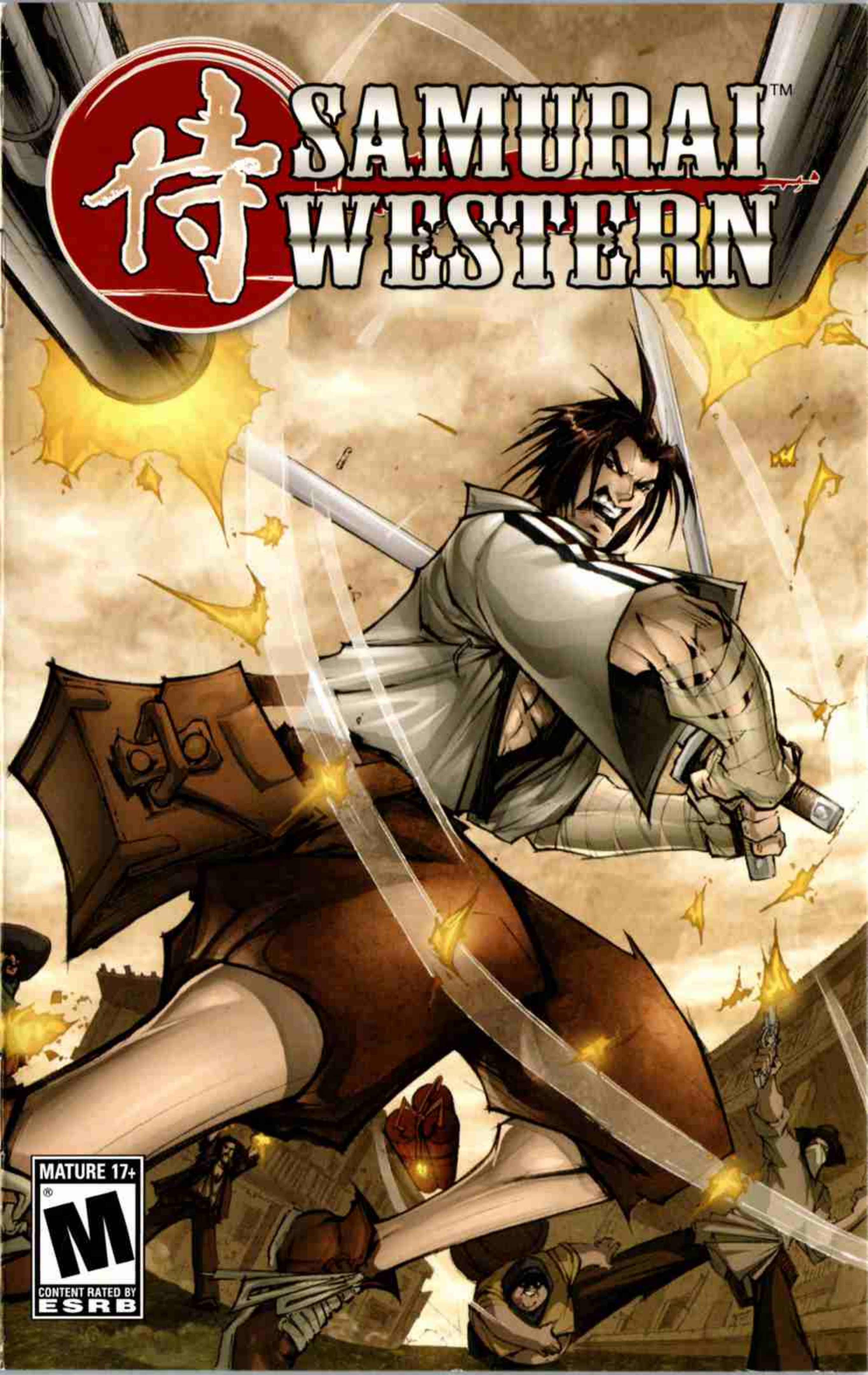




SAMURAITM WESTERN



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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

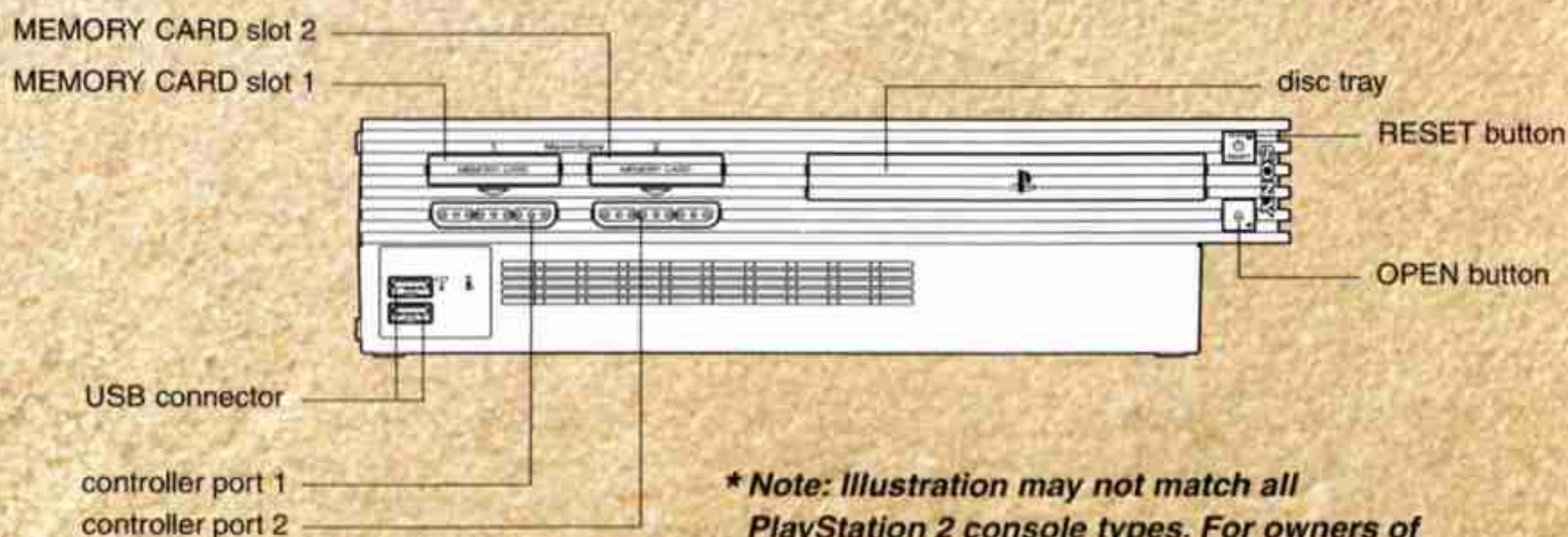
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

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GETTING STARTED*



**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 Samurai Western™ 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, this game requires at least 42 KB of free space on a memory card (8MB) (for PlayStation®2).

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



*The LED will always be red.

*This game is intended for use with the DUALSHOCK®2 analog controller.

*To turn the vibration function ON/OFF, see the options menu (p. 8).

STORY

The 1800s... “The Wild West.”

**Settlers have staked their claims on the wild frontier,
and panhandlers with gold fever line the river basins,
hoping to strike it rich. The railroad business is booming.
But, mindless of it all, a foreigner sets foot in a small town...**

**With his long hair in a bundle, loose-fitting clothes,
and an unusual blade at his side, the stranger
resembles neither cowboy nor indian.**

**His name is Gojiro Kiryu, and in the small island country
of Japan, he is known as a “samurai.”**

**In the local saloon, a half-drunken gunman slurs the question,
“What business ya got ’round here?”**

The samurai answers calmly, “...I am here to kill my brother.”

Bad blood between brothers prompts his journey...

A lone swordsman of great strength...

Born only to fight...

He’ll soon be the talk of the West...

**With his razor-sharp sword,
one samurai will soak the land in blood...**

CONTROLS

Controls	Menu Screens	During Gameplay	While Grabbing
○ button	select	deflect	--
× button	select	jump	after grabbing → jump
□ button	cancel	attack	after grabbing → attack
△ button	cancel	grab	release
Left analog stick + △ button	--	grab	throw
R1 button	--	deflect	--
Left analog stick + R1 button (or ○ button)	--	dodge	--
R2button	--	lock on	lock on
L1 button	--	special attack (enter Master Mode or Ultimate Master Mode)	after grabbing → activate special attack
L2 button	--	first person mode	first person mode
directional buttons	move cursor	move (run)	move (jog)
left analog stick	move cursor	move (walk or run)	move (jog)
right analog stick	--	rotate camera	rotate camera
R3button	--	camera reset	camera reset
START button	skip event / start	pause	pause
SELECT button	--	toggle map (big / small)	toggle map (big / small)

CONTROLS CONTINUED

SPECIAL ACTIONS

Action	Controls
Ukemi (recover from an attack)	× button before hitting the ground
Tame (charge attack)	□ + × button
Jumping Slash	□ button while in the air
Get up quickly	After being knocked down, rapidly use the left analog stick, □ button, × button, △ button, and ○ button to stand up as soon as possible
Kasuri Slash (counter a dodged attack)	Attack immediately after dodging an attack

SECOND PLAYER CONTROLS

○ button	Dodge	left analog stick + R1 button	Roll
	Jump	L1 Button	Reload
	Shoot	directional buttons	Move (run)
△ button	Punch	left analog stick	Move (walk & run)
R1 button	Dodge	START button	Join the game

SECOND PLAYER OTHER SPECIAL ACTIONS

Actions	Controls	Note
Jump Shot	□ button	
Special Attack	□ button + × button	charge attack
Double Jump	× button when in the air	allows a higher jump
Get up quickly	Same as 1 Player	

BEGINNING THE GAME



BEGINNING THE GAME

To save the game, you will need a memory card (8MB)(for PlayStation®2) with at least 42KB of free space. File loading can only be done at the start of the menu screen. For 2 players, please make sure to have another DUALSHOCK®2 analog controller in the second controller slot.

STORY MODE

Begins the main game.

SETTINGS

Change the game's settings.

RECORD

View game records.



SURVIVAL MODE

After a certain condition is met, the survival mode will be available. In order to save record scores, select "Give up" after dying. If you select "Go to Equipment Screen," your score won't be saved.

SETTINGS

You can adjust various game settings.

Use the directional buttons or the left analog stick to select a setting, and press left or right to toggle between choices.



CAMERA CONTROLS

Normal control or reverse

VIBRATION FUNCTION

Turns vibration on or off

SUBTITLES

Turn subtitles on or off

FILTER

Add or remove the “old western film” look during movie scenes

BLOOD

Removes the blood effects during gameplay

SOUND

Choose Stereo or Mono sound settings

Music Volume

Change the volume of the background music

SFX Volume

Changes the volume of the game’s sound effects
Press the ○ or × buttons to confirm your selection.

DONE

Select this to save the settings and return to the title screen.

DEFAULT

Select this to return all settings to their default.

THE GAME SCREEN

Main Screen

Main Character

Life Gauge

Displays the player's health. It decreases as Gojiro receives damage, and he will die if it drops to empty.

Master Gauge

Fill the gauge by defeating enemies and collecting items. Once it's full, press L1 button to activate Master Mode.

Mini Map

△...Gojiro's facing direction.

■...Displays enemies. It flashes red as they attack.

□...Displayed for characters other than Gojiro or enemies (stage specific).



Pause Menu

Pressing the START button will pause the game and open the Pause Menu.

RETRY

Restart the current stage

EQUIPMENT SCREEN

Exit the stage and go to the Equipment Screen

RESUME GAME

Un-pause the game and continue playing

WEAPON INFO

Displays information about the equipped weapon

STAGE INFO

Displays the stage, its name, and the conditions to successfully complete it.



Evaluation Screen

After each stage is cleared, you'll see the results of that play-through.

PLAY TIME

The time it took to beat the stage

KILL

The number of enemies defeated

MAX COMBO

The highest number of continuous attacks achieved

MAX KILL COMBO

The highest number of enemies continuously killed in Master Mode

DAMAGE

Points are subtracted for damage received

TOTAL SCORE

The total of the above points

EXP

Experience points gained during the stage

LEVEL

Gojiro's current experience level

NEXT

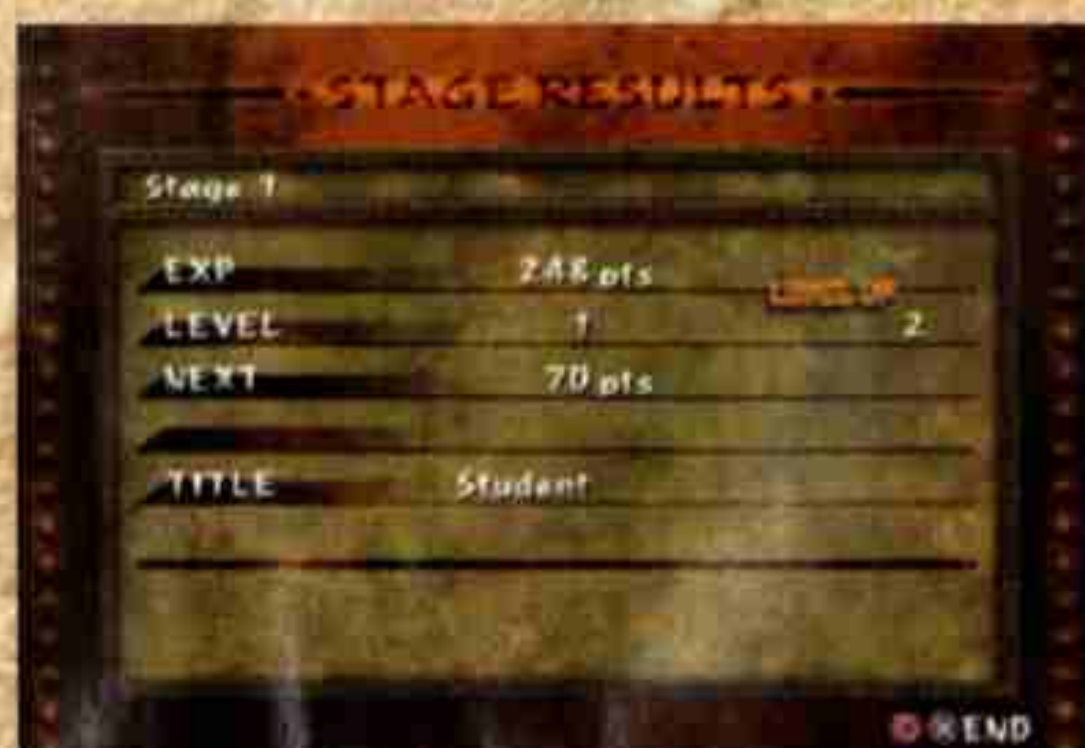
Experience Points needed to advance to the next level

TITLE

Gojiro's current rank



STAGE RESULTS		
Stage 1	HI SCORE	150,495
	BEST TIME	02' 32" 19
PLAY TIME	02' 32" 19	5,913 pts
KILLS	46	38,639 pts
MAX COMBO	9	12,959 pts
MAX KILL COMBO	11	26,399 pts
DAMAGE	-100	-575 pts
TOTAL SCORE		150,495 pts
NEXT		



STAGE RESULTS		
Stage 1		
EXP	248 pts	LEVEL UP
LEVEL	1	2
NEXT	70 pts	
TITLE	Student	
END		

There are also extra points which can be added, depending on the player's skill:

[SKILL BONUS] Earned by dodging and counterattacking successfully.

[NO FALL BONUS] Earned if you aren't knocked down.

[CUSTOM RULE BONUS] Earned by clearing a stage with custom rules in effect.

GAME OVER

When you die during a stage, you'll see this menu

RETRY

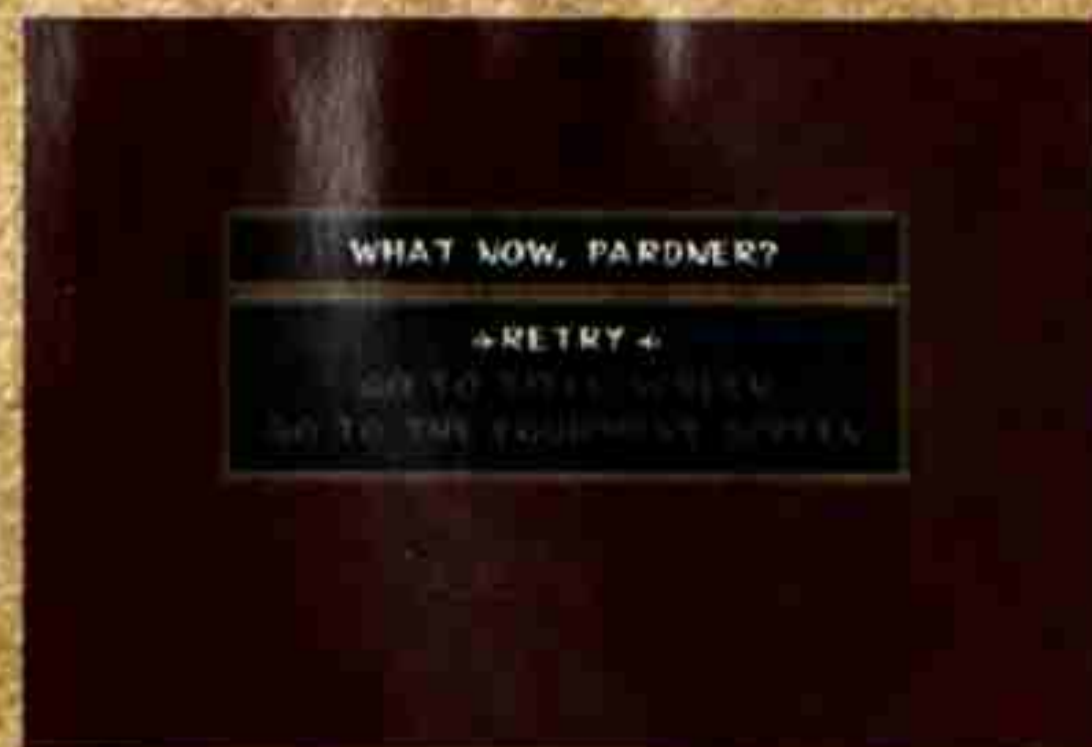
Try the stage again

TITLE SCREEN

End the game and return to the Title Screen

EQUIPMENT SCREEN

Exit the stage and go to the Equipment Screen



HOW TO PLAY

When you begin a new game, you'll start from stage 01. By clearing each stage, you'll open up the next one in sequence (additional stages may become available if you're skilled enough). You can replay completed stages whenever you want. **However, if a stage is cleared in "Practice" mode, the next stage will not appear.**



STAGE SELECT SCREEN

Choose a stage to play, and the difficulty level

EQUIPMENT SCREEN

Equip various weapons and accessories. Switch between pages with the L1 and R1 buttons.

DEVELOPMENT

By leveling up, you earn points to increase Gojiro's stats. Adjust Life, MP, Power, and Defense to match your style of play.



WEAPON

Gojiro can use a variety of different weapons (which are unlocked during play). Various stats will change, depending on the weapon equipped. Weapons can be leveled up by collecting silver coins during battle.



ACCESSORY

Gojiro can also wear several different accessories. These will affect his stats in various ways.



CUSTOM RULES

Here, the player can create their own restrictions, to make the game more challenging (and to earn more exp in a stage).

Set a time requirement

Set a time-limit (varies for each stage).

No falling

You must clear the stage without being knocked down.

No Master Mode

Master Mode is not allowed.

No grabbing

Clear the stage without grabbing anything.

Constant Master Mode

Clear the stage by defeating every enemy using Ultimate Master Mode



START MENU

START GAME

Begin the selected stage

STAGE SELECT

Return to the Stage Select Screen

TITLE SCREEN

End the game and return to the Title



PLAYING THE GAME

When the stage begins, defeat the outlaws in your way!

When you play the game for the first time, tutorial windows will open to help acquaint you with the different game features. Pay attention to these—they provide useful tips!



MASTER MODE

If you've accumulated MP in the Master Gauge, pressing the L1 button will initiate Master Mode. You gain MP by defeating enemies and collecting items.

Master Mode changes depending on the weapon Gojiro is using. There are 5 different "stances," which are decided by Gojiro's current weapon. These stances determine what effects Master Mode will have on Gojiro. In addition, if the Gauge is filled entirely, the player will trigger Ultimate Master Mode.



The various Master Modes and their effects are listed below:

Master Mode "style"	Requirements	Advantages	Disadvantages
Steel Arm	High stance	Powerful attacks send enemies flying	Can't dodge or counterattack
Demon Eye	Low stance	Press R2, and the target will freeze in place	Defense is reduced while freezing an
Hand of God	Sheathed	Enables a long-distance attack	Attacks will knock Gojiro down
Godspeed	One-handed	Move incredibly fast	
Divine Armor	Dual-wielding	Renders Gojiro invincible	Gojiro's health will drop every time he attacks
Ultimate Master Mode	Full Master Gauge (any sword style)	Enemies will fall after a single strike, continuous kills refill the meter, and bosses will be severely damaged.	None—it's called Ultimate Master Mode for a reason.

Master Mode will end when you press the L1 button again, or when the Gauge drops to 0. Ultimate Master Mode cannot be cancelled until the Gauge is empty.

BASIC ACTIONS

MOVING - Left analog stick / directional buttons

Depending on how far you move the analog stick, Gojiro will walk or run in the direction you indicate. If you move with the directional buttons, Gojiro will run.



ATTACK - □ button

Attack with the currently equipped weapon. Keep pressing the button to execute attack combos. Gojiro's attack technique may vary, depending on his weapon.



DEFLECT - ○ button / R1 button

Gojiro will block bullets before they hit him.



DODGE - move + ○ button / R1 button

Gojiro will quickly sidestep in the direction you are moving.



KASURI - (dodging an attack)

move + ○ / R1 button

If Gojiro dodges incoming bullets successfully, he'll roll out of the way and there will be an after-image.



GRAB - △ button

Grab objects or people to use as shields or weapons.

THROW - move + △ button (with an item in hand)

Throw the object that Gojiro is holding.



JUMP - X button

Use the left analog stick or directional buttons to move while jumping. Be careful—if you're hit while jumping, you'll take a lot of damage.



JUMP ATTACK - □ button while jumping.

Hitting an enemy with a jump attack will knock them to the ground.



TAME ATTACK (charge attack) - □ + X button

This is a slow attack, but it can greatly damage multiple enemies.



GETTING UP - quickly tap the buttons (□, X, O, and Δ buttons)

When Gojiro's knocked to the ground, tap the buttons and he'll get back up. You can also recover (Ukemi) from a fall by pressing the X button before hitting the ground.



MASTER MODE (Special Attack) - L1 button when there is MP in the Master Gauge

Refer to page 12 for information on the Master Mode and its effects.



UCHIKAESHI (reflect bullets) - Attack incoming bullets

By deflecting bullets with a sword attack, Gojiro will send them back toward the enemy. If a bullet hits an enemy, it will cause a great deal of damage.



ASURI SLASH (counterattack) - X button after dodging

If you attack immediately after dodging a bullet, the damage dealt will be higher than normal.



HINTS & TIPS

EXPERIMENT WITH DIFFERENT WEAPONS

Gojiro's method of attack changes depending on the style of his current sword. Experiment with different blades to find the weapon best suited to the situation at hand.



THE LIFE GAUGE

Enemy attacks decrease the live gauge. If you've been knocked to the ground, damage increases greatly. You can restore the life gauge by picking up meat that enemies drop—the amount restored depends on the size of the meat.



COMBO SYSTEM

If you continually hit an enemy (or enemies) without being interrupted, it counts as a HIT combo. Continuous attacks in Ultimate Master Mode count as KILL combos.



ITEMS

MEAT



Restores energy (small amount)

COIN



Collect 10 to increase your weapon's level.

CHICKEN



Restores energy (large amount)

DANGER BARRELS



Adds an explosive effect to Gojiro's sword strikes for a period of time. Ralph fires an explosive shot.

WANTED POSTER



In Hard Mode and beyond, finding hidden Wanted Posters will unlock additional playable characters.

WHISKEY BOTTLE



Adds MP to the Master Gauge
Increases Ralph's accuracy (2P only).

BOOTS



Increases Gojiro's running speed for a period of time (no effect on Ralph).

2 PLAYER MODE

If you press the START button on the second controller during gameplay, Ralph will be playable. Before starting, the second player will need to select which gun Ralph will use. The 2P option is available for any stage after Stage 01. Survival Mode is for 1 player only.

Ralph's gun has unlimited ammo, but he must reload after a certain number of shots are fired (varies for each gun). If you want to reload manually, just press the L1 button.



Ralph automatically targets the target he's facing. The farther the target is, the harder it will be for Ralph to aim accurately. His aim can be increased by grabbing the Whiskey item.



Ralph can also punch enemies if you press the Δ button. A special charge shot is also available by pressing the $\square + \times$ buttons simultaneously. The game will end if Ralph dies, even if Gojiro is still alive.



CHARACTERS

Gojiro Kiryu

A young samurai who travels to America in search of his brother, who abandoned the honorable samurai way of life.



Rando Kiryu

He left Japan, and the samurai, behind when he traveled to America. What does fate have in store once the brothers are reunited...?





Ralph

This mysterious gunman offers to help Gojiro, but... it doesn't seem like he's from around here...



Claudia

The owner of the local saloon. She does her best to deal with drunk gunmen day after day, but lately her cheerful demeanor has given way to depression.

Donald

The town's justice-loving sheriff. He's not the sharpest spur in the shed, but he has a kind heart and good intentions.

THE WEST



Wooden buildings line dirt roads, like in countless towns across the frontier, built as people traveled west to find gold and better lives for their families.

THE SALOON



A nice woman named Claudia owns the Saloon. It's a nice, spacious two-story establishment, and it's not rare to see bottles flying through the air when the boys cause a ruckus!

THE DESERT



Developers hope that it can be cultivated into a metropolitan city. At the moment, though, it's merely a hide-out for outlaws where hoots echo in the wind.



NOTES

LIMITED WARRANTY

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