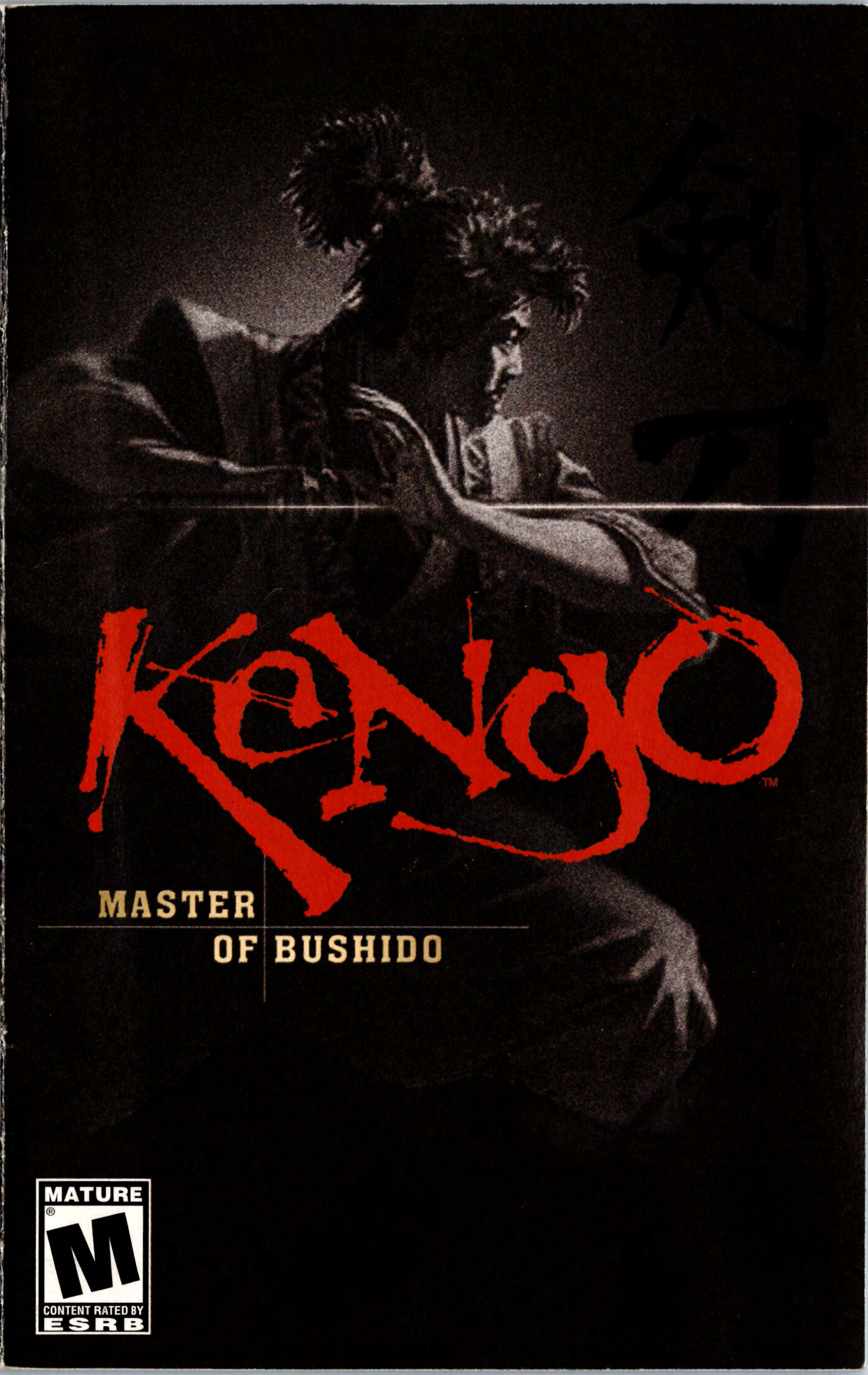


A black and white photograph of a man with spiky hair, wearing a dark jacket, in a dynamic, crouching pose. The background is dark and moody.

Kenzo™

MASTER
OF BUSHIDO



**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.

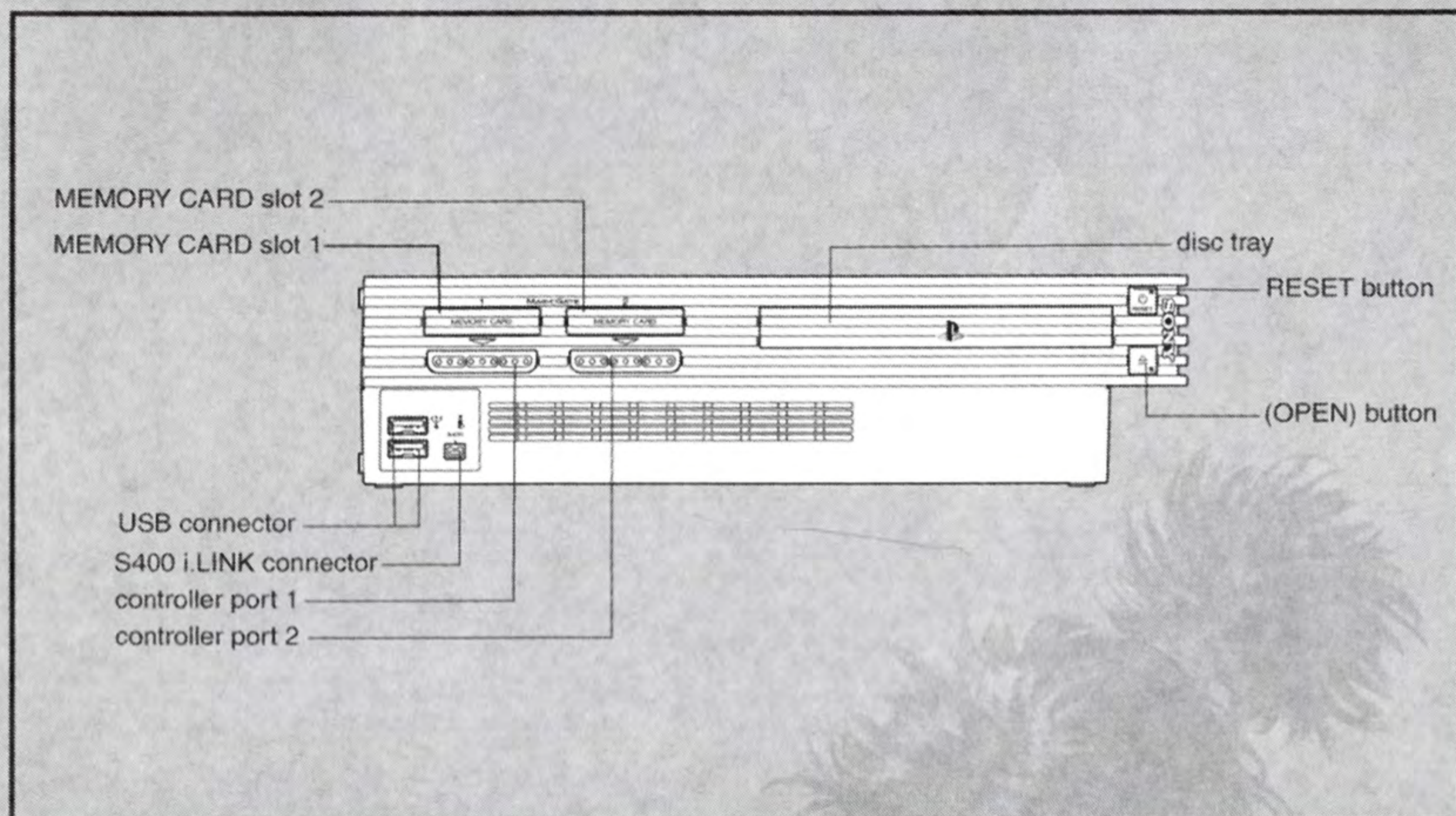
USE OF UNAUTHORIZED PRODUCT:

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.

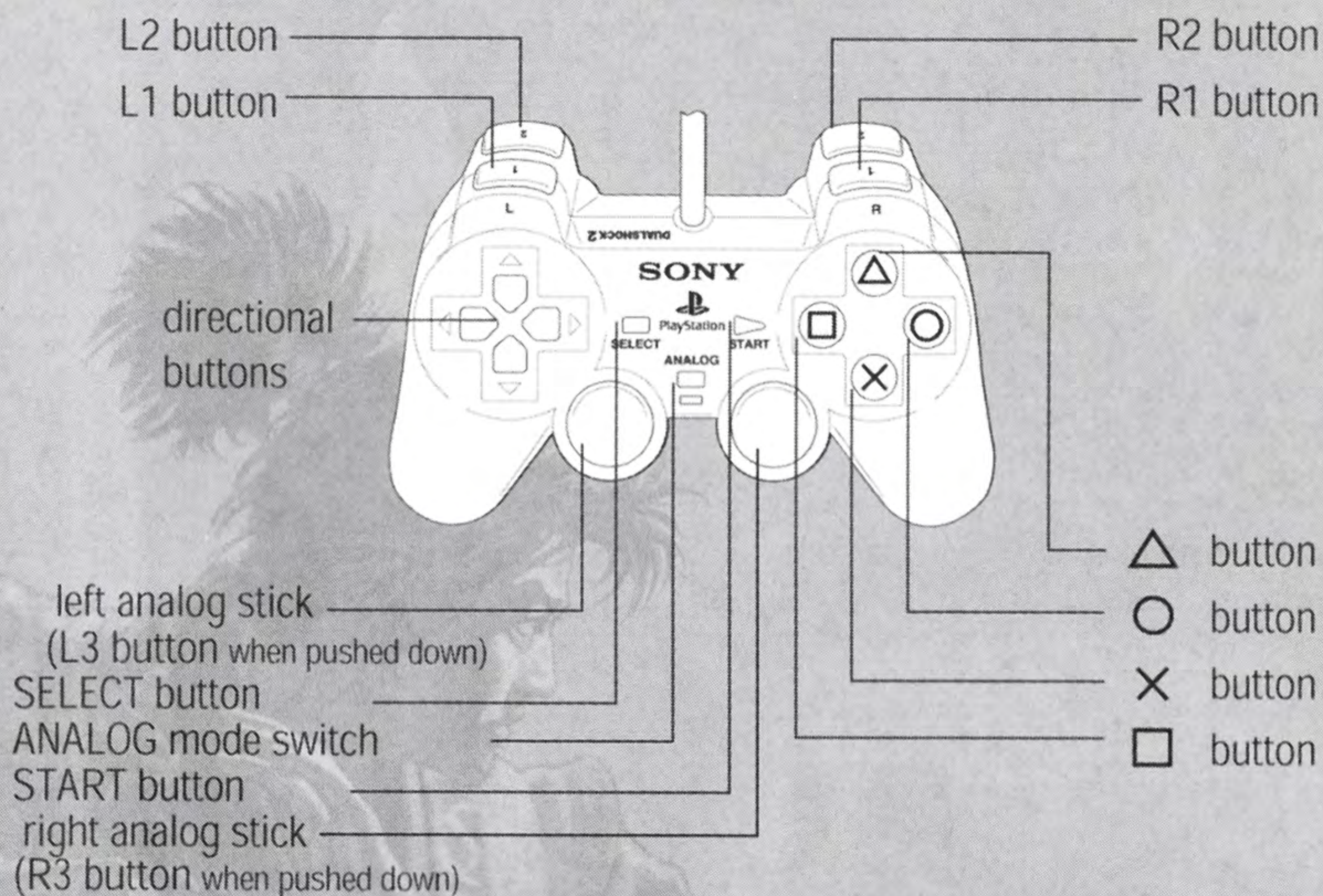
GETTING STARTED



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 Kengo: Master of Bushido 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

DUALSHOCK™2 ANALOG CONTROLLER



Thank you for purchasing Kengo: Master of Bushido for the PlayStation 2. You will find the game much more enjoyable if you read this manual before you begin to play. Please keep this manual in case you need to refer to it again.

Japan's Genroku Period was from 1688 to 1704. The age of bloody wars had ended and warriors could no longer make a name for themselves through battle. Yet there were still many who were fascinated by the master swordsman's way of life. They trained hard each day, polishing their moves just like the blades of their razor-sharp swords. They single-mindedly devoted their lives to the way of the sword. Casting their lives upon the whims of fate, they lived and died by the sword. No one may ever really know why they chose such a hard life. Thrust into a world where they battled never-ending fear, they put everything they had into each sword stroke. Survival only came to those who no longer feared death. Now it is your turn to follow the path of the sword master.

Contents

Characters	2
Controls	3
Game Screen	3
Fight Controls	4
Game Modes	7
Character Stats	8
Your Home	10
Self-Training	11
Dojos and Excellent Swords	14
Tips From Prima	17
Credits	21

Characters

Taketsune Nakayama

Born the elder son of a samurai of the Shibata clan. His parents died and he lost his family home when he was very young. He was raised by his older sister who married into another family, but has vowed to live by the way of the sword and restore the honor of the Nakayama family.

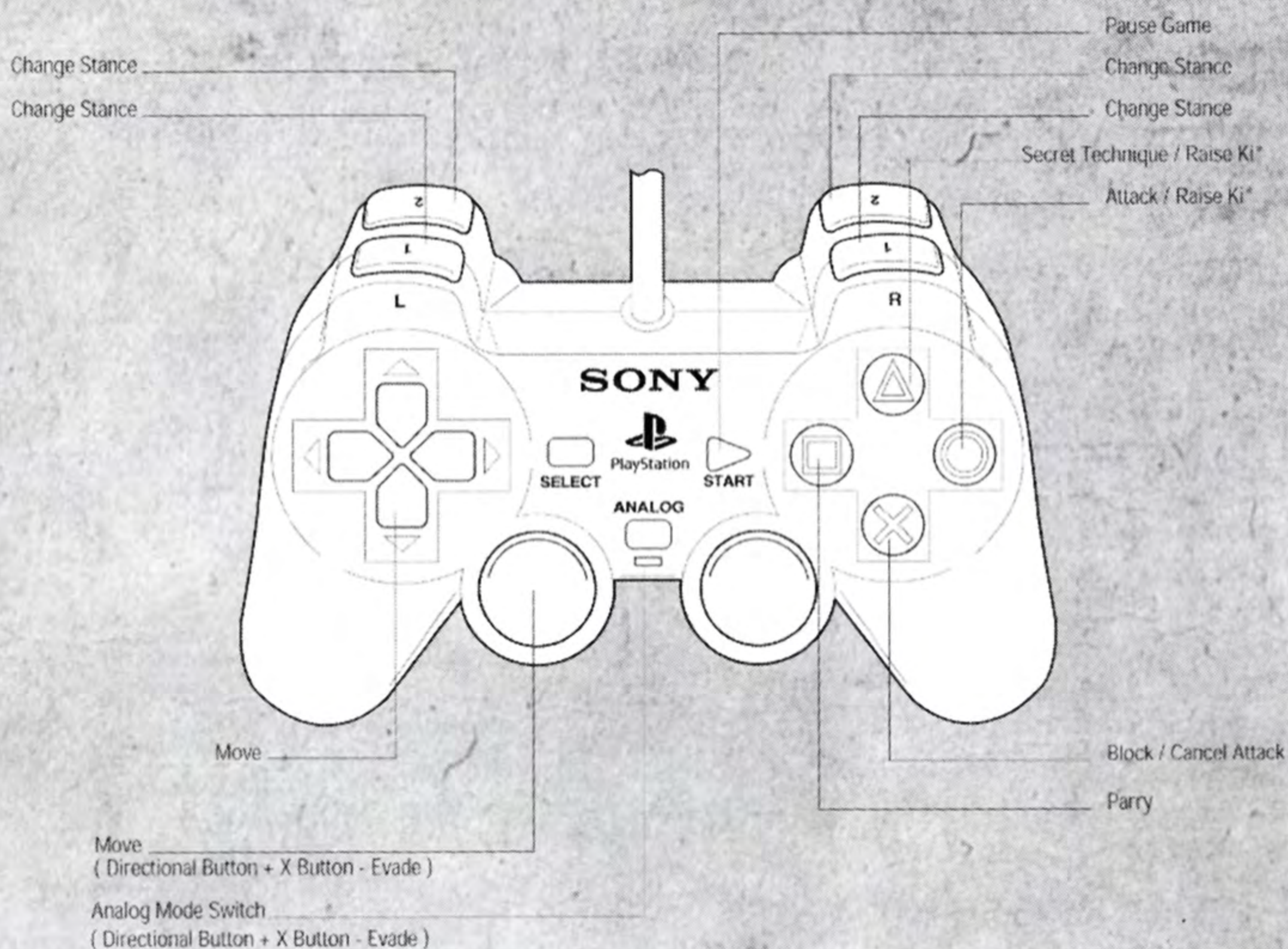
Shozaemon Hyuga

His father, who ran a training hall in Kagoshima, was brutally murdered when he was but a child and his grief-stricken mother committed suicide. His family's dojo was closed down and he was shipped off to Edo to be raised by relatives. One day while he was watching a duel, he recognized the voice of one of the combatants. It was his father's murderer. At that moment, he knew what he had to do. He immediately went to one of the city's training halls to learn how to fight.

Yasutomu Yoshimura

Though born the son of a farmer, in his childhood years he learned the basics of sword fighting from a respected swordsman. One day he was falsely charged with a murder in his village and was forced to flee. He made his way to Edo where he decided to make a living using the sword fighting skills he had learned as a child.

Controls

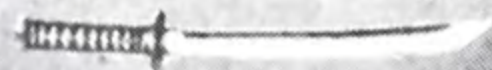
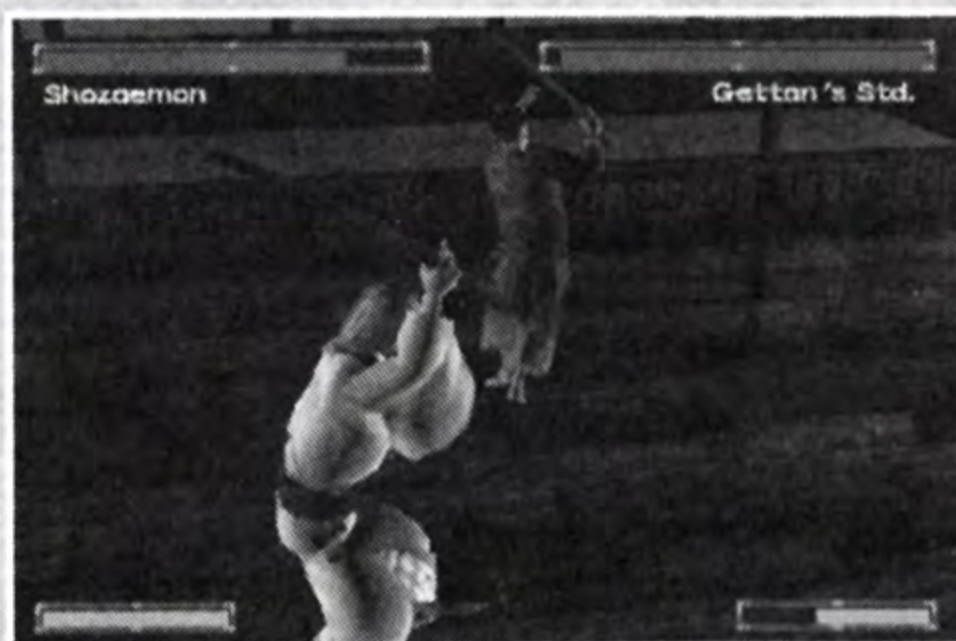


* Kengo supports DUALSHOCK™2 analog controllers and you can operate them in analog mode (controller mode indicator will be lit). Use the Options screen to turn controller vibration on/off.

Game Screen

HP Gauge

Ki Gauge



Win Conditions

The one who reduces his opponent's health to 0 wins. There are also cases where opponents surrender right before the final blow.

Wooden Swords

Used for lessons at the Dojo, tests, and self-training.

Steel Swords

During a sword fight, certain blows will result in open wounds that bleed continuously. This will cause you to gradually lose health. "Danger" will be displayed below your health meter when this happens.

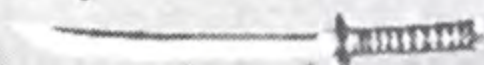
Fight Controls

In Kengo, there are some controls that you can use only during combat, in addition to the basic controls. This section describes Range and Secret Technique system that forms the core of those controls.

Range

Range indicates whether you are close enough to your opponent to attack. The same controls yield different results depending on whether you are in or out of range.

Shuffle feet (move slowly): Directional buttons



Step (normal speed): Press directional button twice in quick succession (release after final press).

Walk until button is released (normal speed): Press directional button twice in quick succession (hold down on final press).



Attack: ○ button (up to three attacks when in range)

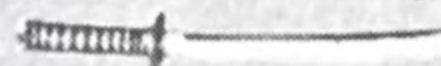
Accumulate Ki: △ / ○ button (when out of range)

Defend: × button

Cancel attack: × button (during attack)

Change stance: L1/L2/R1/R2 button

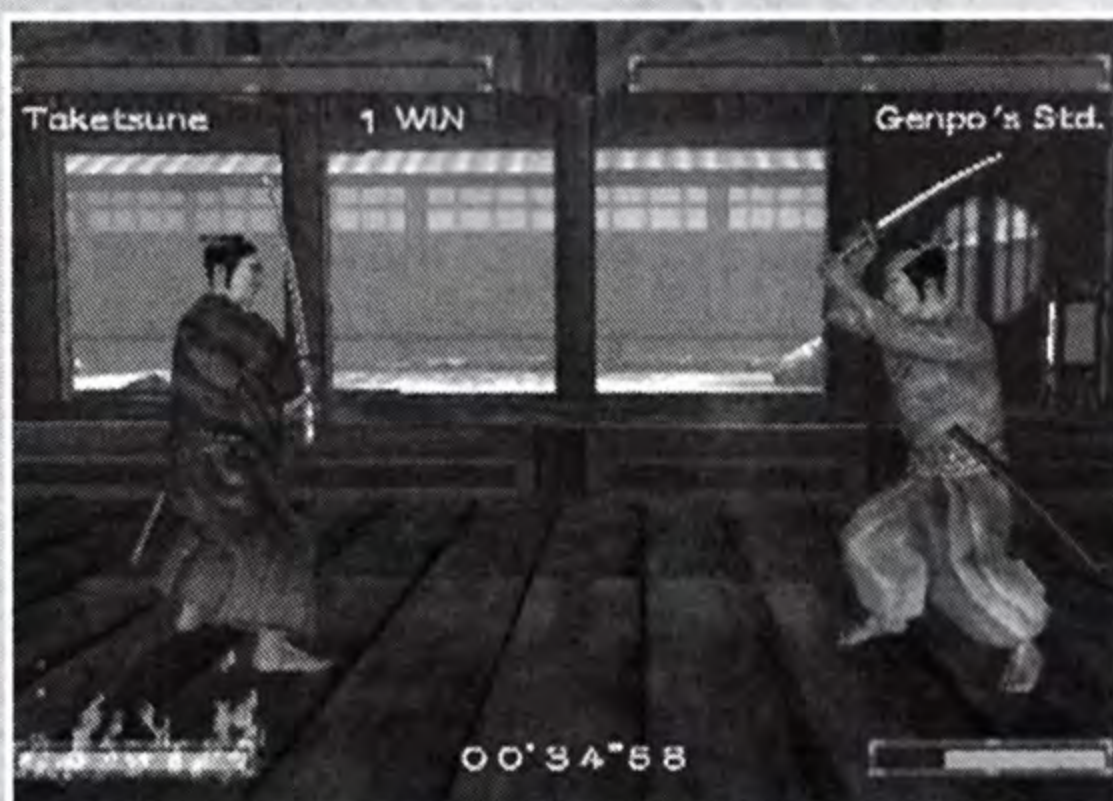
START: Pauses game



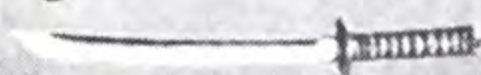
Use secret technique: Δ button (when in range and meter at bottom of screen displays flames)

Secret Techniques

In Single Mode, after you defeat a Dojo, you get an excellent sword that will allow you to perform the secret technique that the blade possesses. Unlike basic techniques, pressing the Δ button once uses all attacks. You can stop the secret attack midway through by pressing the X button.



Parry: Directional Button away from opponent + $\square$ button (when in range or during opponent's attack) A successful parry not only reduces your opponent's Ki, it can also allow you to gain the advantage by getting behind him.



Cross sword guards: Directional Button in opponent's direction + ☐ button (when in range and opponent is not attacking).

Game Modes

Single Player Mode

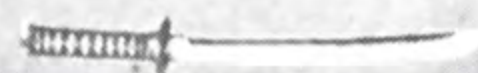


In Kengo's main mode, you select one of three young swordsmen to play and develop. Once you beat your Dojo's Master and Disciple, you can play your character in custom vs Battle Mode and Tournament Mode.

Tournament Mode



In this mode, you fight against computer-controlled opponents. It employs a time-attack system in which you try to beat all opponents in the least amount of time. The characters you fought in Single Player Mode (usable characters) will one after the other challenge you to a sword fight. You can also fight using characters you developed in Single Player mode.



vs. Battle Mode

In this mode, two players fight each other. From Options, you can select how many wins are required for victory (either 1, 3, or 5). You can also fight using your favorite characters stored on memory cards(PS2).

Character Stats

A swordsman's ability (stats) are represented as maximum values and current values. Maximum values can be raised through self-training. Actual sword fights can raise current values, but they will never increase beyond your maximum values. In addition, different current values increase depending on how you are fighting in actual sword fights. The total for all maximum values cannot exceed a certain value, so when one stat exceeds a certain value, another stat will automatically be reduced.

Attack Speed: Affects speed of attacks

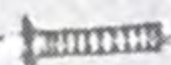
Agility: Affects movement speed

Insight: Affects how easy it is to parry and dodge

Spirit: Affects rise/fall of Ki

Attack Power: Affects power of attacks

Fame: Number of wins



Home			
Results			
Attack Power	:706	/ 971	+ 44
Attack Speed	:738	/ 982	+ 82
Agility	:839	/ 1098	+ 60
Insight	:831	/ 1077	+ 34
Spirit	:781	/ 1001	+ 40
Fame	:0		+ 1

Home			
Results			
Attack Power	:750	/ 971	+ 0
Attack Speed	:820	/ 982	+ 0
Agility	:899	/ 1098	+ 0
Insight	:865	/ 1077	+ 0
Spirit	:821	/ 1001	+ 0
Fame	:1		+ 0

Ki

Ki is the fundamental energy flowing through all human beings. The more you have, the greater your attack power and concentration. Ki increases/decreases due to many factors. For example, scoring a hit will raise Ki and getting wounded will lower Ki. When Ki is high, your attacks will pack all the power that they should, but when it has bottomed out, your attacks will be slow and lack power. When Ki is at its maximum level, you can perform a secret technique that can severely damage your opponent.

Increases Ki:

Scoring a hit

Assuming guard position out of range

Raising a battle cry ("Ki-ai") out of range

Successfully parrying

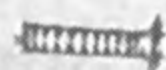
Decreases Ki:

Attacking but missing

Having an attack defended against

Defending against an attack

Having an attack parried



Your Home

In Single Player Mode, you can perform the following actions at Home. Each time you return home (from a Dojo or Self-Training), the game will count one day as passing.



Status

Form: Edit forms

Sword: Equip swords

(Initially, you will have a Normal Sword (Mumei) without any secret techniques.)

Dojo

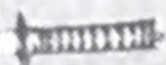
Lesson: Learn basic controls.

Test: Win fights against other students for a scroll of forms.

Dojo Challenge: Challenge other schools, and receive their excellent sword if you clear certain conditions.

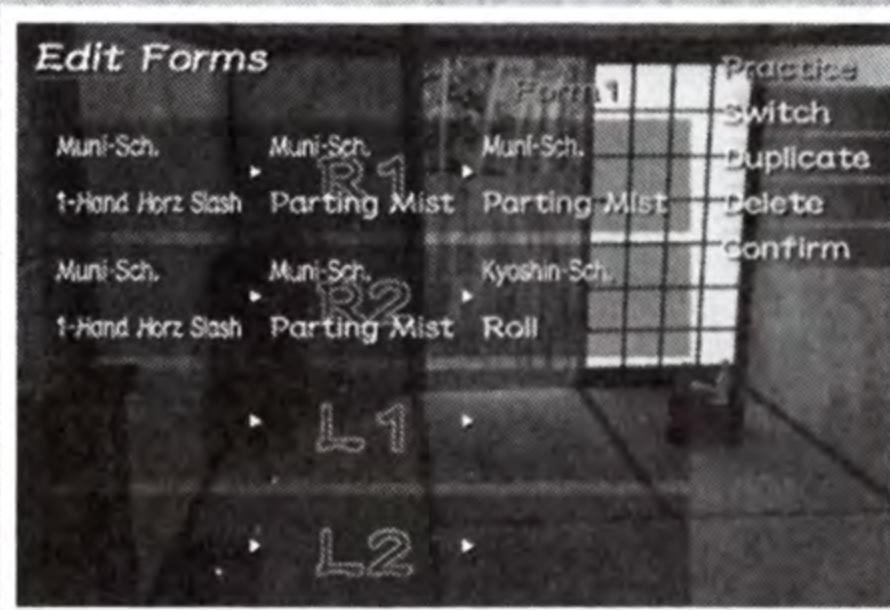
Training: Train to increase max. value of your stats (see p. 11, 12 and 13)

Sleep: Save your game and end Single Player mode.



Editing Forms

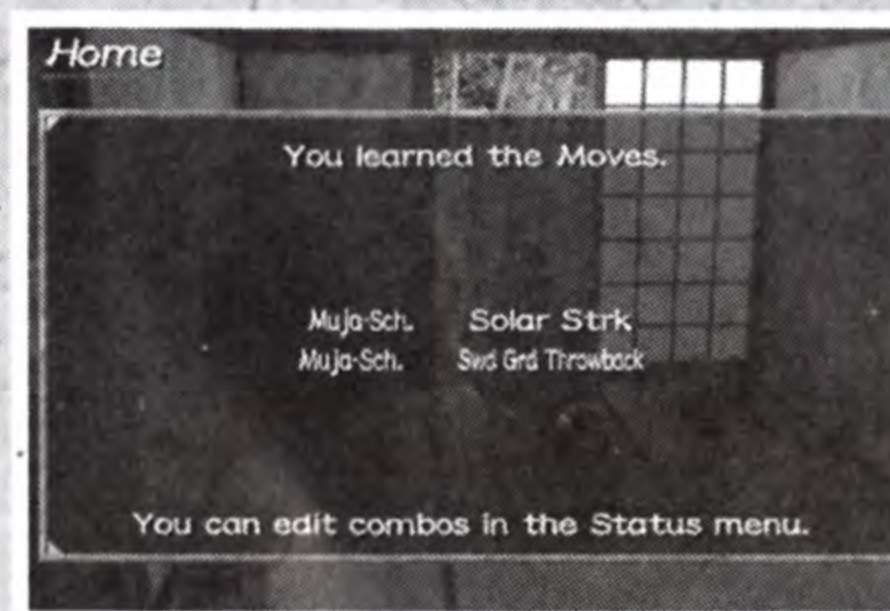
Basically, a form consists of four types of combos using three attacks. Each of the four combos are allocated to the L1, L2, R1, and R2 button respectively. Your character can have up to four forms and



before each fight, you select your default form. You can also edit combos by combining the techniques that you have learned so far.

Acquiring Techniques

You can learn new techniques through lessons and tests at the Dojo. In addition, defeating another school enables you to acquire their techniques.



Self-Training

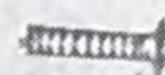
You can raise the maximum value of characters' stats through self-training.

Striking Posts

Strike trees with a heavy wooden sword. To succeed, you must cut down the designated number within the time limit. The maximum value of your Attack Power will increase



dramatically when you cut a tree down. Each time you cut one down, a thicker one will replace it.



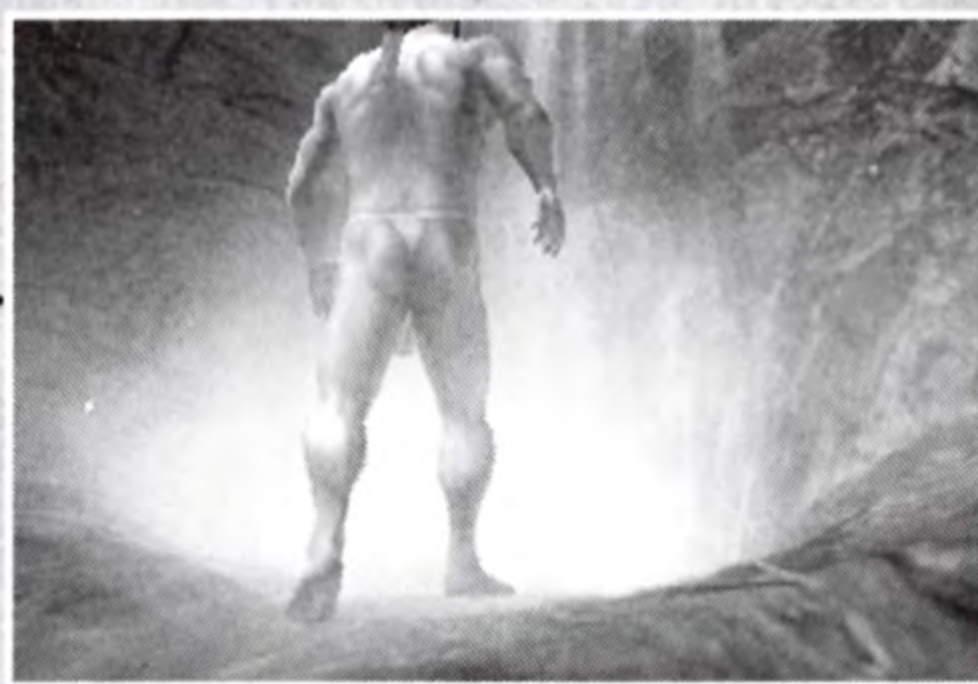
Bamboo Grove

Use a steel sword to cut down bamboo stalks. To succeed, you must cut them all down within the time limit. The maximum value of your Agility increases according to the time it takes you to cut down all the bamboo stalks.



Waterfall

Withstand the force of a waterfall. Pass out and you fail. This training increases the maximum value of your Spirit.



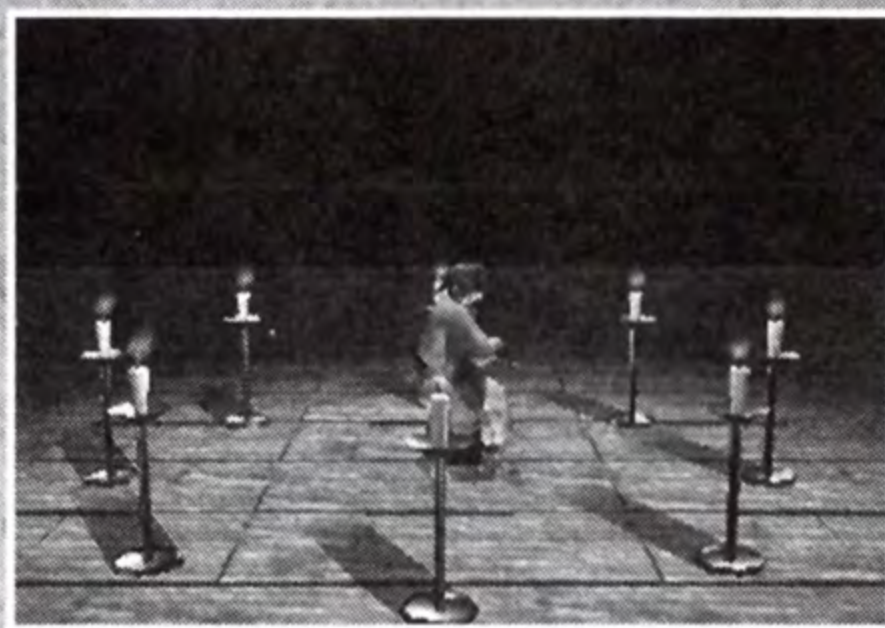
Zen Meditation

Increase your Insight through Zen meditation. The maximum value of your Insight will increase if you avoid falling asleep for a certain period of time.



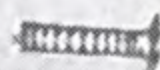
Illusion

Test your overall ability. To succeed, you must extinguish all the candles floating in the darkness with a single swing of your sword. The maximum value of all your stats except for Fame will increase if you extinguish them all. A special bonus awaits if you succeed while your Fame is high...



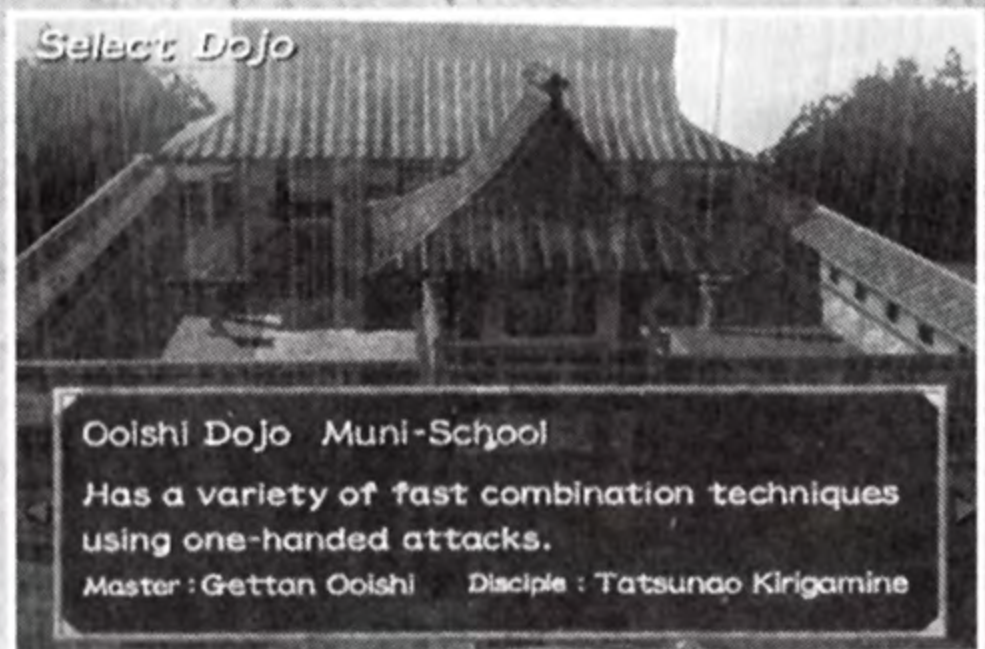
Helmet Splitting

Use a steel sword to split helmets in half starting from the top row. You must be extra careful not to miss and break your sword because you will not be able to use it for several days while it is being repaired. If you succeed, the maximum value of your Attack Speed will increase. You can only split helmets if you have an excellent sword.



Dojos and Excellent Swords

Each Dojo has its own special techniques. You can obtain an excellent sword by passing the license test or defeating a Dojo.



Hirata Dojo (*Muja School*)

This school emphasizes combined techniques. Their technique combinations are seamless and they employ a wide variety of forms. They also have many kinds of moving attacks.

Excellent sword: Kanemitsu

Secret technique: Flying Swallow Slash

Moriya Dojo (*Suigetsu School*)

This school strives for a balance between technique and strength. They have many rotational techniques and can deliver substantial damage with a single blow.

Excellent sword: Muramasa

Secret technique: Wild Top



Kasukabe Dojo (*Kyoshin School*)

This school emphasizes combination attacks. They have many unconventional techniques, but the speed of their combination attacks are unparalleled. Their main feature is their use of one-handed attacks.

Excellent sword: Kunihiro

Secret technique: Reverse Counter Flash

Ooishi Dojo (*Muni School*)

This school has its roots in the same school as Kyoshin and thus, their technique centers on one-handed attacks. They lack power, but they do have fast combos. Their secret technique is the drawing of the sword.

Excellent sword: Kanesada

Secret technique: Sword Draw and Parting Mist

Tanbara Dojo (*Muishinjin School*)

This school is known for their colorful individuals and its many feint techniques. They have a wide variety of thrust techniques, many of which pack intense power into a single blow.

Excellent sword: Rai-Kuniyuki

Secret technique: Wild Thrust



Udagawa Dojo (*Isshin School*)

This school strikes a balance between technique and strength to increase its attack power.

Excellent sword: Masamune

Secret technique: Storm God

Tsubaki Dojo (*Kumomushin School*)

This school has an unrefined style, but they can win by raw power. They are slow when moving between techniques, but each of their blows delivers considerable damage.

Excellent sword: Sukehiro

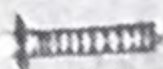
Secret technique: Pierce Armor

Kadokura Dojo (*Fudo School*)

This school strives to kill with a single blow. They exhibit power and speedy combinations, but their technique is monotonous and their sword strokes are long.

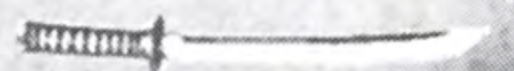
Excellent sword: Inouesin-Kai

Secret technique: Blade of Annihilation

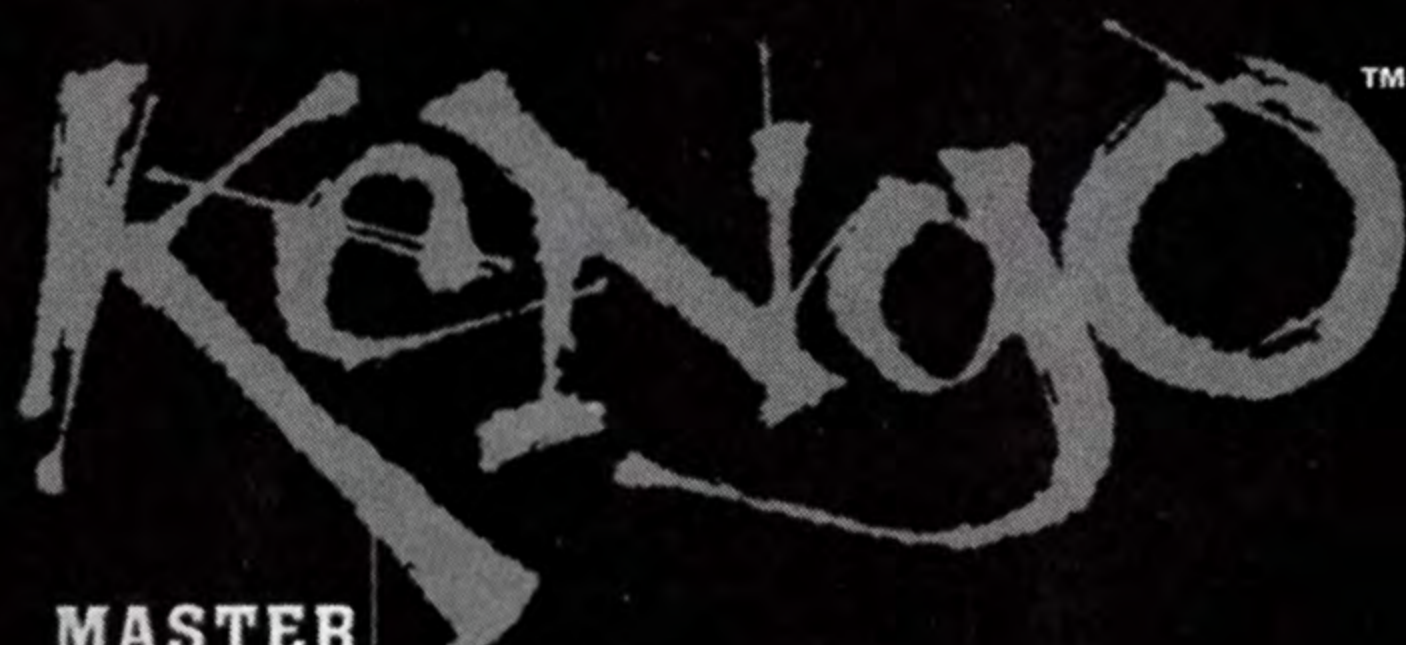


Tips from Prima

- * Each lesson you attempt, pass or fail, adds one day to your home screen day counter.
- * Because you have a license from your dojo, you must challenge and defeat all seven of the other dojos, in no particular order.
- * If you lose the Imperial Match, you return home, where you can train or challenge the dojos again.
- * Pressing the X button also pivots you toward your opponent.
- * You can't edit your forms or combos in Tournament or Versus modes.



**You've Got the Game,
Now Get the Guide!**



**MASTER
OF BUSHIDO**

Prima's Official Strategy Guide

All secret techniques



*Powerful stats
for every character*



*Vital strategies for
Tournament Mode
and Vs. Mode*



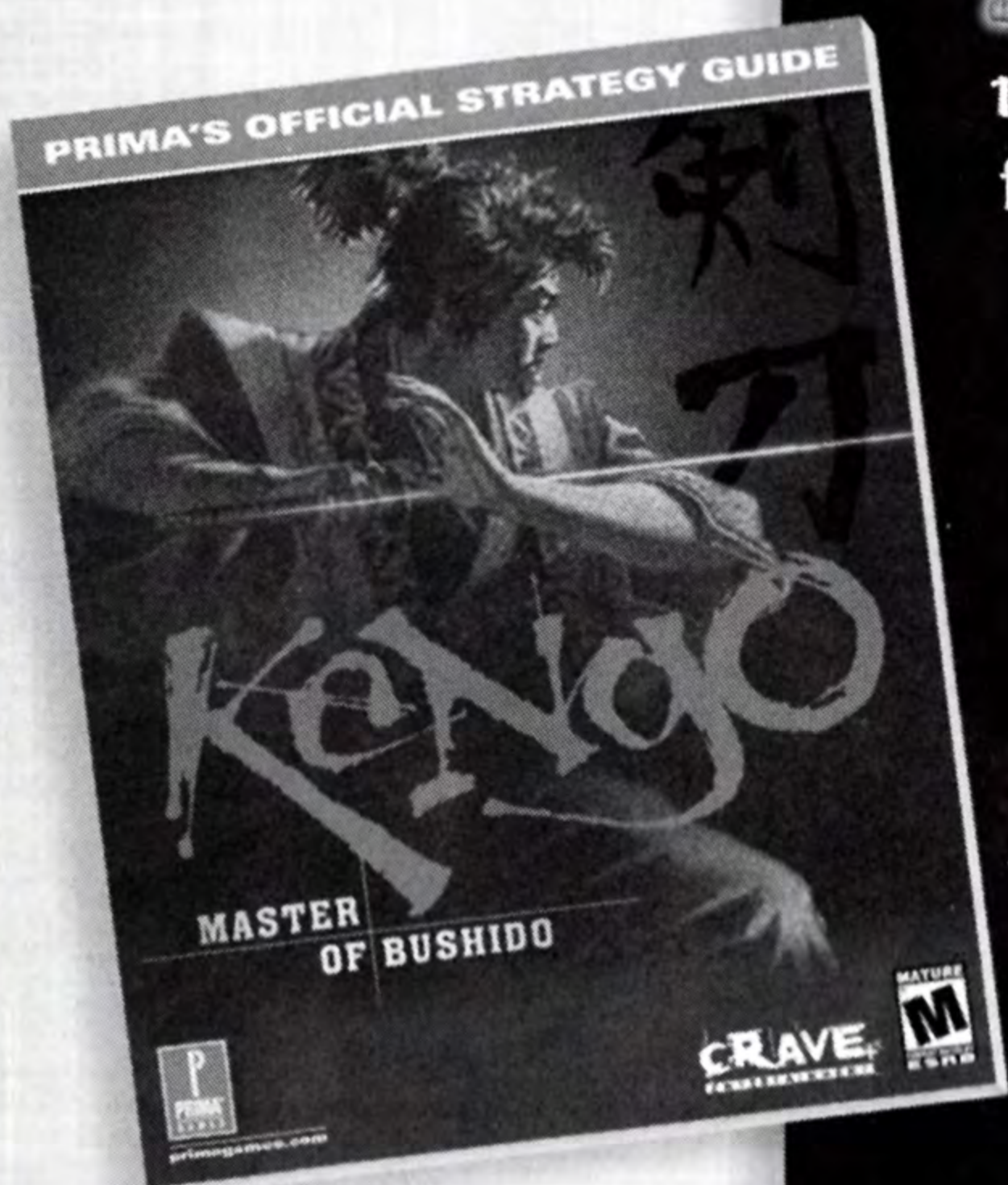
Information on all swords



*Tips for getting through
the Imperial Tournament*



*Learn how to beat
all of the Dojos*

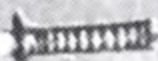


**Prima Strategy Guides available where
you buy guides and games. To Order By
Phone, Call: (916) 989-0171**

©2000 Genki Co., Ltd. and Crave Entertainment, Inc. All rights reserved. Published and distributed by Crave Entertainment, Inc. Developed by Light Weight Co. with permission from Genki and Crave. Kengo Master of Bushido is a trademark of Crave Entertainment, Inc. in the U.S. and certain other countries. Crave Entertainment and the Crave Entertainment logos are trademarks of Crave Entertainment, Inc. ©2000 Crave Entertainment, Inc. All rights reserved. Crave Entertainment is a registered trademark in the U.S. All other copyrights and trademarks are the property of their respective holders.



primagames.com

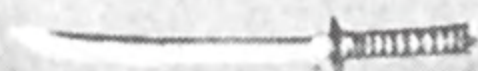


Notes

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Notes Continued

20



Crave Entertainment

Kengo U.S. Team

PRODUCTION

Senior Producer
Daryl Pitts

Associate Producer
John Kellogg

Japanese Translation
Jason Franzman
Kyoko Makino

QA Manager
John Bloodworth

QA Lead Testers
Tod Hostetler
Ron Talay

QA Team
James Altenburg
Judy Britton
Jonathan Cooperson
Robert Dryburgh
Daniel Echeverria
Ronald Gabriel
Mike Isles
David Jew
Nam Kim
Michael Kora
Solomon Kupu
Mike Kurilko
Adrian Lewandowski
Jeff Nachbaur
Richard Robledo
Ramon Ramirez
Romeo Ramirez
Jason Sanders
Jamie Saxon
Dean Shimonishi
Anthony Summers
Brian Wilson

MARKETING

Product Manager
Mark Gersh

Public Relations
Alex Skillman

Creative Services Manager
Ryan Villiers-Furze

Graphic Designer
Ethan Malykont

Marketing Services Coordinator
Yumi Saiki

Sr. Marketing Services Manager
Sheri Furumi

Web Master
John Nord

Martin Spiess
Vice President of Global Marketing

Special Thanks
Nima Taghavi
CEO
Crave Entertainment Group

Ned Dewitt
President
Crave Entertainment Group

Holly Newman
Executive VP Publishing

Mark Burke
Senior VP Product Development

Shinji Katsukawa
Managing Director, Crave Japan

Manami Kuroda
Executive Producer, Crave Japan

Paul Sackman
Vice President Sales

Kengo Japan Team

Executive Producer
Hiroshi Hamagaki

Producer
Naotaka Ueda

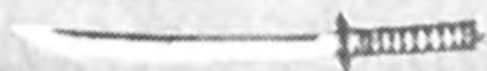
Director
Masaki Yamashita

Sub-Director
Manabu Kobayashi

Programmers
Takashi Amami
Syunsuke Sekikawa
Hideyuki Murata
Tadanobu Numata
Hisanao Suzuki
Takayuki Sato
Jyunichi Ishito

Designers
Masakazu Tagawa
Takashi Hashizume
Toshiyuki Saotome
Tetsuya Nakamura
Naoko Kobayashi
Michiaki Ishida
Masaaki Nansen
Ayumu Hasegawa
Kosuke Matsuo

Developer Support
Yasuhiro Sumimoto
Ayako Yonezawa



Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. Software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program is sold "AS IS" and without any expressed or implied losses or damages of any kind resulting from use of this program.

If the CRAVE ENTERTAINMENT, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying Crave Entertainment, Inc. software product provided it is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

When returning the program for warranty replacement please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

This warranty shall not be applicable and shall be void if the defect in the Crave Entertainment, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATION IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 970-392-7022, 24 hours a day, 7 days a week.

If you are looking for Hints & Tips for any Crave Entertainment product, please call:

US - 900-903-4468 \$0.95 U.S. dollar per minute

Canada - 900-677-4468 \$1.50 Canadian dollar per minute

Must be 18 years or have parent's permission. Touch tone phone required

Crave Entertainment, 19645 Rancho Way, Rancho Dominguez, CA 90220

© 2000 Genki Co., Ltd. and Crave Entertainment, Inc. All rights reserved. Published and distributed by Crave Entertainment, Inc. Developed by Light Weight Co. with permission from Genki and Crave. Kengo Master of Bushido is a trademark of Crave Entertainment, Inc. in the U.S. and certain other countries. Crave Entertainment and the Crave Entertainment logos are trademarks of Crave Entertainment, Inc. © 2000 Crave Entertainment, Inc. All rights reserved. Crave Entertainment is a registered trademark in the U.S. All other copyrights and trademarks are the property of their respective holders.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

CRAVE
ENTERTAINMENT
www.cravegames.com