



NANOBREAKER™

MATURE 17+
M
CONTENT RATED BY
ESRB

KONAMI

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.



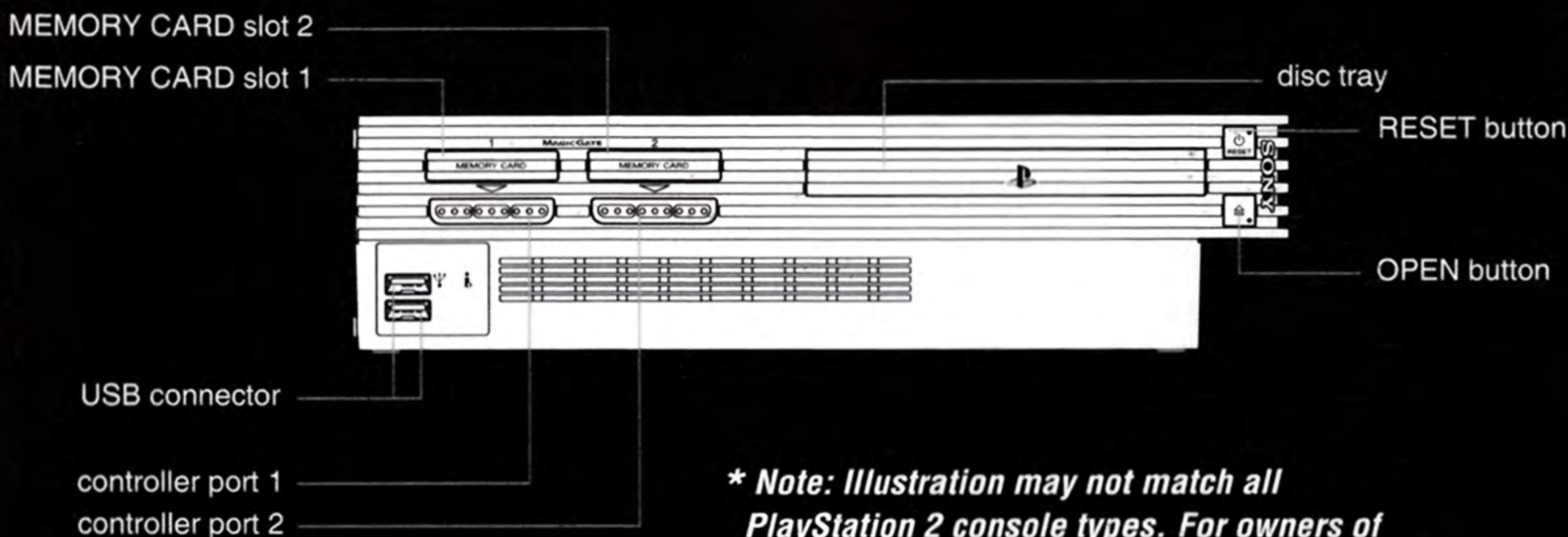
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002. GETTING STARTED



** 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 indicator lights up, press the button and the disc tray will open. Place the Nanobreaker disc on the disc tray with the label side facing up. Press the 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.

When the Title Screen appears, press the START button to display the Main Menu. Use the directional buttons or the left analog stick to choose the desired menu item, and then confirm your selection using the button.

If a memory card (8MB)(for PlayStation®2) with the game's saved data is inserted in MEMORY CARD slot 1, the game's data is automatically loaded, and the user may choose to resume gameplay from the last save point.

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.

MAIN MENU

NEW GAME

Start a new game.

CONTINUE

Resume a game from the last saved spot.

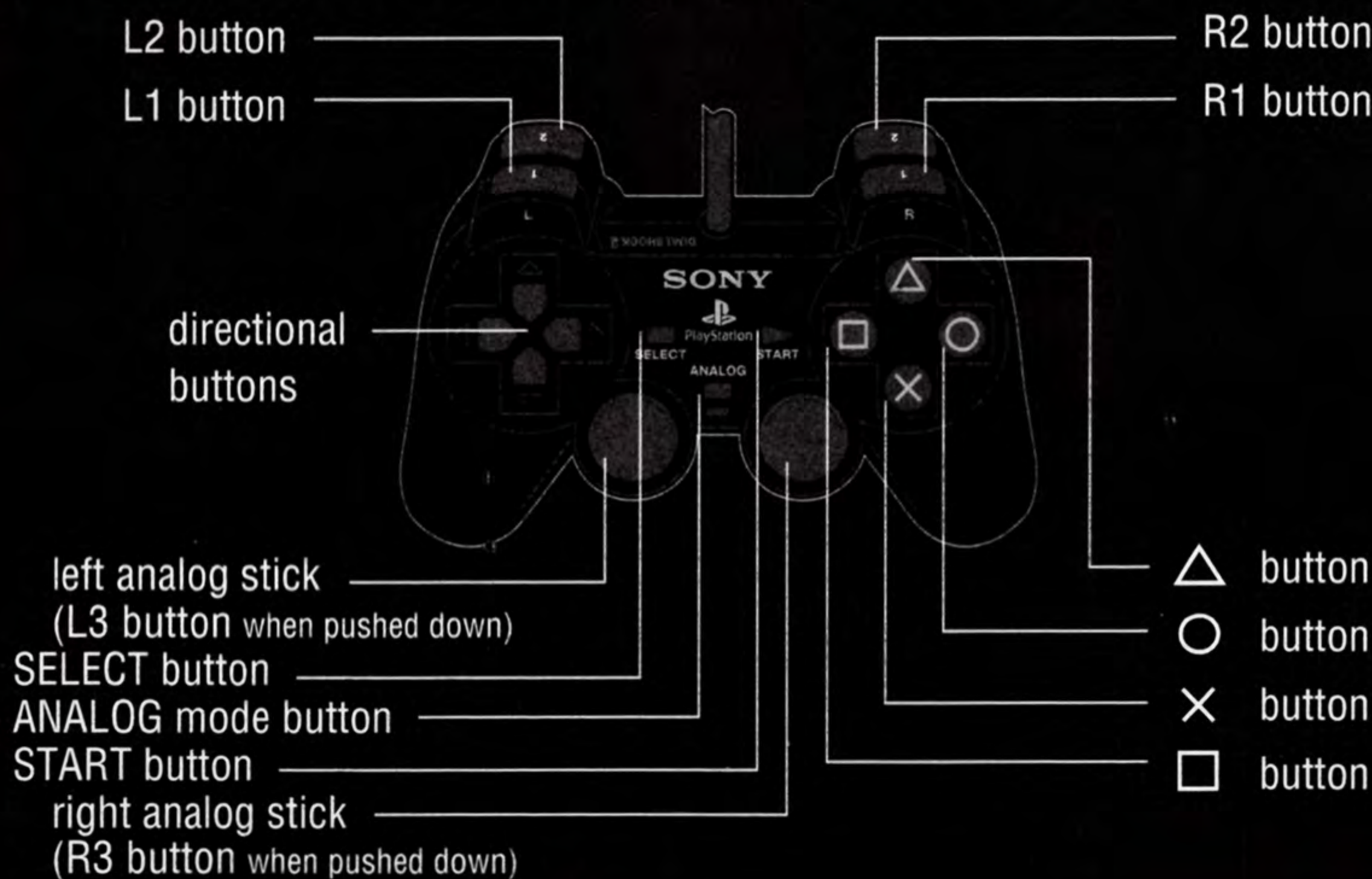
OPTIONS

Alter a variety of gameplay settings to your liking. (See page 016.)



003. STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To open up the Pause Menu, press the **START** button while holding the **SELECT** button. You can return to the Title Screen from this menu. Returning to the Title Screen will not save game data.

Note: This button configuration is the default setting. The button assignments can be changed by accessing the **CONTROLS** menu in **OPTIONS** (See page 016).

- | | |
|----------------------|--|
| L2 button: | Change Booster (prev) |
| L1 button: | Not used |
| directional buttons: | Not used |
| SELECT button: | Toggle radar |
| left analog stick: | Move character |
| L3 Button: | Not used |
|
 | |
| ANALOG mode button | When on (the mode indicator will be red), the left analog stick will be enabled. |
|
 | |
| R2 button: | Change Booster (next) |
| R1 button: | Shift/Guard |
| □ button: | Horizontal Attack (while holding shift: Thrust Attack) |
| △ button: | Vertical Attack (while holding shift: Juggle Attack) |
| ○ button: | Capture/Check (while holding shift: Activate Booster) |
| × button: | Jump (while holding shift: Emergency Evasion) |
| START button: | Status Menu |
| right analog stick: | Rotate camera |
| R3 button: | Reset camera |



004. ON-SCREEN INDICATORS

GAME SCREEN



001. BOOSTER GAUGE (PAGE 006)

Defeating enemies fills up your Booster Gauge. If the Booster Gauge is filled up to a certain point, the selected Booster can be activated.

002. BOOSTER ICON (PAGE 006)

The selected Booster is indicated. If the character has not learned any Booster, this indicator will not appear.

003. HEALTH GAUGE

This indicates your character's vitality. Every time your character takes damage, this gauge decreases. If this gauge drops to zero, it's game over.

004. RADAR

Indicates the locations of your character, enemies, items, save points, etc. Press the SELECT button to toggle between a fixed radar, rotating radar, or no radar.

005. ACQUIRED OIL GAUGE

This gauge indicates the amount of oil your character has gained by defeating enemies. Different bonuses become available when your character reaches specific volumes of oil.



005. HOW TO PLAY

STATUS MENU

While playing the game, press the **START** button to open the Status Menu. Press the **R1** or **L1** button to switch between the different screens in the menu.

INFO

INFO	
Life gauge	180 / 205
Booster gauge	105 / 105
Total gallons	24777.08 gallons
Gallons for next bonus	26000.00 gallons
Saves	1
Continues	2
Play time	00 : 17 : 09

Enemies defeated	71
Enemies sliced: vertical	33
Enemies sliced: horizontal	9
Enemies smashed	5
Capture-counters	34
Laser deflects	3

Back

Check out detailed information about your character's current status.

MAP

The overall map and detailed area map can be viewed here.

OVERALL MAP



When the overall map is displayed, any area can be selected using the directional buttons or the left analog stick. The selected area map flashes on the overall map. Press the **X** button to switch to a detailed map of the selected area.

AREA MAP

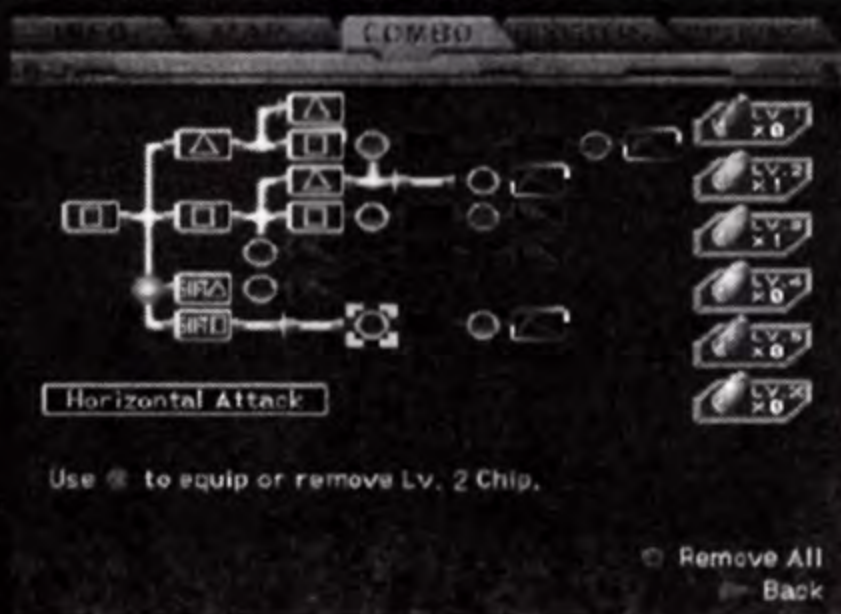


A detailed map of the area is displayed. A bright flashing dot indicates your character's current location. Press the **X** button to switch to the overall map.



006. HOW TO PLAY

COMBO MENU

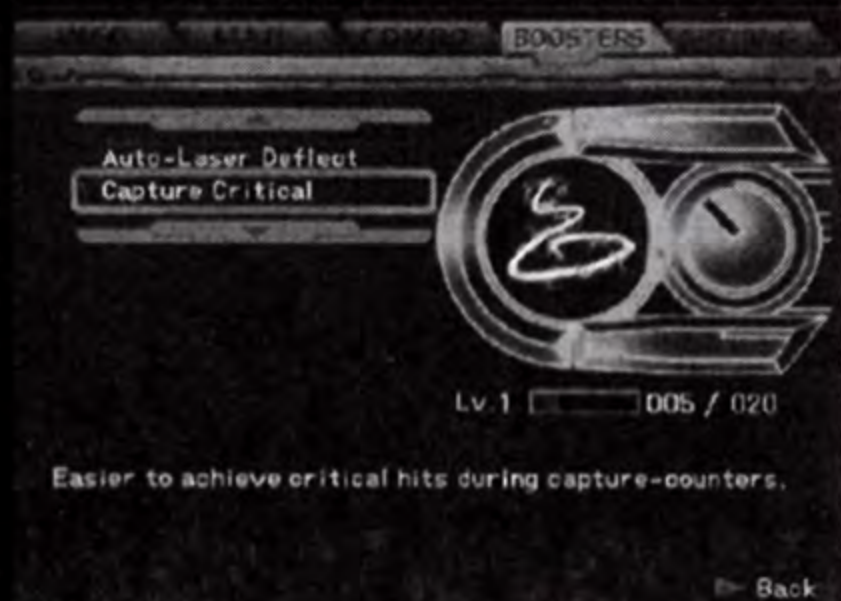


This screen displays all the combo moves available to you. There are four types of combo attacks: Vertical Attacks, Horizontal Attacks, Thrust Attacks, and Juggle Attacks. You can learn additional combos by equipping various Combo Chips, some of which allow you to unleash devastating weapon transformation combos (see page 012).

Available combos are indicated in bright colors. Move the cursor to the Combo Chip Equip Slot using the directional buttons or the left analog stick, then press the **X** button to equip or remove the Combo Chip.

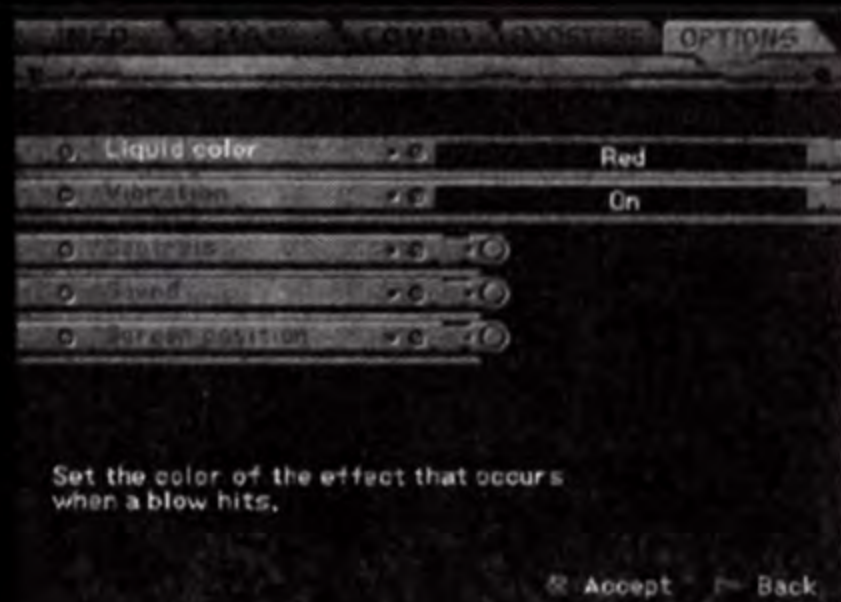
There are level-based restrictions on the slots on which Combo Chips can be added. For example, to unlock a red Combo Chip Equip Slot, you must have a red (Level 5) Combo Chip. Combo Chips can also be removed at any time.

BOOSTERS



Displays the list of Boosters acquired in the game. Use the directional buttons or the left analog stick to select a Booster. The selected Booster effects and level are displayed.

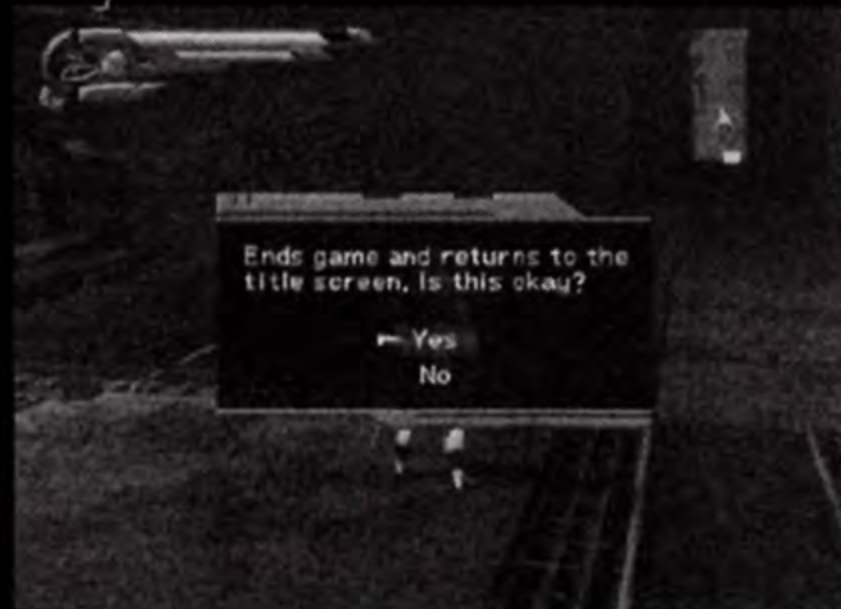
OPTIONS



Alter a variety of in-game settings to your liking. (See page 016.)

The language setting cannot be changed during gameplay. To change languages, you must enter the **OPTIONS** menu from the Main Menu.

PAUSE MENU SCREEN



While holding the **SELECT** button, press the **START** button to open the Pause Menu.

You can return to the Title Screen from this menu.

If a game is interrupted, gameplay data is not saved permanently.



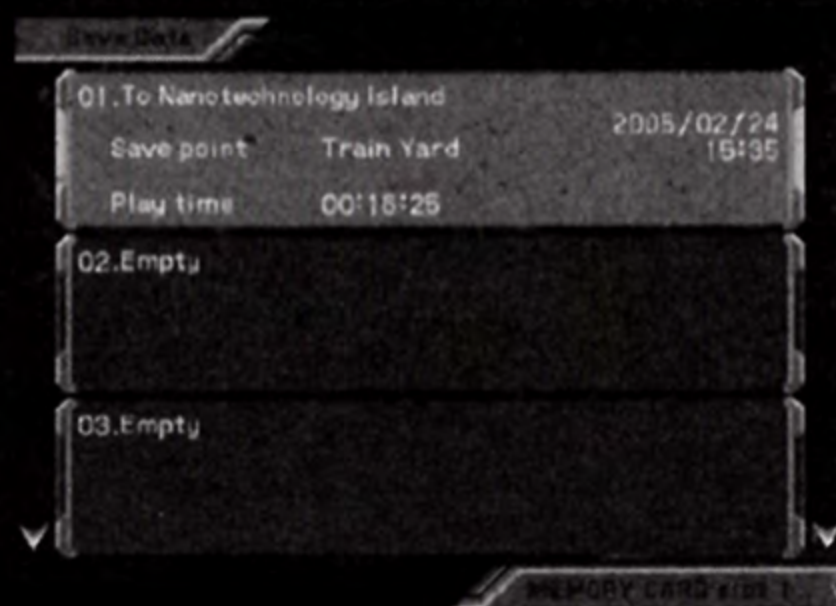
007.HOW TO PLAY

GAME OVER SCREEN



If your character's health gauge drops to zero, the game ends and the Continue Screen is displayed. By choosing "YES," the game can be resumed from a specific restart point.

SAVE SCREEN



The player may save current game data by accessing any save point found on the field.

To save game data, a memory card (8MB)(for PlayStation®2) with at least 69KB free space is required.

While saving or loading data, do not remove or insert the memory card (8MB)(for PlayStation®2), or turn off the PlayStation®2. Doing so may corrupt or delete the saved game data.





008. BASIC MOVES

The following descriptions apply to default button settings. The button assignments can be changed by accessing the **CONTROLS** menu in **OPTIONS** (See page 016).

MOVEMENT

RUN

left analog stick

To make your character run, tip the left analog stick in the desired direction.



JUMP

X button

Press the X button to jump. Keep the X button pressed to jump higher.



DOUBLE JUMP

X button while jumping

Press the jump button in midair to execute a double jump.

Requires a special item that must be obtained during gameplay.



GLIDING

X button

while holding the R1 button during a jump

While in midair, hold the shift and jump buttons together to glide momentarily.

Requires a special item that must be obtained during gameplay.





009. BASIC MOVES

EMERGENCY EVASION

⊗ button while holding the R1 button
left analog stick

Press the shift and jump buttons while tipping the left analog stick.

Your character will perform an emergency evasion roll in the direction of the left analog stick.






010. BASIC MOVES

ATTACKS


VERTICAL ATTACK

 button

A vertical slash of moderate power. With a wide vertical arc, this attack is effective against short enemies and airborne targets.




HORIZONTAL ATTACK

 button

A horizontal slash with a wide attack arc and low power. Use this attack when surrounded by enemies.




THRUST ATTACK

 button while holding the R1 button

The strongest of all attacks, but also leaves the character vulnerable to enemy attacks. It has a long reach, so it is effective against somewhat distant enemies.



JUGGLE ATTACK

 button while holding the R1 button

A relatively strong attack that tosses the enemy into the air.



JUMP ATTACK

Any of the four standard attacks—Vertical Attack, Horizontal Attack, Thrust Attack, and Juggle Attack—can be executed while jumping.



011. BASIC MOVES

ADDITIONAL MOVES

CAPTURE

A distant enemy can be dragged closer to the user's character with this move.

Keep the **○** button pressed to make the targeting cursor appear on the screen. Move the targeting cursor using the left analog stick and target it on the desired enemy. Release the **○** button to capture the targeted enemy.

To release a target, press the guard button. The targeting cursor will disappear, and your character will guard himself.



GUARD

R1 BUTTON

Hold the R1 button to block an enemy attack from the front. (Not all enemy attacks can be blocked.)



BRACE

R1 BUTTON

When knocked into the air by an enemy attack, press the R1 button immediately before hitting the ground. If timed correctly, your character will brace himself and avoid damage.





012. ADVANCED MOVES

WEAPON TRANSFORMATIONS

The four standard attacks—Vertical Attack, Horizontal Attack, Thrust Attack, and Juggle Attack—can be combined with a weapon transformation to inflict some serious damage. Below are two examples of weapon transformation attacks:

GREAT SWORD (VERTICAL): $\triangle + \square + \triangle$

Stuns the enemy in its tracks.



GREAT SWORD (HORIZONTAL): $\square + \triangle + \square$

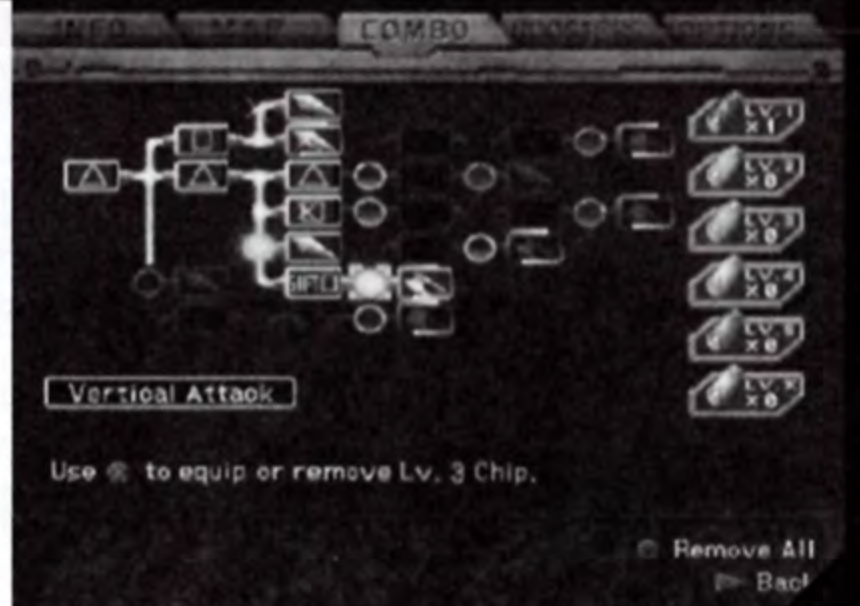
Knocks multiple enemies into the air.



EQUIPPING COMBO CHIPS

Your character's plasma blade can transform into even more powerful weapons by equipping Combo Chips that are obtained throughout the game. Learn powerful, new combos by equipping Combo Chips in the COMBO screen (see page 006).

Equip the obtained Combo Chips.



Finish enemies with powerful weapon transformation combos!





013. ADVANCED MOVES

LIMITER DECAP MODE

Your character's wings spread when enemies are hit in succession, de-capping the damage limiter. During the limiter de-cap mode, your character's attack power is temporarily increased, allowing your character to inflict greater damage on enemies.



BOOSTERS

⊙ button while pressing the R1 button

The selected Booster can be performed if the Booster gauge is charged with sufficient energy. Press the shift button and the ⊙ button at the same time to perform the selected Booster.



SELECTING A BOOSTER

L2 BUTTON/R2 BUTTON


If your character has more than one Booster, press the R2 or L2 button to toggle between the available Boosters. The selected Boosters icon is displayed at the top-left corner of the game screen.






014. ADVANCED MOVES

LEVELING UP BOOSTERS


Every Booster levels up when it is used a specific number of times. If a Booster levels up, its power level can be chosen by pressing the shift button and the  button the appropriate number of times. The more times these buttons are pressed in succession, the more Booster Gauge energy is used.



The shift button (R1 button) and the  button are pressed together once.

One Booster Gauge energy unit is used, and the selected Booster is triggered at Level 1 power.








The shift button (R1 button) and the  button are pressed together twice.

Two Booster Gauge energy units are used, and the selected Booster is triggered at Level 2 power.



CAPTURE COUNTER

After releasing the  button, press the  button or the  button with precise timing.

While successfully pulling in a captured enemy, press the  button or the  button. If timed correctly, the captured enemy can be knocked out with one critical hit.



014. CONTROLLING THE CAMERA

CAMERA

right analog stick/R3 button

The camera viewing angle can be freely altered using the right analog stick. Press the R3 button to reset the camera view to the direction your character is facing.





015. ITEMS

COMBO CHIPS LV. 1 - 5



These chips are used to assemble weapon transformation combos. These chips can be equipped and detached in the COMBO screen, which is accessible from the Status Menu.

LIFE SUPPORT KIT



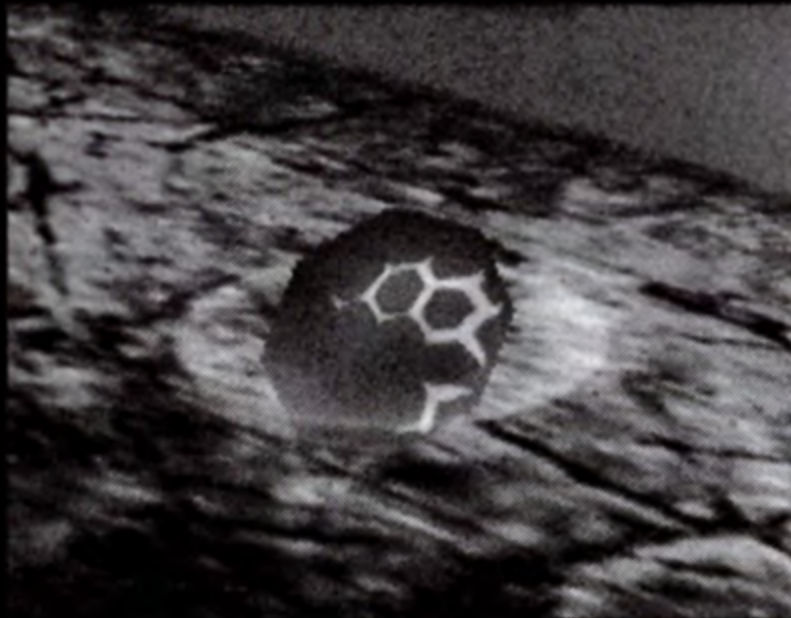
Restores your character's vitality by a set amount.

BOOSTER UNIT



Enables the use of a Booster.

BOOSTER ENERGY



Fills the Booster Gauge by a set amount.



016.OPTIONS

Various game settings can be changed from this menu.


LIQUID COLOR

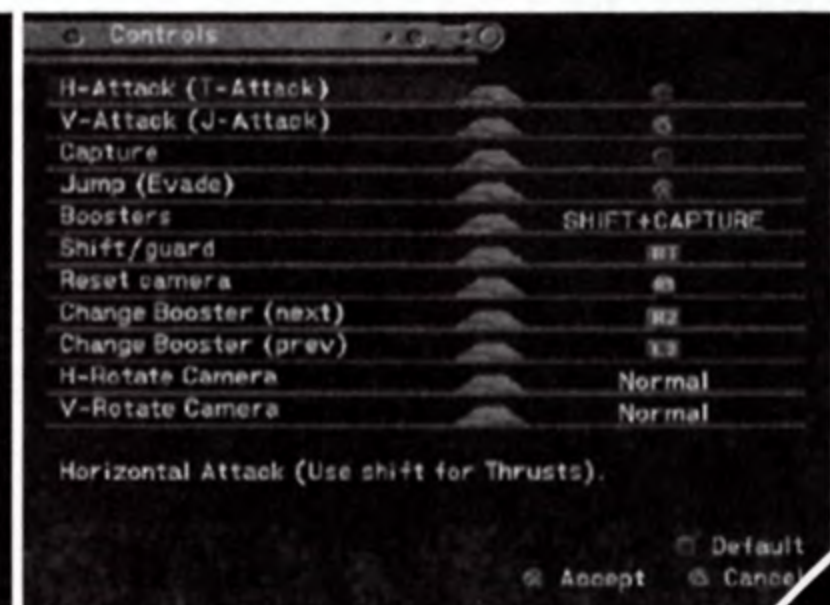
Select the color of damage effects upon characters.

VIBRATION

Turns the DUALSHOCK®2 analog controller's vibration function ON/OFF.

CONTROLS

The button assignments can be changed from this screen. The camera movement control can also be reversed here. Press the  button to reset the settings to default.



SOUND

Audio settings can be altered to your preference.

AUDIO MODE

Select between Stereo, Monaural, or Dolby® Pro Logic® II sound modes.

STEREO

Outputs sound in 2-channel stereo.

MONAURAL

Sound is output monaurally.

DOLBY PRO LOGIC® II

Playback in surround sound.

VOLUME BALANCE

Different types of sound settings can be selected.

NORMAL

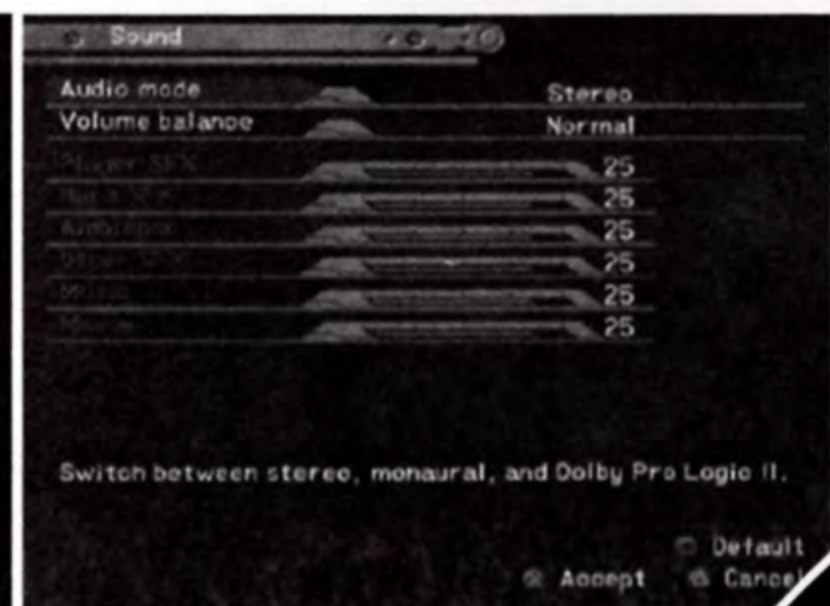
The standard sound volume settings.

DYNAMIC

This is a more intense volume mode.

MANUAL

Alter the volume settings as desired.






017. OPTIONS

SCREEN POSITION

Adjust the screen position using the directional buttons or the left analog stick.

Press the  button to reset the settings to default.

RESTORE DEFAULTS

Selecting this item will reset all Options Menu settings to default settings.





018.CHARACTERS

JAKE WARREN



NAME.JAKE WARREN

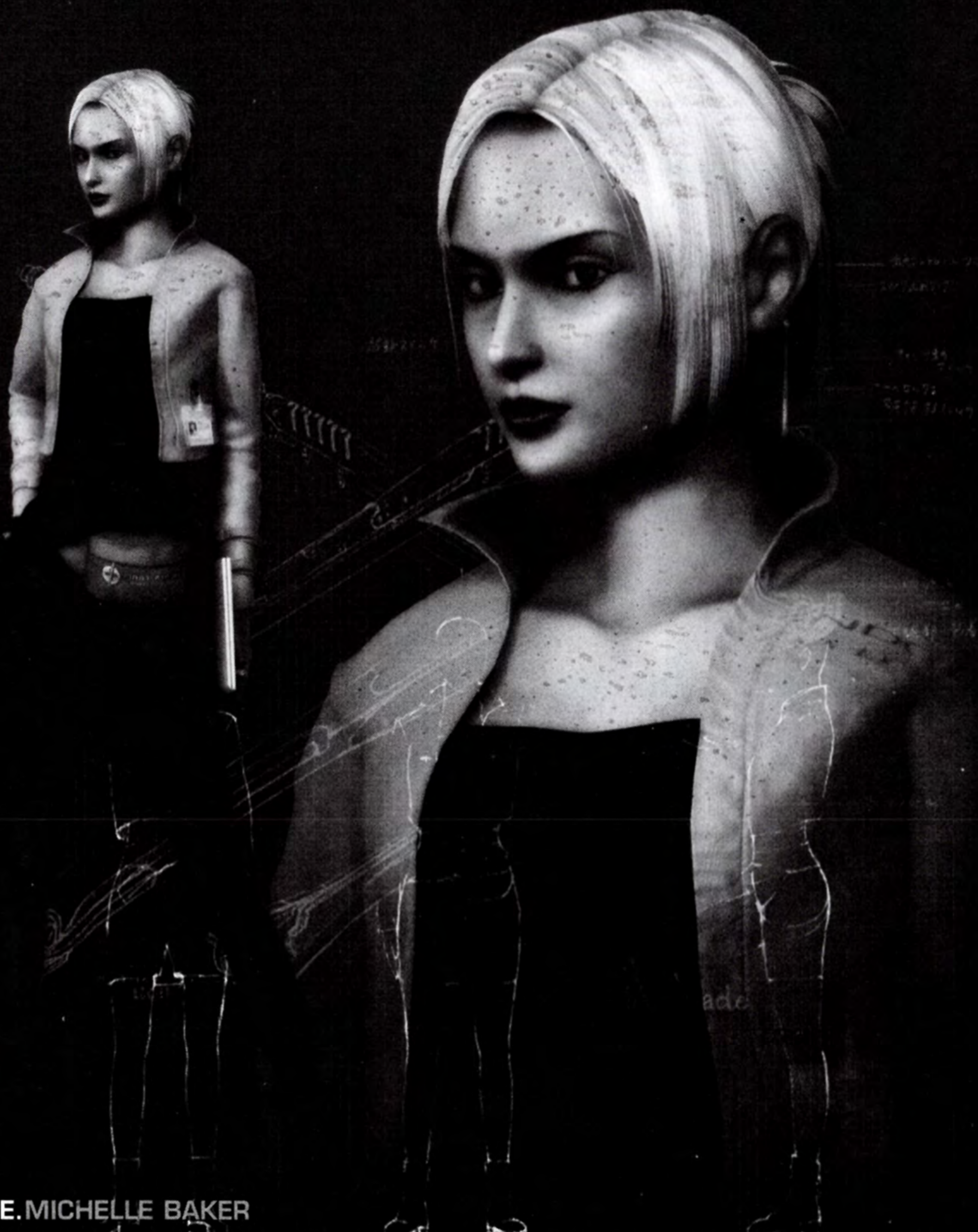
As a highly acclaimed cyborg warrior from the great war, Jake led a unit of ruthless military cyborgs who, under his direction, annihilated millions of enemies. However, his victories did not come without expense. It has been reported that countless civilian lives were slaughtered as well. As a result of this

massacre, Jake was declared a highly dangerous weapon of mass destruction and was later consigned to the scrap heap. Now, at a time when humankind is facing mass extinction, Jake has been reactivated as the government's last hope.



019.CHARACTERS

MICHELLE BAKER



NAME. MICHELLE BAKER

One of the few scientists who knows the inner workings of Nano Island's main computer, she is assigned to infiltrate the island at the behest

of the government. Her mission: Put an end to the deadly nanomachines by regaining control of the main computer.



020. CHARACTERS

KEITH SPENCER



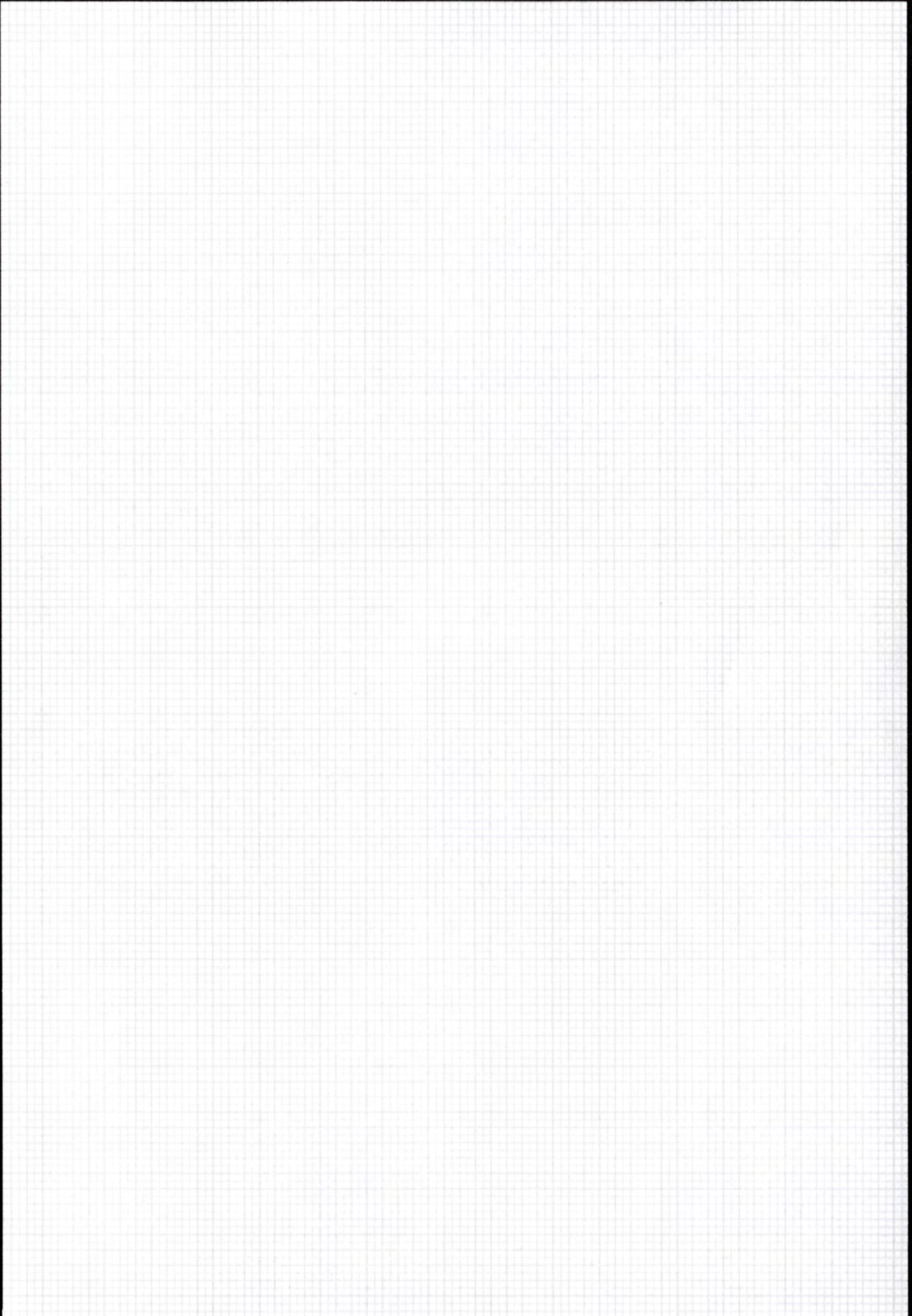
NAME. KEITH SPENCER

A military cyborg proud of his status as a weapon, Keith takes great pleasure in overwhelming his enemies and destroying them. He lives by the credo "Might is all." His power is only second to that of the legendary

Jake Warren. At Jake's disposal, Keith gained the top position among the cyborgs. Since then, he has continually been modifying himself with the latest upgrades in his quest for more power.



021. NOTES





022. CREDITS

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- 3. CPF 58113.74
- 4. PWYELL 57193.13

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KONAMI DIGITAL ENTERTAINMENT AMERICA

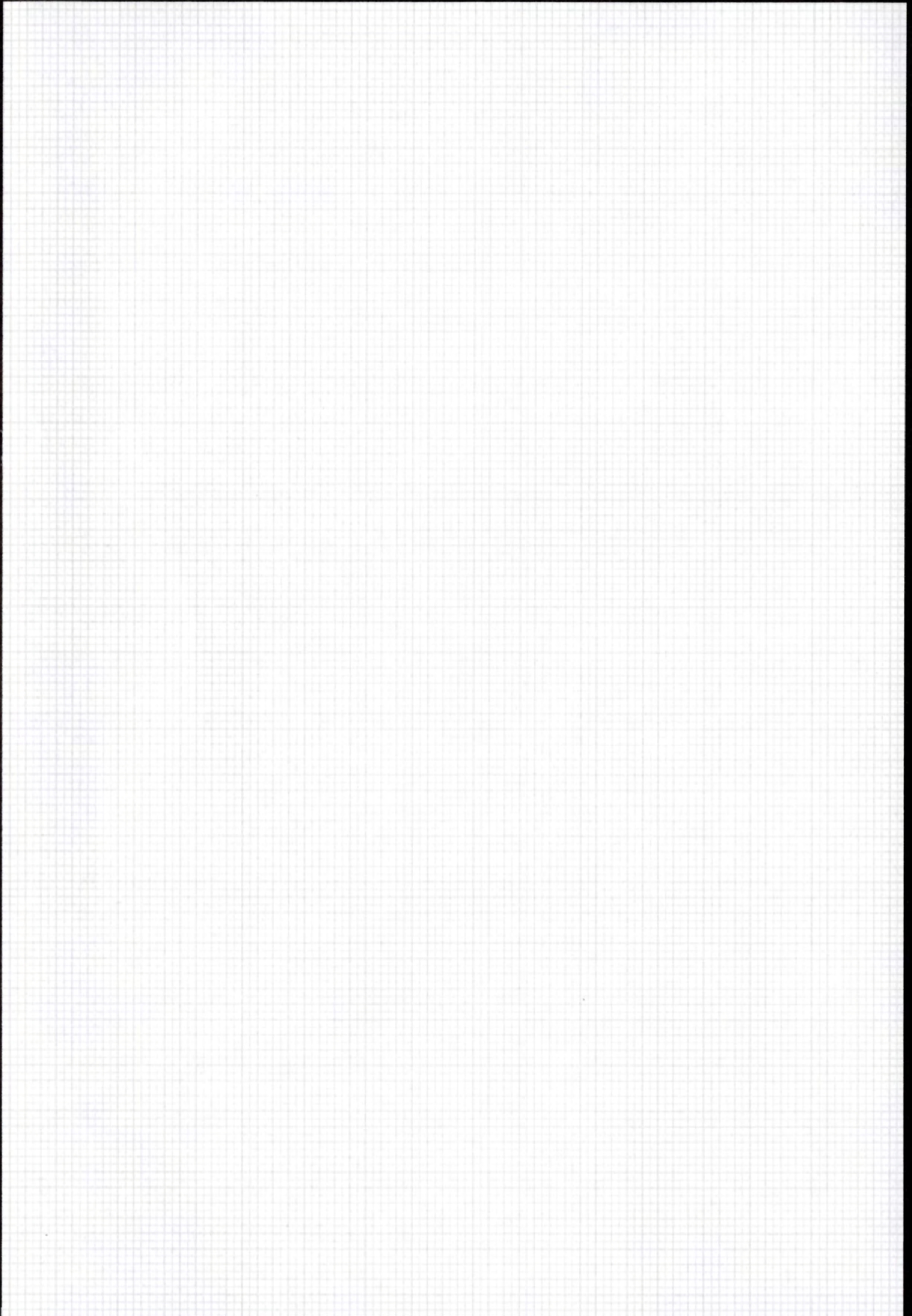
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024. NOTES



WARRANTY

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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami Digital Entertainment - America
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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