SHONEN JUMP'S
Shaman King
Power of Spirit
TEEN
T
CONTENT RATED BY ESRB
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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

One evening, a timid youth named Mortimer Oyamada encounters a strange boy playing with a ghost in a graveyard. The next day, the boy transfers to Morty's school. His name is Yoh Asakura. Yoh reveals a secret about himself to Morty: He is actually a Shaman. He explains that a Shaman is someone who can speak with spirits and form a link between this world and the next. At first, Morty does not believe all the crazy things Yoh is saying. But in the course of his adventures with the young Shaman, he experiences unexplainable events and meets other Shamans, leading him to finally accept the existence of Shamans and spirits.

In the course of his adventures, Yoh meets Tao Len, a powerful rival, followed by Len's older sister Jun, with her kung-fu master guardian ghost; Rio, who he initially battles against but later becomes friends with; and Anna Kyohyama, who becomes Yoh's fiancé. In the course of meeting these people, a huge event is unfolding: the Grand Shaman Tournament, held only once every 500 years to crown the greatest Shaman of them all. The tournament is about to begin.

Shamans from all over the world are gathering in Tokyo, where the Grand Shaman Tournament will be held. Among them is a strange, enigmatic group. Amid this vortex of conflicting agendas, what could fate possibly have in store for Yoh? Only the stars twinkling in the heavens above could possibly know. And they are not talking...

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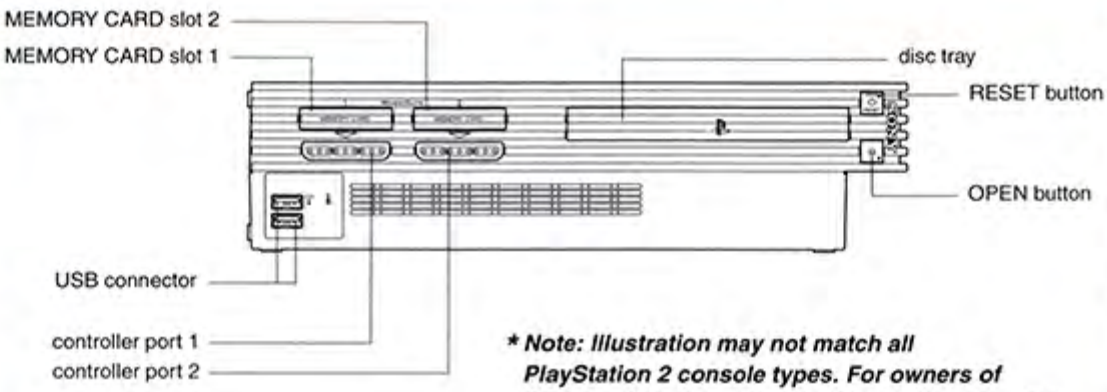
Getting Started



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.

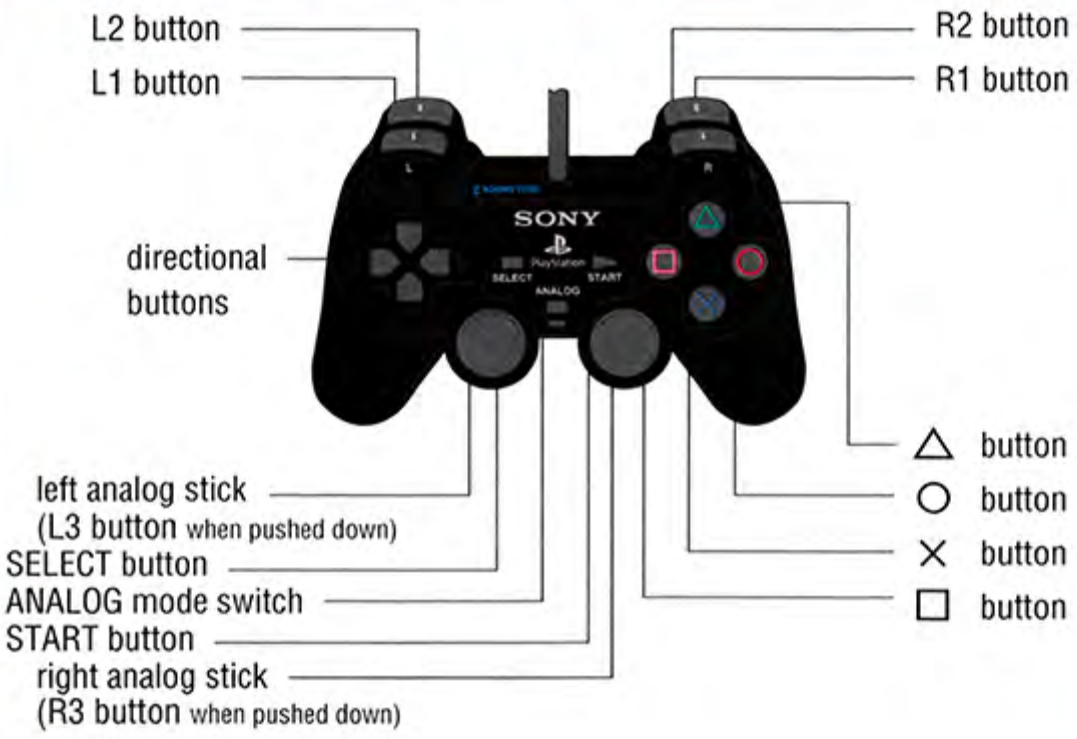
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open.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

To save game data, insert a memory card (8MB) (for PlayStation®2) with at least 222 KB of free space into MEMORY CARD slot 1 or 2.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The game can be played using the DUALSHOCK® analog controller, DUALSHOCK®2 analog controller, or a standard controller. Button commands are the same for all controllers. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

(See Vibration page 15)

Main Menu Screen

Starting a game will create system data on the memory card (8MB) (for PlayStation®2) and display the Title Screen. Press the START button to go to the Main Menu.

New Game

Start a new game. Select it by using the directional button or the left analog stick and confirm it by using the ⊗ button.

Continue

Start from where you saved using Save Game (see page 14) in the Simulation section's System Commands.

Load

Start from where you saved in the Intermission section (see page 23). Select it by using the directional button or the left analog stick and confirm it by using the ⊗ button.

Options

Change various game settings. See page 15 for more information.

Controls

This game uses a DUALSHOCK®2 analog controller. Controls differ between the Adventure/Simulation section and the Battle section.

Adventure/Simulation/Intermission Sections

The controls for the Adventure, Simulation, and Intermission sections are as follows.

Directional buttons	Select items or move cursor
Left analog stick	Select items or move cursor
⊗ button	Confirm or display next message
◎ button	Cancel
△ button	Enlarge/reduce map
L1 button	Change cursor
L2 button	Rotate map
R1 button	Fast forward messages or change cursors
R2 button	Rotate map
START button	Square display

Battle Section

In addition to the following controls, there are a variety of others available by using various button combinations.

Directional buttons	Move/dash/evade
Left analog stick	Move/dash/evade
⊗ button	Jump
◎ button	Guard
△ button	Strong attacks
□ button	Weak attacks
L2 button	Change target
R2 button	Change target
START button	Display Pause Menu/Technique List

Gameplay

You control the game's hero, Yoh Asakura, as you advance through the game, including the Adventure and Simulation sections.

Game Flow

Adventure section >Page 7

Converse with other characters as you advance through the game.

Intermission section >Page 23

Save your game and check character capabilities.

Adventure section

Strategy section

Simulation section >Page 8 to 15

Develop strategies such as whether one character could stand up to another in the Battle section.

Battle section >Page 16 to 21

Engage in battles centered on Yoh. Experience points are awarded when you clear a battle stage.

View conversation scenes with a variety of characters, including Amidamaru, as the story unfolds. Choices may also appear during conversations.

Conversation Screen

Converse with characters. When the send page icon is displayed, press the ⊗ button to see the next message. You can also fast forward by pressing the R1 button.

Simulation Section

Control Yoh and his friends in an attempt to figure out how to fight enemies in the Battle section (see pages 16 to 21). Develop a strategy by carefully considering the capabilities of your teammates and enemies.

Gameplay in Simulation Section

The Simulation section is turn-based. Each turn consists of a player phase and enemy phase. During the player phase, you can select and execute Character Commands, such as move and battle, and System Commands for each character. You clear a battle stage by satisfying the Strategy Goals (see page 13).

Multiple Character Battles

When the following three conditions are satisfied in battle, a fight between multiple characters may result. You can have up to two characters join the battle.

- **There is a teammate in the battle area where Yoh is fighting.**
- **The Battle Points of a teammate are within Yoh's Battle Rank.**
- **The action has not ended.**

Experience Points (EXP) and Level Up

Characters gain experience points by defeating enemies and clearing the Strategy section. Once characters accumulate enough EXP, they can level up, thereby enhancing their capabilities and gaining Strength Points (see following page).

Strength Points

Strength Points are gained when a character levels up. Strength Points enhance a character's capabilities, and you can allocate them to a variety of parameters. See page 11 for the parameters to which you can allocate them.

Screen Layout

Your team's characters and the enemy characters are displayed on the Simulation Screen. Pressing the ⊗ button displays Character Commands (see page 10 to 12) and System Commands (see page 13 to 15).

Character Status

Action Time

Turn

Changing the View

You rotate the view by pressing the L2 or R2 button and zoom out by pressing the △ button. Also, you can turn the grid display on and off by pressing the START button.

Character Commands

In the Simulation section, placing the cursor over a character and pressing the ⊗ button displays Character Commands. You can select actions such as Move and Battle.

Move

Move your character. Selecting this command turns the area in which you can move yellow. Use the directional button or the left analog stick to move and then press the ⊗ button. After moving, press the L1 or R1 button to specify which way to face and then press the ⊗ button again. Note that action does not end simply by moving.

Battle

Displayed when there is an enemy within Battle Range. Select a battle mode (see below). The game proceeds to the Battle Section (see pages 16 to 21). If there are any teammates within the battle area that are not fighting on the current turn, two characters, including Yoh, can join the fight. If Yoh is not present at the battle, only the result will be displayed. The game will not proceed to the Battle section.

Spirit Unity 100%

Weak Attack Power, but Furyoku will recover gradually. Special Techniques are not available.

Spirit Control

Uses a lot of Furyoku, but enables the use of powerful attacks.

Special

The special move for each character.
You can press the ⊗ button to use the technique at the cost of some Furyoku, or press the ▣ button to find out more details on the technique.
Depending on the technique, it is possible to select the range or target character. In this case, use the directional button or the left analog stick to pick the target and the ⊗ button to decide.

Item

Use items. This will only be displayed if you have items in your possession. Select the item to use with the directional button or the left analog stick and then press the ⊗ button. Note that action may end depending on the item.

Capability

Check the status of the selected character and Guardian Ghost, as well as allocated Strength Points.

Strength	Current Strength/Max. Strength. You lose if it falls to 0.
Furyoku	Current Furyoku/Max. Furyoku
EXP	Current Experience Points/Experience Points necessary to level up
BP	Battle Points (see page 8)
BR	Battle Rank (see page 8)
LV	Current level
MV	Movement
AT	Attack Power
DF	Defense Power
Guardian Ghost	Name of guardian ghost
Strength Points	Number of Strength Points gained when leveling up
Battle Range	Attack range
Advantage BR	Launching an attack at this range gives the attacker a slight advantage.

Allocating Strength Points

Pressing the △ button allows you to allocate Strength Points to Strength, Furyoku, DF, and AT. Select with the directional button or the left analog stick and then press the ⊗ button.

Technique List

List of techniques Yoh can use. This command only appears for Yoh.

Provoke

Use Furyoku to provoke an enemy to attack you. Be aware that provided enemies will become a little stronger. This will have no effect on powerful enemies.

Standby

This command allows you to stand by and wait without making any actions.

System Commands

In the Simulation section, placing the cursor over anything else but a character and then pressing the ⊗ button displays System Commands. These commands allow you to change various settings related to the overall game system.

Phase End

End the player phase and start the enemy phase.

Strategy Goals

Display the goals of the Strategy section as well as Victory Conditions, Loss Conditions, and the Goal Turns for clearing the battle stage.

Item

Display a list of items carried by everyone.

System Commands

Whole Map

View the map from above. You can also do this by pressing the △ button.

Special Commands Summary

Displays the special skills of each character.

Save Game

You can only save one game's worth of play data. Select a MEMORY CARD slot containing a memory card (8MB) (for PlayStation®2) with at least 222 KB of free space and then press the ✕ button. To resume a game, select Continue (see page 4) on the Main Menu.

Options

Change game settings. Use up/down on the directional button or the left analog stick to select and right/left to change (excluding Key Config).

Button Config

Change button settings. Press the ⊗ button to go to the change screen and then use up/down on the directional button or the left analog stick to select and right/left to change.

Vibration

Turn the vibration function on/off.

Sound

Set game sound to Stereo/Mono.

Event Voice

Turn character voices on/off.

Square Display

Show/hide the grid.

Auto Message Sending

Turns Auto Message Sending on/off.

Cursor Speed

Adjust cursor speed to one of eight levels.

Exit

Exit the options menu.

Battle Section

Selecting Battle (see page 10) in Character Commands moves to the Battle section. You win and gain experience points by reducing the enemy's Strength to 0. You lose if the Strength of all teammates is reduced to 0.

Screen Layout

In the Battle section, control Yoh to defeat the enemy. Teammate characters will act on their own.

Yoh's Strength
The gauge has three colors: green, yellow, and red. As it falls, it changes color in that order. You lose it if it disappears.

Yoh's Furyoku
Like the Strength gauge, this gauge too has three colors.

Yoh's Vitality

Time
Battle time. Affects the Battle Evaluation (see page 22).

Teammate's Strength and Furyoku

Target Cursor

Enemy's Vitality

Enemy's Strength and Furyoku

Enemy's Furyoku

Enemy's Strength

Note on Vitality

Vitality, which is displayed below the Furyoku gauge, rises when you damage the enemy or guard against an enemy's attack. When one Vitality gauge fills up, a new one starts to fill up. You call fill up to three of them, and each use of a Special Technique depletes one node.

Pause Menu

In the Battle section, pressing the START button displays the Pause Menu. Make a selection using up/down on the directional button or the left analog stick and then confirm with the ⊗ button (excluding Sound).

Button Config

Change button settings. Use up/down on the directional button or the left analog stick to select an item and then right/left to make a change.

Technique List

Display Yoh's Technique List. Scroll up/down using the directional button or the left analog stick.

Sound

Set game sound to Stereo/Mono. Change the setting using up/down on the directional button or the left analog stick.

Battle Victory

When you clear a battle stage, the Experience Points you earned will be displayed.

Battle Section Controls

Move / Dash

Directional buttons / left analog stick

Hold down the directional button or left analog stick to move left/right.
Push down twice and hold the second time to move the character downward. Push up twice and hold the second time to move the character upward. Push left or right twice and hold the second time to dash.

Jump

⊗ button

Jump by pressing the ⊗ button. Pressing the ⊗ button while using the directional button or the left analog stick makes the character jump in the specified direction.

Weak Attack

▣ button

Perform a Weak Attack by pressing the ▣ button. Although each one is relatively weak, you can make consecutive Weak Attacks.

Strong Attack

△ button

Perform a Strong Attack by pressing the △ button. Although they take more time to execute, Strong Attacks are quite powerful.

Throw Technique

△ button + ○ button

Simultaneously pressing the △ button and ○ button enables you to throw an enemy. Since this attack can knock down an enemy, you should skillfully combine it with other types of attacks.

Jump Attack

✕ button + □ button / △ button

Pressing the ✕ button followed by the □ button or △ button enables a jump attack. A jump attack while the enemy is knocked down enables a follow up attack.

Defensive Fall

◉ button while being knocked down

Pressing the ◉ button at the same time you are being knocked down enables you to take a defensive fall and quickly get up. Since you will be down for a shorter amount of time, you will be subject to fewer follow up attacks.

Guard

◉ button

Pressing the ◉ button while being attacked enables you to guard. This can reduce damage and raise Vitality (see page 16). But you must be careful, as there are also techniques for breaking through the guard.

Evade

Directional buttons / left analog stick

Pressing the directional button up or down twice or moving the left analog stick up or down twice while being attacked enables you to evade. However, you cannot evade a Throw Technique.

Change Target

L2 button / R2 button

When there are multiple enemies, pressing the L2 button or R2 button enables you to change your target.

Withdraw from Battle

L1 button+L2 button+R1 button+R2 button

When a marked opponent has been knocked down, you can withdraw from battle by simultaneously pressing the L1, L2, R1, and R2 buttons.

Special Technique / Extra Special Technique

When Furyoku and Vitality exceed a certain level, you can use Special Techniques by entering special commands. Special Techniques can deal massive damage, but they use Furyoku and Vitality. Also, some characters can use Extra Special Techniques that are even more powerful. Extra Special Techniques use more Furyoku and Vitality than Special Techniques.

Clearing a Battle Stage

You win a battle by satisfying the conditions displayed by the Strategy Goals (see page 13) in the Simulation section. (There will be times where you will not clear a battle stage, even after satisfying some of the conditions.)

Earning a Bonus

You can earn an Experience Point bonus by clearing a battle stage. However, characters that lose in the Battle section will not get a bonus.

Battle Evaluation

In the Battle Evaluation, your score based on Turns to Clear and Teammates Remaining will be displayed. You can also obtain items. Generally, the fewer turns it takes you to clear a battle stage, the higher your evaluation will be.

Teammates Remaining	The more teammates remaining, the fewer the points subtracted.
Total Damage Taken by Player and Teammates	The less damage teammates take, the less points will be subtracted.
Items Used	The less items and map weapons used, the less points will be subtracted.
Total Attacks Used	The shorter the battle time, the less points will be subtracted.
Continues Used	When Game Over is displayed, you can keep the Experience Points you earned and start playing from the beginning of the same battle stage again. But, if you choose to continue, points will be subtracted.
Turns to Clear	The fewer turns it takes to clear the battle stage, the fewer the points subtracted.
Total Points	The total points after subtracting points based on Turns to Clear.
Battle Evaluation	Battle stage evaluation. A grade S, A, B, C, or D will be displayed, with S being the highest evaluation and D the lowest.

Intermission Section

The Intermission section begins after clearing the Battle section and finishing the Adventure section. Select using the directional button or the left analog stick and then confirm using the ⊗ button.

Save Game

Save current player data. You can resume a game using saved data by loading it from the Main Menu screen (see page 4).

Capability

Check the status of each character. See page 11 for more information.

Options

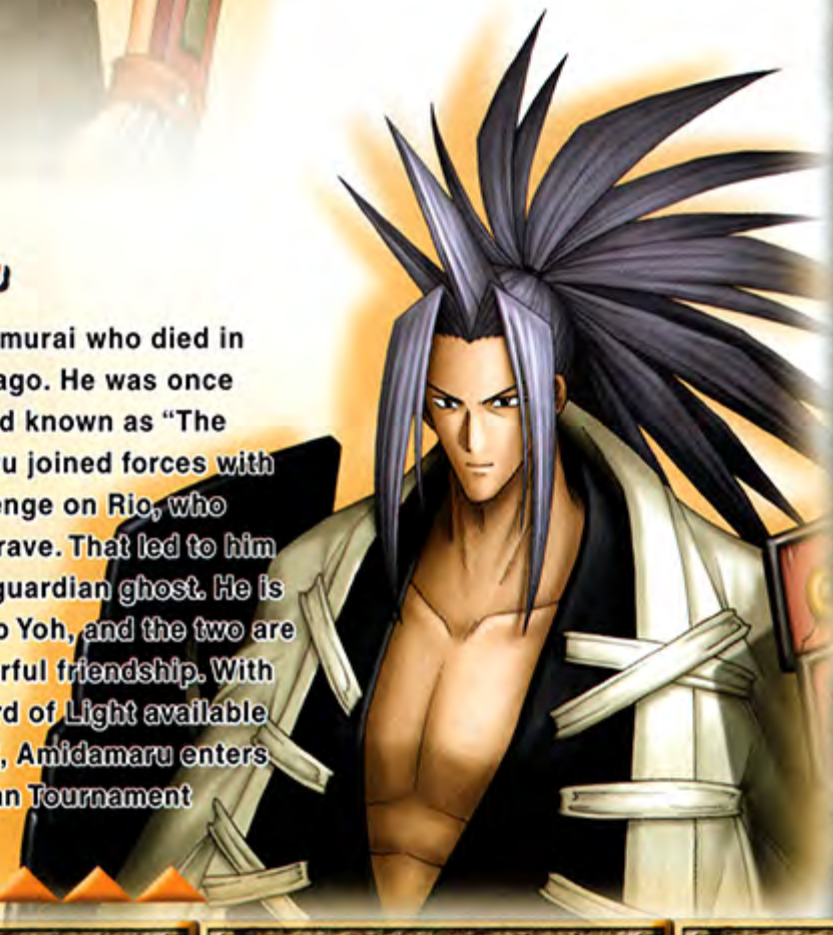
Change game settings. See page 15 for more information.

Next Stage

Proceed to the next stage.

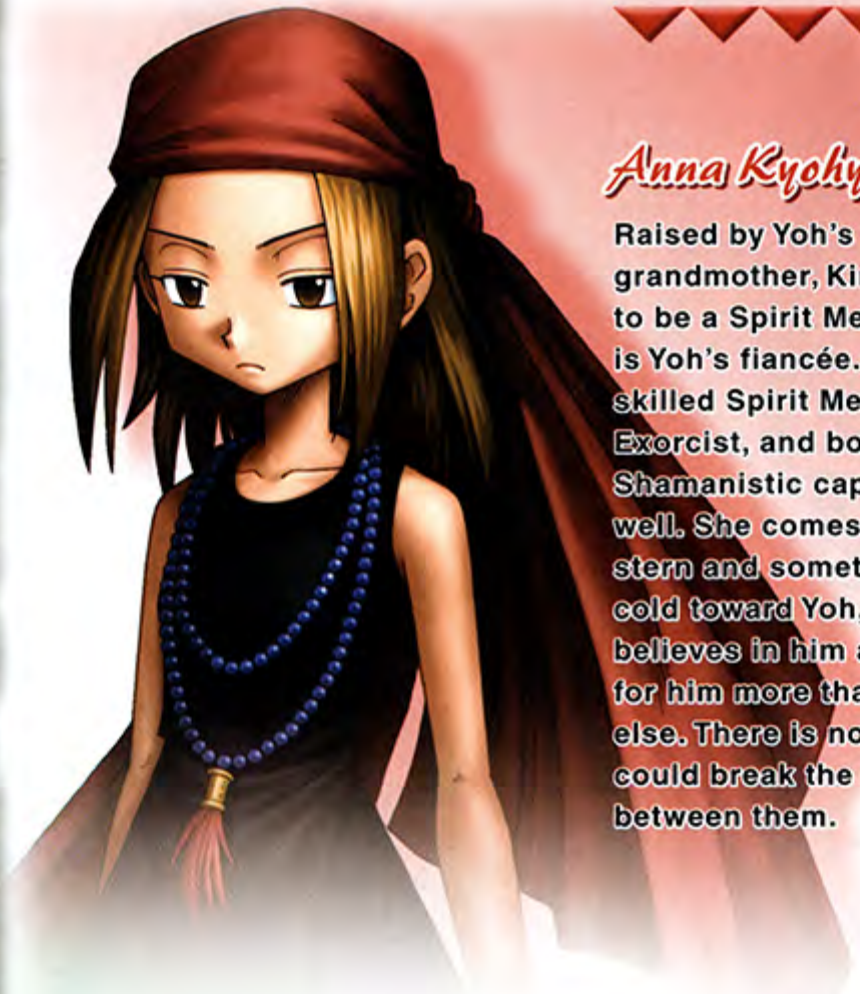
Yoh Asakura

A laid-back boy who dreams of becoming Shaman King. He aims to live a peaceful, stress-free life. Morty and Len, the new friends he made in Tokyo, are the most important things in his life because they are the first friends he has ever had.



Amidamaru

The spirit of a samurai who died in battle 600 years ago. He was once greatly feared and known as "The Ogre." Amidamaru joined forces with Yoh to exact revenge on Rio, who desecrated his grave. That led to him becoming Yoh's guardian ghost. He is extremely loyal to Yoh, and the two are bound by a powerful friendship. With his beloved Sword of Light available for Spirit Control, Amidamaru enters the Grand Shaman Tournament alongside Yoh.



Anna Kyohyama

Raised by Yoh's grandmother, Kino Asakura, to be a Spirit Medium, Anna is Yoh's fiancée. She is a skilled Spirit Medium and Exorcist, and boasts other Shamanistic capabilities as well. She comes off as quite stern and sometimes acts cold toward Yoh, but she believes in him and cares for him more than anyone else. There is nothing that could break the bond between them.

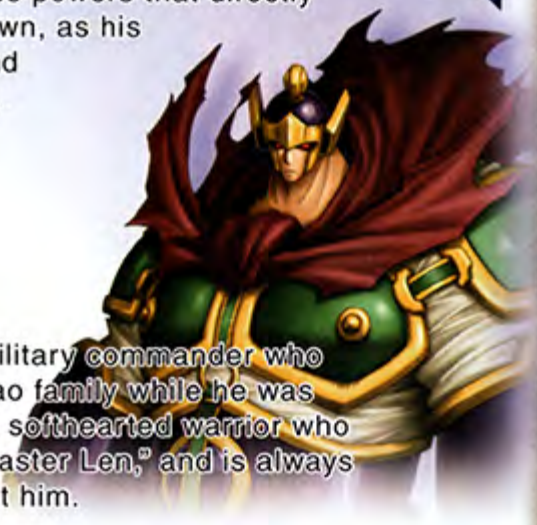
Mortimer Oyamada (Morty)

Yoh's classmate, as well as his first human friend. He is not a Shaman, but he has the ability to see spirits. He has faced countless dangers since meeting Yoh and is becoming deeply involved in the world of spirits and Shamans. Morty is the eldest son of the owner of Oyamada Company, Japan's leading electronics manufacturer.

Character Introduction

Tao Len

The eldest son of one of China's oldest Shaman clans. His guardian spirit is Bason, a Chinese military commander who once served the Tao family. Before meeting Yoh, he thought nothing of killing people, and destroyed all in his path with cold efficiency. Thanks to Yoh, he has become a more compassionate person. He thinks of Yoh, who possesses powers that directly contrast his own, as his best friend and greatest rival.



Bason

A Chinese military commander who served the Tao family while he was alive. He is a softhearted warrior who calls Len, "Master Len," and is always worried about him.

Rio

Possesses a strong sense of loyalty and friendship. Rio seeks his Sacred Hang, the place where he belongs. After meeting Yoh and being possessed by Tokageroh, the Lizard Spirit who was once a thief, he discovered the way of the Shaman. He idolizes Yoh as his master-so much so that he wants to enter the Grand Shaman Tournament.

Tokageroh

The Lizard Spirit and former thief who possesses Rio to exact revenge on Amidamaru, the samurai who defeated him 600 years ago. After finally making peace with Amidamaru and becoming Rio's guardian ghost, his sly, dishonest personality starts changing.

Trey

A nature-loving Shaman who came from the north. His guardian ghost is Corey of the Minutians, an elf of the earth. Noble and honest, he always speaks his mind. Trey also has a strong sense of friendship and cannot abandon a friend in need.

Corey

Minutian who lives under a butterbur leaf. She may look small and cute, but when it comes time to fight, she serves as a powerful partner for Trey.

Meryl Onugami

Girl who suddenly appeared before Yoh and his friends one day. Much is unknown about her, including her origin, but such mysteries are cleared up little by little as she adventures with Yoh and his friends.

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