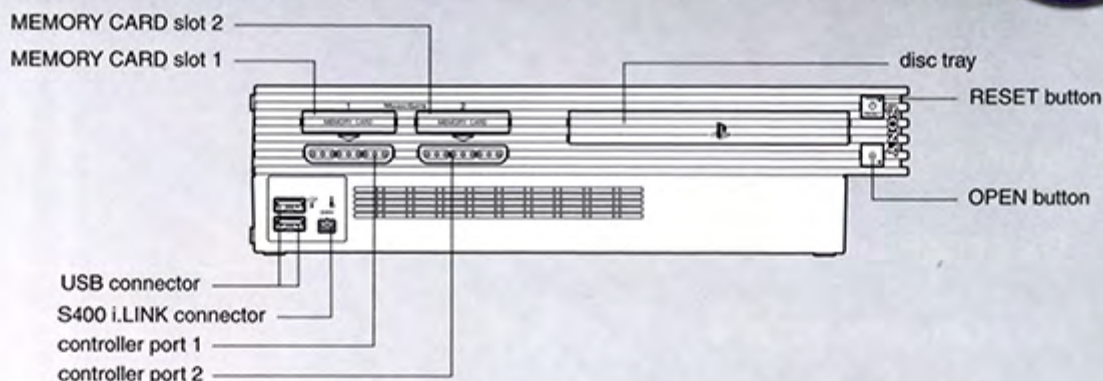
TABLE OF CONTENTS



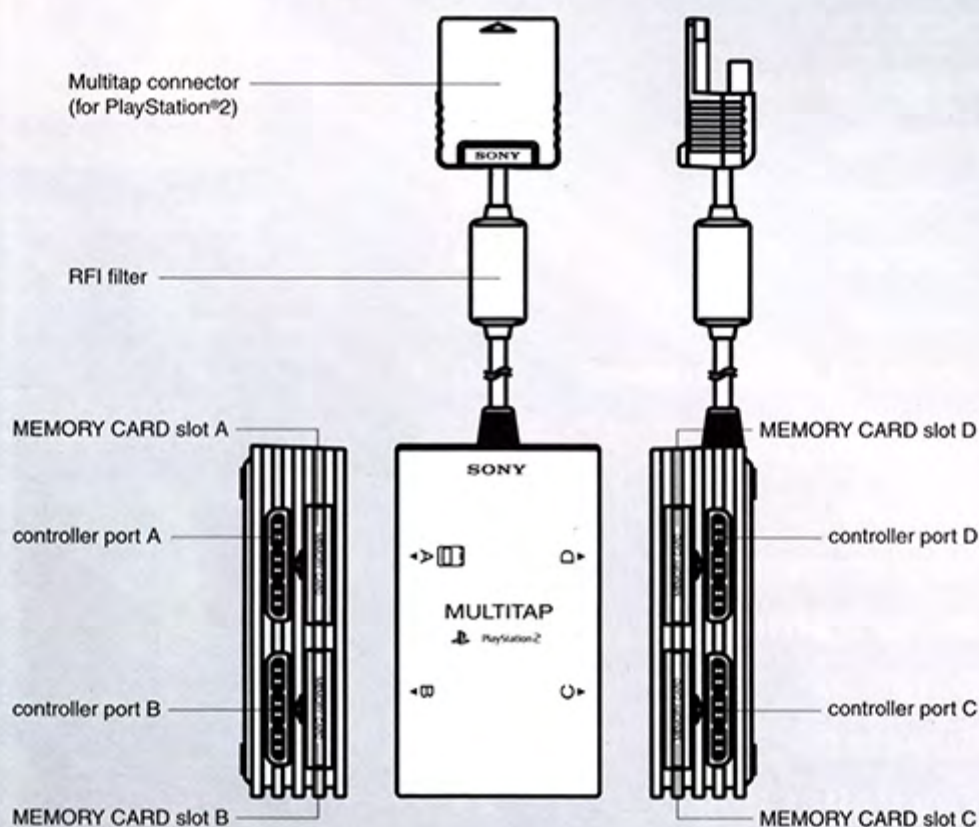
Getting Started	2
Starting Up	3
Background Story	4
Control Summary	5
Starting the Game	7
Menu Summary	8
Reading the Screen	9
Controls	10
Basic Actions	10
Attacks	12
Grapples	13
Throws	14
Evades	15
Special Techniques	16
Game Modes	17
Versus	17
Tournament	19
Team Battle	19
Survival	20
Spectator	21
Toy Collection	21
Options	22
Character Profiles	23



GETTING STARTED



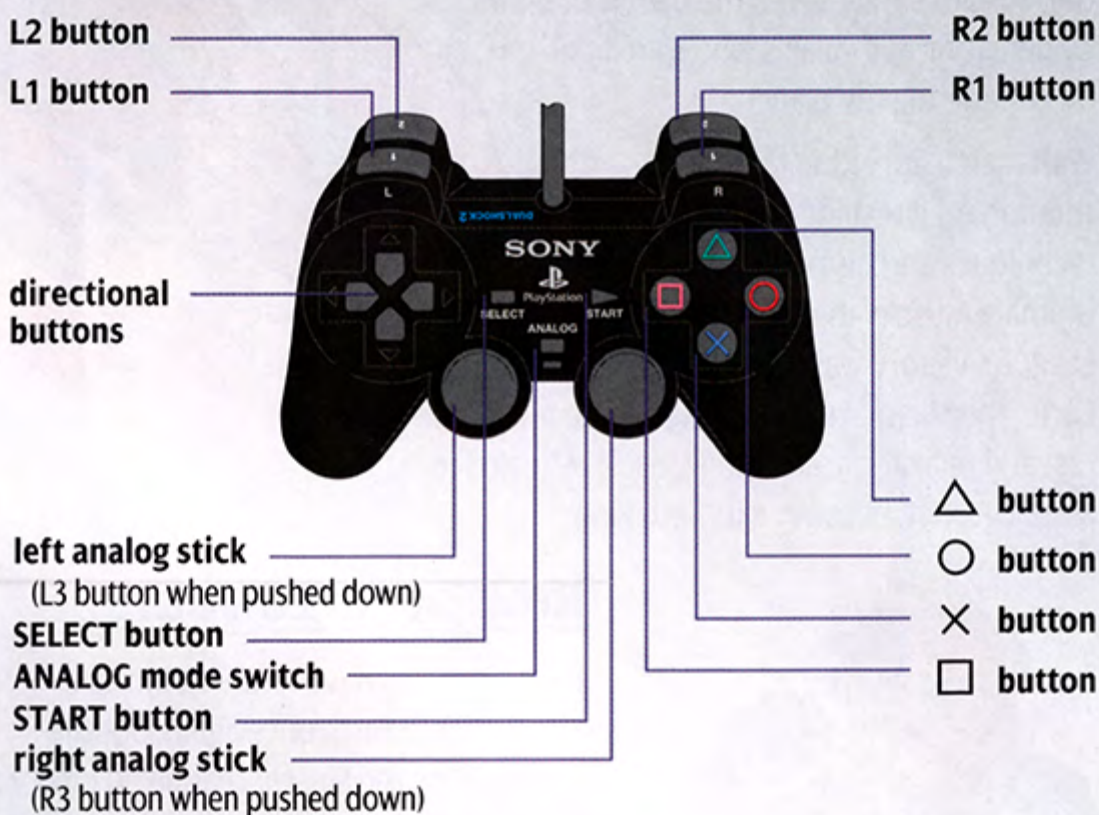
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will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



Galactic Wrestling supports up to 4 players. Use a multitap (for PlayStation®2) to gain access to 4 controllers. For multi-player play, insert DUALSHOCK®2 analog controller in controller port 1 and the multitap (for PlayStation®2) into controller port 2. Connect controllers sequentially into controller port 2-A, controller port 2-B and so on.



DUALSHOCK®2 ANALOG CONTROLLER



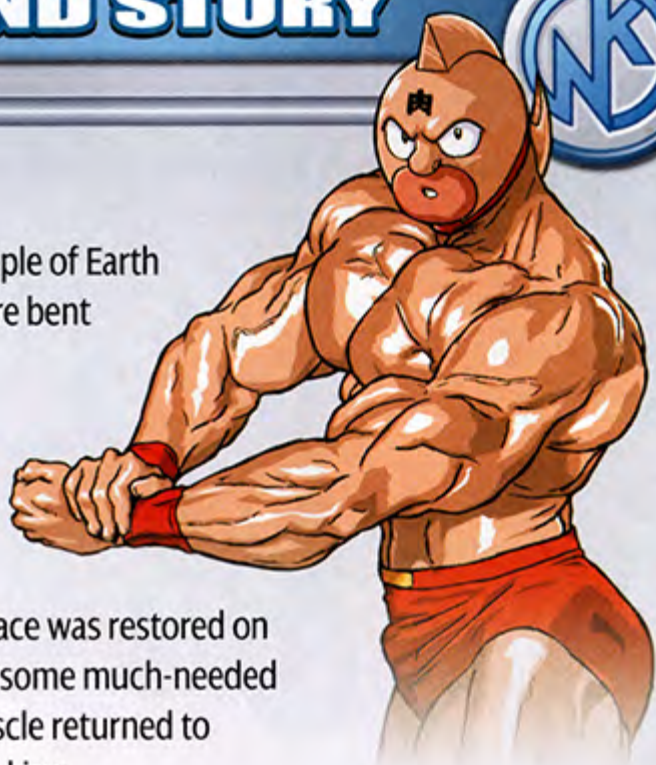
BACKGROUND STORY



Long ago,

the Muscle League saved the people of Earth by defeating evil villains who were bent on conquering the planet.

With their leader King Muscle's triumphant wrestling techniques and his power of Ultimate Muscle, the Muscle League's victory was assured. Peace was restored on Earth, the Muscle League earned some much-needed rest and relaxation, and King Muscle returned to Muscle Planet, becoming its 58th king.



Now, after 28 years,

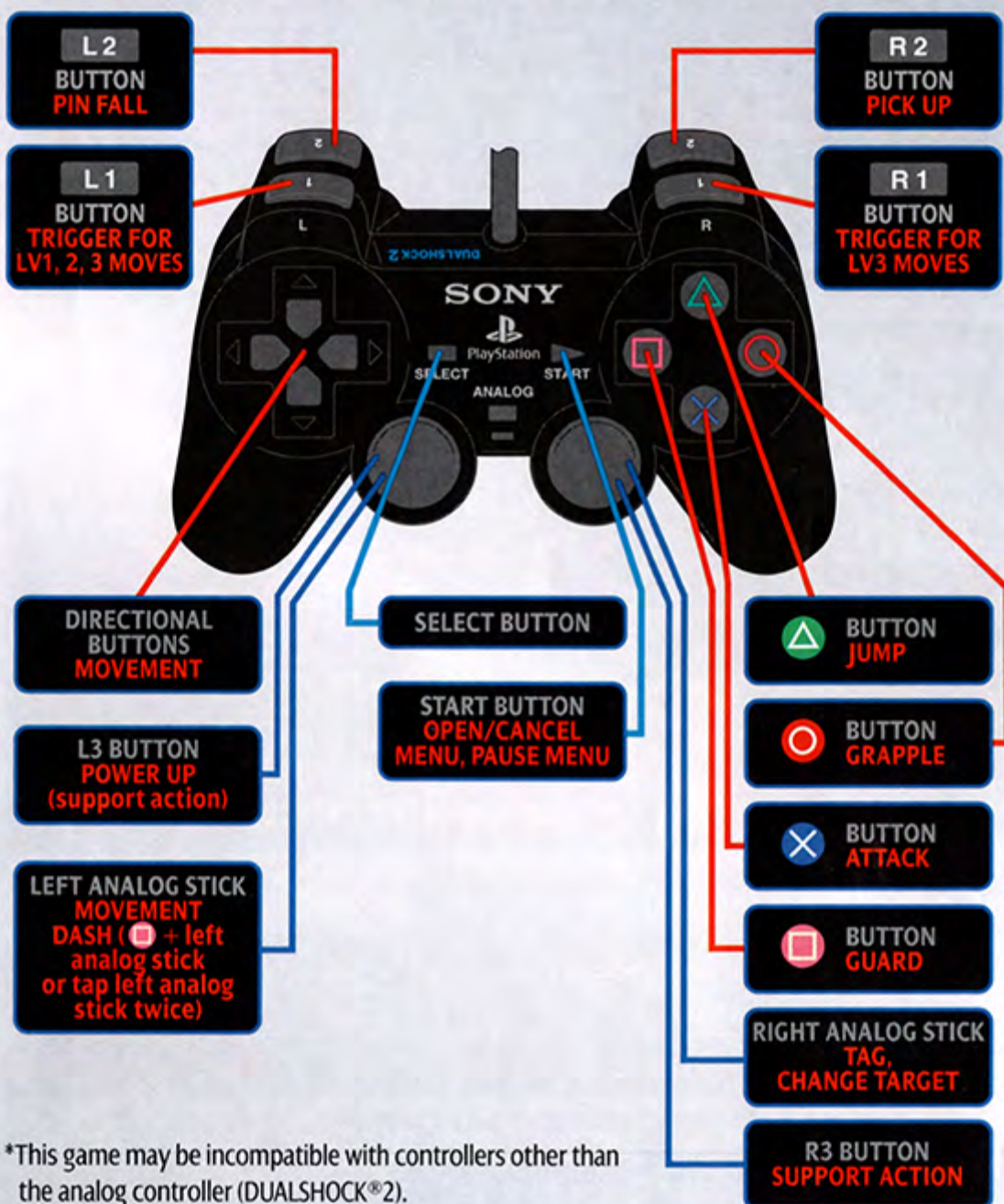
the evil villains have returned and are attacking the Earth once again, but the "Legends" of the Muscle League no longer have the capacity to fight them. The fate of the planet now rests with King Muscle's son, Kid Muscle, and the rest of the "New Generations."



CONTROL SUMMARY



*The controls below are specifically for Type A configuration.
The configuration can be adjusted in the Options or Pause menu.*



*This game may be incompatible with controllers other than the analog controller (DUALSHOCK®2).

CONTROL SUMMARY



Attacks (Refer to p. 12)

Attack	ⓧ
Strong Attack	ⓧ (hold)
Combination Attack	ⓧ (consecutively)
Strong Combination Attack	ⓧ (consecutively), then ⓧ (hold)
Dash Attack	ⓧ (while dashing)
Aerial Attack	ⓧ (in midair)
Mat Attack	ⓧ (against opponent on the ground)

Grapples (Refer to p. 13)

Front Grapple	○ (from in front of opponent)
Back Grapple	○ (from behind opponent)
Tackle	○ (while dashing)
Jumping Grapple	○ (in midair, against standing opponent)
Aerial Grapple	○ (in midair, against jumping opponent)
Throw Up	○ → △ (hold)
Throw Up Grapple	△ (hold, after Throw Up)
Hammer Throw	○ → ⓧ (hold)
Hammer Grapple	○ (hold, after Hammer Throw)
Ground Technique	○ (against opponent on the ground)

Evades (Refer to p. 15)

Grapples, Tackles, Ground Techniques	ⓧ
Attacks and Aerial Attacks	ⓧ
Hammer Throws, Throw Ups	△

*Press the button at the right timing to perform evades.

Special Techniques (Refer to p. 16)

Level 1 Special Attack	L1 + ⓧ (Chojin pwr at LV 1)
Level 2 Special Grapple	L1 + ○ (Chojin pwr at LV 2)
Level 3 Ultimate Attack	L1 + R1 (Chojin pwr at LV 3)
Tag-team Attack (either wrestler can execute)	L1 + R1 (Chojin pwr at LV 3 for both wrestlers)

STARTING THE GAME



When the title screen appears, press the START button or  button to access the Main Menu.

Versus

Play various match formats, such as one-on-one, tag team, and battle royal.

Tournament

Set up the tournament brackets and vie for the championship!

Team Battle

Select 5 characters per team in single elimination matches.

Survival

See how many wrestlers you can defeat before your HP runs out!

Spectator

Watch computer-controlled matches.

Toy Collection

Use KIN medals to purchase and view character figurines.

Options

Adjust difficulty level, sound, control configurations, etc., and view character profiles with Meat's commentaries.



MATCH RULES

How to win

- *KO an opponent by reducing his HP to zero*
- *Bring down an opponent's HP, then pin him for the three count.*

MENU SUMMARY



There are a number of menus, each offering different features.



Controls For The Menus

left analog stick	Move cursor
directional buttons	Move cursor
X button	Confirm
O button	Cancel
△ button	Select random character
L1 button	Turn page/Change setting
R1 button	Turn page/Change setting
START button	Enter match

Pause Menu

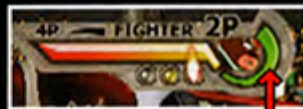
During a match, press the START button to pause the game. A Pause Menu will appear that offers the following options.

● Resume Game	Resume the match.
● Rematch	Restart the match using the same characters.
● Skip Match	End the match and show the match results.
● View Command List	View the character's moves.
● Controller	Change the controller button settings. Turn the vibrations ON/OFF.
● Return to Characters Menu	End the match and go to Characters Menu.
● Return to Main Menu	End the match and go to Main Menu.



Muscle Power Gauge

When the gauge fills up, Muscle Power is achieved, and "Muscle P." appears under the HP gauge. During Muscle Power, not only do the character's parameters (such as strength and defense) improve, but he can also perform additional special techniques.



HP Gauge

The gauge represents the character's vitality. When it reaches zero, he is KO'd.



Second/Partner

Seconds and tag-team partners can help you during the match. (Refer to p. 11.)



Second/Partner Gauge

The Chojin power gauge is also the Second/Partner gauge.

Chojin Power Gauge

The power needed to perform special techniques.



One flame signifies Level 1, two flames signify Level 2. The gauge charges up from any one of the following: dealing or receiving damage; Second or partner throws a Power Up; Meat throws an item.

LV 1: Special Attack

LV 2: Special Throw

LV 3: Ultimate Attack

**Both tag-team partners at LV 3:
Tag-team Attack**

Meat Ball

Pick up the Meat Ball thrown by Meat to acquire LV 3 Chojin Power.





BASIC ACTIONS

Movement

Left Analog Stick

The characters move in the direction the left analog stick or directional buttons are pushed.

Dash

□ button + left analog stick or tap the left analog stick twice (works only for Type A and D configurations)

Guard



Block opponent's attacks.
You cannot guard against grapples.



Jump



You can control the direction of the jump with the left analog stick or directional buttons. Jump on a rope for an even higher jump.



Use the X button to evade grapples. Refer to p. 15



CONTROLS



BASIC ACTIONS

Pick Up

R 2

Pick up an opponent on the ground.

Pin Fall

L 2

Pin a weakened opponent with low HP.

Tag

Right Analog Stick

A move used only in a Tag Team match. Push the right analog stick in partner's corner.

Change Target

Right Analog Stick

A move used in 2 vs 2 and Battle royal. Push the right analog stick to select a target.

SECOND'S ACTIONS

Support

Chojin power at LV 3
Press the R3 button



Partners outside the ring can conduct various support actions. Support actions are available only in Single w/Second and Tag Team matches. The action varies with each character.



Power Up

Chojin power at LV 3
Press the L3 button



The Power Up ball increases the Chojin power level of the character fighting; however, it decreases the HP of the character throwing the Power Up.





ATTACKS

Regular attacks are simple but effective, in particular against the rush and grapple attempts.

Attack



■ Attack & Strong Attack

Press the  button to attack (hold for strong attack).

■ Combination Attack

Press the  button repeatedly.

■ Strong Combination Attack

During a Combination Attack, hold the  button.



The regular attacks change depending on the character's position.

■ Dash Attack

Press the  button while dashing.



■ Aerial Attack

Press the  button while in midair.



■ Mat Attack

Press the  button against an opponent on the ground.



CONTROLS



GRAPPLES

Grapple



- Front Grapple
○ button
(in front of opponent).

Four types of Front Grapples



- button (hold, in front of opponent).



- left analog stick + ○ button (in front of opponent).



- left analog stick + ○ button (hold, in front of opponent).

Back Grapple

- button (from behind).



Tackle

- button (while dashing).



Jumping Grapple

- button (in midair, against standing opponent).

Aerial Grapple

- button (in midair, against jumping opponent).



THROWS

Throw Up



After grappling with the  button, immediately press the  button to throw an opponent upward.



Throw Up Grapple

After Throw Up, hold the  button.

Hammer Throw



 button ->  button to perform Hammer Throw.

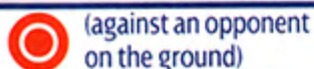


For Hammer Grapple, timing is key.

Hammer Grapple

Press the  button as the opponent comes flying back at you after bouncing off the rope.

Ground Technique



(against an opponent on the ground)

The technique varies depending on whether the opponent is face up or face down. (Some characters cannot use ground techniques.)





EVADES

Nullify your opponent's attacks by evading them.

Evade Grapples, Tackles, Ground Techniques



Evading Grapples



Button timing



Perfect timing is key!

Evade Attacks & Break Falls



Evading Attacks



Button timing



Break Falls

As you are about to hit the ground...

Button timing



Receive minimal damage and get up quickly.

Evading Hammer Throws & Throw Ups



Evading Counter Throws



Button timing



Evading Throw Ups

At the top of the throw or just before hitting the mat...

Button timing

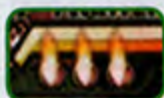


Receive minimal damage.



SPECIAL TECHNIQUES

The ignited flames indicate the level of the Chojin power. This power is needed to perform special techniques.



Lv1

Decreases
Chojin power by 1

Special Attack

L1 + X



Tornado Inferno

Lv2

Decreases
Chojin power by 2

Special Grapple

L1 + O



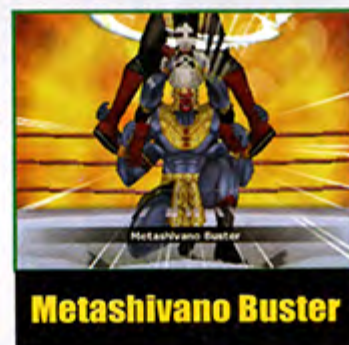
Shivano Buster

Lv3

Decreases
Chojin power by 3

Ultimate Attack

L1 + R1



Metashivano Buster

The special techniques used by some characters vary depending on the situation.

TAG-TEAM ATTACKS

When both characters are at LV 3, whichever is in the ring can execute the technique.

L1 + R1

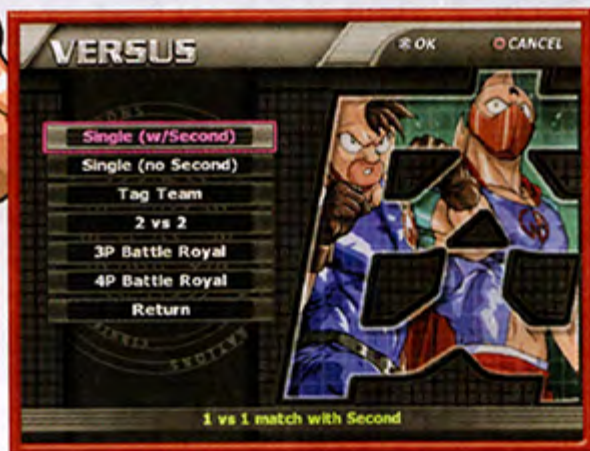


Each Ultimate Attack features a dynamic movie sequence.



VERSUS MODE

Play various match formats with your friends or against the computer!



Single (w/Second)

A one-on-one match. The Second will aid the fighter with various support actions.

Single (no Second)

A regular one-on-one match.

Tag Team

A regular team match, where you can switch with your partner by tagging. Teamwork as well as the timing of the tag is the key to success. Take advantage of the tag-team attacks.

2 vs 2

A regular two-on-two match. Take advantage of the tag-team combination attacks.

3P Battle Royal

Three characters battle it out in this match. The last one standing is declared the winner.

4P Battle Royal

Four characters battle it out in this match. The last one standing is declared the winner.

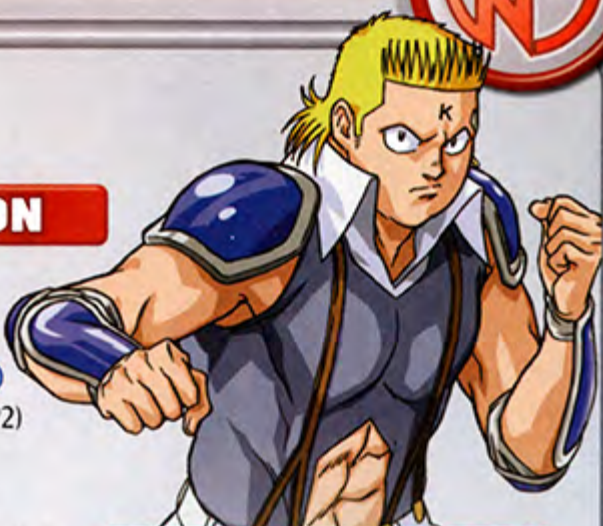


CHARACTER SELECTION

By using the multitap (for PlayStation®2) you can have up to 4 players.

- **Player 1:** Select character with the 1P  cursor using the analog controller (DUALSHOCK®2) in controller port 1.
- **Player 2:** Press the START button. Select the character with the 2P  cursor. Press the START button, then select the character with the analog controller (DUALSHOCK®2) in controller port 2 (or in controller port 2-A, if using the multitap).
- **Players 3 and 4:** Press the START button and select a character with the 3P  and 4P  cursors respectively. Players 3 and 4 use the analog controller (DUALSHOCK®2) in controller ports 2-B and 2-C respectively. Player 3 may only enter after Player 2 enters and player 4 may only join after player 3.

*No two players may play the same character.



MATCH SETTINGS

Change various settings in this menu.

- **Start Match**
When you are ready, select Start Match to rumble!
- **Select Stage**
Select the ring in which you wish to fight.
- **Change Match Setup**
Change the match time, the number of rounds, the mat, and the rope.
- **Change Teams**
Change the teams for matches involving four characters.
- **Return**
Go back to the character selection screen.



GAME MODES

TOURNAMENT (1 to 4 players)

Who will emerge the victor? Choose between single and tag-team tournaments.

For a single tournament, 4 to 8 characters can enter. For a tag-team tournament, 4 to 8 teams (as many as 16 wrestlers) can participate.



Press the START button to enter, then press the button to select the character or team you want to play as. To watch two CPU teams battle it out, press the button instead of START.



TEAM BATTLE (1 to 2 players)



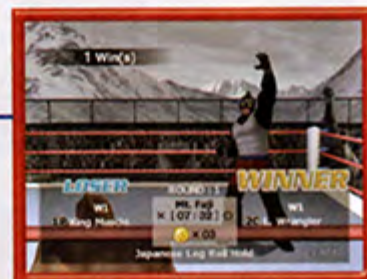
Two teams of five face off in single elimination matches against each other. You can challenge your friend, the computer, or sit back and watch the computer battle it out.



Select 5 characters:

The fifth wrestler is the anchor of the team. If he loses, the team loses. You have the option to skip computer-controlled matches.

The winner of each match moves on to the next round, and his HP will not be replenished.



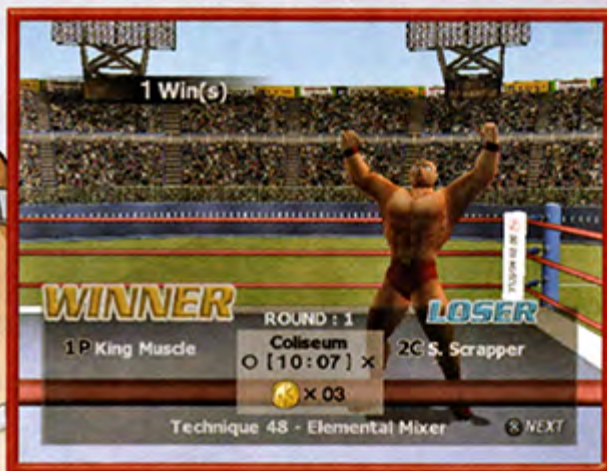


SURVIVAL (1 player)

The Survival mode features two different match formats: Single Survival and Mask Hunt.

RANKINGS		
1 st	King Muscle	10 Win(s) 20'00"
2 nd	Kid Muscle	9 Win(s) 19'00"
3 rd	Terryman	8 Win(s) 18'00"
4 th	Terry Kenyon	7 Win(s) 17'00"
5 th	Robin Mask	6 Win(s) 16'00"

Scroll up/down to view survival rankings



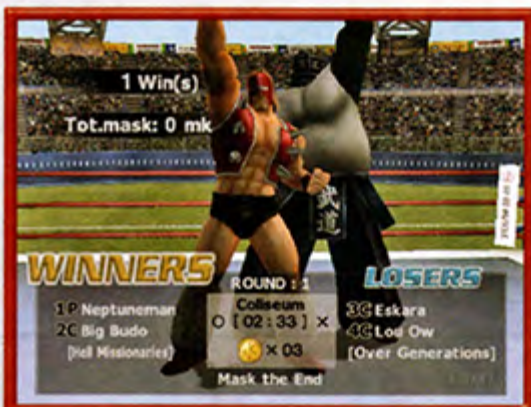
Single Survival

This is the ultimate survival game, since only a small amount of HP is replenished after each match. How many opponents will you be able to overcome?

The Rankings screen shows the number of consecutive wins and the total time of the matches.

MASK HUNT (1 player)

Play as Neptuneman or Big Budo to crush the unworthy wrestlers of the world! The matches are 2-vs-2 format. Finish off the opposition with their tag-team attack, "Mask the End", to obtain the opponent's mask.



GAME MODES



SPECTATOR

Let the computer do all the work—grab some popcorn and enjoy the show!



The Spectator mode and Versus mode have the same menu. This may be a good opportunity to learn a thing or two, or simply take a break from all the action and button mashing.

TOY COLLECTION

With the KIN medals you win, you can buy character figurines from vending machines. These toys are really fun to collect, and may provide other benefits as well. Set your goals high and collect them all!



Select a machine and buy a figurine. Unlock the secret vending machine!



You can insert 10 KIN medals at a time by pressing the R1 button.



The word "New!" will appear for new figurines.

GAME MODES



OPTIONS

Adjust various game settings and view character profiles.



Autosave



Controller



Character Profile

Options Menu

- Difficulty** Easy, Normal, Hard.
- Save** Save your game. See below.
- Autosave** Game is saved automatically after each match.
- Load** Load saved game.
- Sound** Stereo, Mono.
- Controller** Change controller configuration and turn the vibration function ON/OFF.
- Characters** View character profiles with commentaries from Meat.
- Credits** View credits after completing either Tournament mode or Team Battle mode.
- Return** Return to Main Menu.

SAVE

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into the MEMORY CARD slot. You can only save your game in MEMORY CARD slot 1. Saving a game in memory card (8MB) (for PlayStation®2) requires at least 42KB of free space.



MUSCLE BROTHERS



King Muscle

Category: Legend
Birthplace: Muscle Planet
Strength: 950,000 Power
Height: 185 cm
Weight: 90 kg



Tag-team
Attack:
Muscle Boeking



Specials	Commands	Chojin pwr
Ultimate Megaton Punch	[K] + [X]	Lv1
Muscle Curtain Attack	[K] + [X] (in midair)	Lv1
Kinniku Buster	[K] + [O] (in front of opponent)	Lv2
Technique 48 - Elemental Mixer	[K] + [O] (from behind)	Lv2
Kinniku Driver	[K] + [G] (hold, after Throw Up)	Lv2
Muscle Spark	[K] + [R]	Lv3



Lord Muscle

Category: Legend
Birthplace: Hawaii, USA
Strength: 950,000 Power
Height: 185 cm
Weight: 90 kg



Specials	Commands	Chojin pwr
Martial Arts Kick	[K] + [X]	Lv1
Technique 48 - Kinniku Buster	[K] + [O] (in front of opponent)	Lv2
Technique 48 - Elemental Mixer	[K] + [O] (from behind)	Lv2
Kinniku Driver	[K] + [G] (hold, after Throw Up)	Lv2
Lock 52 - Arm Lock	[K] + [O] (lying face up)	Lv2
Lock 52 - Side Guard	[K] + [O] (lying face down)	Lv2
Triple Beefcake	[K] + [R]	Lv3

NEW MACHINEGUNS



Terryman

Category: Legend
Birthplace: Lone Star State, USA
Strength: 950,000 Power
Height: 190 cm
Weight: 95 kg



Tag-team
Attack:
Double German Suplex Hold



Specials	Commands	Chojin pwr
Texas Straight	[K] + [X]	Lv1
Texas Condor Kick	[K] + [X] (in midair)	Lv1
Texas Clover Hold	[K] + [O] (in front of opponent)	Lv2
Calf Branding	[K] + [O] (from behind)	Lv2
Calf Branding	[K] + [G] (hold, after Throw Up)	Lv2
Texas Clover Hold	[K] + [O] (lying face up)	Lv2
Spinning Toe Hold	[K] + [R]	Lv3



Beetlebomb

Category: Legend
Birthplace: England
Strength: 830,000 Power
Height: 180 cm
Weight: 80 kg



Specials	Commands	Chojin pwr
Tomahawk Chop	[K] + [X]	Lv1
Wood Cutter Hand	[K] + [X] (in midair)	Lv1
Tomahawk Tornado	[K] + [X]	Lv1 + MP
Tomahawk Chop Tempest	[K] + [O] (in front of opponent)	Lv2
	[K] + [R]	Lv3

* The Chojin pwr column indicates the amount of power consumed to execute the technique. ** MP = Muscle Power



MASTERS AND PUPILS



Robin Mask

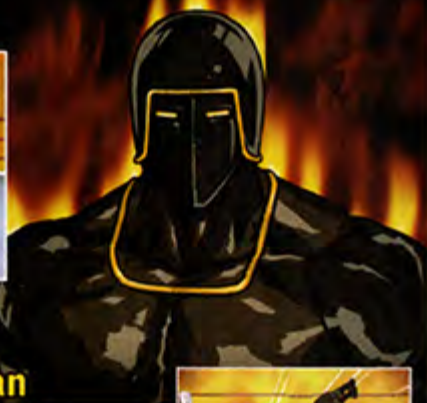
Category: Legend
Birthplace: England
Strength: 960,000 Power
Height: 217 cm
Weight: 155 kg



Tag-team
Attack:
Tower of Babel



Specials	Commands	Chojin par
Robin Kick	[L] + [X]	Lv1
Human Rocket	[L] + [X] (in midair)	Lv1
Wrestler Rocket	[L] + [X] (in midair)	Lv1 + MP
Tower Bridge	[L] + [O] (in front of opponent)	Lv2
Reverse Tower Bridge	[L] + [O] (from behind)	Lv2
Robin Special	[L] + [O] (hold, after Throw Up)	Lv2
Robin Mask's Course of Doom	[L] + [O] (flying face down)	Lv2
Robin Special (Strong)	[L] + [R]	Lv3



Warsman

Category: Legend
Birthplace: Russia
Strength: 1,000,000 Power
Height: 210 cm
Weight: 150 kg



Specials	Commands	Chojin par
Screw Driver	[L] + [X]	Lv1
Screw Driver	[L] + [X] (in midair)	Lv1
Palo Special	[L] + [O] (in front of opponent)	Lv2
Palo Special	[L] + [O] (from behind)	Lv2
War Leg Breaker	[L] + [O] (lying face up)	Lv2
Double Claw Screw Driver	[L] + [R]	Lv3

MOST WANTED



Brocken Jr.

Category: Legend
Birthplace: Germany
Strength: 900,000 Power
Height: 195 cm
Weight: 90 kg



Tag-team
Attack:
Most Dangerous Rush



Specials	Commands	Chojin par
Red Rain of Pain	[L] + [X]	Lv1
California Crush	[L] + [O] (in front of opponent)	Lv2
Black Hamburg Fog	[L] + [O] (from behind)	Lv2
Bremen Sunset	[L] + [O] (hold, after Throw Up)	Lv2
Red Rain of Pain (Strong)	[L] + [R]	Lv3



Sosumi

Category: Legend
Birthplace: Japan
Strength: 800,000 Power
Height: 190 cm
Weight: 102 kg



Specials	Commands	Chojin par
Wolf Slap	[L] + [X]	Lv1
Crazy Curve Throw	[L] + [O] (in front of opponent)	Lv2
Cube Hand Twist	[L] + [R]	Lv3



2000 MEGAPOWER



Buffaloman

Category: Legend
Birthplace: Russia
Strength: 10,000,000 Power
Height: 250 cm
Weight: 220 kg



Tag-team
Attack:
Longhorn Train



Specials	Commands	Chojin pwr
Hurricane Mixer	[LX] + [X]	Lv1
Special Hurricane Mixer	[LX] + [X]	Lv1 + MP
Tomahawk Hurricane	[LX] + [O] (in front of opponent)	Lv2
Buffalo Blast	[LX] + [O] (hold, after Throw Up)	Lv2
Hurricane Cross Slam	[LX] + [RX]	Lv3



Lomeinman

Category: Legend
Birthplace: Mongolia
Strength: 970,000 Power
Height: 208 cm
Weight: 130 kg



Specials	Commands	Chojin pwr
Leg Lariat	[LX] + [X]	Lv1
Solar Kick	[LX] + [X] (in midair)	Lv1
Invincible Slaps	[LX] + [O] (in front of opponent)	Lv2
Standing Camel Clutch	[LX] + [O] (from behind)	Lv2
Spinning Camel Clutch	[LX] + [O] (hold, after Throw Up)	Lv2
Camel Clutch	[LX] + [O] (lying face down)	Lv2
The Great Wall Drop	[LX] + [RX]	Lv3

EVIL VILLAINS



Sunshine Supreme

Category: dMp
Birthplace: Lives in Florida
Strength: 7,000,000 Power
Height: 300 cm
Weight: 1,000 kg



Tag-team
Attack:
Hell's Combination



Specials	Commands	Chojin pwr
Knockout Topspin	[LX] + [X]	Lv1
Piercing Pyramid	[LX] + [X] (in midair)	Lv1
Giant Swing	[LX] + [O] (in front of opponent)	Lv2
Cursed Roller	[LX] + [RX]	Lv3



Shivano

Category: Sinister Six
Birthplace: India
Strength: 10,000,000 Power
Height: 203 cm
Weight: 200 kg



Specials	Commands	Chojin pwr
Tornado Inferno	[LX] + [X]	Lv1
Shivano Torpedo	[LX] + [X] (in midair)	Lv1
Shivano Buster	[LX] + [O] (in front of opponent)	Lv2
Shivano Drop	[LX] + [O] (from behind)	Lv2
Metashivano Buster	[LX] + [RX]	Lv3



HELL MISSIONARIES



Tag-team
Attack:
Cross Bomber

Neptuneman

Category: Ultimate Chojin
Birthplace: England
Strength: 28,000,000 Power
Height: 240 cm
Weight: 210 kg



Specials	Commands	Chojin pwr
Brawl Bomber	[LX] + [X]	Lv1
Brawl Special	[LX] + [O] (in front of opponent)	Lv2
Magnetic Storm Driver	[LX] + [A] (hold, after Throw Up)	Lv2
The Forbidden Robin Special	[LX] + [A] (hold, after Throw Up)	Lv2 + MP
Quarrel Bomber	[LX] + [R]	Lv3

Big Budo

Category: Ultimate Chojin
Birthplace: Japan
Strength: 50,000,000 Power
Height: 290 cm
Weight: 320 kg



Specials	Commands	Chojin pwr
Kenpo Thrust	[LX] + [X]	Lv1
Budo Exploding Kick	[LX] + [X] (in midair)	Lv1
Brawl Bomber	[LX] + [X]	Lv1 + MP
Magnetic Suplex	[LX] + [O] (in front of opponent)	Lv2
Magnetic Suplex	[LX] + [O] (from behind)	Lv2
Magnetic Storm Driver	[LX] + [A] (hold, after Throw Up)	Lv2
Megaton King Drop	[LX] + [R]	Lv3

4D BRAWLERS



Tag-team
Attack:
Fusion 40

Blackhole

Category: dMp
Birthplace: Bermuda Sea
Strength: 2,000,000 Power
Height: 201 cm
Weight: 420 kg



Specials	Commands	Chojin pwr
Shadow Strike	[LX] + [X]	Lv1
Shadow Bind	[LX] + [O] (in front of opponent)	Lv2
Black Hole Absorption	[LX] + [R]	Lv3

Starface

Category: Legend
Birthplace: USA
Strength: 700,000 Power
Height: 208 cm
Weight: 115 kg



Specials	Commands	Chojin pwr
Chronos Change	[LX] + [X]	Lv1
Stop The Time	[LX] + [X]	Lv1 + MP
Space Shuttle	[LX] + [O] (in front of opponent)	Lv2
Space Falcon	[LX] + [R]	Lv3



BIG BOMBERS



Manitoban

Category: Legend
Birthplace: Canada
Strength: 1,000,000 Power
Height: 265 cm
Weight: 218 kg



Specials	Commands	Chojin pwr
Canadian Tomahawk	[L] + [X]	Lv1
Permafrost Drop	[L] + [O] (in front of opponent)	Lv2
Canadian Back Breaker	[L] + [G] (hold, after Throw Up)	Lv2
Maple Leaf Lock & Canadian Back Breaker	[L] + [R]	Lv3



Specialman

Category: Legend
Birthplace: Eastern USA
Strength: 650,000 Power
Height: 173 cm
Weight: 86 kg



Specials	Commands	Chojin pwr
Starry Night Tackle	[L] + [X]	Lv1
Hamburgerhill Driver	[L] + [O] (in front of opponent)	Lv2
Touchdown of Glory	[L] + [R]	Lv3

Prince Lou Ow

Category: Legend
Birthplace: Hawaii, USA
Strength: 950,000 Power
Height: 185 cm
Weight: 90 kg



Specials	Commands	Chojin pwr
Martial Arts Kick	[L] + [X]	Lv1
Lock 52 - Back Flip	[L] + [O] (in front of opponent)	Lv2
Technique 48 - Elemental Mixer	[L] + [O] (from behind)	Lv2
Lock 52 - Kamehame Altar Drop	[L] + [G] (hold, after Throw Up)	Lv2
Lock 52 - Arm Lock	[L] + [O] (lying face up)	Lv2
Lock 52 - Side Guard	[L] + [O] (lying face down)	Lv2
Technique 48 - Kinniku Buster	[L] + [O] (in front of opponent)	Lv2 + MP
Kinniku Driver	[L] + [G] (hold, after Throw Up)	Lv2 + MP
Triple Beefcake	[L] + [R]	Lv3

Ninja Ned

Category: Legend
Birthplace: USA
Strength: 3,600,000 Power
Height: 190 cm
Weight: 115 kg



Specials	Commands	Chojin pwr
Ying Yang	[L] + [X]	Lv1
Ying Yang	[L] + [O]	Lv2
Ninja Web	[L] + [R]	Lv3



Skulduggery

Category: Legend
Birthplace: Skull Planet
Strength: 200,000 Power
Height: 178 cm
Weight: 80 kg



Specials	Commands	Chojin pwr
Bone Headbutt	[L] + [X]	Lv1
Skulduggery DDT	[L] + [O] (in front of opponent)	Lv2
Straight Drop Back	[L] + [O] (from behind)	Lv2
Bone Chillin'	[L] + [R]	Lv3



Kid Muscle

Category: New Generations
Birthplace: Muscle Planet
Strength: 930,000 Power
Height: 176 cm
Weight: 83 kg



Specials	Commands	Chojin pwr
Kid Muscle Heel Drop	[K] + [X]	Lv1
Kid Muscle Air	[K] + [X]	Lv1 + MP
Kinniku Buster	[K] + [O] (in front of opponent)	Lv2
Alphabet Soup Da Loop	[K] + [O] (from behind)	Lv2
Invert Kinniku Buster	[K] + [O] (hold, after Throw Up)	Lv2
The Stocky Locky	[K] + [O] (lying face down)	Lv2
Muscle Millennium	[K] + [R]	Lv3



Terry Kenyon

Category: New Generations
Birthplace: Lone Star State, USA
Strength: 1,050,000 Power
Height: 190 cm
Weight: 86 kg



Specials	Commands	Chojin pwr
Texas Straight	[K] + [X]	Lv1
Spinning Toe Hold	[K] + [O] (in front of opponent)	Lv2
Double Dome Suplex	[K] + [O] (from behind)	Lv2
High Voltage Vexer	[K] + [O] (hold, after Throw Up)	Lv2
Spinning Toe hold	[K] + [O] (lying face up)	Lv2
Texas Clover Hold	[K] + [R]	Lv3



Wally Tusk

Category: New Generations
Birthplace: Ireland
Strength: 910,000 Power
Height: 193 cm
Weight: 145 kg



Specials	Commands	Chojin pwr
Megaton Drop Kick	[K] + [X]	Lv1
Tombstone Pile Driver	[K] + [O] (in front of opponent)	Lv2
Stepover Tusk Hold	[K] + [O] (from behind)	Lv2
Salmon Splash	[K] + [O] (hold, after Throw Up)	Lv2
Stepover Tusk Hold	[K] + [O] (lying face up)	Lv2
Ice Rock Driver	[K] + [R]	Lv3



Dik Dik Van Dik

Category: New Generations
Birthplace: Tanzania
Strength: 1,000,000 Power
Height: 205 cm
Weight: 136 kg



Specials	Commands	Chojin pwr
Antler Fist	[K] + [X]	Lv1
Antler Fist	[K] + [X] (in midair)	Lv1
Take This!	[K] + [O] (in front of opponent)	Lv2
Savannah Heat	[K] + [R]	Lv3



Kevin Mask

Category: Former dMp
Birthplace: England
Strength: 1,170,000 Power
Height: 218 cm
Weight: 155 kg



Specials	Commands	Chojin pwr
Kevin Kneel Kick	[K] + [X]	Lv1
Tactics No. 9	[K] + [X]	Lv1 + MP
Mach Pulverizer	[K] + [X] (in midair)	Lv1 + MP
Tower Bridge	[K] + [O] (in front of opponent)	Lv2
OLAP	[K] + [O] (from behind)	Lv2
Stepover Full-Nelson Toe Hold	[K] + [O] (lying face down)	Lv2
Robin Special	[K] + [O] (hold, after Throw Up)	Lv2 + MP
Big Ben Bash	[K] + [R]	Lv3



Jeager

Category: Generation EX
Birthplace: Germany
Strength: 950,000 Power
Height: 187 cm
Weight: 93 kg



Specials	Commands	Chojin pwr
Red Rain of Pain	[K] + [X]	Lv1
Dual Red Rain of Pain	[K] + [X] (in midair)	Lv1
SSD	[K] + [O] (in front of opponent)	Lv2
Beefcake Hammer	[K] + [O] (from behind)	Lv2
Beefcake Hammer	[K] + [O] (hold, after Throw Up)	Lv2
Cross Arm Lock	[K] + [O] (lying face up)	Lv2
Red Rain of Pain (Strong)	[K] + [R]	Lv3



Checkmate

Category: Former dMp Nightmares
Birthplace: England
Strength: 1,210,000 Power
Height: 221 cm
Weight: 190 - 800 kg



Specials	Commands	Chojin pwr
The Castle Crush	[K] + [X]	Lv1
Centaurian Stomp	[K] + [X]	Lv1 + MP
The Castle Crush	[K] + [O]	Lv2
Tower of Terror	[K] + [O] (in front of opponent)	Lv2 + MP
Pile Driver Stallion Style	[K] + [R]	Lv3



Eskara (Mars)

Category: Generation EX (dMp)
Birthplace: Italy
Strength: 1,380,000 Power
Height: 200 cm
Weight: 137 kg



Specials	Commands	Chojin pwr
Swallow Tail	[K] + [X]	Lv1
Swallow Tail	[K] + [X] (in midair)	Lv1
Spinning Double Toe Hold	[K] + [O] (in front of opponent)	Lv2
Full German	[K] + [O] (from behind)	Lv2
Buffalo Branding	[K] + [O] (hold, after Throw Up)	Lv2
Spinning Double Toe Hold	[K] + [O] (lying face up)	Lv2
Ultimate Scar Buster	[K] + [R]	Lv3



Hanzo

Category: Gruesome Threesome
Birthplace: IGA
Strength: 1,470,000 Power
Height: 212 cm
Weight: 115 kg



Specials	Commands	Chojin pwr
Corrupt Katana	[K] + [X]	Lv1
Pinwheel	[K] + [X] (in midair)	Lv1
Sleeper Hold Suplex	[K] + [O] (in front of opponent)	Lv2
Corrupt Katana Mt. Fuji Face Lift	[K] + [O] (from behind)	Lv2
Wasabi Wallop	[K] + [R]	Lv3



Bone Cold

Category: Gruesome Threesome
Birthplace: Skull Planet
Strength: 1,500,000 Power
Height: 204 cm
Weight: 147 kg



Specials	Commands	Chojin pwr
The Riveter	[K] + [X]	Lv1
The Riveter	[K] + [X] (in midair)	Lv1
3D Crush	[K] + [O] (in front of opponent)	Lv2
Brain Cool	[K] + [O] (from behind)	Lv2
Bone Cold Blade	[K] + [R]	Lv3



Comrade Turbinski

Category: Muscle League
Birthplace: Russia
Strength: 1,200,000 Power
Height: 227 cm
Weight: 176 kg



Specials	Commands	Chojin pwr
Wing Clipper	[K] + [X]	Lv1
Wing Clipper	[K] + [X] (in midair)	Lv1
Stealth Genetic	[K] + [X]	Lv1 + MP
Stealth Genetic	[K] + [X] (in midair)	Lv1 + MP
Siberian Tarurana	[K] + [O] (in front of opponent)	Lv2
Around the World of Hades	[K] + [O] (from behind)	Lv2
Siberian Tarurana	[K] + [O] (lying face down)	Lv2
The Turbulence	[K] + [R]	Lv3



Ricardo

Category: Muscle League
Birthplace: Brazil
Strength: 1,180,000 Power
Height: 213 cm
Weight: 148 kg



Specials	Commands	Chojin pwr
Sliding Kick	[K] + [X]	Lv1
Aranha Clutch	[K] + [O] (in front of opponent)	Lv2
Iguaza Lock	[K] + [O] (lying face up)	Lv2
Zuffara	[K] + [O] (lying face down)	Lv2
Torture Slash	[K] + [R]	Lv3

CHARACTER PROFILES



**Many characters
are waiting to be
unlocked!**

*Looking for new blood?
There are many others itching to enter the fray.
Find them by:*

- *Winning tournaments with certain characters.*
- *Beating a bunch of guys in Survival mode.*
- *Collecting a lot of toys.*

Experiment with different modes and characters!



TAKE YOUR GAME FURTHER

BRADYGAMES



SLAM ALL YOUR OPPONENTS...

with the Official Strategy Guide
from BradyGames!

- Complete Move Lists for Every Wrestler.
- Expert Fighting Strategy, from the Basics to Advanced Strategies.
- Character Specific Combos.
- Multiplayer Strategies to Knock Out Your Friends in Tag Team and Battle Royal Modes!
- Tips to Unlock All Hidden Wrestlers and More!

ISBN: 0-7440-0409-8

UPC: 7-52073-00409-5

PRICE: \$14.99 US / \$21.99 CAN

To purchase BradyGames' *Galactic Wrestling™: Featuring Ultimate Muscle™* Official Strategy Guide, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

©2004 YUDETAMAGO/SHUEISHA, TOEI ANIMATION. Program ©2002-2004 Bandai. ©2004 Bandai.



BRADYGAMES
TAKE YOUR GAME FURTHER

ULTIMATE MUSCLE

THE KINNIKUMAN LEGACY™

NOW ON
NETWORK TV!

KID MUSCLE and the
MUSCLE LEAGUE step into the ring
against the DMP for the first time!



Vol. 1
On Sale
Now!



ONLY
\$7.95

THE WORLD'S MOST
CUTTING-EDGE MANGA

SHONEN
JUMP
ADVANCED



www.shonenjump.com

Also available at your local
bookstore, comic store and
Suncoast Motion Picture Company.

90-DAY LIMITED WARRANTY

Bandai America Incorporated (Bandai) warrants to the original consumer purchaser that this Game (not including Game Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase.

To receive this warranty service:

1. Do NOT return your defective Game to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game, and return your Game freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America Incorporated
Consumer Service Department
5551 Katella Avenue
Cypress, CA 90630

This warranty shall not apply if the Game has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game and return the defective Game freight prepaid to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the Game or replace it with a new or repaired Game. If replacement Games are not available, the defective Game will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights and you may have other rights which may vary from state to state.

GHOST IN THE SHELL™

[STAND ALONE COMPLEX]™

Coming November 2004

ghostintheshell-thegame.com



Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

Coming to
[adult swim]
CARTOON
NETWORK

PlayStation 2



PRODUCTION **IG**



©2002-2004 Production I.G. ©2004 Sony Computer Entertainment Inc. BANDAI Production I.G. NYX. Bandai logo is a registered trademark of Bandai. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. CARTOON NETWORK, ADULT SWIM and logo are trademarks of and © 2004 Cartoon Network.