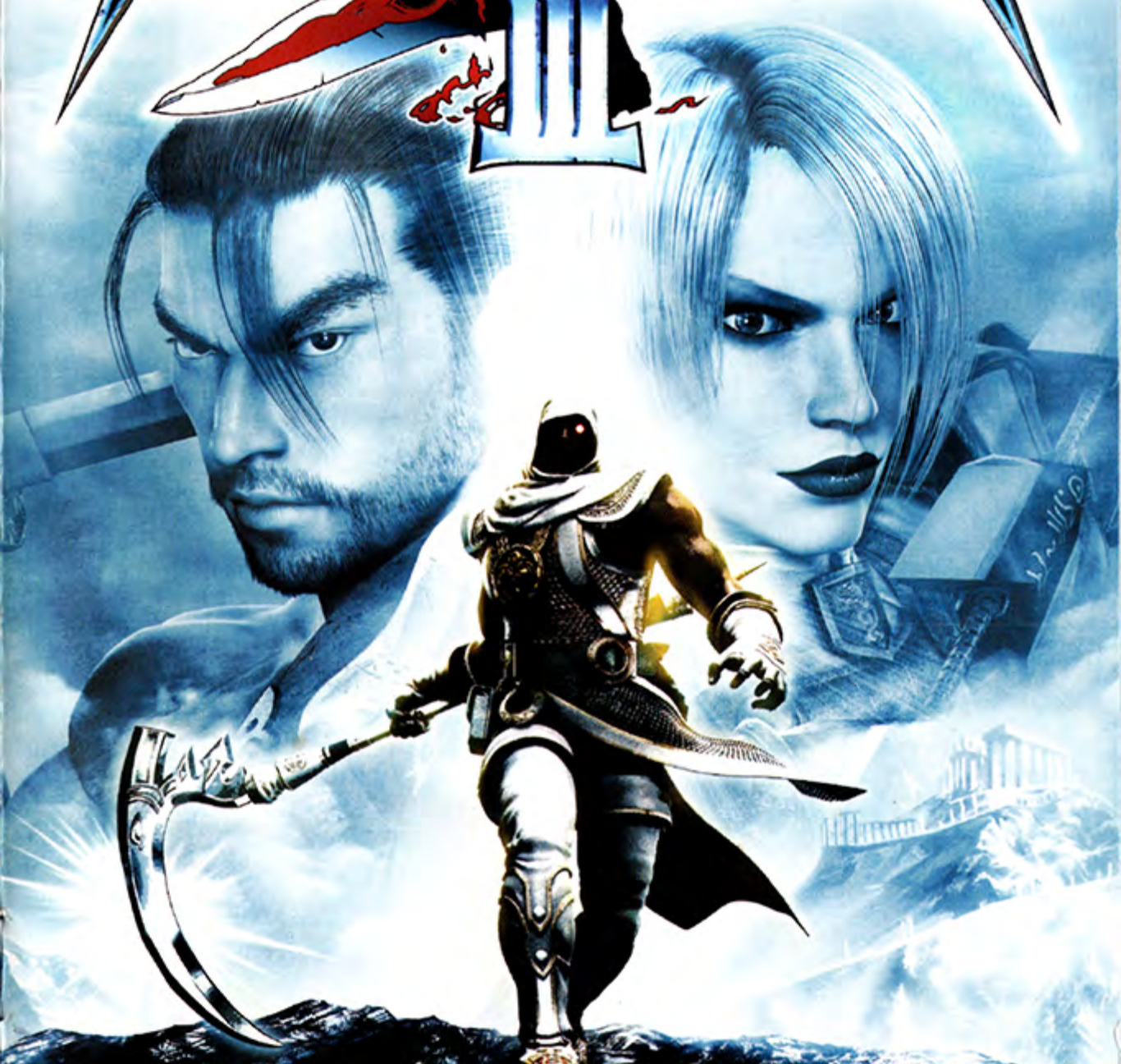


SOULCALIBUR III



TEEN
T
CONTENT RATED BY
ESRB

namco®

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.

TABLE OF CONTENTS

<i>Getting Started</i>	2
<i>Game Controls</i>	3
<i>Starting the Game</i>	4
<i>Screen Guides and Rules</i>	5
<i>Basic Techniques</i>	6 - 10
<i>Character Creation</i>	11 - 12
<i>Chronicles of the Sword</i>	13 - 14
<i>World Competition</i>	15
<i>Shop</i>	16

Credits

**DEVELOPED BY
NAMCO LIMITED**

Producer
Hiroaki Yotoryama
Director
Jin Okubo
Production Manager
Akiko Tange
Pipeline Supervisor
Mitsuo Kashiwagi
Technical Director
Shinobu Nimura
Lead Game Designer
Tetsuya Akatsuka
Snr. Game Designers
Makoto Kiyokawa
Ryouji Ichikari
Takashi Otani
Lead Programmer
Yoshihito Iwanaga
Snr. Programmers
Takashi Koshigoe
Tadashi Obama
Art Director
Masashi Kubo
Snr. Visual Designers
Hideo Yoshie
Yasuyuki Kobori
Seidou Ozawa
Hirokazu Takeda
Hiroaki Kawagoe
Ryo Saida
Lead Motion Designer
Yoshihisa Yaguchi

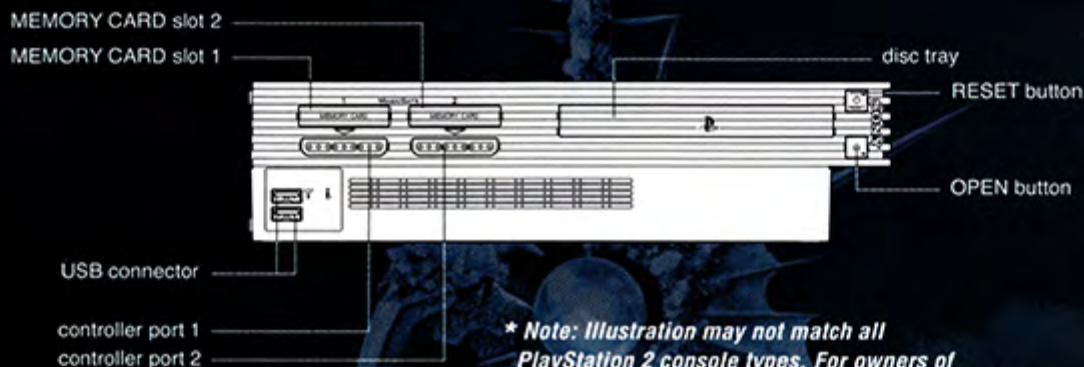
Snr. Motion Designers
Kento Kojima
Hiroki Minami
Yoshikazu Sumioka
Music by
Junichi Nakatsuru
Story by
Yoshihiro Nakagawa
Character Illustrator
Takuji Kawano
Opening Movie Director
Taisuke Aihara
Cut Scene Director
Katsutoshi Sasaki
2D Graphics Designer
Hirotaka Kawakami
Graphic Designer
Hideaki Ito
Localization Producer
Lindsay Gray
Localization Specialists
Naotaka Higashiyama
Seiji Sugimoto

**PUBLISHED BY
NAMCO HOMETEK INC.**

**NLD Business Unit
Business Unit Director**
Yoshi Niki
Senior Marketing Manager
Yoko Nakao
Localization Manager
Hiroshi Tanaka
Localization Staff
Minako Takahashi
John Hickey
**US QUALITY ASSURANCE
Director of Product Services**
Glen A. Cureton

**Quality Assurance
Supervisor**
Daryle Tumacder
Senior QA Lead
Jesse Mejia
Quality Assurance Testers
Alex Gannaway
Elias Gomez
Alan Hopkins
Avi Morgan
Chris Chen
Chris Simpson
Christopher Snyder
David Miller
Gene Duenas
Jesse Bell
Jhune Dela Cruz
Kenrick Mah
Kevin Nardi
Mark Walker
Mike Desenganio
Shaun Woo
Scott Pendleton
Todd Shimizu
Y Pham
Public Relations Manager
Kristin Calcagno
Special Thanks
Nobuhiro Kasahara
Robert Ennis
Garry Cole
Brian Schorr
Jennifer Tersigni
Lin Leng
Thomas Huston
Nao Higo
Sean Mylett
Ryan Chennault
Rob Ely
Takefumi Hyodo
Shin Mori

GETTING STARTED



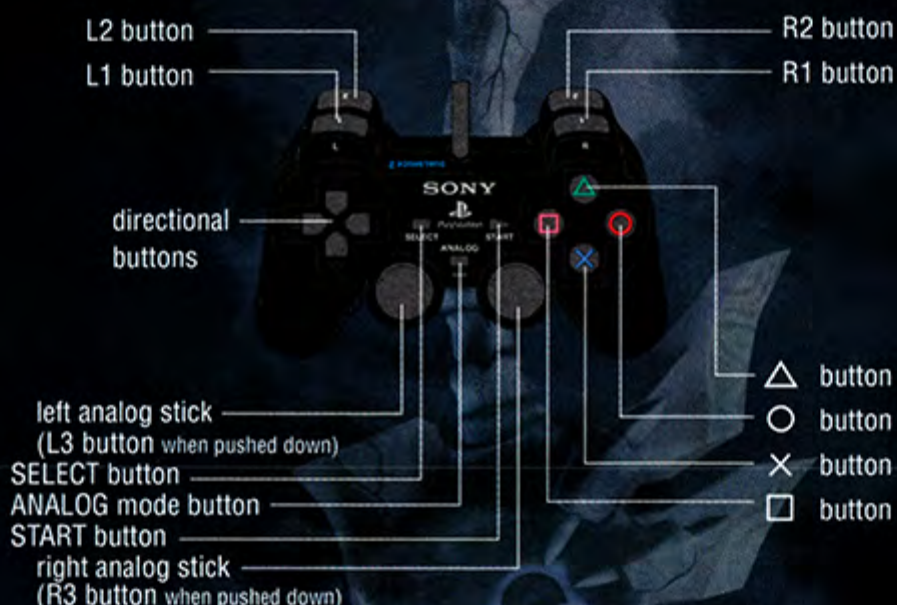
** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 SOULCALIBUR®III 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.

GAME CONTROLS

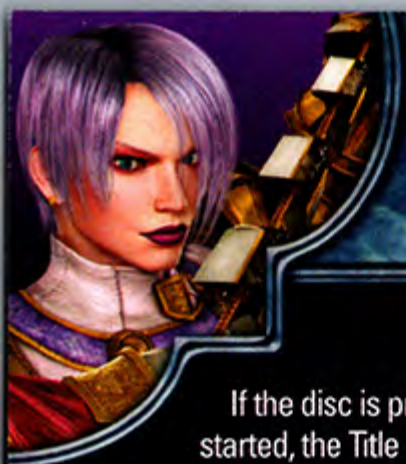


DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



The following is the default controller setup. Some buttons may be remapped in the Options Menu. Two controllers are necessary to play VS Battle and VS Team Battle Modes. SOULCALIBUR®III can also be played with a DUALSHOCK® analog controller. The controls for the DUALSHOCK® analog controller are the same as for the DUALSHOCK®2 analog controller. The default setting for the vibration function is OFF. The vibration function can be turned ON in the Options Menu.

□ button	Horizontal Strike (A) / cancel menus and other selections	L1 button	Guard (G)
△ button	Vertical Strike (B) / cancel menus and other selections	directional buttons	Character movement / menu selection
○ button	Kick (K) / confirm menus and other selections	left analog stick	Character movement / menu selection
× button	Guard (G) / confirm menus and other selections	START button	Pause game / open pause menu
L2 button	Press A+B simultaneously	R2 button	Press A+B+K simultaneously
		R1 button	Kick (K)



STARTING THE GAME

If the disc is properly set in the PlayStation®2 hardware and the game is started, the Title Screen will be displayed. Press the START button to go to the Mode Select Screen.

Mode Select Screen



Single Player Modes

The single player mode includes seven sub-modes including Tales of Souls Mode, Chronicles of the Swords Mode and Character Creation Mode.

VS Modes

The modes in this section allow you to play against another player.

Shop

Buy weapons for your characters and other items.

Options

Change settings and save or load your data.

About Save Data

When saving game progress, insert a memory card (8MB) (for PlayStation®2) with at least 300KB of free space into MEMORY CARD slot 1 or slot 2. Then start the game.




About Progressive Output

Higher video quality can be enjoyed if a component AV cable for PlayStation®2 (SCPH-10100U) and a progressive scan (525p) television set with component video input are used. If a television set without progressive scan (525p) capabilities or a connection other than with a component AV cable is being used, the picture may not display properly in progressive scan mode.

For instructions on how to use the component AV cable to connect the PlayStation®2 to a television set, please consult the instruction manual for the PlayStation®2 or the diagrams included with the component AV cable. Furthermore, please set the Component Video Out settings on the PlayStation®2 to Y Cb/Pb Cr/Pr under System

Configuration. Some television sets with component video inputs may not be progressive scan (525p) enabled. Please consult the television set's instruction manual or contact the manufacturer to confirm.

Selecting Progressive Mode

Hold down the  button and the  Button while the game is booting, and the following prompt will appear: "Change to Progressive Mode?" Carefully read the warning on the screen. Select "Yes" with the directional buttons and confirm with the  button to switch to progressive mode.

SCREEN GUIDES AND RULES

These are the basic rules and viewing methods for in-battle screens. The rules and screens vary according to the mode. For details on this, please refer to the pages explaining each game mode.

Basic Screen Guide



Character Names

Displays the character's name


Health Gauge

The green bar indicates how much health remains for the player character. When the health gauge reaches zero, the player loses.

Time

When the clock reaches zero, time is up for the match. The player with more health wins.

Pause Menu

When the START button is pressed during battle in each mode, a Pause Menu will be displayed. Select a submenu with the directional buttons or the left analog stick, and confirm your selection using the  button.

** In some portions of the game, there is no pause menu available ("Character Creation," "Shop," and "Options")*

How to Win

Attain any one of the following conditions to win a single battle. Winning a match requires winning a varying number of battles. Adjust the number of battles required to win a match in "Game Settings" under the "Options" Menu.

Knock Out: Opponent's health is reduced to zero.

Ring Out: Opponent is knocked out of the ring.

Time Up: The character with more health when time runs out wins.

Draw & Sudden Death: When a double knock out or a double ring out occurs, a draw results. Both sides receive a point for the battle at this time. If both characters have won the same number of battles, and both sides reach the required number of battles won to win the match at the time of the draw, the match goes into sudden death.

Game Over: This occurs when a match is lost. In modes where there are rankings, such as Survival and Time Attack, qualifying players are able to enter their names into the rankings. In Standard Mode, when Game Over is reached, a Continue Screen appears. Press the START button before the countdown reaches zero to continue playing.

BASIC TECHNIQUES

This section provides an overview of basic moves in SOULCALIBUR®III.

All move commands and controls assume that the character is facing right (standing on the 1P side.)

Basic Control Notation

Command Symbol	Controller Button	Meaning
⇨	directional buttons or left analog stick	Hold direction
➡	directional buttons or left analog stick	Press direction quickly
A	□ button	Horizontal Strike
B	△ button	Vertical Strike
K	○ button	Kick
G	⊗ button	Guard

- The arrows correspond to the up, down, left, and right directions of the directional buttons or left analog stick.
- The controller buttons are based on the default setup.

Attack Attribute Notation

Symbol	Meaning
H	High-level attack (upper-body attack)
M	Mid-level attack (mid-body attack)
L	Low-level attack (lower-body attack)
!	Unblockable
SM	Special mid-level attack (special mid-body attack)
SL	Special low-level attack (special lower-body attack)
T	Throw
AT	Strike combined with a throw
SP	Special action
GB	A strike that breaks the opponent's guard
GI	Guard Impacts the opponent's attack
ST	Stance



BASIC TECHNIQUES



8-Way Run

The 8-Way Run is a system that lets the player run in all directions, allowing for a wider array of movement. To do an 8-Way Run in the forward direction, enter and the character will run while still facing the opponent character. This can be used to dodge the opponent's attacks or to put the player in an advantageous position for combat. There are also moves that can only be executed during an 8-Way Run.

- The left analog stick can be used to enter the same directional controls.
- In order to use the directional buttons to move diagonally, press two directions at the same time, for instance, for the direction, simultaneously press the right and down directional buttons.

Jump and Guard

In order to jump, hold G and , , or . To guard and retreat or advance, hold G and or . To guard and crouch, hold G and , , or .

- The left analog stick can be used to enter the same directional controls.

Step in/out and side step

Players can Step In, Step Back, Left Side Step, and Right Side Step.

- Step In:
Step Back:
Left Side Step:
Right Side Step:

- When the character is facing right (standing on the 1P side.)

Throw

Throwing Techniques

Enter A+G or B+G while standing close to an opponent, to throw them.

Escaping a Throw

In order to escape an opponent's throw, press A against an A+G throw, or B against a B+G throw just as the opponent starts the move.





BASIC TECHNIQUES

Attack Attributes and Guard

High-level Attack (upper-body attack)

Useful against standing opponents or opponents jumping towards the player. Use a Standing Guard to defend or Crouch to evade.

Mid-level Attack (mid-body attack)

Useful against both standing and crouching opponents. Use a Standing Guard to defend, but not a Crouching Guard.

Low-level Attack (lower-body attack)

Useful against both standing and crouching opponents. Use a Crouching Guard to defend or Jump to evade.





Special Mid-level Attack (special mid-body attack)

Useful against both standing and crouching opponents. Use a Standing or Crouching Guard to defend.

Neutral Guard

Set the Neutral Guard option to ON in the Options Menu so that even if no buttons are pressed and no command is entered, the character automatically guards against attacks. However, this feature does not guard against low attacks (lower-body attacks) and for combo attacks, only the first hit is blocked.

Controls while on the Ground

Get up in place	Press G.
Rolling forward or backward to get up	Press  (forward) or  (backward) while on the ground.
Rolling sideways to get up	Press  (towards the back) or  (towards the front) while on the ground.
Attacking while getting up	Press an attack button (A, B, K) while on the ground.

Stagger Recovery

Certain attacks can stun characters, causing them to lose their balance and temporarily be unable to move. In this situation, pressing the directional buttons, the left analog stick, or any of the A, B, K, G repeatedly speeds up recovery.

BASIC TECHNIQUES



Ukemi

Certain powerful attacks can throw a character down onto the ground. Press G while going down to quickly recover and return to a ready position.

Forward Ukemi..... Enter **▶**+G while going down.

Backward Ukemi..... Enter **◀**+G while going down.

Side Roll Ukemi..... Enter **▼**+G or **▲**+G while going down.

Guard Impact

Use one of the following commands at the right moment to repel or parry an opponent's attack. This is called Guard Impact. When successful, both parties are momentarily stunned. The player who successfully Guard Impacts is able to move first, and will therefore have an advantage in the fight. Guard Impact is effective against almost every technique, but there are a few exceptions.

Repel high-level (upper-body) or mid-level (mid-body) attack Press **▶**+G in time with the opponent's attack

Parry mid-level (mid-body) or low-level (lower-body) attack Press **◀**+G in time with the opponent's attack

Reverse Guard Impact

When an attack is repelled or parried by a Guard Impact, the player is in the disadvantageous position of being unable to attack or guard. However, if attacked while still immobile, the player can use Guard Impact against the opponent.



Just Impact

When entering Guard Impact **▶** or **▲**, if your timing perfectly matches that of your opponent's attack, it will become Just Impact. If you land a hit with an attack after Just Impact, it will be treated as a counter. Depending on the move, you can see a large damage increase.



BASIC TECHNIQUES

The Relationship Between Vertical Strikes, Horizontal Strikes and 8-Way Run

In addition to the various attacks, defensive techniques, and special moves in SOULCALIBUR®III, there is the tripartite relationship between the basic attacks (vertical strike, horizontal strike) and 8-Way Run.

Vertical Strike

Vertical strikes have the ability to crush horizontal strikes. Match an opponent's horizontal strike with a strong vertical strike to gain the upper hand.

8-Way Run

Use the 8-Way Run to dodge vertical strikes. Run behind opponents and follow up with a powerful attack.

Horizontal Strike

Stop an opponent's 8-Way Run with a horizontal strike. Since the opponent is running, the likelihood of a Run Counter is high.

Soul Charge

A character can focus energy, or "spirit," into their weapon to temporarily raise its attack power. This is called a Soul Charge. Unleash a Soul Charge by pressing A+B+K simultaneously. Depending on which buttons are pressed for how long, one of the following 3 stages of transformation occur:

Soul Charge LV1

Press G immediately after the Soul Charge is initiated and the player's weapon glows lime green. Focusing energy can be quick, but the charge does not last long.

Soul Charge LV2

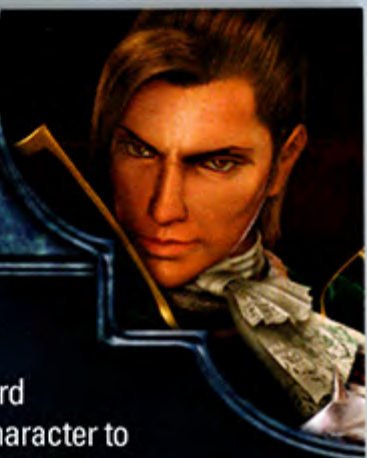
If an attack is launched after initiating a Soul Charge, or if G is pressed soon afterward, the weapon will glow green. Some attacks are as powerful as Counter Hits and the charge lasts a little longer.

Soul Charge LV3

Fully focusing energy results in the weapon glowing blue. Not only will attacks be much more powerful, but some attacks are unblockable or guard-break moves. The charge also lasts for a long time.


- A guard-break move is one that breaks through an opponent's guard and creates a disadvantageous situation for the opponent, where neither attacking nor guarding is possible.

CHARACTER CREATION



Create your own original characters and change the color of standard character parts such as hair and costume. Use your own created character to play in other modes such as Soul Arena, Practice, and VS Standard modes.

Menu Screen

When "Custom Character Creation" is selected, the Menu Screen will be displayed. Select a submenu with the directional buttons or the left analog stick, and confirm your selection using the  button.



Edit
Edit character.

Save
Save characters that have been created.

Load
Load game data saved on a memory card (8MB)
(for PlayStation®2).

Delete
Delete character. Choose the character you would like to delete and select this option.

Exit
Return to SOULCALIBUR®III Title Screen.

Character Select

Selecting "Edit" from the menu screen will display the Character Select screen. Select a blank space when creating a brand new character, or select a character that has already been created to edit that character. As the game progresses the number of characters that can be created will increase.



CHRONICLES OF THE SWORD



In this mode, you are able to use your created character as the main character of a real time strategy game. You are able to choose your own unit and fight in an arena, or battle on the map. As your enemies move in real time, every decision you make impacts the outcome of the game.

Game Flow

Select "New Game" and the "Custom Character Creation" screen will appear. Create the main character for this mode – you cannot proceed without creation of a new character.



Chronicle Screen

"Chronicles of the Sword" is composed of several different chapters, or chronicles. On the Chronicle Screen, the title of the Chronicle that is about to begin as well as the story and objective(s) will be displayed.

Chronicle Briefing

Next you will move over to the Chronicle Briefing Screen. Please select a unit to launch attacks on the map here. The numbers of units that can launch attacks vary according to the chapter.





CHRONICLES OF THE SWORD

Map Screen

On this screen, the movements and battles of the unit(s) are executed in real time. Also, it is possible to open up the Map Menu as well as the Unit Menu.



Map Conflict

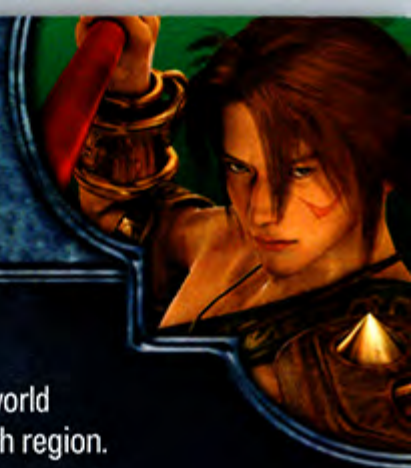
Should allied units and enemies come into contact with one another, a skirmish will begin on the map. In Boss Battles you are forced to enter battles in which you control your character.

Clear Chronicle

When the goal of the chapter has been achieved the Chronicle is cleared, and the player obtains Gold, items, and so on. Once you have confirmed the results, you can move on to the next chapter.

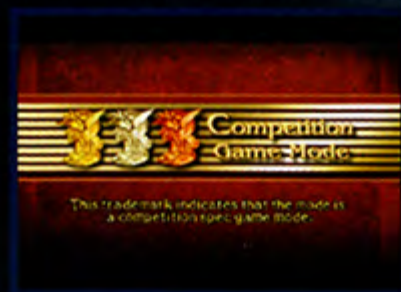


WORLD COMPETITION



This is a mode in which SOULCALIBUR players can tour a virtual world and aim for ultimate victory in the competitions that are held in each region.

What is World Competition?



When "World Competition" is selected, the Competition Game Mode Screen is displayed. This logo indicates that this mode is one that requires serious battle skills and a high level of competitiveness. Also, as competitive techniques are emphasized in the "World Competition," customized characters and special weapon abilities cannot be used here.

Player's Objective

Participate in a fighting tour around a fantasy world to obtain prize winning bonuses. You can also aim for consecutive championship bonuses that increase as you rack up a string of championship victories.

Prize Winning Bonus

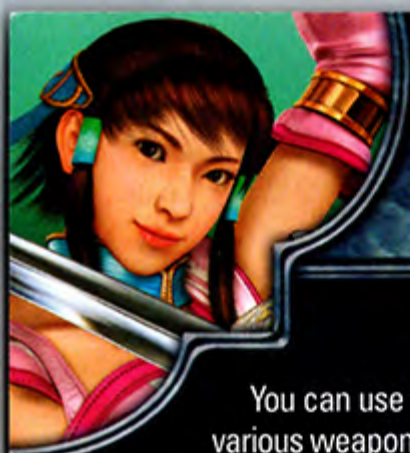
Players that are in the top ranks in competitions can obtain prize winning bonuses. The prize winning bonuses are bigger in the competitions in the latter half of the tour.

Consecutive Championship Bonus

On a tour, every time you win consecutive championships, the consecutive championship bonus that you can obtain will increase. Win consecutively in all the tournaments and earn lots of bonuses!

Wins	Result	Bonus
7 Wins	1st	2870 Gold
Consecutive Championship	0	0 Gold
Total		2870 Gold

Fight Record	
Match Record: Wins 7	Losses 0
Match Win Ratio: 100.0%	
Battle Record: Wins 21	Losses 4
Battle Win Ratio: 84.0%	



SHOP

You can use the Gold acquired playing in each mode of the game to purchase various weapons, armor, and more, so save up your Gold to shop!

Selecting a Shop

First, select the shop that you want to visit from the "Weapons Shop," "Armor Shop," or "Items Shop."

Selecting an Objective

When a shop is selected, a menu will be displayed. For example, the following items are shown when entering the Weapons Shop:

- Buy weapons Proceed to Purchase Screen
- Go to Armor Shop Go to Armor Shop
- Go to Items Shop Go to Items Shop
- Save Save current game progress
- Leave the Shop Return to Mode Select Screen

Purchase Screen

This is the Weapons Purchase Screen. Choose an item that you wish to purchase and select it. When you press the R3 button an image of the merchandise is displayed. When in the shop, the weapon's special effects are always displayed on the screen.



Merchandise List

Category Select Tab

You can switch the merchandise categories that are sold in the store (long swords, short swords, etc.)

Gold (Money) In Possession

Message

A description of the merchandise is displayed.

This game also contains Dolby® Digital Surround EX® surround sound during the opening movie scene. Connect your PlayStation®2 to a sound system with Dolby Digital Surround EX or Dolby Digital, using a digital optical cable. Your sound system will automatically detect Dolby Digital Surround EX during the opening movie scene and Dolby Pro Logic® II during gameplay. If it does not, please refer to your sound system's instruction manual. You need to enable Dolby Digital Surround EX and/ or Dolby Pro Logic II in the audio options menu of the game.

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

**Namco Hometek Inc.
ATTN: Customer Service
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054**

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: <http://www.namco.com>

Visit our Website to get information about our new titles.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

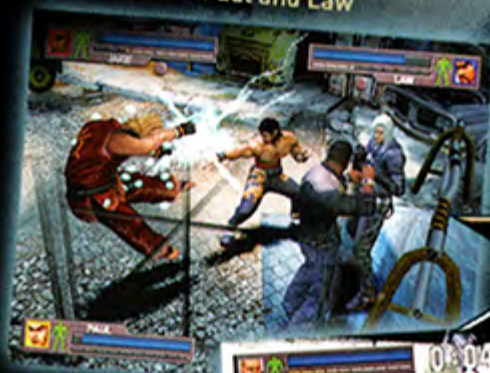
The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM

WELCOME TO THE NEIGHBORHOOD.

From the creators of **TEKKEN**® and **SOULCALIBUR**® comes the ultimate street brawler: the first multiplayer fighting game to unleash never-before-seen double-team combos for maximum damage.

Special appearances by **TEKKEN**®'s Paul and Law



URBAN REIGN

IN STORES NOW!



100 missions, 60 playable characters, 30 weapons



4-player multiplayer over 3 modes



Mild Language
Violence



PlayStation 2

namco
www.namco.com