

SAMURAI CHAMPLOO

STREETTRACKED™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

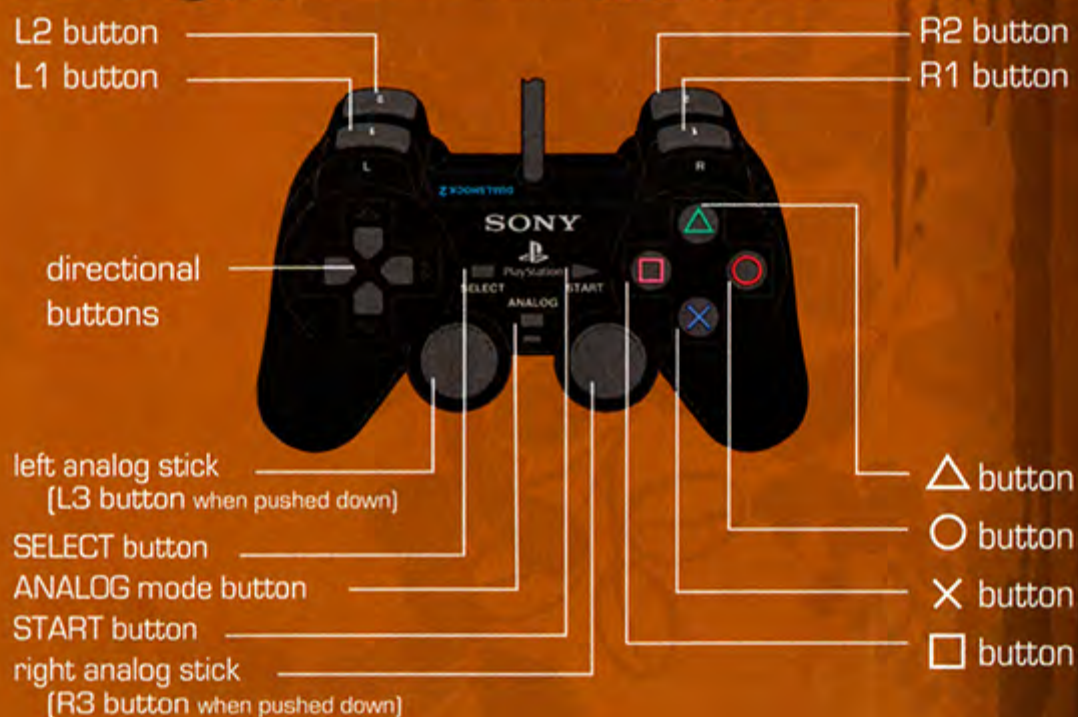


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will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

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



After the opening movie, the Title Screen will be displayed. To skip the opening movie and go directly to the Title Screen, press the START button. On the Title Screen, press the START button to go to the Mode Select Screen. Move the directional buttons up or down to select a mode, and press (X) to confirm your selection.

*In this game, the LED Display on the DUALSHOCK®2 analog controller is always red (Analog Mode). It is not possible to switch Analog Mode ON or OFF.

*The vibration function on the controller in this game is switched ON or OFF in "Vibration Settings" under "Options." This game software is for exclusive use with the DUALSHOCK®2 analog controller.

*The controller explanation in this manual is the default setting for the controls. It is possible to change the button configuration settings in "Controller Settings" in "Options."

New Game

Select a character from the beginning of the story and begin the game.

Continue

Begin the game from a saved point.

Settings

This arranges the various types of settings mid-game. See Page 5 for details.

Fujikawa Boyaki-ryu Kenjutsu Dojo

This is a Tutorial Mode that explains the game controls and the game system.

Special Reward

When you acquire even 1 special reward, then this mode will be added. Using the directional buttons or the left analog stick, move up and down to select the name of what you would like to see, and press (X) to confirm your selection. Press (△) to return to the Title Screen.

Saves are done when a stage is cleared. A message will be displayed; select YES or NO with the directional buttons and confirm your selection by pressing (X). When the save is complete, you will proceed on to the next stage.

INTRODUCTION

Hungry, cold and broke. On their search for the "samurai that smells of sunflowers," Mugen, Jin and Fuu's hunt for food ends up costing them more than they bargained for.

Drawn in by the prospect of a job with free meals and a siesta, the hungry trio boards a ship...for Ezo...

In the northern land of Ezo, danger awaits. The Ezo Castle towers over the lands at the northern end that are controlled by the Matsumae Clan. All different types of people swagger about this land, making it a true mixing place.

There's no way they'll stay out of trouble in a place like this. With curses, witches and of course brawls, it's just another day for this motley crew

CHARACTERS



MUGEN

With instincts like a wild animal and superhuman physical ability, he has the breath of a beast. With tricky moves that incorporate break dancing, he has his own style of swordsmanship brimming with wildness.

He uses a style based around traditional swordsmanship skills. A disciple of rare swordsmanship, Mujushin, he is said to be a genius that outpaced his teachers at a young age. However, something caused him to leave his dojo. Since then, he has wandered about in exile.

JIN



FUU

Always bright and cheerful, full of curiosity, she likes to take care of others. She's a girl that is always bouncing around juggling an endless number of side or odd jobs. Along with her pet squirrel who is always by her side, she is in search of the "samurai that smells of sunflowers."



SETTINGS AND CONTROLS

This is the mode to adjust various settings.

Controller

Press the directional buttons up or down to select a controller type and confirm your selection by pressing (X). You can select from 3 different types.

Sound

Moving the directional buttons from left to right will switch between stereo/mono.

Vibration

Move the directional buttons from left to right to switch the vibration function on or off.

BASIC GAME CONTROLS

TYPE A

Directional buttons	Cursor Control
Left analog stick	Movement
Right analog stick	Change Rhythm Track
R3	Combo Tree & Turntable Display Switch
○	Technique (Normal) Forward Roll & Stance Change (Jin)
X	Action: Jump [Mugen & Worso], Backward Roll & Stance Change (Jin)
△	Heavy Attack
□	Light Attack
L1	Guard
L2	Weapon Window
R1	Target Lock
R2	Switch Map Display

TYPE B

Directional buttons	Cursor Control
Left analog stick	Movement
Right analog stick	Change Rhythm Track
R3	Combo Tree & Turntable Display Switch
○	Light Attack
X	Action
△	Heavy Attack
□	Technique
L1	Guard
L2	Weapon Window
R1	Target Lock
R2	Map Display Switch

TYPE C

Directional buttons	Cursor Control
Left analog stick	Movement
Right analog stick	Change Rhythm Track
R3	Combo Tree & Turntable Display Switch
○	Technique
X	Action
△	Heavy Attack
□	Light Attack
L1	Target Lock
L2	Weapon Window
R1	Guard
R2	Map Display Switch



READING THE SCREEN



1. Health Bar & Weapon Durability Level (Page 16)
2. Combo Tree & Rhythm Track (Page 9)
3. Coins & Kobans (Page 12)
4. Trick Points (Page 12)
5. Tension Gauge & Danceman (Page 10-11)
6. Map
7. Green: Player Position (Arrow is facing player)
8. Red: Enemy Position
9. Blue: Barrier Position (Missing Arrow)



NON-COMBAT SCREEN

The screen display varies somewhat when you are in town or in non-battle scenes. There is no Combo Tree in the upper portion of the screen, and the Turntable is displayed. It is possible to display the Combo Tree using the **R3** (press the right analog stick), but it is not possible to attack or make changes to the Rhythm Stick



BOSS BATTLE SCREEN

Depending on the stage, there are situations where you must fight a boss enemy. At these times, the boss' physical power gauge will appear at the bottom end of the screen.

SCREEN DISPLAY CONTROLS



TARGET LOCK

R1

While **R1** is pressed, you will lock on to an enemy. A target mark will be displayed above the head of enemies that have been locked on to.

SWITCH MAP DISPLAY

R2

If you press **R2**, the map display at the bottom right of the screen will change. Every time you press this button, the map will change from Rotate / Fixed / No Map. While there is no map displayed, pressing **R2** again will display the map. or make changes to the Rhythm Stick



CHANGE WEAPONS

L2

When **L2** is pressed, the Weapons Select Menu will appear. On the Weapons Select Menu, move the directional buttons left or right to select the weapon you would like to equip. You can view the Kobans and coins you have acquired at this time.

Stage Time	19 min
Combo	18 slash
Auto-Medal Gumbos	146 slash
Trance-Medal Gumbos	100 slash
Deaths	1 time
Enemies Killed	80 enemies
Koban Coins	0 koban
Total Cash	7607 coins

RESULTS SCREEN

When you clear a stage, you can view your gameplay performance results on the Results Screen. Champloo level will be determined based on your results. There are also situations in which it is possible for you to get rewards

ATTACK AND DEFENSE CONTROLS

LIGHT ATTACK (□)

This unleashes a low-powered attack. The attacks are swift so there is the advantage of being able to link repeat attack easily.

HEAVY ATTACK (△)

This unleashes a powerful attack. The swing of the attack is big and sustaining a counterattack is easy, so it's important to assess the right moment to use it.

SPECIAL ACTION (⊗)

Depending on the player character, special actions can be executed.

GUARD (L1)

When you are in a guard pose, it is possible to guard against only enemy attacks from the front (in cases where you are attacked from behind you will sustain damage). Depending on the enemy attack there are situations in which it is not possible for you to guard.

TECHNIQUE (○)

If you match your timing an enemy's attack and press ○, you will be able to utilize special techniques. There are two types of techniques

- Technique Guard and Quick Cancel.

TECHNIQUE GUARD

If you press ○ the instant that an enemy's attack hits, you will be able to use Technique Guard. At that time, if you swiftly press either ○, ⊗, △, or □, you will be able to counterattack with a move that corresponds to that button.

QUICK CANCEL

If you press ○ the instant that an enemy's attack hits, you will unleash the Quick Cancel, and will automatically move over to target lock the next enemy. You will become invincible at this moment so if you use this in situations where multiple enemies surround you it will really come in handy in your battles. It is also useful when tying together multiple hits.

JUMP & 2-STAGE JUMP (Mugen)

Press ⊗ to jump. It is also possible to attack while jumping.

Using Mugen, you can execute a 2-Stage Jump by pressing ⊗ at specific locations within stages if you get the timing correct. You will fly even higher than with a regular jump, so it is possible for this character to go on to places that other characters cannot.

BACK ROLL AND STANCE CHANGE (Jin)

Using Jin, you can roll backwards by pressing ⊗. In cases where you press ○ and Technique Effects are not exhibited, it is possible to do a forward roll. When doing backward and forward rolls, Jin is invincible, and after completing a movement he switches into a stance. In addition, if you press △ at this time this stance will change by going up or down a level depending on the track of your performance. To match up with the stance, combos also change.



RHYTHM TRACK SYSTEM CONTROLS

ABOUT RHYTHM TRACK COMBO



The Combo Tree that is displayed at the top portion of the screen allows you to change the two types of Rhythm Tracks at any time. In the Combo Tree display order, by getting the timing just right and pressing the button, you can unleash moves one after the other. Whether you place importance on attack power or on the BGM you want to hear, decide this as you play.



SWITCHING BETWEEN COMBO TREES & TURNTABLE DISPLAY

R3

Press the **R3** button to switch between the Combo Tree display and the Turntable display (middle of the top portion of the screen).

CHANGING RHYTHM TRACK

Right analog stick

While you are playing a Rhythm Track, you can change to another by pressing the right analog stick left and right. With this change in the Rhythm Track, the Combo Tree display will also change. By pressing the **R3** button, you can switch the display at the top portion of the screen to either Combo Tree or Turntable.



EXTEND YOUR COMBOS WITH MAXIMUM TENSION!

If you raise your Tension Gauge to the maximum, you will enter High Tension status. Commands that extend the combo tree will be displayed, and you will be able to unleash more complex combos. Commands will be displayed in the red frame within the Combo Tree (Hyper Marks). Activate Hyper Mode by landing a hit with the attack that is framed in red on the Combo Tree.

SPECIAL TECHNIQUES

COUNTERATTACK

When your attack clashes with an enemy's attack, a slow-motion performance will begin. A white circle meter will be displayed and a button icon will appear. Press the button displayed to unleash a counterattack. The counterattack corresponds to the pushed button and there are multiple moves here. In cases where you press the wrong button or don't make it in time, you will sustain damage.

TECHNIQUE COUNTER

When your attack clashes with an enemy, a slow-motion sequence begins. If you do not press any buttons during this slow-motion sequence, a red circle meter will be displayed – swiftly push **○** here. After this if a **□** icon is displayed, quickly press **□** and you will succeed with the Technique Counter, allowing you to enter Hyper Mode. In situations where you press a button mistakenly or don't press the right button in time, you will sustain some damage.

HYPER MODE

In a High-Tension situation, commands within a red frame inside the Combo Tree will be displayed. If you input these commands and unleash moves on the enemy, Hyper Mode will begin. When you go into Hyper Mode the screen will go completely red, and for a certain period of time you will be able to swiftly unleash strong attacks one right after the other. If you defeat an enemy in hyper mode, more than the usual amount of money will appear. You can also enter Hyper Mode using a Technique Counter.



TENSION GAUGE

When an attack hits the enemy the tension gauge rises. When you suffer an attack from an enemy the gauge goes down.

TENSION GAUGE MAXIMUM & DANCEMAN

If you continue to attack and hit the enemy, a Star Mark will be displayed above the Danceman's head. After this, an enemy with a Star Mark on his head will appear. If you attack this enemy and hit them you will break into Tate Mode



SPECIAL TECHNIQUES

TENSION GAUGE MAXIMUM



In addition, when the Tension Gauge reaches its maximum (the round meter at the bottom left of the screen comes all the way to the far side) it will enter High Tension status, and a brand-new combo will be added to the Combo Gauge. When you enter High Tension status, the Danceman on top of the Tension Gauge will get unruly and will let you know that your Tension has reached its maximum point. If you suffer an attack from an enemy in High Tension status, the Tension Gauge will go down and the added combos will disappear.

TIPS AND RECOMMENDATIONS

Press **○** in between Combos

You have probably experienced all kinds of unique situations, but it's tiresome to repeatedly press the same buttons over and over or just press buttons here and there – we cannot recommend this as a good way of getting through the game.

From here on out, consider the timing of your attacks. For connections between moves in the middle of a combo, there are all kinds of alternative attacks and counters, from ones that have small openings to those that leave you wide open to attacks. When you leave yourself wide open, it's easy for the enemy to zero in on you. In times like these, take the opportunity to press **○** in a split second. Repeatedly pressing **○** in your gameplay, if you are unsure of the timing, will give you a better idea of how the Technique button works. If you can manage to get in the habit of pressing **○** at just the right time, you will be able to effectively use the Technique button with a minimum of effort. or don't press the right button in time, you will sustain some damage.

TATE MODE

If you raise the Tension Gauge to its MAX and a Star Mark is displayed above the Danceman's head, an enemy with a Star displayed over its head will appear. If you hit this enemy with an attack, Tate Mode will begin.

The player character and the enemy will cross swords and a button icon will be displayed. If you succeed in swiftly pressing the same button that has been displayed, you will break into Combo Time. If you miss, then you will fail Tate Mode and will return to the normal game screen.

While in Combo Time, repeatedly hit the attack buttons as quickly as you can. During the time limit you can continually launch attacks and acquire money corresponding to the number of attacks that hit. You will also recover a little health. When Tate Mode is finished, you will return to the normal game screen and the game will resume. However, in situations where you manage to get 100 slashes, you will transfer over to Trance Mode [Page 12].

SPECIAL TECHNIQUES (CONT.)

TRICK POINTS & COMBO TIME

Combo Time in Tate Mode basically increases based on the amount of trick points acquired during battle. Trick Points will get higher and higher as you make continual attacks. If you're aiming for Trick Points then it is recommended that you run about the stage to get large quantities of enemies to appear and then defeat them using Hyper Mode.

TRANCE MODE

If you succeed in getting 100 slashes in Tate Mode, you will be transferred over to Trance Mode. In Trance Mode, the screen will switch over, the player and enemy will be displayed on a shoji screen silhouette. Keep on slashing and hacking away at the enemies that appear one after the other. As for the controls for the attack, these are the same as with the normal game.



THE LIFE ICON

The Life Icon that is displayed at the top left of the screen will decrease with each attack you sustain from the enemy. It is possible to continue on until all of this "life" is gone or until you slash 100 enemies. You will receive a reward that corresponds to the number of enemies defeated in Trance Mode.



COINS AND KOBANS


When you defeat an enemy and they disappear, money will fall down from them. You will need money for shopping, fixing weapons, and so on, so be sure to pick it up. Occasionally Kobans will also fall, but these will be picked up automatically. These Kobans have the value of 1000 coins and are necessary for passing through barriers. When you are in Hyper Mode, if you defeat an enemy a large number of coins will appear.

BARRIERS

While you are on the road there are barriers that block off areas. To pass through these barriers you will have to pay a specified number of Kobans. At the end of the scenario, surplus Kobans will be converted to coins on the Results Screen.

GOING THROUGH STAGES

STAGE SELECT

It is also possible to select stages that you have already cleared. Use the left analog stick to select, and press  to confirm at the stage select screen.

CASTLE TOWN

Depending on the stage, before you head out on the road there are situations where you can head into the Castle Town to go shopping (Page 14).

ON THE ROAD

When you make it to a certain point on the map, enemies will appear. Defeat them one after the other and pick up the cash. At the very end of the stage there will also be a one-on-one Boss Match that will occur.

ITEMS

If you smash the wooden boxes, items will appear. Pick these items up and you will obtain their effects.

Dango...Health will be restored 30%

Onigiri...Health will be restored 60%

Ramen...Health will be restored completely

Medicinal Herb...Regenerate weapon endurance power

Mushroom...Tension Gauge MAX

Money...Need to purchase items in shops

QUIT AND RETRY

When the health reaches zero, the game is over. If you select "Retry," you can replay the scenario from halfway through. Enemies that you defeated once will not re-appear.

CASTLE TOWN

CASTLE TOWN MAP



Souvenir Room

Rhinoceros Beetle Wrestling

Power Eating Championship

SHOP

If you stand in front of a shop and press **○** you will enter the shop. Inside the shop, face toward the counter and press **⊗** to begin shopping. To purchase items, select "Buy" and move your directional buttons up and down to select an item and then press **⊗** to confirm. When you want to quit shopping, press **△** to exit.

When you are finished shopping and want to exit the shop, press **○** at the exit.

CASTLE TOWN

ABOUT SHUTTERS



For the scenario at the opening where you do not go to Castle Town, somewhere in the battle area there is a "Weaponsmith Shutter," a "Record Shop Shutter," and a "Souvenir Shop Shutter" set up. Through these shutters it is possible for you to go to the "Weaponsmith," "Record Shop" and "Souvenir Shop" of the Castle Town, and when you get out of the store you will return to your original area. If you enter the shutters once they will disappear. When you move on to the next area without going into these they will also disappear.

WEAPONSMITH

This is where you purchase and repair weapons. Select Change to change the weapons you have equipped. Some weapons have additional effects when used.

CHANGING WEAPONS

Select the "Change" option when you're at the Weaponsmith. All weapons you own are displayed on the Weapon List. Highlight a weapon from this list, press ⊗ then highlight either Weapon-1 or 2 slot to equip the weapon. You can only equip up to two additional weapons. Thus, you can have up to 3 selectable weapons all together (default weapon, weapon-1, weapon-2).

WEAPON LIST

The weapons you currently have in your inventory are displayed here. Moving the left analog stick up and down will move the cursor.

WEAPON WINDOW

A graphical image of the weapon you have selected along with its explanation will be displayed here.

EXIT

Takes you out of the Change Weapons Screen.

HOLD LIST


The weapons that you are taking with you into the game stage are displayed here.

CASTLE TOWN

WEAPON DURABILITY

Aside from the standard equipment for each character, there are goodies you can obtain through purchases at shops in Castle Town or by succeeding in Trance Mode. Each supplemental weapon has a different durability that is shown on the Durability Gauge at the top left of the screen. Every time you strike an enemy with a non-default weapon, the durability is reduced. When durability reaches zero, the weapon is considered broke and cannot be used until it is repaired. Fix your broken weapons at the Weapons Shops inside Castle Town.

RECORD SHOP

It is possible for you to purchase Rhythm Tracks played on the road and to change them. On the Change Tracks Screen, move the left analog stick up and down to select a Rhythm Track and fill in your Play List. You can make changes to the Play List by moving your left analog stick left and right (left and right of the Turntable). While changing, you can sample the track by moving your cursor over it. You can carry up to two tracks. Once your selection is finished, exit the Change Screen by pressing .

COMBO WINDOW

The Combo Tree that corresponds to currently selected Track will be displayed here.

REPLAY LIST

Tracks you have inside the Game Stage are displayed here.

RETRACK LIST

Tracks you currently posses are displayed here. Select the tracks you like from here.

SOUVENIR SHOP

In the Souvenir Shop, you can purchase items that will come in handy during the stages. You can purchase one item per scenario. When you enter that game stage, the properties of the item you have purchased will be in effect. If you purchase an item in Castle Town, the properties of that item will continue.

MINI GAMES AND EXTRAS

MINI GAMES



POWER EATING CHAMPIONSHIPS

The object of this mini-game is to eat as much food as possible, as quickly as possible. If you press the wrong buttons, FUU will get a brain freeze, and you will Time Out. Depending on how much you eat within the time limit, you can get free bonus gifts.



BETLE WRESTLING

Place your bet on a Sumo Match between your player's Rhino Beetle and the Shopkeeper's Rhino Beetle. After you have placed your bet, select 1 beetle out of a choice of 3. You can bet money from the total amount you have in your possession. Depending on the physical condition of your Rhino Beetle, your probability of winning and amount of money will change.

EXTRAS

After you have gone through the entire story with either Mugen or Jin, you can play as a game original character! In addition, Deathmatch mode will be added to the Mode Select screen.

DEATHMATCH

This is a vs. battle mode in which 2 players each select a character to use. The basic controls are similar to those of normal battles, but it is not possible to make changes to Rhythm Tracks or Weapons. Tracks that play during battle flow randomly, and the player can put out combos from that track. However, the Combo Tree will not be displayed, and the special effects for the tracks are not active. The one whose physical power gauge reaches zero is the loser.

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