

TRUMBLE ROSES



TM

MATURE 17+
M
CONTENT RATED BY
ESRB

KONAMI

WARNING

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.

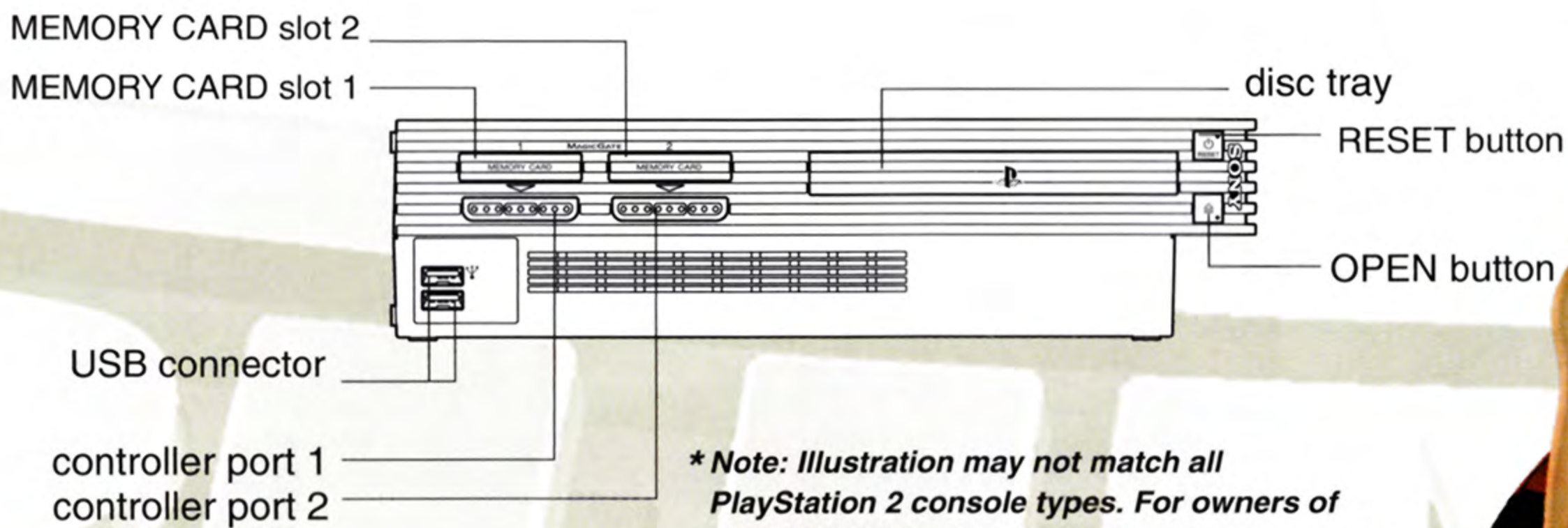


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GETTING STARTED



** 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 disc tray will open. Place the Rumble Roses 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.

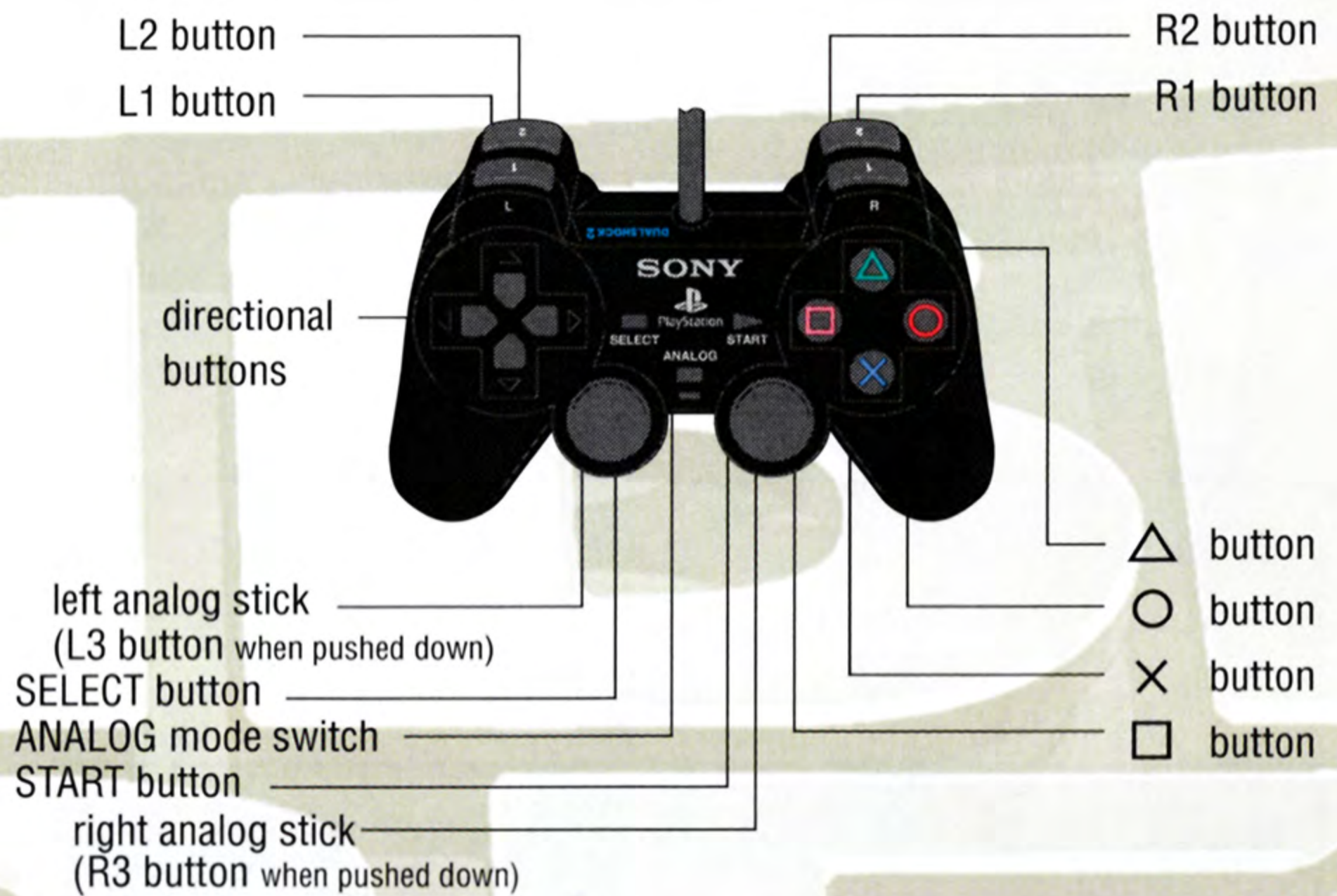
Memory Card (8MB)(for PlayStation®2)

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.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The game can be played using the DUALSHOCK® analog controller, DUALSHOCK®2 analog controller, or a standard controller. Button commands are the same for all controllers. When playing a one-player game, insert the controller into the PlayStation®2 controller port 1, and when playing with two players, insert controllers into the controller ports 1 and 2 on the game console. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

Menu Controls

| | |
|---------------|-------------------------|
| ↑ / ↓ / ← / → | Move cursor |
| ⊗ button | Enter/Confirm selection |
| ⊠ button | Cancel |

STARTING UP

Game Controls

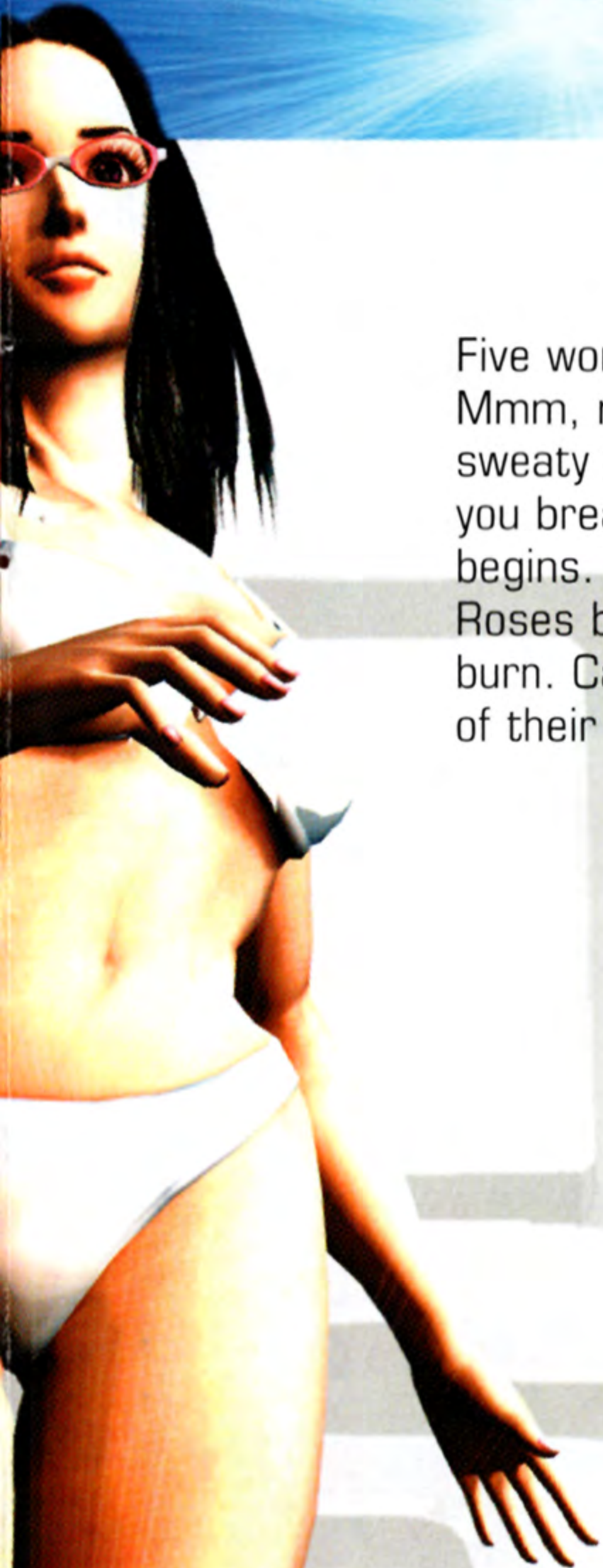
| | |
|---------------------|-----------------------------------|
| ↑/↓/←/→ | Move character |
| ↑/↓/←/→ (tap twice) | Step in direction pressed |
| □ button | Strike attack |
| △ button | Grab move |
| × button | Dash toward opponent |
| ↑/↓/←/→ + × button | Dash in direction pressed |
| R1 | Guard |
| R1 + □ ¹ | Counter strike move |
| R1 + △ ¹ | Counter grab move |
| L1 | Lethal move / Killer move |
| L2 | Humiliation move |
| ○ button | Supplementary action ² |
| right analog stick | Taunt |

1. Must be timed correctly in response to opponent attack.

2. Pin fall, ring in, ring out, leave mud pit, release submission hold, etc.



INTRODUCTION



Five words best describe the girls and action of Rumble Roses: Mmm, mmm, mmm, mmm, mmm! Get ready to get hot and sweaty without ever stepping into the ring. These ladies will have you breathing heavy and begging for mercy before the match even begins. With lethal moves and looks that can kill, the Rumble Roses beauties are waiting for you with lit fuses and talent to burn. Can you perform under the pressure or will the mere power of their presence render you impotent?

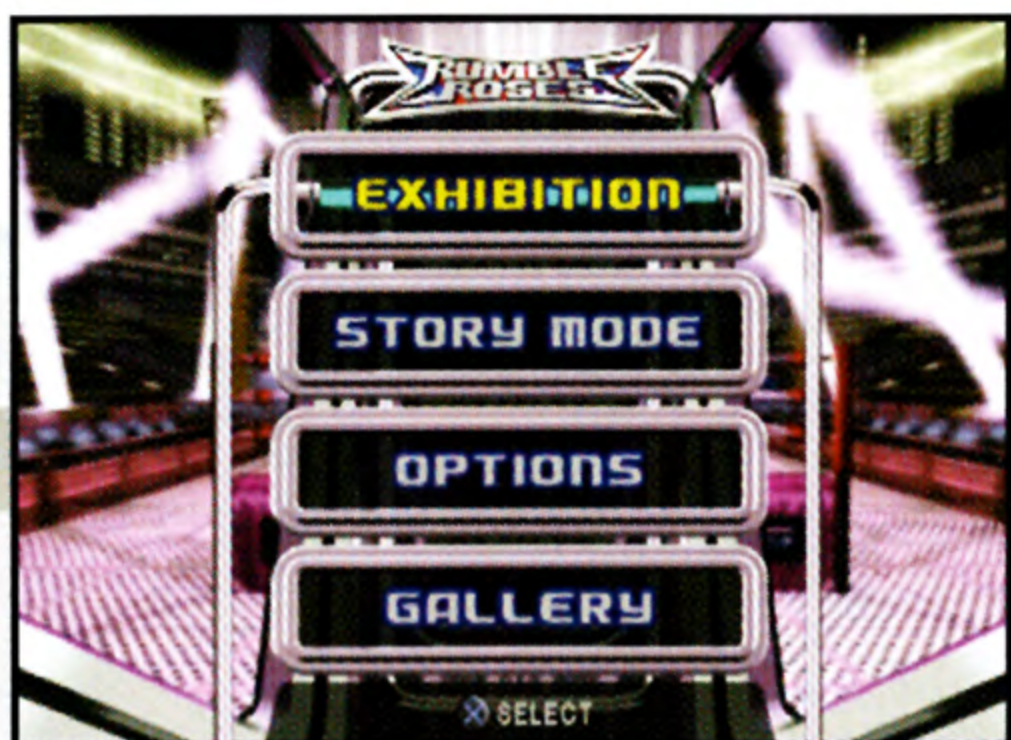


To get started:

1. Press the START button after you see the Rumble Roses title screen. The Main Menu appears (see Main Menu on p. 6).



MAIN MENU



The Main Menu is the first screen you see after you press the START button from the title screen. From here you have four main choices:

Exhibition. Okay, we know every match is an exhibition, but this mode pits two wrestlers head-to-head in a winner-takes-all showdown (see Exhibition Mode on p.7).

Story Mode. This is similar to Exhibition Mode, but you follow the personal story of your selected wrestler (see Story Mode on p.11).

Options. Change the game settings (see Options on p.24).

Gallery. Get up close and personal with the lovely Rumble Rose ladies (see Gallery Mode on p.12).



EXHIBITION MODE

When you're eager to enter the ring for a quick take down, Exhibition Mode lets you get off to a quick start, and probably a quick finish. There are three types of matches in Exhibition Mode: NORMAL, MAD MUD MATCH, and TITLE MATCH.

To select a match type in Exhibition Mode:

1. Press the **↑**/**↓** directional buttons to highlight a match type.
2. Press the **×** button to confirm your selection or press the **△** button to cancel and return to the previous screen.

Normal Match

This is ring wrestling, pure and simple (if you can call wrestling in a bikini pure and simple). After selecting this match type, you must decide on your player setup.

1 PLAYER. It's just you versus the computer, boy versus babe, and vice versa.

2 PLAYERS. This is a multiplayer, head-to-head mode.

COM BATTLE. This is a view-only mode with two computer players versus each other, for those who like to watch.

On the next menu, after selecting the match type:

1. Select 1 PLAYER, 2 PLAYERS, or COM BATTLE.
2. Press the **×** button to confirm your selection or press the **△** button to cancel and return to the previous screen.

Now, even though you are presented with a bevy of beauties, you only get to choose one for yourself, or you can choose two characters in a COM BATTLE match.



EXHIBITION MODE

You'll notice that not all of the characters can be selected at first. The alter egos of the 10 original characters are additional characters that must be unlocked before they can come out to play. For a complete description of how this works, see Good Girls and Bad Girls on p.16. Identical characters may be used for battle in the Normal Match Mode and the Mad Mud Match Mode, but not in Title Matches. However, the identical character cannot wear the same costume.

To select a character:

1. Press the **↑/↓** or **←/→** directional buttons to highlight a character.
2. Press the **⊗** button to confirm your selection or press the **△** button to cancel and return to the previous screen.
3. Press the **↑/↓** directional buttons to select your wrestler's costume if multiple costumes are available .
4. Press the **⊗** button to confirm your selection or press the **△** button to cancel and return to the previous screen.

Note: A special character can be unlocked for exhibition matches by completing Story Mode with all of the original characters. Her alter ego can be unlocked by completing Story Mode with all of the alter ego characters.



EXHIBITION MODE

Once both characters are selected and suited up, you must select the stage where they'll strut their stuff. There are five stages in all: the Standard Arena, Stadium Arena, Coliseum, Mad Mud Match Beach Stage, and a hidden stage.



To select a stage:

1. Press the **↑**/**↓** directional buttons to highlight a stage.
2. Press the **⊗** button to confirm your selection or press the **△** button to cancel and return to the previous screen.

After the stage is selected, you can establish a VOW SYSTEM (see VOW SYSTEM on p.13), or head straight to the match.

1. Press the **↑**/**↓** directional buttons to highlight PLAY or VOW SYSTEM.
2. Press the **⊗** button to confirm your selection or press the **△** button to cancel and return to the previous screen.

After selecting PLAY, there are no more excuses—no turning back. Just get ready for some serious one-on-one action!



EXHIBITION MODE

Mad Mud Match



The setup for a Mud Match is almost identical to that for a Normal Match with two exceptions. First, there is no stage selection option. All Mud matches take place in a special beachside ring that's just oozing with atmosphere. (Well, it's oozing anyway...). Secondly, because it's beachside, the costume selection for each girl is limited to swimsuits. Sorry to disappoint you.

Title Match

You must have a Title eligible wrestler in order to enter a Title Match and compete for the Rose of Roses championship belt. To become Title eligible, a wrestler must increase their Face/Heel status by a certain percentage (see Vow System on p.13).

The setup for a Title Match is similar to the other match types except you do not select the number of players. Instead, you select your role in the match, and then it's you versus the computer.

Challenge the Champion. You go after the current Rose of Roses Champion as the Challenger.

Defend the Championship Belt. You play as the Champion and defend the Rose of Roses belt.

In either role, you do not select the Champion. She is selected by default (the opening Champion is Evil Rose). You only select her costume whether you are playing as her or against her. There is also no option to select the Vow System in this match type.



STORY MODE

In Story Mode, you get to know each girl a little more intimately by following her life story as it progresses on the Rumble Roses tour. The ultimate goal is to defeat Lady-X in the championship match. Become one with your character's hopes and her fears, and then use that emotional build-up once you get inside the ring.

Select a character at the beginning of this mode, but choose carefully. You'll be spending a lot of time with her as she enters the ring to take on every opponent and fulfill her lifelong ambition.

To get started in Story Mode:

1. Press the **↑** / **↓** or **←** / **→** directional buttons to highlight a character.
2. Press the **⊗** button to confirm your selection or press the **△** button to cancel and return to the previous screen.
3. Press the **↑** / **↓** directional buttons to select your wrestler's costume.
4. Press the **⊗** button to confirm your selection or press the **△** button to cancel and return to the previous screen.



That's it! You're on your way to realizing your dream! The only thing we didn't tell you is that sometimes these girls like to talk a lot. Just remember you have the START button at your fingertips.

Press the START button for a rematch in case you lose.

1. Unlocked alter ego characters cannot be played in Story Mode until the original character's story has been completed. See Good Girls and Bad Girls on p.16 for details.
2. Story Mode cannot be saved while in progress. Saving can only take place after each character has completed their story.



GALLERY MODE

Some people like to play, and others like to watch. In Rumble Roses you can do both. Only one character, Evil Rose, is available to view in the Gallery to start. Gaining access to the rest of the Rumble Roses requires some skill and determination. After all, this is where you view the, um, data on each contestant of the Rumble Roses tour. But these spectacular views don't come easily. They have to be earned through the Vow System and by success in a Title Match (see Title Match on p.10).

To open Gallery Mode for each character, you must qualify a character for a Title Match. This is done by gaining enough of a percentage increase in either a Face or a Heel rating. But this is only the first step. Once Gallery Mode is accessible, you must unlock each character's dressing room and beach galleries separately. To unlock a character's dressing room gallery, you must defeat the Champion in a Title Match as a Challenger. To unlock a character's beach gallery, you must successfully defend the Rumble Roses belt in a Title Match. Every gallery is very much worth the effort.



Once inside, you have five options to select.

Profile. This displays biographical information about your wrestler.

Voice. If the sight of your favorite lady isn't enough, this option allows you to take advantage of one of her other senses.

Entrance Music. Replay the music that accompanies your character as she enters the ring.

Camera. Select this tab to display a window of camera movement descriptors. Try not to wear out the **R2** button.

Exit. After all, there are many other beauties to ogle.



VOW SYSTEM

Yes, there is honor in the game of lusty wenches wrestling in the mud—in their thongs. For the Rumble Roses, it comes in the form of a Vow System, a set of agreements made prior to a match where those who honor their vows earn percentage points to enhance their personalities. With enough enhancement, a character can challenge for a Title Match (see Title Match on p.10), or her alter ego can be unlocked (see Good Girls and Bad Girls on p.16).

Using the Vow System is optional before a match. Ratings are unaffected if the Vow System is bypassed.



Initially, all characters start out with a 50% Heel or Face status. The Vow System can cause this status to reverse or increase. The character's alter ego is unlocked by reversing her status from Face to Heel (or vice versa).

There are two purposes for using the vow system:

1. Unlock characters alter ego. For example, Reiko Hinomoto at default is a Face wrestler with a rating of 50%. By switching her to Heel status, her Heel alter ego, Rowdy Reiko, becomes available.
2. Qualifying for a Title Match. Increase the Face/Heel rating enough to qualify.

The Face/Heel rating can be raised or lowered by setting vows before a match, then successfully honoring those vows in the match. These vows are set in the Vow System screen just prior to a match.



VOW SYSTEM

After selecting the character(s) and venue (if applicable) for a match, you can enter the Vow System. There are slots for three vows. You can enter one, two, or three vows.

To enter a vow:

1. Press the **↑** / **↓** directional buttons to highlight VOW 01, VOW 02, or VOW 03. There are 30 vow options to choose from for each slot.



2. Press the **↑** / **↓** directional buttons to highlight one of the vows. A description of the vow appears along with its Heel or Face value, the number of percentage points it's worth if completed.
3. Press the **⊗** button to select the vow, or press the **△** button to cancel and return to the previous screen.

After a vow is selected, the vow number and crystal type are displayed.



Blue Crystal. A vow that raises the Face percentage rating.

Red Crystal. A vow that raises the Heel percentage rating.

4. After all vows are set, press the **↑** / **↓** directional buttons to highlight DECISION and then press the **⊗** button. You're now ready for the match to begin.

The initial Vow System screens differ for one and two player modes. The vows that can be made are all paired to shift the character personality status to either Face or Heel.



VOW SYSTEM

Vow results are displayed during the match and at its conclusion. During the match, vows are indicated by colored crystals in the upper left corner of the game screen. If your wrestler honors a vow, success is indicated with blue-colored text. If your wrestler breaks a vow, then it's indicated with red-colored text and the crystals turn gray.



At the end of the match, a Vow System gauge appears to show the percentage points applied to the winning wrestler's Face or Heel rating. Results are applied only to the winner of a match. The loser will not see any change in her Face/Heel Gauge.

Unlocking Characters

If the vows made by the player are honored and the Face/Heel Gauge shifts enough to switch the character's personality status, the character's alter ego is unlocked.

If a character's secret alter ego character is unlocked in Exhibition Mode, she remains available thereafter on the character select screen. In Story Mode, the default character's story must be cleared before playing the secret alter ego character's story. This rule applies even if the alter ego character has been unlocked in the Exhibition Mode.

Note: A special character can be unlocked for exhibition matches by completing Story Mode with all of the original characters. Her alter ego can be unlocked by completing Story Mode with all of the alter ego characters.

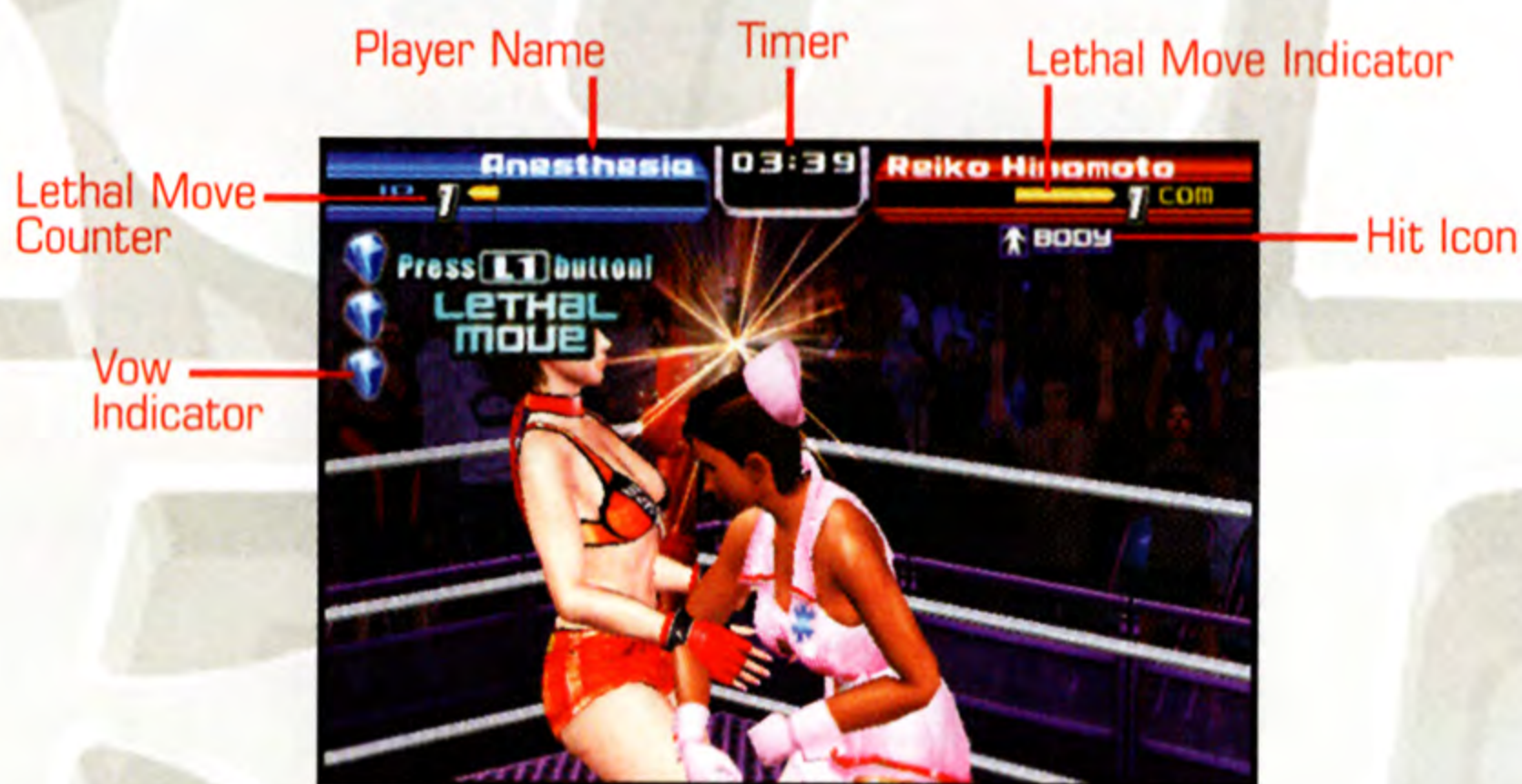
GOOD GIRLS & BAD GIRLS

At first, 10 women await you. However, for each original character there is an alter ego, a second personality type. Each character on the character selection screen is labeled as Face (good) or Heel (bad). Their alter egos must be unlocked through the Vow System (see p.13).

Each Face and Heel character has a percentage rating associated with them. A 50% rating is neutral. These ratings change as vows are made or broken in the Vow System. Once a rating reaches a certain level, that character becomes eligible to enter a Title Match.

Playing the Game

The Game Screen



The main game screen is where all of the action takes place, whether inside the ring, outside the ring, or at the beach. The standard game screen displays basic information about each character.

To learn individual commands for how to defend against and initiate attacks, see Advanced Game Controls on p.23.





PLAYING THE GAME








Striking



These girls like to play rough. Before we roll around on the mat, here is how to engage in a little foreplay.

To initiate a strike: Press the  button.

To reverse a strike: Press  and the  button simultaneously.

In Rumble Roses, a character can land punches and kicks up to five times in a combination. Just press the  button in succession while the character is standing. Pressing the  button alone will cause the character to punch. Press the  button together with the  /  /  /  directional buttons to launch a kick. Punches and kicks can be freely combined.

Hit Icons



When hits are landed, an icon appears beneath the recipient's name. There are four different icons for each of the following: Head, Arms, Body, and Legs.













PLAYING THE GAME

Grapple System







Who wouldn't want to grapple with these beauties? The Rumble Roses grappling system is a two step process.




1. While standing, press the  button with the  /  /  /  directional buttons to make the character grapple with the opponent.
2. While grappling, press the  button with the  /  /  /  directional buttons to trigger a move by the grappling character.

Different grappling methods can be initiated while the opponent is standing or down.






While opponent is standing:






Upper body down grapple:  directional button +  button

Lower body down grapple:  directional button +  button

Standing grapple:  or  directional button +  button

While opponent is down:

Upper body grapple: stand by head and press  /  /  /  directional button +  button

Lower body grapple: stand by legs and press  /  /  /  directional button +  button

Hauling up an opponent from a down grapple position:  button



PLAYING THE GAME

Lethal Moves / Killer Moves



During a match, you can break down your opponent to the point of applying a lethal move. To do this, you must deliver attacks to fill the Lethal Move Indicator. This is the yellow bar that appears next to both players' names during a match. When appropriate attacks are delivered, the yellow bar increases. Once the bar is full, the Lethal Move Counter goes up one notch and the bar resets. Remember that you can also receive lethal attacks, so watch your opponent's indicator as well.

Each character has a Lethal Move and a Killer Move. The Killer Move is their signature move, and the Lethal Move is a situational move that is triggered when certain conditions are met (for example, Reiko's Lethal Move is triggered when she is on the turnbuckle and her opponent is lying on the mat).

To apply a Lethal Move / Killer Move:

Press the **L1** button when the Lethal Move / Killer Move text message appears. This initiates a unique attack and reduces the Lethal Move Counter by one.

To reverse a Lethal Move / Killer Move:

Press the **R1** and **L1** buttons simultaneously before the attacker takes hold. A reversal will cost the defender one stocked lethal move.



PLAYING THE GAME

Submission Holds



The Submission Gauge appears whenever you are applying or defending a submission hold. A submission hold is applied to one of four body sections: Head, Arms, Body, or Legs. There are red and blue sections to this gauge. Your goal, if defending, is to escape the hold before the meter turns completely red. As the meter begins to favor your opponent, a danger message displays to warn you of your plight! If you are applying the hold, your goal is reversed.

The method of applying a submission hold varies for each wrestler. As the attacker, you can rotate the view using the right analog stick while a hold is in effect.

Also, it is possible to zoom the camera in or out. To zoom in, press the **R2** button, to zoom out press the **R1** button.

To escape a submission hold:

1. Press any **↑** / **↓** / **←** / **→** directional button, the **□** button, the **×** button, the **○** button, or the **△** button enough times before the gauge turns completely red. The number of times depends on your character's current condition.



PLAYING THE GAME

Humiliation Moves



The heart icon that appears from time to time is the Humiliation Gauge. This fills as certain attacks are engaged (indicated by a heart animation).

Once the heart is full, the affected character becomes humiliated. Remember that you can also receive these attacks, so watch your own indicator as well. When your opponent is humiliated, she lets you know via a brief cinematic scene. You are now ready to apply a humiliation move.

To apply a humiliation move:

Press the **L2** button when the Humiliation Move text message appears. This reduces the Lethal Move Counter by one.

You must have at least one point on your Lethal Move Counter before you can initiate a Humiliation Move.

To reverse a humiliation move:

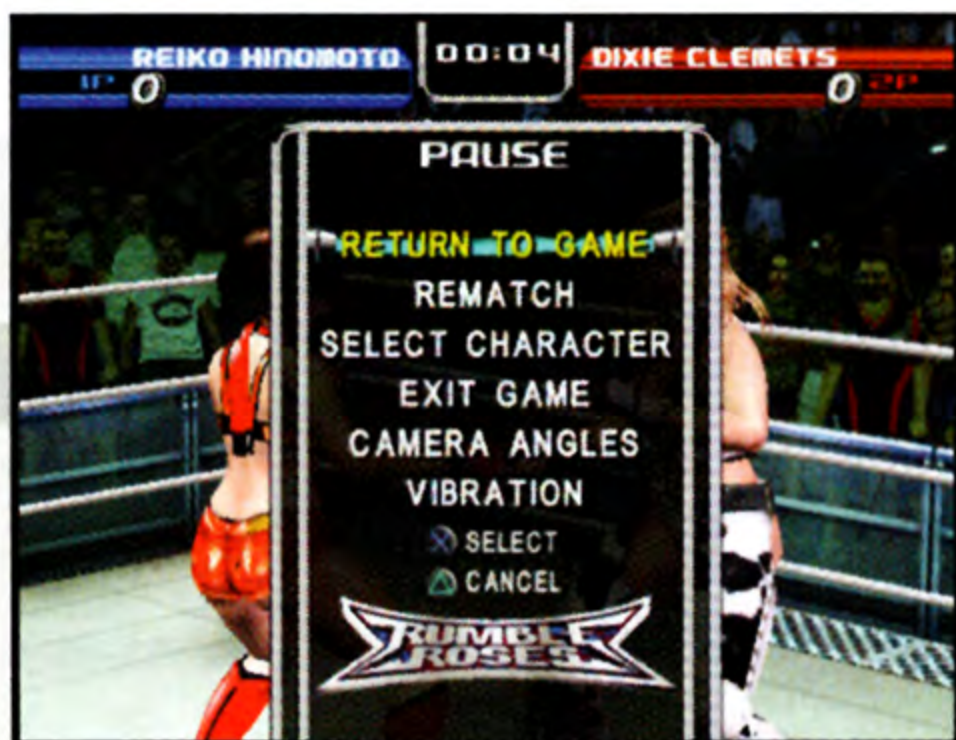
Press the **R1** and **L2** buttons simultaneously just before the attacker takes hold.

You must have at least one point on your Lethal Move Counter before you can reverse a humiliation move.



PLAYING THE GAME

Pause Menu



Press START button at any time during a match to pause the game. The six options on the Pause Menu are described below.

Return to Game. Resume the current match.

Rematch. Restart the current match.

Select Character. Quit the current match and return to the character selection screen.

Exit Game. Quit the current match and return to the Main Menu.

Camera Angles. Change the camera angle setting to a fixed position or to automatically adjust to the best angle.

Vibration. Turn the DUALSHOCK®2 analog controller vibration feature on or off for one or two players.

To adjust options from the Pause Menu:

1. Press the \uparrow / \downarrow directional buttons to highlight your choice, and then press the \times button to proceed or press the \triangle button to cancel and return to the Pause Menu.
2. Press the \uparrow / \downarrow / \leftarrow / \rightarrow directional buttons to highlight YES or NO (if prompted) and then press the \times button to proceed or press the \triangle button to cancel and return to the Pause Menu.
3. From the Pause Menu, press the \triangle button to return to the match (same as Return to Game option).

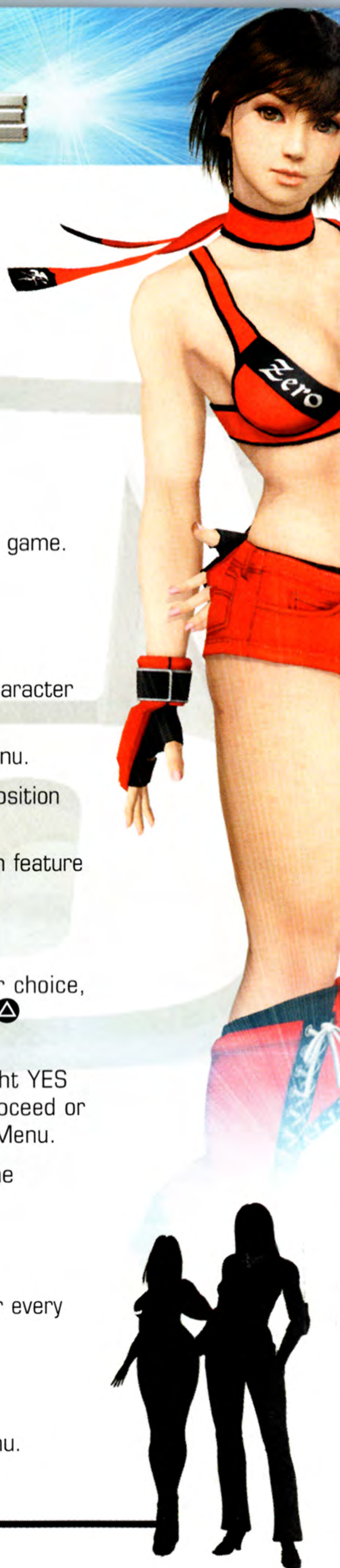
Ending a Match

The menu that appears at the end of a match is the same for every mode and match type.

Rematch. Restart the just-completed match.

Select Character. Return to the character selection screen.

Exit Game. Quit the current mode and return to the main menu.



ADVANCED GAME CONTROLS



| When stepping or dashing toward opponent | |
|---|---------------------------|
| □ button | Dash attack |
| △ button | Move behind opponent |
| △ button (while pressing directional buttons) | Hammer Throw |
| △ button (from behind opponent) | Dash and grab from behind |

| When opponent is standing | |
|--|--|
| □ button | Strike attack ¹ |
| □ button (multiple taps) | Punch Combo |
| □ button (multiple taps) + directional buttons | Kick Combo |
| △ button | Hammer Throw |
| Any directional button + △ button | Grab attack (if done from in front of opponent, grapple will result) |
| ↑ directional button + △ button | Upper body ground grapple |
| ↓ directional button + △ button | Lower body ground grapple |
| ←/→ directional button + △ button | Standing grapple |

| Grappling | |
|-----------------------------------|-----------------|
| □ button | Grapple strike |
| △ button | Hammer Throw |
| Any directional button + △ button | Grapple move |
| ○ button | Release grapple |

| While opponent is down | |
|-----------------------------------|--|
| □ button | Down attack |
| △ button | Pick up opponent |
| △ button (double tap) | Pick up opponent with opponent's back facing character |
| Any directional button + △ button | Down grapple |
| ○ button | Pin |

ADVANCED GAME CONTROLS

| While holding a down grapple | |
|-----------------------------------|--|
| □ button | Down grapple attack |
| △ button | Pick up opponent |
| △ button (double tap) | Pick up opponent with opponent's back facing character |
| Any directional button + △ button | Down grab attack |
| ○ button | Pin |

| Defensive moves | |
|--|--|
| R1 button | Defend an attack |
| R1 + □ button | Reverse an attack (go from defense to offense) |
| R1 + △ button | Prevent from being thrown |
| R1 + L1 buttons | Defend a lethal attack |
| R1 + L2 buttons | Defend a humiliation attack |
| Any directional button, □ button, × button, ○ button, △ button (multiple taps) | Defend a submission attack |

Options



You may think that no rules apply in this business, but there are a few just to liven things up a bit. In the Options Menu, you can adjust the match rules, and you can save or load games.



OPTIONS

Rules

Difficulty. Wimp out with the EASY setting, or get ready to feel some pain with NORMAL or HARD settings.

Entrances. Sometimes, watching the girls enter is the best part of a match, but you can turn it off if you want to.

Humiliation Finish. Only if you're not into lethal finishes.

Match Length. Set the timing to your liking.









Lethal Charge Speed. These girls have a lot of moves, but you can increase how fast they are.

Humiliation Charge Speed. A variation of the charge speed that applies only to humiliation moves.

Reset Defaults. Return all options to their original settings.

Exit. Get back into the ring!




To adjust a rule:

1. Press the  /  directional buttons to highlight a rule.
2. Press the  button to adjust the rule.
3. Press the  /  directional buttons to highlight a new setting.
4. Press the  button to confirm your selection.
5. Press the  button or highlight EXIT and press the  button to return to the main options screen.

Save Game




You can also save a game while in Story Mode at the end of each character's story. Once her story is completed, you are prompted to save the game.

To save a game:

1. Press the  /  directional buttons to highlight Yes or No.
2. Press the  button to confirm your selection.

Load Game

To load a game:

1. Press the  /  directional buttons to highlight a saved game.
2. Press the  button to confirm your selection.



CHARACTER GALLERY

Reiko Hinomoto



Default Type: Face

Country: Japan

Age: 19

HEIGHT: 5'7"

Weight: Top Secret

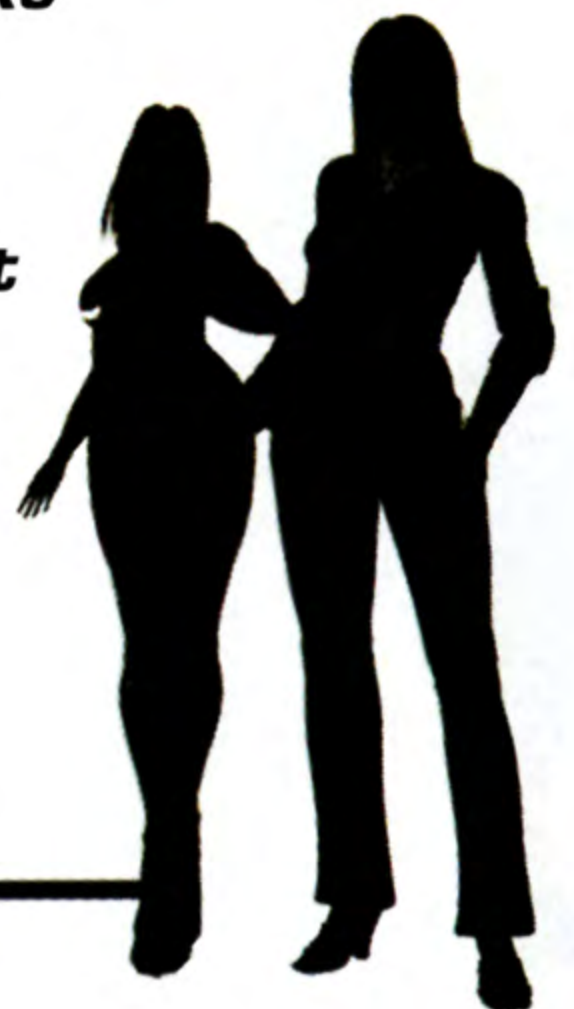
Bust: 34"

Waist: 26"

Hips: 33"

Specialty:
Angel Dive
Sunrise Suplex

Reiko was raised and trained in the art of wrestling from early childhood by her mother, a legendary wrestler. Reiko was told her mother had perished during a mishap at a match that occurred 10 years ago while on tour in the US. Her elder sister by three years, with whom Reiko grew up training with, left for the US to seek revenge at age 18 and has not been heard from since. A student and top-ranked member of the wrestling club at Japan Women's Physical Ed College, she also works part time as a race queen to support herself. One day Reiko came across an ad seeking entrants into the Rumble Roses Championship tournament series and in the hopes of finding her sister, she decides to sign up.



CHARACTER GALLERY

Dixie Clemets



Default Type: Face

Country: USA

Age: 26

Height: 5'11"

Weight: 143 lbs

Bust: 36"

Waist: 28"

Hips: 35"

Specialty:

Dixie Buster

Double Bridge Hold

The only daughter of a prominent Texan ranch owner, Dixie helps out with the family ranch while also working at the local sheriffs' office. Although strong willed and candid, like most typical Texan women she is friendly and sociable. Dixie is a regular winner of rodeo contests since the age of 12 and was recently ranked the #1 most eligible bachelorette in Texas. She decided to try her hand at Rumble Roses when she found out that the daughter of her idol, the legendary wrestler Kamikaze Rose, entered the tournament.



CHARACTER GALLERY

Bloody Shadow



Default Type: Heel

Country: Japan

Age: Unknown

Height: 5' 6"

Weight: 103 lbs

Bust: Unknown

Waist: Unknown

Hips: Unknown

Specialty:
Hades Drop
6 Realms

This female Ninja wrestler is actually working undercover for the Japanese government to investigate the Rumble Roses organization. A member of the "otugumi" Ninja unit, her code name is "Bloody Shadow."



CHARACTER GALLERY

Miss Spencer



Default Type: Face

Country: Canada

Age: 28

Height: 5' 9"

Weight: 103 lbs

BUST: 37"

Waist: 26"

Hips: 36"

Specialty:

Tricolor Suplex
Teacher's Pet

Miss Spencer is a history teacher with looks that kill. She joins Rumble Roses in order to drag her most rebellious student, Rebecca Welsh, back to school.



CHARACTER GALLERY

Aisha



Default Type: Face

Country: USA

Age: 24

Height: 5' 11"

Weight: 138 lbs

Bust: 36"

Waist: 28"

Hips: 35"

Specialty:
NHB Combo
Showdown

Blessed with a heavenly voice and sexy dance moves, this highly successful moneymaking star has won every contemporary Grammy available. She may be the reigning diva in showbiz, but she still harbors a strong sense of rivalry with Dixie Clemets from high school. When she heard that America's favorite cow-girl entered Rumble Roses, she decided to enter herself and put that Dixie girl to shame!



CHARACTER GALLERY

Candy Cane



Default Type: Heel

Country: Canada

Age: 18

Height: 5' 7"

Weight: 119 lbs

Bust: 36"

Waist: 26"

Hips: 35"

Specialty:
Astro Scissors
School Driver

Candy sings lead vocals of an all girl punk band, The Killer Bambies. Society has labeled her as a misfit and punk, but in reality she has a pure heart. She entered Rumble Roses in order to win the prize money and save the orphanage where she was raised.



CHARACTER GALLERY

Makoto Aihara



Default Type: Face

Country: Japan

Age: 18

Height: 5' 5"

Weight: 114 lbs

Bust: Unknown

Waist: Unknown

Hips: Unknown

Specialty:
Tornado Form
Knee Flexor

A child prodigy of Judo, Makoto is the current gold medalist in 50 kg class. She has elite status as a judo practitioner, but yearns to avenge her loss in her childhood at the hands of another girl. She joins Rumble Roses when she finds out that the other girl entered.



CHARACTER GALLERY

Aigle



Default Type: Face

Country: Mongolia

Age: 18

Height: 5' 5"

Weight: 119 lbs

Bust: Unknown

Waist: Unknown

Hips: Unknown

Specialty:
White Doe
Lobster Lock

Aigle is a member of a nomadic minority living on the great plains of Mongolia. Her father and brother are grand champions in Mongolian Sumo. She also possesses the great strength of her father and brother. Aigle joined Rumble Roses in order to convince her father and brother that she is a great warrior.



CHARACTER GALLERY

Evil Rose



Default Type: Heel

Country: Unknown

Age: Unknown

Height: 5' 10"

Weight: 149 lbs

Bust: Unknown

Waist: Unknown

Hips: Unknown

Specialty:
Bloody Rose
Vampiressa

A feared masked wrestler that is known for her very rough tactics, Evil Rose's origins are shrouded in mystery. She has super human reflexes and agility, which she uses to full advantage while torturing her opponents. Yet, for some reason, she appears when Reiko is in trouble.



CHARACTER GALLERY

Anesthesia



Default Type: Face

Country: Unknown

Age: Unknown

Height: 5' 9"

Weight: Unknown

Bust: 36"

Waist: 27"

Hips: 35"

Specialty:

Morgue

Flying Stretcher

This mysterious self-appointed nurse serves as Lady X's assistant. A voluptuous Latina beauty in a white uniform, she always seems to sport a slightly chilling grin. She is particularly gifted at complicated submission moves.



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"Yankee Rose"

Written by David Lee Roth & Steve Vai
Chrysalis Music / Diamond Dave Music (ASCAP)

Direction by Akari Uchida
Production Supervised by Masaaki "Mark" Suzuki, Stellar Music Inc.
Production and Musician Coordinator: Ruriko Duer,
Power 2 Entertainment, Inc.

Contractor: Savant Productions, Inc.
Recorded and Mixed by Gustavo Borner at Igloo Music, Burbank,
California, from January 23 to January 24, 2004
Arranged and Musical Supervised by Jon Gilutin

Musicians

Lead Vocal and Backup Vocal: Teresa James
Drums and Backup Vocal: Gregg Bissonette
Backup Vocal: Jon Gilutin
Guitar: Micheal Thompson
Bass: Neil Stubenhaus
Special Thanks: Borner Family and Everyone at the Igloo Music Mr.Tanaka

"Have Some Fun"

from the last Killer Barbies' Album "Sin Is In"
Music: Silvia Garcia Pintos: Lyrics Antonio Dominguez Lourido
Published by Edition Drakkar / Admin. BMG Ufa, Germany
By Courtesy of Drakkar Entertainment GmbH

"FATE"

"NO MORE"

Lyrics by Shoko
Written by Makihiko Araki
Arranged by Makihiko Araki
Song by Aisha

Sound Production SOUND MISSION

"Look to the Sky"

Music Composed, Arranged and Performed by Sota Fujimori (KONAMI TYO)
Lyrics by Anna Quinn
Vocal by yoshiko
Guitar Performed by Atsushi Sato (KONAMI TYO)

"Pluck the Roses!"

"I'm too Virtuous"

Music Composed, Arranged and Performed by Akira Yamaoka
(KONAMI TYO)



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“Whip Me Hard!”

“The Cutter”

“THE MECH-MOTHER”

Music Composed, Arranged and Performed by Sota Fujimori
(KONAMI TYO)

“B.E.C.K.Y”

Music Composed by U1-ASAMi (KONAMI TYO)

Lyrics by U1-ASAMi + Akari Uchida

Rap by Becky

Cheerleading by KONAMI TYO GIRLS RUMBLE ROSES

“Junction Rainy Blue”

Music Composed and Arranged by Junzo Yagami (CUBE CO)

Lyrics by Akari Uchida

Vocal by Yuko Kawahara

“The Spirit of Hawk”

Music Composed by Yuka Watanabe (KONAMI TYO)

Arranged by Hiroyuki Kohzu

“The Imperial Carnival”

Music Composed and Arranged by Chuji Nagaoka (CUBE CO)

Violin: Kumiko Shitara

“Immortal Revenger”

Music Composed by Michiru Yamane (KONAMI TYO)

Arranged by Noboru Iwata (CUBE CO)

“The Thorn of Justice”

Music Composed by Michiru Yamane (KONAMI TYO)

Arranged: Hiroyuki Kohzu

“The Shadow Appears”

Music Composed, Arranged and Performed by dj TAKA

“Summer Memories”

Music Composed, Arranged and Performed by Ayice

“The Bitter Road”

Music Composed, Arranged and Performed by Des-ROW

“Dice Away”

Music Composed, Arranged and Performed by Mutsuhiko Izumi

“Keep On Liftin'”

Music Composed and Arranged by dj nagureo



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Donna Burke

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Dixie Clemets / Sgt. Clemets

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Makoto Aihara / The BBD

Lisle Wilkerson

Becky / Candy Cane

Peggy Woo

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Rachel Walzer

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Terry Osada

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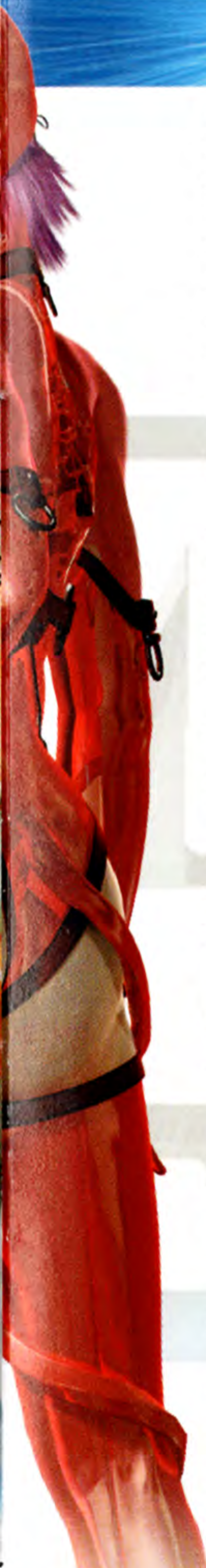
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