SHONEN JUMP'S
ONE PIECE™
GRAND BATTLE™
TEEN
T
CONTENT RATED BY
ESRB

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 NTSCz 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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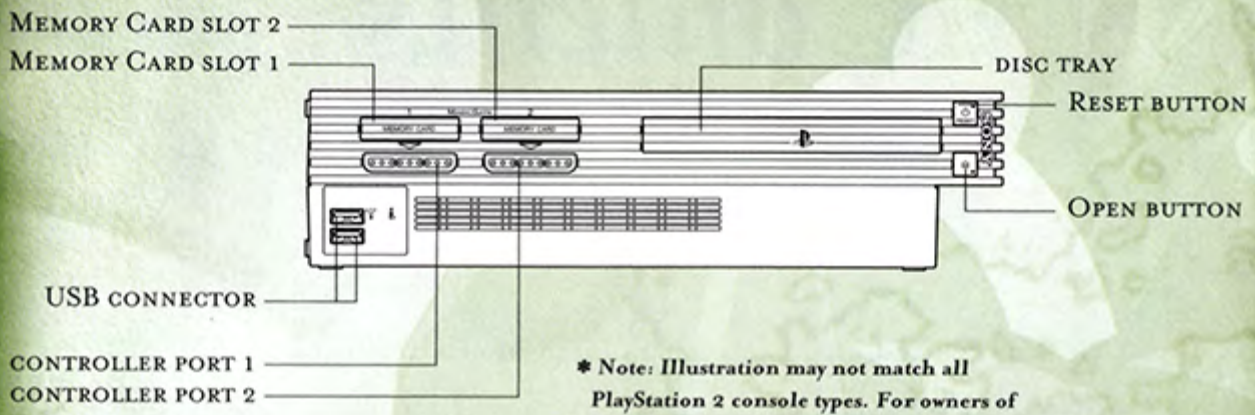
Getting Started



** 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.*

SETTING UP YOUR PlayStation®2 CONSOLE

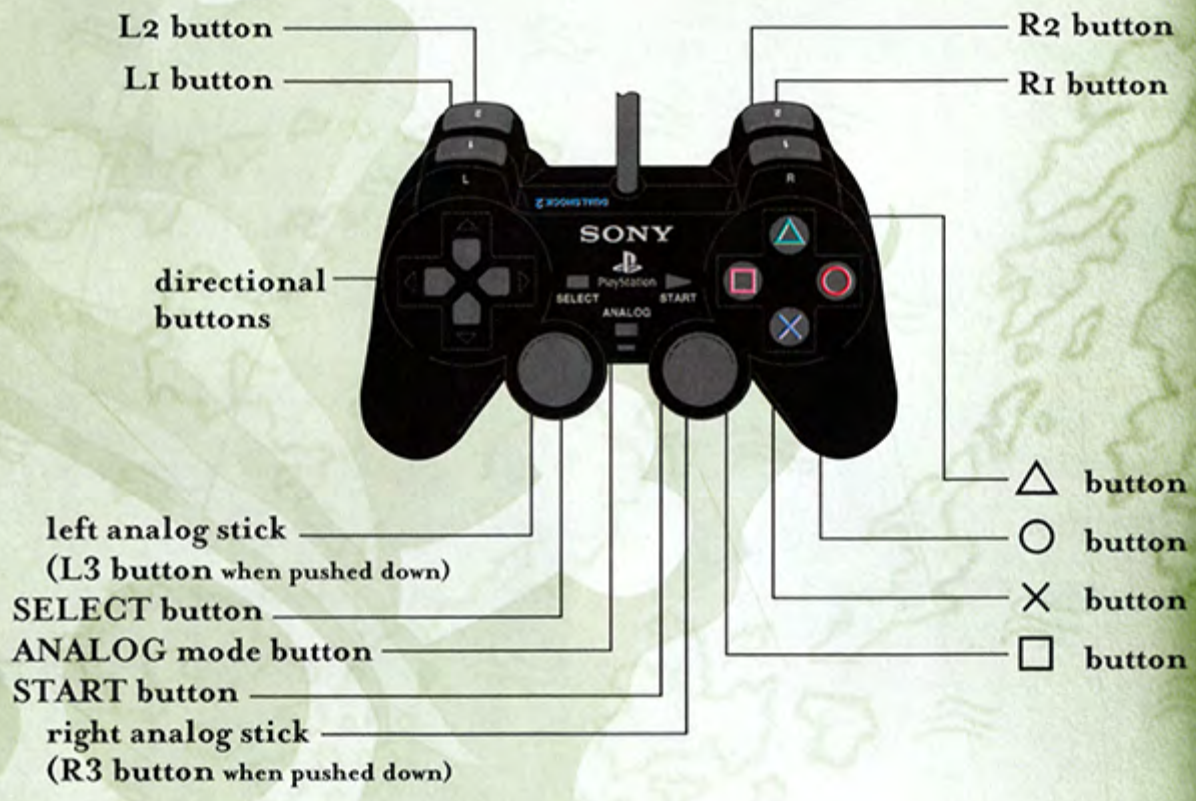
Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the **RESET** button. When the **MAIN POWER** indicator turns green, press the **OPEN** button and the disc tray will open. Place the **One Piece™: Grand Battle™** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller 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 console. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Starting a New Game and Game Saves

When asked if you would like to create a **One Piece™: Grand Battle™** save file, choose Yes and press ⊗. **One Piece™: Grand Battle™** only uses MEMORY CARD slot 1. You will need 54 KB or more of free space to save the game.

Game progress can automatically be saved in between battles. If you want to resume a saved game, select Load at the Options screen and then choose the save file you wish to load.

Controls

Menu Controls

START button..... Pause Game/Open Pause Menu

Left analog stick/directional buttons..... Highlight menu item

✕ ..... Select menu item

○ ..... Previous screen/Cancel

Basic Grand Battle Controls

Left analog stick..... Movement

✕ ..... Attack forward/Throw item forward

○ ..... Attack up/Throw item upwards

□ ..... Throw attack/Pick up item

△ ..... Jump

△ then △ ..... Double Jump

L1 or L2 ..... Trigger Super Attacks & Secret Attacks

R1 or R2 ..... Guard

Note: L1 + (○→○→△) means: While holding L1, press ○, ○, and △ one after another.

Command Chart

The controls above are just the basics to get you on your way to becoming the One Piece Grand Champion. For a complete and comprehensive list of attacks for the current fighter you have selected, press the **START** button during a battle to pull up the Pause Menu and then select the Command Chart.

Game Modes

The Top Menu is where you can access a variety of game modes, as well as access One Piece's Options, Treasures and Art Menus. You can always return to the Top Menu at any time by pressing ◉ and choosing "Yes."

GRAND BATTLE

Play against a CPU-controlled opponent or a friend in a two-player versus battle.

Battle Settings

Before taking on your opponent, first spend some time setting up your battle in the Battle Setting Menu.

CPU Difficulty: Change the CPU strength by choosing among four difficulty levels: Easy, Normal, Hard and Hardest (this option is only for Single Player Battles).

# of Matches: Change the number of matches you have to win to be victorious.

Time Limit: Select the length of each match: Infinite (Unlimited Time), 99 seconds, and 60 seconds.

Handicap: Even the odds by choosing between five strength levels for each player (for both single and two-player battles).

Food Charge: Change the starting level for the Food Charge at start of battle. "Empty" starts you with zero gauges, "Normal" starts you with one, and "Full" starts you with two.

Item Drop: Change how often items appear during each match.

Select Fighter

Choose your character, costume and support character. Choosing "Random" will let the computer select for you.

Select Stage

Select from a variety of stages to fight your battle on. You can also select from–

Random: The stage will be chosen for you for the entire battle.

Order: This option selects the order of the stages for you, one per match.

Various: The stages change randomly every round.

Game Modes (continued)

STORY MODE

Watch and learn the stories of your favorite One Piece characters while fighting against a set of powerful foes. Each time you defeat an opponent, a portion of the storyline is revealed. Make sure to use different characters and complete the Story mode in more ways than one to unlock special hidden characters and items. Be careful though, you have only five chances to complete the Story mode before it's *game over!*

MINI-GAMES

Unlock valuable pirate treasure items by completing a variety of Mini-Games! You can choose to take the Usopp Pirate's Challenge or play the Mini-Games individually.

Usopp Pirates' Challenge

Fight for pride and friendship against the Usopp Pirates in this three-game battle of randomly chosen Mini-Games where you can lose a teammate or steal your opponent's! Best of the three games wins the challenge. Every time you win, the winner takes the loser's support character and you can use them as your support in the remaining Mini-Games. Each Mini-Game has its own rules and strategies, so you'll have to use your selected characters' abilities to the fullest in order to obtain victory.

Individual Mini-Games

Choose from the menu of available Mini-Games. More will open up as you complete them!

Usopp Race: Attack the obnoxious enemy pirates and prevent them from firing bombs at your boat. If your boat manages to reach the goal first, you win!

Battle Bowl: Use Gaimon as your ball and throw him into your opponent's goal to score. The side that scores more points within the set time period wins!

Keep playing to see the wide variety of Mini-Games that the challengers can pick!

Game Modes (continued)

GRAND TOURNEY

A multiplayer battle tournament where you are one of four to sixteen participants and must fend off your rivals to claim the title of Grand Champion!

Battle Settings

Before taking on your opponent, first spend some time setting up your battle in the Battle Settings Menu. These include many of the same options as in the Grand Battle Mode, including Time Limit, # of Matches, Food Charge and Item Drop (*see Battle Settings on page 5 for more information*). In addition, you can also select Normal and Survival game modes. In Normal, your stamina refills with each new battle. In Survival, how much stamina you regain with each new battle depends on the time you have remaining at the end of the match.

Brackets: Once you've chosen your characters, Handicap and stage, the screen will display the tournament brackets. If you choose "Yes" to the question "Shuffle?" then the match-ups will be changed automatically. If you choose "No," then the tournament will begin the way it is.

Game Modes (continued)

TRAINING

Visit the Training Mode to hone your skills before going into battle. While in this mode, you can train for as long as you like! While in the Training Mode, you can access a variety of options from the Pause Menu. Press the **START** button during Training Mode to access the Pause Menu.

Pause Menu

Command Chart: Access a list of all your character's moves and combos.

Record: Displays various recorded data about the character you are using.

Set CPU: Set the computer-controlled player to different battle settings and behaviors.

Reset Settings: Reset the game settings to default.

Select Fighter: Return to the character select screen to choose different fighters.

The Game Screen

1. Stamina Bar: Your character's stamina. When it is completely depleted your character loses the match.

2. Character Window: Your character's face next to your stamina meter will change as you fight, giving you an indication of your current battle status.

3. Food Charge Bar: Filling this bar all the way up will give your character one Food Charge.

4. Food Charges: When the Food Charge Bar fills completely, one Charge will be filled. You can store and fill a maximum of two Charges. Your Food Charges must be filled in order to execute the Super/Secret Attacks.

5. Time Counter: Shows the time remaining in battle.

6. Item Box: Break open these boxes to grab the valuable items inside. You can also use Item Boxes to hit your opponent, which will temporarily cause them to lose balance and give you an opening for attack.

7. Out of Bounds: If you go into an out-of-bounds area, you may take damage.

NOT SHOWN–

Victory Icon: This mark appears when you win a battle.

Power-Up Item Effect: The icon of an item you have picked up will be displayed here. As long as it is displayed, you will gain its abilities (*see page 18*).

Support Character: Appears when you use a Support Attack. Support Characters help you unleash attacks against your opponent.

Player Icon: This icon appears over the battle and support characters when the players have chosen the same ones. During the Grand Tourney Mode, this icon will always appear over the character's head.

Combos and Attacks

Learning each of the characters' many combos and special attacks is the key to victory. By pressing certain button combinations in rapid succession, you can execute a variety of multiple-hit attacks. To see the complete list of attacks and combos for the current character you have selected, press the **START** button during a battle to pull up the Pause Menu and then choose the Command Chart.

Ranged Attacks

These techniques allow you to attack an enemy who is far away from you, forcing them out of a defensive stance. These attacks are very effective when avoiding an opponent with strong close attacks. You can combine these with various combos to add variety to your fighting techniques.

Throws

There are two types of throw moves that allow you to attack a guarding opponent. These moves are especially useful when fighting in close combat. In addition to throwing enemies, you can also pick up and throw items.

Grabbing / Dropping Items

There are two types of items you can grab: item boxes and attack items. With practice and precision timing, you can also catch an item your opponent throws at you just before it hits.

Air Attacks

Air attacks allow you to execute attacks while in mid-air. Time these attacks and make sure you are properly lined up with your opponent. Once you've executed an air attack, you won't be able to pull off a second attack or double jump until after you've landed.

Combos and Attacks (continued)

Specialty Attacks

Each character has their own specialty attack, which reflects their individuality and personality. Specialty attacks have a variety of effects, from attacking your opponent directly, to setting traps for them.

Support Attacks

Support attacks allow you to call up a trustworthy ally who will join you in battle and fearlessly stand up against your opponent. If you take the time to learn your support character's moves, you can implement a cooperative attack. In order to execute a support attack, you must have one Food Charge Gauge stored up. By picking up food items during the battle, your Food Charge Bar will fill. When it has completely filled, you will get one Food Charge Gauge. You can store up to two Food Charge Gauges at any given time.

*The number of support characters available to you will change depending on your battle character.

Super Attacks

A blindingly-fast series of rapid attacks. The types of super attacks are all individual to the character, and each character has two different supers at their disposal. As with support attacks, you will need one Food Charge Gauge to execute a super attack.

Secret Attacks

These attacks, and the devastating power they unleash, are directly tied to your and your opponent's current stamina status — the lower your stamina, the greater the power you can call upon. The damage done by your secret attack will change depending on whether there is almost no difference in your stamina bars, or if you are at less than half your opponent's stamina. If you have almost no stamina left, you can unleash even more damage! In order to pull off a secret attack, you'll need two Food Charge Gauges.

Guarding and Dodging

The main method of defense during a battle is guarding. However, a guard is not perfect and can be broken. Make sure to also use jumps and double jumps to avoid your opponent's attacks.

Guard

You can guard against most standard attacks by pressing R1 or R2. Even if you manage to guard against support attacks, super attacks or secret attacks, you will still take a little bit of damage. Guarding is not possible while in the air.
In addition, throw moves, secret attacks that incorporate a throw, thrown items, or guard crashes cannot be guarded against.

Recovery

You can quickly recover from an attack by pressing ✕, ○, △, □, R1, or R2 just before you hit the ground.

Quick-Stand

You are helpless while you're lying on the ground, but by righting yourself immediately with the press of ✕, ○, △, □, R1, or R2, you can quickly evade an incoming attack.

Rolling Stand

While getting up from the ground, by moving the left analog stick in any direction you can roll away from your opponent and avoid more attacks.

Advanced Techniques

If you want to obtain the Grand Battle's highest title of "King of Battle," you will need to master this collection of useful techniques.

Dash

The dash allows you to quickly move and cover the distance to your opponent almost instantly. You can use the dash to break item boxes and crash into your opponents. To execute a dash, press the left analog stick in the your opponent's direction while guarding.

Stealing Food Charges

You can cause your opponent to drop fruit and decrease their Food Charge Bar by jumping on top of them. Once the fruit has fallen from your opponent, quickly pick it up to increase your own Food Charge Bar.

Guard Crash

This move allows you to break through an opponent's guard to deal damage. To execute a guard crash, press ✕ + ○ when your opponent is guarding. This maneuver is especially handy against players who have a strong defense.

Bingo Guard

Press R1 at the same time as an opponent's attack to execute a bingo guard. If done correctly, this will result in your Food Charge Bar filling up a small amount.

One Piece Heat

In order to enter into the One Piece Heat, you must have two Food Charge Gauges filled, your Food Charge Bar must also be completely filled to maximum, and your Stamina Bar is reduced to 1 or below as the result of a move other than one of the super attacks. Once your character enters into Heat status, his or her Food Charge Gauge and Bar will decrease over a period of time. You will be able to use support, rush and grand rush attacks during this period, but since they use up one Food Charge Gauge, your character's Heat status time will grow shorter! Once your Food Charge Gauge hits zero, your status will go back to normal and you won't be able to build up the gauge again until the round is over.

Treasure

You can unlock and collect Treasure by meeting various conditions during the game. Try to complete the list by revealing all of its hidden secrets!

Character Data

You can model a character here, turning the camera round and round to look at them from any angle! In addition, you can check the character's various settings: items, voice, profile, and support characters.

Play Data

This reveals the number of battles you have participated in and won at a set difficulty. "All" will show you the rankings of all the characters you've used, and "Separate by Character" will even let you check what move was used to finish the battle for each character.

Movies

You can watch the opening movie, or each character's ending movie any time you like. You will get more ending movies as you clear Story Mode with each character.

Music

Listen to the soundtracks that heat up the battles! There are many to choose from, including music from each stage theme, menu screens, and Secret Attack scenes.

Gallery

There are illustration galleries for player characters and support characters used in the game. Zoom in and out as much as you want! By choosing "slide show" you can view all the illustrations in order, starting with the one which is presently displayed.

One Piece Art

This is the One Piece Art Collection where you can view all the art you've collected and unlocked during the game by winning battles. There are 198 pieces of art in all. You can choose to view them in album format by choosing "View Art," or in an automated format by choosing "Slide Show." When in the View Art menu, use the left analog stick or directional buttons to select the piece of art you want to view, and L1 and R1 to turn the pages. Once a piece of art has been selected, use L1 and R1 to zoom in and out.

Options

The Options Menu allows you to change the game's various settings and options.

SOUND: Change your sound settings! Select Mono or Stereo, depending on your sound environment.

1P VIBRATION / 2P VIBRATION: Change the vibration settings for 1P and 2P's analog controllers. If you choose "On," you'll be able to feel the intensity of the battle! The default setting is "Off."

SYSTEM VOICE: Set the character whose voice you want to use for the game's System Voice. Doing so will change the character who signals things like the start of the fight and victory / defeat announcements. You can unlock more character voices by meeting certain conditions in the game.

AUTO SAVE: Choose whether you want data to be saved automatically. If the Auto Save function has been turned on, the game will save in between battles and every time you return to the Top Menu after viewing an item or changing an option. The default setting is "Off."

LOAD / SAVE: This option allows you to Load or Save your data. If you don't have Auto Save on, you must save the game here before turning off your system or your data will be lost!

ADJUST SCREEN: You can change the game screen to match your TV monitor settings. Press the left analog stick or directional buttons up, down, right, or left to move the screen in the corresponding direction.

DEFAULT SETTING: You can erase the changes you had made to all options, and restore them to their original settings.

Game Items

During battle, your character will be able to pick up and use a variety of items to help him ensure victory. Below are the types of items and their effects.

Item Box

Except for certain specific items, everything will be in an Item Box, which include Barrels, Crates and Treasure Chests. Break them open with an attack and the item will appear. You can also get in close and pick them up and throw them at your opponent for extra damage.

Food Items

These various bits and pieces of food fill up your Food Charge Gauge, which is necessary for performing the Super Attacks and Secret Attacks.

Fruit: Fills up a small amount of your Food Charge Bar.

Drumstick: Fills up one Food Charge Bar. Also restores a small amount of stamina.

Game Items

Ability Up Items

These raise your character's abilities for a short period of time. As long as they are in effect they will be displayed at the bottom of the screen.

Sword:
Raises your attack power, but you cannot guard.

Shield:
Raises your defense power, but your speed goes down.

Diamond:
Lets you use one of the Super or Secret Attacks without diminishing your Food Charge Gauge. The move's power will be greater than normal.

Shoes:
Your movement will become faster, but your defense goes down.

Game Items (continued)

Attack Items

These items will have different effects when you touch them, like dealing damage for a certain amount of time. Still, you can deal damage to your opponent if you throw the item at them.

Eternal Compass:
When you grab it, the needle of the compass will change. When you break it, it will have its effects based on the direction the needle points. If it points up, your Food Charge Gauge will fill completely. If it points down, your food charge gauge will be completely diminished.

Bomb:
Explodes and deals damage.

Bonfire:
The fire spreads and reduces your stamina.

Poison Mushroom:
Spreads poison spores for damage.

Beehive:
A swarm of bees will swoop down and confuse your movement.

Oil:
As you would expect, you'll be all slippery making it hard to move.

Gaimon:
If you attack he will retaliate with a gun.

Battle Stages

Monkey D. Luffy and the rest of the Straw Hat crew will find themselves competing on some familiar ground. Each of the Battle Stages has their own characteristics, which can help or hinder the competitors in their ultimate quest to be Grand Champion. Make sure to spend some time exploring each one in order to utilize them best!

Fusha Village:
Luffy's hometown. Bandits will throw items aimed at your head, so be careful not to get knocked out.

Baratie – The Bistro of the Brine:
The sea restaurant that Zeff manages. This is an unpredictable stage where the place you're standing on can break out from under you and force you to change tactics. This stage will especially test your ability to jump.

Arlong Park:
This paradise for the mermen is led by Saw-Tooth Arlong. If Momoo submerges, a flood will occur – be careful not to be washed away! Momoo's back can also be a battlefield.

Rogue Town:
The town where the King of Pirates Gold Roger was executed. You can move the barricades to use them to your advantage. Power up by grabbing the fruit the townspeople throw.

Drum Castle:
A castle that towers over the surroundings from a summit of over 16,000 feet. The snow, piled up to your legs, can be plowed away with attacks. You can also pick up the snow and throw it at your opponent.

In addition to these Battle Stages, there are even more which must be uncovered! Try to look for the conditions under which they might appear, and unlock them with a duel!

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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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Cypress, CA 90630

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