

ELFAREKA 交響詩篇 *イナバタ* SEVEN™

VOL.2: *the new vision*™



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:

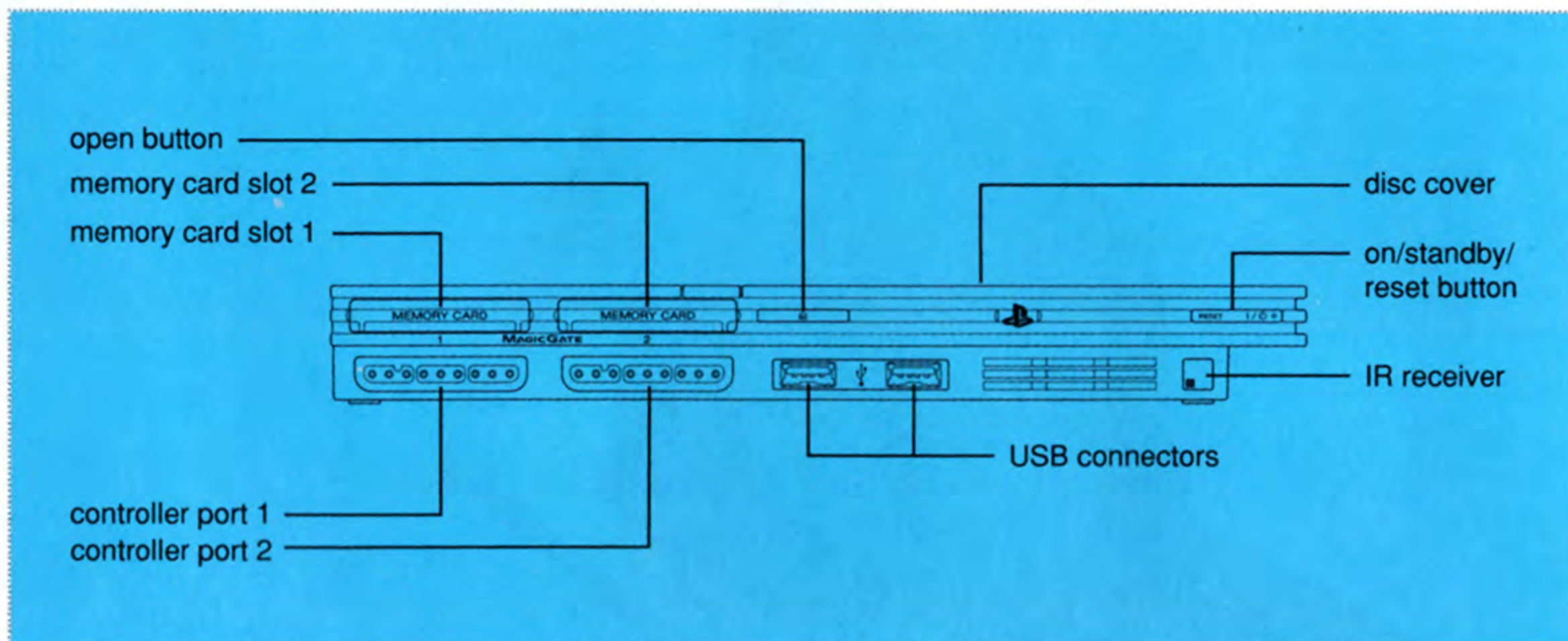
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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SETTING UP



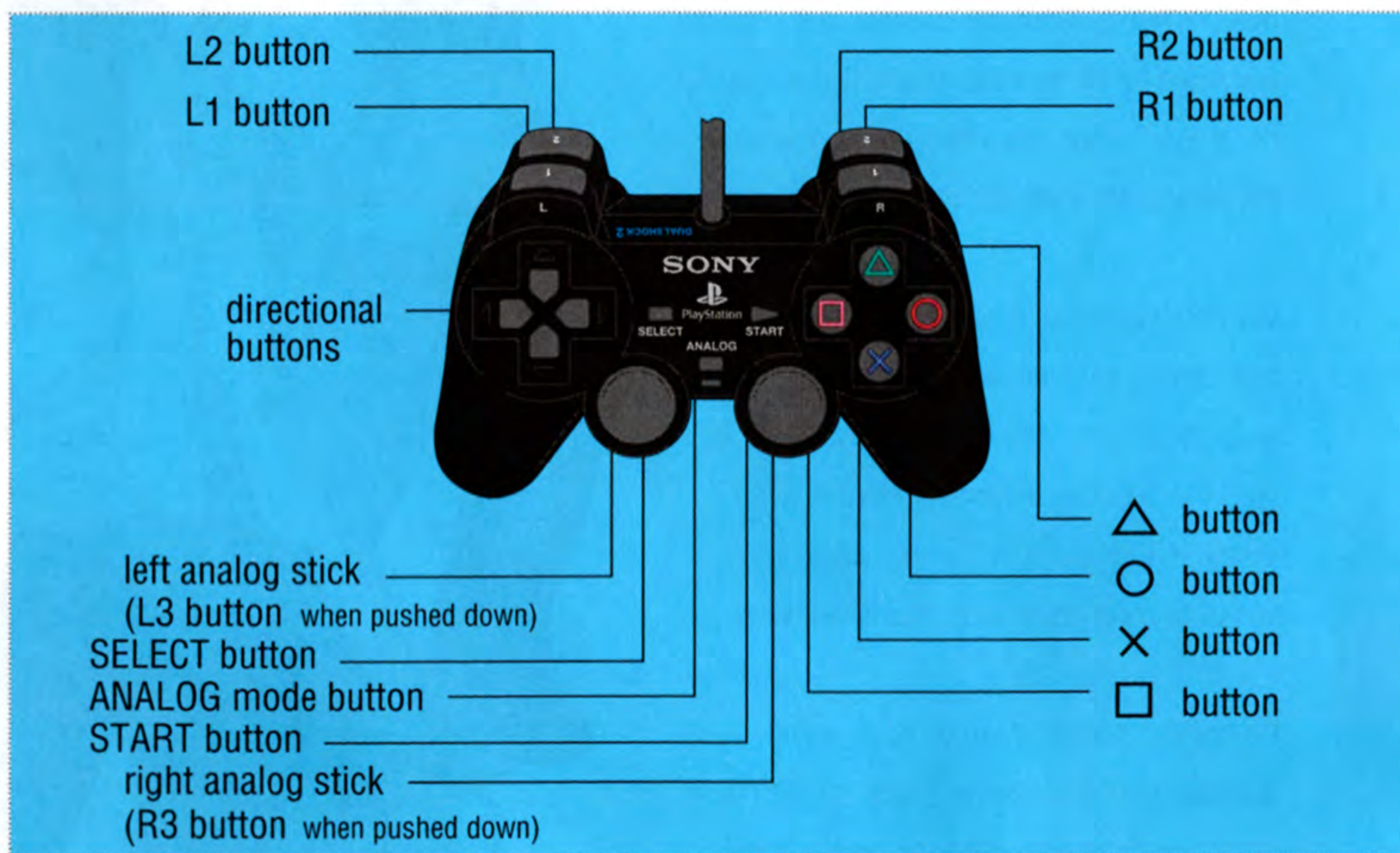
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **EUREKA SEVEN™ VOL. 2: THE NEW VISION™** disc with the label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

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your 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.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Controller Operations

As you proceed through the game, you can control Sumner, the story hero, as well as the other characters and the LFOs that they pilot. See pages 18-26 for a more detailed description of the controller operations in each action mode.

L1 button

Target Lock (ON/OFF) (when firing)
Grapple

L2 button

Camera Reset

directional buttons

Slow Character Movement

left analog stick

Character Movement

(Move left analog stick slightly to walk, or firmly to run. You can move even faster by holding down the × button while running).

(During Sniper Scope Mode)

Change camera viewpoint

Move LFO

SELECT button

(Tutorial) Displays information menu

R2 button

Emergency Dodge

Special action (only works with specified crafts)

R1 button

Ref-Board (ON/OFF)

Mode Shift (LFO Transformation)

(Lift Action) Rider's High/Jamming

△ button

Shoot

Multilock (Hold down to lock-on, release to fire)

○ button

Melee Attack and Action Function

× button

Jump

(Hold down) Acceleration / Dash

Vernier dash

(Press successively) Recover while falling

□ button

Guard

(With LFO in Vehicle Form) Brake

(Lift Action) Grab

right analog stick

(Human Form) Rotate camera

(During Sniper Scope Mode)

Change camera zoom

(LFO Action Mode) Switch target

START button

Enter/exit the Pause menu

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

* Use the DUALSHOCK®2 analog controller to move the characters and LFOs, use weapons and display the Menu Screen.

* Turn the vibration function ON or OFF under OPTIONS from either the Main Menu or Pause screen. Regardless of whether the vibration function is ON or OFF, the mode indicator will always be lit.

* To select a mode or menu, use the directional buttons or left analog stick to move the cursor. Confirm your selection with the × button or cancel it with the ○ button.

* This game uses controller port 1 only.

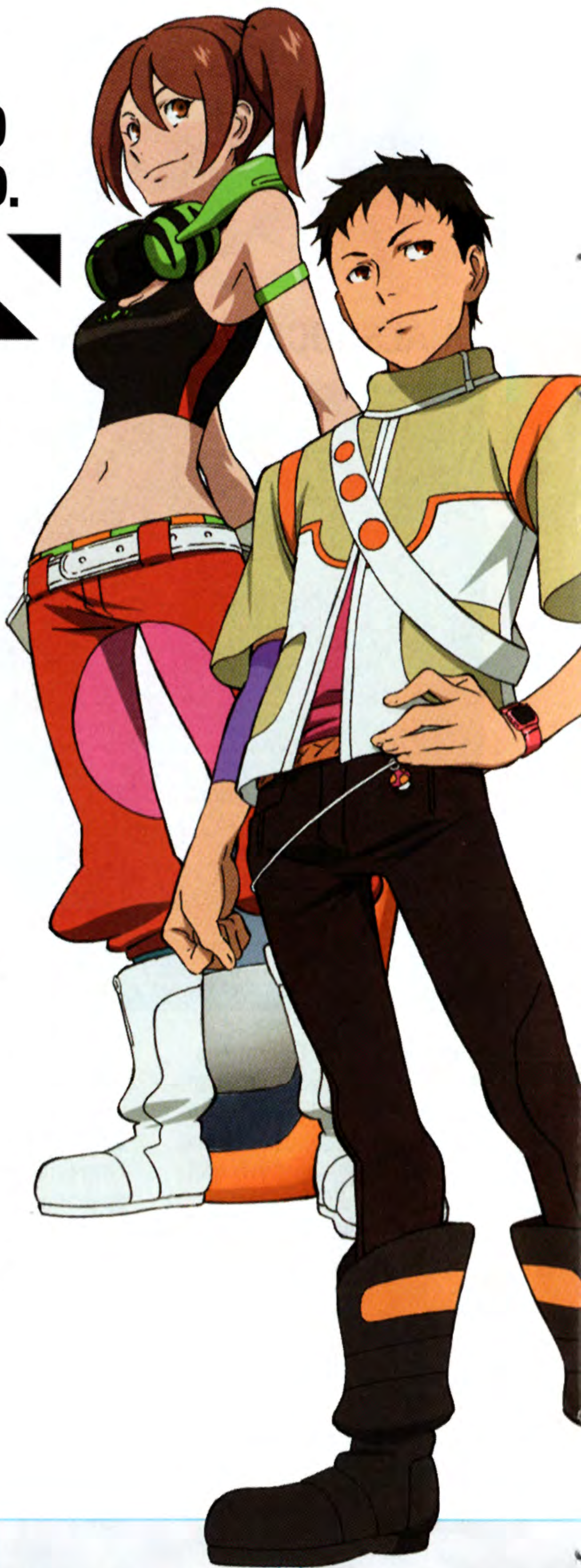
FATE BRINGS THEM TOGETHER AGAIN TO CHANGE THE WORLD.

Meeting her gave me the strength to live my life according to my own will. Maybe I've mentioned her to you before. Yes, I mean the girl who is the reason why I started lifting.

We were separated almost as suddenly as we met. Having her near made me feel like I could accomplish absolutely anything. I was sure we would be together again soon. That is why I waited day after day at the spot where we vowed to meet again. Alas, she never came.

Eventually I had no life to go back to and nothing more to believe in. Lifting for me now is just a way to make a living. As cool as it may sound, being a pro lifter is nothing more to me than a means to put food on the table.

Where did you go? Did you fulfill your dreams? I once had dreams I felt driven to fulfill. Now, I can barely remember what it felt like to follow a dream. I wanted you to know this before all these thoughts fade completely from my soul.



INTRODUCTION

BACKGROUND

After many centuries, people accepted the stagnancy of a peaceful and quiet existence. There were only two ways to escape the stifling banality of everyday life: entering the army or becoming a star in the sport of lifting, a sport in which lifters ride an aerial board that harnesses the powers of reflective particles in the atmosphere.

Within this closed off world, a critical mass of youth was beginning to emerge. They were in search of their destiny and would stop at nothing to find it. It was the thoughts and actions of these bold few that caused the world to begin to stir once again.

STAFF

Original Production: **BONES**
Original Character Design: **Kenichi Yoshida**
Mechanical Design: **Shoji Kawamori**
Conceptual Design: **Kazutaka Miyatake**
Music: **Naoki Sato**
Series Director: **Tomoki Kyoda**
Game Director: **Masahiko Tokushima**

SUMNER

After joining New Wave, an LFO training school, Sumner joins Sawyer Team of the KLF Special Forces. Although he is a successful pilot, his doubts about the military cause him to leave.



RURI

Shortly after joining New Wave, Ruri becomes aware of the existence of hidden interests of the military and decides to leave. She then visits the Vodarac and involves Sumner in the stealing of the Nirvash.



CHARACTERS

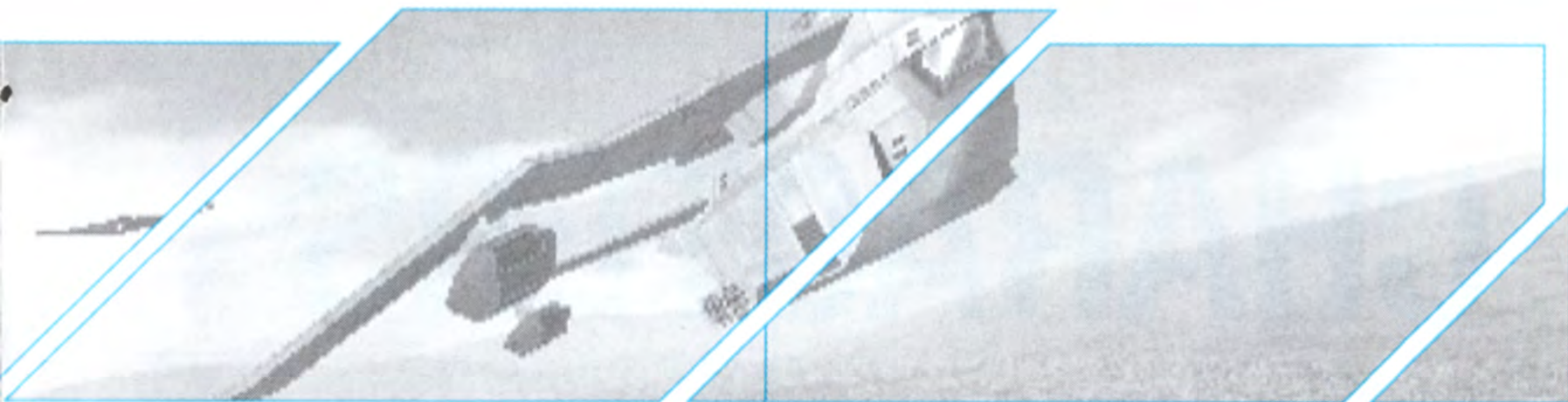
MOONDOGGIE

Moondoggie is a member of the famous Gekkostate, led by Holland. Moondoggie and Sumner become friends after they realize they have met before...



FLAME

Flame is Ruri's lift teacher and owner of the lift brand Azure. Flame used to be one of the best lifters around, but his career as a lifter came to an unexpected end after suffering a leg injury.



STEVEN

Steven is one of Sumner's friends from their days at New Wave. After suffering an injury caused by exposure to a high concentration of trapar waves while on duty, Steven now works in the Intelligence Department.

GILLIAN

Gillian is one of Sumner's teammates from New Wave. She is now a member of Hooky's KLF Special Platoon.

HOOKY

Hooky is one of Sumner's buddies from Sawyer Team at New Wave. He has since moved up the ranks to become head of the KLF Special Platoon.



CHARACTERS

PEZ

Pez was an advanced rider senior to Sumner when he was in Sawyer Team. He regrets having gotten his close friend Shaun involved in CFS.



SHAUN

Shaun is also one of Sumner's senior comrades from Sawyer Team. In his relentless search for power, he has become wrapped up in CFS and is becoming lost in its allure.



TERMINUS TYPER505 KAI

The TypeR505 is the origin of the Terminus Series that was used as standard equipment for the KLF Special Platoon. Its unit parts replacement system allows for easy equipment changes and makes various kinds of customization possible.



HUMANOID FORM



LIFTING



VEHICLE FORM

MECHANICS

FLESTNIA

This is the latest customized Azure LFO, which Sumner received as a prize for winning the Bester Cup. It is a modified KLF, and although Azure LFOs can vary based on the quality of their parts, they are known for their superb specs.



MON-SOON0 TYPE20

This KLF has been officially adopted for use by the military. While its mobility is inferior to the Terminus, its standard equipment includes a Compac Feedback System, allowing it to be operated by almost any pilot. It is equipped with a number of heavy-weaponry systems.



HUMANOID FORM

VEHICLE FORM

SCUD BIKE

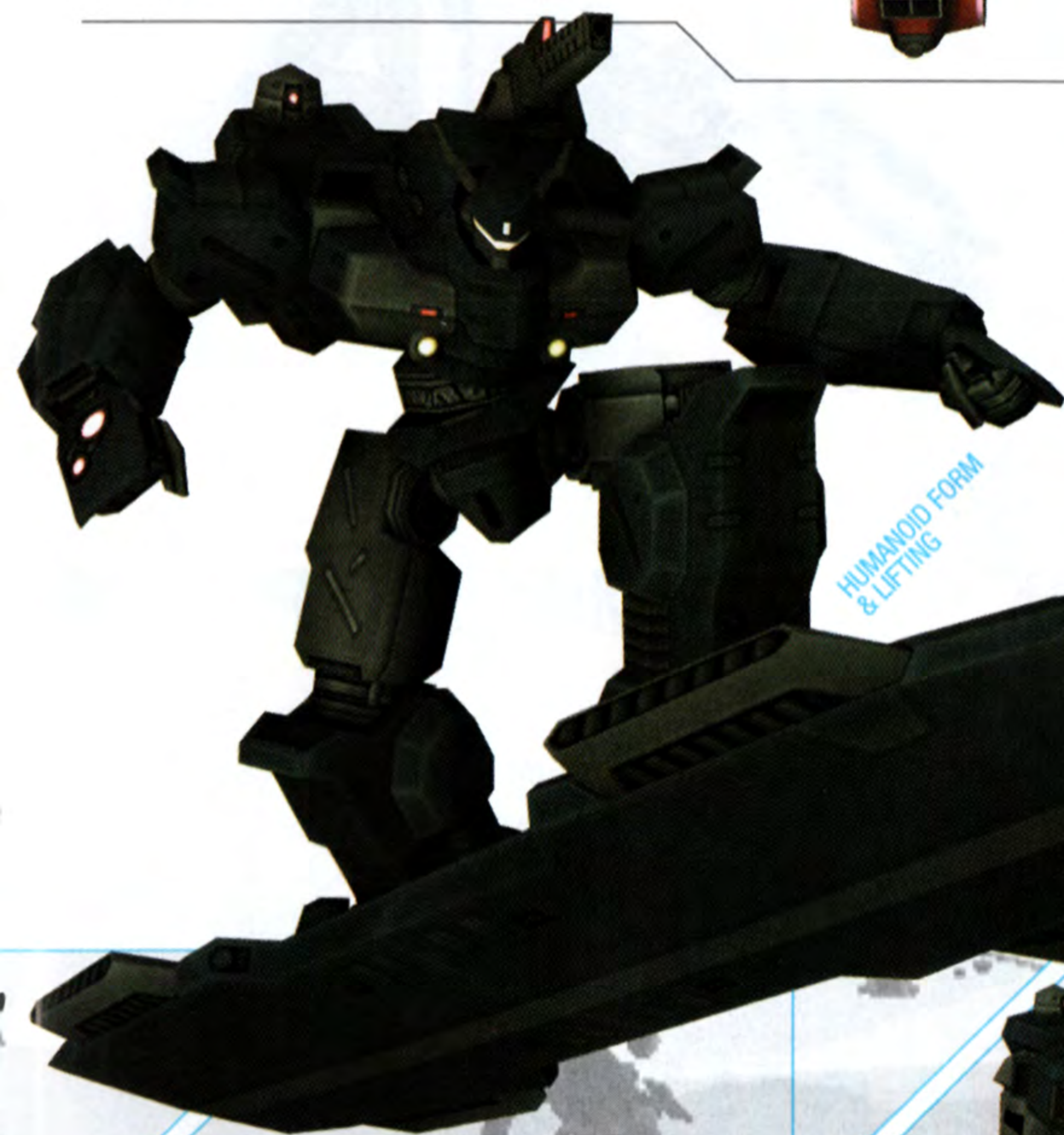
This two-wheeled LFO can transform into Vehicle Mode and can be used for a wide variety of purposes. It is light and highly maneuverable and was looked upon highly until lifting gained popularity. However, since it is not heavily armored, it is not well-suited for battle.

MECHANICS



HURRICANE BOAR

One of the defining characteristics of the Wild Boar, an LFO available even to the general public, is that it can be easily modified. This has led to the creation of the Hurricane Boar with its outlaw-style specs and fortified weaponry. More powerful than existing LFOs, the Hurricane Boar is best left unchallenged.



DARK EDGE

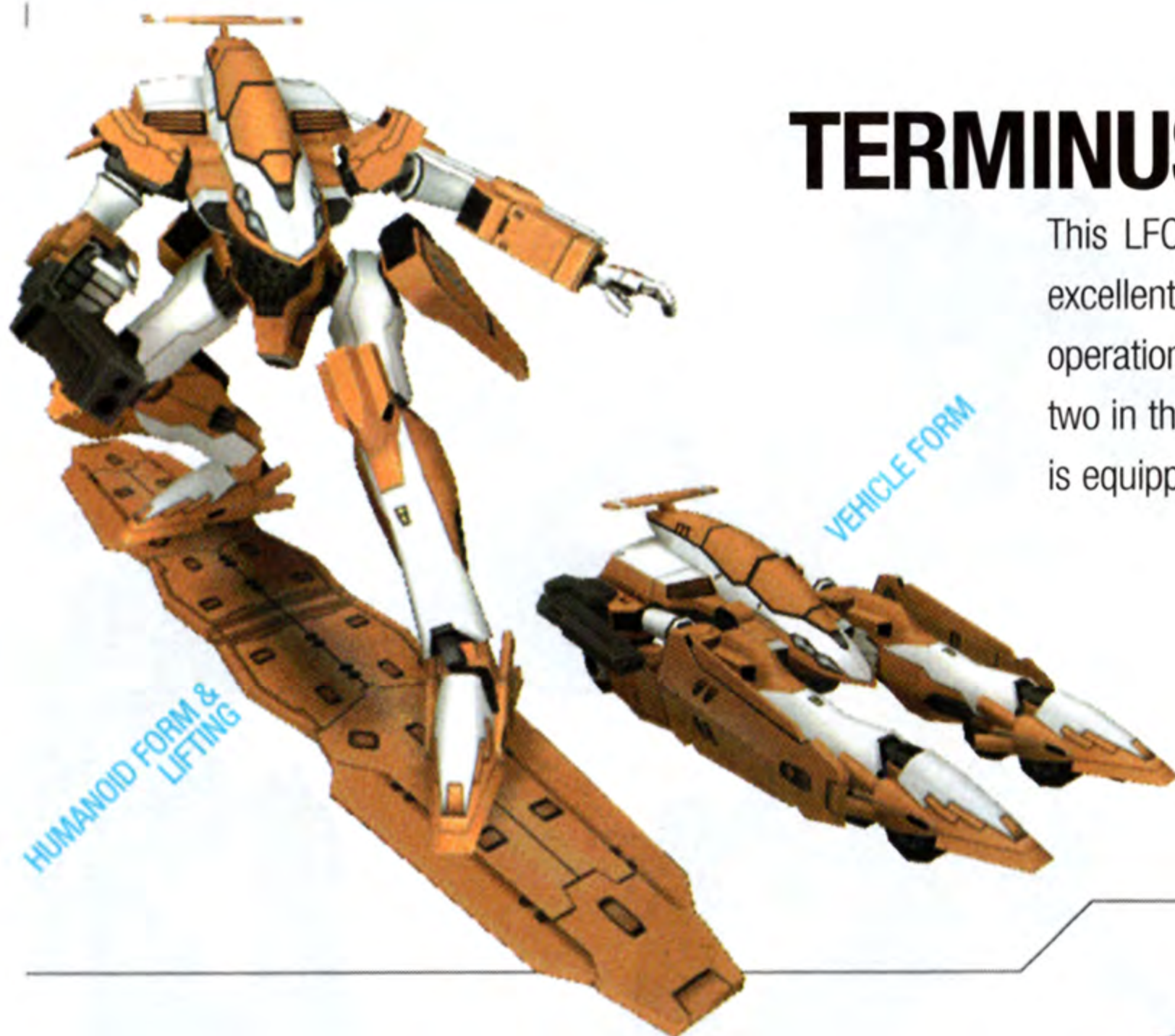
The Dark Edge was created by modifying the Cyclops, an LFO that was used on a trial basis by the Military before the appearance of the Terminus and the Mon-Soono. While the body design is old, it is heavily protected with armor and boasts quite a bit of power. It uses

TypeR505 parts on the head as an accessory.



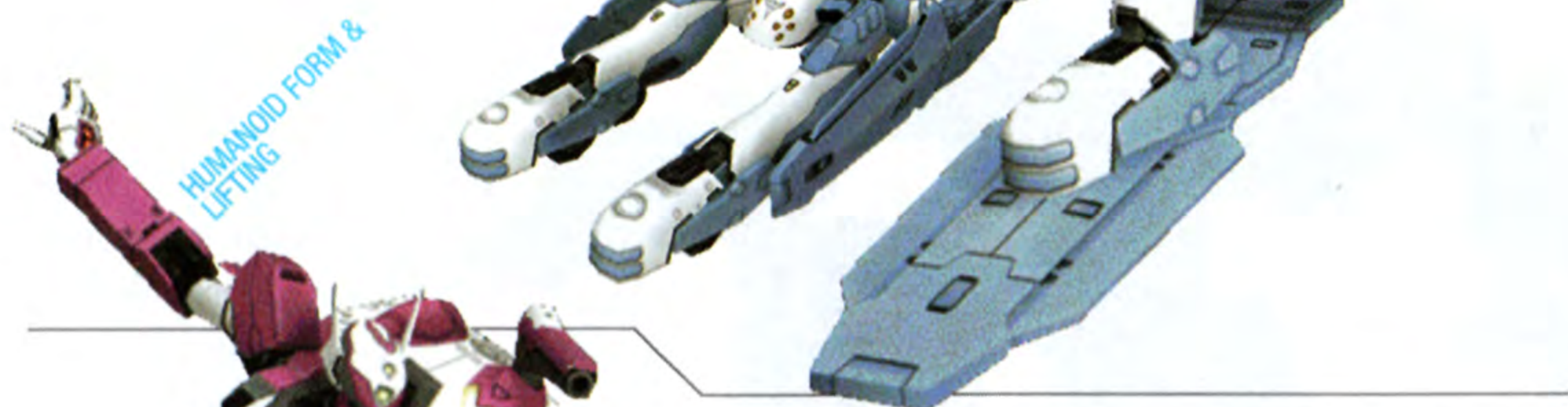
TERMINUS TYPER606

This LFO is light on equipment, giving it excellent maneuverability and improved operation time. It is easy to pilot and seats two in the cockpit, one behind the other. It is equipped with a powerful arm cannon.



TERMINUS TYPER808

The TypeR808 is equipped with a dual high-powered, long-range laser cannon. While its firepower is enormous, it uses an extraordinary amount of power, limiting its range of activity.



TERMINUS TYPER909

This is the successor to the R808 and is equipped with a simplified version of the long-range laser cannon that uses less power. This allows it to be active longer than the R808, making it an extremely versatile LFO.



MECHANICS



HUMANOID FORM

A large, bipedal mecha with a white and grey color scheme and red accents. It has a helmet with a single antenna, a chest with a circular emblem, and long, jointed limbs. Its right arm is raised, holding a long, thin blade. The mecha is shown in a dynamic, slightly off-balance pose.

NIRVASH TYPE ZERO

This was the first LFO to be discovered. Although it is not as powerful as the Terminus or Mon-Soonoo, it contains powerful abilities that still remain secret. It is equipped with boomerang blades for weapons.



LIFTING

A smaller, more compact version of the mecha, shown in a crouching or "lifting" pose. It has a similar color scheme to the humanoid form but with a more rounded, protective-looking body. It is holding a large, dark, shield-like object in front of it.



VEHICLE FORM

The mecha in its vehicle form, which is a sleek, aerodynamic fighter jet. It has a white body with red and grey details, and a large, curved wing structure. It is shown in a dynamic, angled pose, suggesting high-speed flight. The background shows a cloudy sky.

STARTING UP

Turn on the PlayStation®2 computer entertainment system and correctly insert the **Eureka Seven™ Vol. 2: The New Vision™** DVD-ROM. The Title screen will appear after the opening movie.



TITLE MENU

Press the START button on the Title screen to display the Title Menu. The menu has five categories: Story, Situation, Tutorial, Options and Data. Use the directional buttons or the left analog stick to make your menu selection. Confirm using the **X** button.

Story Mode

If playing the game for the first time, select "New Game". If playing using saved game data, select "Continue".

Situation Mode

Allows you to carry out battle in a variety of situations with different characters and LFOs.

Tutorial Mode

Provides an explanation of the characters and LFO operations and allows you to practice basic action skills.

Options

Allows you to change different game settings. You can also import converted data from **Eureka Seven™ Vol. 1: The New Wave™**.

Data

Allows you to save and load data to/from a memory card (8MB)(for PlayStation®2).

GAME START

GAME FLOW

In Story Mode, each episode is made up of “character action”, where you gather information to advance in the game, and “LFO action”, where battle takes place. A movie with character voices is played between each action scene.



Changing Characters and LFOs

In Story Mode, at times you can play the game as Ruri and Moondoggie in addition to the game hero, Sumner. Depending on the situation, the LFO you pilot may change as well.



Increasing Level

Sumner's level may increase when he wins battles. As his level increases, he and the LFO he pilots are able to perform more powerful maneuvers and use new equipment.



Saving and Loading Data

To save or load game data, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before starting the game. This game operates only with cards inserted into MEMORY CARD slot 1. When saving data, you will also need a memory card (8MB)(for PlayStation®2) with at least 149KB of free space.



CHARACTER ACTION SCREEN



In Character Action Mode, you can control Sumner and his friends, employing different kinds of combat techniques to fight the enemies. In some circumstances, you can also engage in battle action while lifting and try out amazing lift tricks and maneuvers.



1 Weapons and Remaining Ammo

This shows the weapon your character is carrying and the amount of ammunition remaining. A weapon will automatically reload when it flashes red.

2 Hit Points (HP)

This indicates your character's remaining strength. It decreases after a hit by an enemy attack, and the game ends when it reaches zero. Note that any recovery items you have are automatically used to fully restore your HP if it reaches zero.

3 Stamina (Tension Gauge)

ST is expended during an emergency evasion or a dash by holding down the $\otimes$ button. It will replenish after the button is released. If your stamina reaches zero, you will not be able to move for a certain period of time. The stamina gauge becomes the tension gauge during lift action.

4 Recovery Items

Any recovery items you have will be displayed here. You can carry up to 3 recovery items at one time.

Note about recovery items:

In Character Action and LFO Action modes, if you retry three times in a row after a game ends, the game will start you with one recovery item. With four retries, the number of recovery items increases to two, and with five or more tries it becomes three.

CHARACTER ACT

ATTACK ACTION



In Character Action mode, enemies are fought using either hand-to-hand combat or weapons. Select your method of attack by considering the HP levels of you and your enemy, as well as distance and other battle factors. Your enemy's HP is displayed above its image on the screen.



Combo Fighting

Press the **○** button and move the left analog stick at the same time to deploy a variety of combo moves. As your character's level rises, the number of combos available to use also increases.

Throwing

This move is used for close-up combat. Press the **L1** button to grab your opponent, then press the **○** button to initiate an attack. You can grab your enemy from the front as well as from behind.



Emergency Dodge

Press the **R2** button and use your stamina to simultaneously attack all enemies around you. This technique is best used when you are surrounded by multiple opponents. Just be careful not to deplete all of your stamina or you will not be able to move.



Forward Roll

Move the left analog stick and press the **□** button to roll. Forward Roll is very effective against gunfire, and helps you to maneuver in close to an enemy as well.

ION

ATTACK ACTION

You can use your weapons to carry out long-range attacks. If your HP is low, it is best to switch your attack action from combo fighting to weapon firing to avoid losing any more HP from enemy retaliation. Also, the type of weapons a character is equipped with varies depending on the character.



Firing

Press the **△** button to ready your gun then press the **L1** button to lock on to your target. After locking on, press the **△** button to fire. Once your ammo runs out you will not be able to fire for a certain period of time while you reload.

Sniper Scope Attacks

Depending on the type of gun your character is carrying, you can sometimes fire from the Sniper Scope Screen. In Sniper Scope Mode, you can move the camera with the left analog stick and zoom by moving the right analog stick up and down for more precise firing.



LIFT ACTION

You can mount your Ref-board to fly freely through the air. Hold down the **×** button to accelerate and feel the fun of high-speed lifting. Note that accelerating will deplete your stamina, and once it reaches zero you will not be able to accelerate for a certain period of time.

Lift Tricks

You can perform tricks on your Ref-board by holding down the **□** button and moving the left analog stick in various directions. Doing tricks on your ref-board will replenish your stamina.

CHARACTER ACT

LIFT RACE

You can participate in lift races in Story Mode and compete to become champion. The key to winning is not only in how fast you go but also in how strategically you use the lift racing area. Mastering the following two points will help boost your racing skills.



Speeding Up

Catching the trapar current on the race course will help you accelerate. Since this method of boosting your speed does not involve accelerating by pressing the **X** button, you can use it to go faster without depleting your stamina.



Trapar Concentration

The icon on the upper right part of the screen shows the trapar concentration. When it is yellow or red, your speed will drop, making lift tricks more challenging to pull off. Taking too much risk can cause you to fall off your ref-board.

LFO ACTION SCREEN



There are two kinds of battle in which LFOs are used: ground battle with either Humanoid or Vehicle Form LFOs, and mid-air battle where lifting is used. Use the **R1** button to switch between Vehicle and Humanoid Forms. Use the special characteristics of each form to effectively fight against enemy LFOs.



1 Armor Points (AP)

This shows the AP for the LFO piloted by a player. The game ends if the AP level drops to zero. Note that any repair kits you have are automatically used to fully restore your AP if it reaches zero.

2 Vernier Gauge (Tension Gauge)

Hold down the **X** button to activate the vernier for a speed boost. When the gauge reaches zero, the engine will overheat and you will temporarily be unable to use the vernier boost. Your vernier gauge will enhance as your level increases.

3 Weapons and Remaining Ammo

This shows the weapon you are carrying and the amount of ammunition you have. When your ammo reaches zero, the icon will blink and the weapon will automatically reload. When this happens, you will be unable to fire for a certain period of time.

4 Enemy AP

Press the **L1** button to lock onto any enemy. Once you lock on, you can check the AP level of that enemy by looking at the yellow bar above the target's head.

5 Target and Lock-on Markers

All enemy LFOs on the screen display a target marker. A lock-on marker is shown only for a locked on enemy. Lock-on markers appear as yellow squares and diamonds as an overlay on enemies.

6 Radar

The radar shows you in the middle as well as your surrounding enemies and allies. An orange icon indicates an enemy and a blue icon indicates an ally.

7 Repair Kit

This is shown when you possess a repair kit. You can hold up to 3 repair kits.

8 Multi-Lock

Shows the amount of ammunition that can be fired when using multi-lock.

9 Bearing Marker

Shows the approximate bearing of an enemy that is outside the range of the screen.

LFO ACTION

HUMANOID LFO ACTION



Ground battle is normally carried out by fighting in either Humanoid Form or Vehicle Form. When in Humanoid Form, you have the freedom of battling your enemy up close or from a distance with a variety of actions. Use your weapons and battle skills to vanquish your enemies!



Close-Range Attack

Press the **○** button to attack using the weapons attached to your arms. When your level increases, you can also combine the left analog stick to perform a wide range of skills. Hold down the **○** button to attack enemies at a distance.

Fire

Press the **△** button to deploy the weapon on your back. The attack power and amount of ammunition varies depending on the weapon. Try different weapons in battle to get a sense of which works best for you.



Multi-Lock

Hold down the **△** button to activate multi-lock and attack multiple LFOs at once. Unlike when using the weapons on your back, there is no ammo limit when using multi-lock. As your level increases, you will be able to lock onto more targets at the same time.



Emergency Dodge

Press the **R2** button to initiate a counter-spin. The spin will deplete your vernier gauge, but it will render all enemy attacks ineffective. Skillfully combine this with hand-to-hand combat to temporarily paralyze your opponents.



FREE RIDE BATTLE

Brutally fight enemy LFOs while flying through the air with a 360-degree range of motion. Learn to master lift action to attack enemies in battle. In Free Ride battle, you can fire your rear-loaded weapons and use multi-lock just like in ground battle.

1 Trance (TR)

This is an additional gauge used during LFO lift battles that can be expended to use Rider's High and jamming maneuvers. Using trance allows players to move and attack in slow-motion, pinpointing hits on enemies.



Lift Attack

Lift Attack is used by pressing the  button after locking on to a nearby enemy LFO. Pressing the correct button combination will unleash a massive attack on your enemy that will cause serious damage. Each skill in this category requires a particular lift attack level before it can be used.

Lift Tricks

Lift Tricks in this mode are performed just like they are in Character Action Mode. Performing tricks here will boost your Trance gauge in addition to your Tension gauge. They can also help you avert enemy-fired missiles and lasers.

LFO ACTION

ADVANCED TECHNIQUES



Skillfully using Rider's High and jamming maneuvers in Free Ride battle will give you an advantage when fighting. Both of these skills can be activated by expending TR, which is shown on the screen. You can increase your TR level by performing lift tricks and by being attacked by enemy LFOs.



Rider's High

When your TR is maxed out, press the **R1** button to execute a Rider's High maneuver. This will cause enemy LFOs, their missiles and other traveling objects to move in slow motion, giving you an incredible advantage in both offense and defense.



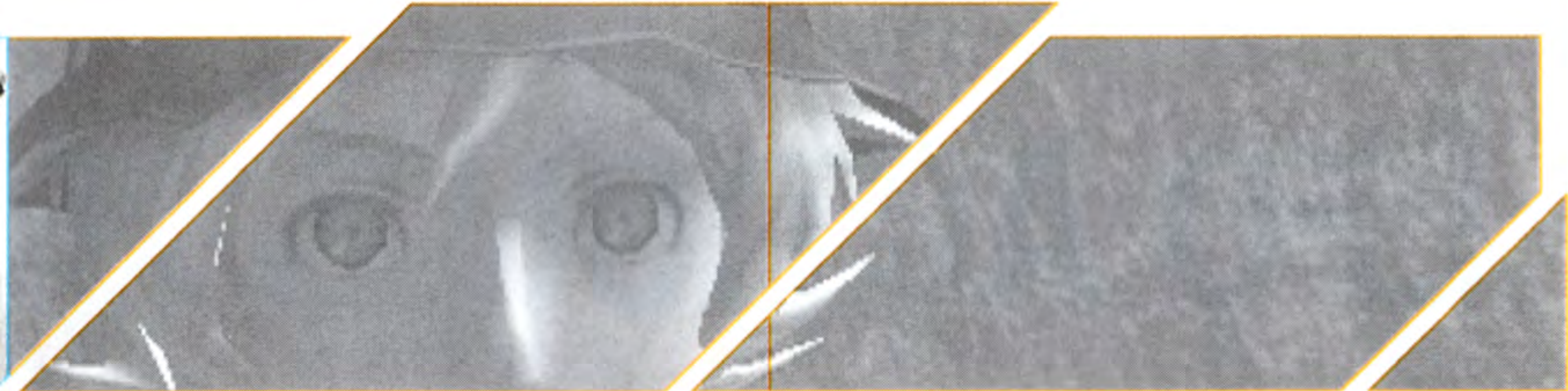
Jamming (Jamming can only be performed while being hit by a Lift Attack)

When you are under attack by an enemy LFO, "Jamming" will appear on the screen. Press the **R1** button to activate jamming and stop the attack. This will require you to expend TR.

RAIL RIDE BATTLE



Different from the unrestrained flying of Free Ride Battle, Rail Ride battle takes place at breakneck speeds on a fixed route. Instead of using lift attacks, opponents battle other LFOs just by firing at each other. You can use the Rider's High maneuver to avert attacks and avoid objects approaching at high speed.



VEHICLE FORM ACTION

Compared to Humanoid Forms, Vehicle Forms are faster and have a smaller surface area that can be targeted in an attack. Use Vehicle Forms to put your enemies at your mercy in action-packed battle. Also, you can mount and dismount your LFO only when it is in Vehicle Form.



Spin Attack

This is one of the basic attack maneuvers for an LFO in Vehicle Form. Press the  button (while moving) to execute an attack against enemy LFOs. Although the arc of a spin attack is wide, it will deplete your vernier gauge while you are attacking.



Firing

Just like when in Humanoid Form, you can attack enemy LFOs using your rear-loaded weapons. When you run out of ammo you will not be able to fire for a certain period of time. You can also use multi-lock by holding down the  button.



Drift

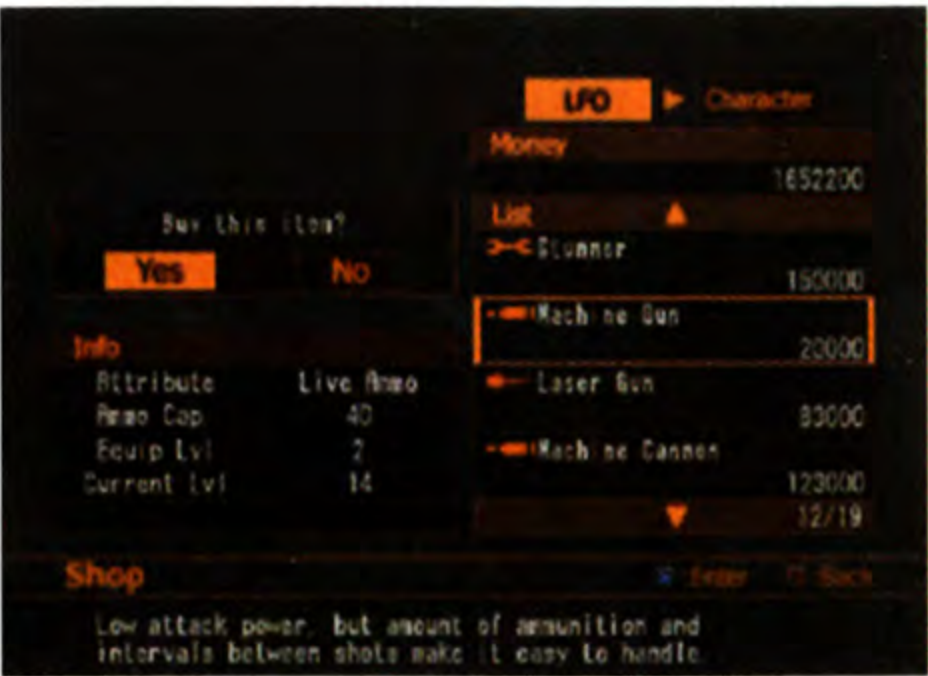
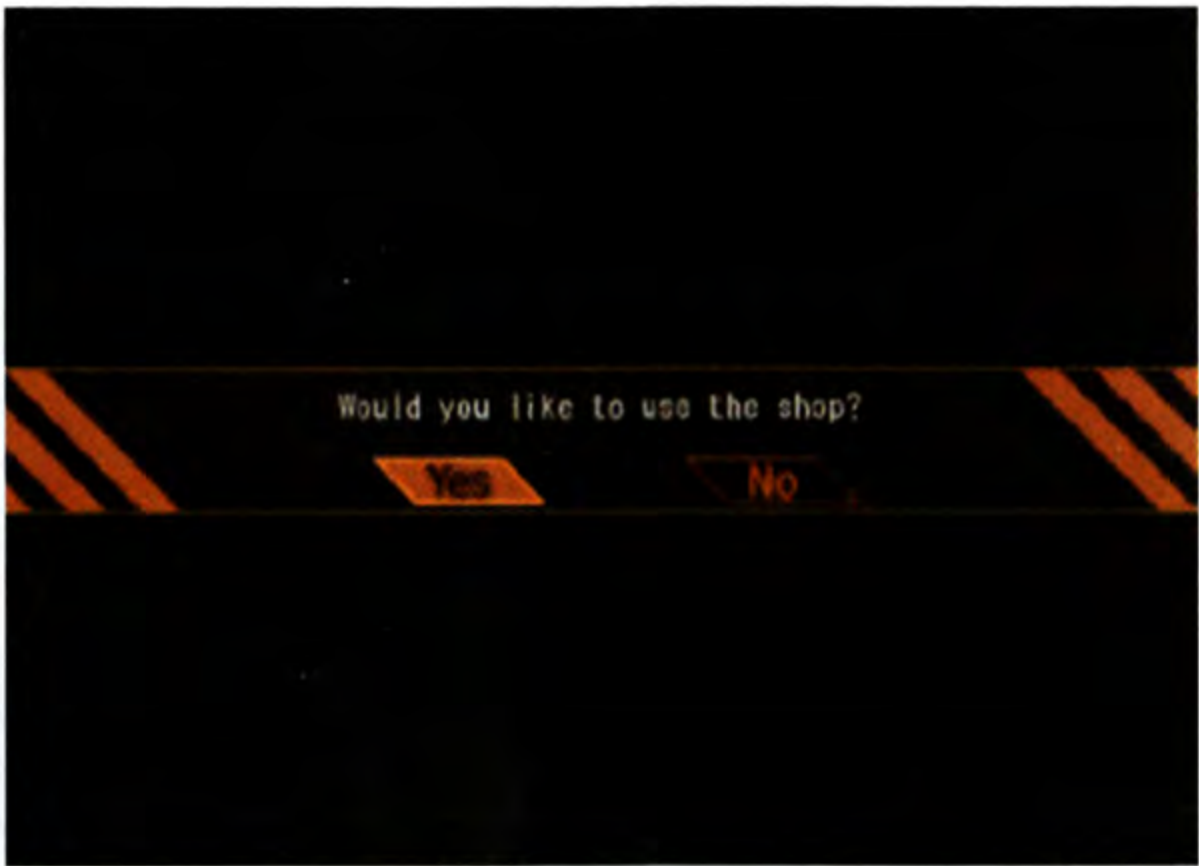
Hold down the  button while moving the left analog stick in the direction you want to turn. This will cause your LFO to rotate quickly. Try using drift to shake an attacking enemy LFO in pursuit.

LFO ACTION & ITI

PURCHASING ITEMS AND EQUIPMENT



Weapons and items are essential to strengthen an LFO or a character. In Story Mode, you can purchase items and weapons in the shop in between battles, so be sure to check it out. You can change the equipment you are carrying using the “Equipment” selection in the Pause Menu.



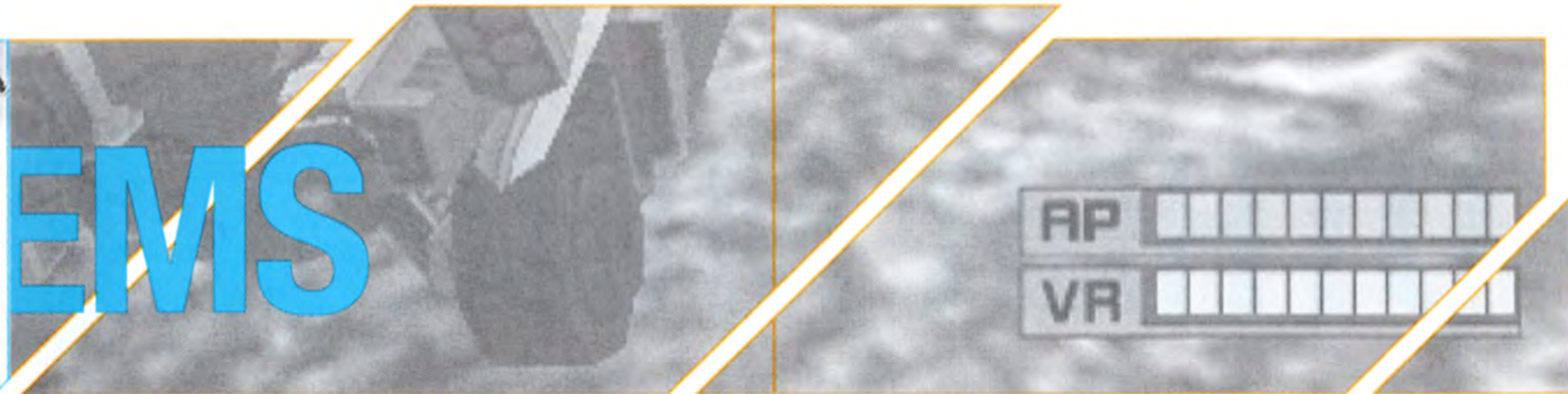
Purchasing Items

Weapons and items can be bought using the money you receive after fighting a battle. Weapons require you to have obtained a certain level before you can use them. Although you can buy a weapon that is beyond your level, you will not be able to use it until you have reached the required level. Be sure to check the level required by each weapon before making purchases.



Carrying Items

You are allowed to carry one firing weapon under “Weapons”. Characters and LFOs can carry three items at first that boost attack or defense strength. This number is later increased to four as your level increases. Choose the items that best suit your battle style to give you the greatest advantage possible when fighting.



SITUATION MODE

Here you can control characters and LFOs with a high level of freedom to experience a variety of fun battle action. The number of characters and LFOs you can control will increase as you successfully progress through Story Mode on your way to completing the game.



Dream Match

Choose your favorite character and LFO to battle it out against the enemies in Dream Match. You have to clear five stages of battle, and the game ends as soon as you lose a battle. You can fight in combination with ally LFOs to create the battle of your dreams.



Mission

Challenge your skills in special missions as you control Sumner and his LFO to rescue ally LFOs or take down enemies in a race against the clock. There are three stages altogether, each one becoming progressively more difficult.



Conflict

This mode is locked at the start of the game. Choose to be Sumner, Ruri or Moondoggie and carry out hand-to-hand combat. There are two stages in Conflict. The game is over as soon as you lose.

OTHER MODES

Survival

This mode is locked at the start of the game. Select an LFO and fight enemies that appear one by one until your AP reaches zero.



Free Mission

Select LFO Lift Map, LFO Ground Map or Lift Race Map. In LFO Ground Map and LFO Lift Map, you can freely combine enemies and allies to fight.



TUTORIAL



This mode allows you to practice basic character and LFO control maneuvers. It includes “Basics of Lifting,” “Basics of Personnel Action,” “Basics of LFO Lift Combat,” and “Basics of LFO Ground Combat.” You can focus on the areas that you need to practice the most.



Press the START button during game play to display the Pause Menu. Use the various options in the Pause Menu when you are unsure of how an operation works, when you want to check what items you are carrying, or when you want to change the game settings.



Info

Check commands needed to control characters and LFOs as well as details about how to operate the game.

Status

Check the status of your level for carrying weapons, your lift attack level or the status of your character or LFO. Check the balance of specs after changing the equipment you are carrying before going into battle.

Equipment

Equip your character or LFO with weapons and items you purchased in the shop.

Options

Rail Ride

Set the operation method for moving up and down when in LFO Rail Ride Mode.

Camera Up / Down

Set the operation method for moving the camera up and down.

Camera Right / Left

Set the operation method for moving the camera right and left.

Sniperscope Up / Down

Set the operation method for moving the sniper scope aim up and down.

Sniperscope Right / Left

Set the operation method for moving the sniper scope aim right and left.

Vibration

Turn the vibration function on/off.

Sound

Set the sound output to stereo or mono.

Music Volume

Adjust the background music volume. Set the volume from 1 to 10.

SE Volume

Adjust the sound effects volume. Set the volume from 1 to 10.

Brightness

Adjust the screen brightness.

Default

Reset all changed settings to the original default settings.

Retry

This allows you to restart an in-game race or battle from the beginning.

Exit Game

Conclude the game and return to the Title Menu. Return to the Situation Mode Menu when you are in Situation Mode.

PAUSE MENU

CREDITS

Developed by Bandai Entertainment Company

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Yoshihiro Okamoto

Takeo Isogai

Produced by NAMCO BANDAI Games Inc.

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Special Thanks

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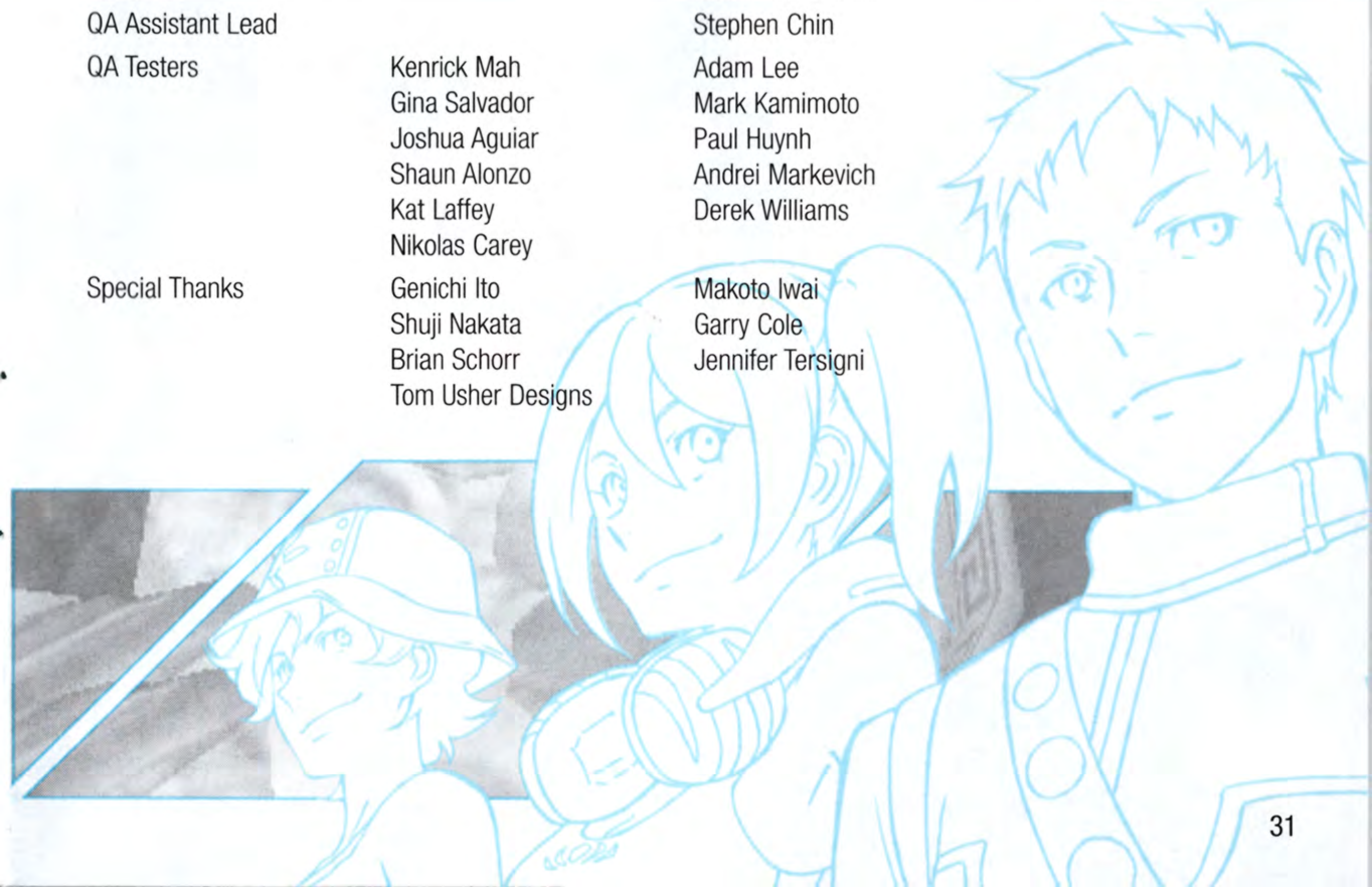
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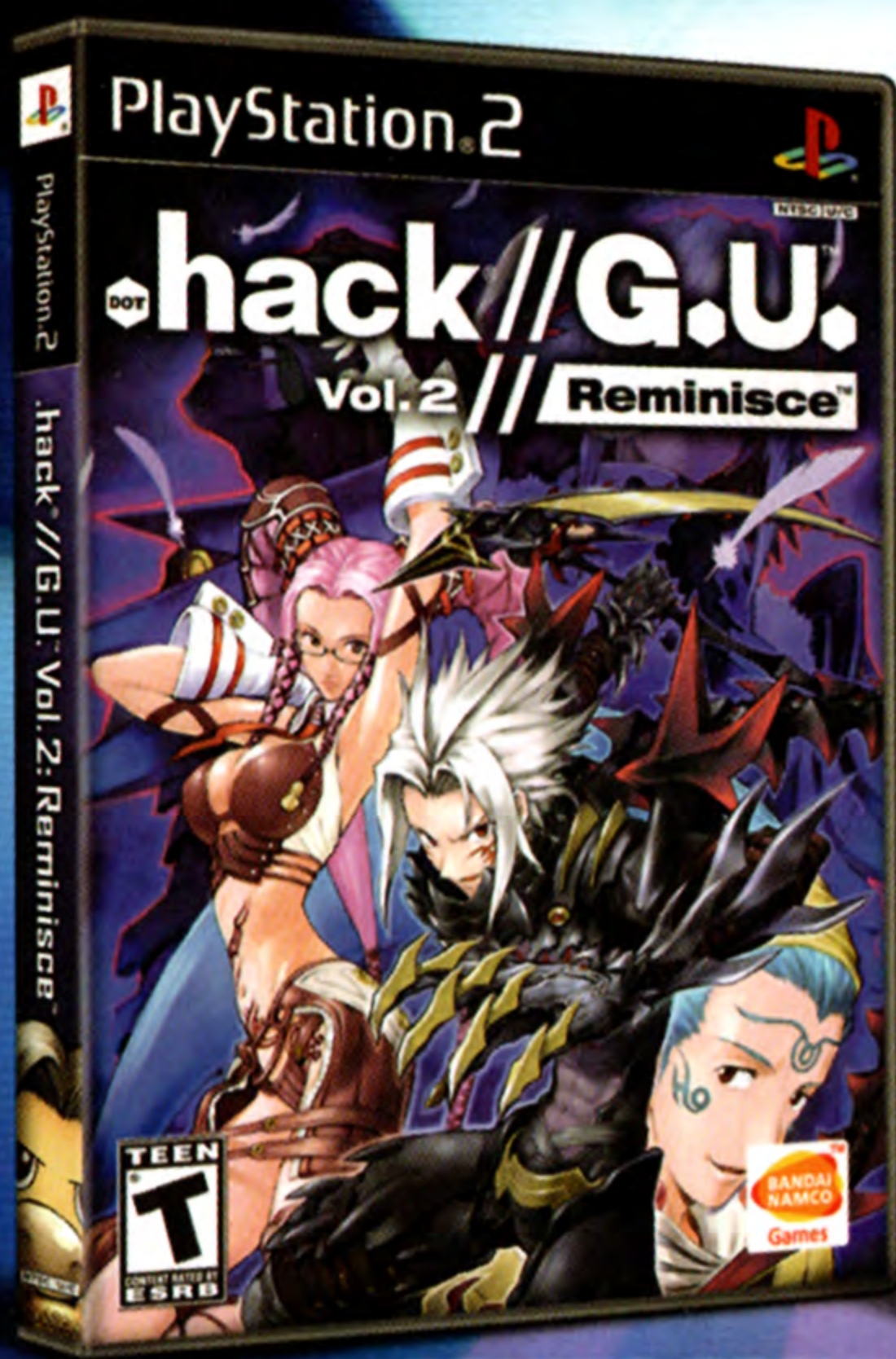
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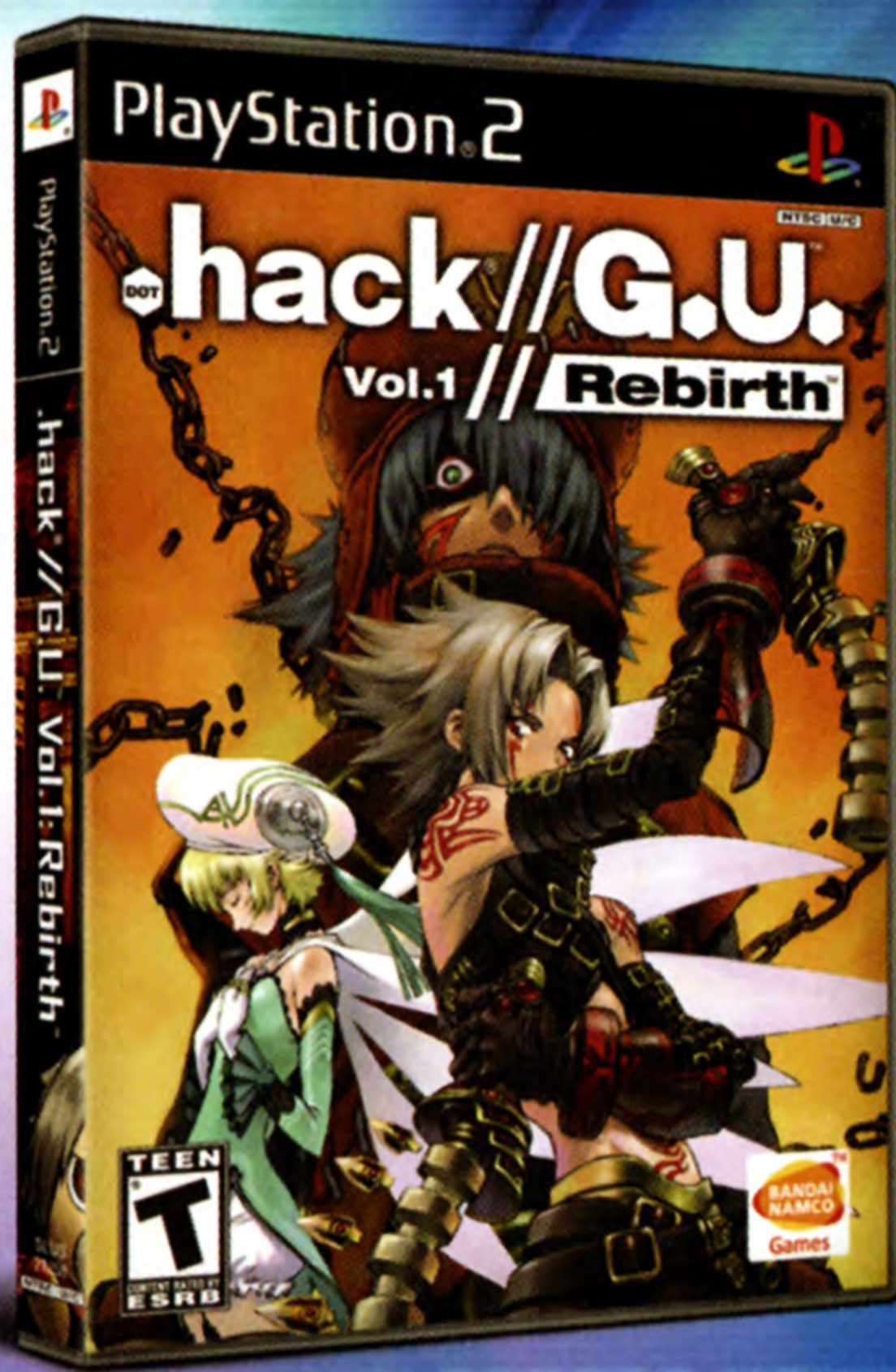
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