


# 七人の侍

SEVEN SAMURAI

2 0 X X



 **Sammy Studios**



**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:**

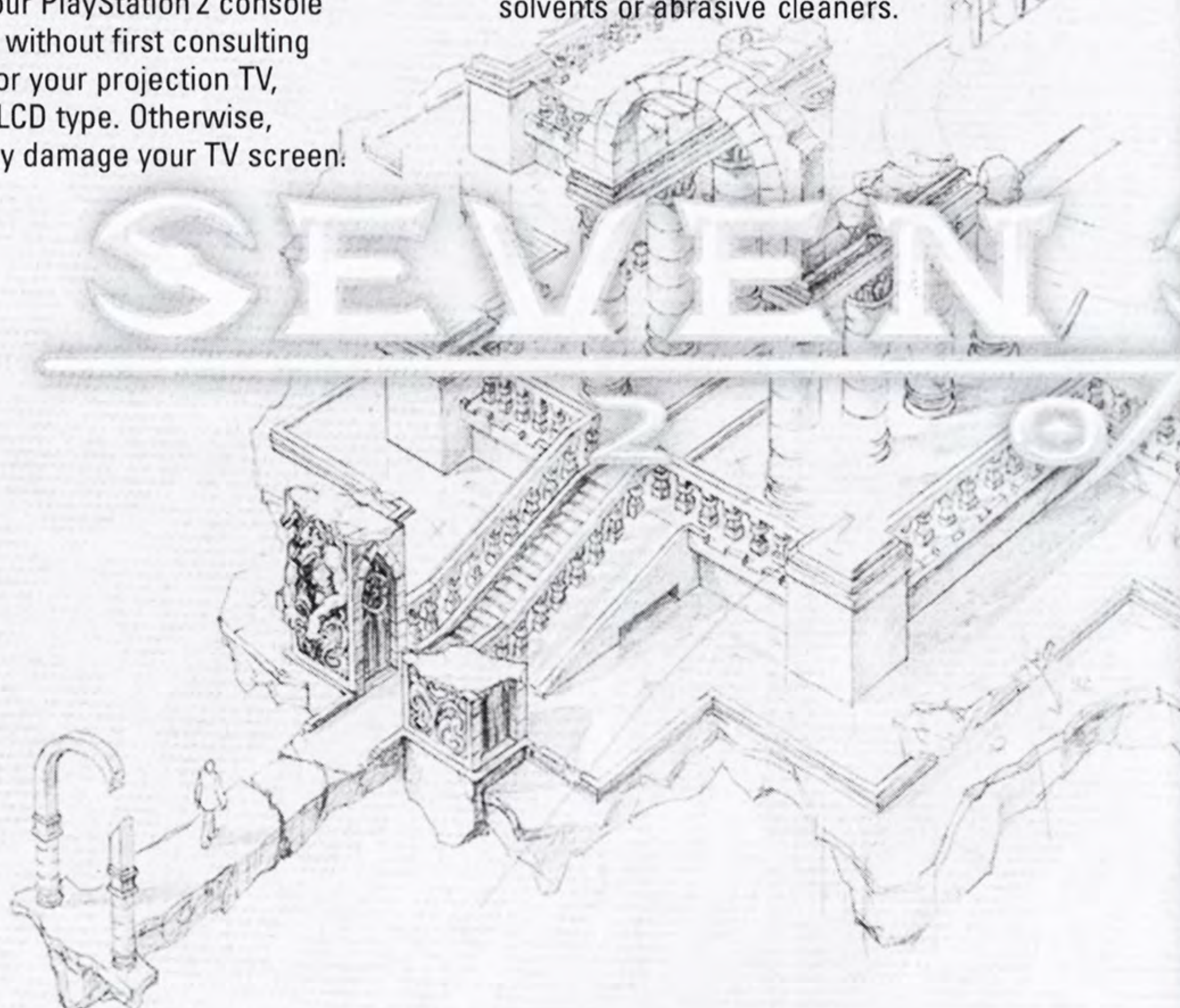
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**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 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.





# CONTENTS

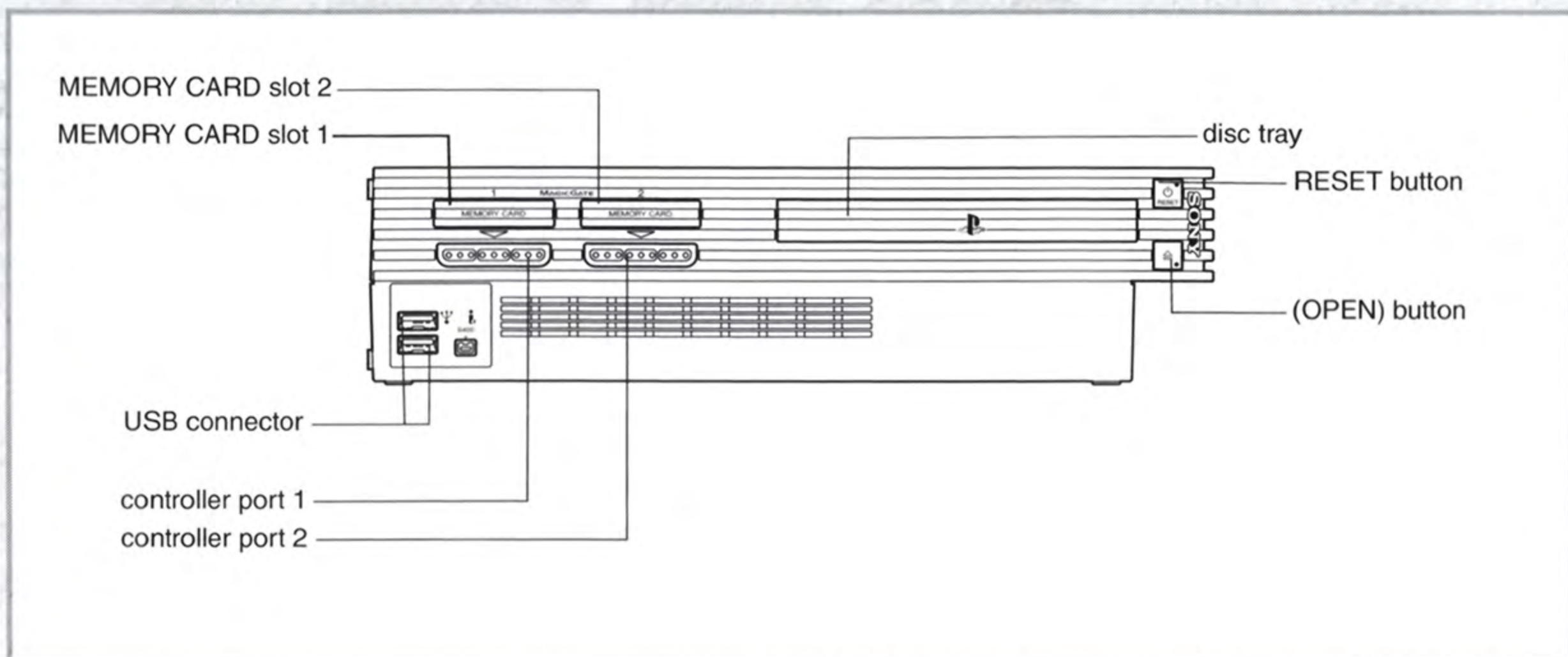
<i>Getting Started</i>	2
<i>Starting Up</i>	3
<i>Save the City</i>	4
<i>Default Controls</i>	6
<i>Starting the Game</i>	8
<i>Saving Your Game</i>	9
<i>Game Flow</i>	10
<i>Game Screens</i>	11
<i>Recovery Items</i>	12

<i>Battles</i>	13
<i>Attack Combinations</i>	16
<i>Clearing Chapters</i>	17
<i>The Second Round</i>	17
<i>Stage Settings</i>	18
<i>Characters</i>	20

*A reconstructed world of the future, having survived the ravages of annihilation...*



# 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 SEVEN SAMURAI 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.

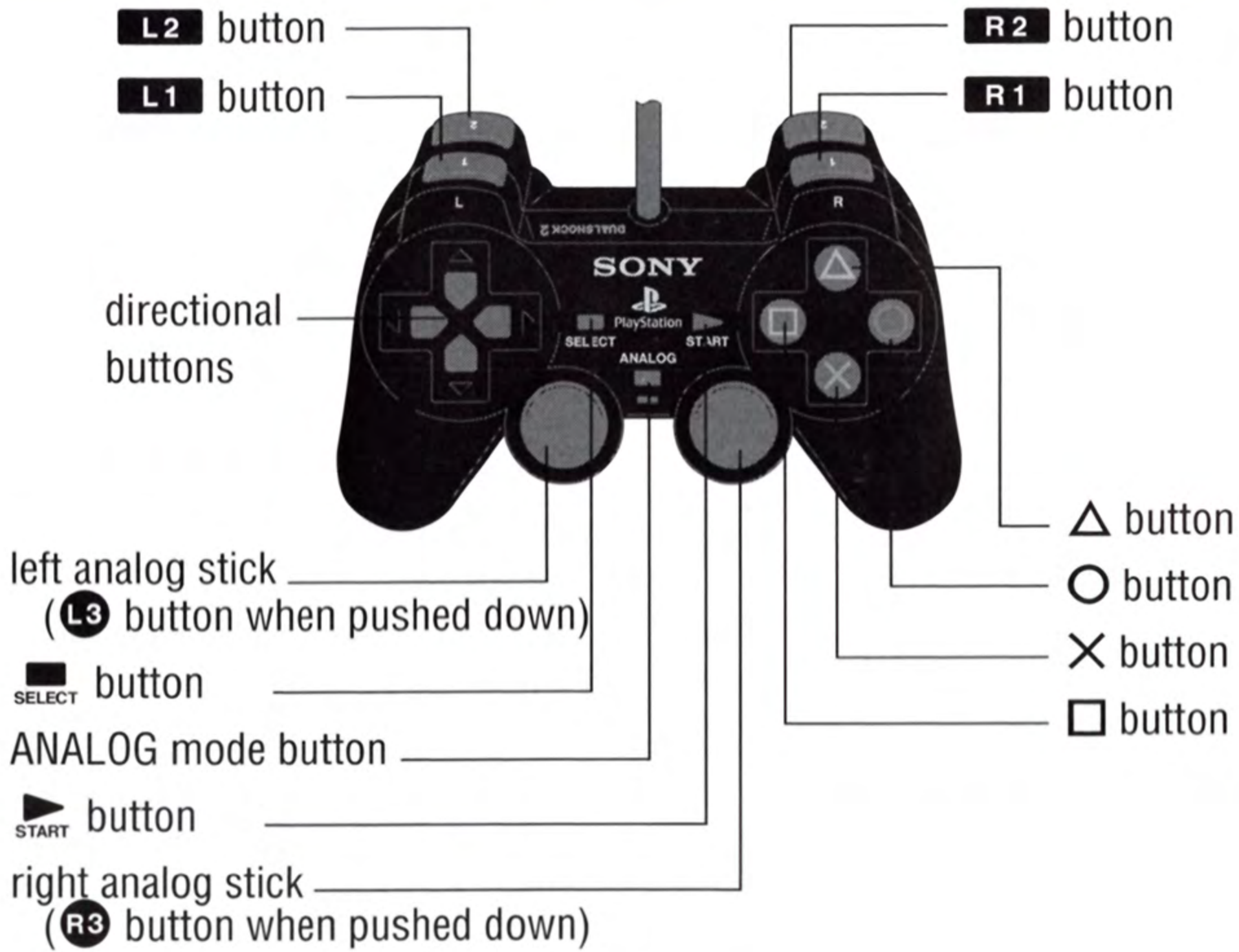
## MEMORY CARD (8MB)(for PlayStation®2)

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



**SEVEN SAMURAI** is a 1 Player game. Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

**NOTE:** This game is compatible only with the DUALSHOCK®2 analog controller.



# SAVE THE CITY

A Steeple of Light shoots into the sky, piercing the clouds. The twelve members of the Council of Ancients, who were deputies of the law, and a child referred to as the Child of Heaven, have created this unexplored holy sanctuary by using a sacred relic. The City is the center of this world, surrounded by Inns and Towns where people live.

Another race exists in the darkness of this world. They are known as the Humanoids: a group of mechanical life forms shrouded in mystery. No one knows when these beings came into existence, nor is it clear who created them.

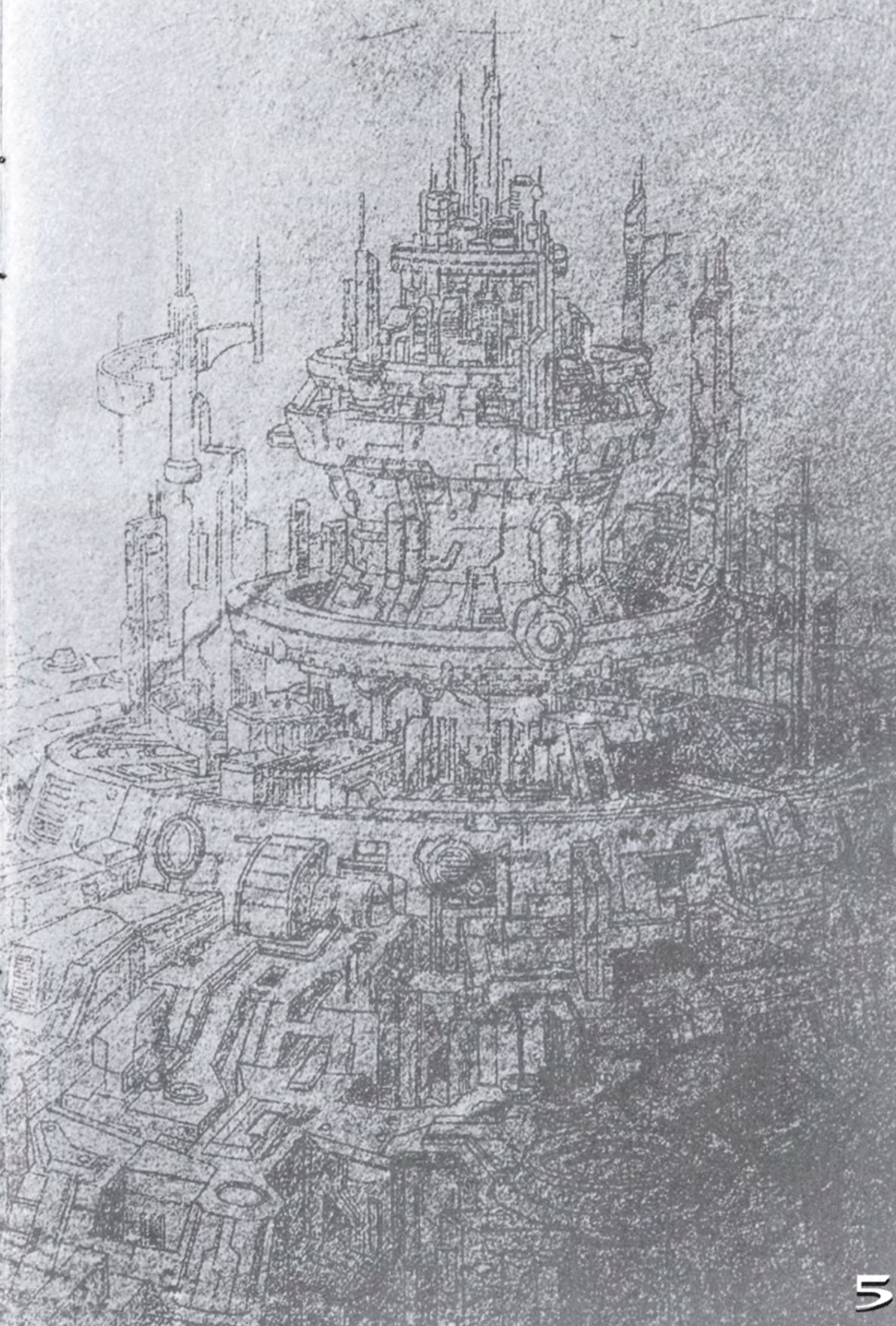
Among these Humanoids are those that are made to look exactly like humans, using highly advanced technology. They also possess physical and mental capabilities far exceeding those of mere mortals.

Humans and Humanoids have maintained a delicate balance under the lights of the City. However, the Child of Heaven has disappeared from the City and the Steeple of Light has lost its source of power.

Lightning from the clouds flashes upon the dark crevices among the deserted buildings, which normal human beings are barred from entering. The storms that blow within the City, now almost devoid of light, carry the deep, low voices of protest from the devils that live in the dark, just as the shadows among the vacant buildings haunt their very destiny of a life in darkness.

The villagers, forced to live so fearfully in this world, are looking for Samurai to protect them...

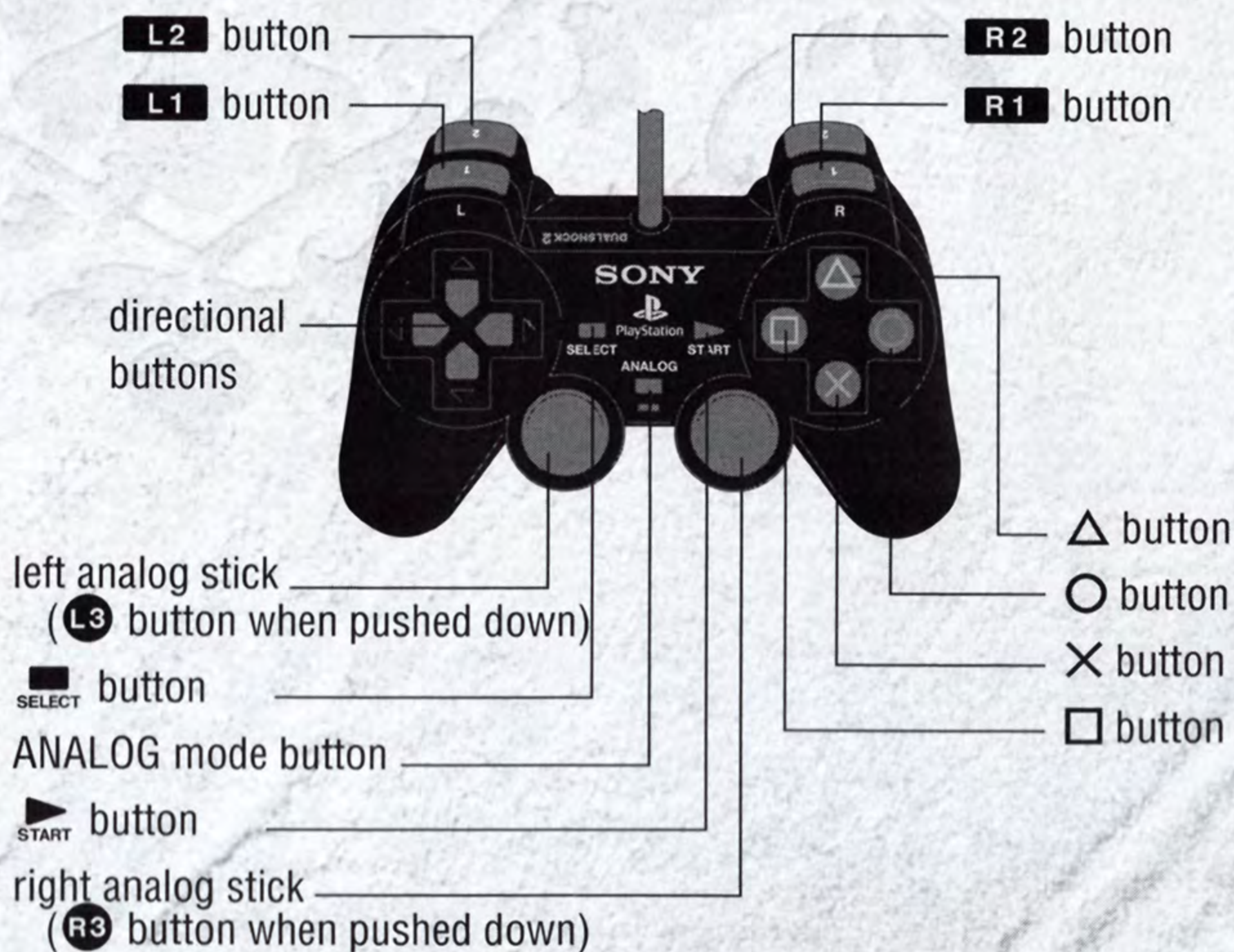




5







# DEFAULT CONTROLS



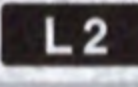

- ▼ The ANALOG mode button is always red regardless of the controller's ANALOG mode setting.
- ▼ You can reassign the button controls and turn the controller's vibration function on/off from the Options Menu. (See page 9.)
- ▼ Hold the **L1**, **L2**, **R1**, **R2**, **SELECT** and **START** buttons for two seconds to reset the game back to the Title screen.




## MENU CONTROLS

 <b>START</b> button	Confirm selection on Title screen Open/Close Pause Menu (see page 11)
 <b>SELECT</b> button	Open/Close Main Menu (see page 12)
left analog stick/ directional button	Select option
 button	Confirm selection
 button	Cancel selection/Return to previous screen




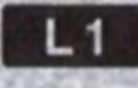
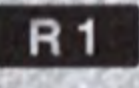
## UNIVERSAL CONTROLS

left analog stick	Move character
 <b>L2</b> button	Change camera angle (not available in certain areas)
 <b>R3</b> button (push down right analog stick)	Display Map screen (see page 12)

## WITH SWORD AT REST

 button	Begin/Skip conversations
--	--------------------------


## BATTLE MODE

 button	Attack/Hold down to charge up power for certain attacks
 button	Step/Hold down to somersault
 button	Guard
 <b>L1</b> +  <b>R1</b> buttons	Engage Nitoh-Ryu mode (press buttons simultaneously; see page 14)



# STARTING THE GAME



Once you get started (see page 2), the opening movie will play. You can press the  button during the movie to go directly to the Title screen.

## GAME MODE MENU

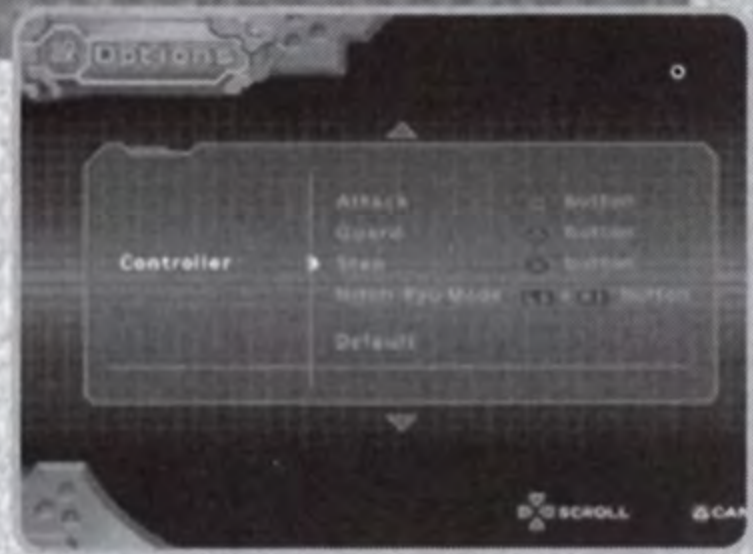
- ▼ **NEW GAME** — Start a new game, with your difficulty level set at **NORMAL**.  
**NOTE:** The **HARD** difficulty level is an unlockable option.
- ▼ **LOAD GAME** — Load a previously saved game and continue play from where you left off. Select a file to load the game.
- ▼ **CONTINUE** — If saved continue data is present on the memory card (8MB)(for PlayStation®2), the game will restart at the beginning of the last saved Map.
- ▼ **OPTIONS** — Adjust various game settings.
- ▼ **GAMEPLAY INSTRUCTIONS** — Browse through an overview of gameplay information, including Battle mode commands.



## OPTIONS

Use the Options Menu to change various game settings. Move the left analog stick/directional buttons  $\uparrow/\downarrow$  to select items, and  $\leftarrow/\rightarrow$  to change the settings.

Highlight the EXIT icon and press the  $\times$  button to save your settings and return to the Title screen.



- ▼ **CONTROLLER** — Change the controller settings. Select an action, and then press a controller button to assign it to that action.

**ATTACK** — Attack enemy.

**GUARD** — Block an attack.

**STEP** — Perform quick steps and somersaults.

**NITOH-RYU MODE** — Engage Nitoh-Ryu mode. You can assign this item to one button press or two simultaneous button presses.

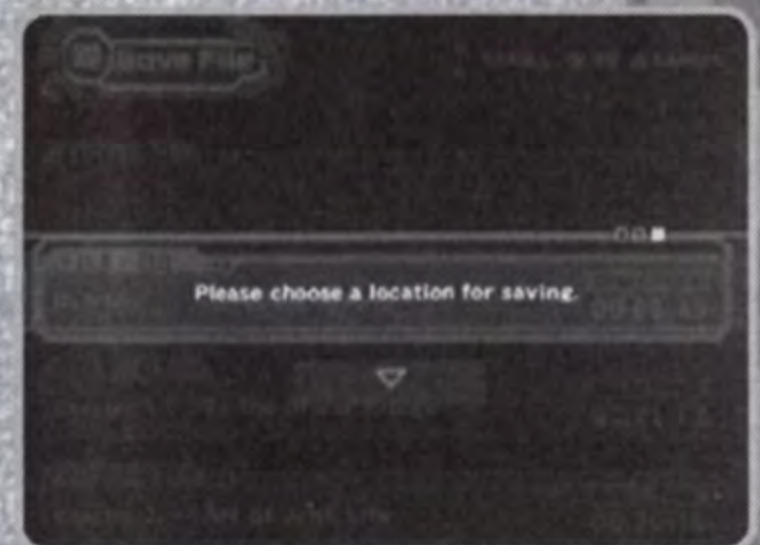
**DEFAULT** — Revert to default button settings.

- ▼ **AUDIO** — Select STEREO or MONO.
- ▼ **MASTER VOLUME** — Adjust the overall sound volume of the game.
- ▼ **MUSIC** — Adjust the background music and movie volumes.
- ▼ **SOUND EFFECTS** — Adjust the sound effects volume.
- ▼ **VIBRATION** — Toggle the controller's vibration function ON/OFF.
- ▼ **DEFAULT** — Revert to default Options settings.
- ▼ **EXIT** — Return to the Title screen.

## SAVING YOUR GAME

You can save your game when you clear each chapter. Insert a memory card into MEMORY CARD slot 1 and select the file to save. Choose YES at the confirmation message.

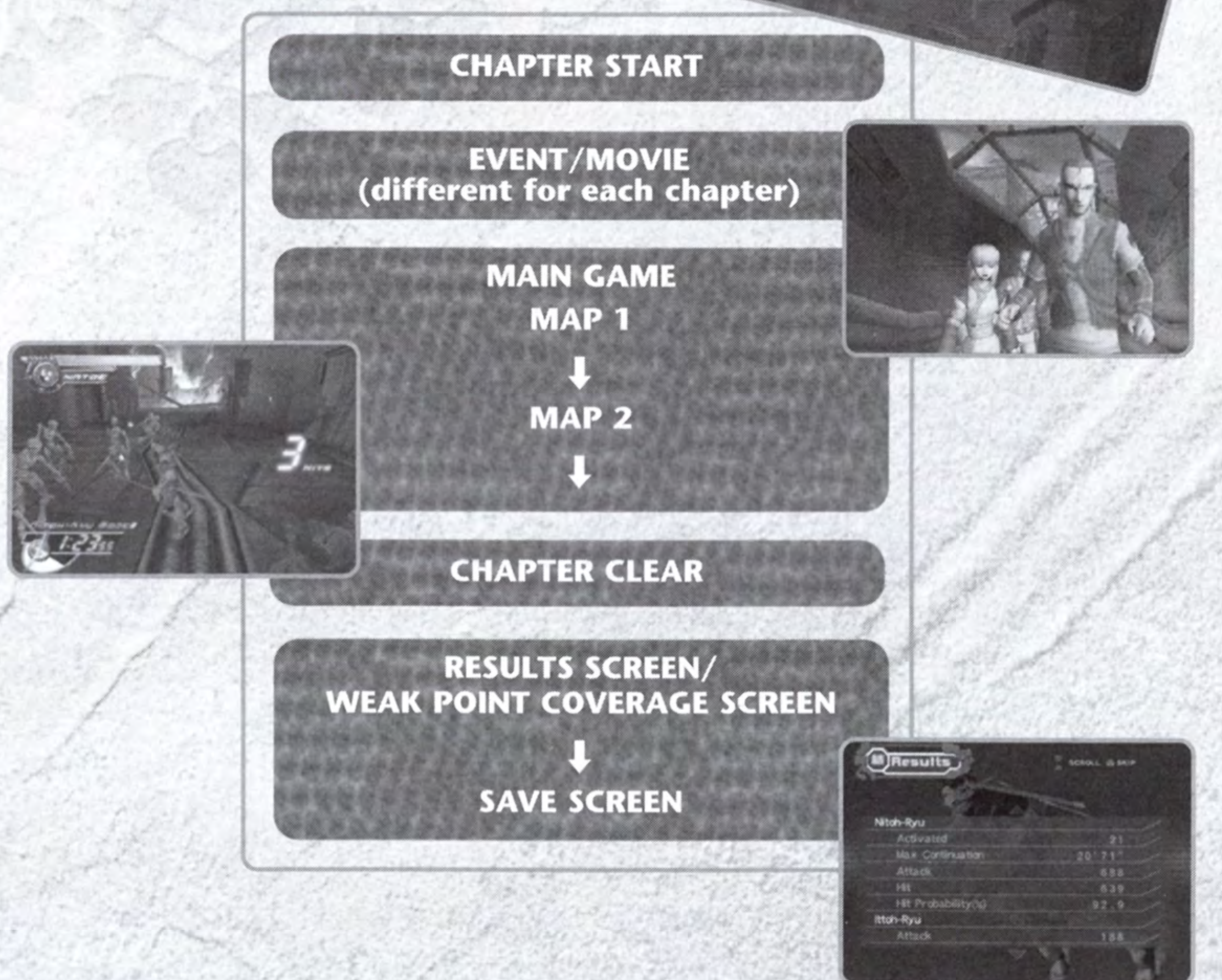
- ▼ At least 115Kb of free space is required on the memory card in order to save the game.





# GAME FLOW

General game flow follows the progress shown below:



## GAME OVER

When your character's HP reaches 0, the game is over. At this point, you can select these options:

- ▼ **CONTINUE** — Resume gameplay at the starting location of the current Map. (You can't save at this point.)
- ▼ **RETURN TO TITLE** — End the game. Save your game data by selecting YES in the confirmation message.





# GAME SCREENS



## MAIN GAME SCREEN

### GUARD POINTS

When you use the Guard button, these points are depleted, and then gradually recover over time.

### HIT POINTS

Displays your character's physical condition.



### HIT COUNTER

Displayed when a combination attack succeeds.


### TWO SWORD TIMER

Displays the length of time that Nitoh-Ryu can be used. It recovers as you use special moves or with the passing of time.

### BOSS HIT POINTS

### BOSS GUARD POINTS

## PAUSE MENU



Display the Pause Menu by pressing the  button during the game. Use the Menu Controls to select one of the following options:

- ▼ RETURN TO GAME — Resume gameplay.
- ▼ END GAME — Select YES to return to the Title screen.
- ▼ SKIP MOVIE — This option appears when you pause during certain movies. Select this to skip the movie.

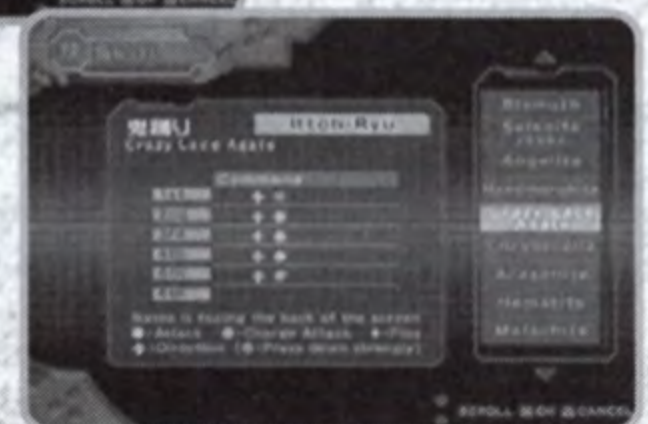
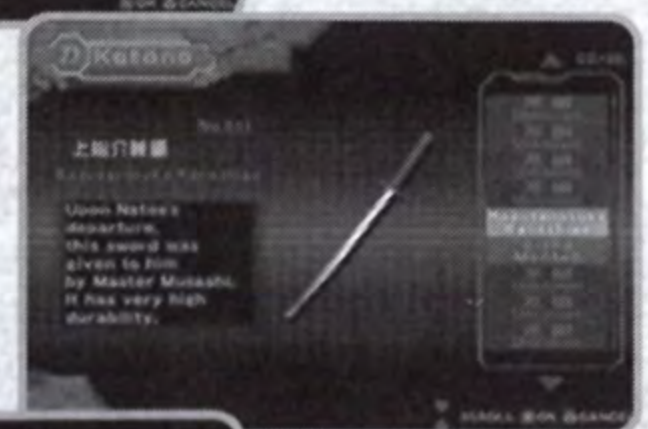




## MAIN MENU

Press the  button during play to view the Main Menu. Use the Menu Controls to choose options. Press the  button again to return to the game screen.

- ▼ **MAP** — Check the Map to confirm your character's direction and location. (You can view the Map during the game by pressing down the **R3** button.)
- ▼ **KATANA** — Display information about weapons you've acquired.
- ▼ **ENEMY** — Display information about enemies you've encountered.
- ▼ **SKILL** — Review the Skill commands.
- ▼ **OPTIONS** — Adjust various game settings.
- ▼ **STATUS** — Check your character's status.



## RECOVERY ITEMS

Recovery Items can appear when you defeat your enemies, and in certain locations. Recovery Items can restore your HP depleted in battle. You cannot carry Recovery Items or use them when your HP is full.





# BATTLES

When you encounter an enemy, you enter Battle mode. You can use the command attacks described in the Game Instructions option in the Game Mode Menu. You can also use the moves below.



## JUST ATTACK

Use Just Attack to advance rapidly toward an enemy in order to attack. Perform Just Attack by moving the left analog stick exactly in the enemy's direction and pressing the Attack button.

When Just Attack is successful, the enemy cannot guard against it. When you use Just Attack, the Two Sword Timer recovers a set amount.



## JUST GUARD

Use Just Guard to generate a counter-attack opportunity. To perform Just Guard, press the Guard button in time with the enemy's attack.

When you use Just Guard, Guard points are depleted. As Guard points decrease, you can guard the enemy's attacks by using Standard Guard. If Just Guard succeeds, the Two Sword Timer recovers fully.

**NOTE:** Some attacks cannot be guarded.



## JUST STEP

By stepping in time with the enemy's attacks, Just Step allows you to overtake the enemy from the rear. If this attack is successful, the Two Sword Timer recovers a certain amount. (However, use this with caution, since it leaves you unprotected until Just Step is activated.)





## NITOH-RYU

Engage Nitoh-Ryu by pressing the **L1** and **R1** buttons simultaneously. You will be able to move more quickly and make multiple attacks. Nitoh-Ryu lasts until the Two Sword Timer reaches 0.



The Two Sword Timer increases over time, but you can perform the following actions to recover more rapidly.

- ▼ Successful Just Attack, Just Step — Partial recovery.
- ▼ Successful Just Guard — Full recovery.

## BREAK

As you and the enemy attack each other and the attacks land simultaneously, one character may become vulnerable depending on the strength of the attack. This is called "breaking."



When your attack is strong the enemy will break, and vice versa. The optimum time to attack is when your enemy is breaking.

## FORCE ATTACKS

By holding down the Attack button during certain attacks, you can charge up your power. When Force Attack lands, it can break your enemy's guard with one blow.



### MAIN FORCE ATTACKS

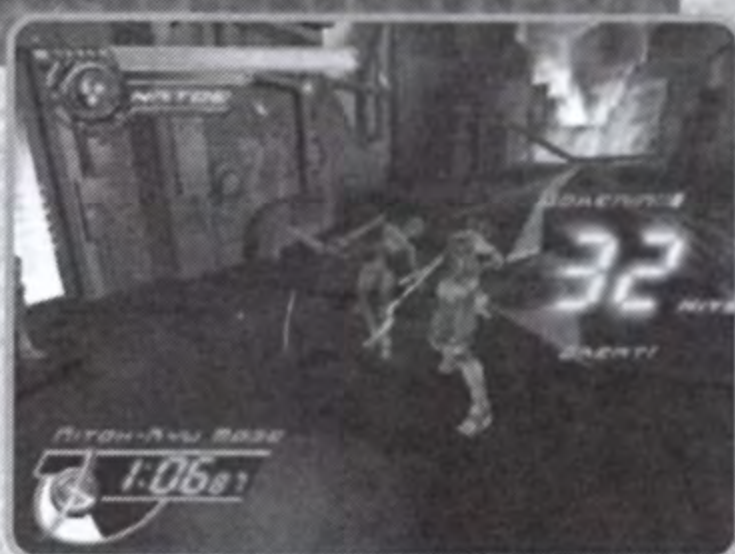
- ▼ Hold down the Attack button while stepping.
- ▼ Hold down the left analog stick + hold down the Attack button during Nitoh-Ryu (when your character is directly facing the screen).

**NOTE:** Please refer to SKILL in the Main Menu for additional commands (see page 12).



## HIT COUNTER

Each time continuous attacks land on the enemies, the Hit Counter increases and various Hit description levels are displayed.



### **HIT RANKING CHART (partial)**

- ▼ 10 hits — Kengoh
- ▼ 20 hits — Shihan
- ▼ 30 hits — Gokenin

## ABOUT BOSS BATTLES

A Boss Battle begins when you encounter a boss, which awaits you at various locations. In the lower right of the screen, the boss's Hit points and Guard points are displayed. In addition to the bosses, various other powerful enemies will appear under certain conditions.





# ATTACK COMBINATIONS

## SINGLE SWORD ATTACKS

<p><b>HEMIMORPHITE</b></p> <p>1st Skill ↓←↑→↓ Attack</p> <p>2nd Skill ↓ + Attack</p>		<p><b>DUMORTIERITE</b></p> <p>Immediately after landing:</p> <p>1st Skill ↓ + Attack</p> <p>2nd Skill ↓ + Attack</p>	
<p><b>CRAZY LACE AGATE</b></p> <p>1st Skill ↑ + Attack (press strongly)</p> <p>2nd Skill ↑ + Attack</p> <p>3rd Skill ↑ + Attack</p> <p>4th Skill ↑ + Attack</p> <p>5th Skill ↑ + Attack (charge)</p>		<p><b>MUSCOVITE</b></p> <p>1st Skill ↑ + Attack (press strongly)</p> <p>2nd Skill ↑ + Attack</p> <p>3rd Skill Attack</p>	
<p><b>CHRYSOCOLLA</b></p> <p>1st Skill ← + Attack</p> <p>2nd Skill → + Attack</p>		<p><b>STAUROLITE</b></p> <p>1st Skill Attack (press strongly)</p> <p>2nd Skill Attack</p>	
<p><b>ARAGONITE</b></p> <p>1st Skill ↑↓ Attack</p> <p>2nd Skill ↓ Attack</p> <p>3rd Skill ↑ + Attack</p>		<p><b>DANBURITE</b></p> <p>While stepping:</p> <p>1st Skill Attack (charge)</p>	
<p><b>HEMATITE</b></p> <p>1st Skill ↑↑↑ Attack</p> <p>2nd Skill ↓ + Attack</p> <p>3rd Skill ↑ + Attack</p>		<p><b>PERISTERITE</b></p> <p>1st Skill ↓↑ Attack</p> <p>2nd Skill → + Attack</p> <p>3rd Skill ← + Attack</p>	
<p><b>MALACHITE</b></p> <p>1st Skill ↓↑ Attack</p> <p>2nd Skill ↑ + Attack</p> <p>3rd Skill ↑ + Attack</p>		<p><b>CELESTINE</b></p> <p>While somersaulting:</p> <p>1st Skill Attack</p>	

## DOUBLE SWORD ATTACKS

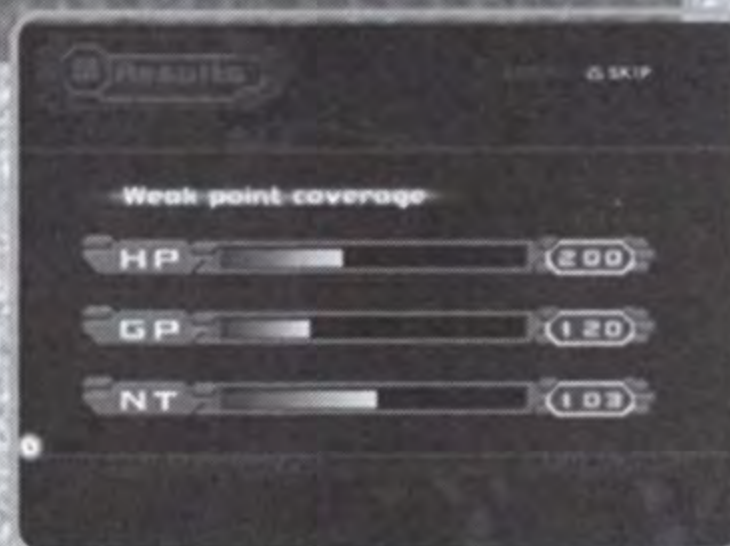
<p><b>CARNELIAN</b></p> <p>1st Skill Attack</p> <p>2nd Skill Attack</p> <p>3rd Skill Attack</p> <p>4th Skill Attack</p>		<p><b>SELENITE ROSES</b></p> <p>1st Skill ↑ + Attack</p> <p>2nd Skill ↑ Attack</p> <p>3rd Skill ↑ Attack (charge)</p> <p>4th Skill ↑ Attack</p> <p>5th Skill ↑ Attack</p>	
<p><b>BISMUTH</b></p> <p>1st Skill Attack</p> <p>2nd Skill Attack</p> <p>3rd Skill ↓ + Attack (charge)</p>		<p><b>ANGELITE</b></p> <p>1st Skill ↓↑ + Attack</p> <p>2nd Skill Attack (charge)</p> <p>3rd Skill Attack</p> <p>4th Skill Attack</p> <p>5th Skill Attack</p> <p>6th Skill Attack</p>	



# CLEARING CHAPTERS

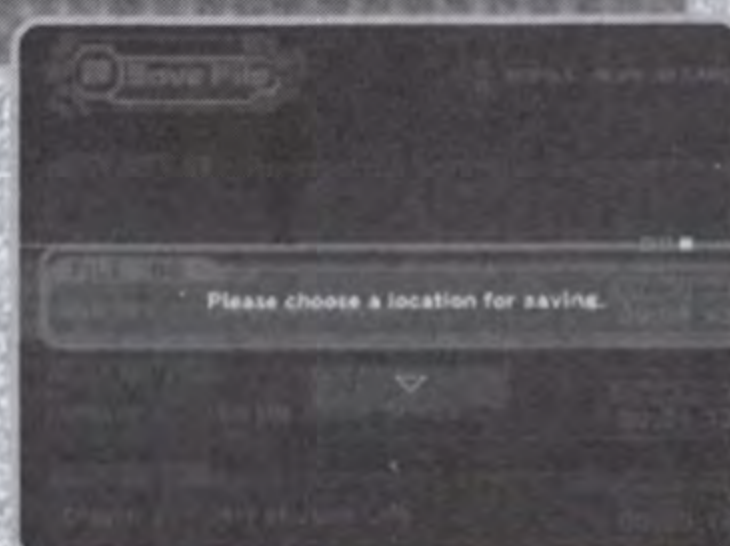
## WEAK POINT COVERAGE SCREEN

When you clear a chapter, the Results screen appears, followed by the Weak Point Coverage screen. Your results are reflected in automatic increases to the values of your weak areas.



## SAVE SCREEN

Next, the Save screen is displayed. Choose a file to save and select YES. The next chapter will start.



## FINAL RESULTS SCREEN

When you complete all chapters, the Final Results screen is displayed and your performance is evaluated.

- ▼ CLEAR TIME — Your total clear time.
- ▼ ATTACK — Value of your total attacks.
- ▼ DEFENSE — Value of your total defenses.
- ▼ TECHNIQUE — Value of your technical play.
- ▼ TOTAL — Value of your Attack/Defense technique.
- ▼ RANK — You are assigned a rank of S (highest), A, B, C, D, or E (lowest), calculated from the Total.
- ▼ STYLE — Based on your activities and results, your play style is described in both Chinese and English characters.

## THE SECOND ROUND

Your statistics are carried over to the second round when you load your last saved Chapter 10. In this round, you can use additional weapons from the bosses you defeated in the first round.





# STAGE SETTINGS

## OVERVIEW OF THE WORLD

This world is built around a Steeple of Light, which stands at the center of the City. Towns referred to as Inns exist here and there around this building.

Many cracks leading all the way to the end of the land spread in a radial formation from the City. Special equipment such as elevators, barges, etc., is used to get from one Inn to another.

A vast, desolate land stretches around the City and the Inns. Ruins of the civilization from deep in the past stand out like ancient headstones.

## CITY

An enormous steeple reaches high into the heavens. It is the center of this world, and because it gives off the brightest light, many people worship it. The Child of Heaven disappeared from the City, and the steeple has thus lost its source of power.

## INNS

Inns were once individual but connected cities. However, the city center — Lawless City — and the underground remains of the railways were severed due to a collapse. Now each Inn is independent.

## VILLAGES

Peaceful Villages do exist amid the wastelands. The village that Dick and Matty live in is one of them. Since this village has protected the mysterious girl Hinata, the Humanoids seem to attack it relentlessly.







# CHARACTERS



N  
A  
T  
O  
E

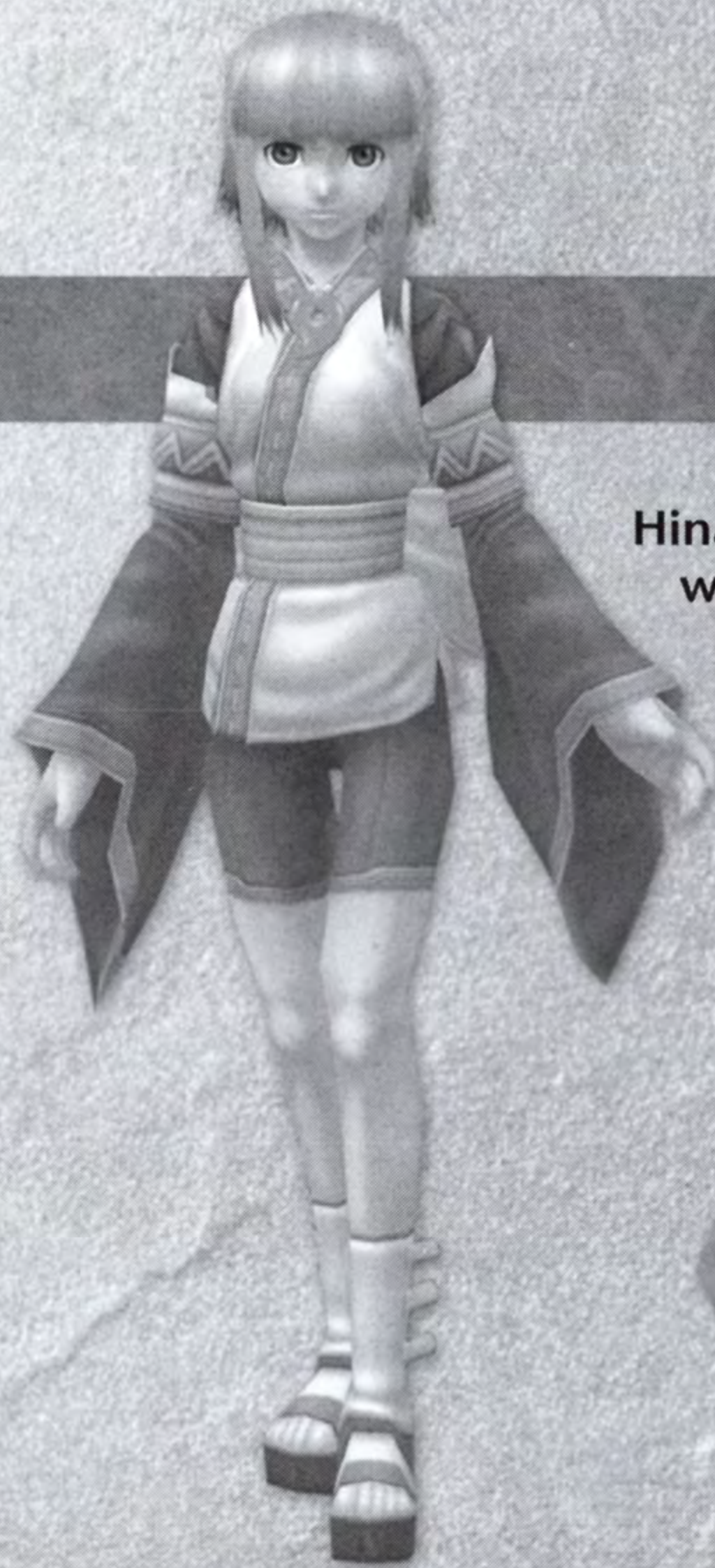
This young hunter has been trained in swordsmanship by the great warrior Musashi since he was a child.



J  
O  
D  
I  
E

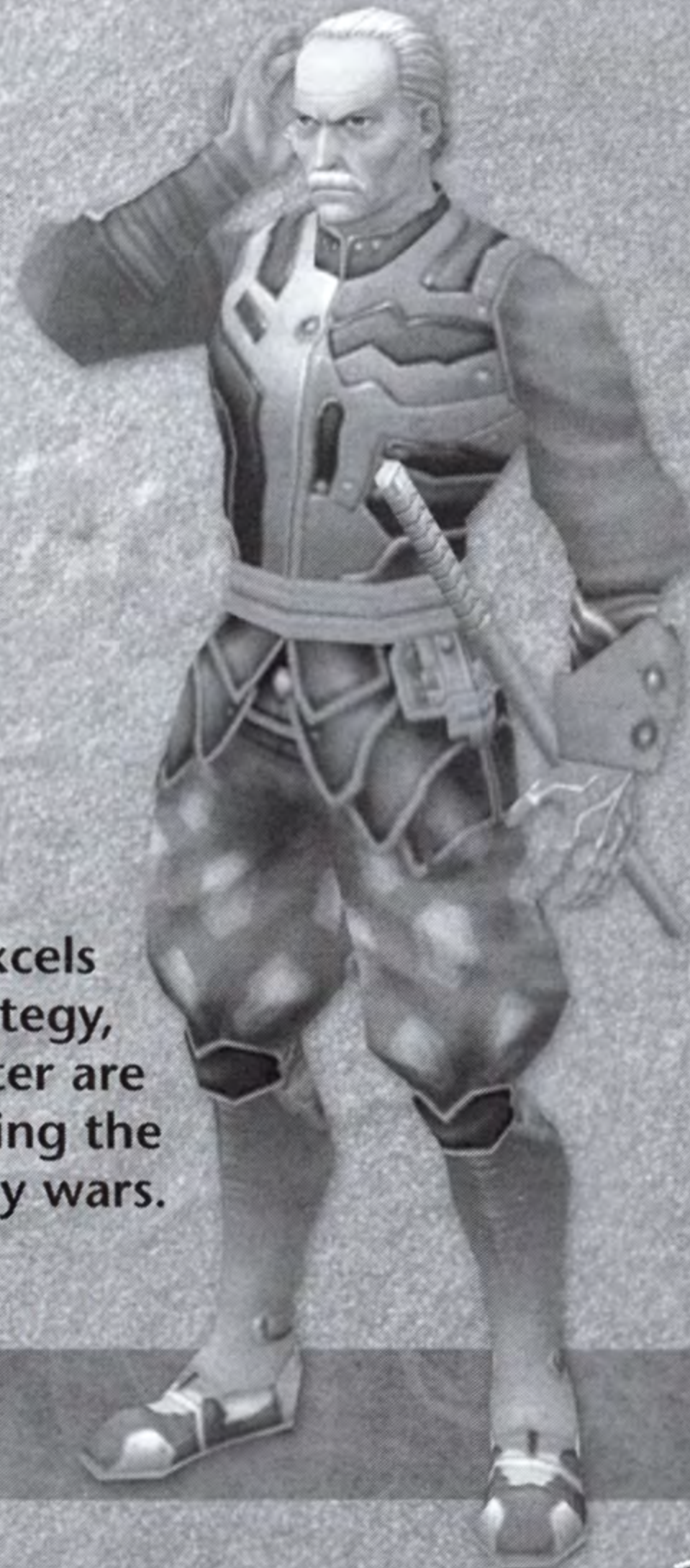
She is an orphaned child who was brought to the hermitage by Musashi when Natoe was seven years old. Jodie is Natoe's best friend.





## HINATA

Hinata is a mysterious girl who is being sought by both the agents and Humanoids



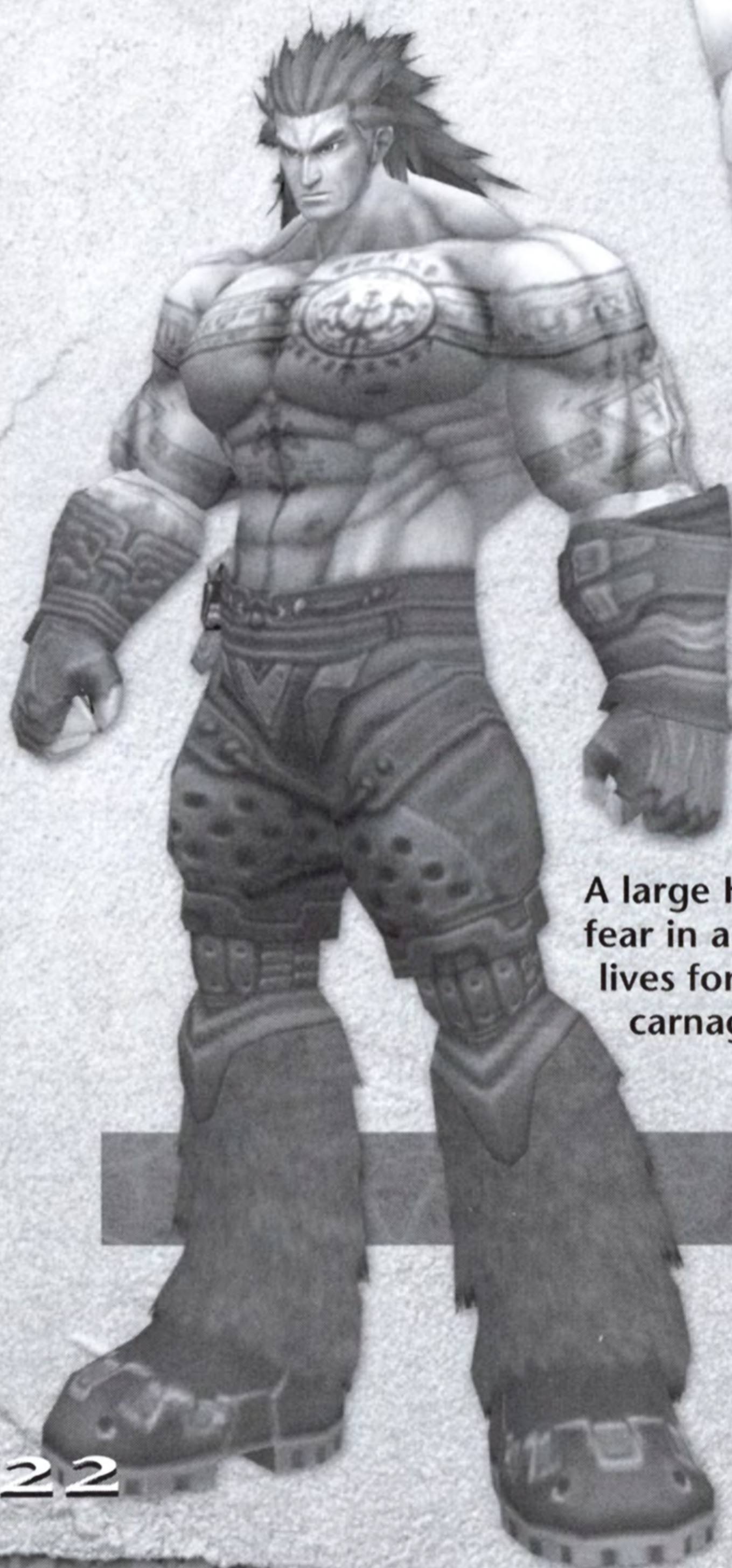
An aged warrior who excels in the art of strategy, Kambei's skills as a hunter are the result of surviving the dangers of many wars.

## KAMBEI



W is an agent of the city  
and member of a group  
comprised of people with  
advanced abilities.

W



A large Humanoid who strikes  
fear in all who see him, Zex  
lives for the high that bloody  
carnage and wars give him.

ZEX





## DICK

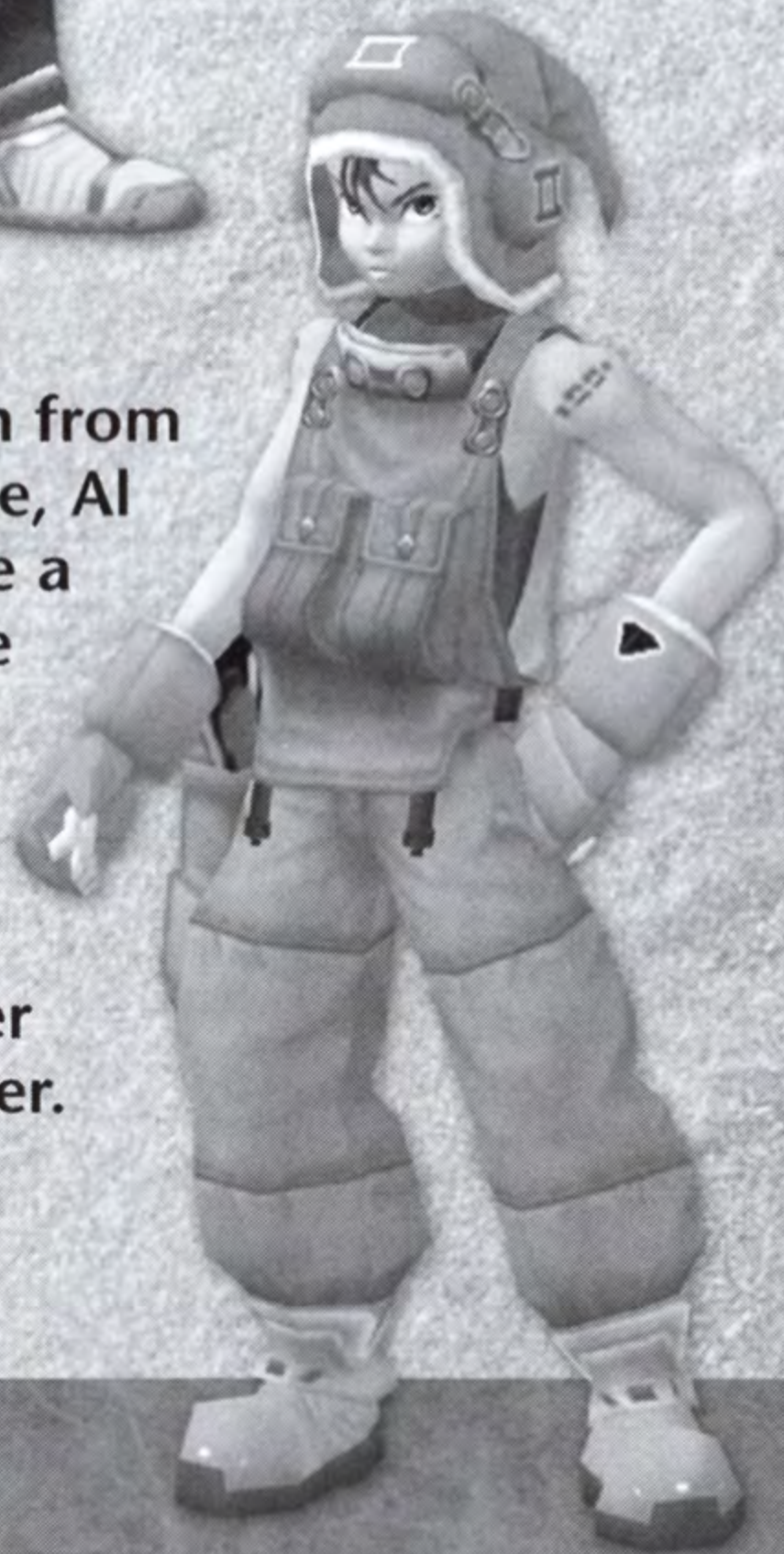
An honest villager and man of few words, Dick's priority is the village and his actions reflect that.

Matty works hard to protect Hinata from the Humanoids. He talks a lot, and often speaks before thinking.



## MATTY

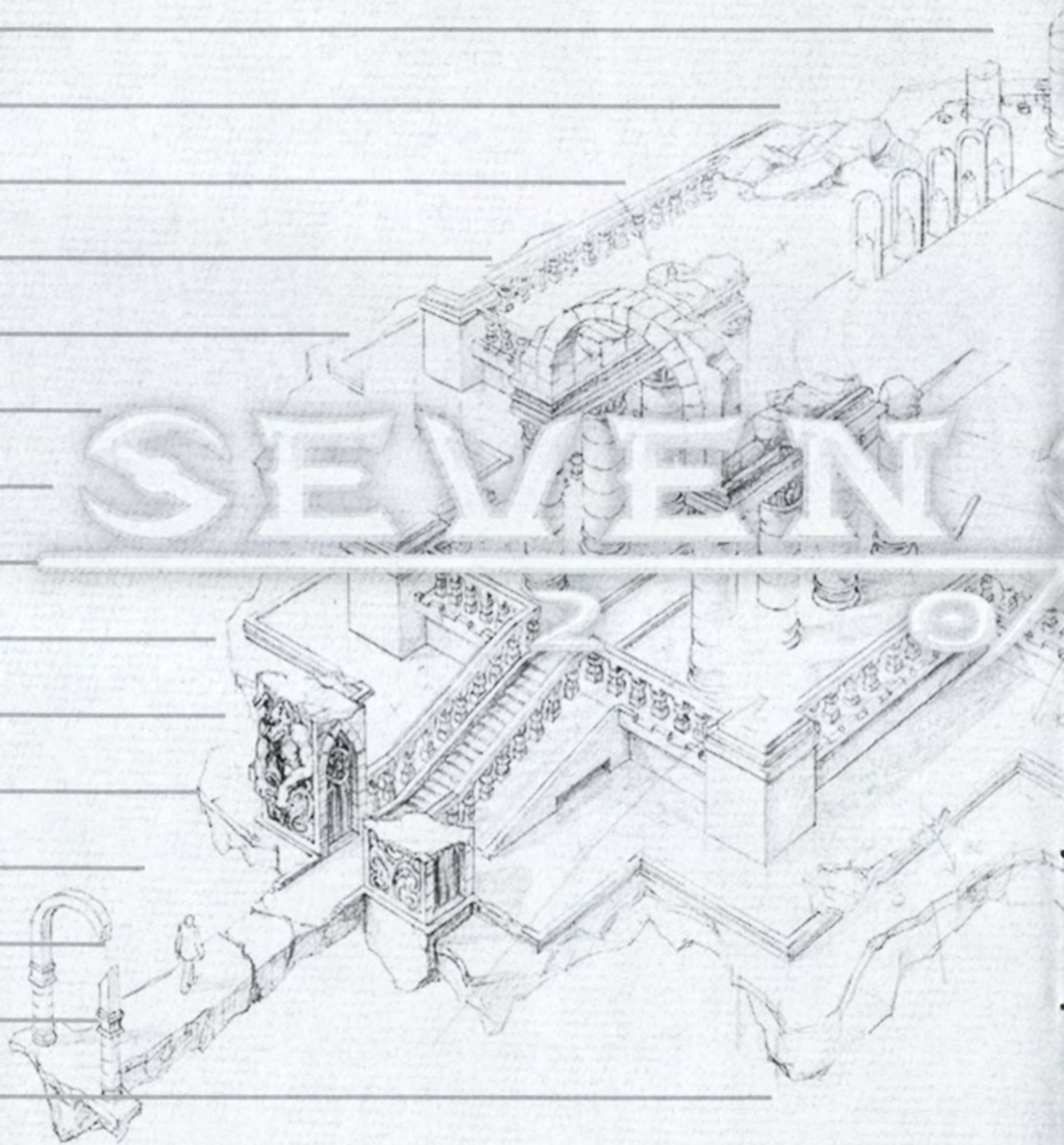
An orphan from the village, Al aspires to be a samurai. He eventually learns to respect Naoe like an older brother.



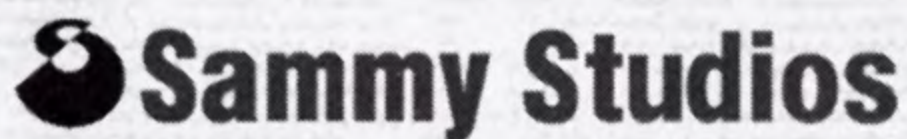
## AL



SEWEN







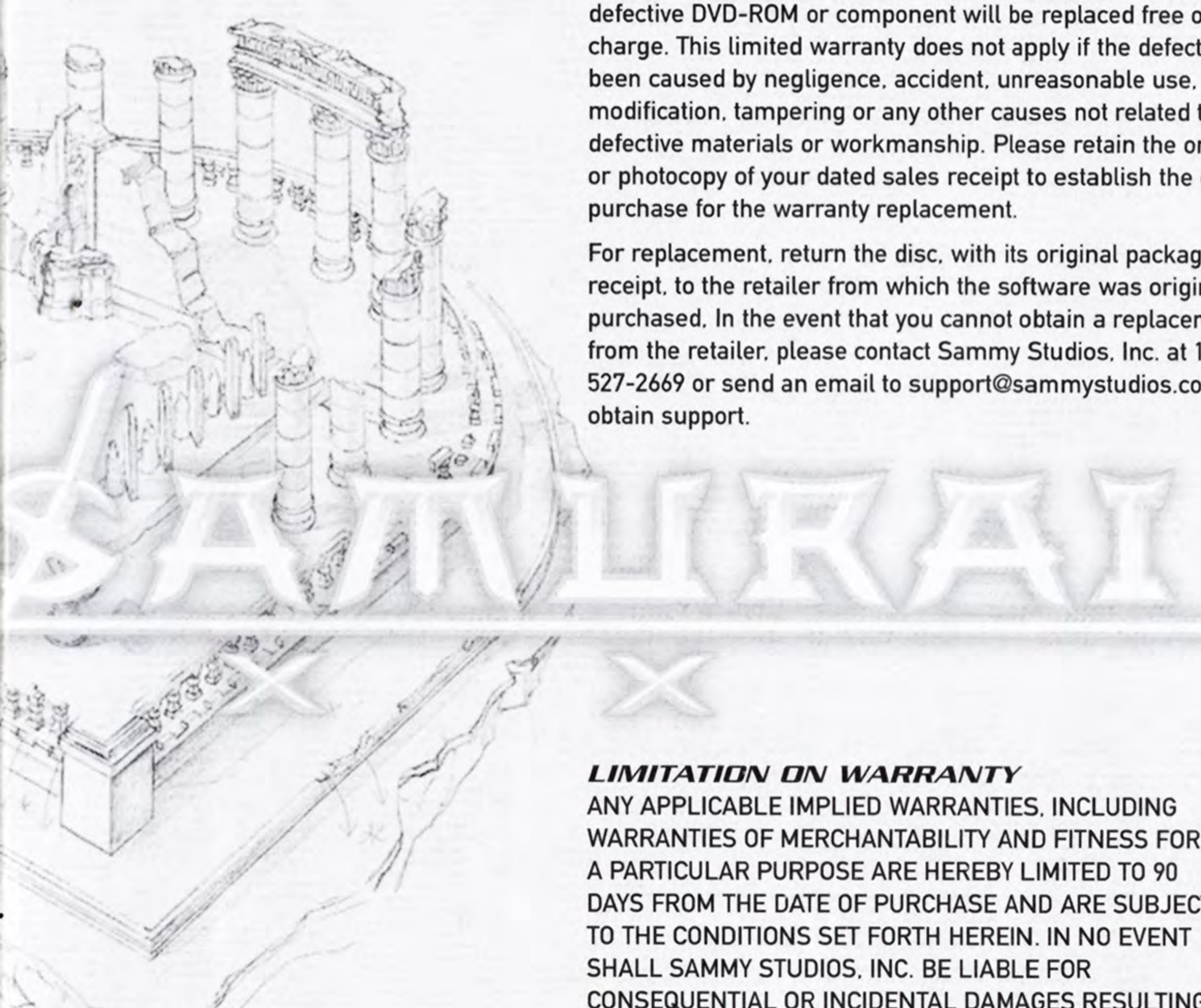
#### **CUSTOMER SUPPORT**

Sammy Studios, Inc.  
6197 El Camino Real  
Carlsbad, CA 92009  
1-877-527-2669  
support@sammystudios.com  
For more information on Sammy Studios,  
check out [www.sammystudios.com](http://www.sammystudios.com).

#### **90-DAY LIMITED WARRANTY**

Sammy Studios, Inc. warrants to the original consumer purchaser that the PlayStation®2 DVD-ROM shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective DVD-ROM or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or photocopy of your dated sales receipt to establish the date of purchase for the warranty replacement.

For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sammy Studios, Inc. at 1-877-527-2669 or send an email to support@sammystudios.com to obtain support.




#### **LIMITATION ON WARRANTY**

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SAMMY STUDIOS, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OR CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.





 **Sammy Studios**

Sammy Studios, Inc., 6197 El Camino Real, Carlsbad, CA 92009

© Sammy / Dimps Corporation 2004

© KUROSAWA PRODUCTION Inc. / Character concept by Moebius / Opening & Ending Theme Music Composed & Performed by Ryuichi Sakamoto / Opening & Ending Theme © 2004 KAB America, Inc., Administered Worldwide except Japan by EMI/Virgin Music. / Published by Sammy Studios, Inc. Sammy stylized S and all Sammy trademarks are trademarks or registered trademarks of Sammy Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.