

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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 game 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 game 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.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.

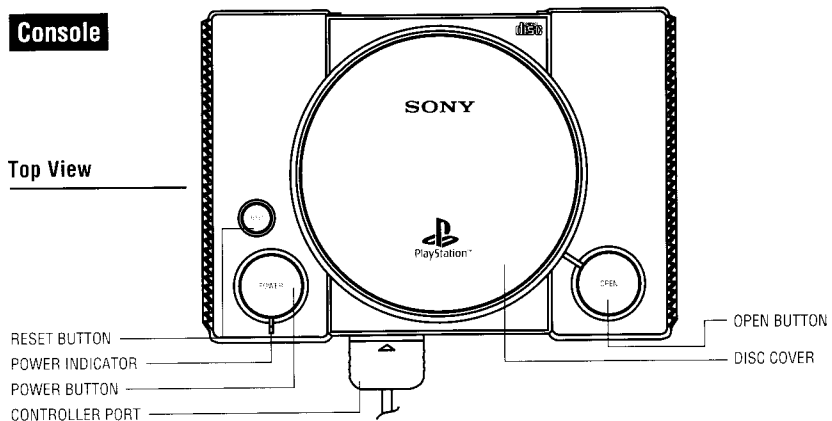
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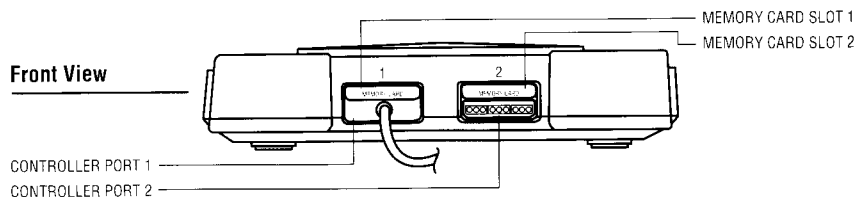
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Namco SOULBLADE™ disc and close the DISC COVER. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View



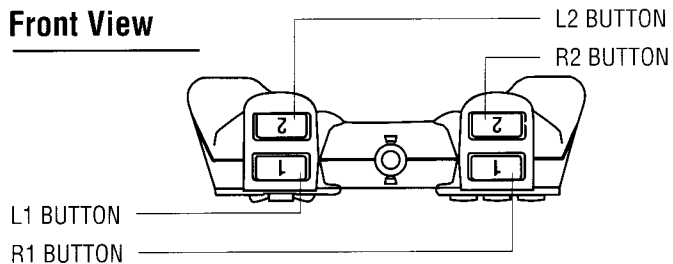
Front View



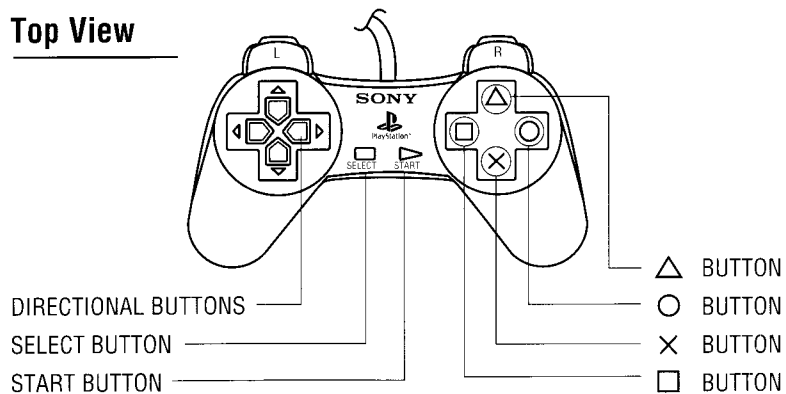
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Controller

Front View



Top View



3

THE TALE OF THE LEGENDARY WEAPON:

Soul Edge

(as told by bosun Wm. Bones at the Fairweather Inn. 1572)

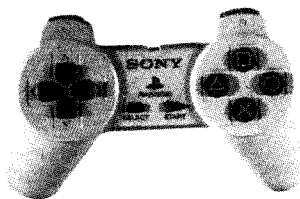
KNOW THIS; these whispered tales of a sword that can cut the very heavens asunder are true! This SoulEdge exists! Many have tried to possess this legendary weapon but all have fallen to a horrible fate. Vercci, the Italian weapon merchant sought out the blade and you know of his grisly end! His agent, the pirate Cervantes de Leon was last said to possess the sword and



has not been seen since! That blade is cursed as sure as I sit here! Bewarned, ye are not the only one on this quest! Ten warriors from around the globe seek the blade for their own desires. For some, Soul Edge is their key to salvation; for others, their route to damnation. None of them will back down without a fight! Only the stout of heart and strong of arm can survive. Heed my warnings! They say to hold Soul Edge is to possess true power, but ye cannot hold on to it and your own soul at the same time...

HOW TO USE THE CONTROLLER

In this section, you will learn the basic controller commands. To learn each character's special moves, please refer to the start button command on page 6. If you use the Namco Joystick, you can experience the same feeling as if you were playing the arcade game.



1. Standard Controller Preset (Type A):

- ▲ or B button (Attack) to cut vertically.
- or A button (Attack) to cut horizontally.
- or K button (Kick) to kick during battle.
- X or G button (Guard) to block attacks.

2. Namco Joystick Preset (Type A):

- ▲ or B button (Attack) to cut vertically.
- or A button (Attack) to cut horizontally.
- / R1 or K button (Kick) to kick during battle.
- X or G button (Guard) to block attacks.



Note: The ● and X buttons can also be used to select or cancel menu selections.

3. Directional Buttons: On the selection screens, use these to choose the mode and the characters. During the game, use them for character movement.

4. Select Button: Opens the weapon window. Press this button on the character selection screen before choosing the character. If the character has more than one weapon, you can select the other weapon. If your character has only one weapon, this button does nothing.

5. Start Button: Use this to start a game. During play, press the **Start** button to pause or un-pause. In the Vs., Arcade, Team Battle and Edge-Master modes, this button will bring up a menu where you can select the command option to see some of your character's moves.

Note: The Time Attack and Survival modes cannot be paused.

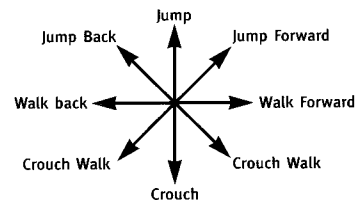
6. Controller Reset: During the game, press and hold the **Start** button, then press the Select button to return to the Title screen.

The Movement Symbols

⇒	Press the Directional button in that direction for a short time.
→	Press the Directional button in that direction and hold.
A, B, K, G	Press the specified button. Note: Refer to page 5 for a thorough explanation of these buttons.
+	This means to press the specified buttons at the same time.

BASIC MOVES

The controls shown below are for a character facing to the right. Reverse these if your character is facing to the left.



1. Blocking and Defensive Tactics: The attack has three attributes which are the upper body level, the middle body level and the lower body level. When you defend an upper or middle body level attack, press the **G** button with the character in a standing position. When you defend the lower body attack, press the **G** button with the character in a crouching position. You can also crouch to avoid the upper body level attack, and jump to avoid lower body attacks. **Note:** Charging power techniques are unblockable.

2. Throws: To throw your opponent, get beside them then press **A+G** or **B+G** buttons simultaneously. Throws cannot be blocked, but can be canceled or avoided.

3. Short Dash: You can dash forward or backward by double tapping the Directional button to the right or left [⇒ ⇒ or ⇐ ⇐]. Use this tactic to fake out your opponent, then surprise them with an attack.

4. Running: If you are very far from your opponent, you can start a running attack by double tapping the Directional button in the direction of your opponent ⇒ →. Use this move, with either an attack or kick, to vary your offensive move.

5. Side Steps: Pressing ↓ ↑ makes your character sidestep into the background. Pressing ↓ ♥ makes your character sidestep into the foreground.

6. Ground Hits: Use this attack after knocking down an opponent: ↑ + A or ↑ + B for

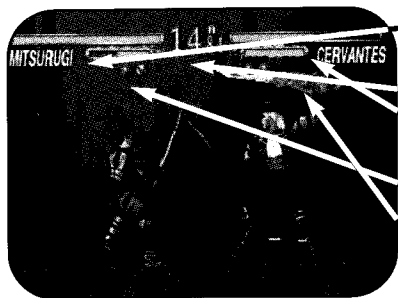
a short jumping downward attack. Pressing **↑ + A** or **↑ + B** for a high jumping downward attack.

7. Get up Techniques: When getting up from a knockdown, try pressing and holding the Directional button up, right, down or left while rapidly pressing the **G** button to make your character get up into a roll. Use an Attack or Kick button to roll into an attack.

8. Kick Variations: Try pressing the controller in different directions at the same time as the **K** button to execute different kicking attacks.

EXPLANATION OF THE GAME SCREEN:

This is what the game screen looks like during play. In addition, depending on the game mode, the number of victories and the number of team members can be indicated around the health meter.



1. Health meter for player 1 and name of character in use.
2. The remaining time in the round.
3. Health meter for player 2 and name of character in use.
4. Winning point. This keeps track of the rounds you have won.
5. Weapon gauge which shows your weapon power for the Critical Edge Attack.

HOW TO START THE GAME

Mode-Select

When you press the **Start** button on the Title screen, the Mode-select screen will be displayed. Move the cursor to the game mode of your choice, and press the **Start** button or the **●** button to select.

Character-Select and Weapon-Select

Press left or right on the directional buttons for choosing characters, then press one of the Attack buttons. Depending on the buttons you choose, the character outfit or color will change as described below.

If your weapon is obtained in the Edge-Master mode, press the Select button to open the weapon window and select weapons. Point to the weapon that you wish to view with up and down on the directional buttons, then press the **●** button to select.

Outfit Selection:

■ button	First color of outfit type 1.
▲ button	Second color of outfit type 1.
X + ■ button	First color of outfit type 2.
X + ▲ button	Second color of outfit type 2.
● button	PS special outfit type 3.

Note: When the same outfit and color is selected for both players, the one selected first is given priority. Outfits type 1 and 2 for the second player are reversed.

GAME PROGRESSION AND RULES

1. Matches: When a character is attacked, his or her health meter goes down. A character whose meter has disappeared loses by a knock-out and the opponent is given one win. At the initial setting, one match has a maximum of three rounds. The player who wins two rounds by knock-out or decision wins the match. **Note:** The number of rounds can be changed in the Option Mode.

2. Time Limit: At the initial setting, the time limit for each round is 40 seconds. If the time runs out and there is still no decisive victor, the character with the greater health amount left on his or her health meter is the winner. Also, when the remaining health for both characters is exactly the same, a draw will be declared. **Note:** The time limit can be changed in the Option Mode.

3. Ring Out: When you or your opponent gets knocked out of the ring. The player that is remaining in the ring wins the current round. **Note:** The size of the ring can be changed in the Option Mode.

4. Draw and Sudden Death: The fight is declared a draw if your strength and your opponent's are the same at the time of double knockout, double ringout, or timeout. In the case of a draw, both fighters win the round, but when the number of rounds won is the same up to the final round and if both fighters win by a draw again, the fight is declared as a sudden death. In sudden death, the player who attacks first and hits the opponent, is the winner.

5. Weapon Gauge: The weapon gauge is the small meter under the player's health meter. You can use the Critical-Edge special attack when the gauge has flames surrounding it (see page 24). Use caution, when you use the Critical-Edge or when you guard against your opponent's attack. The gauge will show a decrease after each use. If you try to

guard when the gauge shows 0, your weapon will be tossed away. However, the weapon gauge will regain limited energy in the next round, at which time your lost weapon will be restored.

6. Continuing the Game: After losing to the computer opponent, you can restart the game from the beginning of that match by pressing the **Start** button while the Continue screen is counting down.

GAME MODES

1. Arcade Mode: One player against the computer. First you must choose a character with the Left and Right Directional buttons, then select it with the **■**, **▲** or **●** buttons as mentioned earlier. Each character has 3 outfits.



In this mode, if you press the Start button on player two's controller, the game against the computer will be interrupted and it will be switched into the 2-player mode. Then the character who wins the match will continue to play against the computer. The game ends when you lose to the computer.

Camera Operation During A Replay:

The player who won the fight can enjoy replaying the end of the same fight with different camera angles. You can use it the same way in different modes.

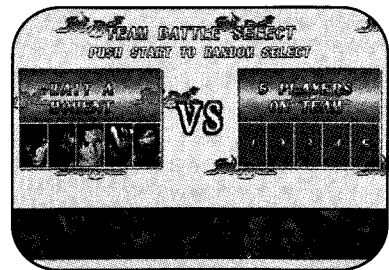
Directional buttons	Shifting camera locations.
■ button	Zoom in.
▲ button	Zoom out.

2. Vs. Battle Mode: Two players compete against each other. Refer to the "How to start the game" section for selecting a character's outfit.

After each player selects a character, a Handicap Selection screen will come up. Each player can adjust their handicap settings by pressing the Left or Right Directional buttons on their controllers. The larger the health meter, the less damage your character will take. After making your selection, press the **■**, **▲**, or **●** buttons to start the match.

After the first match, the Vs. Result screen comes up and displays the total number of wins, losses and draws for each player.

3. Team Battle Mode: You begin the contest after choosing the number of team members and the characters to be used. If you press the Start button, you can random select. The game is a competition where the victor is decided after each round. When playing against the computer, a second player join-in is also possible.



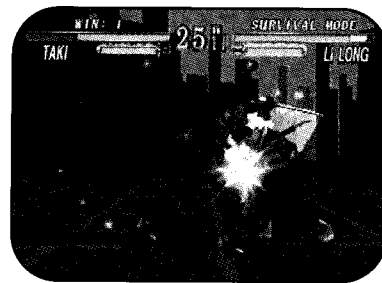
Decide the number of team members from 1 to 5. The same character cannot be used twice on the same team. When one of your characters is beaten on your team, your next choice character starts the next round. The winning character is awarded a little energy for the next battle.



4. Survival Mode: You compete to see how many computer opponents you can defeat before your health meter runs out. You cannot change the degree of difficulty, the time limit, or the number of rounds. No option for 2P join-in battle. The pause feature does not work in this mode.

Each battle is one round. The game is over when your health meter runs out. When you defeat a computer opponent, your character is awarded a little energy for the next battle.

5. Time Attack Mode: In this mode, you compete against the clock until you complete all the stages and beat the game. The settings for the degree of difficulty, time limit and number of rounds cannot be changed. Also, when you continue you do not have options to change characters or have the 2-player join-in battle. Furthermore, you cannot pause in this mode.



6. Edge-Master Mode: Advancing along with the story, you continue to fight and acquire the opponent's weapons in this mode. The acquired weapons can be used in other modes. When this mode is selected on the Title screen, the Data-Load screen is displayed. Point to the data you wish to load (up to 3) with the directional buttons then press the **■**, **▲**, or **●** buttons to select. When "delete data" is selected, the Data-Delete screen will be displayed, and you can delete unwanted saved games. After the characters are selected, you can start the game.



MAP SCREEN

When the game starts, the Map screen appears first, and the window menu is displayed. Point to the menu with the directional buttons and press the **■**, **▲**, or **●** buttons to select. The menu description is displayed on the right. Press the **X** button to delete or to call the window. Different stages are prepared for each character. The stage in which a particular character can play is marked with a sword symbol.



MOVE

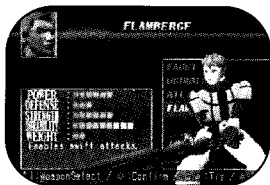
You can move on the map. Use the directional buttons to place the arrow on the stage to which you want to advance, then press the **■**, **▲**, or **●** buttons to select. You must defeat your first opponent before you can move.

BOOK

You can switch to the Book mode. You can observe the present situation of your opponents, the weapon you have won, and the conditions for defeating your next opponent. Press the Directional keys to turn the page.

WEAPON SELECT

You can display the weapons you own. You can study the efficiency of each weapon, and select them from this screen.



BATTLE

Defeat the opponents on the current stage to advance to the next.

SAVE

You can save the present data in the Edge-Master mode.

7. Practice Mode: In this mode you can practice moves and combos against a character who acts like a punching bag. First, with the Directional button, select the character that you will use, then select your practice partner. Various information about the current attack is displayed near the top left hand side of the screen.

Press the **Start** button to enter or exit the Practice menu. Press the Direction key up or down to make your selection, then change the contents with the Left and Right buttons.

CPU Control -- This selection allows you to set up the computer controlled practice partner. You can create various situations for developing fighting tactics. If arcade is selected, you can adjust the CPU LEVEL (The computer opponent's difficulty level).

Attack Data -- Turn the attack data on or off at the top of the Game screen.

Weapon -- You can switch between the situations with or without a weapon for either character.

Key Display -- Switch it on or off at the bottom of the Game screen.

Command List -- Use this option to see a listing of some of your character's moves. Press the Direction key up or down to cycle the list.

Character Change -- Choose this option to select a different character. Press any Attack button to select.

Reset -- Select this option to reset to the Title screen.

8. Option Mode: In the Option Mode, you can select the settings by using the Up and Down Directional buttons, then change the contents with the Left and Right buttons. Press the **Start** or **X** button to exit.

Difficulty Level -- This is the strength of the computer. Choose the level (which ranges from Easy to Ultra Hard) that best suits your ability.

Ring Size -- To set up the ring size.

Battle Count -- You can change the number of rounds in a match from one to five.

Life Bar -- This changes the starting amount of health for each character.

Battle Time -- The time limit for rounds ranges from 30 seconds to no limit.

CPU Character's Weapon -- If special is selected, the CPU changes the weapons randomly.

Character Change at Continue -- When you continue in Arcade Mode, the character can be changed or selected.

Character Select Mode -- This allows the player to change the Character Selection screen, to a faster character selection with smaller pictures.

9. BGM Option:

BGM Select -- This changes the background music: Original, Arrange, or Khan Super Session.

Speaker Out -- This changes the sound output between Stereo and Mono.

BGM Test -- To listen to the game music.

10. The Memory Card: Use it to save or load data. In the Option Mode screen, select the Memory Card selection, then press the ● button. Now select either Load Config &

Records or Save Config & Records, then press the ● button, and finally press **Start**.

Note: Memory cards are sold separately.

Load Config & Records -- To load the data that has been saved on the memory card.

Save Config & Records -- To save the latest data to the memory card.

Auto Save -- Set this to "Yes" and the data will be saved automatically to the memory card.

Load Weapon Data -- You can load the weapons data that you have obtained from the Edge Master Mode.

Note:

- When you power on SOULBLADE with a memory card inserted that contains saved data, the data will be automatically loaded.
- Data will not be saved unless you choose the Auto Save or Save Config & Records options. If the power is shut off, any data not recorded on the memory card will be lost.

11. Key Config: You can select one of four preset controller configurations or the free setting in which you can configure each button as you wish. In the free setting, press and hold one of the highlighted buttons, then press the Directional button left or right to change the action of that button.

12. Records: To view the current records, use the Left or Right Directional button.

Time Attack Data -- This screen holds the top 10 fastest completion times.

It also shows the player's initials and the characters used to complete the game. This data can be saved to a memory card.

Note: Memory cards are sold separately.

Survival Data -- This screen holds the top 10 records for the most wins of the Survival Mode. It's similar to the Time Attack Data screen.

Character's Data -- This screen keeps track of the amount each character is played. The data can be saved to a memory card and updated later.

Win Average -- This screen holds the top 10 continuous win records for the characters that won the most matches. This option only works when 2 players are fighting against each other in the Arcade, Vs., and Team Battle modes.

13. Adjust Screen: You can control the position of the Game screen with the Directional keys.

Heishiro Mitsurugi "Lone Swordsman"

Nationality : Japan **Birth Date :** June 8

Height : 168 cm **Blood Type :** AB

Weight : 59 kg **Fighting Style :** Mitsurugi

Age : 22 **Weapon :** Korefuji



Seung Mi Na "Heart & Soul" Girl

Nationality : South Korea

Height : 159 cm

Weight : 46 kg

Age : 16

Birth Date : November 3

Blood Type : A

Fighting Style : Seung's Long Blade

Weapon : Zanbatoh

Li Long "Rage of Executor"

Nationality : China **Birth Date :** October 23
Height : 168 cm **Blood Type :** B
Weight : 55 kg **Fighting Style :** Matchless Dragon
Age : 24 **Weapon :** Nunchaku "Snakewind"



Taki "Underground Hunter"



Nationality : Japan
Height : 170 cm
Weight : 55 kg
Age : 22
Birth Date : Unknown
Blood Type : A
Fighting Style : Dream-Slashed Sword
Weapon : Katana "Rekki-maru"

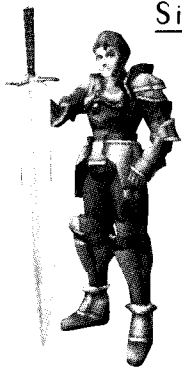
Voldo "Hell Guardian"

Nationality : Italy
Height : 183 cm
Weight : 79 kg
Age : 43
Birth Date : August 25
Blood Type : A
Fighting Style : Own Style
Weapon : Katar "Karma & Mara"



Sophitia Alexandra "Emotional Goddess"

Nationality : Greece **Birth Date :** March 12
Height : 168 cm **Blood Type :** B
Weight : Secret **Fighting Style :** Athena
Age : 18 **Weapon :** Short Sword "Omega"
Small Shield "Owl"

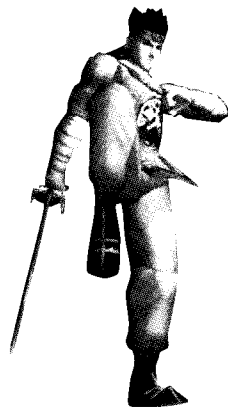
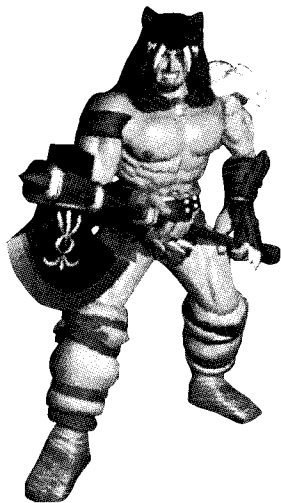


Siegfried Schtauffen "Innocent Darkside"

Nationality : Germany **Birth Date :** February 6
Height : 157 cm **Blood Type :** A
Weight : 48 kg **Fighting Style :** Own Style
Age : 16 **Weapon :** Zweihander "Faust"

Rock "Reckless Commando"

Nationality : New World
Height : 175 cm
Weight : 81 kg
Age : 35
Birth Date : December 14
Blood Type : Unknown
Fighting Style : Own Style
Weapon : Battle Ax "Apocalypse"



Hwang Sung Kyung "The Hero in the Warlike Age"

Nationality : South Korea **Birth Date :** August 8
Height : 171 cm **Blood Type :** AB
Weight : 60 kg **Fighting Style :** Seung's Long Blade
Age : 25 **Weapon :** Long Sword "Bluestorm"

Cervantes de Leon "The Immortal Pirate"

Nationality : Spain
Height : 177 cm
Weight : 80 kg
Age : 48 (Immortal)
Birth Date : January 1
Blood Type : O
Fighting Style : Possessed
Weapon : Legendary Sword "SoulEdge"



ADVANCED TECHNIQUES

Reversal Techniques **A + G or B + G buttons.**

The operation technique used for throws is the same for all characters, but the types of throws are different depending on the character. At the moment your character is being thrown, you can avoid getting thrown by pressing the **A + G** buttons. This is called "Throw-defense." Four of the characters, Mitsurugi, Sophitia, Taki, and Li Long can defend their opponent's specific attack technique by using their attack power for his/her advantage.

Critical-Edge **A + B + K buttons.**

This is a powerful technique for all characters. This attack is powerful, but using it will reduce the weapon gauge by 1/3. If you press the specified button commands after [**A + B + K**]; only do this near the end of the Critical-Edge attack, to create an even more powerful Critical-Edge combination.

Power Techniques

Some attacks can not be defended against. The command differs for each character. (See the command charts for each character.) You can use the **G** button to cancel this command during the operation, just before this technique takes effect.

Guard-Impact **Towards + G button**

By using this command just before you receive your opponent's weapon attack, you can deflect it away. Both characters freeze for a moment, right after deflecting the attack. However, using a successful Guard-impact allows you to attack first, therefore it is to your advantage to use this tactic.

Sidestep Technique or

You can avoid your opponent's attack by using this technique. It is useful when you are cornered in the ring. You can avoid a vertical cut or a thrust, but you cannot avoid a horizontal cut by using the sidestep. If you press the Attack button after sidestepping, you can use various attacks.

Weapon Lock

When characters weapons clash, they sometimes will lock. In this situation, you can press the Attack button repeatedly (The **G** button is invalid). Winning or losing depends on the attack you use. For example, a horizontal cut wins over a vertical cut; a kick wins over a horizontal cut; and a vertical cut wins over a kick. When both use the same type of attack, both weapons are deflected away, and when both use a kick, each player receives damage.

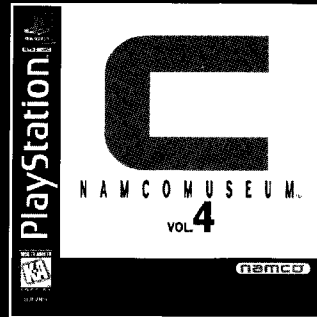
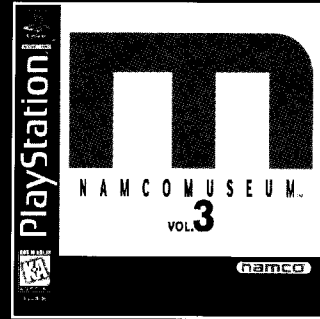
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CREDITS

Published by: Namco Hometek Inc.
Designed and Developed by: Namco Ltd.
Namco Hometek Inc.

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