



Sion, a man haunted by a tragic past
Within him lies strength and kindness, but also great sorrow
All this will change when he meets a girl named Dominique
These are the residents of DOS STREET

The Bouncer

TM



SQUARESOFT®

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.

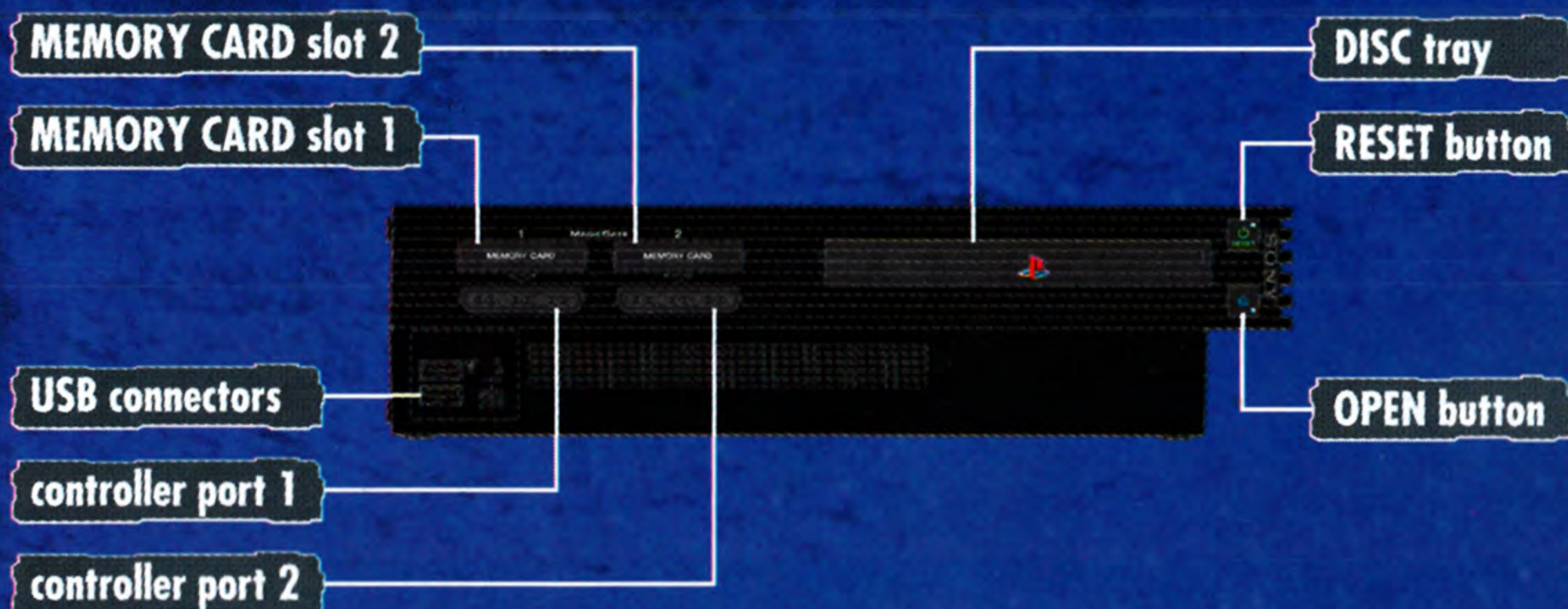


Sion, a man haunted by a tragic past
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The Bouncer™

Getting Started	02
Connecting the multitap (for PlayStation®2) ..	03
Controls	04
Controls During Battle	05
Story	06
Screen Layout	07
Story Mode	08
Active Character Selection System	08
Saving/Loading	08
Bouncer Points	09
Point Exchange System	10
Other Gameplay Features	11
Trinity Rush	11
Special Circumstances	11
Versus & Survival Modes	12
The Mikado Corporation	13
Character Introductions	14
Sion	14
Volt	16
Kou	18
Dominique	20
Mugetsu	22
Echidna	23
Kaldea	24
Dauragon	25
Theme Song Credits	26
Credits	32
Limited Warranty/Game Tips	33





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 Bouncer™** 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.

NOTE: Due to the analog features of this game, **The Bouncer** does not support the original PlayStation™ digital controller or the original DUALSHOCK™ analog controller. The game is optimized for use with the analog functions of the DUALSHOCK™2 analog controller.

The title screen showing the opening demo will appear after the Bouncer disc is inserted into your PlayStation®2 computer entertainment system and the power is turned on. Press the START button while on the title screen to view the game modes. Select the game mode you wish to play.

STORY MODE

In this mode, you can develop your characters by completing battles and events to acquire Bouncer Points. See page 08 for details.



VERSUS MODE

A competitive mode that allows up to four players to join. There are two variations, each with different winning conditions. See page 12 for details.



SURVIVAL MODE

In this mode, you must defeat as many opponents as possible before your selected fighter's stamina runs out. This mode is also useful for practicing moves. See page 12 for details.



OPTIONS

Each setting within the game can be changed according to your preference. After changing settings, if the game ends and you haven't saved the changes, the settings will return to default, so please be sure to save your settings.

Controller Settings

- Vibration: Select vibration function On/Off.
Sensitivity: Set button sensitivity.
Button Sensitivity Test: Check button sensitivity.
Button Configuration: Change button configuration.



Sound Settings

Switch between Stereo/Mono, and switch Dolby Digital 5.1 channel surround sound On/Off. 5.1 channel surround sound can only be utilized when the appropriate system and optical cable are used (5.1 channel surround sound only applies to select movies). Once Dolby Digital 5.1 channel is selected and the pause function is activated during a movie sequence, there will be no confirm, cancel, or cursor movement sounds. Additionally, for those systems that have both analog and optical inputs, please connect to either one of the inputs. Please note that The Bouncer utilizes both Dolby Digital and PCM sounds. There may be instances where auto-switching may not be activated for AV amps.

Load & Save

Load and save game data.

Language Selection

Select either Japanese or English dialog, subtitles, and game text.

Connecting the multitap (for PlayStation®2)

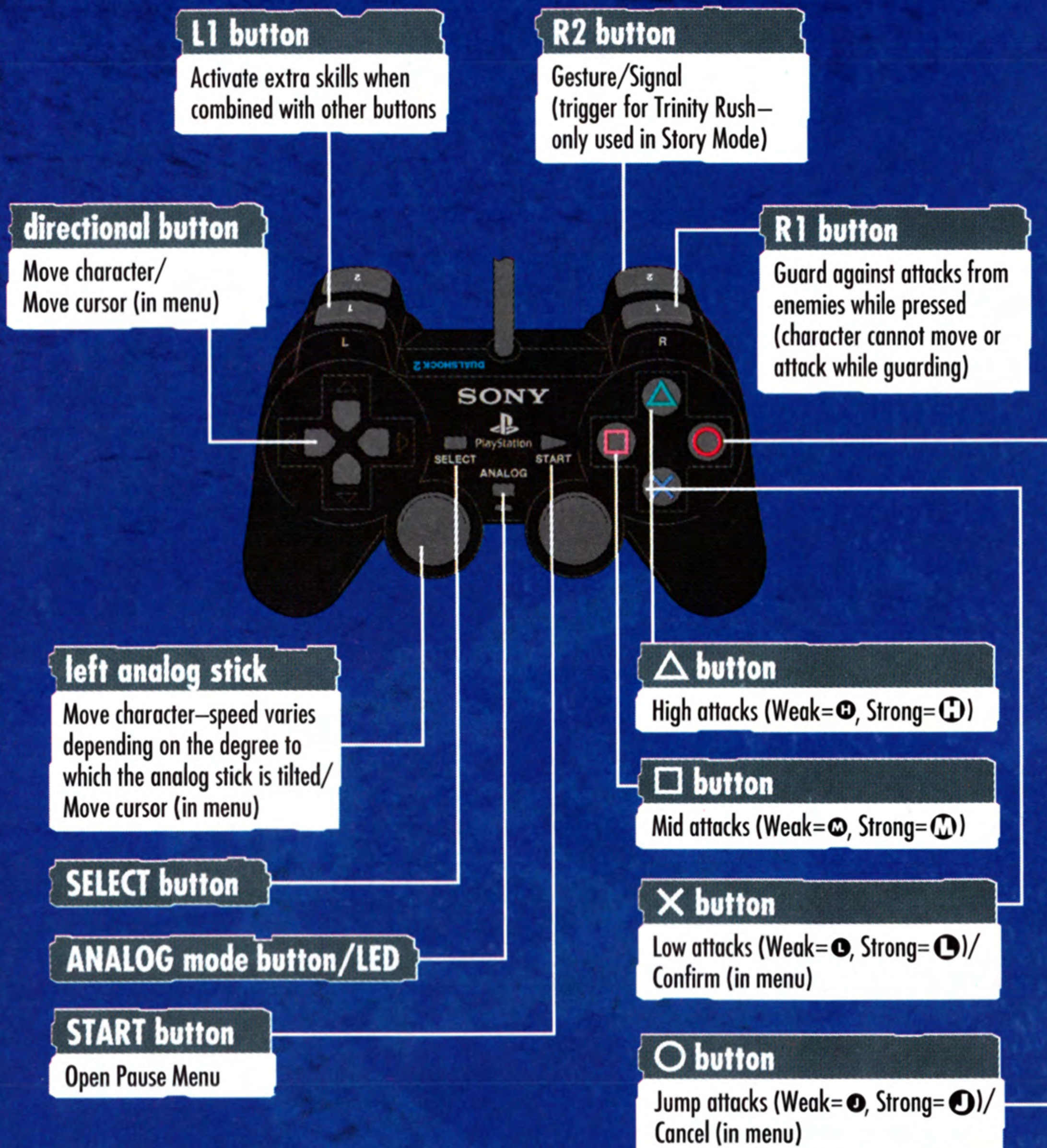
Playing in Versus Mode with more than two players requires the multitap (for PlayStation®2).

- You will not be able to use the original PlayStation® multitap.
- When using the multitap (for PlayStation®2), make sure to connect the multitap correctly before turning the unit on.

1. Be sure to connect the multitap (for PlayStation®2) to controller port 2. The multitap (for PlayStation®2) will not function in controller port 1.



2. When using the multitap (for PlayStation®2), make sure that the DUALSHOCK™2 analog controller is connected to the multitap controller port 2-A before connecting to ports 2-B and 2-C.
3. When using characters that have been developed in Story Mode, insert the memory card (8MB) (for PlayStation®2) containing that data into the MEMORY CARD slot (1 or 2-A/B/C) corresponding to the DUALSHOCK™2 analog controller you are operating.

DUALSHOCK™2 analog controller**NOTE:**

The Bouncer™ only supports the DUALSHOCK™2 analog controller in analog mode. You cannot use PlayStation™ controllers such as the original DUALSHOCK™ analog controller or digital controllers with this title. Do not remove and re-insert a controller or switch the controller's analog mode off during play.

Movement Near Enemies

During battle, as you approach an enemy while moving, you will be able to move slowly while maintaining a fixed position facing the enemy. Upon reaching a certain distance from the enemy, you will be able to run. Also, while holding down the L1 button, you can maintain the direction you are facing.



Weak Attacks

Press the attack buttons (△, □, ○, ×) lightly to trigger weak attacks. (If they are pressed harder, they will trigger strong attacks.) By repeatedly hitting weak upper attacks, you can execute chain attacks.



Strong Attacks

Press the attack buttons (△, □, ○, ×) firmly to trigger strong attacks.



Extra Skills

Press the attack buttons while holding down the L1 button to activate a character's special techniques. This is only possible once new techniques have been mastered with the Point Exchange System. See page 10, "Point Exchange System," for details.



Guard

The guard function is effective against frontal attacks. If you are attacked while guarding, your defense meter will decrease. Once your defense meter drops to zero, you cannot guard anymore for that battle. Hence, guarding ability is directly related to the character's defense status.





STORY

The Mikado Building, the heart of the Mikado Group international megacorporation, overlooks Dog Street.

The bars located on this dangerous street are always guarded by bouncers. Sion, Kou, and Volt are three such men, working to protect their bar, Fate, from troublemakers.

Recently, Dominique, a young girl Sion found lost in the city, has become a kind of mascot for Fate. No one knows where she came from or who she really is.

Time passes uneventfully for them... until one day, Dominique is abducted by the Mikado Special Forces. What are Mikado's motives? Why was Dominique taken? What is her secret? Will Sion, Kou, and Volt be able to rescue Dominique...?

It's going to be a long night for these three!

In each game mode, a screen similar to the one below will appear when you have to fight. Defeat the enemies with your selected character to move on.



A] Stamina of the character being controlled.

Stamina will decrease when the character is attacked by enemies. The game ends when your stamina drops to zero.

B] Stamina of enemy characters.

The stamina of the enemy character the player is currently battling. Stamina will decrease as attacks hit the enemy. When the enemy's stamina reaches zero, he is defeated.

C] Stamina of ally characters.

The stamina of the ally characters the player does not control. These will not appear when your character is fighting on his own.

D] Life counter of enemy characters.

A separate counter will appear for each enemy. The color of the counter corresponds to the stamina of the enemy character. As an enemy's stamina decreases, the counter's color will turn from green to yellow to red. When an enemy is defeated, that enemy's counter will disappear.

Pause Menu

Press the START button during the game to display the Pause Menu.

STATUS	Display character status.
EXTRA SKILLS	Display the list of Extra Skills.
TITLE SCREEN	Return to Title Screen to restart game.
SKIP	Skip events and movies.
EXIT	Return to game.



When Story Mode is chosen at the title screen, the following selections will be displayed.

- New Game Start a new game.
- Load Game Resume a game from save data.
- Extra Game Play from the beginning using developed character data.
(You must have data from a previously cleared game.)

The game progresses in the following pattern: "Event Scene" ⇒ "Character Selection" ⇒ "Battle". As you complete battles, you will earn "Bouncer Points." You can improve your characters by distributing the points between techniques and attributes. See page 10, "Point Exchange System" for more information. If you are defeated in battle or are unable to fulfill event requirements, the game will end.

Active Character Selection System

There will be times when Sion, Volt, and Kou's portraits will appear in the lower half of the screen. With the directional button, select the character you would like to use, and press the  button to confirm. If a character is selected before battle, the selected character will be used in the upcoming fight. However, if a character is selected before an event, that character will be the focus of the upcoming scene. Events will change depending on the character selected, so you might discover new facts by selecting another character when playing through the game again. Play through several times after clearing the game to see the whole story.

Example

One of the three must protect Dominique:



Select Sion



A happy expression if Sion is selected.

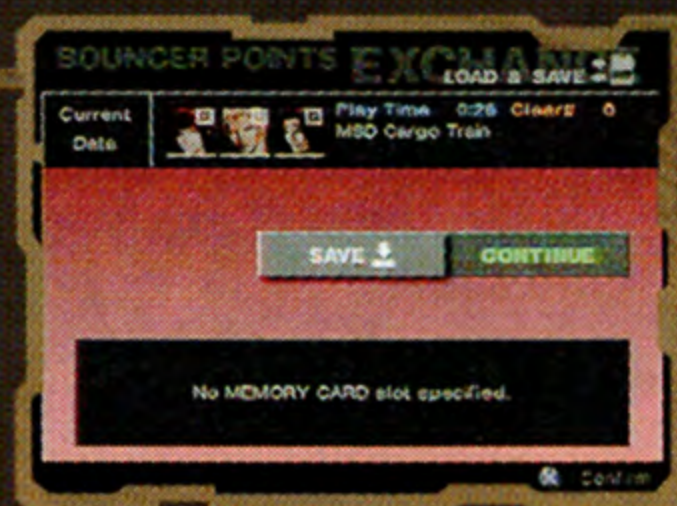
Select Kou

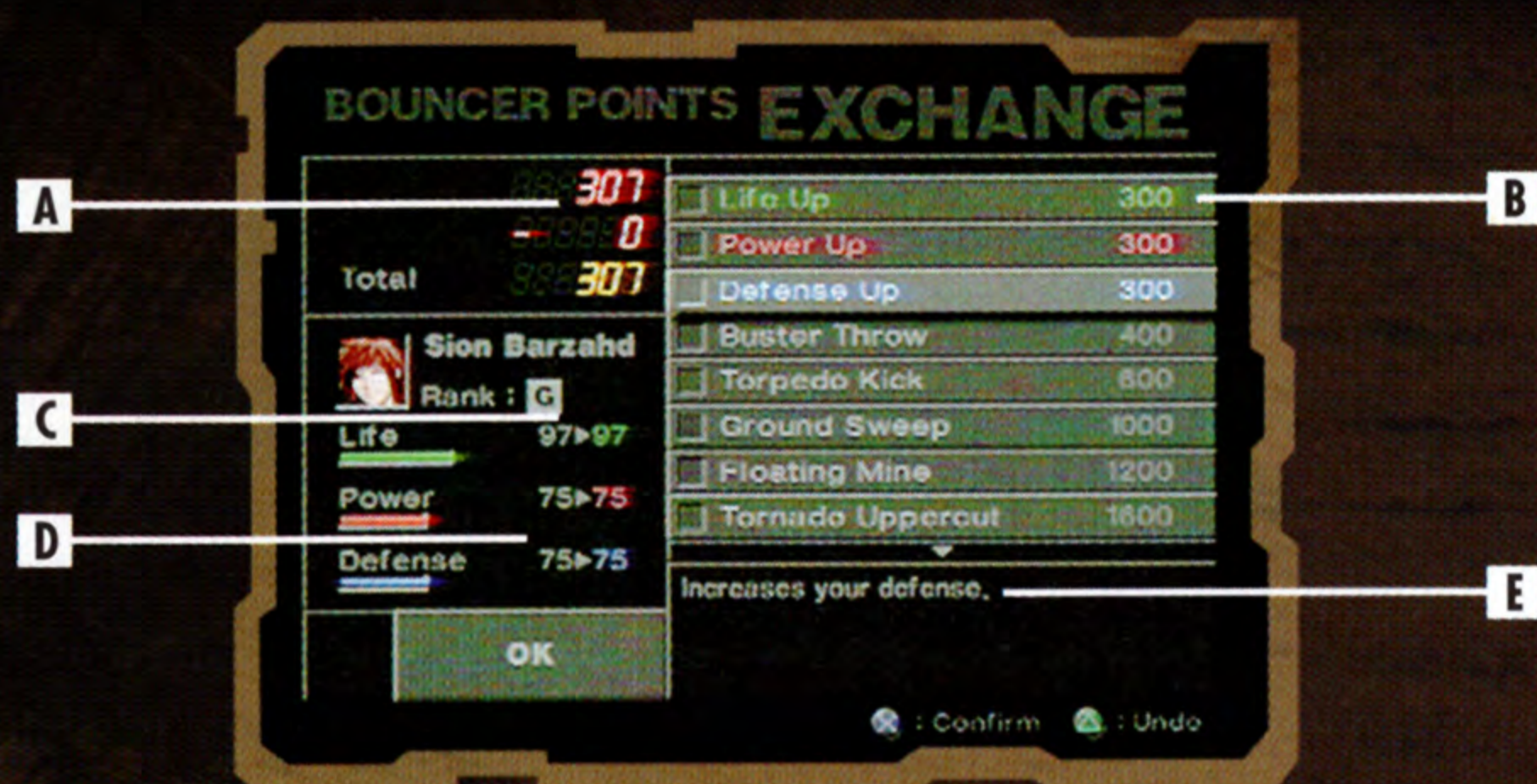


An uneasy expression if Kou is selected.

Saving / Loading

In Story Mode, you can save game data after clearing each battle scene. After inserting a memory card (8MB) (for PlayStation®2) into a MEMORY CARD slot, select the location to save to. If there is not enough space on the memory card, you will not be able to save your game. In this case, delete any unnecessary data to make space before saving.





During Story Mode, if you clear a battle scene, the character you used gains Bouncer Points (BP). By spending BP, you can increase your character's stamina, attack power, and defense power, or master Extra Skills.

A] Bouncer Points

From the top, Battle Evaluation, Bonus, and Total are listed.

Battle Evaluation	The points received after finishing off an enemy. The amount received varies depending on your rank and the power of your enemies.
Bonus	Points received for finishing the battle.
Total	Total number of Bouncer Points obtained.

B] Powering Up

The number to the right of each power-up is the BP necessary to enhance / buy that power-up. The top three rows are attribute power-ups. Below those three are the Extra Skills the character can master.

C] Bouncer Rank

An evaluation of the character's overall power.

D] Character Status

The physical abilities of the character displayed. The value on the left indicates the value of the attribute before BP distribution, and the value on the right shows the value after BP distribution.

Life	Maximum value of stamina.
Power	The higher the value, the more damage you inflict.
Defense	The higher the value, the less damage you receive. Raising this attribute also allows the character to guard against more attacks.

E] Help Menu

Displays the description of the selected power-up.

The Point Exchange screen is displayed after every battle. You can distribute the BP you have earned on this screen. Life, Power, and Defense attributes can be raised with BP, while new techniques can be bought by spending BP in the Extra Skills section. After distributing your BP, select Confirm and move forward to the next scene.

Mastering Extra Skills

Sion and his partners can only use basic techniques at the beginning of the game, but they will eventually master Extra Skills as they fight and acquire BP. The commands for mastered skills are listed under the "Extra Skills" heading in the Pause Menu; check your new skills as you master them.



With points obtained in battle...



...select the preferred attributes, and...



...power up!

Some Advice

In some circumstances, you can acquire more BP than normal, based on how you fight. One method is listed here.

Rapidly defeat enemies (Chain)

As enemies are defeated, the words "RECEIVED ## BP!" will appear under the life gauge. If you defeat other enemies before the words disappear, your BP may double or even quadruple.



Characters developed in the Story Mode can be used in other modes. Try creating a strong character by obtaining lots of Bouncer Points. See page 09 for details.

Trinity Rush

The Trinity Rush is a powerful, three-character combination technique that can be used only in Story Mode. The positioning of the three characters is crucial to using this technique. When the conditions are right, another character will signal. Press the R2 button quickly, and you will trigger a Trinity Rush. If you miss the signal or do not press the R2 button in time, you will not be able to trigger the technique, so pay attention. Additionally, the Trinity Rush will vary depending on which character you are using.



Press the R2 button when you hear the signal!



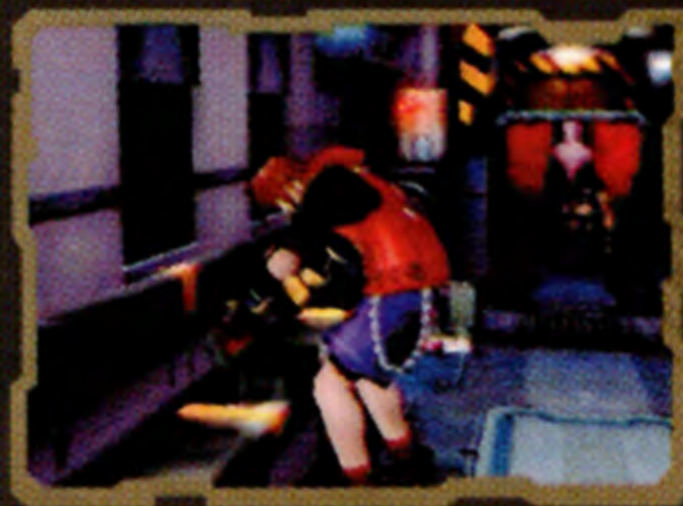
Trinity Rush is triggered.

Special Circumstances

During Story Mode, various events besides battles will occur.

Searching the Train for the Card Key

Maneuver your character and find the card key within the allotted time. The time will not be displayed, but after a certain amount of time has passed, the story will move forward.



Mikado Station Emergency Exit No. 1

Depending on how the story branches, bulkheads will begin to seal off the hallways. If your character is trapped by the bulkheads, the game will end, so try to move quickly and escape.



Acting Independently

Depending on the event, there will be occasions when your character will act independently of their allies. You will not be supported by allies during battle, so you will need to be more careful when fighting.



Versus Mode

Up to four players can participate in Versus Mode. Characters developed in Story Mode may be used (requires a memory card (8MB) (for PlayStation®2) that has Story Mode data). There are two different gameplay variations:



Battle Royal/Versus Battle

Standard rules with no revival. The character that remains standing at the end of the round is the winner. Up to four players can participate.

Team Battle

A battle mode consisting of two three-member teams, each including a leader and two computer-controlled supports. Whichever team defeats the other's leader is the winner. (A maximum of two players may play in this mode.)

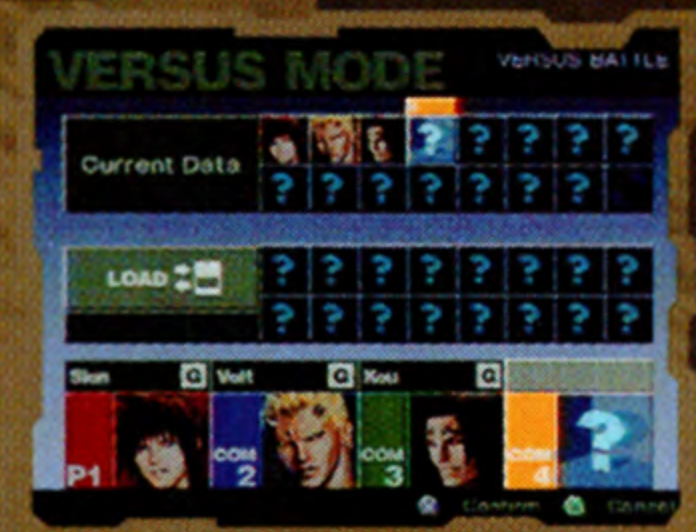
Survival Mode

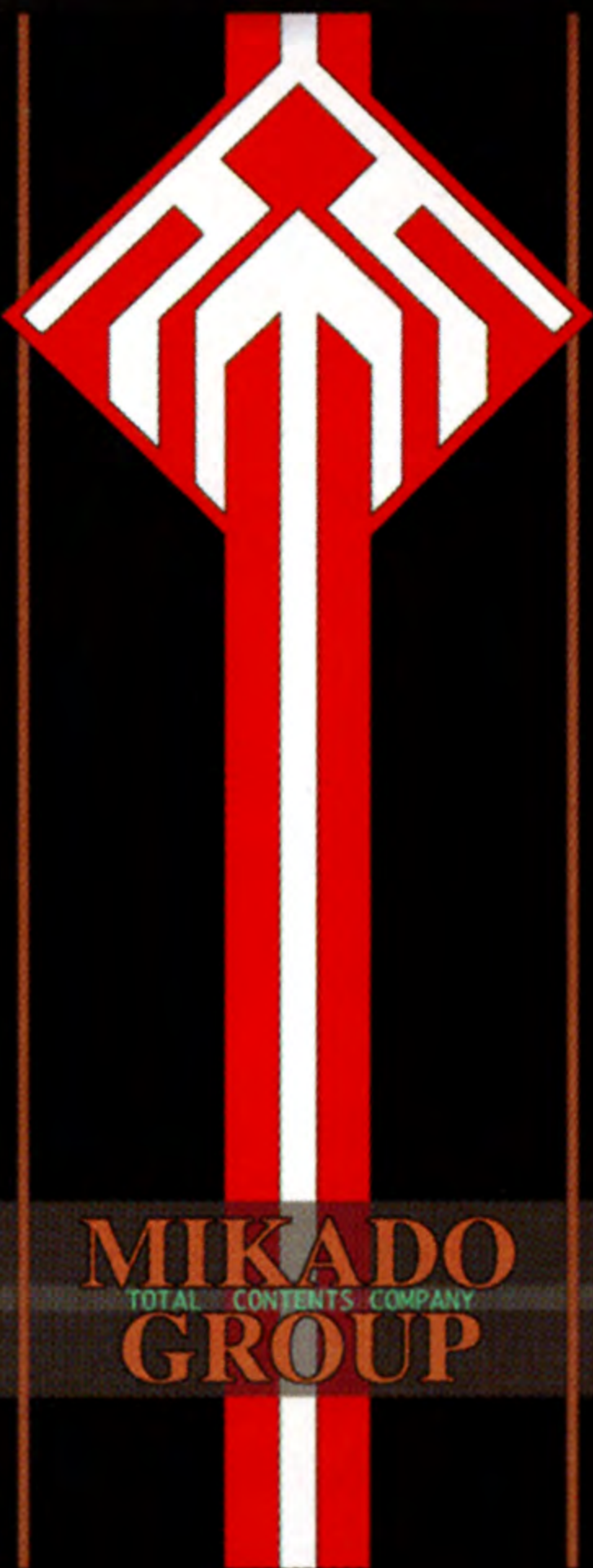
This is a single-player mode in which you continually battle waves of enemies. You cannot regain stamina or save during the battle. Points at the end of battle are saved as rankings.



Some Advice

The characters and techniques available in the multiplayer modes increase depending on how Story Mode unravels. In order to learn new techniques, try to acquire more BP and master new techniques. To unlock new characters, you should select different characters within Story Mode and vary your character selection for each scene.





Space Solar Power Project

A major solar power project led by Mikado Corporation, in joint development with high-tech corporations from around the world. The general operation policies of the project announced by Mikado CEO, Dauragon C. Mikado, are as follows:

- (1) Launch a satellite capable of converting solar rays into a form of microwave energy.
- (2) The satellite, controlled from the surface, will collect solar rays and transmit the energy, in the form of microwaves, to ground collection stations.
- (3) These stations convert the microwaves into electricity and then distribute that energy around the world through power grids.

While numerous attempts have been made to find alternate energy sources to oil and nuclear power, only Mikado's new technology is capable of providing enough solar power to supply the whole world with energy.

However, as journalists have pointed out, many people are concerned about the possibility that these intense microwave transmissions may produce harmful side-effects in both humans and livestock. The high projected cost of providing such energy raises concerns about energy availability. It is uncertain whether countries will be able to purchase enough energy as a result of these high costs. However, with no specific evidence of any harmful effects, either physical or financial, Mikado Corp remains unconcerned.



The DAILY C.O.E. (City of Edge) paper reports MIKADO's business strategy. The paper has strong ties to MIKADO and never openly criticizes MIKADO's practices.



13 years ago...

Wong: Why do you follow me?

Sion: Will I ever be... as strong as you?

Wong: That is up to you.

Sion: Hey, will you teach me?

Wong: It is my policy not to take any disciples. It is late... Go home.

Sion: I... don't have a home...

Basic Skills:

M M = Double Uppercut

M M M = Triple Kick

After pressing a direction, quickly press **J J** = Mid-Air Double Kick

Sion Barzahd



Age: 19 Height: 5' 9"

Fighting Style: A personalized style of both kenpo and street fighting.

A bouncer at the bar known as "Fate". He lost his love two years ago, which has caused him to distance himself from others. However, Dominique's innocence is slowly helping Sion to open up again. Sion always wears silver necklaces, and his favorite brand of clothing is DOG STREET.



COURAGE

5 years ago...

Boy A: Dammit! We've been had!

Boy B: I told you! We shouldn't have pushed it while he was away...

Man: Give it up. As long as he ain't around, you little brats are nothin'.

Boy A: D-Damn...!

A Voice: You're right about that.

Boy B: V-Volt!

Basic Skills:

After pressing a direction, quickly press **H** = Lightning Kneel Kick

After pressing a direction, quickly press **M** = Running Lariat

L L = Heavy Low Kick

Volt Krueger



Age: 27

Height: 6' 4"

Fighting Style: A professional wrestling style that makes use of his massive size.

A bouncer at Fate. For some reason, he is very well-informed about the Mikado Group. Though he has a quiet demeanor, Volt's size, strength, and distinct facial piercings instill fear in most people.

...a man haunted by a tragic past
...a man of great sorrow
...he meets a girl named Dominique
...the residents of BOB STREET

...er

HONOR



17 years ago...

Teacher: Your boy is a genius. Not only scholastically: he is also musically and artistically very talented.

Mother: Indeed. I want him to bring honor to the Hurst family name.

Kou: I'd like to learn martial arts, too.

Mother: Absolutely not! What if something happened to you!?

Kou: ...

Basic Skills:

H H H = Triple Roundhouse Kick

H H H = Triple Jab

After pressing a direction, quickly press **L** = Slider

Kou Leifoh



Age: 25 Height: 6' 0"

Fighting Style: A style that uses Tae Kwon Do's ferocious long-range kicks.

A bouncer at Fate. A man of many words, he is cocky and sets the mood for the rest of the group. Fortunately, he is not all talk; he also has the skills to back up his smart mouth.

...a man haunted by a tragic past
and kindness, but also great sorrow
he meets a girl named Dominique
the residents of ADAMS STREET

OPTIMISM





Dominique Cross

Age: 15 | Height: 4' 10"

Before Sion rescued her, she was just a girl lost in the city, with nowhere to go. A cheerful, simple, and innocent girl, Dominique has become a sort of a mascot for the bar Fate. Sion and his friends get into a lot of trouble because of her.

a man haunted by a tragic past
in adulthood, but also great wisdom
he meets a girl named Dominique
the residents of DOG STREET

DOG STREET

DOG

LOVE





MADNESS

Muggetsu

Age: Approx. 30

Height: 5' 11"

The head of the Mikado Special Forces Unit. With the aid of his henchman and his superhuman abilities, he kidnaps Dominique.

ENTRAPMENT

Echidna

Age: 25 | Height: 5' 6"

A supervisor in the Mikado Group. She is arrogant, and hates to lose. She boasts a flamboyant outfit and a very unique hairstyle. Echidna has some sort of history with Volt.



SORROW

Kaldaea Orchid

Age: Unknown

Height: 5' 5"

A beautiful woman who holds within her a great sorrow. She is the only one who truly understands Dauragon, and is always by his side

MIKADO

Dauragon C. Mikado

Age: 26 | Height: 6' 1"

The young CEO of the Mikado Group international megacorporation. Dauragon has risen to his present position because he is the adopted son of the previous CEO. He has been trained since childhood to succeed as head of the Mikado Group and is capable of handling any situation calmly. He is responsible for Dominique's abduction, but his motives for such an action are unknown.

"Love is the Gift" The Bouncer theme song, English version

Lyrics: Narada Michael Walden

Music: Takahito Eguchi & Noriko Matsueda

Produced & Arranged by Narada Michael Walden

Vocals: Shanice Wilson

Licensed by Universal International, a division of Universal Music K.K.

Shanice appears courtesy of LaFace/Arista Records

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"OWARANAIMONO: Forevermore" The Bouncer theme song, Japanese version

Lyrics: Takashi Tokita

Music: Takahito Eguchi & Noriko Matsueda

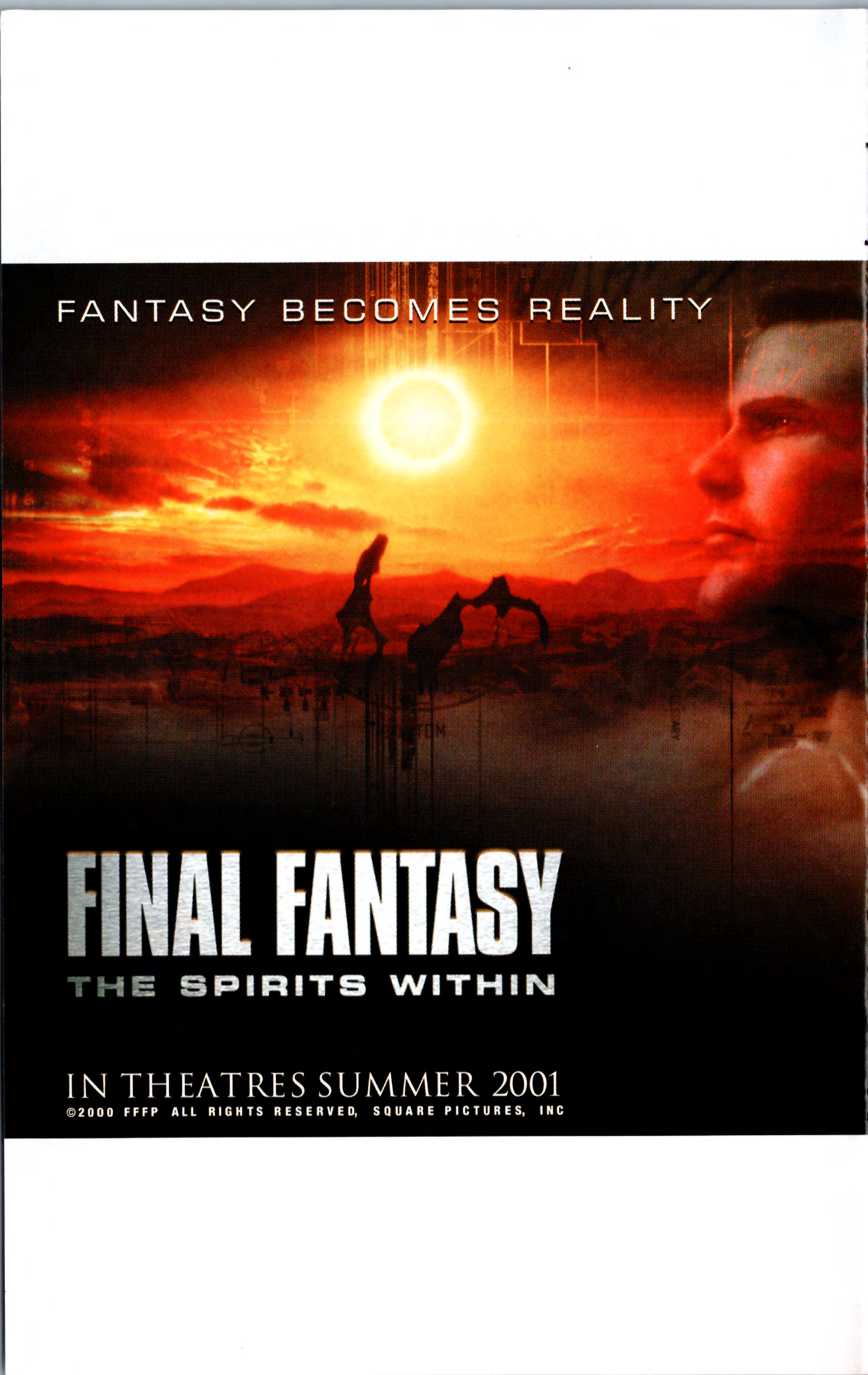
Produced & Arranged by Takahito Eguchi & Noriko Matsueda

Vocals: Reiko Noda

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The poster features a dramatic, fiery orange and red sky with a bright sun or moon in the center. In the foreground, the silhouette of a large, dark, winged creature is visible against the glowing background. On the right side, a close-up profile of a man's face is shown, looking towards the left. The overall mood is intense and fantastical.

FANTASY BECOMES REALITY

FINAL FANTASY

THE SPIRITS WITHIN

IN THEATRES SUMMER 2001

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- ≡ Coverage of All 3 Game Modes



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All this will change when he meets a girl named Dominique
These are the residents of DOS STREET



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SQUARE CO., LTD. & DREAM FACTORY CO., LTD.

Executive Producers	Hironobu Sakaguchi Hisashi Suzuki Tomoyuki Takechi
Director	Takashi Tokita
Game Director	Seiichi Ishii
Character Designer	Tetsuya Nomura
Main Programmer	Taketoshi Nishimori
3D Character Artist	Masafumi Horiuchi
3D Animation Director	Satoru Uchida
Background Designer	Hideyuki Matsumoto
3D Background Artists	Hiroko Ohnishi Tsuyoshi Okahisa Kenzo Kanzaki Joko Sato Makoto Kawatori
Effect Artist	Tomohiro Ishii
Full-motion Video Director	Masaya Ishizuka
Localization Department	
General Manager	Koji Yamashita
Deputy General Manager	Akira Kashiwagi
Localization Director	Richard Honeywood
Assistant Localization Director	Kazuyoshi Tashiro
Localization Assistant	Seikoh Hokama

SQUARE SOUNDS CO., LTD.

Composers	Noriko Matsueda Takahito Eguchi
Sound Editor	Asako Suga

SQUARE SOFT, INC.

Localization Staff	
Localization Specialist	Yoshinobu Nobby Matsuo
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