

# PARAPPATHERAPPER 2



**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.

## PARAPPA THE RAPPER® 2

**PlayStation 2 Hint Line**

Hints for all games produced by SCEA are available:

**Within the US:** 1-900-933-SONY (1-900-933-7669)  
\$0.95/min. auto hints

**Within Canada:** 1-900-451-5757  
\$1.50/min. auto hints

Automated service is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support** 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday, 7AM–6:30PM PST.

**PlayStation 2 Online** [www.scea.com](http://www.scea.com)

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

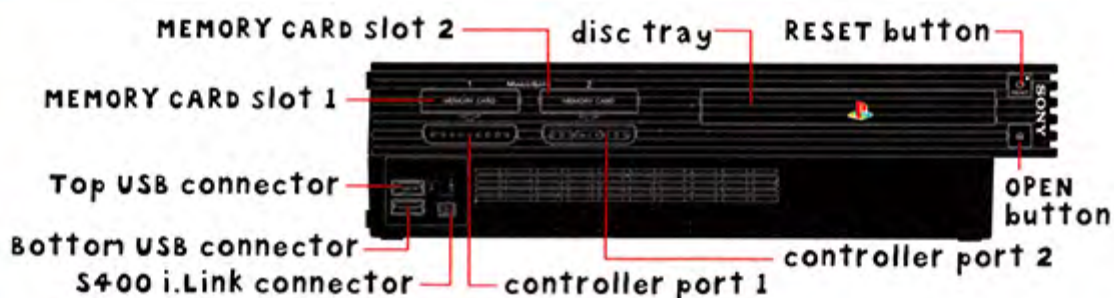
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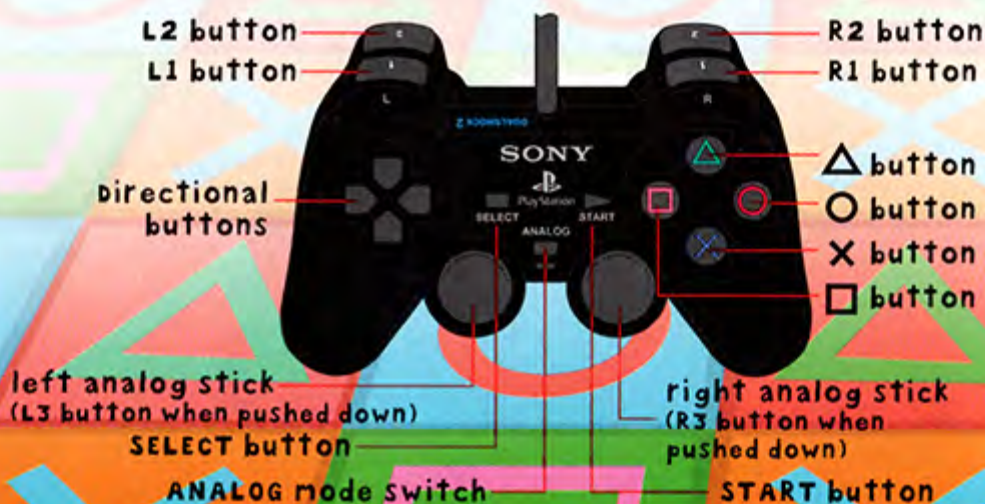


## GETTING STARTED

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 Parappa the Rapper®2 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.

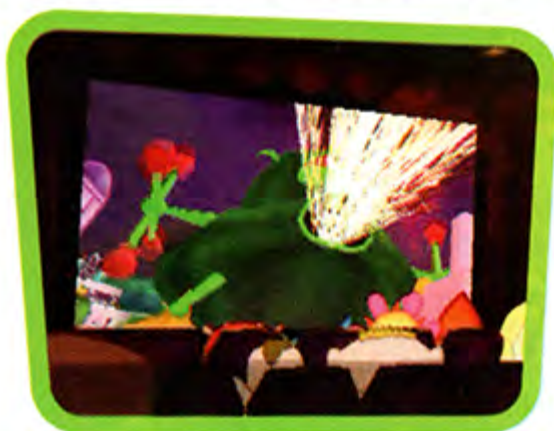


First the opening movie will appear and then the start screen. Once the start screen is displayed press the START button to display the Menu screen. You can also press the START button to skip the opening movie.



## MAIN MENU

If you're playing for the first time, use the directional buttons or left analog stick to have Parappa walk over to Stage 1 and press **X**. Select Single Play and press **X** to begin. Clear each stage to open other stages.



Once a stage is cleared, you can select the other available game modes including VS player 2 & VS computer (see page 4).

## Parappa's Noodle Syndicate Adventure

When you begin each stage, you'll learn more and more about Parappa's adventure with the Noodle Syndicate.

You can skip each movie by pressing the **START** button.

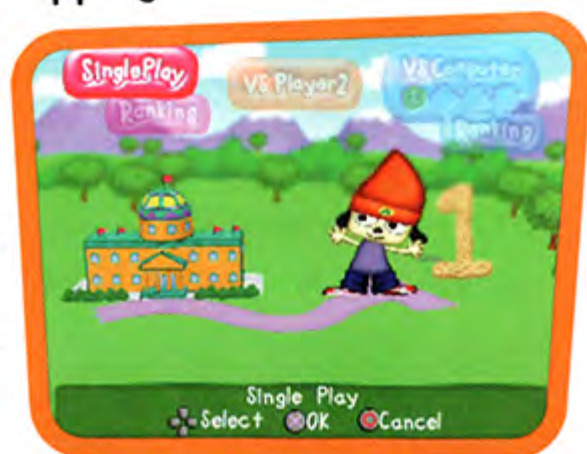


## GAME MODES

### Single Play

Rap along with Parappa as he learns a lesson or two from various rapping masters.

**Single Play** Keep the rhythm and try to follow each master rapper to clear the stage. Make sure you keep your rapping status at GOOD, if you don't you'll have to play the stage again.



### Head-to-Head Play

Once you've cleared a stage, you can return to rap head-to-head with the computer or a friend. Use left and right on the directional buttons or left analog stick to select the game mode and press **X** to begin.

### VS Player 2

Two players can battle against each other. The rapper with the most rhythm and style wins. Two controllers are needed for this mode.

### VS Computer

Rap against the computer in a hip-hop lyrical face-off. There are four levels for each computer opponent. You'll have to beat the computer at Level 1 before taking on any of the other levels.

## The rules for VS Play

Boxy Boy will show everyone a phrase and the two participating players will rap along. Player 1 will be Parappa and Player 2 will be the teacher or you can select player 2 to be the computer. Each player will receive 500 points at the beginning of the song. After each round, the better rapper is awarded points, which are taken away from the opponent's points. The winner is the player with the highest score at the end of the song. If either player's score reaches 0, the other player receives an automatic win.



## Ranking

**Ranking** You can check out the ranking of the highest scores from both Single Play and VS computer play. Updated rankings are saved on the MEMORY CARD (8MB)(for PlayStation 2) whenever you choose to save your game data (see page 12).

### Single Stage 1

1	SUSAN H	2052
2	AAAAAAA	471





## PRACTICE MODE

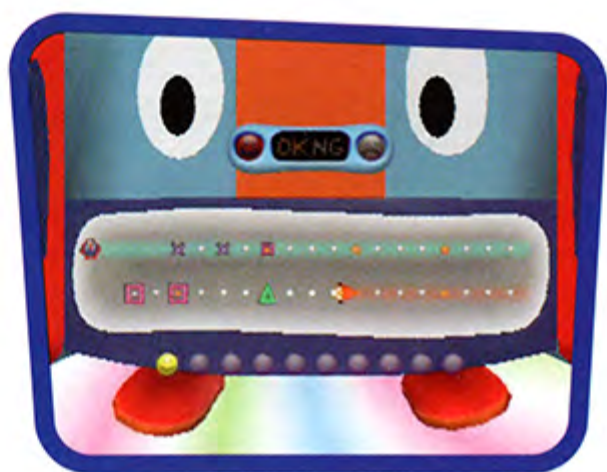
Before each stage begins, Boxy Boy will help you practice on a few rap phrases. Follow along with Boxy and practice until you are comfortable and ready to begin the stage.

In practice, just like the game stages, Boxy Boy will rap a phrase first. This is demonstrated by a small version of his head moving above the button icons. When the small version of Parappa's head begins to move, it indicates your turn. Begin pressing the indicated controller button icons at the same time Parappa's head passes over the buttons.





To stop practicing and move on,  
press the **START** button.



## HOW TO PLAY

When the stages begin, keep your eye on the Sample Rhythm section. There are two parts that you need to pay attention to.



First is the teacher's rap. Watch and listen closely as a small version of the teacher's head moves over the button icons on the line. As the miniature head moves over the icons, the teacher will rap a word or phrase.

When the teacher's phrase is complete, a small version of Parappa's head will begin to move on the second line. As Parappa's miniature head moves over the button icons, you must press the controller buttons indicated on the rap line. Be sure to press the correct buttons and press them in rhythm to the music.

With practice you'll be a hip-hop star just like Parappa.



**Hint:** Use the back of this instruction manual as a helpful cheat-sheet while you play. Place the manual in front of your television so the button/icon reference is facing you. Now, instead of looking down at your fingers to see where the controller buttons are located, you can glance at the reference card. This should help you to concentrate on the timing of the button presses.



## GAMEPLAY


- **Sample Rhythm Section** – All rap phrases will be displayed in this area.
- **Rating Meter** – This meter will show you an evaluation of your rapping skills. There are four rankings:

COOL  
GOOD  
BAD  
AWFUL


As your status changes, the sights and sounds of the stage also change.


- **Subtitles** – Subtitles of the lyrics appear here. You can go to city Hall (page 16) and change the options so that the subtitles appear in another language or so no subtitles appear at all.
- **Score Meter** – This meter keeps track of your score for the current stage. With each completed phrase your score will change depending on how well you rapped.



- 
- **Evaluation Meters** – You can earn these meters by progressing through the early stages. Each meter evaluates you on your rapping abilities.

 **Blue** – The “Imitation Meter” measures how accurate you imitate the teacher’s phrase.

 **Orange** – The “Free-style Meter” measures how good your free-style skills are.

 **Purple** – The “Funky Flow Meter” measures your rappin’ funkiness.

### What’s the key to rapping cool?

In order to get COOL, you have to ignore the teacher’s phrases and simply follow your own beat. Random button presses won’t do it either. Here’s a hint: Keep a close eye on the Orange and Purple Evaluation Meters as you begin to free-style.



## TRY AGAIN

If you rap so bad that your condition meter falls below "AWFUL" the stage will end and you'll receive the "TRY AGAIN" screen. "TRY AGAIN" as much as you want until you complete the stage.



## SAVES

Once you clear a stage, you'll be asked if you want to save.

Select "Save System File" to save your progress.

SaveSystemFile

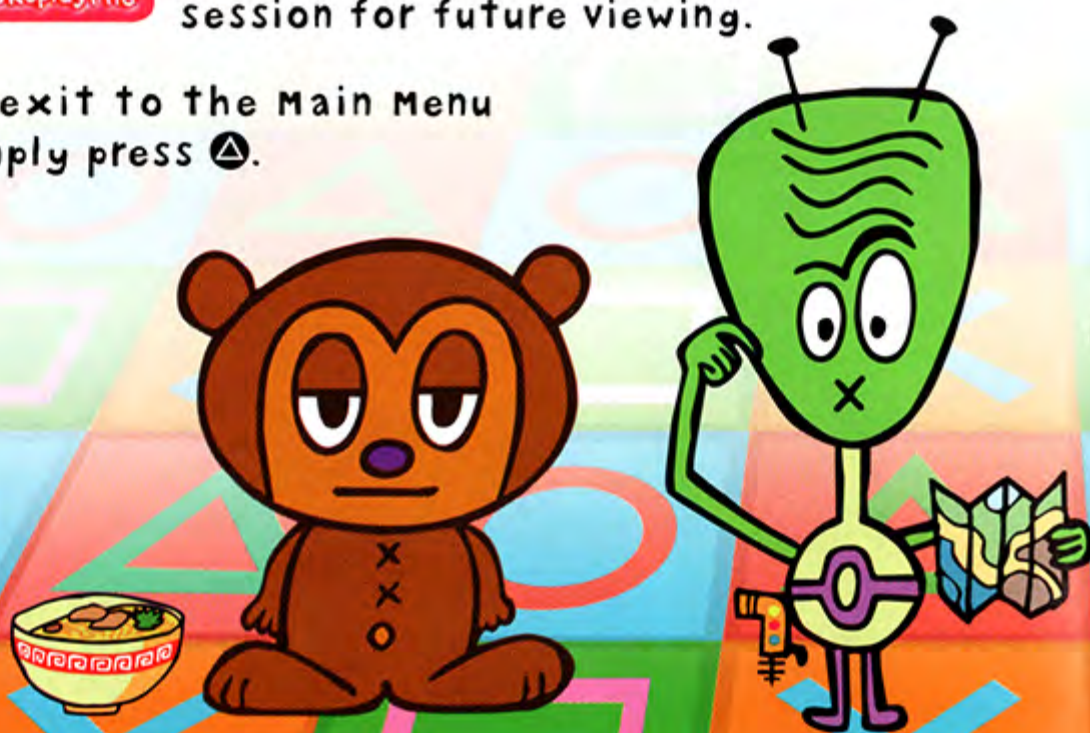
Select "Save Replay File" to

SaveReplayFile

save your last rap session for future viewing.



To exit to the Main Menu simply press **△**.





## Name Entry

IP ELLAYLA OK

When saving new game data or a new replay, you'll have to select **NEW DATA**. To name your data, use **LEFT** or **RIGHT** on the directional buttons or left analog stick to move the cursor and the **UP** and **DOWN** buttons to scroll through the letters. When you're finished, move the cursor right to "OK" and press **X**. To clear all the letters, press **□**. You can also press the **SELECT** button to toggle between upper case and lower case letters.



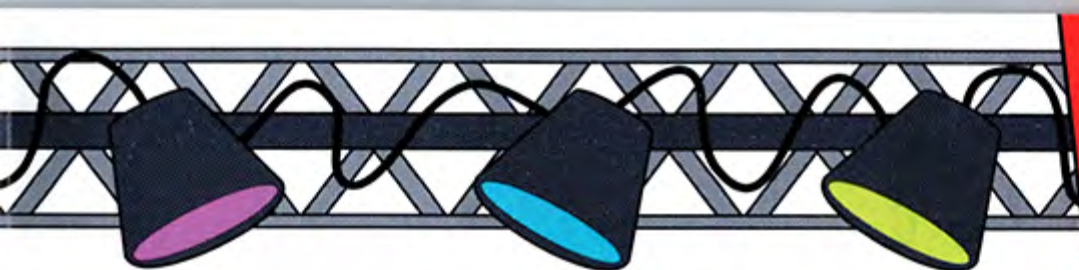
## BONUS STAGE

The Bonus Stage will appear after you've completed certain stages.

Chop Chop Master Onion's students, the Little Onions, will hold up bricks and other items for you to break. Each of the Little Onions are standing over an icon representing a button on the controller, so press the correct buttons to break the bricks.







Be careful not to hit any Little Onions when they are not ready or you'll knock them down.

Points earned in a Bonus Stage are added to the total score of the previous stage.



## CITY HALL (OPTIONS)

### city Hall

Inside, retired pilot, captain Fussenpepper has a new job as the city Hall receptionist. Use the RIGHT and LEFT directional buttons or left analog stick to toggle between the various options.





## Option

In the options menu, you can change several settings in the game.

- **Language** – Switch this setting to change subtitle language between English and Japanese.
- **Subtitle** – This turns the subtitles ON or OFF.
- **Vibration** – Enables you to change the controller vibration setting to ON or OFF.
- **Easy Mode** – Toggles the Easy Mode ON or OFF. When Easy Mode is on all of the rap phrases are simplified.



## Load Save

On the Load Save screen, use the LEFT and RIGHT directional buttons or left analog stick to toggle between the Load and Save functions. Once you've selected a function, use the UP and DOWN directional buttons to select different files.



## Load

Highlight the file you wish to load off of your MEMORY CARD and press **X** to load.

## Save

To create a new file, highlight "NEW DATA" and press **X** to save. To save over an existing file, use the UP and DOWN directional buttons or left analog stick to select the file and press **X** to overwrite.

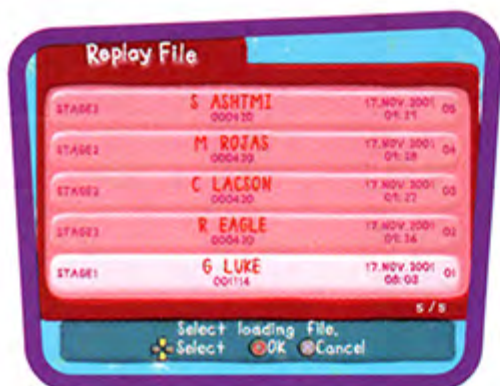


**Note:** Parappa the Rapper 2 will only read from MEMORY CARD slot 1.



## Replay

If you've saved a replay after completing a stage (see page 12), you can watch the replay here. Use the UP and DOWN directional buttons or left analog stick to select the file and press **X** to view the replay. Once the replay begins, you can press the START button to exit out.



# CREDITS

**SONY COMPUTER  
ENTERTAINMENT  
INC. (JAPAN)/  
RODNEY/  
NANAON-SHA**

**PRODUCER**

**MASAYA MATSUURA**

**VISUAL DESIGN**

**RODNEY A. GREENBLAT**

**WORDS & BICULTURAL  
DIRECTION**

**RYU**

**STORY & EDIT**

**GABIN ITO**

**PROGRAM**

**AKINORI MAEDA (SCEI)**

**SHINICHI YAMASHITA**

**ASAKO SANADA**

**TAKEHIRO IKUTA**

**CG PRODUCTION**

**KAZ DOSAKA**

**MIE HINO**

**TATSUNORI TANAKA**

**TAKESHI MITSUMOTO**

**STEPHEN ANRI MARSHALL**

**SACHIE MIFUNE**

**HIROMI HASEGAWA**

**PRODUCTION MANAGEMENT**

**KIRI MATSUURA**

**VOICES**

**JOHN SIMPSON III**

**A.K.A. DRED FOXX**

**(AS PARAPPA)**

**ARMSTEAD CHRISTIAN**

**(AS PARAPPA PAPA AND PJ BERRI)**

**JOHN JAMES**

**(AS GENERAL POTTER)**

**LEA ALOMAR**

**(AS SUNNY FUNNY)**

**SARA RAMIREZ**

**(AS LAMMY)**

**SHANNON WHITE**

**(AS KATY KAT)**

**ETHAN ENBANKS**

**(AS BEARD BURGER MASTER)**

**RYU**

**(AS CHOP CHOP MASTER ONION,**

**MA-SAN AND FUSSENPEPPER)**

**DEAN BOWMAN**

**(AS GURU ANT AND**

**MC KING KONG MUSHI)**

**KIMBERLY QUEEN**

**Aaminah HASSELL**

**(AS MOOSESHA)**

**FREEDOM BREMNER**

**(AS HAIRDRESSER OCTOPUS**

**AND BOXY BOY)**

**ANDREW ALONZO**

**(AS COLONEL NOODLE)**

**ARMSTEAD CHRISTIAN  
APPEARS BY THE COURTESY OF  
NACTIVITY MUSIC COMPANY.**

**MUSIC**

MASAYA MATSUURA  
YOSHIHISA SUZUKI  
NAOTO SUGAI  
RYO WATANABE

**DJ'S**

JEFFREY MAINER  
NOAH KERNER

**RECORDING ENGINEER**  
AKIKO NAKAMURA

**SOUND PRODUCTION**  
MASATO OHMORI (SCEI)  
HIDETO OHNISHI  
YUSUKE SHIBUYA  
NAOKI MATSUYA

**IN GAME SONGS:**

SAY "I GOTTA BELIEVE!"  
DE LA SOUL  
FEATURING DOUBLE

COME A LONG WAY  
PARAPPA THE RAPPER  
FEATURING LEA ALOMAR

DE LA SOUL APPEARS  
BY THE COURTESY OF  
TOMMY BOY MUSIC.

DOUBLE APPEARS  
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FOR LIFE RECORDS, INC.

**DANCE**

HARUKI HORIE

**ARTIST MANAGEMENT**

MASATOSHI KIKUCHI (AMA)  
MIYAKO OHWADA (AMA)  
YAZ NOYA (AMA/US)

**TALENT COORDINATION**  
CHRIS PARKS

**PRODUCT MANAGEMENT**  
TOMOHIRO HASEKURA (SCEI)

**PROJECT MANAGEMENT**  
TAKAFUMI FUJISAWA (SCEI)

**EXECUTIVE PRODUCERS**  
TOMIKAZU KIRITA (SCEI)  
AKIRA SATO (SCEI)

**OVERSEAS COORDINATION**  
MASAAKI DOI

RECORDED AT SUPERDUPERSOUND  
(BROOKLYN) AND NANAON-SHA  
STUDIO (TOKYO)

**THANKS TO:**

YOSHIFUMI MORITA (SCEI)

KUMI HAMAZAKI  
(INTERLINK PLANNING INC.)

TAKAHISA IWAYOSHI  
(INTERLINK PLANNING INC.)

NORIKO ASHINO (SCP)

HIDEAKI TAKEMURA (SCP)

SONY CREATIVE PRODUCTS INC.

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TOY'S FACTORY INC.

FOR LIFE RECORDS, INC.

**SONY COMPUTER  
ENTERTAINMENT  
AMERICA,  
SANTA MONICA  
STUDIOS**

**PRODUCER  
TAKU IMASAKI**

**ASSISTANT PRODUCER  
RICK KANE**

**VICE PRESIDENT,  
PRODUCT DEVELOPMENT  
SHUHEI YOSHIDA**

**DIRECTOR,  
PRODUCT DEVELOPMENT  
ALLAN BECKER**

**SENIOR PRODUCER,  
PRODUCT DEVELOPMENT  
BARBARA HOUSE**

**TECHNICAL DIRECTOR,  
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JON STEELE**

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PRODUCT DEVELOPMENT  
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ASSURANCE  
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QUALITY ASSURANCE  
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ERIC IPPOLITO**

**CORE MANAGER,  
QUALITY ASSURANCE  
MIKE VEIGEL**

**USABILITY MANAGER,  
QUALITY ASSURANCE  
DOUG DAMRON**

**SUPERVISOR,  
QUALITY ASSURANCE  
ADRIEN LANGLOIS**

**TECHNOLOGY MANAGER,  
QUALITY ASSURANCE  
KEVIN SIMMONS**

**LAB TECHNICIAN,  
QUALITY ASSURANCE  
VINCE LOUGHNEY**

**QUALITY ASSURANCE LEAD  
DAVID PAYMARD**

**QUALITY ASSURANCE ANALYSTS  
ALY FARROW  
DANEK MIGALLO  
JOEL WHITE  
CODY SCHUMAN  
BOB STAITE  
MAT ZAUHER  
JACQUES SEGALL  
VINCENT PANG**

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**SONY COMPUTER  
ENTERTAINMENT  
AMERICA,  
MARKETING**

**ASSOCIATE PRODUCT MANAGER**

**MARK VALLEDOR**

**SENIOR MANAGER,  
PRODUCT MARKETING**

**SUSAN NOURAI**

**PUBLIC RELATIONS MANAGER**

**CHARLOTTE PANTHER**

**PUBLIC RELATIONS SPECIALIST**

**TINA CASALINO**

**CREATIVE SERVICES MANAGER**

**QUINN LE**

**CREATIVE SERVICES SPECIALIST**

**BEN WALLACE**

**DIRECTOR, PRODUCT MARKETING**

**AMI BLAIRE**

**DIRECTOR, PROMOTIONS**

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**DIRECTOR, PUBLIC RELATIONS**

**MOLLY SMITH**

**DIRECTOR, DIRECT AND  
ONLINE MARKETING**

**STEVE WILLIAMS**

**DIRECTOR, CREATIVE SERVICES**

**ED DEMASI**

**VICE PRESIDENT, LOYALTY AND  
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**CHUCK LACSON**

**JOHANNA LEGARDA**

**ED LOONAM**

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MARIE MACASPAC  
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NOEL SILVIA  
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MARY THOMAS  
JAMIE TICA  
MONICA WIK  
KIM YUEN

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CHRISTINE DENEZZA  
BRIAN FUKUJI  
MICHELLE MANAHAN  
RILEY RUSSELL  
JIM WILLIAMS

**PACKAGING AND MANUAL DESIGN  
CMB DESIGN PARTNERS, INC.**

**PACKAGE FRONT ARTWORK**  
RODNEY A. GREENBLAT

**MANUAL TEXT TRANSLATION**  
ALAN SIEGRIST

**SPECIAL THANKS**

MARK ALLICE  
STEWART ALREDGE  
GARY BARTH  
CARISA BIANCHI  
CONNIE BOOTH  
SEVDA BULUT  
PELE BURGESS  
CLAUDETTE CASTILLO  
MASAYUKI CHATANI  
JEANNINE DEMING  
BRIAN DIMICK  
BUTCH FREEDHOFF  
JERRY GENTILE  
BRIAN HALE  
KAZ HIRAI  
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MAI KAWAGUCHI  
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MAY MESIAS  
CHRISTINE MOUCHAMEL  
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Sony Computer Entertainment America, 919 East Hillsdale Blvd., Foster City, CA 94404



**Need help gettin' the funky flow?**

**Place this reference sheet by the TV while you play.**