

SLAM

TM

STEEL LANCER ARENA INTERNATIONAL



KONAMI

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.

STORY

Such excitement—and such rewards!

Sponsored by FIRA, “rumbling” is a brand-new battle sport where players control deadly battle robots via an extensive online network.

The sport has been taking the world by storm, and matches are broadcast on HDTV daily all over the world. HAVEN, the game server and portal to the world of rumbling, is swarming with rumbling competitors, commonly known as “Wire-Heads.” Together with their closest partners, the state-of-the-art talking “intelligent chips”, these Wire-Heads stride out onto the bullet-ridden battlefield hoping to claim the title as the world’s number-one ranker!

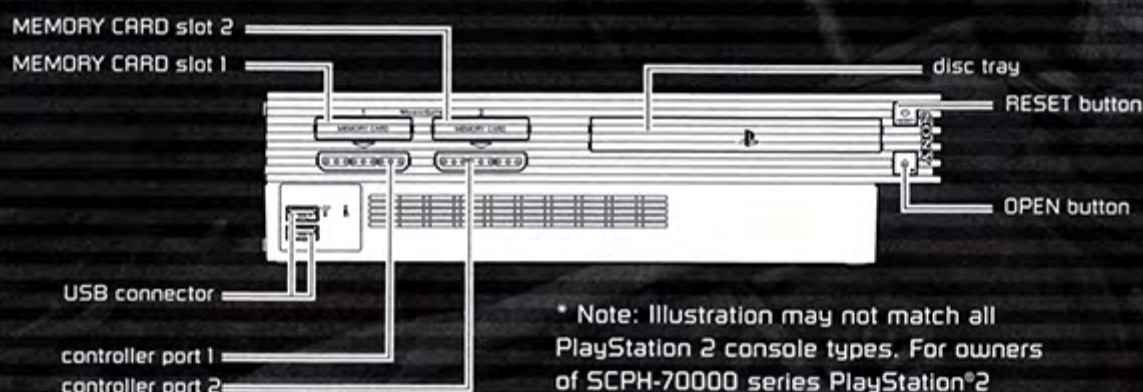
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GETTING STARTED



* 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.

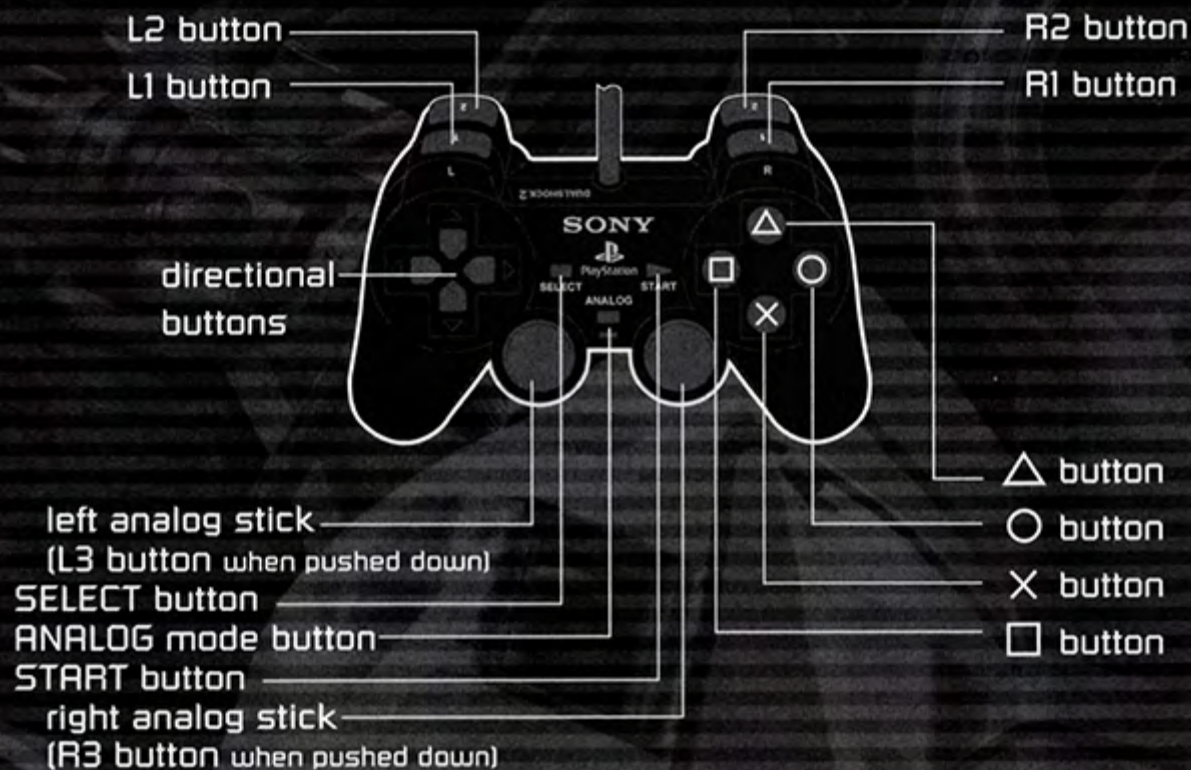
Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *S.L.A.I. - Steel Lancer Arena International* 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.

STARTING UP

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



Rumbling Controls

S.L.A.I. - Steel Lancer Arena International uses a DUALSHOCK®2 analog controller. You can modify the controls in the Options menu. The following pages are all default configurations.



CONTROLS

BEGINNER

This is a simplified control scheme for beginners.

L1 button: Use all weapons
L2 button: Use all weapons
R1 button: Use all weapons
R2 button: Use all weapons

Directional buttons: Not used

○ button: Jump/Swoop
⊗ button: Jump/Swoop
⊞ button: Use all weapons
△ button: Not used

Left analog stick: Move the SV

Up: Forward
Down: Reverse
Left: Turn left
Right: Turn right

Right analog stick: Not used

L3 button: Dash

Mode indicator: Always on

ROOKIE

This "strafing" control scheme features straightforward button placement.

L1 button: Use left-mounted weapons
L2 button: Use left-mounted weapons
R1 button: Use right-mounted weapons
R2 button: Use right-mounted weapons

Directional buttons: Switch cameras

Up: Cockpit view
Down: Rear view
Left: Change view
Right: Change view

○ button: Right evade
⊗ button: Jump/Swoop
⊞ button: Left evade
△ button: Optical-camouflage ON/OFF

Left analog stick: Move the SV

Up: Forward
Down: Reverse
Left: Strafe left
Right: Strafe right

Right analog stick: Switch perspective

Up: Look up
Down: Look down
Left: Turn left
Right: Turn right

L3 button: Dash

R3 button: Jump/Swoop

Mode indicator: Always on

ADVANCED

This "forward and swivel" control scheme for experts uses all of the controller buttons.

L1 button: Use left-mounted shoulder weapon
L2 button: Use left-mounted arm weapon
R1 button: Use right-mounted shoulder weapon
R2 button: Use right-mounted arm weapon

Directional buttons: Switch cameras

Up: Cockpit view
Down: Rear view
Left: Change view
Right: Change view

○ button: Right evade
⊗ button: Jump/Swoop
◻ button: Left evade
△ button: Optical-camouflage ON/OFF

Left analog stick: Move the SV

Up: Forward
Down: Reverse
Left: Turn left
Right: Turn right

Right analog stick: Switch perspective

Up: Look up
Down: Look down
Left: Rotate torso to the left
Right: Rotate torso to the right

L3 button: Dash

R3 button: Center torso

Mode indicator: Always on

CUSTOM

These controls are similar to those found in first-person shooters. You can customize the button and analog stick assignments in this scheme.

L1 button: Use left-mounted shoulder weapon
L2 button: Use left-mounted arm weapon
R1 button: Use right-mounted shoulder weapon
R2 button: Use right-mounted arm weapon

Directional buttons: Switch cameras

Up: Cockpit view
Down: Rear view
Left: Change view
Right: Change view

○ button: Right evade
⊗ button: Jump/Swoop
◻ button: Left evade
△ button: Optical-camouflage ON/OFF

Left analog stick: Move the SV

Up: Forward
Down: Reverse
Left: Strafe left
Right: Strafe right

Right analog stick: Switch perspective

Up: Look up
Down: Look down
Left: Turn left
Right: Turn right

L3 button: Dash

R3 button: Jump/Swoop

Mode indicator: Always on

MAIN MENU

When you start the game, you'll be told whether a memory card (8MB)(for PlayStation®2) has been inserted. Although you can start playing without a memory card (8MB)(for PlayStation®2), you won't be able to save. We recommend inserting a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before starting play. (This game requires a memory card (8MB)(for PlayStation®2) with 174KB of free space.)

Press the START button to display the main menu.

STORY MODE

Follow along with the story as you progress through the main game. Make sure you get your license at Battle School first. (See page 8)

QUICK BATTLE MODE

Jump in and enjoy a few quick-and-dirty rounds of rumbling. (See page 12)

VS BATTLE MODE

This two-player mode pits rumbler against rumbler. (See page 14) * You must have controllers plugged into both controller ports 1 and 2 to select this mode.

ONLINE MODE

Connect to the network and try your hand at online play. (See page 26)

OPTIONS

Change game options here.

- System Save: Save system data to a memory card (8MB)(for PlayStation®2).
- System Load: Load data from a memory card (8MB)(for PlayStation®2).
- Key Config #1: Change the configuration of the controller in controller port 1.
- Key Config #2: Change the configuration of the controller in controller port 2.
- Display: Adjust the game screen position for your current display.
- Audio: Change audio settings (stereo/monaural/surround).
- Volume: Adjust the volume of the in-game background music and sound effects.
- Vibration: Turn the DUALSHOCK®2 analog controller's vibration function on/off.
- Default: Resets all changed settings to their default values.

** The default key type (under Key Config) is the Custom scheme.*

Dolby® Surround ProLogic® II Support

To play the game in rich surround sound, first connect either the AV MULTI OUT connector or the DIGITAL OUT (OPTICAL) connector on the PlayStation®2 to an amplifier with either a Dolby ProLogic II or Dolby ProLogic internal decoder, then activate the amplifier's Dolby ProLogic II or Dolby ProLogic function and select "ProLogic II" in the Audio portion of the Options menu. Dolby Surround ProLogic II audio is also compatible with monaural and stereo sound, so you can still enjoy a great gaming experience even without a ProLogic II device.

GAME FLOW

STORY MODE

Here's a little introduction about the general flow of Story Mode. First of all, if you have saved data, select Load Game. Alternatively, you can select New Game to start from the beginning.

You'll be asked to enter an alias, a handle by which you'll be known during the game. (You can change your alias at Hard-Wired.)

Next, choose the persona-ware that will serve as your alter ego. (You'll be able to purchase new persona-ware later in the game.) Finally, select the Hard-Core server for your initial access to the system. The Hard-Core server is where the licensing exam takes place. Select it and Knocker will serve as your guide, explaining the various features of HAVEN.

Then you'll go on to earn your license at Battle School. Without this license, you can't take part in any rumbling matches. Select Battle School from the menu on the lefthand side of the screen to go straight there.

* Use the directional buttons or the L1, L2, R1, and R2 buttons to move through the menu.

Story Mode: An Outline

Take the FIRA Exam at Battle School to earn your license.

It's a good idea to save at Data Mnemonic.

Purchase a suitable SV from Kojima, Omsk, Ventuno, S&V Ma. Fabrik, or American Stars.

If you have enough money left over, buy a chip at Difference-EG.

* When you have your chip, go to Chip Set-Up at Difference-EG or in the SV Hangar to get it installed.

Check the schedule at Hard-Wired and enter a rumbling tournament.
(Earn prize money)

Enhance your SV: Change your SV modules at the SV Hangar, buy new modules at The Mechanist, or upgrade your modules at Edgeworks.

Check the schedule at Hard-Wired and enter a rumbling tournament.
(Earn prize money)

Enhance your SV: Change your SV modules at the SV Hangar, buy new modules at The Mechanist, or upgrade your modules at Edgeworks.

...

You get the ideal

* See page 15 for more about rumbling.

GAME FLOW

HAVEN's Facilities

Hard-Wired

You'll be using this place the most. This is where you'll join rumbling matches, read up on the various playing fields, check the player rankings, and peruse the rumbling schedule. Every rumbling match you enter takes up one day. Take a look at the schedule. If there are still a few days to go until the rumbling match you'd like to join, select Next Day to skip directly to the day of the match.

SV Hangar

This hangar is what your SV calls home. Here you can assemble your SV, swap out its equipment, change its chip, see a list of its modules, create a music playlist, and peruse the rumbling schedule.

The Mechanist

This shop deals in SV goods, such as used modules. You can sell equipment here, too. (The shop's selection of modules varies from day to day. Make sure you stop by regularly to check out its selection.)

Edgeworks

This shop can upgrade your current modules, adjust them to your specifications, and apply paint kits to give your SV a kickin' new paint job! This kind of service doesn't come cheap, though!

Difference-EG

Here's where you can buy and repair chips, transfer chip data, and install new chips. (The shop's selection of chips varies from day to day. Make sure you stop by regularly to check out its selection.)

Blood-Music

This shop sells songs you can listen to during a rumble. Go to the SV Hangar with your tunes to put together a playlist.

Idol

Here's where you can buy persona-ware (avatars). * If playing online, your persona-ware will be displayed at the top of your opponent's screen. (The shop's selection of persona-ware varies from day to day. Make sure you stop by regularly to check out its selection.)

Data Mnemonic

Save and load your data here. You can also change your controller configuration, sound volume, vibration settings, and more.

Kojima

An SV developer and manufacturer. Model: Proton.
Strong points: Superlight, high mobility.

Omsk

An SV developer and manufacturer. Model: KHT.
Strong point: Long-range attacks.

Ventuno

An SV developer and manufacturer. Model: Carro.
Strong point: Balance.

S&V Ma.Fabrik

An SV developer and manufacturer. Model: Zwerg.
Strong point: Short-range attacks.


American Stars

An SV developer and manufacturer. Model: Hartman.
Strong point: High firepower.

Battle School

Here you'll learn rumbling lingo along with some basic skills, train on your SV, and receive your license.

Beam Port

This is where you can go on to different regions throughout the world. (It costs money to travel, though.) Select your destination and press the  button.

GAME FLOW

Quick Battle Mode

You'll be shown a list of the top ten rumblers. Select **Battle Rules** if you'd like to review the rules. Select **New Game** to start right away. You'll be taken to the **Select SV** screen.

Select **Ready-Made** on the left of the screen to rumble with a preconfigured SV. Select **Data Load** if you'd prefer to rumble with an SV you created in **Story Mode**. Select **Original Data**, then choose the SV you'd like to use (if there's more than one available).

Once you've settled on an SV, you'll be presented with two options: **Mission Start** and **SV Specs**. Select **SV Specs** to view the specifications of your SV, or select **Mission Start** to get started.

*After selecting **Mission Start**, you'll be taken to the **Key Config** screen.*

Key Type

Select from **Beginner**, **Rookie**, **Advanced**, or **Custom** button configurations.

Auto-Aiming

Choose whether you'd like to automatically lock on to an enemy in your sights.

Optical-Camouflage

Select automatic or manual control of your SV's optical-camouflage.

Look Up/Down

Choose whether you'd like the camera to move in conjunction with the right analog stick, or if the vertical movement should be inverted.



Now that you've got all your options straight, you'll be asked "Start mission with this mech?" Select YES to proceed.

You'll come face to face with the battlefield and the boss of that mission. You've got 10 minutes to defeat 5 enemies and the boss, or your mission will be a bust. A cutscene will announce the boss' grand entrance. Watch out for the enemy SVs on the field as you fight the boss. Defeat the boss within the time limit to complete the mission and move on to the next one.

While rumbling in Quick Battle Mode, you can't return to the gate—not even when the going gets tough. Your mission is over when your SV is destroyed. If you'd like to back out in the middle of a mission, press the START button to bring up the pause menu. Select Return to Title to go back to the KONAMI title screen.

Mission results don't count for prize money or point totals. In these Quick Battle missions, it's all about the score.

GAME FLOW

VS Battle Mode

Go head-to-head in a rumble with your friends in VS Battle Mode. * You can choose from 10 preconfigured SVs, plus any SVs you've created in Story Mode. To load a custom SV, select Data Load, then Original SV. Select the SV you wish to use.



First Player 1 chooses his or her SV; then it's Player 2's turn to choose. Next, select the time limit for your rumble.

Take your pick: 3 minutes, 5 minutes, 10 minutes, or 15 minutes.

Now you must select your playing field. Use the down directional button to choose the field. Use the left and right directional buttons to flip through the screens as you find your ideal playing field. Press the **X** button to start rumbling with the options you've selected. Player 1 is shown at the top of the screen, Player 2 at the bottom.

While rumbling in VS Battle Mode, you can't return to the gate—no matter how bad things get. When the rumbling's over, the outcome of the match will be decided. VS Battle results don't count for prize money or point totals.



RUMBLING

"Rumblings" is a battle sport waged with robots known as "Scoot Vehicles", or "SVs" for short. It's basically a battle royale with foes and allies scattered all over the playing field.

Rumblings online is slightly different depending on the play mode. In Story Mode, there are a maximum of 15 enemies (excluding the licensing exam). Defeat them all to make the class boss (ranker) appear.



You can return to the gate in the middle of a rumble, but doing so will bring that day to an end. Check the schedule for your next battle. If you take part in a rumble in the same class as before, the enemies you defeated will be carried over, and you can pick up where you left off. Defeat them all to make the class boss (ranker) appear. Defeated enemy characters remain on the field as you fight the boss. You'll see a skull and crossbones near the gauge of a defeated foe. Defeat the boss and you'll have cleared that class. You can also earn prize money by defeating enemy SVs.

In Quick Battle Mode, defeat 5 enemies to bring on the boss. You can't return to the gate mid-rumble. Rumblings is over if your SV is destroyed, or if you're unable to defeat the boss within the time limit. You can't return to the gate—no matter how much trouble you're in.

Mission results don't count for prize money or point totals. In these Quick Battle missions, it's all about the score.

VS Battle Mode is a one-on-one rumble on a split screen. The match continues until the predetermined time runs out. You can't return to the gate—no matter how rough it gets. When the rumbling's over, the outcome of the match will be decided. VS Battle results don't count for prize money or point totals.

RUMBLING

Supply Containers

Supply containers will be provided during a rumble. Supply ships will fly by, dropping them onto the field.

Scan the skies—if you see a supply ship, head for a heliport. There are 3 types of supply containers. (2 in Quick Battle Mode and VS Battle Mode.)

Armor-Cubes

Restores your armor status. The number written on the box determines the extent of armor recovery.

Bullet-Cubes

Replenishes your ammo and missiles. However, the type of ammo or missile it will replenish is randomly selected.

Cash-Cubes

Dropped only while rumbling in Story Mode. The number written on the box determines how much cash you'll receive.

SVs

SV is the generic name for the robots used in the sport of rumbling. A descendant of the American military prototype Multi-Legged Rough-Terrain Transport Vehicle (Codename: Soldier Boy) first developed in 2012, the robots later came to be used by civilians as construction machines. You can view each of the robots' features under SV Specs.



EQUIPMENT

SVs are made up of 5 different parts: a body module, leg modules, arm modules, shoulder modules, and option modules. Here's a rundown of the different modules.



NORMAL

Zwerg SV body mod; fo

Body Module

The 5 varieties of body modules are the deciding factor in choosing one maker's SV over another's. For example, Proton body modules can only be fitted with Proton shoulder, arm, and leg modules. Most of the armor points that translate into SV durability come from the body module.



NORMAL

Zwerg 4-wheel mod; mc

Leg Module

Leg modules feature widely varying characteristics depending on their design and can have a huge impact on the SV's maximum payload. If your SV is equipped with modules that exceed the maximum payload, it won't be able to perform to the fullest extent of its capabilities.



NORMAL 0

Hartman assault rifle; la

Arm Module

The basic weapon of every SV, arm modules are available in several variations, from live-shell machine guns to rockets, hand missiles, lasers, and close-range weaponry. When choosing an arm model for your SV, try to maintain a balance between ammo rounds, weight, and other factors.



NORMAL

Hartman launcher; fire

Shoulder Module

Shoulder modules can be divided into two general types: backup modules and main-weapon modules. In a typical case, the Grenade Launcher used to disarm an enemy's optical-camouflage would be considered a backup module, while the Missile Launcher that attacks the enemy would be considered a main-weapon module.



SH-made value IC. Impr

Option Module

These perform all kinds of support functions in the heat of battle. The optical-camouflage unit is the only exception. It's practically a must for every SV—you can't use optical-camouflage without one.

ITEMS

There are a lot of items in S.L.A.I. - Steel Lancer Arena International. Items and equipment are two very different things. You can purchase items at shops.



Coprocessor SH-422

This SH Inc. coprocessor improves chip function.



Performance Wax SY

A mid-range wax for scattering optical beams.



Lock-On IC/SHF2

A value priced IC from SH Inc. It increases your lock-on range.



Chip Protect SH-4

Surge protection for your chip. Made by SH Inc., this 8-layer circuit board is reasonably priced.



Heat Sensor

Made by an SV parts manufacturer affiliated with Kojima. Detects high temperatures from optical beams..

CHARACTERS

Here are the game's major characters.



Klocker

Klocker

FIRA distributes this "intelligent agent," complete with an electronic brain CPU (E-chip), as part of its starter kit for all aspiring Wire-Heads. Klocker mainly serves to guide beginners around HAVEN.

DD and JJ

Freelance bloggers. These two scour the 'Net for information and post it to a major blog. Certain current developments have led DD to work alongside JJ, her chaperone.



DD



JJ



Embryo



Anima

Embryo and Anima

A new Wire-Head on the God Mode team. A little too shy to get involved in much. Worried about this side of him, a friend bought him Anima, his partner chip.

Flint and Rock

A Wire-Head on the God Mode team. Comes across as a little aggressive, but no one can deny he's talented. His only weakness is his partner Rock and Rock's constant griping.



Flint



Rock



Skeln



Sergeant

Skeln and Sergeant

A Wire-Head on the God Mode team. He tends to sound like he's got a real chip on his shoulder, even though he's not like that in real life. His rumbling skills are superior, even among his teammates. He has great respect for Lynx, the team leader.

Sin and Iskur

A Wire-Head on the God Mode team. Often finds himself watching calmly from the sidelines as Flint and Skeln argue away. He's virtually the team's second in command. His partner Iskur is also the silent type.



Sin



Iskur

PLAYING ONLINE

Online Mode lets you connect your PlayStation®2 to a network and play against up to 5 other rivals from all over the world. There's no fee for using this online service. However, you will be responsible for any connection fees imposed by your Internet service provider (ISP).

Online Service: Important Notice

The broadband network service (hereafter "Online Service") provided in *S.L.A.I. - Steel Lancer Arena International* (hereafter "Software") may be terminated with 30 days' notice as posted on the official S.L.A.I. - Steel Lancer Arena International support page at <http://www.konami.com/gs/support.shtml>.

- After the Software's Online Service is terminated, Online Mode will no longer be available for play.
- There is no fee for using the Software's Online Service. However, if connected to a broadband network, you will be responsible for any connection fees imposed by your Internet service provider (ISP).
- Konami does not guarantee that everyone will be able to use the Software's Online Service on the same terms.
- This Software uses DNAS (Dynamic Network Authentication System), Sony Computer Entertainment, Inc.'s proprietary authentication system, to ensure copyright protection and security. DNAS is a trademark of Sony Computer Entertainment, Inc. Devices that invalidate this system, as well as transferring, publicly displaying, exporting, importing, or transmitting the program is prohibited by law.
- This Software's online feature uses software developed by the NetBSD Foundation, Inc. and/or their collaborator(s). For more information, please see the file LIBEENET.TXT, located on the game disk.
- This product incorporates RSA BSAFE® SSL-C or Crypto-C software from RSA Security Inc. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and/or other countries. © RSA Security Inc. All rights reserved.
- This Software uses fonts created to match the software design and based on fonts by Fontworks Japan, Inc. ("Fontworks Japan, Inc." and all font names are trademarks or registered trademarks of Fontworks Japan, Inc.)
- This Software uses Mobile Wnn, a Japanese input system from Omron Software Co., Ltd. "Mini Wnn" is © 2000-2002 Omron Software Co., Ltd. All rights reserved.

ONLINE GAME FLOW

Here's what you'll need to play in Online Mode. To ensure proper use, please read each device's instruction manual carefully.

Requirements

> PlayStation®2 computer entertainment system

Your PlayStation®2 will either require the network adaptor (Ethernet/modem)(for PlayStation®2) or be network-ready, with integrated Ethernet and/or modem ports (SCPH-70000 CB).

> DUALSHOCK®2 analog controller

DUALSHOCK® analog controller and other unsupported controllers cannot be used.

> Network adaptor (Ethernet/modem)(for PlayStation®2) (if your PlayStation®2 is not network-ready)

The network adaptor (Ethernet/modem)(for PlayStation®2) is a peripheral that fits into the EXPANSION BAY on your PlayStation®2.

Newer versions of the PlayStation®2 (SCPH-70000 CB) are network-ready, with integrated Ethernet and/or modem ports.

If your PlayStation®2 is not network-ready, you must install the network adaptor (Ethernet/modem)(for PlayStation®2) for online play.

For more information on the network adaptor (Ethernet/modem)(for PlayStation®2) or the network-ready PlayStation®2 (SCPH-70000 CB), please consult the appropriate instruction manual.

> Memory card (8MB)(for PlayStation®2)

You'll need this to save "Your Network Configuration" file, which is required when connecting to the network.

> Broadband network connection

You'll need a network connection—DSL, cable, fiber optic, or the like—that supports either the network adaptor (Ethernet/modem)(for PlayStation®2) or the network-ready PlayStation®2 (SCPH-70000 CB).

> Peripheral device for connecting to your broadband network ("modem")

This is your DSL or cable modem. USB modems are not supported.

> Modem cables

Separate cables are required for connecting your modem. Refer to page 24 and to your modem's instruction manual for more about the necessary cables.

ONLINE GAME FLOW

Typical broadband network connections

Your modem's name and the method by which it will connect to your network adaptor (Ethernet/modem)(for PlayStation®2) or your network-ready PlayStation®2 (SCPH-70000 CB) may vary by broadband network type and/or ISP.

The following are only examples. Refer to your modem's instruction manual and any information from your ISP to ensure everything is properly connected.

> DSL (with DSL modem)

modular jack † splitter † DSL modem † network adaptor (Ethernet/modem)(for PlayStation®2) (if needed) A splitter is only needed for Type 1 DSL connections and is not necessary for a Type 2 DSL connection.

PlayStation®2 † network adaptor (Ethernet/modem)(for PlayStation®2) (if needed) † DSL Modem † modular jack

> Cable (with cable modem)

cable wall outlet † cable modem † network adaptor (Ethernet/modem) (for PlayStation®2) (if needed)

PlayStation®2 † network adaptor (Ethernet/modem)(for PlayStation®2) (if needed) † cable modem † cable wall outlet

> Fiber Optic (with fiber optic modem)

modular jack † fiber optic modem † network adaptor (Ethernet/modem) (for PlayStation®2) (if needed)

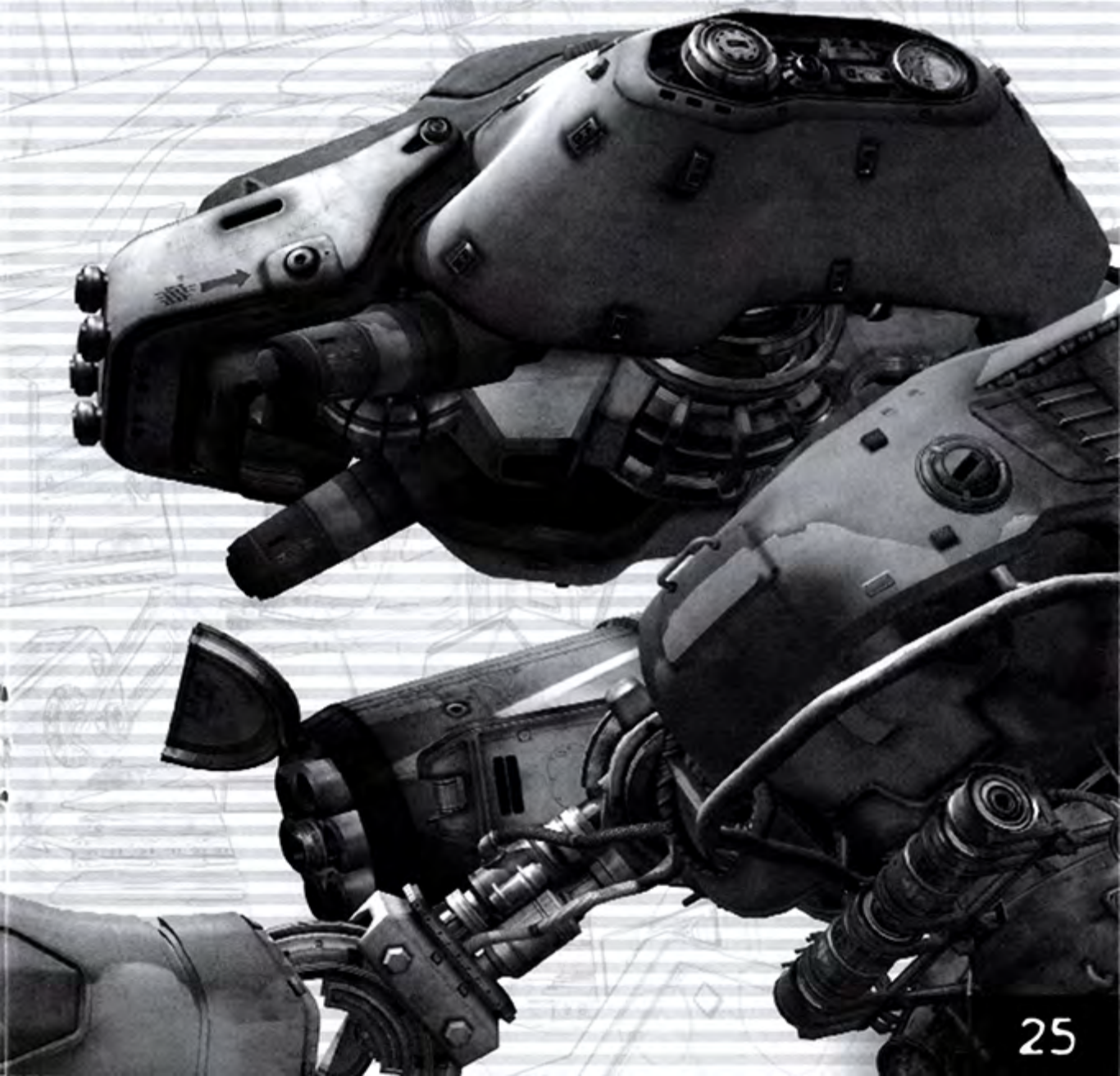
PlayStation®2 † network adaptor (Ethernet/modem)(for PlayStation®2) (if needed) † fiber optic modem † modular jack

In order to host games during Online Mode, your PlayStation®2 computer entertainment system needs to access the following port:

Port used: **3658**

When you first connect online, you will be asked if you would like to automatically open a port for online play. If your PlayStation®2 is behind a router or network device with a firewall, and you have not already opened port 3658 on it to your PlayStation®2, select yes to have the game attempt to open the port for you. If the game is unable to open the port, you must open port 3658 to your PlayStation®2 to host games. Consult the manual of your network device for help with configurations.

For further assistance, please visit the help page at the S.L.A.I. official web site:
<http://www.konami.com/gs/slai/official/>



ONLINE MODE

Let's Get Ready To Rumble!

Select Online Mode from the main menu. Follow these steps to start playing in Online Mode.

1. The Connection Screen

Select your provider's settings and connect to the Internet.

Connect: Connect to the Internet using the selected provider settings.

Select MEMORY CARD slot: Select the MEMORY CARD slot with the memory card (8MB)(for PlayStation®2) containing the provider settings you want to use to connect.

Network Configuration. Select the provider settings you want to use from the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 or 2.

Select ISP Settings: Displays the provider settings menu. You can create new settings or edit saved ones.

2. Login Screen

Enter your user name and password. Select Log In.

Warning! Don't lose your user name and password! Write them down for safekeeping. If you forget your user name and password, you won't be able to use the character you've created.

3. Select Mode

Choose either Ranking Battle Mode or Free Battle Mode. See page 28 for more information about these modes.

4. Select Server

After deciding on a mode, you'll be taken to the Select Server screen. Choose the server to which you'd like to connect. You can only rumble with (and against!) players on the same server.

5. Online Menu

See page 31 for more information about the online menu.

The "Your Network Configuration" File

To play in Online Mode, you need a memory card (8MB)(for PlayStation®2) containing a "Your Network Configuration" file with the provider settings created by your PlayStation®2. You can't use network settings saved on an internal hard disk drive (40GB)(for PlayStation®2).

If you don't have a "Your Network Configuration" file containing the provider settings created by your PlayStation®2 stored on a memory card (8MB)(for PlayStation®2), follow these steps to create one. Refer to your ISP's connection setup information throughout this process.

1. Select Add Setting from the Network Settings menu

After choosing Select ISP Settings from the Connect Screen, you'll be taken to the Network Settings menu. Select Add Setting from the Network Settings menu to create a new provider settings file.

2. Select save destination

Select the MEMORY CARD slot containing the memory card (8MB) (for PlayStation®2) on which you'd like to save your provider settings.

3. Select hardware

Choose the device you'll be using to connect to the network.

4. Select connection settings

Configure PPPoE, your IP address, and your DNS server.

If you're using PPPoE, enter the user ID and password given to you by your ISP.

If you choose not to automatically obtain an IP address, enter the IP address given to you by your ISP or assign a static IP address from your router.

If you choose not to automatically set your DNS server, enter the DNS server address given to you by your ISP.

5. Name your settings file

Enter a name for the provider settings file you've created.

6. Save your settings and test them

After double-checking your settings, press the **X** button to save them. At this point, you can also test your settings by connecting to the server. Press the **○** button at the Network Settings menu to return to the Connect screen.

MODE SELECTION

Online Mode can be played in Ranking Battle Mode and Free Battle Mode.

Ranking Battle Mode

Use the SV you've customized in Story Mode to rumble on the network against players from all over the world. The points each rumbler earns in Ranking Battle matches will be tallied up on a global scale, making for some serious international competition! You can also form rumbling teams and send messages to players you specify.

Warning! To get the most out of a Ranking Battle, make sure you configure your controller in Key Config (under Options on the main menu) before entering Online Mode. The default configuration is Custom.

Free Battle Mode

Unlike Ranking Battle Mode, Free Battle Mode has preconfigured SVs available for rough-and-ready online rumbling matches. However, any points earned in this mode aren't tallied up, and your results won't show up on the leaderboard. There are other restrictions as well; for example, you can't form teams.

* You can enter both Ranking Battle Mode and Free Battle Mode Match as a single player. Before the rumble begins, you'll be asked if you'd like to start a single-player rumble and if the game should be canceled if another player enters. Select NO and your game won't be interrupted.

RANKING BATTLES

Choose Ranking Battle at the Online Mode selection screen.

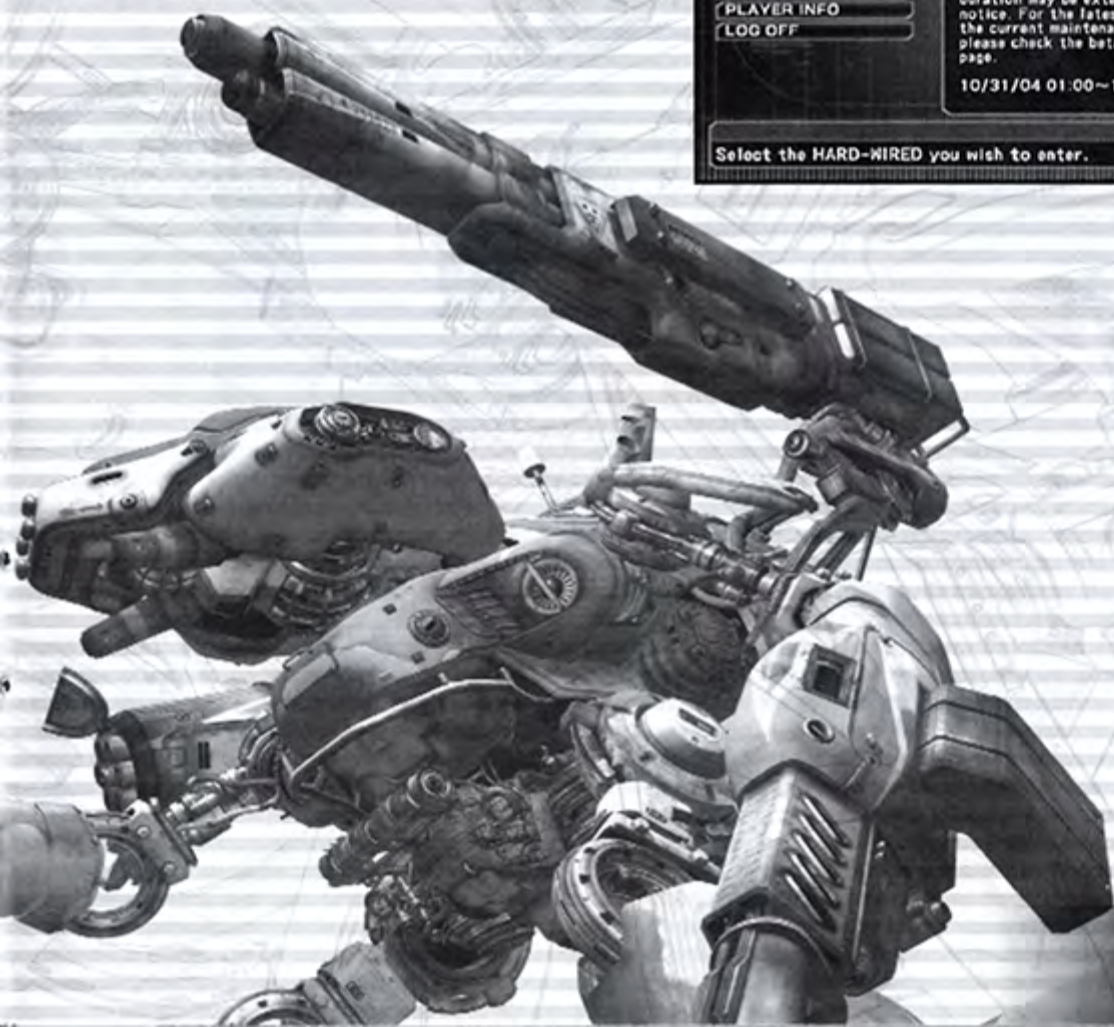
Next you'll come to the Select Player / Delete Player screen. Choose Select Player to load a player you've created in Story Mode from a memory card (8MB)(for PlayStation®2). If you already have player data registered on the server, your player name will appear in the player list.



Select Delete Player to delete the data saved on the server.

After you load the character from your saved data, you'll be taken to the Server Select screen. Choose the server you'd like to join.

After deciding on a server, you'll see the Online Menu screen.



FREE BATTLES

Choose Free Battle at the Online Mode selection screen.

Next you'll come to the Free Battle Player Name Entry screen.

Enter your player name. You'll be taken to the Select SV screen.

There are 10 SVs available, ready and waiting for you to use in a Free Battle rumble. Choose your SV.

Press the **X** button and you'll be presented with the option to Link to SV or view the SV Specs. If you're happy with this SV, choose Link to SV. If you want to review its specifications, select SV Specs.

After selecting Link to SV, you'll be taken to the Key Config screen. Select with the directional buttons and confirm with the **X** button.

* If you've selected the Beginner control scheme, you won't be able to select the Look Up/Down item at the very bottom.

Next you'll be taken to the Server Selection screen. Choose the server you'd like to join and press the **X** button to bring up the Online Menu screen.



ONLINE MENU

This is where you can join a rumbling match, chat with other players, send messages, form teams, and do lots of other things.

Hard-Wired (Ranking Battle and Free Battle)

First select the Wired lobby you'd like to join from the Wired list.

You'll be presented with each of Hard-Wired's menu screens.

Create Game

Lay down some ground rules and make a new game room. Fill in all the settings, select them, and choose "Finish."

Game Name

Your new game room needs a name, of course!

Players

Decide how many players can enter your new game room. (6 players maximum)

No. of Rumblers

Decide how many players can join in a rumbling match. (4 players maximum)

No. of Drones

Decide how many NPC robots (drones) you'd like out on the field during a match. (2 drones maximum)

Rumbling Field

Choose a field for your rumbling matches.

Flag Battle

Decide whether to play a solo match or a flag match. In a solo match, all other players are your enemies.

In a flag match, the players are divided into a red team and a blue team.

Time Limit

Set a time limit for your rumble. Players won't be able to leave the match within that time limit.

Language

Set the language that will appear onscreen.

SV Type

You can place limits on what kinds of SVs rumblers are allowed to use.

Optical-Camouflage

Decide whether optical-camouflage is allowed.

Leg Modules

You can place limits on what kinds of leg modules rumblers are allowed to use on their SVs.

Password

You can set a password for your game room. Only the players who know this password will be able to join.

Cubes

Decide whether to have supply containers (armor-cubes, bullet-cubes) during your rumble.

Rank

You can limit your rumble to rank A through E, or make it open to all ranks.

Finish

Select this when you're happy with all of the above settings.

ONLINE MENU

Join Game

Join a game room from the existing game lobbies.

Player List

Read up on player data, or send a message or two.

SV Hangar

Select the SV to use while rumbling.

Update List

Displays the latest information on the current game lobby list.

See Messages

Come here to read any messages you've received.

* When you create a game lobby or enter an existing game room, you'll move to the Game Room. See page 37 for more information about the Game Room.

Search for Game (Ranking Battle and Free Battle)

Search for game rooms suitable for your level or any other game room you might like to join.

Form/Manage Team (Ranking Battle)

In Ranking Battle Mode, use this option to create a new team or manage a team you've already created.

Team List

Choose the team you'd like to join and send them a message to let them know you're interested. Try searching for them by entering text strings from their team name.

Form Team

Form a new team with you as its leader.

Enter Name

Enter your new team's name (10 characters max).

Enter Summary

Enter a summary comment for your new team (10 characters max).

Register Team

Register your new team on the server and you're all set!

Registering Your Team

When your team's registered on the server, you can create news stories and challenge others to a rumble.

Team Info:	Displays your team's data and battle records.
Member List:	Displays a list of all team members.
Create News:	Write a press release and send it to all team members.
Issue Challenge:	Challenge another team to a rumbling match.
View Join Msg.:	Read messages to the team leader from team hopefuls.
Edit Summary:	Edit and update your team's descriptive summary.
New Leader:	Select a new team leader from among its members.
Remove Player:	Removes the selected member from the team.
Dissolve Team:	Breaks up an existing team.

ONLINE MENU

Online Ranking (Ranking Battle)

You can only check your online ranking in Ranking Battle Mode. You'll be shown the latest Wire-Head leaderboard. Use the LI or RI button to switch from "Latest Daily Ranking" to any of the following categories:

- Latest Daily Ranking (from 1st Place)
- Latest Weekly Ranking (from 1st Place)
- Latest Monthly Ranking (from 1st Place)
- Personal Daily Ranking (in player rank order)
- Personal Monthly Ranking (in player rank order)

Move the cursor to Individual, Team, or Regional and press the **X** button for more rank views. Press the **X** button to view the stats of a ranked player.

SV Hangar (Ranking Battle)

Select the SV to use while rumbling, along with the music that'll be playing during the match.

SV Setup

Assemble your SV or switch to a different vehicle here. Select the work deck you'd like to use.

* The Link symbol indicates the SV you control. If everything looks all right, confirm your choice with the **X** button. To change SVs, select the SV you want to switch to, then press the **X** button and select Link to SV.

Select a work deck and you'll be presented with a menu window.

Assemble

Use this deck to build an SV or swap out its modules.

Link to SV

You can't select this for an SV you've already linked to. If you'd like to change SVs, select the SV you want to switch to, then press the **X** button. You've successfully changed SVs once "Link" appears on the new SV.

SV Specs

View this SV's features, modules, and more.

Rename SV

Change your SV's nickname.

Dismantle

Reduces the SV to a pile of modules and removes it from the work deck. After dismantling your SV, you won't be able to rumble with it again until it's rebuilt.

Assemble

Body Mods: Select a body module, the nucleus of your SV.

Leg Mods: Select leg modules to mobilize your SV.

Arm Mods: Select arm modules to serve as your SV's main weapons.

Shoulder Mods: Select shoulder mods, weapons with a wide variety of unique characteristics.

Option Mods: Select option modules to enhance your SV's capabilities.

Decal Kits: Select a decal kit to give your SV some personality all its own.

Chip Setup

Select the chip that will serve as your rumbling partner.

Mods List

View your SV's installed modules.

Playlists

Arrange your musical selections and turn them into a custom playlist.

Choose List

Select the playlist to hear while rumbling.

Make List

Create new playlists or edit existing ones.

Play Mode

Select a play mode for your playlist.

Save

Saves the current work deck data to a memory card (8MB) (for PlayStation®2).

ONLINE MENU

Messages (Ranking Battles)

Check for new messages and send out ones of your own.

See Messages

Check for new messages here. You can also write replies and configure an address block list.

Send New Message

Write a new message and send it to another player.

* Select the recipient from the Hard-Wired player list. Press the **X** button to view his or her information and the recipient will appear at the top right of the screen.

Block List

Check your list of addresses from which you've chosen not to receive messages.

Pre-Set Msgs (Ranking Battle and Free Battle)

Here you can set up shortcuts for a self-introduction: phrases used while chatting in battle.

* Hold down the START button while rumbling and press the button corresponding to the message you'd like displayed to "say" that message in battle. If you have a USB keyboard, press any key to bring up the message field, then enter your message.

Basic Rules (Ranking Battle and Free Battle)

View the basic rules for Online Mode.

Player Info (Ranking Battle and Free Battle)

View your online battle stats and information.

Log Off (Ranking Battle and Free Battle)

Disconnect from the server.

GAME ROOM

Here you can prepare for rumbling and chat with other players.

Player List

See all players in the game lobby.

Ready

Stand by until the rumbling match begins. All players who are standing by will have a symbol to the left of their names. Use this command to let the game creator know you're ready to play.

Start Match

Brings an end to all battle preparations and starts the rumbling match. Select Start Match and a countdown will appear in the lower right of the screen.

* Only the game creator can choose Start Match.

* You can also use this command when rumbling solo. Before starting battle, you'll be asked if the game should be canceled if another player enters the lobby. Select NO and your game won't be interrupted.

Back

Leave the game lobby and return to Hard-Wired.

Warning! The remaining players won't be able to rumble if the game creator leaves the game lobby. The game creator should make sure he or she tells the other players before leaving the lobby.

CHAT

Within Hard-Wired, you can chat in the game lobby, while rumbling, and when a rumble is over. Use the virtual keyboard or a USB keyboard to type your messages.

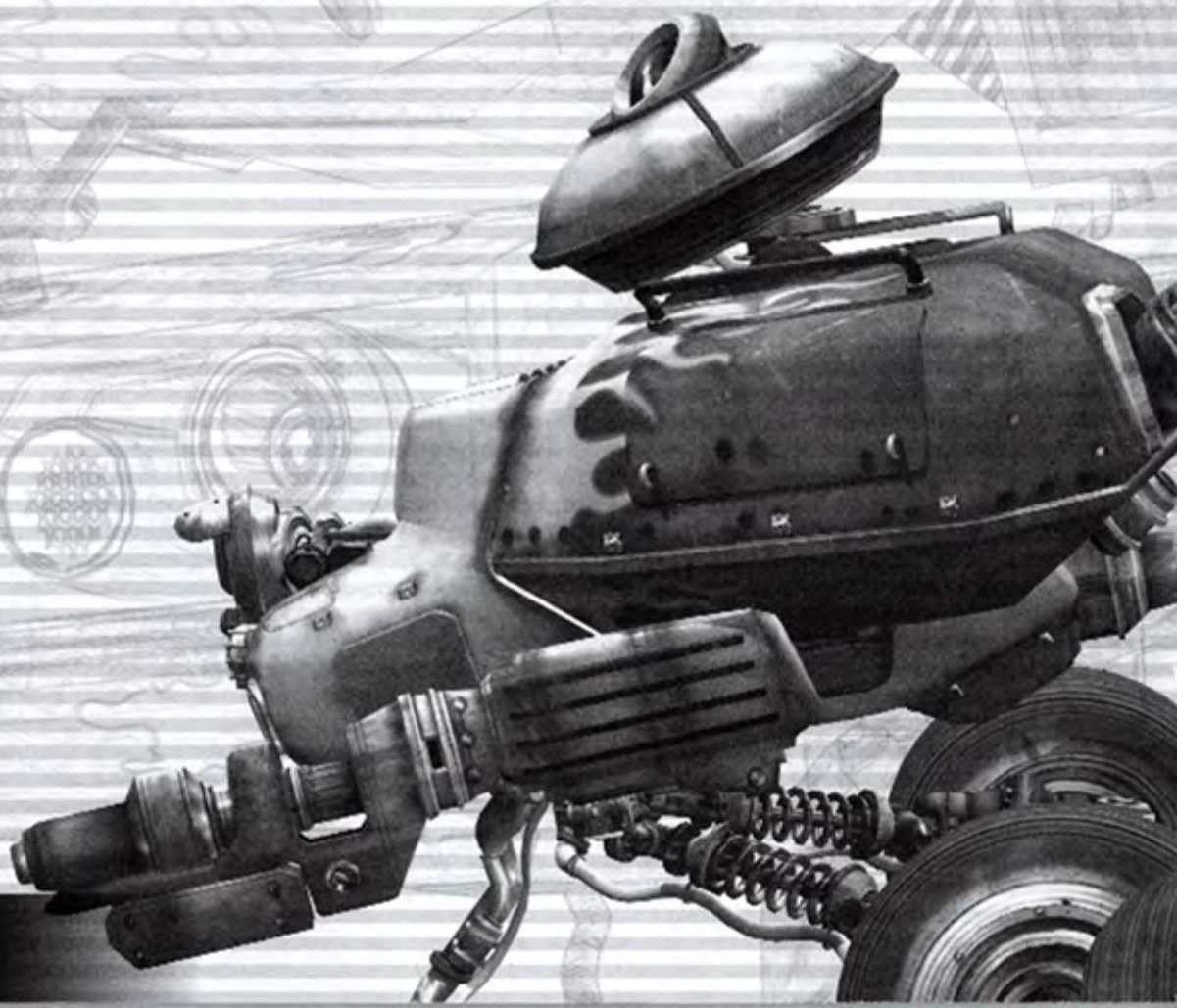
Virtual Keyboard

Press the **▲** button to bring up the virtual keyboard. You might want to assign shortcuts to your frequently used phrases (under Pre-Set Msgs). You can only use these shortcuts while rumbling.

Virtual Keyboard How-To

Use the directional buttons to move the cursor to the character you want to type, then press the **⊗** button to select it. To type in lowercase, select LoCase at the bottom and press the **⊗** button. Press it again to return to Caps.

Select character:	directional buttons
Type character:	⊗ button
Send/OK:	▲ button (ENTER)
Cancel/Backspace:	○ button



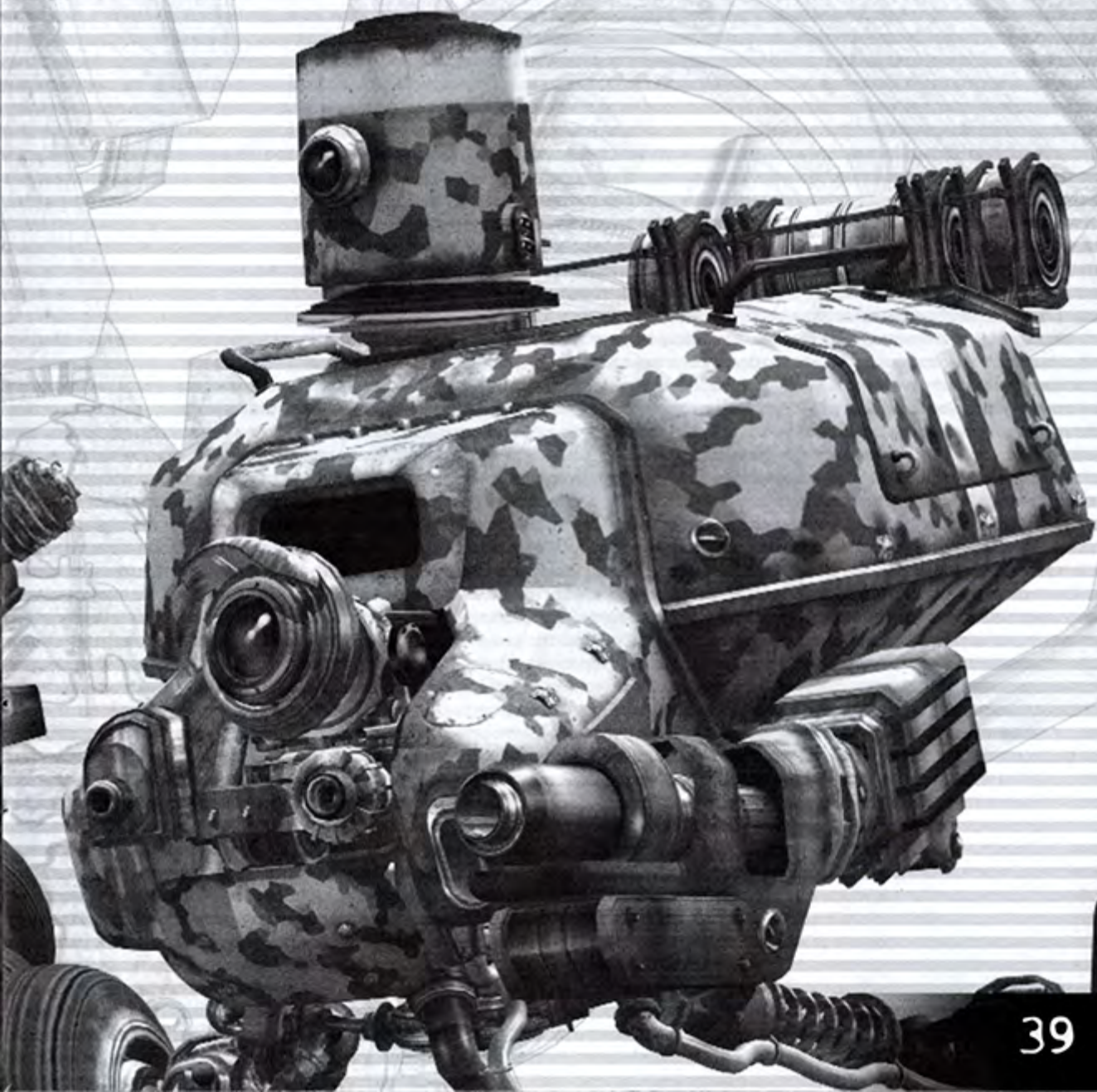
How to Type in Japanese

You can also enter Japanese Katakana and Hiragana characters by selecting "Kata" or "Hira" in the lower left and pressing the **X** button. To return to English characters, select "Letter" and press the **X** button.

USB Keyboard

If you're using a supported USB keyboard, press any key to bring up the message field, then enter your message. Use the F1 key to switch between conversion modes.

When using a USB keyboard, be sure to read the instruction manual carefully. You may connect the keyboard to either USB connector 1 or 2.



PARAMETER OVERVIEW

SV Specs

Parameter / Details

Personal Name

The nickname a player has given to his or her own SV. You can change a personal name by selecting the Rename SV command on the Assemble screen.

Offensive Avg.

The average offensive power of the installed weapons.

Total Armor

The total of all modules' armor points. Generally speaking, the higher this number, the thicker your armor, and therefore the heavier your SV. When the total armor value reaches zero while rumbling, your SV will be destroyed, and you'll be retired from that match. You'll also have to pay FIRA for repairs. The amount is based on the value of each module.

Total Weight

The total of all modules' weight values. Generally speaking, the higher this number, the heavier your SV, and therefore the lower your mobility (maximum speed, jumping power, etc.).

Max Payload

A value assigned to each leg module indicating the total weight the module can support. As the total weight approaches this value, your SV will go into Overload status and lose mobility (maximum speed, jumping power, etc.).

You can still rumble when you're overloaded, but you really should think about it first!

Max Speed

A value assigned to each leg module indicating the maximum speed the module can reach when dashing. The maximum speed indicated onscreen takes into consideration the weight of all installed modules and is a little lower. Keep in mind, though, that the maximum speed given for a single leg module sold at a shop is an "as-is" speed, with no weight modifiers.

Jumping Power

A value assigned to each leg module indicating the maximum height the module can reach when jumping. The maximum height indicated onscreen takes into consideration the weight of all installed modules and is a little lower. Keep in mind, though, that the maximum height given for a single leg module sold at a shop is an "as-is" speed, with no weight modifiers.

Optical-Camouflage

The current optical-camouflage runtime and recovery time. You must install the optical-camouflage generator option module to be able to use optical-camouflage. Using optical-camouflage can be the difference between life and death out there on the field.

Module Parameters

(Common to All Modules)

Parameter / Details

Mod Name

The name specific to a module.

Weight

The module's weight. Customizing (upgrading) your modules at Edgeworks can make this value fluctuate.

Armor Point

The module's armor value. These add up to the Total Armor Point value, and is a general indication of an SV's sturdiness. Body modules make up the core of an SV's armor. Customizing (upgrading) your modules at Edgeworks can make this value fluctuate.

Price

The module's purchase price at The Mechanist. Its sale price is 70 percent of its purchase price.

Body Module Parameters

Parameter / Details

Socket Hole

The number of sockets to which option modules can be attached. Displayed as Used Sockets / Total Sockets.

Each option module requires a certain number of sockets to be installed. If there aren't enough socket holes available on the body module, you can't install that option module.



PARAMETER OVERVIEW

Arm & Shoulder Module Parameters

Parameter / Details

Attack Power

The attack power of one shot/one attack. For lasers, it's the attack power of 1/30 second's worth of laser shot (one frame).

Firing

The number of shots that can be fired at once. Shotguns, for example, can shoot many bullets at the same time.

Ammunition

The ammunition capacity. The lower this number, the more often you'll find yourself out of ammo while rumbling.

Reload Time

The weapon's firing interval. (In other words, after firing once, the time it takes before it's able to fire again.) The greater this value, the longer the time between shots.

Blast Radius

The radius of the blast area produced when using grenades and similar weapons. The greater this value, the wider the blast radius, and the more enemies will be affected.

Irradiation

The length of time a laser can be fired continuously. The greater this value, the longer you can keep firing a laser.

Recharge Time

The time it takes for a laser or pulse laser to recharge. This only applies to energy-beam weapons and describes the length of time needed to recharge the energy the weapon has expended while firing. The smaller this value, the faster the weapon will recharge. If the energy gauge reaches zero, not only will you be unable to fire the weapon until it's completely recharged, but it will take 1.5 times longer to recharge than usual.

Thrust Range

The distance a short-range weapon will thrust forward. The greater this value, the further you can thrust forward.

Protect Arms

A shield module's defensive power. Lessens damage to an SV's arm and shoulder modules and keeps a module's durability from dropping (thus destroying the module). The higher this value, the greater the damage will be reduced.

Durability

An arm or shoulder module's durability. If a weapon's durability reaches zero during a rumble, it will be destroyed. There's no way to recover destroyed weapons during a rumble. Generally speaking, modules with higher durability have weapons that are harder to destroy.

Leg Module Parameters

Parameter / Details

Max Payload

(See Max Payload under SV Specs.)

Jumping Power

(See Jumping Power under SV Specs.)

Max Speed

(See Max Speed under SV Specs.)

Dodge Step

The dodging distance. The greater this value, the further you can dodge horizontally.

Veering Speed

The maximum turning speed. The higher this value, the faster your SV can change direction.

Stabilizer

Your SV's stability. The higher this number, the easier it will be to recover when landing a jump or being hit by an enemy. In other words, it's your SV's ability to bounce back.

Option Module Parameters

Parameter / Details

Use Socket

The number of socket holes the option modules need for installation. Each option module requires a certain number of sockets to be installed. If there aren't enough socket holes available on the body module, you can't install that option module.

Hidden Parameters

(Common to All Modules)

Parameter / Details

Select Chip Growth

Shows which of the chip's skills will increase when using that weapon module. Generally speaking, guns = aiming, missiles = locking on, and so on.

GAME TIPS

1) Use Optical-Camouflage Strategically

Try to go easy on the optical-camouflage, letting it recharge so you can use it when you need it most. Of course, it's almost always a good move to use it to sneak up behind your enemies. The most important thing is to avoid using it recklessly so it's not available when you're in a real pinch.

2) Attack From Behind

Rear attacks inflict triple damage. Critical hits from behind can do as much as 6 times the damage! Trying to maneuver behind your enemy is key. You've also got to think about keeping them from maneuvering behind you. If your enemies are ganging up on you, try playing them against each other while you try to gain the upper hand.

3) Know the Map

Being familiar with the map—knowing how far your jumps can take you or where you can get recovery supplies—is useful in all kinds of situations. Stubbornly trying to jump onto a ledge you simply can't reach doesn't do anything but make you a target.

4) Don't Be Stingy With Your Bullets

Use all of your ammo. Even without using your weapon's lock-on feature, you're pretty much bound to hit any enemy that's directly in front of you (since bullets and missiles move in a straight line). A rumbling match can be over in a split second, so do what it takes—and don't hold on to that ammo!

5) Never Stop Moving

Keep moving in all directions, even when you're attacking. Stationary shoot-outs turn the match into an endurance battle at best. Besides, you never know when another enemy will come by and take you down. When otherwise idle, such as when you're waiting for your optical-camouflage to recharge, make good use of recovery items. Just try not to get caught in a dead end.

6) Install a Weapon that Disarms Optical-Camouflage

Grenade or machine gun—it doesn't matter. Just make sure you have one easy-to-use weapon that can shut down optical-camouflage. If both your arm and shoulder modules are lock-on weapons, your opponent's optical-camouflage can prevent you from landing a single shot.

7) In Trouble? Run

You can even run all the way back to the gate if you have to. The most you'll get from firing around wildly is some serious damage and maybe even a drawn match.

8) Use Supply Containers Wisely

Remember where the supply containers are in each map and incorporate them into your strategy. If you can't find any supply containers, you'll be in big trouble when you get low on ammo and health.

HELP

If you get stuck in Online Mode, first reread the directions in this manual, as well as the instruction manuals for all other associated devices. If you still need help, read these tips.

I can't log in / My username and password don't match

- You can't log in with the same name as another player. The first time you log in, try a name that no one else is using.
- Check that you're typing your password correctly.

I can't join a rumbling match.

- You can't join a rumbling match that already has the maximum number of players. To see the latest player counts, choose Update List at Hard-Wired.
- You can't join games that are only open to certain ranks if you're not in the specified rank.
- You need to get a password from the game creator to join a password-protected game.

I forgot my password.

- We can't help you if you forget your password. Make sure you write it down somewhere. If you've forgotten your password, enter a new name and password at the login screen to log in as a new player. This will reset your rank and other data.

I can't connect to the network.

- Try to connect to the network from Network Settings on the Connection screen. If you can't connect, make sure your modems and cables are set up properly and that your network settings are correct.
- You can't use the Online Mode in S.L.A.I. – Steel Lancer Arena International during server maintenance. Try connecting again later. See the official support page at <http://www.konami.com/gs/support.shtml> for information about server maintenance.
- Network conditions may cause your connection to become unstable. If you just can't connect or if your connection keeps getting interrupted, try again later.

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