

LUPIN

THE 3RD

TREASURE OF THE SORCERER KING

TM



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:

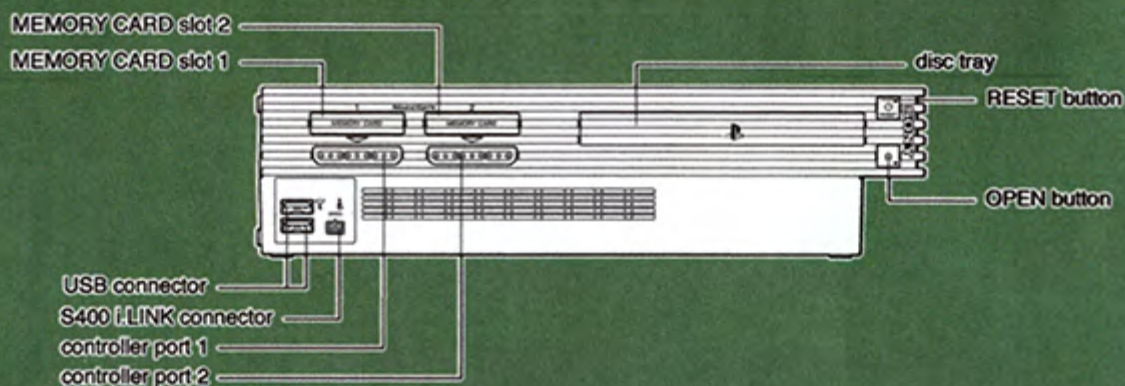
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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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 **Lupin the 3rd: Treasure of the Sorcerer King™** 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.

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.

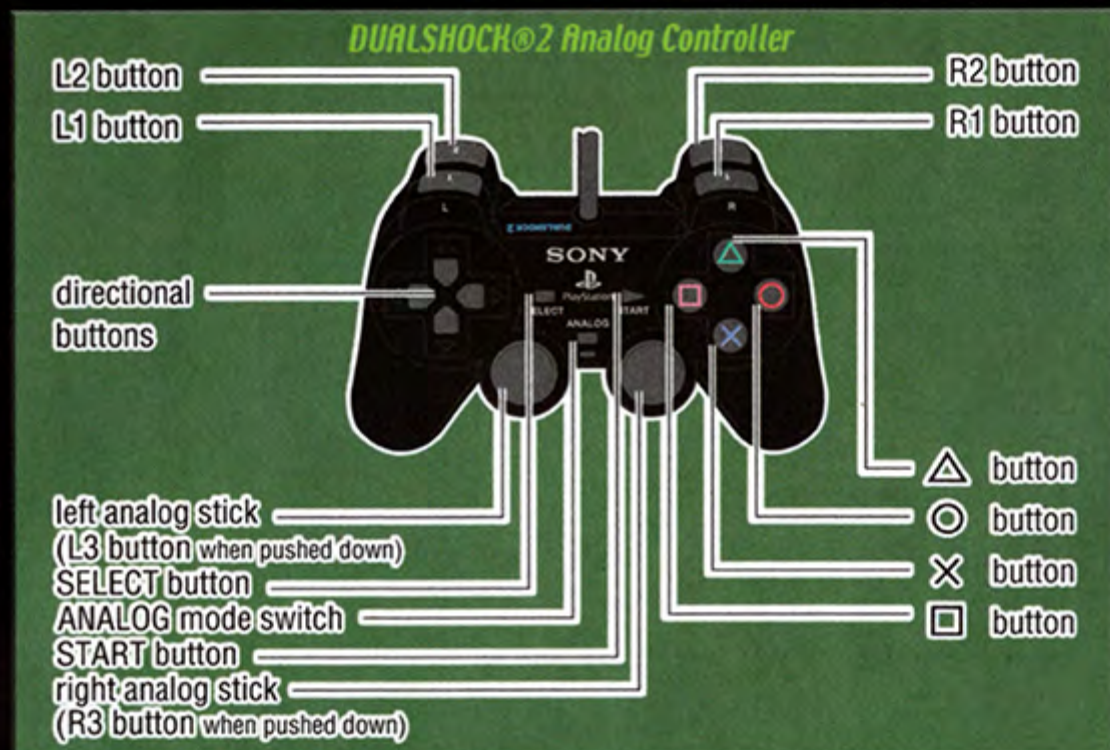
*The L1, L2, R3 buttons and right analog stick may not function in certain areas.

*The DUALSHOCK® analog controller follows the same operation.

*You may not switch the ANALOG mode button ON/OFF. It will constantly be ON (the LED display will be red).

*You may turn the vibration ON/OFF in the Options screen.





Controller Functions for Lupin

Directional Buttons: •• Select headings.

△ button: ••••• Use equipped items.
Stops using item if the button is pressed while the item is in use.

□ button: ••••• Use weapon (while pressing the **R1** button).
Pick-pocket (while in disguise).

○ button: ••••• Cancel, rolling action (while tilting the left analog stick).

× button: ••••• Confirm heading selection, pick up, push & pull, open, hide, inspect, talk.

L1 button: ••••• Camera takes Lupin's perspective, sets up weapon from first person perspective (while pressing the **R1** button).

L2 button: ••••• Returns camera to default position.

L3 button: ••••• Not used.

R1 button: ••••• Set up weapon, conduct disguise action (while in disguise).

R2 button: ••••• Crouch, set up while crouching (while pressing the **R1** button).

R3 button: ••••• Switch "Pan Camera Mode" and "Rotate Camera Mode".

Right analog stick: •• "Pan Camera Mode" puts Lupin in the center, fixes the camera and changes perspective. "Rotate Camera Mode" puts Lupin in the center, moves camera to surrounding areas, and changes perspective.

Left analog stick: ••• Walk, run, (while pressing the **R2** button) creep, select headings.

START button: ••••• Enter the System Menu Screen.

SELECT button: ••••• Enter the Disguise Menu, cancel disguise (while in disguise).

PROLOGUE

Play as the irresistable cat-burglar Lupin the 3rd



In his latest adventure, Lupin is after the Treasure of the Sorcerer King. Use your disguises and stealth skills to evade security guards and Interpol Inspector Zenigata as you search for the "Pitcher of Honor" and the "Pitcher of Victory" which will lead you to the ultimate booty — 10 million gold coins!

A cutie by the name of Teresa has the Pitcher of Honor and is on a cargo train on her way to deliver it. Departure time is 17:30 at Heldenliedschloss Station. Use all your skills as well as those of Jigen and Goemon to get to the station and intercept this pitcher.

How was the word Goldengasse derived?

Originally this town was known as Zlatnicka. Coins and precious metals were produced here in mass quantities by craftsmen who gave the town its original name which can be translated to mean "the precious metal street". During the era of Karel I, when the occult was popular, many sorcerers, magicians, and astrologists trekked into the area. Over time the area was renamed Zlata Unicka, meaning Golden Street. After the 16th Century, it was renamed again, this time as Goldengasse - a small, golden street, and the area has been known by this name ever since.



The Treasure of King Randolph

Randolf the Second, who was imprisoned by his younger brother Mathias in 1611, is known to have collected many precious artifacts. This is known because pictures of them have been displayed in various museums throughout the world. Many of these items were lost or destroyed in the war. However, throughout history, there have been numerous sources indicating that the King, who was successful in alchemy, had also hidden great wealth and fortune somewhere within the castle. The gold coins shown here are apparently a part of this fortune, but this mystery remains unsolved, as numerous explorers have not been able to uncover the truth.



The Two Pitchers

The two pitchers are also some of King Randolph's artifacts. It was thought that they perished in the war, but now, the "Pitcher of Victory" is in the hands of Lord Hannebold. The current owner of the "Pitcher of Honor" was also recently discovered, when the pitcher was exhibited during a charity event. The image shown is the "Pitcher of Victory".



Game Summary

In this action adventure game, the player will become Lupin and will penetrate secured areas, avoid traps, and outwit enemies in order to obtain the ultimate treasure. Using a variety of disguises and items, the player will collect valuable information and solve puzzles in the field. In addition to game-original characters, Lupin's friends and rivals also appear in the game!

STARTING THE GAME

Set the *Lupin the 3rd: Treasure of the Sorcerer King*TM disc correctly into the PlayStation®2 console. After the developer logo is displayed, the opening movie will follow. If the START button is pressed while the movie is still playing, or if the opening movie ends, the Title Screen will be displayed. Use the directional buttons or left analog stick to select a heading and press the $\otimes$ button or START button to confirm your selection.



*Even if the DVD-ROM is inserted, if a memory card (8MB)(for PlayStation(R)2) is not set in MEMORY CARD slot 1 or 2, the developer logo will not be displayed. You will be prompted to insert a memory card (8MB)(for PlayStation(R)2) into MEMORY CARD slot 1 or 2.

*You may still begin the game without a memory card inserted into MEMORY CARD slot 1 or 2, but you will not be able to save your game play.

NEW GAME

Select this option when playing the game for the first time or when you would like to restart the game from the beginning. When you press the START button during the opening movie, you will be able to skip the movie.

LOAD GAME

You will be able to continue playing from previous save data. To save, insert a memory card into MEMORY CARD slot 1 or 2 (See page 18 for details).

OPTIONS

Set controller vibration functions and sound output. Select headings with the directional buttons or tap the left analog stick up or down and change the content by pressing the left or right buttons. Press the $\odot$ button to exit the Options Screen and return to the Title Screen. The same setting changes can be made with the System Menu options commands that are displayed by pressing the START button during the game.

HIDING PLACE

This heading will be added once you complete the game and save the game after staff credits are displayed. You will be able to view in-game movies as well as items you have acquired.

1. TECH MONOCLE
2. STAMINA GAUGE
3. ITEM INFORMATION



Tech Monocle

The circular interface shown at the top right of the screen during the game is called the Tech Monocle. The display will change according to the situation. When moving, it will display a radar map showing surrounding information and features. When in disguise, a mind meter will be displayed, and when discovered, an escape gauge will be displayed.

Radar Map
(while moving)



Mind Meter
(when in disguise)



Escape Gauge
(while escaping)



Stamina Gauge

This gauge displays the stamina of the character being controlled. When you receive damage from an enemy, the gauge will decrease, and when it reaches 0, the message - Try Again - will appear and you will lose one dummy doll. You will recover stamina by using a first aid kit.

Item Information

This window displays the items with which you are currently equipped. On the top row are tools to be used with the **△** button, and the bottom row shows weapons to be used with the **□** button. Hold down the **R1** button and the total remaining bullets will be displayed as a number.



READING THE SCREENS

SYSTEM MENU SCREEN

When the START button is pressed during the game, the System Menu will be displayed. Use the directional buttons or left analog stick to select the headings, and press the **X** button to confirm your selection.

- Items: View or use obtained items.
- Equip: Replenish bullets and equip items obtained.
- Map: View your current location. Some locations may not be displayed.
- Options: Enter Options Screen.
- Save: Saves game play. May only be used in certain areas



ITEM / EQUIPMENT SCREEN

1. Commands
2. Preview
3. Help Message



PREVIEW

Displays an image of the item currently selected.

You may switch items by pressing the left or right directional buttons or by using the left analog stick. Press the **X** button to inspect the selected item, equip it or use it. The "remains" displayed in the lower right will show the number of preview items in possession.

COMMANDS

Items and equipment are separated into different types according to usage and situations where they can be used. Switch headings with the directional buttons or tap the left analog stick up or down. First aid kits and sleep cylinders will disappear after being used.

ITEMS

- Recovery: Items associated with the Stamina gauge
- Event: Items used in specific situations
- Objects: Items that serve as some type of clue

EQUIP

- Weapons: Weapon items used by pressing the **□** button.
- Cartridge: Bullet reloading cartridge for guns
- Tools: Tools used by pressing the **△** button, such as infrared goggles.

STEALTH MODE

As burglars, Lupin and his friends must do their best not to get caught. Lupin must obtain items while hiding in the shadows, and at other times, remove objects by solving puzzles.



OBTAINING ITEMS

Press the $\otimes$ button to pick up an item on the field. A close-up of the item and an explanation will be displayed. The item obtained will be registered under the Equip or Items heading on the System Menu Screen. The registered item may be checked anytime by accessing the System Menu Screen.



PUSH / PULL

You may push or pull certain objects that appear on the field. When you press the $\otimes$ button near something that can be moved, you will crouch down and enter the position to move the object. By holding the $\otimes$ button and pressing the left analog stick forward or backward, you will be able to push and pull the object. You will not be able to change the direction the objects faces.



OPEN DOORS

If you press the $\otimes$ button in front of an unlocked door, the door will open. When you try to open a locked door, a message will be displayed stating that the door is locked for some particular reason. Doors opened by the player will automatically close after the player is a certain distance away from the door.



STEALTH MODE

HIDE (USE OBJECTS)

If you press the  button in front of an object with an action symbol displayed (see symbol types below), you will hide behind the object. Continue pressing the  button as long as you wish to keep hiding and release the button to return to the normal state. You will not be discovered by the enemy while you are hiding.



TALK

If you press the  button near friends, townspeople, and other characters, you will be able to talk with that person. When you speak with them, a message window will be displayed on screen. There are some enemy characters you will also be able to converse with. You may only speak to enemy characters with symbols displayed when in disguise. But if you are caught in disguise or are discovered out of disguise, you will be attacked by the enemy.



About the symbols

During the game, symbols such as "!" and "?" will be displayed over the character's head. These symbols display important information such as being discovered by enemies or notifying you of important objects you may use to hide. Action symbols appear above Lupin's head, whereas other symbols appear atop enemy heads.

Action Symbol When Lupin stands in front of an object he can use to hide, this lightbulb will appear above his head. When you press and hold the  button, you will remain hidden. Lupin will return to normal when the  button is released.



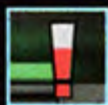
? Symbol If an enemy hears Lupin's footsteps or shots, this question mark will appear above the enemy's head. In this state, the enemy acquires increased ability in discovering and discerning Lupin. The enemy will return to normal when the question mark disappears.



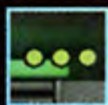
? Gauge After entering the enemy's vision and the question mark is displayed, it will start becoming red. When the question mark becomes completely red, you will be discovered by the enemy and the escape gauge will be triggered. If you hide before the question mark becomes completely red, you will not be discovered.



! Gauge This symbol is displayed only when Lupin is in disguise. When the enemy doubts your disguise, it will start becoming red. When it reaches maximum, they will see through your disguise.



... Symbol This symbol is displayed only above the heads of certain enemies. This shows enemies that are capable of conversation. If you press the  button near them, you will be able to talk with them. There are characters with important information, so it is advised to speak to characters.



ZZZ Symbol This symbol will appear above enemies that are sleeping. They will be awakened if you make a noise, so try to creep around these enemies and keep them from awakening.



DISGUISE

By disguising yourself as various types of people enemies won't find threatening, you will be able to inspect rooms as well as perform other acts that aren't possible without the disguise.

DISGUIISING YOURSELF

When you press the SELECT button during the game, you will enter the Disguise Screen. Use the directional buttons or press the left analog stick up or down to select the clothes for disguise. When you press the  button, you will be able to disguise yourself as many types of people. Without disguise items, you will not be able to disguise yourself. You will stay as the disguised character unless you cancel the disguise. Press the SELECT button while in disguise to cancel the disguise and return to normal.



OBTAINING DISGUISE ITEMS

Disguise items may be obtained throughout the game. As disguise items increase, you will be able to disguise yourself into many types of people. There are instances where you will need to be in a certain disguise in order to progress in the game.



SET UP / ATTACK

While in disguise, the **R1** button will trigger a disguise action, so you will not be able to set up weapons. You also will not be able to attack with weapons.



PUSH / PULL

You will not be able to push or pull objects while in disguise.



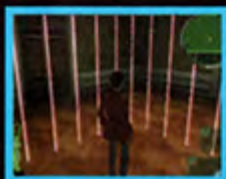
CROUCH / CREEP

While in disguise, you will not be able to use the **R2** button to crouch. Because of this, you will not be able to creep.



USE TOOLS

You will not be able to use tools by pressing the **A** button while in disguise.



ACTION SYMBOLS

While in disguise, the light bulb symbol will not appear when you stand in front of an object you can hide behind, so you will not be able to hide.



ROLLING ACTION

You will not be able to roll with the left analog stick and the **O** button while in disguise.



DISGUISE

ENEMY CAUTION

When a cop discovers Lupin in disguise, he may display the ! gauge. When this occurs, you must conduct a disguise action or the mind meter will become disrupted. When the frequency is at maximum and you are caught in disguise as the mind meter frequency becomes white, you will be discovered and the escape gauge will be invoked. The mind meter will return back to normal after the disguise has been canceled and time has elapsed.



DISGUISE ACTION

When the ! gauge is displayed, press the **R1** button before the gauge turns completely red to conduct a disguise action and not raise enemy suspicion. If this is conducted before the gauge becomes full, you will be able to fool the enemy. If you forget to conduct a disguise action, you will fail and the mind meter frequency will become disrupted.



PICK-POCKET ACTION

When disguise actions are successful, the enemy will no longer be on alert. During this time, you will have the opportunity to pick-pocket items from the enemy. Press the **□** button while the PICK gauge is displayed in the left corner to pick-pocket the enemy. If successful, you will be able to obtain an item from the enemy. But if you fail, the mind meter frequency will be disrupted. Even if you fail, if you bring the enemy to a state where he isn't alerted, you will be able to try once again.



□ BUTTON

Obtaining items through pick-pocket tactics

The PICK gauge is displayed for a certain amount of time and fluctuates from left to right during this time. If you pick-pocket the enemy when the PICK gauge shines, you will successfully be able to obtain an item. The PICK gauge will fluctuate to the right when you encounter an enemy from whom you are able to pick-pocket. Although there are items that are useful, there are also items that serve no purpose.



ESCAPE

In the case that you are discovered, try to escape from the area. This action could possibly lead to GAME OVER, so it is necessary to understand the mechanics.

DISCOVERED BY THE ENEMY

When Lupin is seen and the ? gauge becomes red or if he is discovered through his disguise, the escape gauge will appear in the tech monocle. The enemy will attack Lupin in this state. During the time that the enemy is chasing Lupin, the word "DANGER" will appear in the escape gauge and the gauge will become red. Switches cannot be activated while the escape gauge is displayed.

ESCAPE GAUGE (DANGER)

Hide

If you run into another room after being discovered or if you hide and the enemy loses track of you, the word in the escape gauge will change from DANGER to ESCAPE. Unlike the DANGER state, the gauge will become green. If you are caught by the enemy during the ESCAPE period, the escape gauge will return to the DANGER state. This state will continue until the escape gauge disappears.



ESCAPE GAUGE (ESCAPE)

Successful and failed escapes

When the Escape Gauge completely becomes red during the DANGER state, it shows that you failed to escape and when the Escape Gauge completely becomes green, it shows that the escape was successful. If you fail, the words TRY AGAIN will appear and you will lose one dummy doll. When successful, the Escape Gauge will become a mind meter once again and will return to normal.



BATTLE

ATTACK THE ENEMY

With your weapon, attack the enemy at close range. If you have been discovered by the enemy, the Escape Gauge will continue to become red, so take caution. Depending on the enemy or weapon used, there will be times when you cannot defeat them in one blow. When the enemy is defeated, the Escape Gauge will disappear and the screen will return to normal.



SET UP AND ATTACK

If you combine the **R2** and **L1** buttons, you will be able to attack while crouching or aim and attack from the first person perspective.

TYPES OF WEAPONS

As you continue game play, you will be able to acquire many types of weapons. The attack method will change by changing weapons on the Equip Screen. The effects differ with weapon type, so it is advised to use weapons according to the situation.



Thirty eight

Lupin's signature gun. It is a powerful weapon, but as Lupin does not wish to kill anyone, if you use this weapon to attack an enemy, the game will end, and you will have to TRY AGAIN.



Liquid Gun

Using sleep cylinders as bullets, this weapon shoots mist and when hit, the enemy will fall asleep. The short shooting range of this gun makes it difficult to use.



Frying Pan

This weapon may be obtained in the kitchen. This is normally not a weapon, but you will be able to strike enemies with it. Although you never need to worry about running out of ammo, the power of this weapon is low.

HINTS AND TECHNIQUES

This game relies on stealth moves and puzzle-solving techniques. In addition to the "disguise" and "stealth" modes mentioned previously, there are other techniques that will be useful throughout the game.



Use actions to break through barriers!



ROLLING ACTION (FOR INFRARED SENSORS)

A rolling type of action whereby you jump and roll to move. This move allows you to move swiftly within a set distance. This is useful when there are many infrared sensors and you do not wish to move more than is necessary. In addition to moving forward, you may also move backward.



CREEP (NEAR SLEEPING OFFICERS)

When you creep while you crouch, you will be able to move without making a sound. Sleeping officers will be awakened if you walk by them normally, but using this technique will allow you to pass by unnoticed.



CHANGE PERSPECTIVES (SEE UP AHEAD)

If you can see what is in the room up ahead or whether there is an officer waiting on the street, it will make your search smoother. When you reach an area that is blocked, change perspectives and look around. Changing perspectives and rotating cameras will allow you to look through small windows or discover enemies waiting around the corner. Use the **L1** button, right analog stick, and R3 button to your advantage.

HINTS AND TECHNIQUES



UNLOCK PUZZLES!

There are many traps set throughout the stages. To obtain the treasure, you must solve each puzzle. Hints to unlock these puzzles are available through items you acquire or are left behind on the ground.

INVESTIGATE THROUGH ITEMS

At first, these symbols don't seem to have any significance, but...



LOOK AT YOUR SURROUNDINGS

Sometimes the blackboard or wall art may have hints scribbled on them.



TRIGGER MECHANISMS

Push moveable statues to unlock other traps and gimmicks.

MOVE WITHOUT GETTING CAUGHT

Escape after taking off the disguise.

When discovered by an officer, escaping will be the priority. While in disguise, you will not be able to hide behind objects or creep, so you must first take off the disguise before engaging in these types of actions.



Open doors and move to different rooms. The disrupted frequency of the mind meter will calm down after taking off the disguise. If you are discovered, hide someplace safe and wait for time to pass.

ADVANCING IN THE GAME

Understanding the basics of "Sneaking", "Disguise", "Escape", and "Battle" are essential in moving the game forward. The dynamics of these elements will be discussed in the following section.

ESCAPE FROM THE FIRST ROOM

In the beginning, you are in the last car of the train that is carrying the "Pitcher of Honor". Escape from the car with the cops and move into the next car.

DEFEAT COPS THAT ARE A NUISANCE

In this car, there are many objects that may be used for hiding. Creep or roll to get near the door. There will be one cop in front of the door. Use the liquid gun to make him fall asleep.



MOVE WITHOUT GETTING CAUGHT

The next car is a passenger car with many seats. One cop is walking up and down the aisle. Stand near the door and press the **L1** button to get a first-person view and look around the room. As soon as the cop moves toward the back, open the door and hide behind the seats. If you crouch down and don't make any noise, the cop will not notice you. Roll your way towards the next car. You can also try fighting the cop if you are caught.



Know the cop's moves.
Hide behind chairs and move forward.

UNLOCK THE DOORS

The next door is locked. You will be able to unlock it by entering numbers on a keypad. Take the cop's uniform from the room located before the door and turn the keypad on. Enter the code to unlock the door.

Get the numbers from the cop's uniform.
Press the buttons to unlock the door



DISGUISE YOURSELF AS A COP AND GATHER INFORMATION

There will be several cops waiting in the next car. Use the cop uniform to disguise yourself and pass through the car. Press the **SELECT** button before entering the room to disguise yourself into a cop. There are some characters who will display symbols, so try to get information from them.

Move without being detected
Unlock the door



USE GOGGLES TO MOVE ACROSS INFRARED BEAMS.

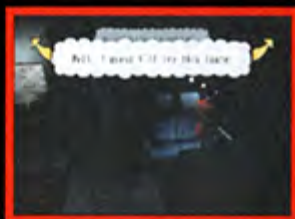
Infrared beams have been set up in the car ahead. You will find a set of goggles before entering this car, so use these to move accordingly. Roll through the gaps of the infrared beams. If you touch the beam, cops will come towards you from the back.

Move away from the infrared beams
Press the button to deactivate the infrared beams if you touch them.

ADVANCING IN THE GAME

GO THROUGH THE WINDOW AND INTO THE NEXT CAR

After moving past the infrared beams and pressing the next button that appears, a hidden staircase will emerge. You will be able to go to the second floor but since the door is locked, you will not be able to move forward. If there is no clue on how to progress, inspect everything. Upon inspecting the window...



OBTAIN ITEMS BY MOVING CHAIRS

After moving into the next car, you will be surrounded by chairs and desks. Look closely and you will find a photo under a chair. To take this, conduct the push / pull action. Stand near the chair and press the  button. Press the left analog stick to move the chair.

OBTAIN NUMBERS FROM MESSAGE BOARDS

To move forward from the room with the chairs, you must unlock another door. You will need to enter numbers into a keypad, but this time, you will not find a paper with numbers. Inspect the room carefully. There is a hint on the message board.



USE THE DUMBWAITER

After unlocking the door, you will enter a kitchen. There is no door to move forward, but you will find a dumbwaiter. Use this to move down. Don't forget to take the frying pan from the kitchen.

OBTAIN NUMBERS BY COMBINING PIECES OF PAPER

You will find two pieces of paper in separate rooms after descending from the elevator. Be sure to hold onto them as you will need them to unlock a door.

SAVE GAME PLAY

You will be able to save your game play in the adjacent car. When the words, Save Area, appear in the tech monocle, be sure to save your game play. You will also be able to save at the end of a chapter.



HIDING PLACE

The following is possible in hiding places:

- View obtained items
- Play mini-games that have appeared during the game
- View events and listen to BGM that has appeared in the game.
- View setting resources

CONDITIONS FOR GAME OVER

When the words TRY AGAIN appear, you will lose one dummy doll. When there are 0 dummy dolls left, the game is over. It is possible to increase dummy dolls through actions such as pick-pocketing. When you must TRY AGAIN, you will restart the game from the location where the words "Check Point" were last displayed in the Tech Monocle. The following three conditions lead to TRY AGAIN:

- The Stamina Gauge is 0.
- The Escape Gauge is completely red.
- Shoot someone with the Thirty eight.

SWITCH CHARACTERS

As the story moves forward, there are areas where you will control either Jigen or Goemon. Use the left analog stick to select a character and press the $\otimes$ button to confirm your selection. The techniques Jigen and Goemon use are different from Lupin's, so when you switch characters, the controller operation will change.



DIFFERENCES IN CONTROLLING JIGEN / GOEMON

When characters are switched, even the same stage will unfold differently. Other people and items may be present, and you may also be able to access areas that weren't accessible before.

CHARACTERISTICS OF JIGEN / GOEMON

Since Jigen and Goemon cannot use disguises or tools, they have different characteristics. Jigen has the ability to use his magnum without ever having to worry about remaining bullet count and Goemon has the ability to shield himself from enemy bullets with his sword.

JIGEN

Switch Targets
Unlimited supply of bullets



GOEMON

Shield himself from bullets
Dash



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CONTROLLER FUNCTIONS FOR JIGEN

Directional buttons:	Select heading.
△ button:	Switch attack target.
□ button:	Use weapon (during target mode).
○ button:	Roll (while tilting the left analog stick), cancel.
× button:	Pick up, open, talk.
L1 button:	Camera takes Jigen's perspective, aim (while holding the R1 button) using first-person perspective.
L2 button:	Returns camera to default position.
L3 button:	Not used.
R1 button:	Switch between target mode and normal mode (when arms are spread out).
R2 button:	Crouch, set up while crouching (in target mode).
R3 button:	Switch between "Pan Camera Mode" and "Rotate Camera Mode".
Right analog stick:	"Pan Camera Mode" puts Jigen in the center, fixes the camera and changes perspective. "Rotate Camera Mode" puts Jigen in the center, moves camera to surrounding areas, and changes perspective.
Left analog stick:	Walk, run, creep (while pressing the R2 button), select headings.
START button:	Enter System Menu screen.
SELECT button:	Not used.

**The L1, L2, R3 buttons and right analog stick may not function in certain areas.*

Jigen-specific functions

There is no limit to the number of bullets Jigen may use. When the **R1** button is pressed again during target mode, you will be able to continuously reload. The maximum number of bullets Jigen's gun holds is six bullets. During target mode, Jigen will automatically aim at a target, but you may switch targets by pressing the **△** button.

Actions not possible as Jigen

When you switch to Jigen, you will not be able to perform several actions that were possible as Lupin. You will not be able to use tools, or push and pull. You will also not be able to hide or disguise yourself. You may continue to use recovery items that Lupin has obtained.



CONTROLLER FUNCTIONS FOR GOEMON

Directional buttons:	Select heading.
△ button:	Not used.
□ button:	Use weapon (draw sword and slash).
○ button:	Dash (while tilting the left analog stick), cancel.
× button:	Pick up, open, talk.
L1 button:	Camera takes Goemon's perspective.
L2 button:	Returns camera to default position.
L3 button:	Not used.
R1 button:	Slash.
R2 button:	Crouch, set up while crouching (in target mode).
R3 button:	Switch between "Pan Camera Mode" and "Rotate Camera Mode".
Right analog stick:	"Pan Camera Mode" puts Goemon in the center, fixes the camera and changes perspective. "Rotate Camera Mode" puts Goemon in the center, moves camera to surrounding areas, and changes perspective.
Left analog stick:	Walk, run, creep (while pressing the R2 button), select headings.
START button:	Enter System Menu screen.
SELECT button:	Not used.

**The L1, L2, R3 buttons and right analog stick may not function in certain areas.*

Goemon-specific moves

Goemon uses a sword instead of a gun to fight. Press **R1** to slash, and while **R1** is being pressed, you will guard yourself. Press the **□** button to attack. You will be able to dash by pressing the **○** button.



Dash



Slash



Draw sword and slash

Actions not possible as Goemon

When you switch to Goemon, you will not be able to perform several actions that were possible as Lupin. You will not be able to switch weapons, use tools, or push and pull. Rolling is also not possible.

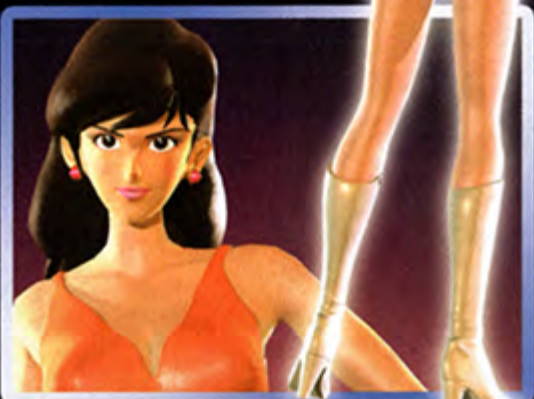
CHARACTER INTRODUCTIONS

Lupin the 3rd

I'm Lupin the 3rd, grandson of the notorious thief, Arsene Lupin. Cops all over the world have kept a watchful eye over me, but have yet to catch me. I always get what I seek; that's my style.

**Fujiko Mine**

At times a thief, and at other times, a spy. A mysterious woman who always gets me into a lot of trouble, but I just can't get angry at her...

**Daisuke Jigen**

My partner in crime. A cool gunman and a quick draw at 0.3 seconds. He's an honest man I can depend on.

**Goemon Ishikawa**

The famous 13th descendant of master swordsman, Goemon Ishikawa. He can be a frightening man when angry.



Inspector Zenigata

Ancestor of Heiji Zenigata. A shrewd cop whose mission in life is to capture me. Pops is hard to handle.



Game Original Characters

In addition to Lupin's friends and acquaintances, several original game characters will appear. Introduced below are two original characters. They will become deeply entwined in the story of the two pitchers.



Teresa Faust



Theodore Hammewald



LUPIN THE 3RD



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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:

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