

# S CASTLE SHIKIGAMI



EVERYONE  
E  
CONTENT RATED BY  
ESRB



## **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.

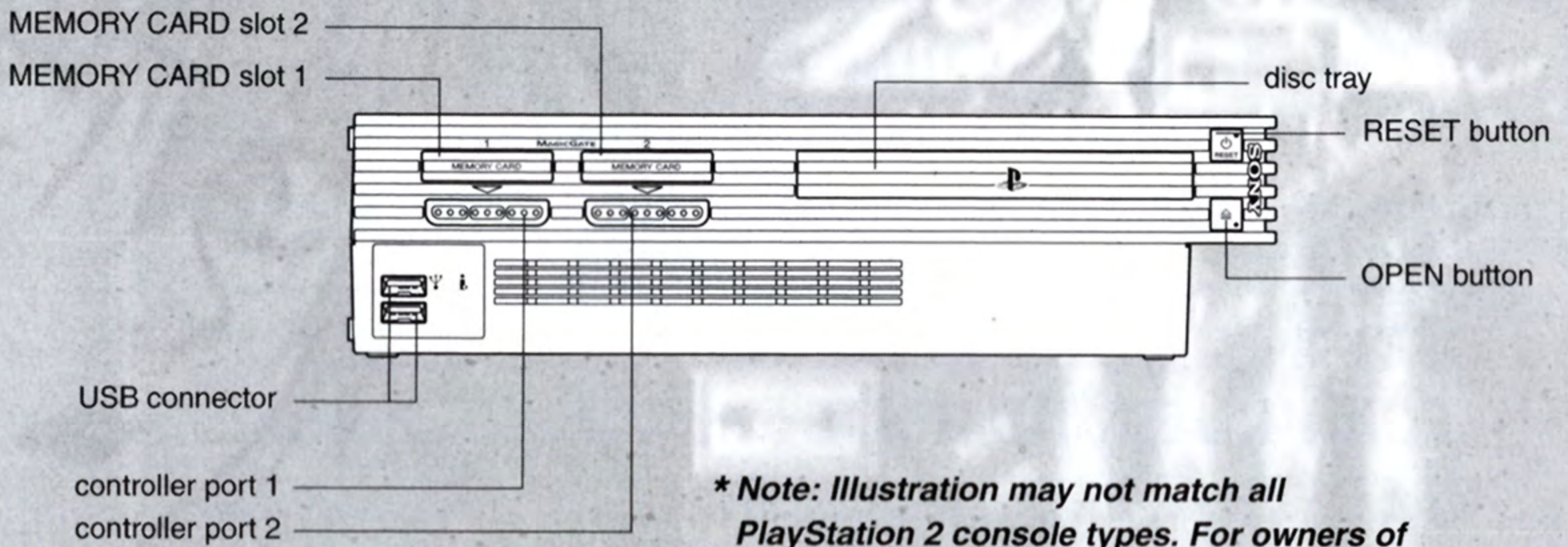


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# GETTING STARTED



*\* 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.*

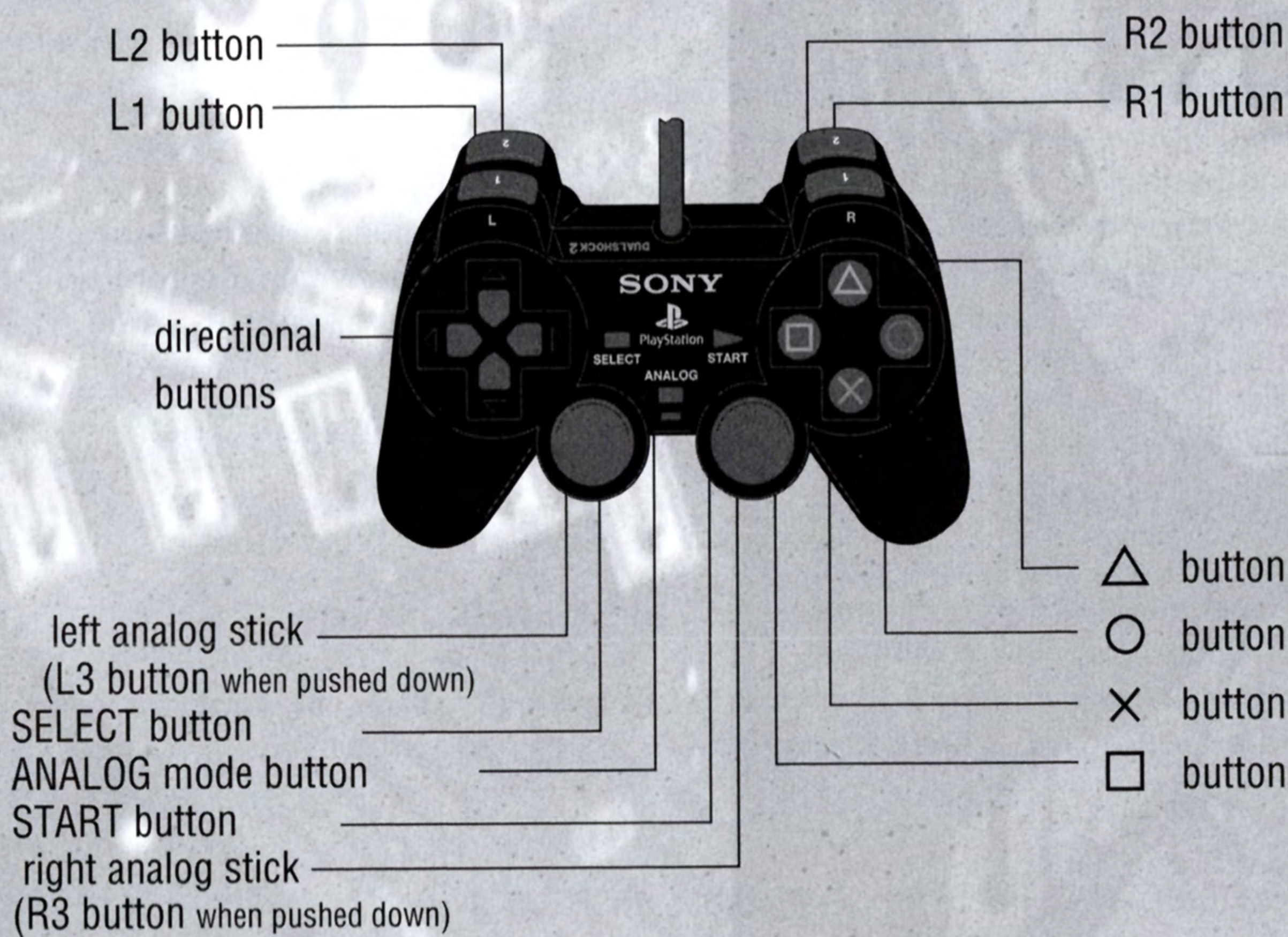
**Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Castle 2 Shikigami 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.**



# STARTING UP

PLAYER 2  
87307

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BOMB  
LIFE  
x8 : 00033



# INTRODUCTION

A Dark Twisted Castle appears in the sky:

A war has begun between humanity and the Demon Gods of Castle Shikigami in the Skies of Tokyo.

In the recent past, a band of champions gathered to engage this threat. Using weapons forged by the great magicians and masters of arcane sciences, the heroes managed to banish the demons, quelling their thirst for conquest!

The time: 2006, the distant future. The Demon God's and their mystical castle have re-appeared above the skies of Tokyo City with the goal of continuing the domination and conquest of humanity. Can the hero's of recent legend return to defeat the nemesis of all mankind? The tools for defeating the gods are trapped within the very castle in which the demons reside. The hope of the world lies on the shoulders of these heroes, they must succeed or the world is no longer...

## CONTROLS

Directional buttons/left analog stick - Move user's character

Left analog stick - Movement

ANALOG mode button - To use the left and right analog sticks, the controller must be in ANALOG mode (indicator: red)

○ button - Autofire

■ button - Hold down for the Mobile Light Force 2 Attack, hit repeatedly for normal shot

⊗ button - Special Attack (Bomber)

△ button - Not used

## MENU, DIFFERENT SCREENS

Directional buttons/left analog stick - menu select

△, ○, ■, ⊗ buttons - menu confirm

- All the directions on the manual are with default setting
- You can change the button settings with the "Button assign" in the option menu
- This software does support the vibration function
- ⊗ button - Menu confirm
- △ button - Return to previous menu



# MAIN MENU

If you press the START button in the title screen you will see the bottom screen. Choose the different mode or the OPTION button.



## ARCADE MODE

Normal game play

## PRACTICE MODE

Choose and practice any stage. Practice mode is unlocked as a selectable character completes a particular stage(s) of game play. To unlock all stages for a character, that character must complete every stage before it becomes available to them in practice mode.

## BOSS ATTACK

This is a mode for enjoying to battle with only bosses.

## STORY RECOLLECT

Here you are able to replay the interactions with all of the defeated bosses in ARCADE MODE.

## GALLERY MODE

Here you can view the illustrations of Castle Shikigami 2.

## OPTION

Change difficulty, BGM volume, key assign, life recovery, auto save, vibration, etc.



## PAUSE MENU

If you press the **START** button during game play, you will get the Pause Menu



### WAIT

If you turn it on, the movement speed will vary like in the arcade mode. If you turn it off, the speed will not change

### MAIN MENU

Returns the player to the title screen.

### EXIT GAME

Ends the game and returns the game to demo mode.

### RESUME

Resume game play



# GAME SCREEN

The basic game information of the game is displayed here.  
Please see attached each pages about detail explanation in each screen.

**SCORE** - The user's high score is logged

**BOMB** - Powerful special attack ability to aid in combat

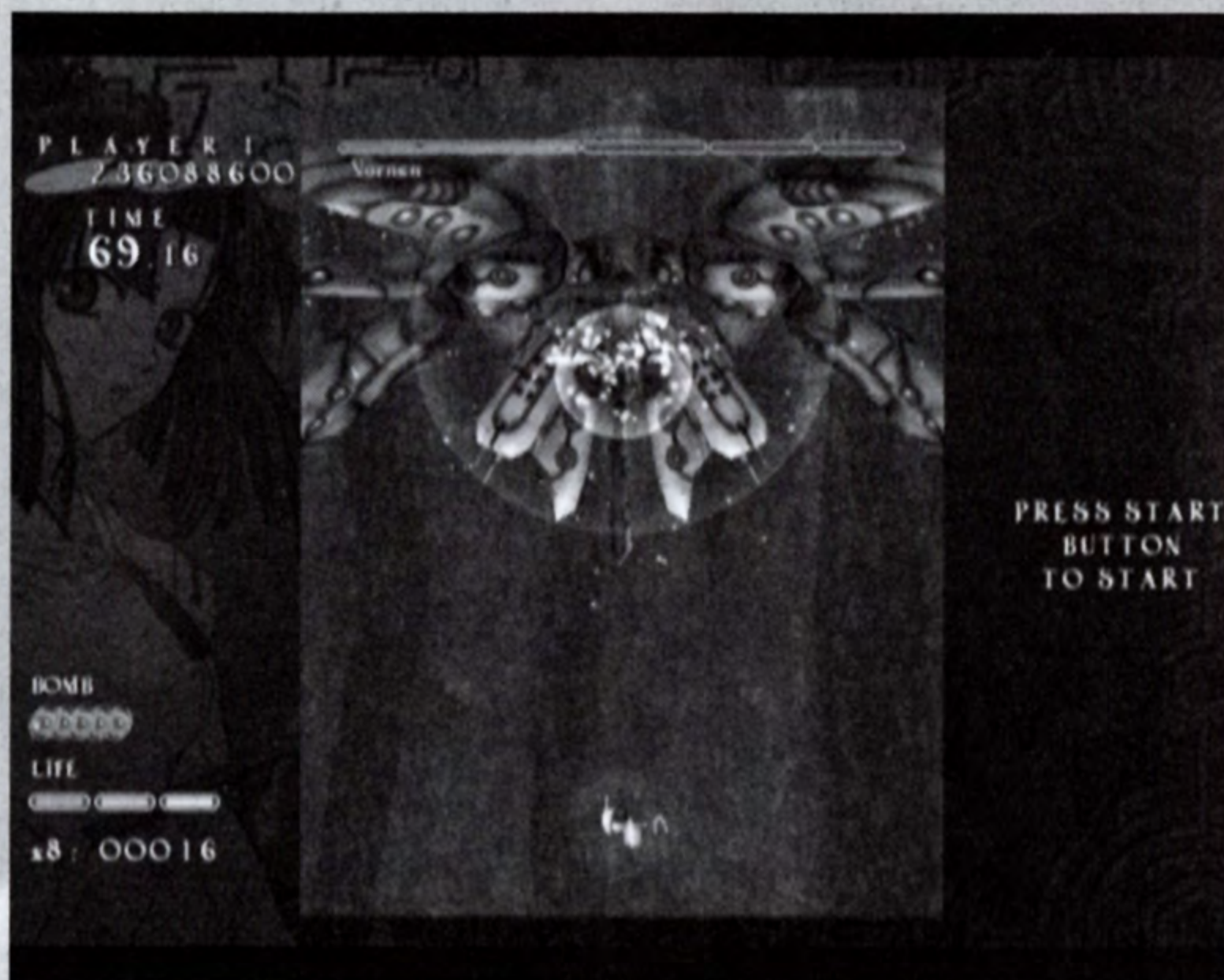
**LIFE** - The amount of user life

**x8ACTION TIME** - The user's points and powers increase when they get close to enemy fire

**REMAINING TIME** - Time the user receives during boss encounter

**LIFE GAUGE** - This is your life gauge. Each time you are hit, you lose a life. When all lives are gone, the game is over

**BOSS LIFE GAUGE** - This is the boss's life gauge. If the gauge becomes empty, you pass the stage







# ATTACK SPECIFICATIONS

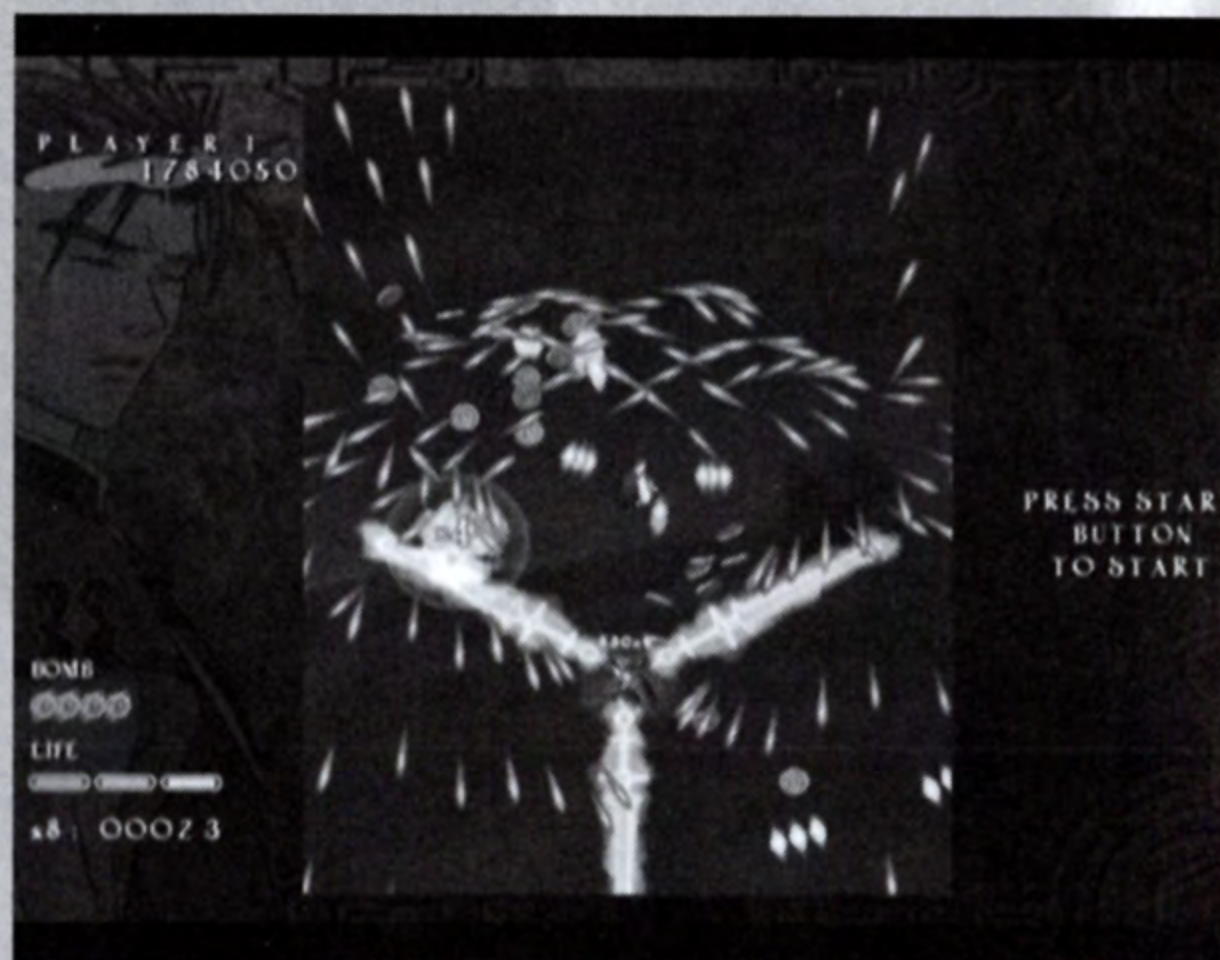
## Normal Attack




Hit  button repeatedly or press  button for normal shot.

Coins- help with your point value over all

## MOBILE LIGHT FORCE 3 ATTACK




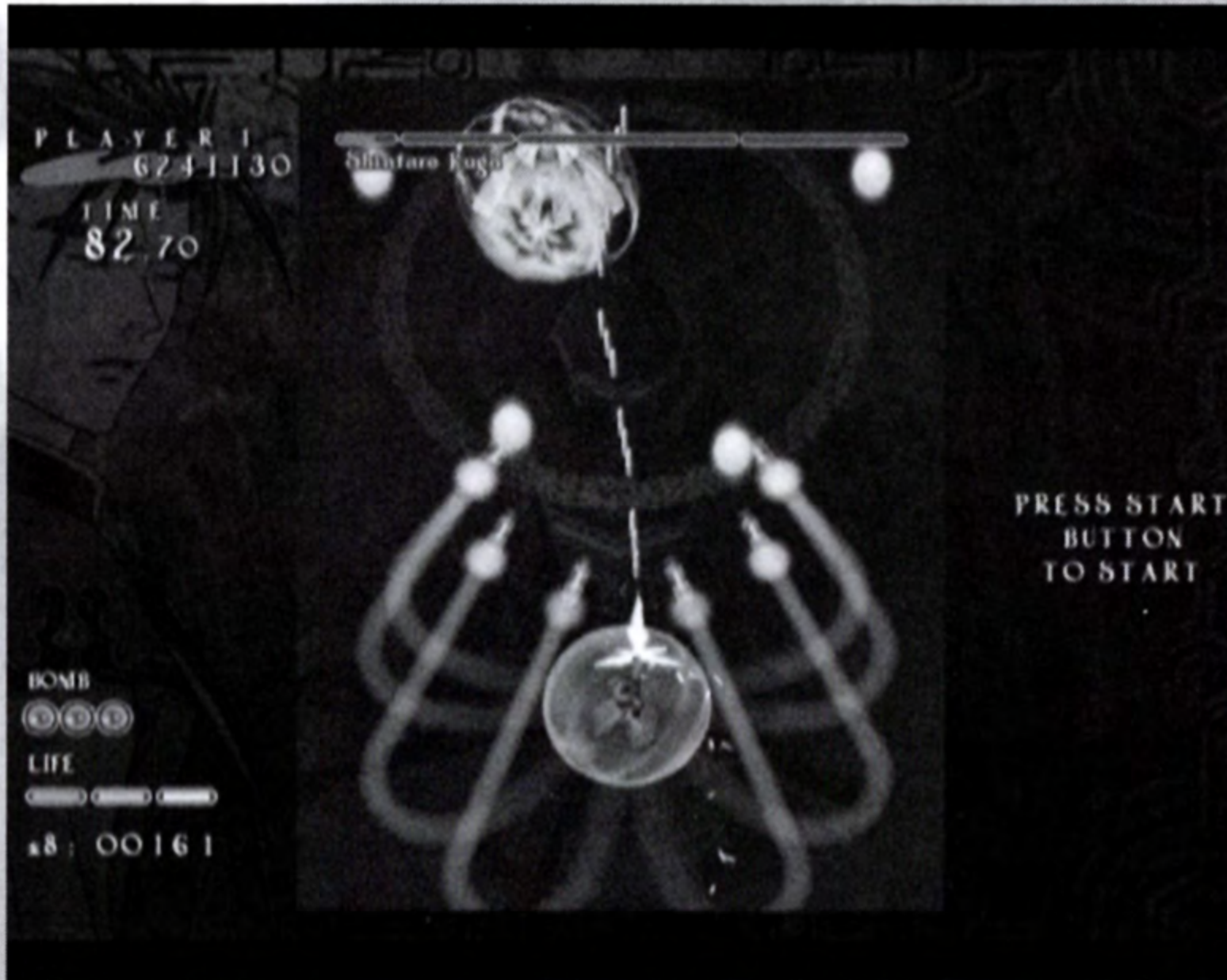
Hold down the  button to use the Mobile Light Force 3 attack.

While using this attack, coins will be collected automatically, however, the characters movement will show down.



## SPECIAL ATTACK

If you press the  button, a bomb will be dropped. You will start with 3 bombs, and up to 5 bombs can be stocked. During this attack, you can not be damaged.



BOMB



LIFE



x8: 00033



# CHARACTERS

## KOHTAROU KUGA

A young private detective of H&K Detective Agency. He wears a unique school uniform and has many charms. He controls the beautiful human eating devil "Zasae-san" and traps his victims. He plants bombs and uses them for his advantage. He also cannot stop arguing with Sayo Yuuki.

### **NORMAL ATTACK**

#### **MOBILE LIGHT FORCE 3 ATTACK:**

Type 1 - Human eating Zasae-san will automatically attack enemies near the player.

Type 2 - Zasae will automatically attack enemies near a point that the player marked.

**SPECIAL ATTACK - Trap Bomb** (the closer to the center of the bomb, the stronger the damage).

## SAYO YUHKI

Comes from a strong religious home that dates back to the war era. An expert in using spiritual power. She is 16, but because of her nature, she has never gone to school. She uses the Yata Spiritual Bird, and is a battle expert. She has left her town by train and her arrived at Tokyo station.

### **NORMAL ATTACK**

#### **MOBILE LIGHT FORCE 3 ATTACK:**

Type 1 - The Yata Bird will rotate around you and attack the enemy.

Type 2 - The Yata Bird will rotate around you faster than Type 1, but smaller range than Type 1.

**SPECIAL ATTACK - Will damage everything on the screen.**



# CHARACTERS

## GENNOJO HYUGA

A very special detective. Always wearing a black suit, hat and sunglasses. He is currently working on a case that he received from a young client. He also receives many black markets weapons from foreign contacts. He is from the wolf god bloodline, therefore when he gets mad, he changes into a wolf.

### **NORMAL ATTACK**

#### **MOBILE LIGHT FORCE 3 ATTACK:**

Type 1 - A great search laser will be shot ahead.

Type 2 - A great search laser will be shot ahead and back. But the power is weaker than Type 1.

**SPECIAL ATTACK** - Turns into a wolf and attacks enemies.

## FUMIKO ODETTE VANSTEIN

A German witch who migrated to Japan, she lives a quiet life with her long hair and glasses, and wants to help others. In her dark clothes, she rides her broom with super speed. On her arm she has the skull and cross. She uses the "Eye of Ethiopia" to ward off evil spirits from entering Japan.

### **NORMAL ATTACK**

#### **MOBILE LIGHT FORCE 3 ATTACK:**

Type 1 - Satellite laser will be shot for a long time and the power is big.

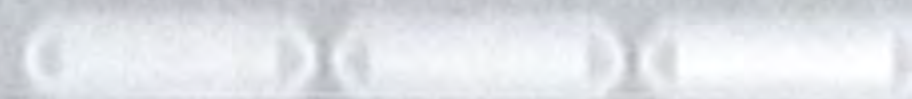
Type 2 - You can shoot satellite laser for 5 directions. But each laser's power is small.

**SPECIAL ATTACK** - Damages everything on the screen.

BOMB



LIFE



x8 ; 00033



# CHARACTERS

## KIM DE JOHN

A Korean Fighter, at night he is a fighter, but during the day he teaches young children tae kwon do. One day one of his Japanese students was killed, and he closed his dojo to seek the killer. He wears a trench coat and carries a guitar case with a sword inside.

### **NORMAL ATTACK**

#### **MOBILE LIGHT FORCE 3 ATTACK:**

Type 1 - You can draw 3 swords and can change the direction of the top of swords by direction button or left stick.

Type 2 - You can draw 2 swords and change direction to ahead or back.

**SPECIAL ATTACK** - Shoots ammo fire and missiles.

## Nigi Gorgeous Blue

She is a woman who is looking for a one man. In order to meet him again, she must fight in this world.

### **NORMAL ATTACK**

#### **MOBILE LIGHT FORCE 3 ATTACK:**

Type 1 - You can create the barrier using "Greater cat". The barrier will keep holding the enemy's bullets and automatically the bullets will be shot to the enemies.

Type 2 -. You can create the barrier using "Greater cat". The barrier will keep holding the enemy's bullets during you keep pushing the button. When the player releases the button, all the enemies bullets that stop will be shot in the opposite direction.

**SPECIAL ATTACK** - Strong machine-gun fire.



# CHARACTERS

## Roger Sasuke

He is an American Ninja. Once upon a time, he stayed Kohtarou's house. He is a good friend of Kuga. He is a very smart guy and loves Japan.

### NORMAL ATTACK

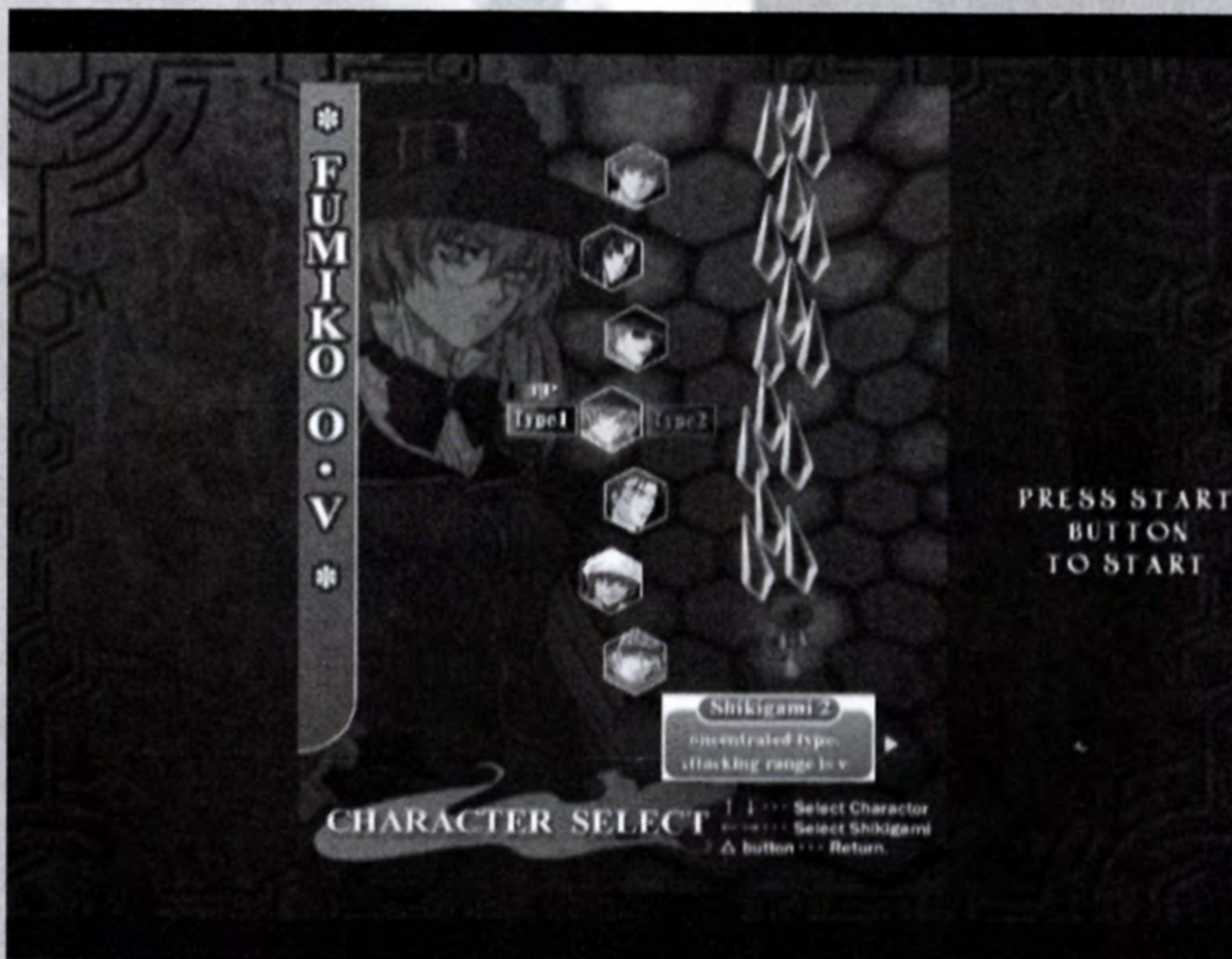
### MOBILE LIGHT FORCE 3 ATTACK:

Type 1 - You can shoot the mine that will explode when the enemy touches.

Type 2 - You can shoot the mine that will explode when the enemy touches.

The mine will stay until the enemy touches.

SPECIAL ATTACK - You can rotate by using the sword.





# CHARACTERS

## ENEMY CHARACTERS

### STAGE 01

#### ARALA CRAN

She is a long hair ghost of warrior.  
She is waiting for someone who saves her soul.

### STAGE 02

#### ANOLEGOS DUNDEON

He is a soul of warrior who guards the watery cemetery

### STAGE 03

#### AJA BROTHERS

They are strong soldiers that guard the castle unwaveringly.  
They will never stop fighting!

### STAGE 04

#### YUKARI HORIGUCHI

She is a last guardian who never wakes up in the present world. She is in the hospital now. If the player get winnings, she will wake up in the hospital.

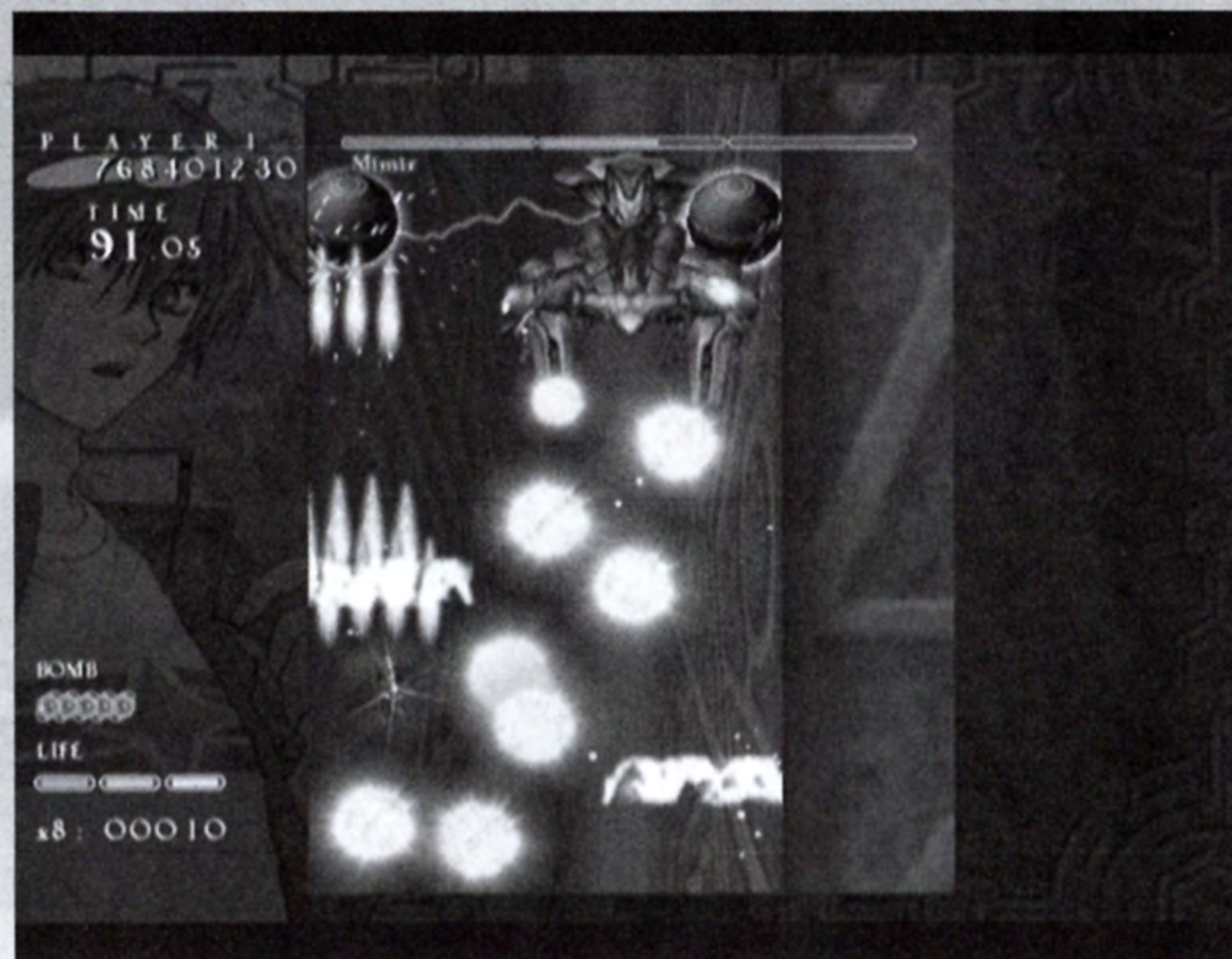
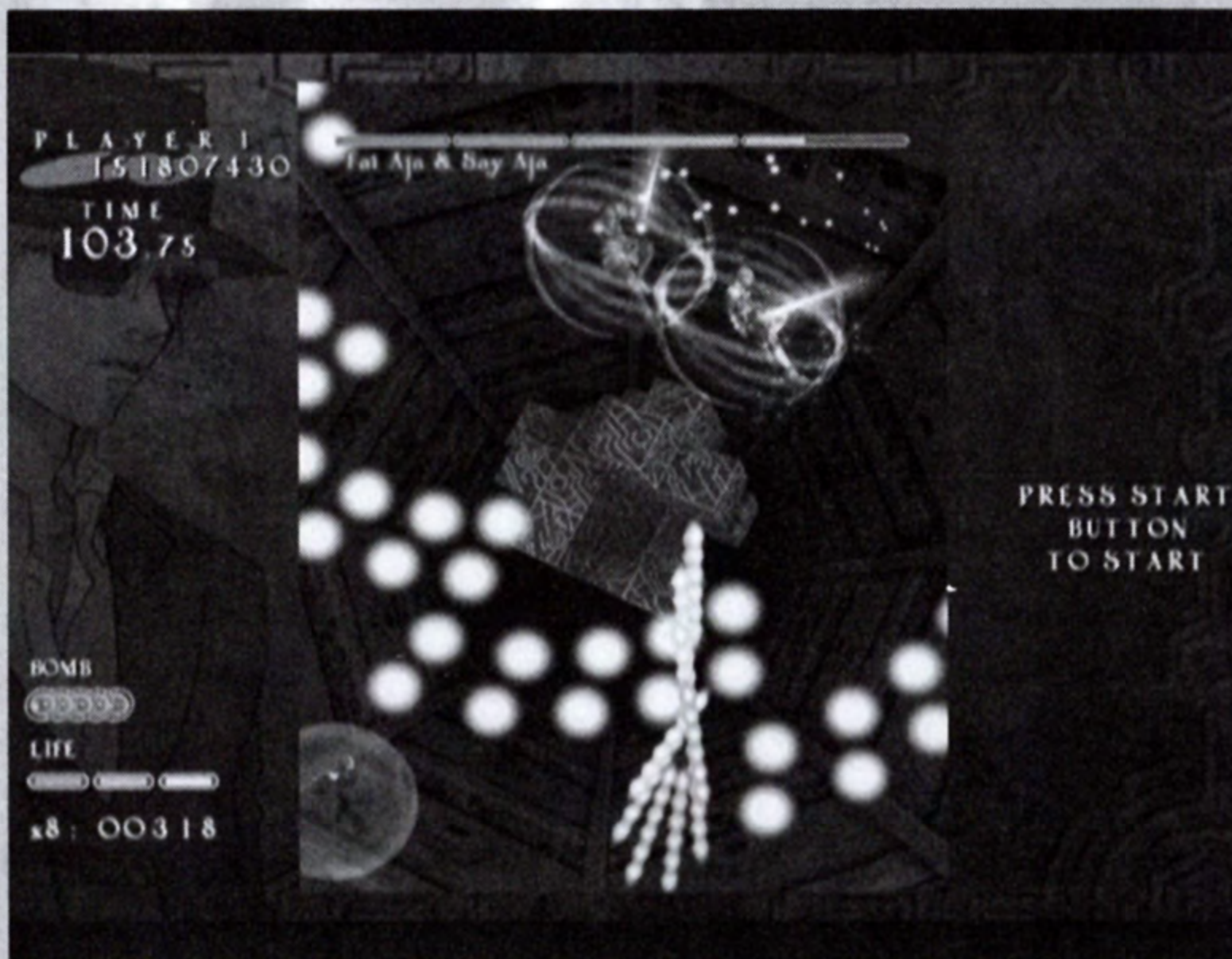
### STAGE 05

#### SHINTARO KUGA

He is an elder brother of Kohtarou. He just believes the power and tries to rule the world.









**GAME START**- This will start the game. Choose between NORMAL and EXTREME Game. Once selected choose the character you would like to play. It will then explain the controls. If you want to skip the explanation, press the Start button.

**EXIT**- Return to the Menu

**CONTINUE**- Press the START button during the countdown to continue from where you finished. You have 4 credits to continue. If you continue, the time and score will be reset.


**STAGE CLEAR RESULTS**- Clear bonus is calculated with how you finished the game

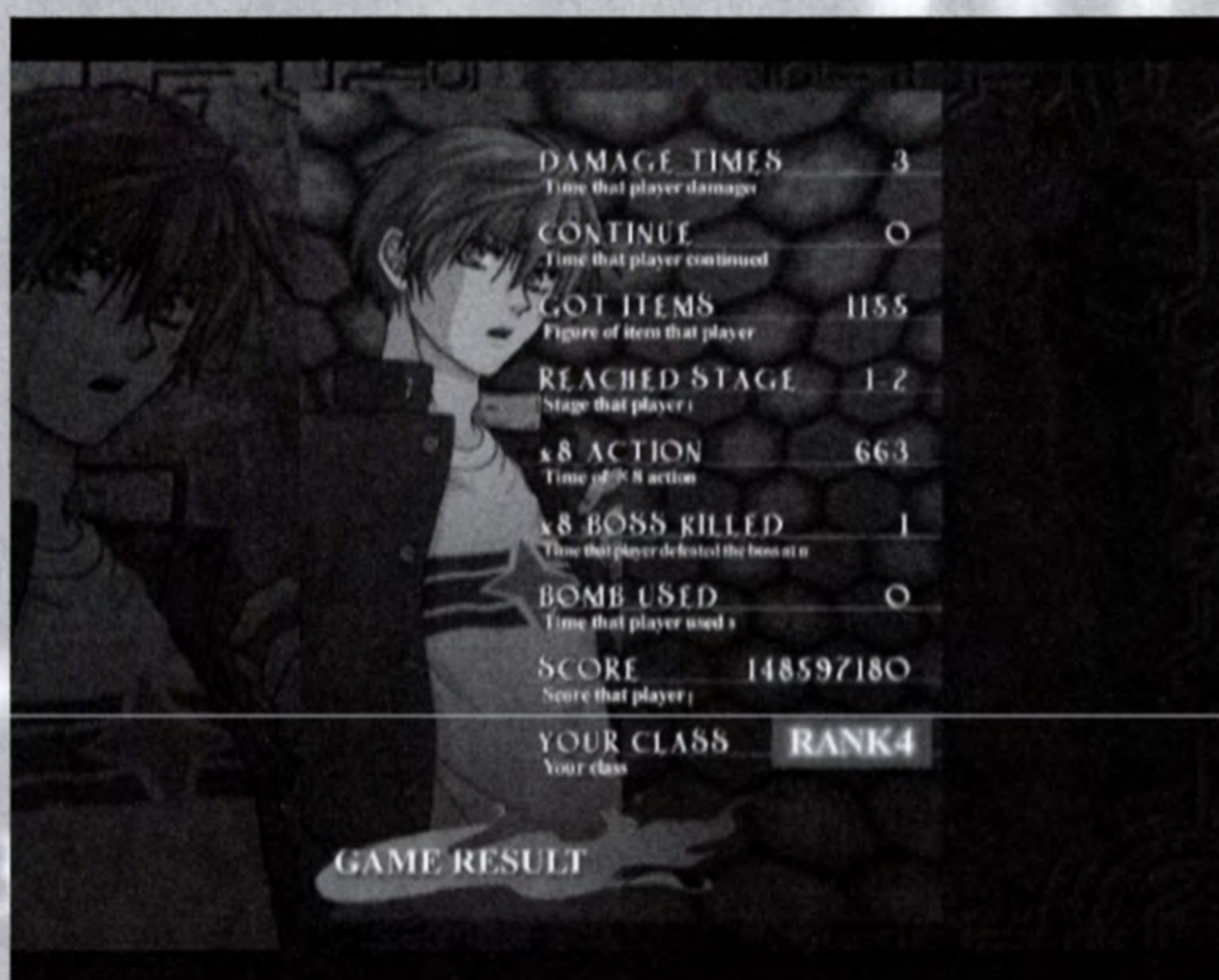
**TIME BONUS** = 25000pts

**GET ITEMS** = The number of item you get 5000pts

**X8ACTION** = The number of destroyed enemies at maximum rate as well as the item you received x2000pts

## GAME RESULTS

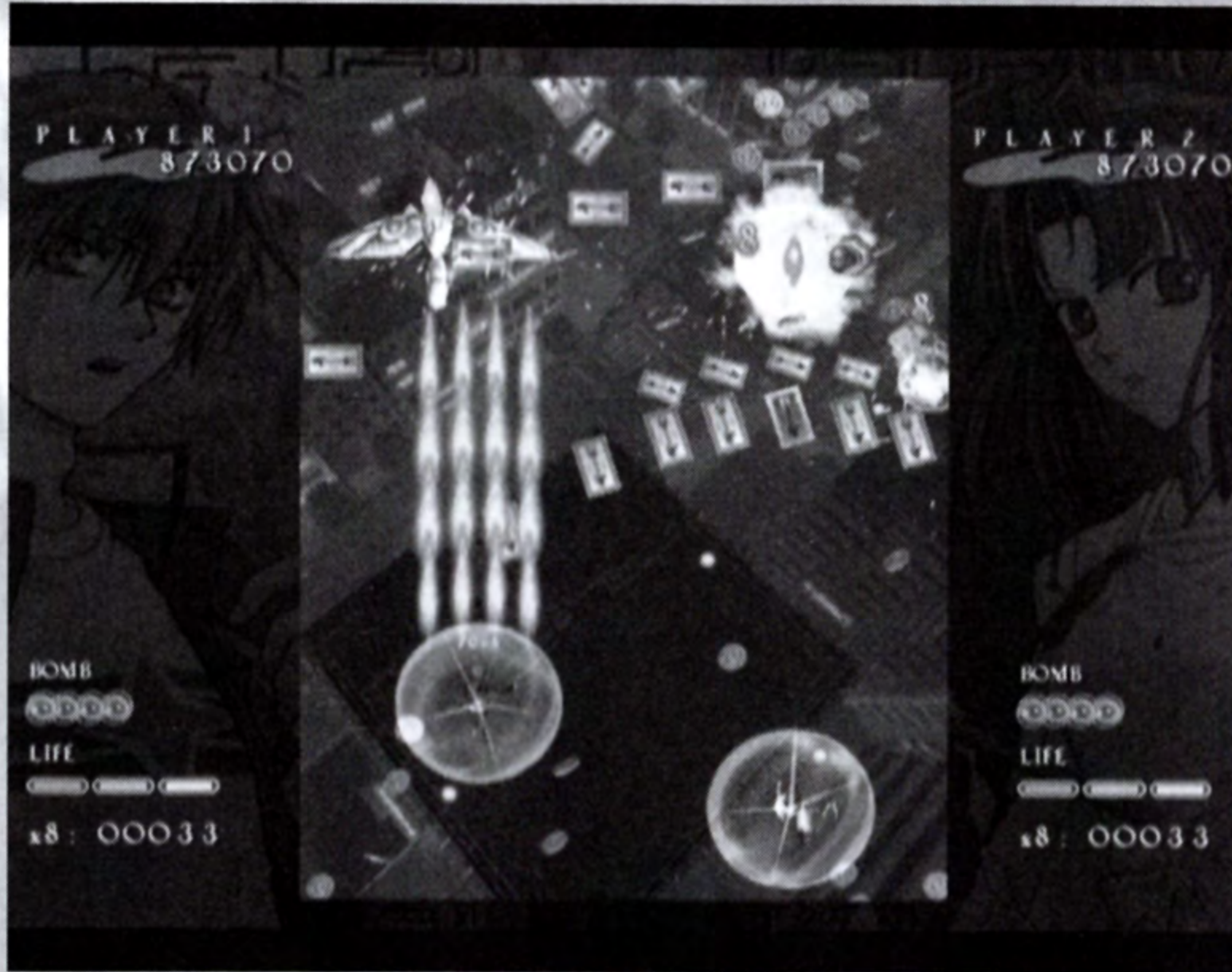
After the game is over you will see a grade screen. If you get a high score, you can enter your name up to 4 letters. Use the directional buttons left/right to select the letter and the  button to select. Press the START button to return to the main menu.





## 2 PLAYER SIMULTANEOUS

You can play 2 players at the same time. During normal game play, press the START button on the players 2 controller to join the game. Select the character with the directional buttons and push any button to join.





# OPTION

## SCREEN MODE

You can change the position that displays score or life.

## PICTURE

You can adjust the picture quality from HARD or SOFT.

## GAME DIFFICULTY

The game has 5 levels of difficulty to choose from.

## LIFE RECOVERY

You can set the score option to when the player's life will be recovered.

## WAIT

If you set ON, you can enjoy the game at the same speed as the ARCADE version.

## AUTO SAVE


You can set yes or no, automatic saving will activate when each menu is changed or the game is over.

## VIBRATION

If you set to ON, when you are damaged the analog controller will vibrate.

## KEY ASSIGN

You can change key configuration.

If you press  button, setting screen will appear. You can move cursor on the point that you want to change and press the button that you want to set. If you select "EXIT", the game will return to the option screen.

## SYSTEM LOAD

You can load the game data of "Castle Shikigami2" from the MEMORY CARD (8MB) for PlayStation<sup>®</sup>2 MEMORY CARD slot 1 only.

## SYSTEM SAVE

You can save the game data of "Castle Shikigami2" from the MEMORY CARD (8MB) for PlayStation<sup>®</sup>2 MEMORY CARD slot 1 only.

## SOUND

You can adjust the output of sound to stereo or monaural.

## BGM volume

You can adjust the BGM volume. You can adjust the volume by direction buttons or left stick.



# OPTION

## SE VOLUME

You can adjust the volume for SE. You can adjust the volume with the direction buttons or the left analog stick.

## VOICE VOLUME



Here you can adjust the volume voice. You can adjust the volume by direction buttons or the left analog stick.

## EXIT

Return to the title screen.

## GALLERY

Choose "gallery" in the option menu to see the character's picture and basic information. Many different situations will add pictures to the gallery. Select Exit to return to the option screen.

Select the picture you want to enlarge. Choose  or  button to go back to the GALLERY menu





# TECHNIQUES AND HINTS

## Tension bonus system

The TBS system allows the player to increase high score or up attack power when the player approaches the enemy or enemy's bullet.

Basically, "T.B.S rate" will be decided by the distance between the player and the enemy. (Enemy's bullet)

## Bonus of T.B.S.

Increases the amount of coins the user receives.

-When the player defeats the enemy, the score will be maxed x 8.

If the player defeats the enemy with a MOBILE LIGHT FORCE 3 ATTACK, the coins received will be x 8 and will be received automatically.

## -Hi-tension attack

When the player shoots with a normal attack, the attack will be changed to a "hi-tension attack" which is stronger than normal attack.

## - x8 combo

The number of total x8 actions will be counted and the player will get a bonus score when a enemy or boss is defeated.

## Regaining Bomb

You can regain a bomb by getting 250,000,000 points .



# NOTES



PLAYER 2  
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BOMB  
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LIFE  
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x8 : 00033



NOTES

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# NOTES



PLAYER 2  
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BOMB



LIFE



x8 : 00033



# CREDITS

## XS GAMES

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**Tester: Jeremiah Wallace**



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