



SWASHBUCKLERS

BLUE vs. GREY



MATURE 17+
M
CONTENT RATED BY
ESRB

ATARI

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

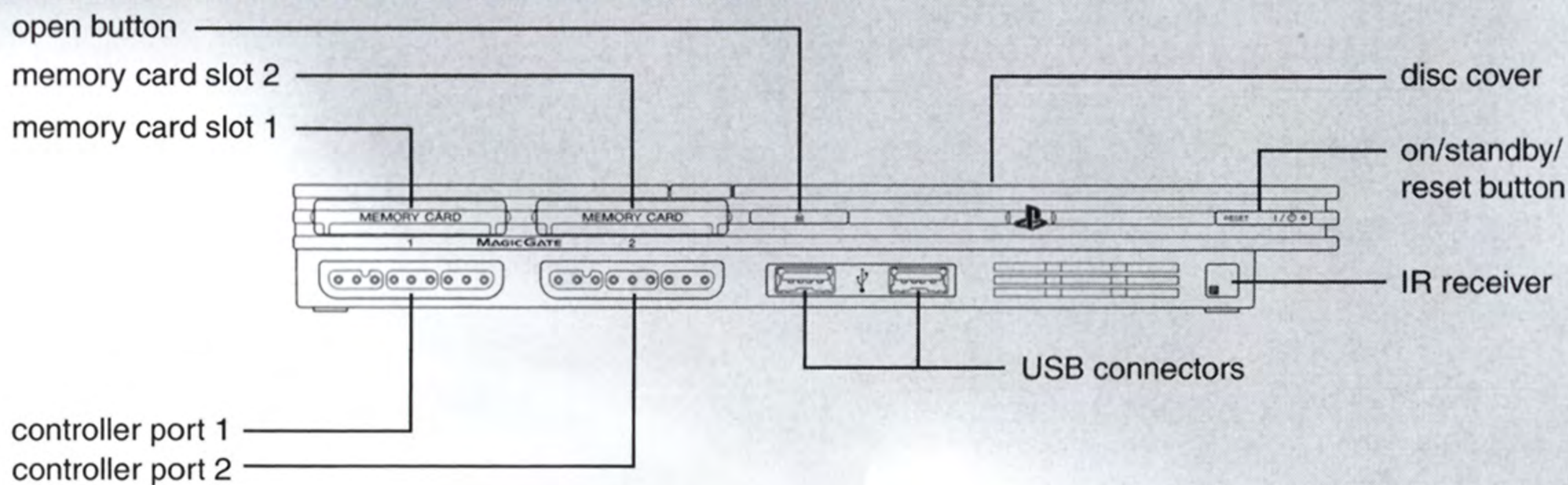
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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



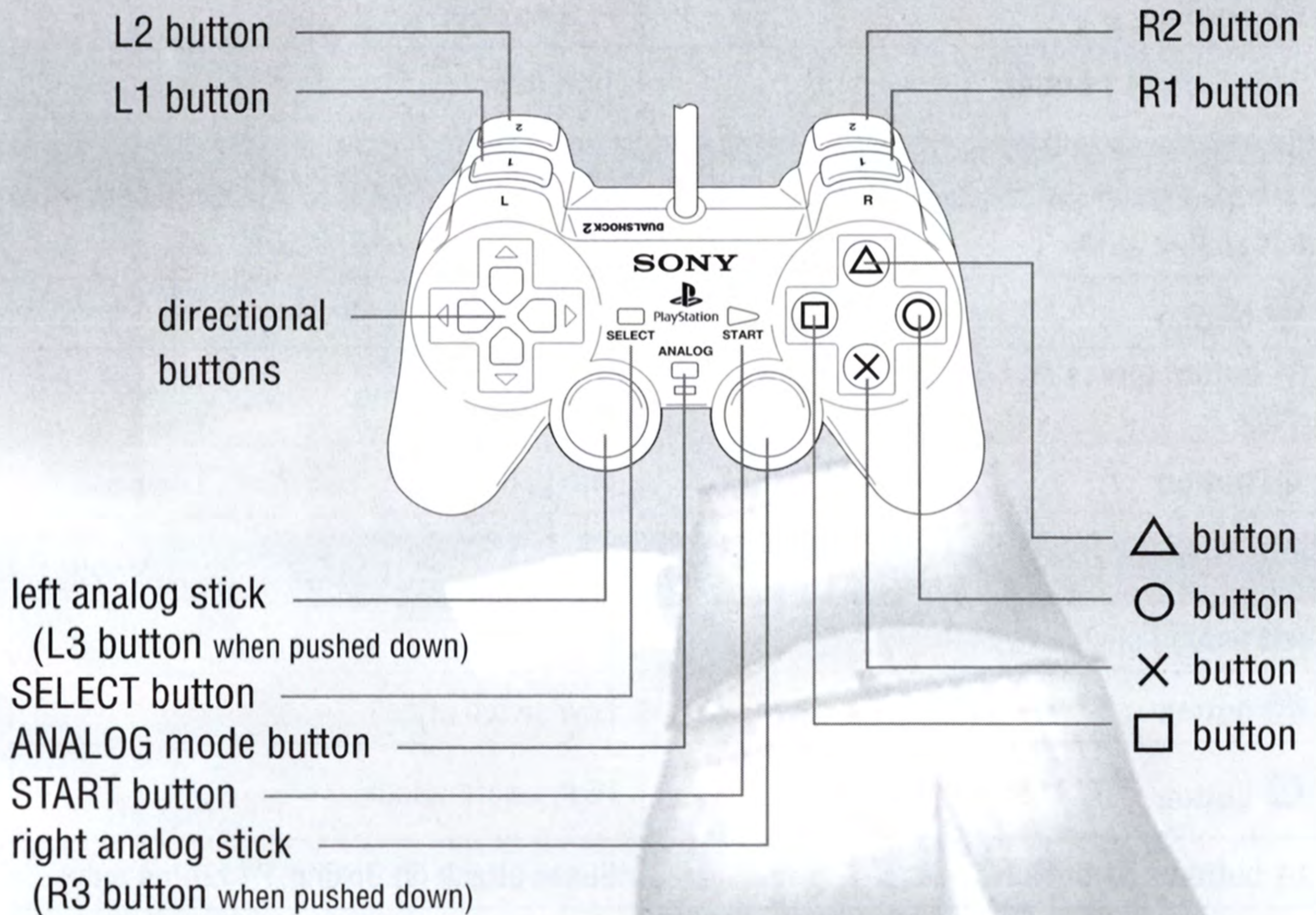
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Swashbucklers: Blue vs. Grey* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

directional buttons	Highlight a menu item / Change the settings
× button	Select menu item
Δ button	Cancel

GLOBAL MAP

left analog stick	Move
directional button up	Increase speed
directional button down	Decrease speed / stop

SHIP HOLD AND INVENTORY

left analog stick	Highlight item
⊗ button	Open context menu
△ button	Pick up item
R1 button / L1 button	Turn item

LAND BATTLE

left analog stick	Move
■ button	Melee Attack
R1 button (press and hold) + left analog stick	Equip and aim gun
■ button	Fire gun

DUEL / BOXING

left analog stick	Move
■ button	Low sword attack
△ button	High sword attack
L1 button / R1 button	Super attack (in Boxing, R1 button only)
⊗ button	Block
⊗ button + directional button up	High block
⊗ button + directional button down	Low block

NAVAL BATTLE

left analog stick	Move
directional button up	Increase speed
directional button down	Decrease speed / stop
right analog stick	Aim weapon
R1 button	Fire weapon
directional button left / right	Switch weapons
L1 button	Activate steam engine

STORY AND PLAYER PROGRESS

The main character is captain Abraham Gray, who is accidentally involved in a series of events related to both the Civil War of 1861-1865 in the United States of America and the mysterious Confederate ironclad being built in Liverpool. Abraham is a true cutthroat, will take any job, is addicted to alcohol and suffers from a split personality disorder. His "inner voice" is wiser and more practical than Abraham himself. Sometimes, his inner voice explains the course of events to the silly main character and gently pushes him in the right direction.

The story unfolds in a non-linear manner as you complete quests given by characters in towns. At a certain point, you must choose to either join a Union fleet or become an agent of the Confederacy.

Note that besides story-related quests, there are a number of side-quests, unrelated to the main storyline. Between two story-related quests, you must complete at least one side-quest. You cannot take two story-related quests in a row. Also note that you can only have one quest in progress at a time. You can't take on another quest until you complete or fail your current one.



CHARACTER MENU

Press the **SELECT** button to open the Character menu (except in the city's "shop" locations). The Character menu is divided into five screens that you can switch between by pressing the **R1** button and the **L1** button.

SHIP

This screen displays information about your ship and the cargo in its hold.



Every ship has one slot for a steam engine and from one to four slots for special weapons. To mount the steam engine or special weapon, select it with the **left analog stick**, press the **X** button to bring up the Context menu, and select Mount. Then, choose a slot and press the **X** button again. Note that steam engines and special weapons still take up space in the ship's hold while mounted.

Highlight the item using the **left analog stick** and press the **▲** button. To turn the item, press the **R1** button and the **L1** button.

To dismount a steam engine or special weapon from the slot, press the **X** button and select Dismount from the Context menu.

When you "pick up" an item with the **▲** button, a temporary receptacle appears in the lower part of the screen. You can place items in it if you don't have enough space in the hold, or if you wish to rearrange items in the hold. You must remove all items from the temporary receptacle or they will be lost after you exit the Ship screen.

Hull upgrades, which increases the number and size of slots, are available at the Shipyard (see page 12).

The icons on the left indicate number of crew, hull condition and upgrades,

and sail condition and upgrades. The icons on the right indicate the number of guns in the ship's battery, the damage they inflict, upgrades, ship speed, and hold size.

CHARACTER

This screen displays information about your character and the contents of your inventory.



To the right and to the left of the portrait are slots for cold-steel and firearm weapons, respectively. To equip a weapon, highlight it in the hold using the **left analog stick**, press the **X button** and select Equip from the Context menu. Choose a slot and press the **X button** again. Weapons still take up inventory space while equipped.

Highlight the item using the **left analog stick** and press the **▲ button**. To turn the item, press the **R1 button** and the **L1 button**.

To unequip a weapon, press the **X button** and select Withdraw from the Context menu.

When you "pick up" an item with the **▲ button**, a temporary receptacle appears in the lower part of the screen. You can place items in it if you don't have enough space in the inventory, or if you wish rearrange items in your inventory. You must remove all items from the temporary receptacle or they will be lost after you exit the Character screen.

Your character's attributes are displayed in the lower-left part of the screen. Each new level, you receive one or more points that you can use to increase to any of the three main attributes. Use the arrows next to an

attribute to adjust its value when you level up. See “Role-Playing” on page 20 for more information.

PERKS



On this screen you can see the perks you've acquired, choose a new perk after you've gained a new level, or assign an active perk to a button.

After you've gained a new level, you can pick one of the four perks offered. To pick a new perk, select it from the list and press the **X** button.

When you select an Active Perk on the list, you can press the **X** button to assign it to a button. Then, while playing the game, you can press that button to use the perk assigned to it.

MAP

Your location is displayed on the map, as well as quest indicators and your current destination if you have a quest in progress.



If you are in the city, you can press the **□** button to switch between the city map and the world map. Locations are depicted by icons. See City Locations on page 10.

Quest locations are indicated on both the world map and the city maps:



Story-related quest



Side-quest



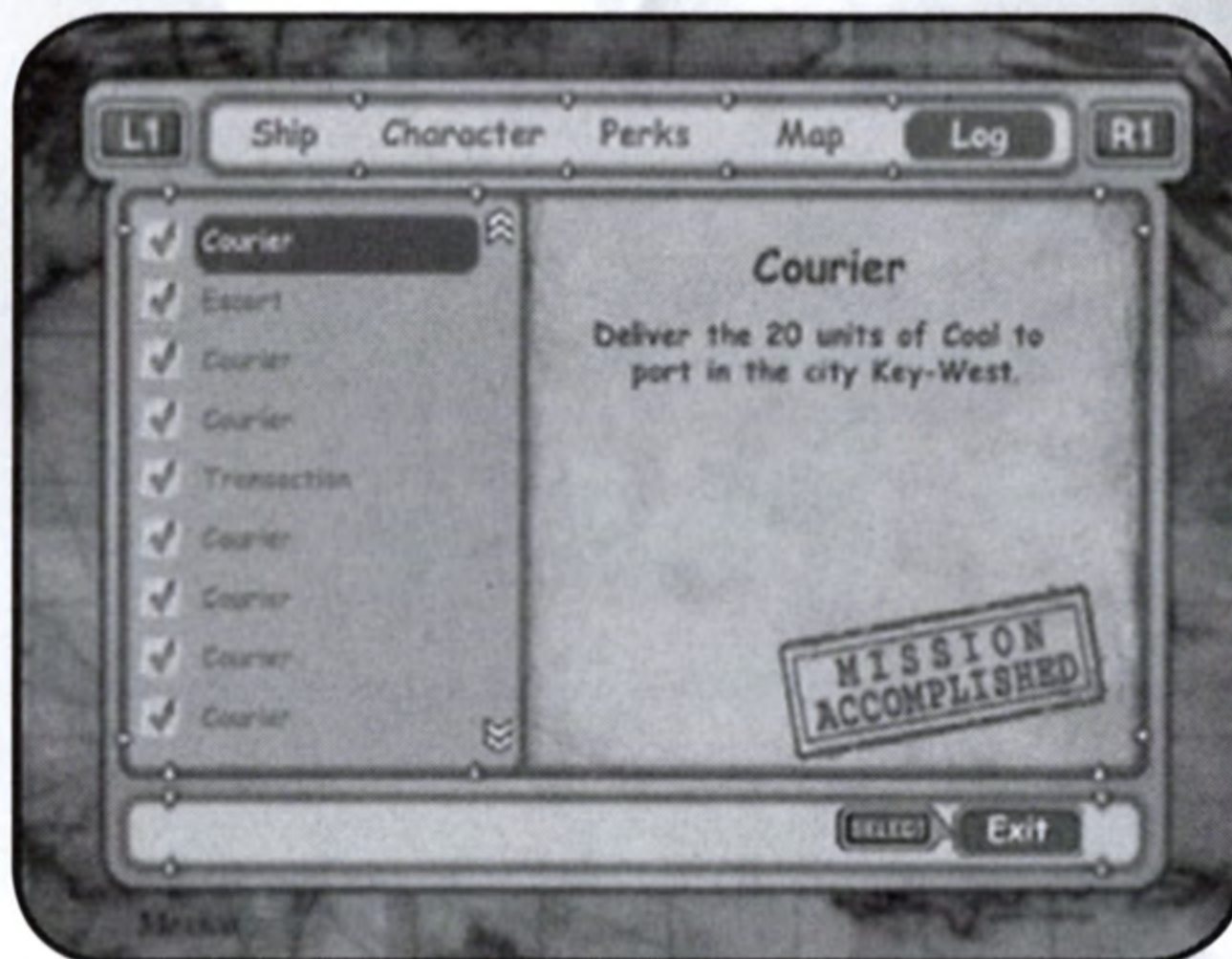
Your current destination on the quest in progress



Location of a ship you must board or destroy. Since you can only be on one quest at a time, other quest icons are hidden until your current quest is completed or failed.

Log

The log contains information about all quests you have taken. Completed quests are stamped “Mission Accomplished.” Select a completed quest to view info about it.



CITIES

There are nineteen cities of various sizes in the game. You can move around the city using the **left analog stick**.

The size of the city can vary from one to four screens.



Indicates the place where you can go to the next area of the city. To do so, walk to the marker and press the **X button**.



Indicates the exit from the city. To exit the city and go to the global map, walk to the marker and press the **X button**.



In some cities, you can talk to non-player characters in the streets.

To start a conversation, get close to the character and press the **X button**.



To enter a location, walk to the marker and press the **X button**.

CITY LOCATIONS

You can enter a location by walking to an appropriate marker and pressing the **X button**.

Tavern



In a tavern you can talk to the bartender, sailors, a cowboy or captain, as well as story-related characters. The bartender will tell you the latest rumors and share information about the prices of various goods in cities.

Talk with the sailors to hire a crew. You need a good crew to survive naval battles.

The cowboy and the captain are boxing promoters. Talk to either character to participate in boxing matches and earn money and experience (see “Boxing” on page 19).

Sheriff



Visit the sheriff to save your progress.

Governor



There are governors in three of the game’s cities – Havana, Nassau and New Orleans. Visit them to get new quests.

General Store



You can buy various items, food and drinks in the general store. You can also pay the shopkeeper to enlarge your inventory.



The upper field is the shop's counter with goods available for sale. The lower field is your inventory. To buy something, move the item from the counter into the inventory using the **X** button and **left analog stick** and change the quantity, if desired.

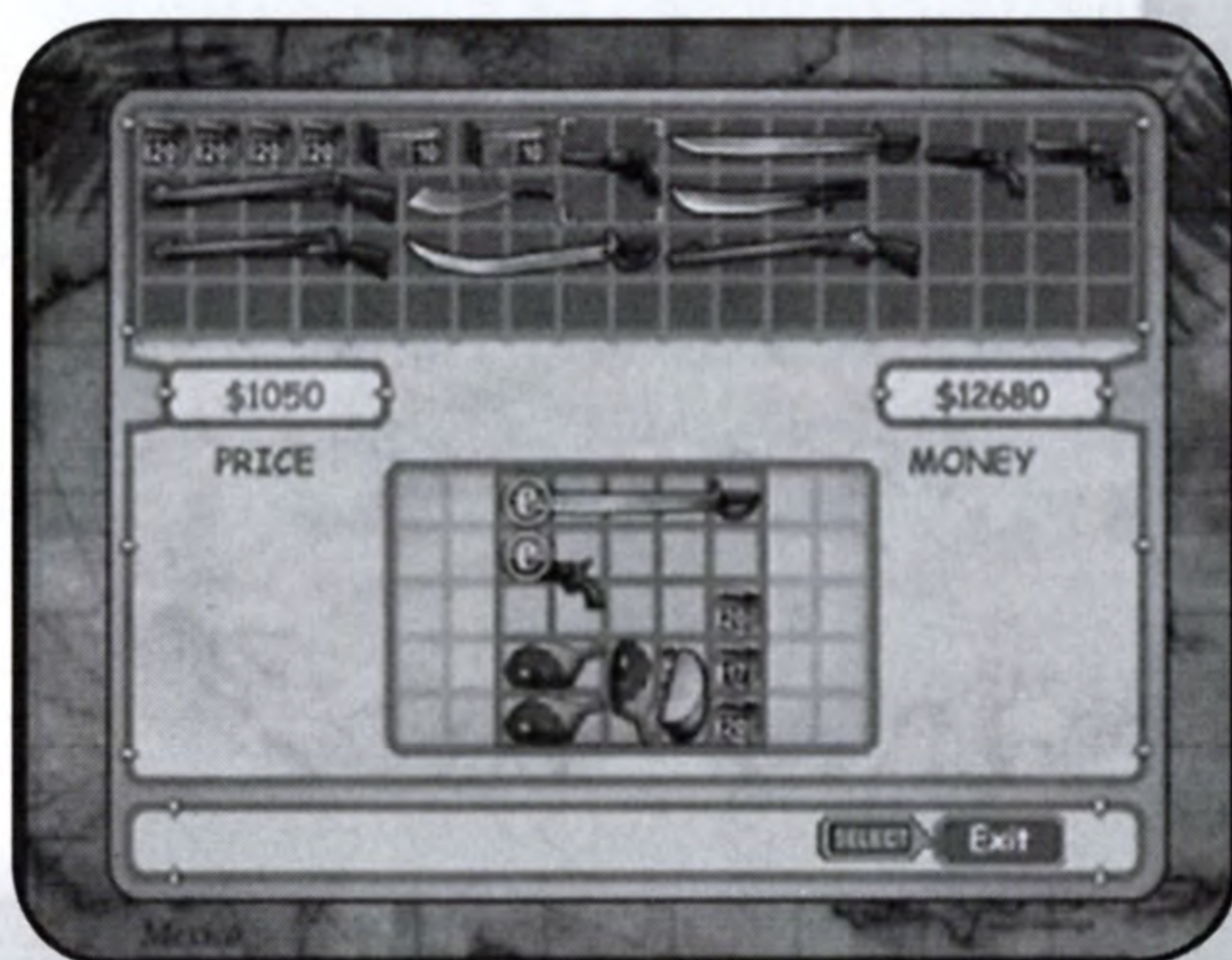
To sell an item, move the item from the inventory into the

counter and change the quantity, if desired.

Weapon Shop



You can buy and sell weapons and ammunition in weapon shops. More powerful and effective weapons appear in the weapon shop as you progress through the game.



The upper field is the shop's counter with goods available for sale. The lower field is your inventory. To buy something, move the item from the counter into the inventory and change the quantity, if desired.

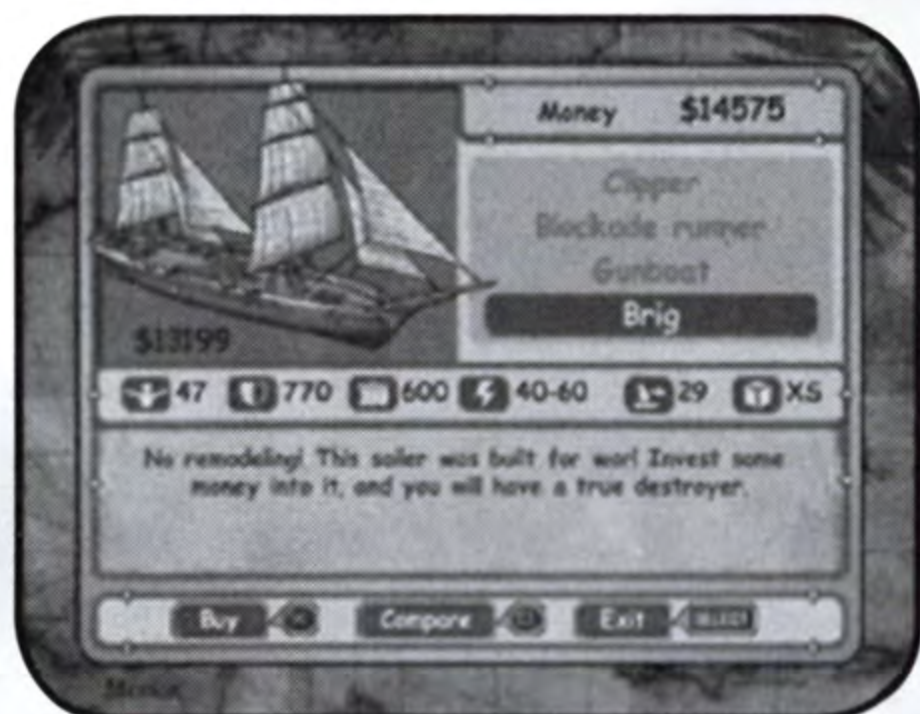
To sell an item, move the item from the inventory into the counter and change the quantity, if desired.

SHIPYARD



Only four cities in the game have shipyards with full facilities: Havana, Jacksonville, Nassau and New Orleans. A full-service Shipyard has three departments: auction, shipyard and cargo storage.

AUCTION



You can buy a new ship at the auction. You can only possess one ship at a time. When you buy a new ship, your existing ship is put on sale automatically. New ship models become available as you progress through the game.

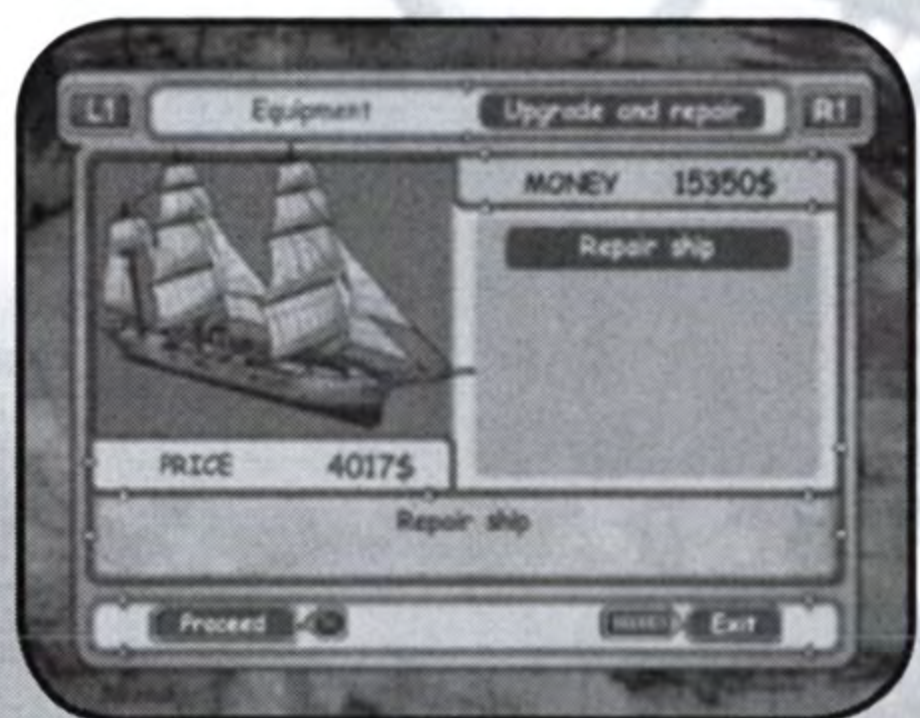
SHIPYARD



You can repair and upgrade your ship, buy and install weapons, and buy ammo at the shipyard. The most powerful weapons and upgrades become available as you progress through the game.

The upper field is the shop's counter with goods available for sale. The lower field is your ship hold. To buy something, move the item from the counter into the hold and change the quantity, if desired.

To sell an item, move the item from the inventory into the counter and adjust the quantity, if desired.



Chose an upgrade or a repair from the list and select Execute. Level 2 and level 3 upgrades appear as you progress through the game. So, do not forget to visit the shipyard from time to time: there could be an opportunity to make your ship more powerful!

CARGO STORAGE



The cargo storage location serves as a shipyard facility in the four biggest cities and as a standalone location in the rest of the towns.

You can buy/sell cargo here and find out which goods are in demand. You can also take cargo delivery quests here.



All cities produce and consume certain goods, which naturally accounts for price differences. For example, blockaded cities produce cotton and consume weapons and gunpowder. Prices on the same goods in different cities can vary dramatically, so smart trading is a great way to earn money. Talk to the merchant to find out what goods

are worth the most in a particular cargo storage.

To take a delivery quest, select the "Talk about job" option from the menu. After you've taken the quest, go to the destination town and visit a cargo storage location. The quest will be completed when you enter the location.

The upper field is the shop's counter with goods available for sale. The lower field is your ship hold. To buy something, move the item from the counter into the inventory and change the quantity, if desired.

To sell an item, move the item from the inventory into the counter and adjust the quantity, if desired.

GLOBAL MAP

Use the **left analog stick** to control your ship on the global map. Press the **up directional button** to set sails and start moving. Press the **down directional button** to stop the ship. There are some context-dependent actions, such as entering a city or special location, or attacking a ship that you perform through a pop-up menu in the lower section of the screen. Press the **X button** and choose the action you'd like to perform using the **left analog stick** and the **X button**.

CITY TYPES

There are two types of cities in the game: free and blockade. You can enter free ports anytime during the game, no matter which side you are on. Blockade towns are patrolled by the Northern fleet and any attempt to enter such town sets you into battle with the patrol ship.



You can either win the battle or flee from it to enter a blockade town (see "Naval Battle" on page 16) . You can skip the battle with a patrol ship only in two cases: you join the North in the main storyline; or your character has the Blockade Runner perk.

When you attempt to attack a passing ship, a difficulty check of the upcoming battle occurs, based on the strength of your ship compared to that of the enemy ship. The result (Easy, Normal, Hard or Very Hard) appears in a pop-up window. Hard and Very Hard battles are difficult to win. You might want to upgrade your boat before engaging in these battles.

After you join either the North or the South, you will not be able to fight ships on your side.

LAND BATTLE

Move your character using the **left analog stick**. Press the **□ button** for a melee attack, and the **R1 button** for a firearms attack. Press and hold the **R1 button** to take out a gun and aim with the **left analog stick**, then press the **□ button** to shoot.



You can bind special attacks or moves (called Active Perks) to any of these six buttons: **△ button**, **× button**, **○ button**, **L1 button**, **L2 button** and **R2 button**.

Two very useful Active Perks are available from the beginning of the game. We strongly recommend you get them as soon as possible for your character.

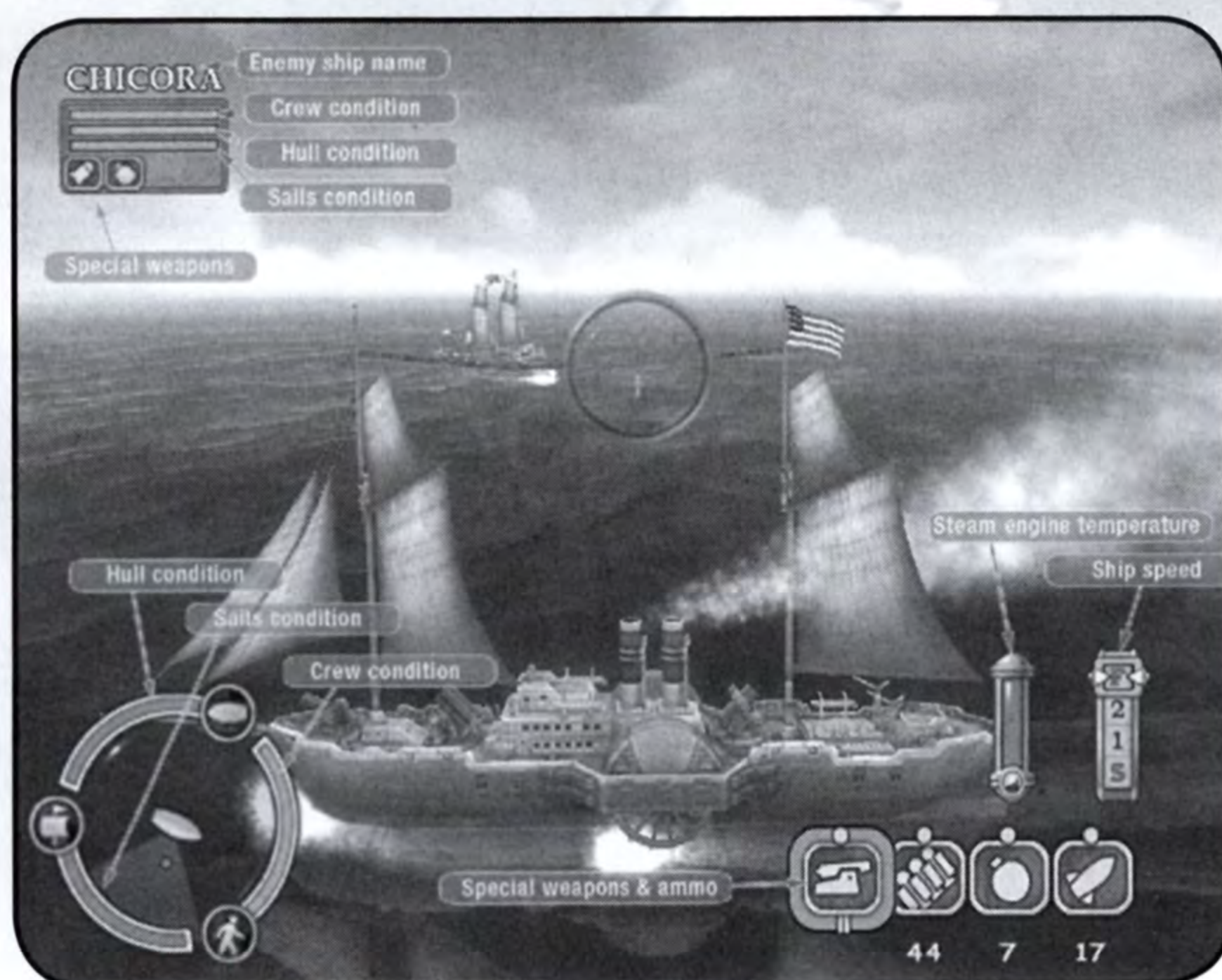
1. The Dodge perk is very useful for dodging enemy's attacks. After Abraham starts dodging, nothing can cause him harm.
2. The Block perk allows Abraham to repel every attack except gunshots. Most of the Boss's attacks are 'unblockable,' so be careful and use Dodge instead.

Special attacks use energy, and cannot be performed if you don't have enough energy. The Energy Bar slowly fills over time, and fills more quickly when you make a successful strike. You can also refill your Energy Bar by consuming Whisky or Mariani Wine.

NAVAL BATTLE

Move your ship using the **left analog stick**. Press the **up directional button** to set sails and start moving. Press the **down directional button** to stop the ship. Your ship has four speeds in a battle: from Stop to Full Speed Ahead.

You can choose from “absolute” and “relative” control schemes. The “absolute” control scheme means that when you lean the **left analog stick** to the left, the ship will turn to the left of you. The “relative” control scheme means that when you lean **left analog stick** to the left, the ship will turn to the ship’s left, and so on.



Aim using the **right analog stick**. Press **R1 button** to shoot. Switch between the ship battery and special weapons by pressing the **left** and **right directional buttons**. Battery ammo is unlimited, but special weapons have limited ammunition.

If you have a steam-engine installed, you can activate it by pressing the **L1 button**. Pay attention! There is a thermometer on the right side of the screen that shows the temperature of the steam engine. If the thermometer reaches its maximum, the engine will overheat and break down. You will not be able use it or dismount it until you repair the ship.

You can escape from battle by increasing the distance between your ship and the enemy. You will be offered to leave the battle when you've put enough distance between your ship and the enemy.

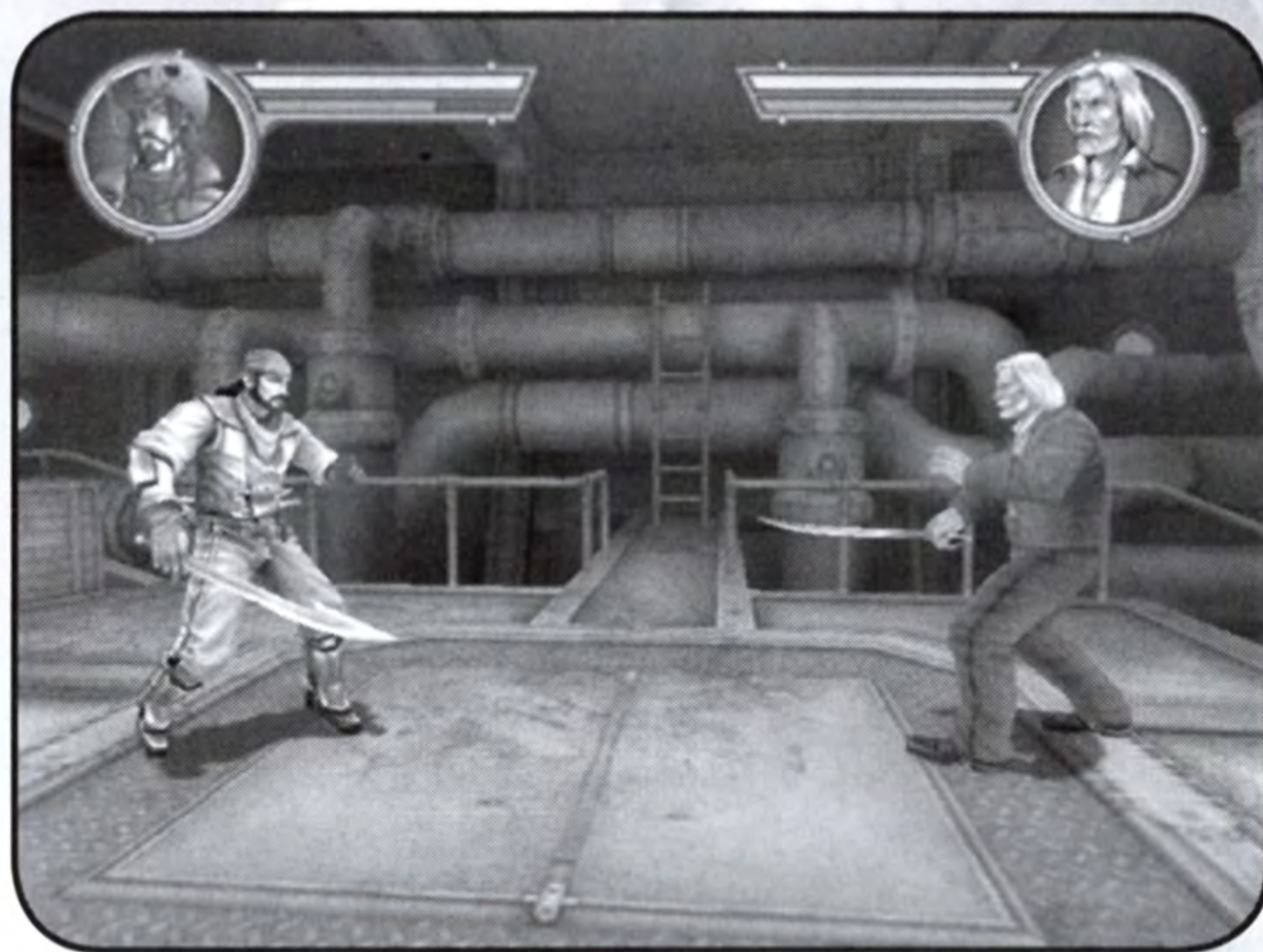
Boarding

You can also board the enemy ship. To do so, you need to destroy half or more of the enemy ship's crew, and then sail close to the enemy ship and press the **X button** when the Boarding menu appears.

The first part of boarding does not differ from the regular battle. You must fight enemy ship sailors running out of the bilge. The number of sailors you fight, depends on how many crew members there were relative to the size of your crew when you started boarding. Finally, you are required to fight the duel with a captain.

Duel

Move your character using the **left analog stick**. Press the **△ button** for an upper sword attack, and the **■ button** for a lower sword attack. Press the **L1 button** or the **R1 button** for a powerful, slow super-attack, and block with the **X button**. Press the **left analog stick up** or **down** in combination with the **X button** for high and low blocks.



All attacks consume energy, and special attacks consume much more than the regular ones. If you do not have enough energy, your attacks will be slow, and your character will become more vulnerable. We recommend taking defensive actions (blocking and avoiding enemy attacks) in order to restore energy. You are not able to use Medicine and Food to restore health, or Whiskey and Mariani Vine to restore energy during a duel.

Post-Boarding Menu



After successfully defeating a ship, you can choose what to do with it.

Compare: Shows a detailed comparison between your ship and the ship captured.

Burn: Burn the captured ship.

Release: Release the ship captured from custody.

Goods: Take the goods, steam-engine, super-weapons and ammunition from the captured ship's hold.

Take: Take the captured ship.

Auction: Sell the ship at auction. A ship sale is an event that takes some time. After you have put a ship up for sale, you will get a message several weeks later indicating the selling price of the ship.

Note: Some "quest" ships will be burned automatically, and boarding them will not bring up the post-boarding menu.

BOXING

You can take part in a boxing fight in a tavern of any city except Havana. To enter the ring, you need to choose “talk to the cowboy” option in a dialog and put up a wager.



Move using the **left analog stick**. Press the **▲ button** for a head punch, and the **■ button** for a body punch. Press the **R1 button** to use a powerful, but slow, special attack. Block using the **× button**. Press the **left analog stick up** or **down** in combination with the **× button** for high and low blocks.

All attacks consume energy, and special attacks consume much more than the regular ones. If you do not have enough energy, your attacks will be slow, and your character will become more vulnerable. We recommend taking defensive actions (blocking and avoiding enemy attacks) in order to restore energy. You are not able to use Medicine and Food to restore health, or Whiskey and Mariani Vine to restore energy during a boxing match.

The gauge at the bottom of the screen indicates which fighter is winning the match. After each round, the gauge fills toward the winner. When the gauge is filled with one fighter's color, that fighter wins the match.

ROLE-PLAYING

ATTRIBUTES

Your character has three basic attributes that affect gameplay:

Fencing: Increases damage you inflict with cold-steel weapons.

Shooting: Increases damage you inflict with firearms.


Defense: Decreases damage you receive from enemy attacks.

PERKS


Perks are special abilities that you acquire as you progress through the game's course.

Most perks have three levels of effectiveness, visually depicted by the number of stars in the upper-right corner of a card symbolizing the perk. To improve the effectiveness of a perk, you must select it more than once, to a maximum of three times.


On-Foot Active Perks

 Active perks are special moves that you can assign to buttons and use during a land battle. They vary from Block and Dodge, to super attacks that inflict increased damage and even dismember your enemies.


On-Foot Passive Perks

 Passive perks usually increase stats, such as health, energy or damage inflicted with certain type of weapons.

Global Naval Perks

 Global Naval perks take effect when your ship is on a Global Map. Effects vary from increasing your ship's speed to restoring your crew after battles.

Naval Battle Perks

 Naval Battle perks are used in naval battles. They increase your ship's speed, accuracy, damage inflicted, and more.

ITEMS

FOOD

Food is an important element in every man's life, and Abraham Gray is no exception. Food (corn, bread, cheese, and meat) restores your health points. You cannot eat food during a duel or boxing match.

MEDICINE

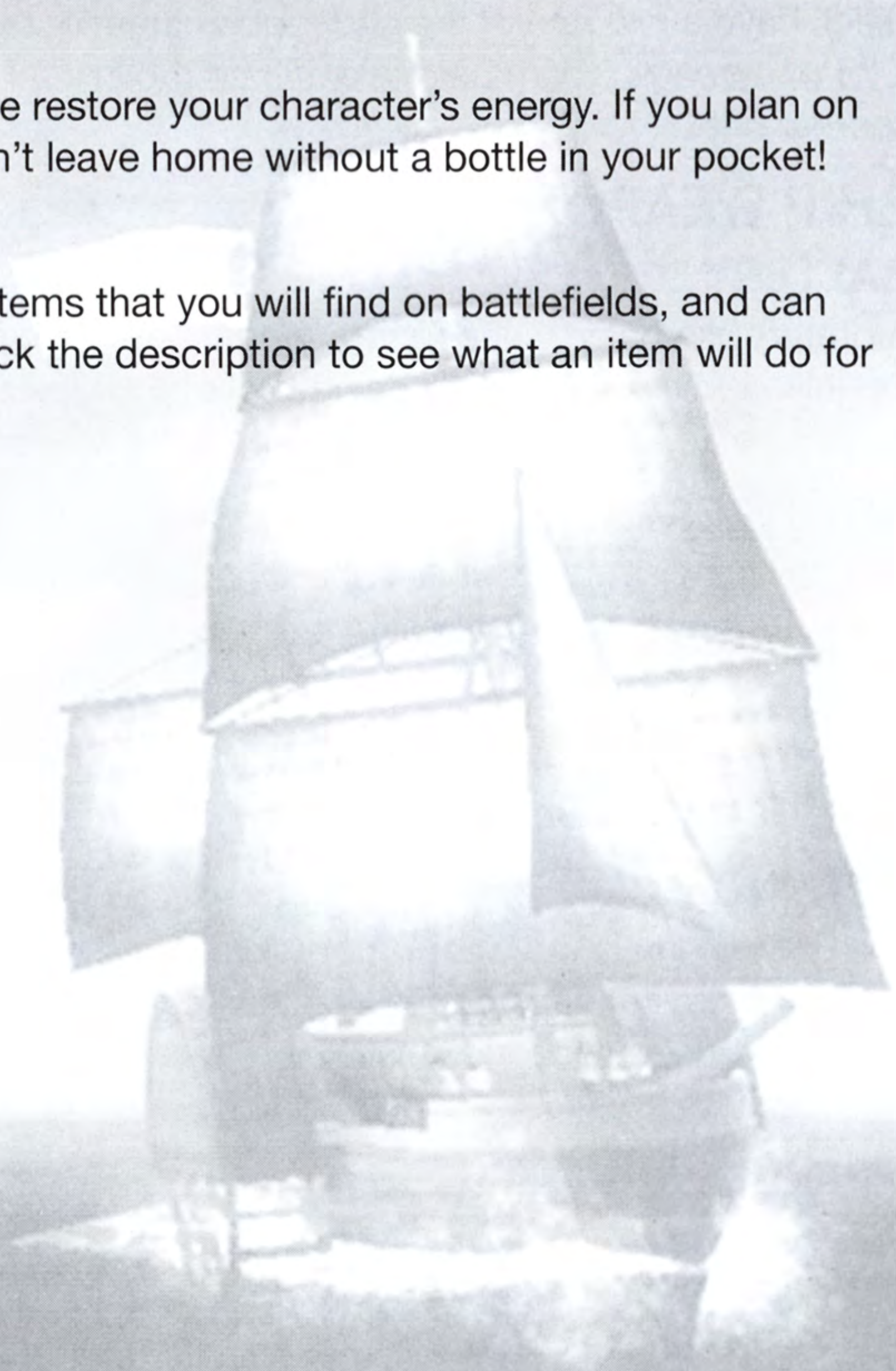
Medicine restores more health points than food. The Doctor perk improves the effectiveness of medicine. Ointment, unlike other medicines, permanently increases your character's Defense attribute by one.

ALCOHOL

Whisky and Mariani Wine restore your character's energy. If you plan on using super attacks, don't leave home without a bottle in your pocket!

OTHER ITEMS

There are a lot of other items that you will find on battlefields, and can purchase in shops. Check the description to see what an item will do for you.



WEAPONS AND AMMO

COLD-STEEL WEAPONS

These blades differ in size and damage capability. New sabers and swords appear in weapon shops as you progress through the game.

REVOLVERS

Revolvers don't inflict much damage to enemies, but they have a high rate of fire. You must have revolver ammo in your inventory in order to shoot a revolver.

RIFLES

Rifles have a low rate of fire and require time for reloading, but they cause a lot of damage. You must have rifle ammo in your inventory in order to shoot a rifle.

SHIP WEAPONS

BATTERY

A battery is a basic weapon mounted on every ship. Its main advantage is its unlimited ammo. Under the control of a skilled player, and supported by certain perks, even the battery can be extremely powerful and deadly.

HOWITZER

The howitzer is a powerful weapon that fires a big, slow shell parallel to water. Its slow speed makes it practically useless at long distances.

MORTAR

A mortar is a relatively slow, plunging-fire weapon, that shoots a powerful projectile and requires precise aiming.

GATLING GUN

The gatling gun is the weapon of choice for those who love to board enemy ships, not sink them! The gatling gun is extremely effective at close range – in just a seconds, it will wipe out the enemy crew and make the ship ready to board.

MISSILE LAUNCHER

The missile launcher is the ultimate weapon, which unleashes a salvo of fast-flying missiles that will decimate the enemy! The Missiles Master perk increases both the damage and the number of missiles in a salvo!

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Last, but not least, you for buying this game.

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