

The cover art for the video game 'Beat Down: Fists of Vengeance' features a dramatic, high-contrast scene. In the foreground, a large, muscular man with a determined expression is shown from the chest up, his right arm raised in a power fist. To his left, a woman with long dark hair and a serious look is visible. The background is a dark, rainy city street at night, with a large, glowing yellow light source creating a strong lens flare. In the lower right, several smaller figures are engaged in combat on the wet pavement. The title 'BEAT DOWN' is prominently displayed in the center, with 'FISTS OF VENGEANCE' in a smaller font between the two main words.

BEAT FISTS OF VENGEANCE™ DOWN

MATURE 17+



CAPCOM®



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 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.



GETTING STARTED	2
CONTROLLER	3
CASE FILE	4
WANTED	5
OTHER CHARACTERS	7
CONTROLS	8
GAME SCREENS	12
Normal Game Screen	12
VS Battle Screen	13
STARTING PLAY	14
Mode Select	14
Game Over	14
GAME BASICS	15
Conversation	15
Fighting	15
Allies	16
Negotiation	16
Arrest Warrants & Disguises	17
Sub Missions	17
Leveling Up	18
Criminal Level	18
Items	18
INVENTORY	19
PAUSE MENU	21
SAVE/LOAD	21
OPTIONS	22
VS MODE	23
STREETS OF LAS SOMBRAS	24

A SPECIAL MESSAGE FROM **CAPCOM**[®]

Thank you for selecting BEATDOWN: Fists of Vengeance[™] for your PlayStation[®]2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library. CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085.

©CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED. ©cavia 2005

CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. BEATDOWN: Fists of Vengeance is a trademark of CAPCOM CO., LTD. and cavia inc. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. This software uses specially-designed fonts created under license from Fontworks Japan, Inc. Fontworks Japan, Fontworks, and font names are trademarks or registered trademarks of Fontworks Japan, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

GETTING STARTED

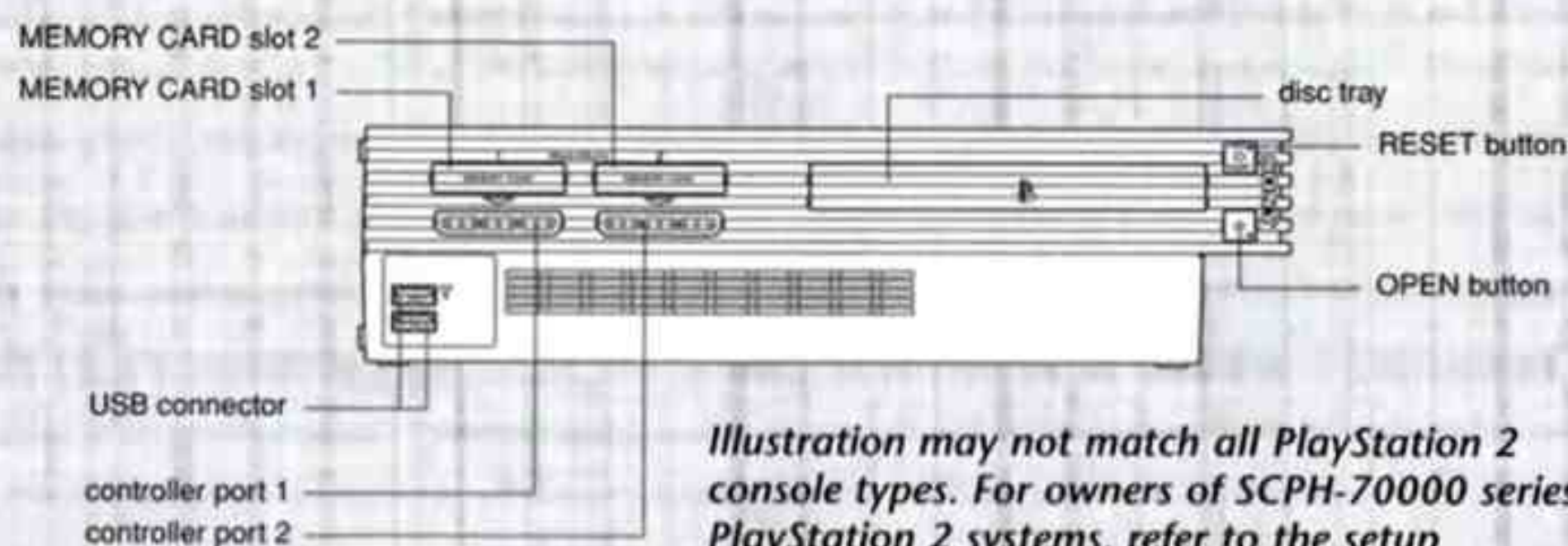


Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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 disc tray will open. Place the **BEATDOWN: Fists of Vengeance™** 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.

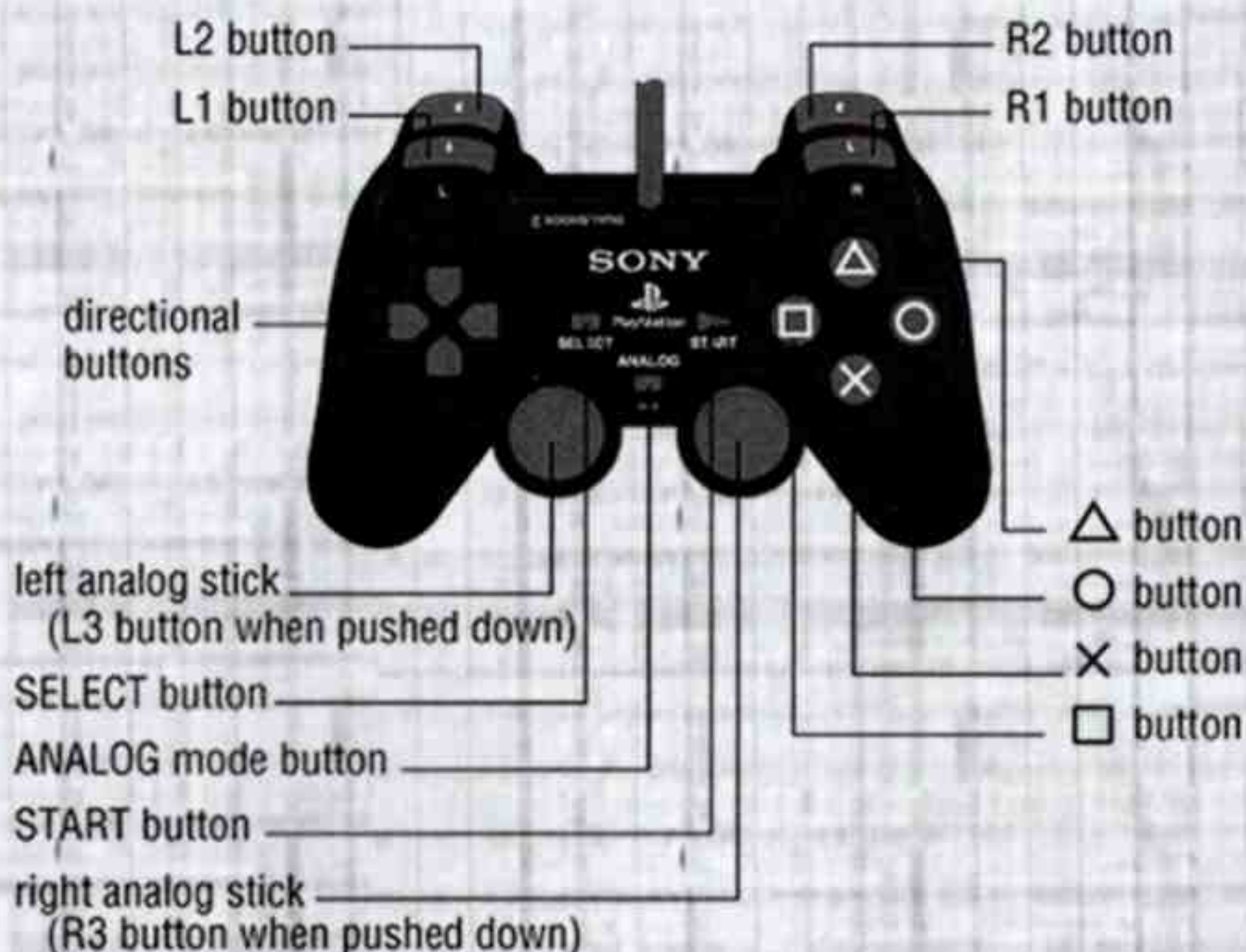
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into **MEMORY CARD** slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

- You must be using a memory card with at least 1408KB of free space in order to save your game data. If you need more free space than is available, delete older data from the memory card before starting play.
- Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.



DUALSHOCK®2 analog controller configurations



CONNECTING THE CONTROLLER

This game is compatible with the DUALSHOCK®2 analog controller.

- Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. For 2-player games, connect a second controller to controller port 2.
- You can remap the controls and turn the controller's vibration function **on/off** in **options mode** (page 22).

MENU CONTROLS

- | | | |
|-------------------------|-------|--|
| left analog stick ↑ / ↓ | | Select menu option |
| left analog stick ← / → | | Change option setting |
| ⓧ button | | Confirm menu selection |
| △ button | | Cancel/Close menu |
| | | Return from a submenu |
| directional buttons | | Same as left analog stick |
| START button | | Open inventory during normal play |
| | | Pause game/Open pause menu during a fight |

**CASE FILE No. 2743-984-bd**

The incident on the night that would later be known as "blood night" went down in my precinct. The crime scene was shocking ... even for a city like this where violence is part of everyday life. Dead bodies of drug dealers were lying everywhere in that harbor warehouse. With puddles of blood splattered all over, I can only imagine what went down here.

Fortunately, finding our first lead was simple. We have witnesses placing five people at the scene at the time of the shootout: Raven, the undefeated bouncer; life-of-the-party Jason G; Gina, the stunningly beautiful assassin; Lola, the cold-hearted fighting machine, and Aaron, the mastermind.

There isn't a soul in this town who doesn't know who they are. Even among the drug lord Zanetti's ranks, they were the cream of the crop. There wasn't a job they couldn't handle ... that is, until now. It looks like Zanetti has some plans of his own for them.

At first glance, this case looks simple, open and shut. But there's something fishy here, and it's not the smell of blood splattered everywhere either. I'm onto them. Somewhere in the underbelly of this city, the ambitions of its rulers are swirling like a dark and dingy tornado. And if we don't stop whoever is behind it, this dark shadow may never be lifted from this town.

The suspects have split up and we're currently trying to track them down. We need to nab them and get to the bottom of this to find out what really went down that night, before Zanetti has 'em snuffed and it's too late.

If we can manage that, then maybe that'll shine even a sliver of light on the darkness that plagues our city. And they're all seasoned veterans of the streets, so I doubt they'll go out without a fight. We should have a little while at least to track 'em down.

I have pictures of the five suspects in front of me. But where's the heroin and the cash that were supposed to have traded hands?

And why were all these people slaughtered? Are they the real culprits behind all this?

Just as I expected, that long night turned into the start of a series of some major, serious events.

Det. Chester

Det. Chester

Las Sombras Police



WANTED

RAVEN

Having grown up on the streets, fighting is in his blood. While fighting and robbing for money, he was scouted and ended up participating in illegal underground fights. With his skills recognized, he got caught up in the world of the Zanetti Family. Fighting is his reason for existing, proof to himself that he's alive; he never backs down from a fight. He's known around town for his bulldog-like tenacity and uncanny fighting instincts.

SPECIAL MOVES

DOUBLE KICK
ROLLING SMASH
BASEBALL SLIDE
POWER DEFENSE

KK

→→ **P**

→→ **K**

G just before taking a hit

JASON G — "THE BIG G"

The son of illegal immigrants, Jason became an orphan at an early age and survived by sticking together with other street urchins in similar circumstances. In the struggle to stay alive on the streets, he had to do whatever it took, including some unsavory acts. He learned that in order to protect his friends he had no choice but to fight. Even after he got into Mob life, friendship remained more important to him than money or power. He's friendly and always willing to help others out, and hates back-stabbers more than anything else.

SPECIAL MOVES

DOUBLE BACK KNUCKLE
DOUBLE HAMMER PUNCH
BACK DROP
GIANT SWING

←→ **P**

→← **P**

P while grabbing from behind

Rotate left analog stick 360° + **P** while grabbing

- **P** = Punch (default button), **K** = Kick (default button), **G** = Guard (default button)
- Arrow keys indicate forward/backward directions when the character is on the left, facing the opponent on the right. If the characters are reversed, then reverse your left analog stick or directional button presses.
- During **group battles**, for the forward (or backward) direction, press the left analog stick or directional buttons in the direction your character is facing toward (or away from) the opponent.



GINA — "THE DARK ROSE"

While Gina was making her way toward the big city lights with hopes of becoming a star, things didn't go quite according to plan and she ended up as an exotic dancer. Eugene, a high-ranking Zanetti Family capo, fell in love with her almost immediately, and the two became close. He taught her self-defense martial arts, the art of killing, and everything else a fierce killer needs to know. She earned herself a bright career as a top assassin, using sex appeal as part of her repertoire, taking care of her clients' dirty work. Never opening up to others, she regards all men as tools for her use in gaining whatever ends she desires.

SPECIAL MOVES

LIGHTNING COMBO	PPPPP
FIREBIRD COMBO	PPPPK
KNIFE EDGE	→ K
GATTLING KICK	→→ K



LOLA — "TARGET ELIMINATOR"

Born and raised in a civil war-torn region of South America, she grew up learning guerrilla warfare tactics from local mercenaries. After the civil war ended, the guerrilla organization turned into a Mob. She gained plenty of experience working as a hit woman and used her earnings to buy passage to America illegally. Under the protection of drug lord Zanetti, she went on to make a living as an assassin. She's taciturn and mysterious Not much else is known about her more recent activity aside from the fact that she is highly skilled in the art of fighting and has some extremely powerful moves.

SPECIAL MOVES

HIGH SPIN	KKKK
AU CHIBATA	→ K
LUA ARCO	← K
MACACO	K behind enemy

- **P** = Punch (default button), **K** = Kick (default button), **G** = Guard (default button)
- Arrow keys indicate forward/backward directions when the character is on the left, facing the opponent on the right. If the characters are reversed, then reverse your left analog stick or directional button presses.
- During **group battles**, for the forward (or backward) direction, press the left analog stick or directional buttons in the direction your character is facing toward (or away from) the opponent.



AARON — "DRUG LORD'S LOVE CHILD"

Son of Zanetti, and one of many illegitimate children born to the drug lord's mistresses. He was brought to Las Sombras to someday take over the family business. But he had to prove he was worthy of succeeding his father or risk getting chased out of town. Extremely nihilistic, he doesn't trust anyone and doesn't care if people trust him or not. Just the fact that he's even mixed up in this whole mess is a big mystery.

SPECIAL MOVES

TRIPLE SNAKE FANG

→ PPP

TRIPLE WHIP

→ KKK

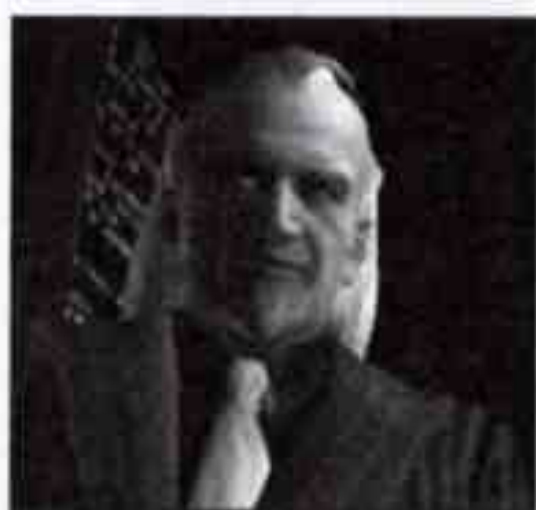
SCORPION NEEDLE

→ → P

ARROW SHOT

← GP (evasive counterattack)

OTHER CHARACTERS



ZANETTI

On the surface he's Las Sombras' top self-made business man. He controls all the rights to the harbor and runs a number of big factories there. But he has another side, as the head of the Zanetti Family that rules over the city streets. Once wild and energetic, he has become extremely suspicious and untrusting in his old age. As always, he is basically untouchable by the authorities.



EUGENE

Zanetti's smart yet wild right-hand man. Expected to take over the Family once Zanetti retires, Eugene is also romantically involved with Gina.



MELVIN

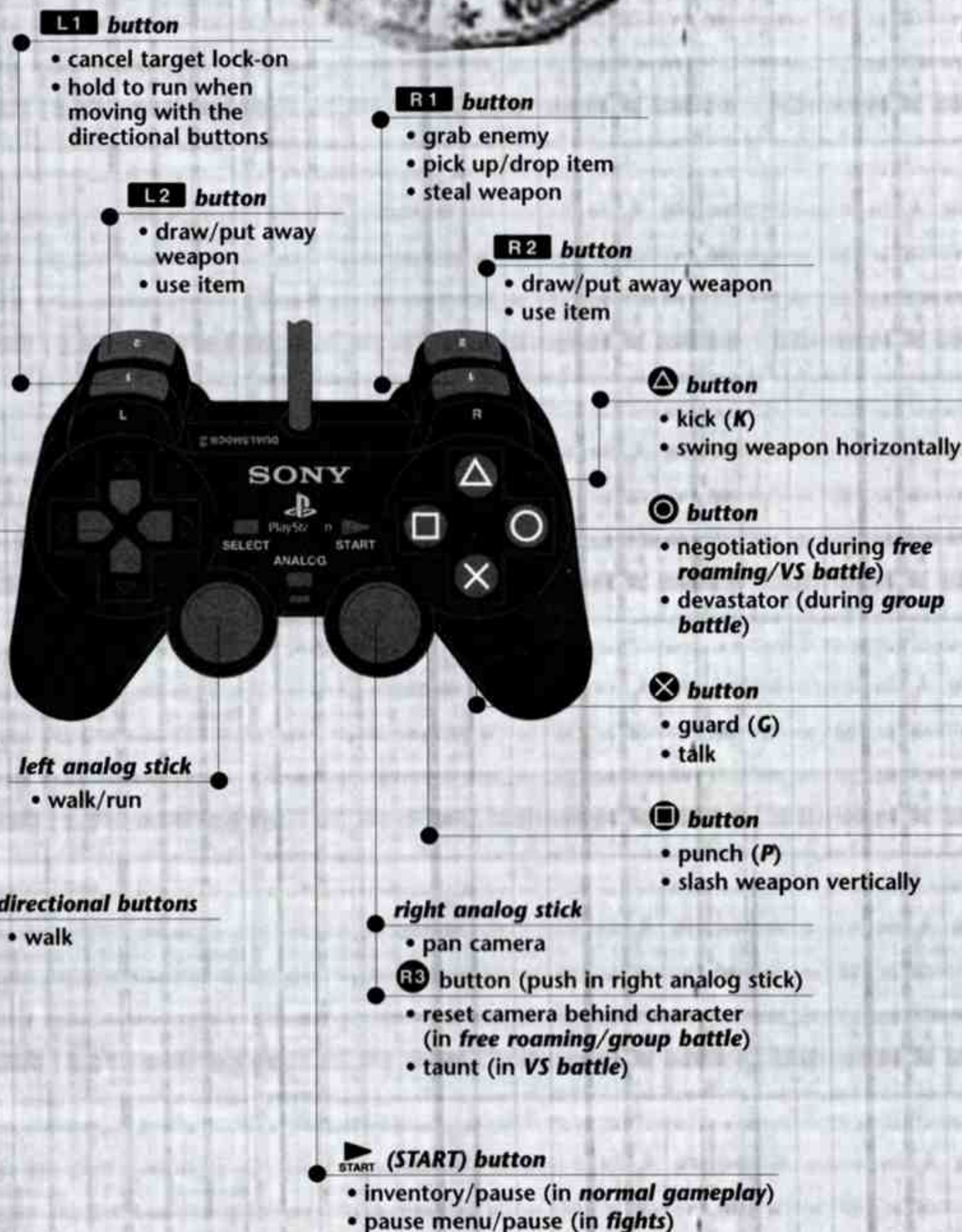
Owner of a bar called The Hole, this former Mob member still has lots of friends in the criminal underworld. He may be a stubborn, pigheaded old man, but he doesn't care too much for Zanetti's way of doing things, and rumor has it he even helps people on Zanetti's bad side stay hidden.



DET. CHESTER

This is me, head of the city police. I'm a very strict by-the-book type of cop, perhaps a bit more passionate about my job than is healthy. But you can't teach an old dog new tricks. The only thing that keeps me running is my hatred for the Mob. I'm prepared to take any means necessary in order to see those bastards dead and buried.

CONTROLS



INVENTORY/PAUSE

INVENTORY/PAUSE

START button (during *normal gameplay*)

- Press the START button to open the *inventory* (page 19).

PAUSE

START button (during *fights*)

- Press the START button to pause the fight.

MOVING AROUND**WALK/RUN**

left analog stick or directional buttons

- While free-roaming (target lock-on is disabled), use the left analog stick or directional buttons to walk. To run, press the left analog stick further in a direction, or hold down the **L1** button while using the directional buttons.

LOCK-ON

when you attack someone or something, your movement switches to left/right to face your target in a **lock-on**

- Cancel the lock-on by moving away or pressing the **L1** button and using **free roaming** (below) to return to normal movement.

DASH

left analog stick or directional buttons (press twice in the same direction)

- Use **dash** to rush toward a locked-on opponent.

FREE ROAMING

L1 button + left analog stick or directional buttons

- Cancel target lock-on and roam freely.

ESCAPE

during a fight, move to the edge of the battle area and press the **L1** + **R1** buttons

- When you come close to any edge of the fighting area, the word **escape** appears on screen. At this point you can run away from the fight.
- You cannot escape from some fights, such as boss fights.
- Your allies' **friendship level** may decrease when you run away from fights.

CAMERA**PAN CAMERA**

right analog stick, **R3** button

Use the right analog stick to pan the camera to get a better view of the area without moving your character. Press the **R3** button (push in the right analog stick) to reset the camera.

- You can't control the camera in some situations.
- During **group battle**, if no enemies are visible on screen, press the **guard** button to face the camera toward the closest enemy offscreen.

NEGOTIATION/DEVASTATOR**NEGOTIATION**

○ button (during **free roaming and VS battle**)

- Negotiate (*page 16*) with people to gain money or valuable information, or to recruit them.

DEVASTATOR

○ button (during **group battle**)

- An effective area attack move for knocking back multiple enemies.
- If your **life gauge** drops below a certain point you can't use this move.



HAND-TO-HAND ATTACKS

HAND-TO-HAND  button = Punch (*P*);  button = Kick (*K*)

Combine the *P* and *K* buttons with the left analog stick (or directional buttons) to produce a variety of special moves and powerful combos.

- When using the left analog stick (or directional buttons), three levels of attacks are possible: *high*, *mid-level* and *low*.
- You can perform a follow-up attack to attack your opponent on the ground.
- Attacks in *group battle* are limited to special group fighting actions.

HIGH ATTACK	Aimed at opponent's face. Can be blocked with <i>high block</i> . Does not land if opponent is performing a <i>low block</i> . High attacks include many types of quick, devastating moves.
MID-LEVEL ATTACK	Aimed at opponent's mid-section. Can only be blocked with <i>high block</i> . If you hit an opponent guarding with <i>low block</i> , the opponent is knocked down in a long damage animation.
LOW ATTACK	Aimed at opponent's legs. Can only be guarded against using <i>low block</i> . Mainly helps to trip up and then leave the opponent open or knock the person down.
STRADDLE	After knocking opponent down, walk up and press the  button to straddle the person. Then use the  and  buttons to pound on your opponent.
FOLLOW-UP ATTACK	After knocking opponent down, walk up and press the  button to attack again.

WEAPON ATTACKS

WEAPON ATTACKS  button;  button

Use your currently equipped weapon to attack. You must block with the weapon to successfully guard against weapon attacks by enemies.

- Certain weapons may be controlled differently.

VERTICAL SLASH	Press the  button to swing your weapon vertically for massive damage.
HORIZONTAL SWING	Press the  button to swing your weapon horizontally to yield a wider attack range.

DRAW/PUT AWAY WEAPONS

DRAW/PUT AWAY  button;  button

From the *weapons/items* section of the *inventory*, you can assign weapons to the  and  buttons to use at any time during a fight. Press the corresponding button again to put that weapon away.

- Only weapons equipped from the *inventory* can be put away with the  /  buttons.

GUARD**GUARD** **X** button = Guard (G)

Press the **X** button to guard against attacks, and combine it with the left analog stick (or directional buttons) to perform **high** and **low blocks**.

- You must be holding a weapon to guard against weapon attacks.
- **Group battles** are limited to specialized group fighting tactics. In group battle, all **high**, **mid-level** and **low attacks** (except **grab attacks**) can be guarded against.
- Certain weapon attacks cannot be guarded against.

HIGH BLOCK

Blocks **high attacks**. Does not guard against **low attacks** or **grabs**.

LOW BLOCK

Blocks **low attacks**. Does not guard against **mid-level attacks** or **grabs**.

GRAB**GRAB** **R1** button

Press the **R1** button while near an opponent to grab the person. Once you grab someone, you can perform a variety of actions by pressing different attack buttons.

- You cannot grab an opponent while holding a weapon.
- Special group-fighting tactics are only possible during **group battle**.

THROW/WALL SLAM

Press an attack button after grabbing an enemy to throw or kick the person. If you are close enough to a wall, you can slam the opponent into the wall.

TAG-TEAM ATTACK

Perform powerful tag-team attacks when fighting next to your allies. The move's success depends on the **friendship level** that ally has with you.

STEAL WEAPON

If an opponent has a weapon, you can steal it by grabbing the opponent.

PICK UP/DISCARD**PICK UP/DISCARD** **R1** button

Press the **R1** button when you're close to a weapon or item on the ground to pick it up. Press the **R1** button again to discard your current weapon and throw it on the ground.

STEAL**STEAL** **R1** button

After a **fight**, you can steal money and items from defeated opponents who are lying on the ground. Since this constitutes a criminal act, you risk getting nabbed by the police by doing this in public with people around to see.

GAME SCREENS

NORMAL GAME SCREEN



- | | | |
|---|-----------------------------------|---|
| 1 | NAME/LIFE | Shows your character's name and remaining <i>life</i> . When the life level drops to nothing, you become <i>incapacitated</i> . Below your name you'll see the <i>names</i> and <i>life levels</i> of fellow party members (not shown). |
| 2 | POLICE DETECTION INDICATOR | Shows suspiciousness to police as a percentage. |
| 3 | MOB DETECTION INDICATOR | Percentages indicate the Mob's suspiciousness and likelihood of attack. |
| 4 | MONEY | Shows your current amount of money. |
| 5 | OPPONENT'S NAME/LIFE | Shows opponent's name and remaining <i>life</i> . When it drops to nothing, the opponent is <i>incapacitated</i> . |
| 6 | MAP | Shows your current location and rendezvous points for hooking up with allies. Red dots indicate destinations. Yellow dots show stores and other places of interest you can enter. |
| 7 | ACTION WINDOW | Shows available actions and their control buttons. This appears during certain events (<i>pages 15-16</i>). |
| 8 | DIALOG WINDOW | Shows dialog during conversations. |

VS BATTLE SCREEN



Your Side

Opponent's Side

YOUR SIDE**1 NAME/LIFE**

Shows name and remaining *life* for the currently controlled character. When this reaches zero, that character becomes *incapacitated*. Other team members' names and life levels (not shown) appear under the current character's name.

2 PRIDE GAUGE

Reflects mental resistance of character under control. Decreases when the character gets hit, and gradually fills back up over time. There are various risks when the gauge runs out.

OPPONENT'S SIDE**3 NAME/LIFE**

Shows opponent's name and remaining *life*.

4 PRIDE GAUGE

Reflects mental resistance of opponent. Decreases when the opponent gets hit, and gradually fills back up over time. It affects the results of *negotiation*.

Note: Pride gauges are not shown during group battles, boss fights, or other times where *negotiation* (page 16) is not available.

STARTING PLAY

MODE SELECT

After the intro movie, the *title screen* appears. Press the  button to display the *mode select menu* offering the options below.

- Use the *menu controls* (page 3) to navigate through the mode select menu.



NEW GAME	Start a new game from the beginning.
LOAD GAME	Load and resume a saved game (page 21).
VS MODE NORMAL	Go head-to-head with another player (page 23).
VS MODE CUSTOM	Load a saved party and use it to go head-to-head (page 23).
OPTIONS	View and adjust various game options (page 22).

GAME OVER

If you run out of life during battle, you become incapacitated. Depending on where the game ends, different things will happen, as explained below:

GROUP BATTLES

Select **Yes** to restart the game at the beginning of the battle, or select **No** to end the game.

GROUP BATTLES WITH POLICE

You're arrested and hauled off to jail.

- There may be times when you are not arrested.

VS BATTLES

**YOU HAVE AN ALLY
WITH REMAINING LIFE**

Control switches to that character.

**YOU HAVE NO ALLIES
WITH REMAINING LIFE**

Select **Yes** to *retry* the game from the beginning of the battle, or select **No** to *quit* the game.



The game starts off with the Mob on your trail. Your basic aim is to move around, talk to people, build up your gang, earn money, and ultimately exact revenge.

CONVERSATION

You can communicate with people on the street. Walk up to a person and press the **X** button to talk to the person.

The **action window** opens and you can choose how to interact with the person.

- Some characters will initiate conversation once you get close enough.



Conversation

NEGOTIATION (○ button)

Select **negotiation** (page 16), then select what you want to get from the person. If **negotiation** fails, the situation will escalate into a fight.

BATTLE (■ button)

Challenge the person to a fight.

FIGHTING

You'll enter **fighting mode** if you do any of the following: hit a person, fail to negotiate, are discovered by an enemy, or purposely put a person down.

Fighting mode has two types of battles: **VS battle** and **group battle**.

VS BATTLES

Go 1-on-1 with your opponent and use a variety of moves to gain the upper hand. If you have friends with you at the time, it may be a **team VS battle** of up to 3-on-3. Use your attack buttons combined with the left analog stick/directional buttons to perform a variety of moves. Winning a **VS battle** may give you the advantage in **negotiation**.

GROUP BATTLES

Group battles involve a large number of people fighting at once. In group battles:

- Friends fight alongside you.
- No one can use **negotiation**.
- You can perform **devastator** (page 8) area attacks.
- You can use moves and blocks specially designed for group battle fighting.

ALLIES

You can have up to two friends fighting alongside you to get your back at all times.

CALLING FRIENDS

All your friends are listed on the **black list** (page 20), so you can call them up at any time and have them join you.

RECRUITING

Select **recruit** during negotiation, and if you are successful, the person you're negotiating with will join your forces. The **black list** also contains information on people you can become friends with, so check it often to see who you can recruit next.

FRIENDS WITH SKILLS

Some of the friends you make along the way have certain skills that can prove useful, unlock certain sub missions, etc.

- You have a **friendship level** for each friend that changes depending on your actions in the game. As the level increases, the friend becomes more useful and helps you out even more.

NEGOTIATION

Negotiate during conversations or VS battles to gain money and/or valuable information, or to recruit more people. During **negotiation** you can use the following strategies:

RECRUIT

Ask someone to join your gang. If you're successful, the person is added to the **black list** and becomes a member of your team.

ROB

Ask for money. Robbing people is a main source of cash.

INTERROGATE

Ask for information. Some information is vital in your quest for revenge.

BEATDOWN

(VS battle only) Attack an opponent until the person expires. Be careful: If a passerby witnesses what you're doing, you will be reported to the authorities and an **arrest warrant** (page 17) will be issued for you.

CANCEL

Cancel out of the negotiation.



Negotiation

NEGOTIATING DURING VS BATTLES

Press the **○** button to grab your opponent and initiate the **negotiation**. (Alternatively, press the **R1** button to grab your opponent, and then press the **○** button.)

The **pride gauge** is directly related to your success in negotiating. If you enter negotiations with the opponent's pride gauge at zero, your success is guaranteed. Just initiating negotiations depletes your opponent's pride gauge, so even if the person's gauge is slightly above zero, you can still succeed if entering negotiations drops the gauge to zero.

- If negotiations don't succeed, the opponent will retaliate.

ITEMS FOR NEGOTIATING

Some weapons can make the negotiation process go more smoothly. During negotiations, you'll use whatever weapon you have equipped to try and coerce your opponent. People respond differently to the same weapons, so experiment!

ARREST WARRANTS & DISGUISES

ARREST WARRANT If someone reports you for a murder or if you escape from jail, the police will put out a **warrant** for your arrest. If you lose a fight with cops or get arrested, you will be hauled off to jail.

DANGER LEVEL If there is a warrant for your arrest, or you do things that draw attention to yourself, the **police detection indicator** percentage will increase. This increases the likelihood that the police will come after you.

POLICE REACTIONS Police reactions change depending on the **danger level**. If your **danger level** is at 100%, they will definitely notice you and come after you. Below 100%, police usually leave you alone. If you act suspiciously, your **danger level** will increase, along with the likelihood that you will get spotted. Play it cool.

MOB REACTIONS Like the police detection indicator, the **mob detection indicator** shows the percentage of likelihood the Zanetti Family will discover you and come after you. Again, if this indicator reaches 100%, they will surely find you.

DISGUISES Effective at lowering the **danger level**. Buy clothing at shops around town and change your clothes there or in changing rooms. Wearing a disguise helps to decrease your **danger level**.

JAIL When you get arrested and taken to jail, you can either **post bail** or **fight** to get out. Posting bail cancels your arrest warrant, but escaping jail doesn't. If your friends get arrested, you can bust them out of jail or pay their bail to spring them.

SUB MISSIONS

During the game you will be presented with various **sub missions** from specific characters. Taking on these jobs and completing them wins you money as a reward.

ACCEPTING A SUB MISSION

First view the offered **reward** and **requirements**. If you accept a sub mission, you may have to comply with certain requirements in order to complete it.

CONFIRMING SUB MISSION STATUS

Check your current **sub missions status** in the **missions** section of the **inventory**. You can also check the **completion status** of all sub missions.

CANCELING A SUB MISSION

Talk to the person who gave you the sub mission to cancel it.

LEVELING UP

You earn **experience points** by fighting. Every time you reach a certain amount of experience points, your level increases (you **level up**), and you gain points that you can use to boost the following character parameters:

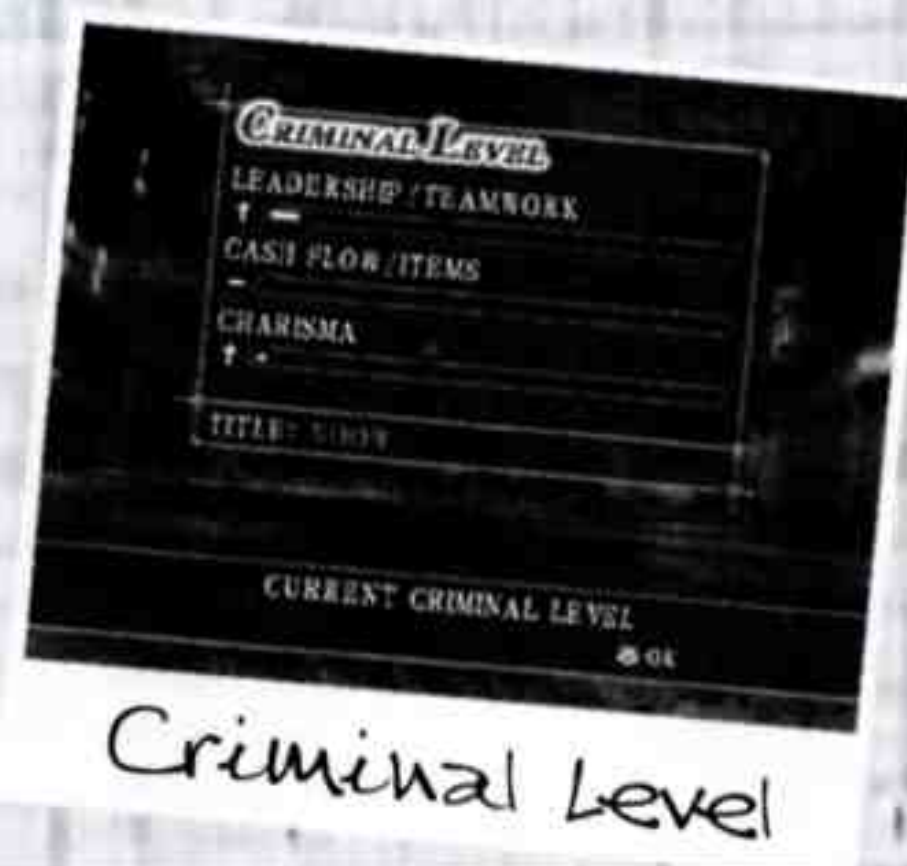
ABILITIES

You attain **abilities** in the following areas when your character levels up:

- **STAMINA:** Lengthens your **max life gauge**.
- **ATTACK:** Increases your **attack power**.
- **TECHNIQUE:** Allows you to learn one new move with each level-up. This makes it easier to lower your opponents' pride gauges, and more difficult for your weapons to break. Also, you become better at **negotiating** and **using weapons**. (You must complete training to learn a new move.)

CRIMINAL LEVEL

Your **criminal level** affects various things throughout the game, possibly even the game's outcome. Three factors (below) control the **criminal level**, depending on the actions you take during the game. You can view your **criminal level** when you save the game (page 21).



LEADERSHIP/TEAMWORK

Reflects the strength and size of your gang.

CASH FLOW/ITEMS

Reflects the money and items you attain.

CHARISMA

Reflects your strength and pride as a criminal.

TITLE

Awarded based on **criminal level** parameter bars.

- The **leadership/teamwork**, **cash flow/items**, and **charisma** gauges increase or decrease depending on your actions.

ITEMS

You can purchase items from stores or from people, or pick them up off the street. There are three main types of items in the game:

WEAPONS

Weapons for use in fights. Press the **draw** (**L2** or **R2**) button to draw your weapon. Projectile weapons may be limited to a certain number of uses.

- Some weapons may be available for the duration of a single fight only.
- Some weapons may break after being used awhile.

USABLE ITEMS

Items that restore your health, etc. Press the button assigned to an item to use the item on the spot.

- Some items can be used any time, not just during fights.

CLOTHING, SERVICES

Buy clothes at stores to use as disguises. You can also get haircuts and plastic surgery to change your appearance.



Press the  button to open the *inventory*, which contains the following options. (During fights, pressing the  button merely pauses the game.)

STATUS

View abilities and attributes for yourself and your teammates. Each character has his or her own window showing the following:

CHARACTER

View information for:

- **LEVEL:** Character's current level.
- **LIFE:** Character's current/max life.
- **EXP:** Current experience points.
- **TYPE:** Character's fighting style.
- **TERRITORY:** Character's location.
- **INFO WINDOW:** Lists character information for group affiliation, number of times arrested, available skills, requests, and whether hospitalized, in jail, etc.
- **WEAPON EQUIPPED:** Currently equipped weapon.



Status

MOVE LIST

View a list of available *moves*.

ABILITIES

Number of available *abilities*, attained whenever the character levels up (page 18).

REMOVE

Remove selected character from party.

ITEMS

Equip/use/discard items and weapons.

WEAPONS/ ITEMS

Assign items/weapons to the **L2** and **R2** buttons to use them instantly in-game.

APPAREL

View clothing in inventory.

OTHER

View other important items you can earn in sub missions, etc.



Items

BLACK LIST

List of criminals in the city. Use this to decide who to recruit to your gang.

- The **black list** is not available at the outset of a game.

VIEW CITY RESIDENT

View information on people who aren't in your gang yet.

- Information on some people not in your gang may not be available.

CALL ON PHONE

You can call up characters who have a phone icon and recruit them to join your current party.

- There may be times when certain characters cannot be called, or want something from you first.

SORT

Press the  button to sort your **friends list** according to various criteria.

MISSION

Check the goal and reward for your current mission, as well as completion percentage for all missions and missions you've previously accepted.

OPTIONS**CONFIG**

Adjust game settings (page 22) for **subtitles**, **map**, **life gauge**, **audio config***, **control config**, **screen adjust** and **brightness**.

CRIMINAL LEVEL

Gameplay results are shown as gauges. Build your gang to increase **leadership/teamwork**, get more cash to increase **cash flow/items**, and defeat more opponents to increase **charisma**.

RECORDS

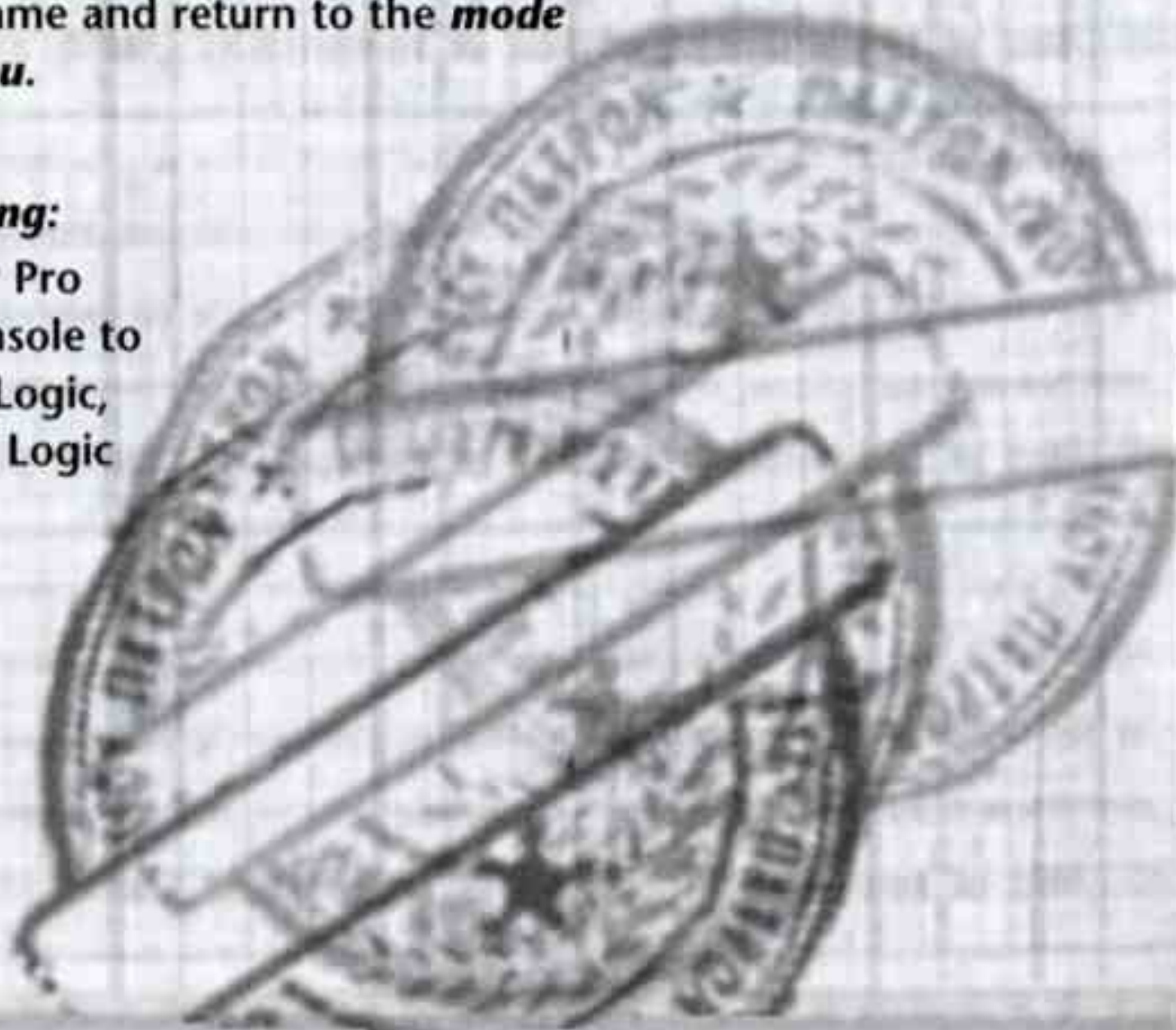
View various records set in the game.

QUIT GAME

End the game and return to the **mode select menu**.

• **For Dolby® Pro Logic® II Decoding:**

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select **Dolby Pro Logic II** from the **audio menu** (page 22) of the game.



PAUSE MENU

Press the  button during a fight to pause the game. The following options are available from the *pause menu*:

RESUME	Return to gameplay.
MOVE LIST	View a list of available move icons.
QUIT GAME	End the game and return to the <i>mode select menu</i> .



Pause Menu

SAVE/LOAD

You can save the game by talking to a newspaper reporter. This will save your progress, and then you can resume the game from that point at a later time by selecting *load game* from the *mode select screen*.

- A memory card with 1408KB or more of free space is required in order to save game data.
- Do not turn off the MAIN POWER switch, press the RESET button, or insert/remove the memory card while saving or loading game data.



Save Menu



Load Menu



Adjust various game settings here. Select **options** from the **mode select menu** before starting play or from the **inventory** during play to display the **options menu**, featuring the following options:

- See *page 20* for a list of options that can be adjusted from the **inventory**.

DIFFICULTY	Adjust the game's difficulty level to easy , normal or hard .
SUBTITLES	Turn subtitles in cutscenes on/off .
MAP	Toggle the map display between fixed (map does not rotate) and dynamic (map rotates).
LIFE GAUGE	Toggle the opponent's life display between fixed (displays in upper right section of screen) and dynamic (displays above opponent's head).
BLOOD (MALE)	Turn blood splatter for male characters on/off .
BLOOD (FEMALE)	Turn blood splatter for female characters on/off .
BRUISING (MALE)	Turn damage effects for male characters on/off .
BRUISING (FEMALE)	Turn damage effects for female characters on/off .
AUDIO CONFIG	Adjust sound settings. • AUDIO: Select stereo, mono or Dolby Pro Logic II (<i>page 20</i>). • BGM LEVEL: Adjust the volume of background music. • SE LEVEL: Adjust the volume of sound effects. • DEFAULT SETTING: Restore audio config settings to the original defaults.
CONTROL CONFIG	Adjust button and camera settings, and turn the controller's vibration function on/off . • TYPE (PLAYER1): Modify controllers settings for player 1. • VIBRATION (PLAYER1): Toggle on/off. • TYPE (PLAYER2): Modify controllers settings for player 2. • VIBRATION (PLAYER2): Toggle on/off. • CAMERA TYPE (X): Toggle camera vertical look inversion setting. • CAMERA TYPE (Y): Toggle camera left/right directions. • CAMERA FOLLOW: Turn automatic camera follow function on/off. • DEFAULT SETTING: Restore default controller settings.
SCREEN ADJUST	Adjust the game screen position on your TV.
BRIGHTNESS	Check and adjust screen brightness and color patterns.
DEFAULT SETTING	Return option settings on screen to their default values.
EXIT	Return to the mode select menu or inventory .



Select ***VS mode normal*** from the ***mode select menu*** to play 2-player versus battles against the CPU or another human player. Select ***VS mode custom*** to go head-to-head with characters saved to the memory card.

VS MODE SELECT

Select a battle mode:

PLAYER VS CPU	Go head-to-head with a CPU-controlled opponent.
PLAYER VS PLAYER	Go head-to-head with another human opponent.
CPU VS CPU	Watch two CPU-controlled characters battle it out.

CHARACTER SELECT

Select up to three characters. Changing the number of characters allows you to play team battles, set handicaps, etc.

- In ***VS mode normal***, more characters will be unlocked for play as you progress through the main single-player game.
- In ***VS mode custom***, you can load your custom characters from a memory card before entering the ***character select screen***. Levels, parameters, etc. of custom characters are the same as in the actual game.

STAGE SELECT

Select a stage to fight in.

VS BATTLE

After the battle ends, the following options are available:

RESTART THIS MATCH	Rematch with the same characters.
CHANGE CHARACTER	Return to the <i>character select screen</i> .
CHANGE MODE	Return to the <i>VS mode select screen</i> .
QUIT GAME	Return to the <i>mode select menu</i> .

PAUSE

Press the  button to pause a ***VS mode*** battle and open the pause menu:

RESUME	Return to the game.
MOVE LIST	View a list of available moves.
RESTART THIS MATCH	Rematch with the same characters.
RETURN TO MODE SELECT	Return to the <i>VS mode select screen</i> .
RETURN TO CHARACTER SELECT	Return to the <i>character select screen</i> .
QUIT GAME	Quit the match and return to the <i>mode select menu</i> .

• ***Negotiation*** is not available in ***VS mode normal*** and ***VS mode custom modes***.



Las Sombras is a city overrun with crime, notorious for always being in the top ten most crime-ridden cities. It's an easy city to get around in, with highways, trains, a harbor, etc. Industrialization helped the city grow, but the economy is stagnating, with things steadily drifting downhill. The main industry in town is the Zanetti Family's underground dealings. The outskirts of town are home to expensive residential areas, but it's so dangerous at night you shouldn't walk anywhere alone.

ATMS

There are plenty of ATMs across the city for 24-hour service. But it's hard to imagine who the customers are, since it seems like the machines get robbed nearly every night.

"THE HOLE"

Famous downtown watering spot, run by Melvin, a well-respected Las Sombras citizen. Compared to other places in town, the customers who hang out in this bar seem to be pretty friendly. Definitely check it out if you're new in town.

PALM VIEW HOTEL

Like the police station, this high-class hotel is pretty big compared to the city it resides in, with a nice view of the skyscrapers lined up below it. The rooms probably cost a fortune.

POLICE STATION

The police station seems inordinately large compared to the size of the city, with plenty of cops to boot. Enough to clean up the crime in Las Sombras if they were to put their minds to it. But that doesn't seem likely to happen any time soon. Arrested criminals are kept in the jail beneath the station, but with the recent rise in crime, most of the inmates there are just hoodlums and punks. This is one place to avoid at all costs.

TAXIS

Useful for getting around. But being the town that this is, taxis won't always stop for you, so it may be easier to "borrow" a car.





FOR CENTURIES **THE DARKWATCH** HAS
PROTECTED THE WORLD FROM EVIL.
NOW, AS **JERICHO CROSS**, YOU MUST JOIN
THIS SECRET SOCIETY TO SAVE HUMANITY...
AND YOURSELF.



AUGUST 2005

DARKWATCH™

DEATH FEARS THOSE WHO WEAR THE BADGE.



PlayStation 2



CAPCOM

MATURE

17+



Blood and Gore
Intense Violence
Language
Sexual Themes

ESRB CONTENT RATING

www.esrb.org

JOIN US AT DARKWATCH.COM

©2005 High Moon Studios, Inc. All Rights Reserved. Published and distributed by Capcom Entertainment, Inc. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. DARKWATCH and all related trademarks are trademarks or registered trademarks of High Moon Studios, Inc. or its affiliates. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.



resident evil®



COMING SOON
to PlayStation®2!
computer entertainment system



PlayStation®2

CAPCOM®

© CAPCOM CO., LTD. 2005. ALL RIGHTS RESERVED. RESIDENT EVIL, CAPCOM, and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

bd 28



A series of horizontal lines for writing, spanning the width of the page.

Det. Chester



CREDITS

Manual: Hanshaw Ink & Image; Marketing: Todd Thorson, David Riley, Jack Symon, Sarah Felbinger, Laili Bosma, Carrie Root, Robert Johnson, Nate Williams, Rey Jimenez and Ryuhei Tanabe; Package Design: Michi Morita, Corey Tran and Scott Baumann; Translation: Brian Dunn; PR: Melinda Mongelluzzo, Arne Cual-Pedroso and Alicia Kim; Customer Service: Philip Navidad, Robert Hamiter and Frank Filice.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this DVD-ROM from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.



CAPCOM®

www.capcom.com/beatdown