



GOOD HAND™



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:

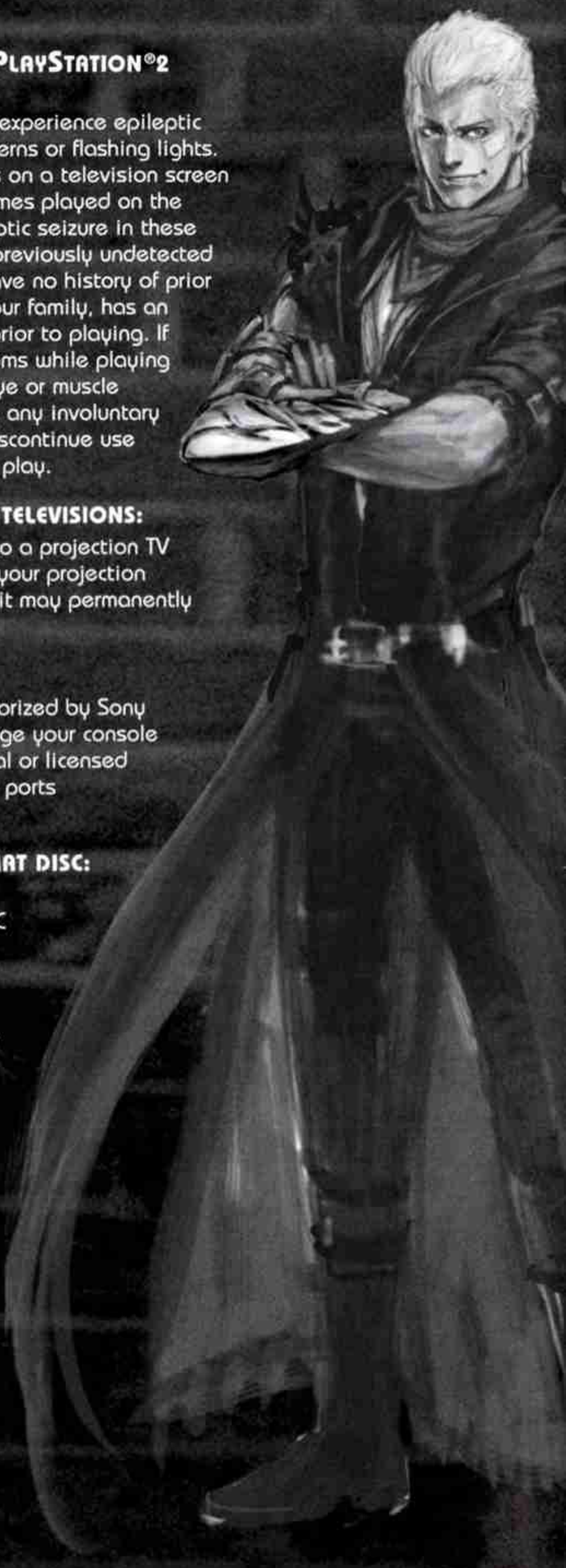
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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.



GOD HAND™

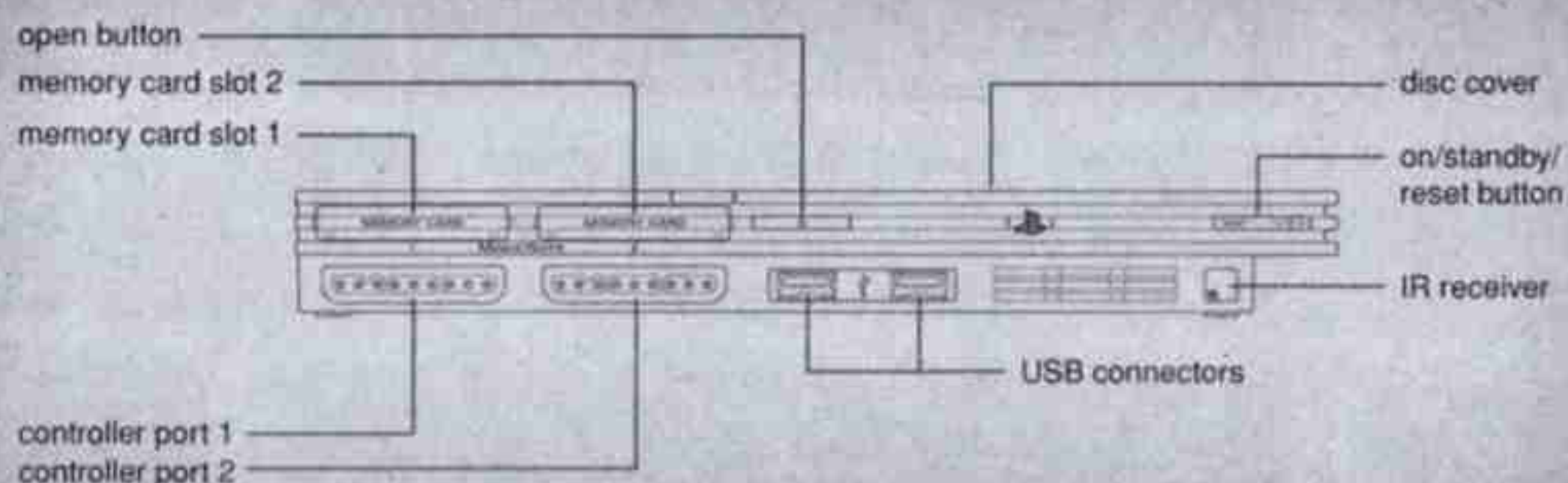


getting started	2
controller	3
god or demon?	4
characters	6
controls	8
game modes	10
game screen	11
menu screen	12
actions	13
combos	14
shop	14
casino	15
items	17

A Special Message from **CAPCOM®**

Thank you for selecting GOD HAND™ for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

getting started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **GOD HAND™** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

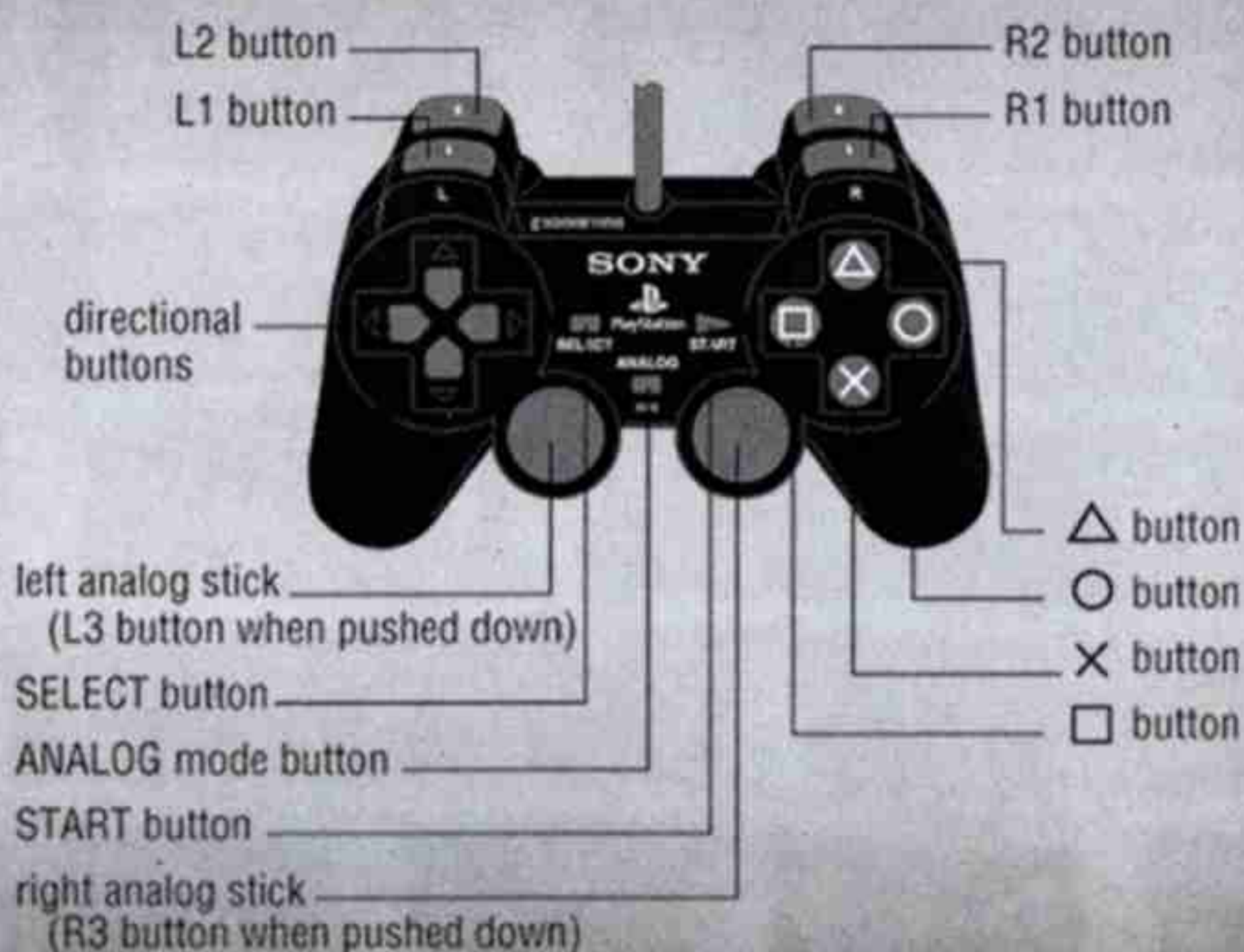
Memory Card (8MB)(for PlayStation®2)

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 150KB 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.
- You can store up to 20 **GOD HAND™** saved games on one memory card.
- Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

controller

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



connecting the controller

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

- This game is designed for use with the DUALSHOCK®2 analog controller.
- This is a single-player game. Only controller port 1 is supported.
- You can turn the controller's vibration function on/off in Option Mode, selected from the Main Menu (→ page 10). When vibration is on, the controller vibrates in response to game events.



god or demon?

In the days before time, an angel filled with pride
fell from the heavens to a life in exile
as the Demon King Angra.

Filled with spite and hatred, Angra spearheaded
an army of demons and specters
to overthrow the world of mortal men.

However, a man appeared with the power of god
sealed in his arms, and used this power
to once again send Angra into exile.



The people, grateful that the Angra's threat
had subsided, bestowed upon the man
the title of Godhand.

Legend states: "Although the man is long since gone,
a single clan continues to this day to defend
the Godhands, and the power held within.

"Those who possess this power are capable
of becoming either god or demon."

characters

gene

This 23-year-old, dusty, "have fist will travel" rambler ends up stuck with one of the famed Godhands — with a bunch of nasty demons on his tail. Though outspoken and a constant complainer, he has a keen sense of justice. He likes to imagine he has a gentler, kinder side despite his rough, macho exterior.

four devas

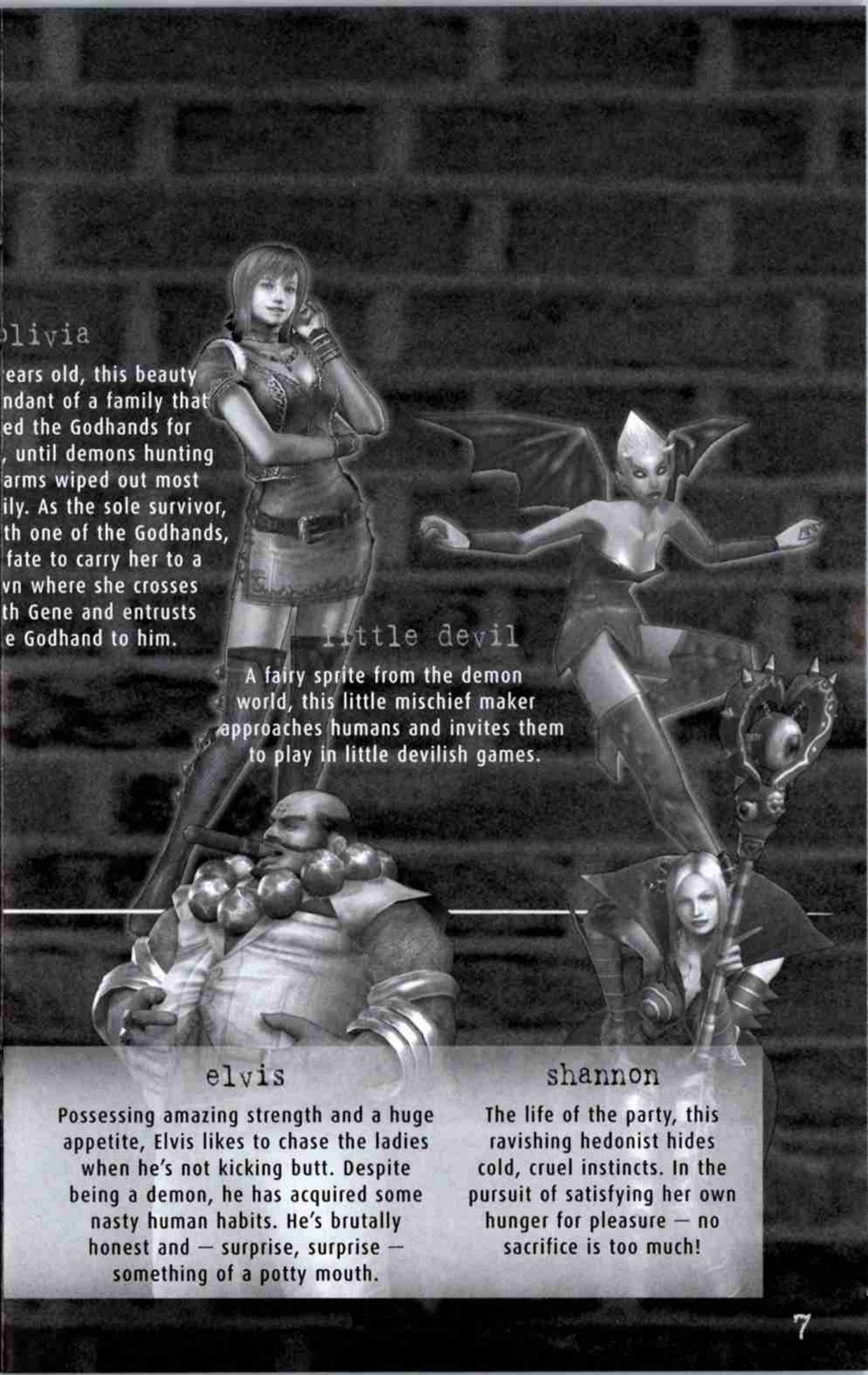
belze

Cold as ice, the leader of the Four Devas is deeply loyal to Angra and very proud of his demon heritage.

azel (devilhand)

Azel is mysterious and supremely confident, and his left arm is one of the fabled Godhands. Though human, he joins the demons in order to further his own ambitions.

Nineteen y
is a desce
protect
centuries
for the
of the fam
she fled w
allowing
small to
paths wi
th



olivia

Years old, this beauty is the daughter of a family that was wiped out by the Godhands for their power, until demons hunting for their arms wiped out most of the family. As the sole survivor, she was taken by one of the Godhands, and it was her fate to carry her to a town where she crosses paths with Gene and entrusts the Godhand to him.

little devil

A fairy sprite from the demon world, this little mischief maker approaches humans and invites them to play in little devilish games.

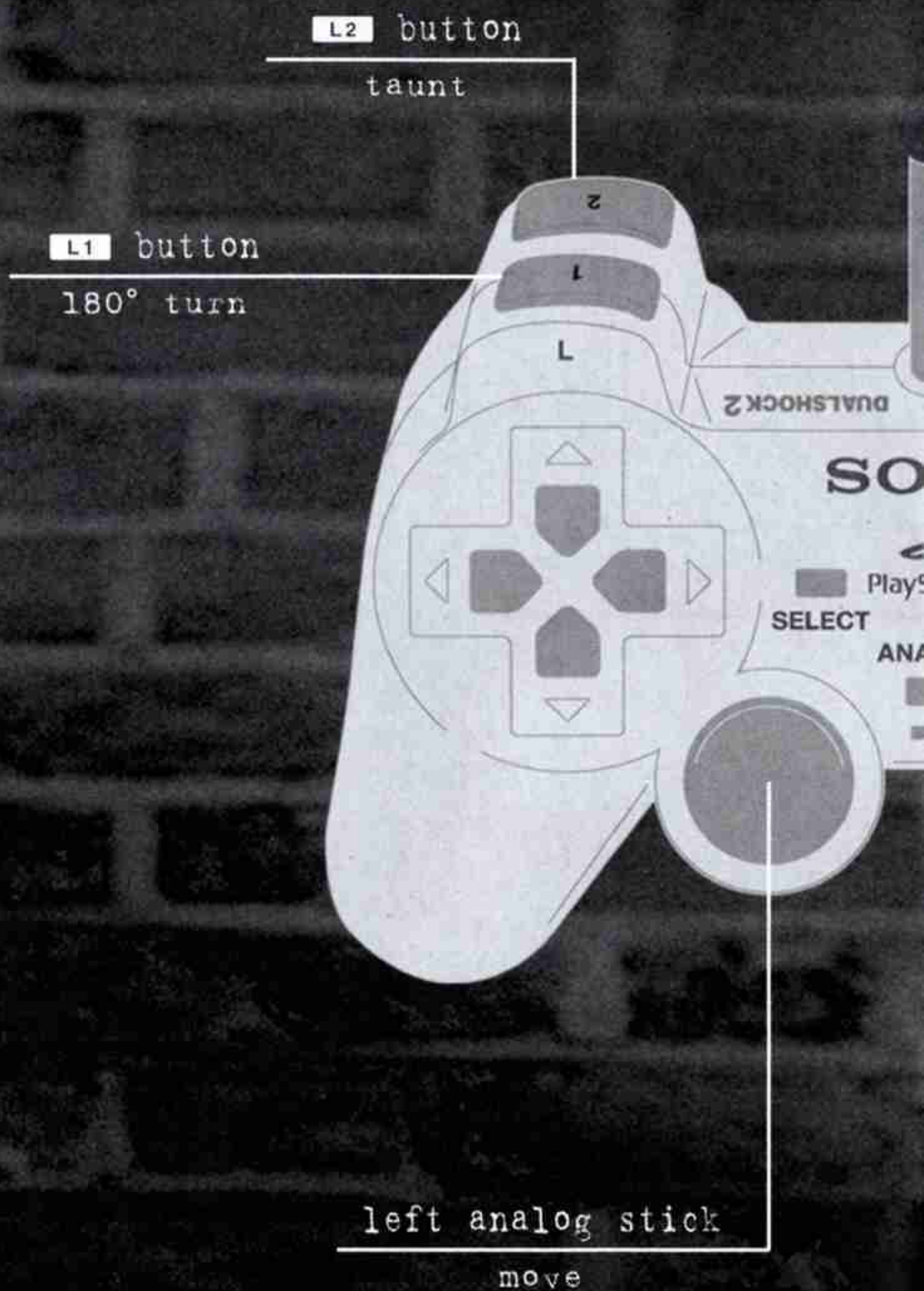
elvis

Possessing amazing strength and a huge appetite, Elvis likes to chase the ladies when he's not kicking butt. Despite being a demon, he has acquired some nasty human habits. He's brutally honest and — surprise, surprise — something of a potty mouth.

shannon

The life of the party, this ravishing hedonist hides cold, cruel instincts. In the pursuit of satisfying her own hunger for pleasure — no sacrifice is too much!

controls



R2 button

unleash the Godhand

R1 button

open Roulette Wheel

 button

attack/cancel

 button

action/confirm

 button

attack/throw item/
confirm

 button

combo

right analog stick

evade

 button

display menu
during game

game modes

At the Title screen, press the  button to display the Main Menu.

main menu

- **NEW GAME** Start a new game from the beginning. After selecting **NEW GAME**, you can then select a game difficulty level.
- **LOAD GAME** Continue a saved game.
- **OPTION** Adjust various game settings.



map screen

When you exit one area, use the Map screen to move on to the next area. The Map screen menu has these options:

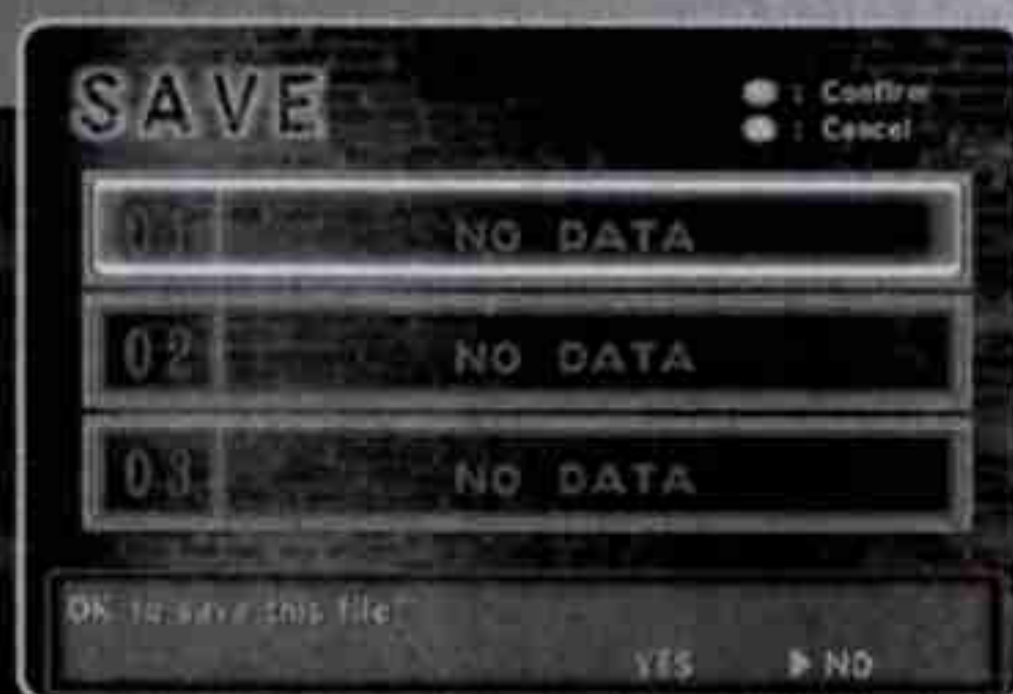
- **SAVE** (→ below).
- **CONTINUE** Go to the next area.
- **ENTER SHOP** (→ page 14).
- **ENTER CASINO** (→ page 15).



saving your game

You can store up to 20 **GOD HAND™** save game data files on a single memory card. Follow the on-screen instructions to save your progress.

- **GOD HAND™** saves to **MEMORY CARD slot 1** only.
- At least 150KB of free space on the memory card is required to save.
- Do not turn off the power, reset the game, or remove the memory card while saving, as this may corrupt the save data.



game screen



roulette orbs

You must have these in order to use moves from the Roulette. Replenish Roulette Orbs with special items.

tension gauge

Fill up the Tension Gauge by attacking and taunting enemies and evading their attacks. When the gauge turns orange, press the **R2** button to unleash the power of the Godhand.

difficulty level

As you inflict more damage on your enemies, the Difficulty Gauge rises. And as you take damage, the gauge drops. Enemies get tougher as the level rises, but you also get bigger bonuses at the end of stages by defeating enemies at higher difficulty levels.

menu screen

Press the  button during the game to bring up the Menu screen.



technique

Set default moves (→ page 14).

roulette

Set moves on the Roulette (→ page 13).

map

Display the map (→ page 10).

options

Adjust various game settings, customize controller layout, and turn controller vibration on/off.

- **CONTROLS** Display the controller layout diagram.
- **ENEMY LIFE GAUGE** Toggle the display of Life Gauges for enemy characters on/off.
- **SOUND** Select mono, stereo, or Dolby® Pro Logic® II.
- **VIBRATION** Turn the controller's vibration feature on/off.
- **LOAD GAME** Load and resume play on a saved game.
- **RESTORE DEFAULTS** Restore options to their original state.
- **RESET GAME** Return to the Title screen.

actions

unleashing the godhand

Once the Tension Gauge fills to a certain point and turns orange, press the **R2** button. You'll become invincible, boost your speed for a short time and unleash a fury of punishment on your enemies.



roulette moves

When you have Roulette Orbs, press the **R1** button to display the Roulette. Before time runs out, tap the **R1** button to cycle through the available Roulette techniques. Press the **X** button when the move you want is highlighted, and put the hurt on your opponents.

You must have the right number of Roulette Orbs to use a move:

- YELLOW 1 Orb
- PURPLE 2 Orbs
- RED 3 Orbs



combos

Press the special button combos to perform the following moves:

- DASH ATTACK
- LOW ROUNDHOUSE KICK
- HEEL DROP (charge ok)
- LAUNCH KICK
- LAUGHING DRAGON PUNCH
- MID-AIR ROUNDHOUSE KICK

During a dash, ,  or  button
right analog stick  +  button

Next to opponent on ground, left
analog stick  +  button

When opponent is floating from Heel
Drop,  button

After launching opponent high into
air, left analog stick  +  button

After launching opponent high into
air, left analog stick  +  button

shop

Enter the Shop from the Map screen.
Here you can buy and sell techniques,
as well as purchase items to boost
your skills.



casino

From the Map screen, select ENTER CASINO to take some time off and try your luck. Use your hard won in-game earnings to wager on various games of chance.



slot



777 Jackpot!



PRIZE Choose and open a treasure chest at the Prize Counter to see your prize!



poker

- **ROYAL FLUSH** 10, J, Q, K, A of the same suit.
- **STRAIGHT FLUSH** Five cards of the same suit with successive numbers.
- **FOUR OF A KIND** Four cards with the same number.
- **FULL HOUSE** Three of a kind plus a pair.
- **FLUSH** Five cards of the same suit.
- **STRAIGHT** Five cards with successive numbers.
- **THREE OF A KIND** Three cards with the same number.
- **TWO PAIRS** Two pairs of same-number cards.
- **HIGH OR LOW** Determined by whether the next card is a higher or lower number than the open card, with Ace as the highest and 2 as the lowest.



blackjack

Closest to 21 to wins! A picture card equals 10. Ace equals either 1 or 11.

- **DOUBLE DOWN** Double your bet in exchange for getting only one more card. Only available when the first two cards are initially dealt.



items

fruit

Collect fruit and restore your Life Gauge!



STRAWBERRY

Restore 100% Health.



ORANGE

Restore 30% Health.



BANANAS

Restore 50% Health.



CERRIES

Restore 20% Health.

cards

Collect cards for special benefits!



- BIKINI Restore part of the Tension Gauge.
- GREEN SKULL Gain 1 Roulette Orb.
- GOLD SKULL Gain 2 Roulette Orbs.
- ORANGE SKULL Boost ATK (attack) power temporarily.

notes

 CLOVER
STUDIO

OKAMI

BUY IT
TODAY!



PlayStation 2

Distributed By
CAPCOM[®]
capcom.com/okami

TEEN

T

ESRB CONTENT RATING

www.esrb.org

Blood and Gore
Crude Humor
Fantasy Violence
Suggestive Themes
Use of Alcohol and Tobacco

©CloverStudio Co., Ltd. 2006 All Rights Reserved. DISTRIBUTED BY CAPCOM CO., LTD. Ōkami, CloverStudio and the CloverStudio Logo are trademarks of CloverStudio Co., Ltd. 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.

CREDITS

Manual: Hanshaw Ink & Image
Marketing: Charles Bellfield, Jack Symon,
Laili Bosma, Frank Filice, Carrie Root,
Robert Johnson, Rey Jimenez, Robert Hamiter
and Ryuhei Tanabe
Creative Services: Michi Morita, Corey Tran
and Jacqueline Truong
Translation: Brian Dunn
PR: Melinda Mongelluzzo, Arne Cual-Pedroso
and Alicia Kim
Customer Service: Philip Navidad
and Kellie Andreine

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 ENTERTAINMENT, INC.
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®

©CloverStudio Co., Ltd. 2006 All Rights Reserved. DISTRIBUTED BY CAPCOM CO., LTD.
God Hand, CloverStudio and the CloverStudio LOGO are trademarks of CloverStudio Co., Ltd.
CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD.
All other trademarks are owned by their respective owners.



CAPCOM®

capcom.com/godhand 