



# GITAROO MAN

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

koei™

## **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.

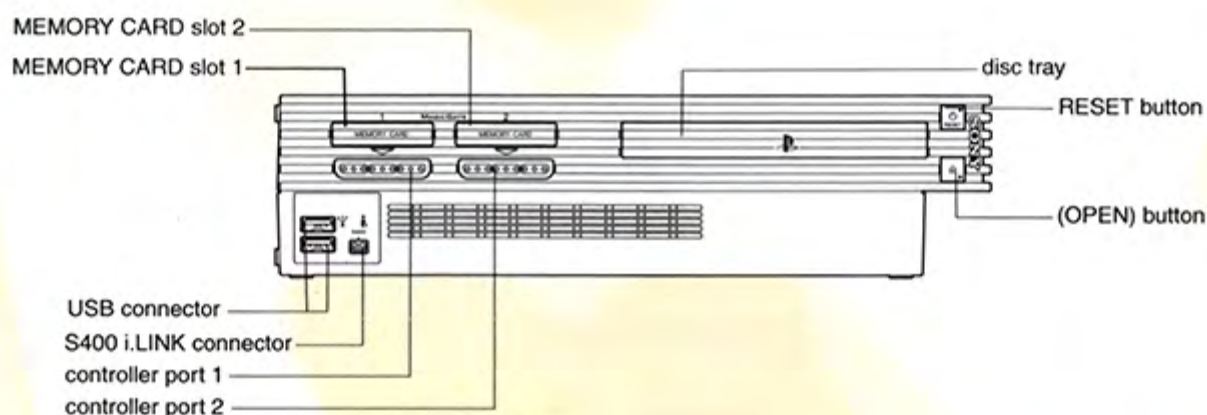


# CONTENTS



- G**ETTING STARTED.....**3**
- C**ONTROLS.....**4**
- P**ROLOGUE.....**6**
- T**HE MAIN MENU.....**7**
- O**PTIONS.....**8**
- T**HE GAME SCREEN.....**9**
- P**LAYING GITAROO.....**10**
- C**HARGE, BATTLE, & FINAL PHASES.....**11**
- V**S MODE.....**12**
- C**HARACTERS.....**13**
- C**REDITS.....**17**
- W**ARRANTY.....**18**

# GETTING STARTED

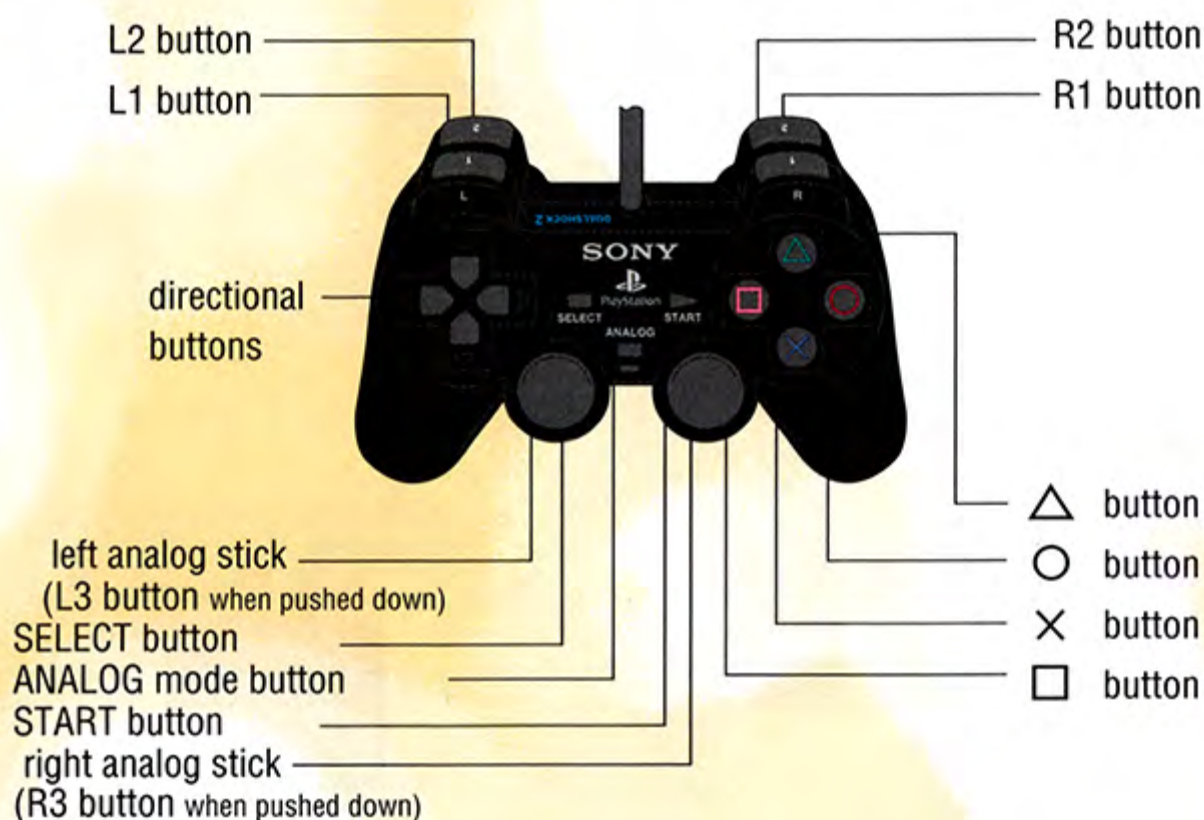


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will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

# CONTROLS



## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## MULTITAP

For a 3 & 4 Player game, use a Multitap (for PlayStation®2) (sold separately). You cannot use a Multitap for PlayStation® game console. Each player will need a controller. Connect a controller to Controller Port 1 of the PlayStation®2 computer entertainment system. Next, connect the multitap to Controller Port 2. Then, connect each controller to Controller Port 2-A, 2-B, and 2-C of the multitap in order. You cannot use Controller Port 2-D.

# GITAROO MAN CONTROLS



## CONTROLLER TYPES

You can choose from three controller settings from Control item in Option screen.


**Note:** You have to select Type-A controller to play Single Play Tutorial and VS Play.

**Note:** Controller setting is the same when you use DUALSHOCK™ analog controller.

### Type-A Controller (Default)



**LEFT ANALOG STICK**  
Tilt the left analog stick to follow the Blue Zone during the game.

**O, X, Δ, AND □ BUTTONS**  
Press any button when the  in the Phrase Bar overlaps the Attack Point. Press the corresponding button when you are in Guard mode in the Battle phase.

### Type-B Controller



Recommended if you have small hands!

### Type-C Controller



## BASIC CONTROLS

**START button:** Skips the movie when pressed during a movie. Brings you to a prompt screen when pressed during a game. The prompt screen either lets you retry the game or go back to the Main screen.

**X button:** Confirms selection.

**Δ button:** Goes back to the previous screen.

# PROLOGUE

**Gitaroo Man** is the story of a young boy who is often picked on at school and constantly passed over by the girl of his dreams, Little Piko. However, U-I, the young boy, has a secret, unknown even to him until the day his beloved dog Puma tells him of his true heritage; that he is the last in the line of the legendary Gitaroo Man and that his destiny is to save the planet of Gitaroo from the clutches of the evil Gravillians family. Does U-I have the courage to save his planet and his people? And himself?



# THE MAIN SCREEN

At the title screen, press the **START** button to show the main screen. There are five menu items in the main screen, where you can choose game modes, view theater and character collection, or set your options. Press up or down directional buttons to make your choice, then press the **X** button to confirm it.

## SINGLE PLAY

Play Gitaroo as U-I against a different opponent in each stage. To load a previously saved game, go to **Options** in the main screen and select **Load** from option items.



Check the next page for Options screen!

## VS PLAY

Invite up to three other friends and take them on in the VS Play. There is even an option for team battles! As more stages are cleared in the Single Play, even more stages and songs are unlocked for VS Play.

## THEATER

In the theater, you can view unlocked movies.


## COLLECTION

Collection is where you can view unlocked characters.

Once cleared, each stage presents you with a special stamp with can be viewed with its explanation in the Collection. Also, the stamp given depends on the ranking received in clearing the level.



# OPTIONS

There are six main option categories. Select items with the left and right directional buttons and change the setting with the up and down directional buttons. Selected items are highlighted in red. Pressing the  button returns you to the main screen with the current settings intact.

## MODE

There are two modes, Normal and Hard, available. Default is set to Normal.

## LOAD

Allows you to load a previously saved game.

## VIBRATION

You can toggle the vibration of the controller On or Off. Default is set to On.

## VOLUME

Adjust the volume setting with the volume meter. There are 8 levels. Default is set to its maximum.

## CONTROLLER


You can choose the configuration of your controller. See page 5 for more details.

## AUDIO

Select from Stereo or Mono for game audio setting. Check your TV audio setting beforehand. You won't get the best quality audio when your TV is set to Mono and you choose Stereo for the game. Default is set to Stereo



## SAVE

The Replay screen appears automatically when you clear a stage. You will be asked whether not you wish to replay current game. If you select CANCEL, the Save screen appears and asks whether not you wish to save current game. Select YES to save your game. When Save Complete screen comes on, press the  button to confirm.



You must have a memory card (8MB) (for PlayStation®2) to save the game. Make sure you have more than 265KB space left in your memory card.



# THE GAME SCREEN

## Opponent's Power Gauge

Shows your opponent's power. The Power Gauge bar moves opposite of U-I's, to the right when the power increases and to the left when it decreases.

## Your Power Gauge

Shows U-I's power. The Power Gauge bar moves to the left when the power increases and to the right when it decreases. The entire Power Gauge blinks when the power is about to reach zero.

Blinking indicates damage being taken.

Blinks when you charge or guard successfully.



## Score

Shows current total score.




## Phase

Shows the current phase you are in. This is very important! We'll go into more detail on each phase on page 11.



# PLAYING GITAROO

## BLUE ZONE and PHRASE BAR

Tilt the left analog stick all the way to one direction to show the fan-shaped Blue Zone. The pink bar is called Phrase Bar. The small blue circle in the center is called Attack Point. Press and hold down the  button when the  in the Phrase Bar is about to overlap the Attack Point. When the Phrase Bar is about to end, release the  button. Make sure to follow the Trace Line with the left analog stick.



## GUARD

Guard Marks, the , , , and  symbols move in from four directions. As they reach the center, press the corresponding button.

**Note:** Only during the Guard phase do you need to match the buttons with the corresponding symbols on screen.



## ACCURACY

The level of accuracy in playing Gitaroo is categorized to GREAT, GOOD, OK, and MISS. It's the timing you press a corresponding button when it overlaps the Attack Point. You get a higher score when you get more GREATs.

Your total score will be displayed after you clear a stage. It shows the total points you earned during the game and gives you a ranking based on how many of each GREAT, GOOD, OK, and MISS you got.



# CHARGE, BATTLE, & FINAL PHASES

A tune is made up of three phases, Charge, Battle and Final.



## CHARGE PHASE

The Charge is the phase when you can gain power. The better you play, the more power goes into the Power Gauge. If your timing is off, or if the Trace Line goes out of the Blue Zone, you won't gain power.



## BATTLE PHASE



In the Battle phase, there's Attack mode and Guard mode: you alternate between them.

In Attack mode, lay down the hottest riffs you can. The better you play, the more damage your opponent takes. If you mess up, then you are the one who takes the damage.

In Guard mode, the key is to dodge your opponent's attacks. The controls work a little

different in Guard mode. Follow the directions in **GUARD** on page 10. If you guard successfully, your damage is zero. If you don't, you lose power.



## FINAL PHASE

If you've reached Final phase, you are almost to the victory. Your opponent's been weakened; so attack, attack! But also keep an eye on that Power Gauge! The first one to run out of power loses.



# VS MODE

You are able to play up to 4-players in VS Mode.

## STAGES

You can unlock more VS Play stages by clearing Single Play stages.

Player 1 selects a stage to play using the up and down directional buttons and press the **X** button.

Now each player can choose a character using the left and right directional buttons. Press the **X** button to confirm.

Finally, set the Power Gauge bar to desired amount using the up and down directional buttons. The bar moves from

10% to 100%. Default is set to 20%. Bring it all the way up to 100% if you are

beginner Gitaroo player. The VS battle begins when each player press the **X** button to confirm the settings.



## VICTORY CONDITION



Play a tune alternately with your opponent(s). VS Play works basically the same as Single Play. The battle ends when either player's Power Gauge reaches zero. When you battle through the entire tune, whoever has more power at the end wins.

# CHARACTERS



U-I

PUMA

Desperately in love with Pico, he's been trying to learn some cool skateboarding tricks to catch her attention. But he can barely stand on the board at this point.



PICO

Another of U-I's classmates and the object of his desire. She's cute and nice but sort of oblivious...



KAZUYA

A snobby classmate of U-I who comes from rich family. He is great at sports and a straight-A student. He's also U-I's ultimate love rival.

## PANPEUS

A soldier of the Gravillians who chops through space & time with his Ax Gitaroo. He may have a baby face, but he doesn't have baby skills!



## FLYING-O

A loyal soldier of the Empire, his built-in Synth Gitaroo shoots "dance-until-death" rays. His underlings, the Little-O's, are pretty tough, too.



## GITAROO MAN (U-I)

When U-I transforms, he becomes Gitaroo Man, the last line of the legendary hero of Planet Gitaroo.

## AC30 (PUMA)



## MIRANDA

The leader of the Gitalline people of the planet Gitaroo. It is said that back in his day, no one in the universe could handle a Gitaroo like him.







## MOJO KING BEE

He reigns over the darkness with his Trumpet Gitaroo. No one has ever seen the man behind the shades.

## ZOWIE

The shining prince of the Gravillians. He's been occupied with his plan to take over the entire universe. Now, what he needs is to collect all the eight legendary Gitaroos.



## KIRAH

She was born and raised on the planet of Gitaroo. A shy and reserved girl with the heart of a warrior.

## MING-MING

# CREDITS

## Visual Produced by

326 (Mitsuru Nakamura)

Cooperating SEVEN DIALS LIMITED

## Music Produced by

COIL (Sadayoshi Okamoto, Yosuke Sato)

Cooperating OFFICE AUGUSTA LIMITED

## Cast

U-I	Lenne Hardt
Puma	Ryan Drees
Kazuya/Zowie	Douglas Kirk
Kirah/Pico	Bianca Allen
Miranda	Paul Lucas
Ming Ming/Panpeus	Lisle Wilkerson
Mojo King Bee	Keleb James
Gregorio Wilehem III	Brian Matt Uhl

## Planning&Development

KOEI Co., Ltd./iNiS Corporation

Game Design/Main Programming ..... Keiichi Yano

Creative Director/Scenario ..... Masako Harada

Sound Producer ..... Tomohiro Harada

Art Director/CG Design ..... Kotaro Umeji



# WARRANTY

## 90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this game CD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game CD, at its option, free of charge.

## To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game CD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at (650)692-9080, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game CD, enclose your name, address and phone number, and return the game CD, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales receipt and the UPC code within the 90-day warranty period to:

**KOEI Corporation**  
1818 Gilbreth Road, Suite 238  
Burlingame, CA 94010

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

## On-Line Support

For information on other KOEI games, or to find hints on specific titles, please visit our web site at: [www.koeligames.com](http://www.koeligames.com)





KOEI CORPORATION, 1818 Gilbreth Road, Suite 238, Burlingame, CA 94010  
Planning & Development: KOEI Co., Ltd. / INiS Corporation.  
Gitaroo Man is a trademark of KOEI Co., Ltd. ©2002 326 KOEI Co., Ltd. All rights reserved.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.