

太鼓の達人

TAIKO

DRUM MASTER

TM



EVERYONE
E
CONTENT RATED BY
ESRB

namco®

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.

CONTENTS

GETTING STARTED	2
CONTROLS	3
STARTING OUT	5
STRIKING THE TAIKO	7
TAIKO MODE	11
MINI GAMES	13
GAME SETTINGS	16
CAST OF CHARACTERS	18
TETSUO'S TOUR OF THE WADA HOUSE	25
HAVE YOU GOTTEN ALL YOUR REWARDS?	26
LIST OF SONGS	27

IN THE SPRING, at a certain Taiko drum factory with a long and distinguished history... Don and Katsu were born!

They made their way to Tokyo to promote the beauty of Taiko throughout Japan, and created the game, "TAIKO: Drum Master™."

The birth of "TAIKO: Drum Master" ignited an outbreak of Taiko fever that quickly spread throughout Japan, turning every day into a festival.

Now, Don, Katsu, Tetsuo, Hana, Neko and Shaxy are all working hard to make an even more festive game for the US!

One day, with the end of their task in sight, Unagi took everyone to the beach for a break so they could all go swimming. Don and Katsu leaped about in the sunlight, Tetsuo and Hana swam around, splashing as they went, and Inu and Master Bachio were going wild over the sight of the ocean, which they had never seen before.

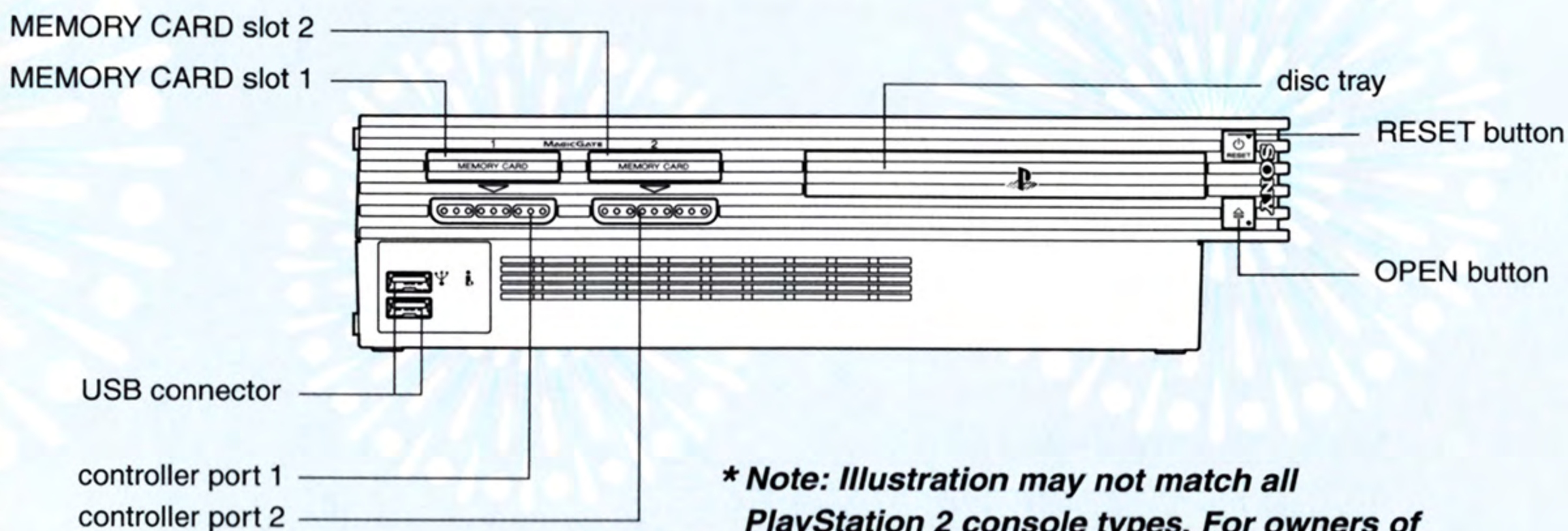
On their way back after the sun had set, Tetsuo said, "Wouldn't it be cool if everyone could have this much fun with Taiko?"

This simple remark sparked the birth of three exciting mini games. After everyone came back from the beach, Granpa, who had been resting due to back pain, was well enough to return to work and help finalize the game.

Thanks to everyone's efforts, "TAIKO: Drum Master" was completed!

Now, the beat of Taiko is taking the world by storm!

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.*

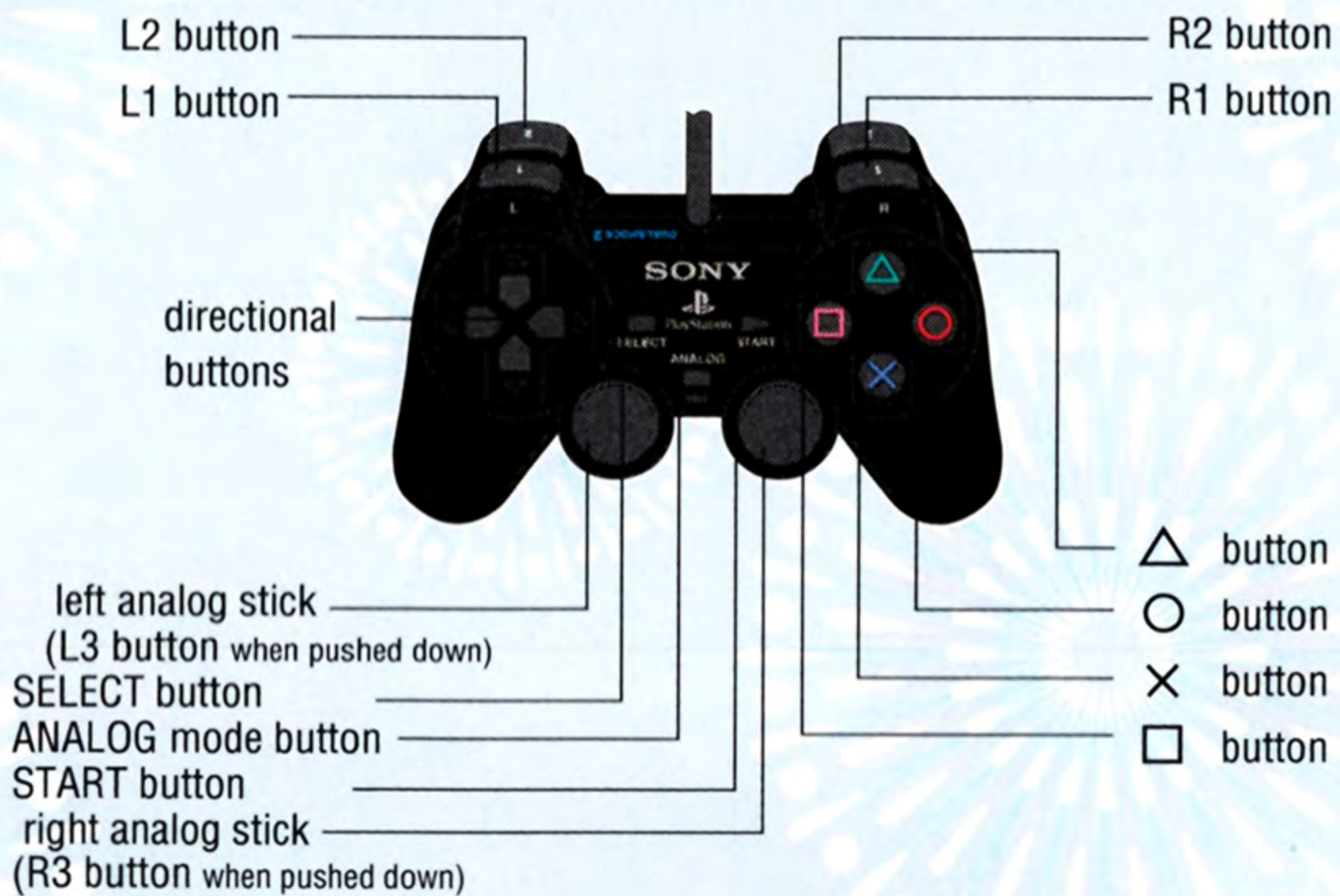
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **TAIKO: Drum Master™** 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.





CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Control settings for the DUALSHOCK®2 analog controller can be changed in "Control Settings," under "Game Settings" (see p. 17). The default setting for the controller is "Type 1."

When Playing Songs

	Surface (left) "Boom"	Directional button ↑ / ↓ Directional button ← / →
	Surface (right) "Boom"	○ button / × button △ button / □ button
	Edge (left) "Tap"	L1 button / L2 button
	Edge (right) "Tap"	R1 button / R2 button

Selection Screens

Directional buttons	Select item
× button	Enter selection
△ button	Return to previous screen
START button	Open Menu Window
SELECT button	Turn the auto play feature on/off in Taiko Mode's Song Select and Difficulty Level Select screens.

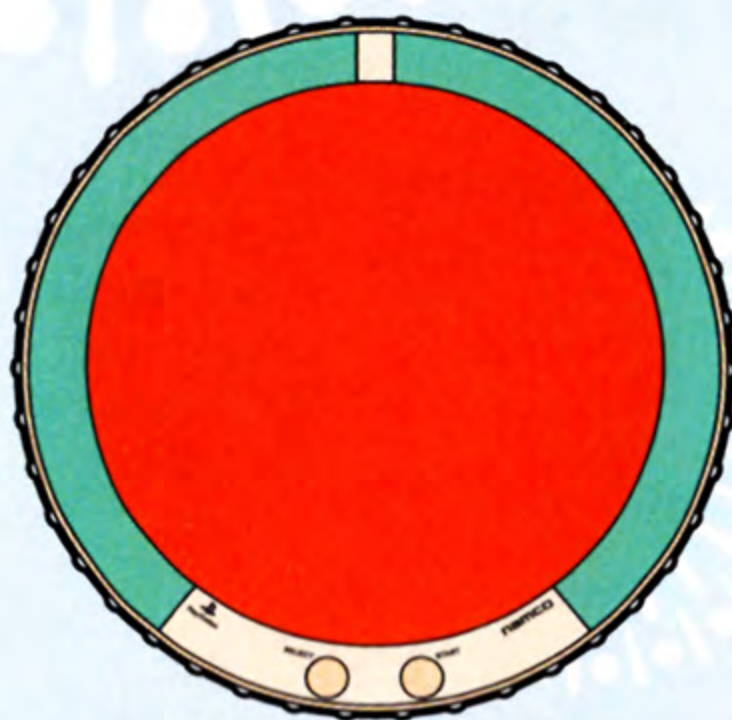
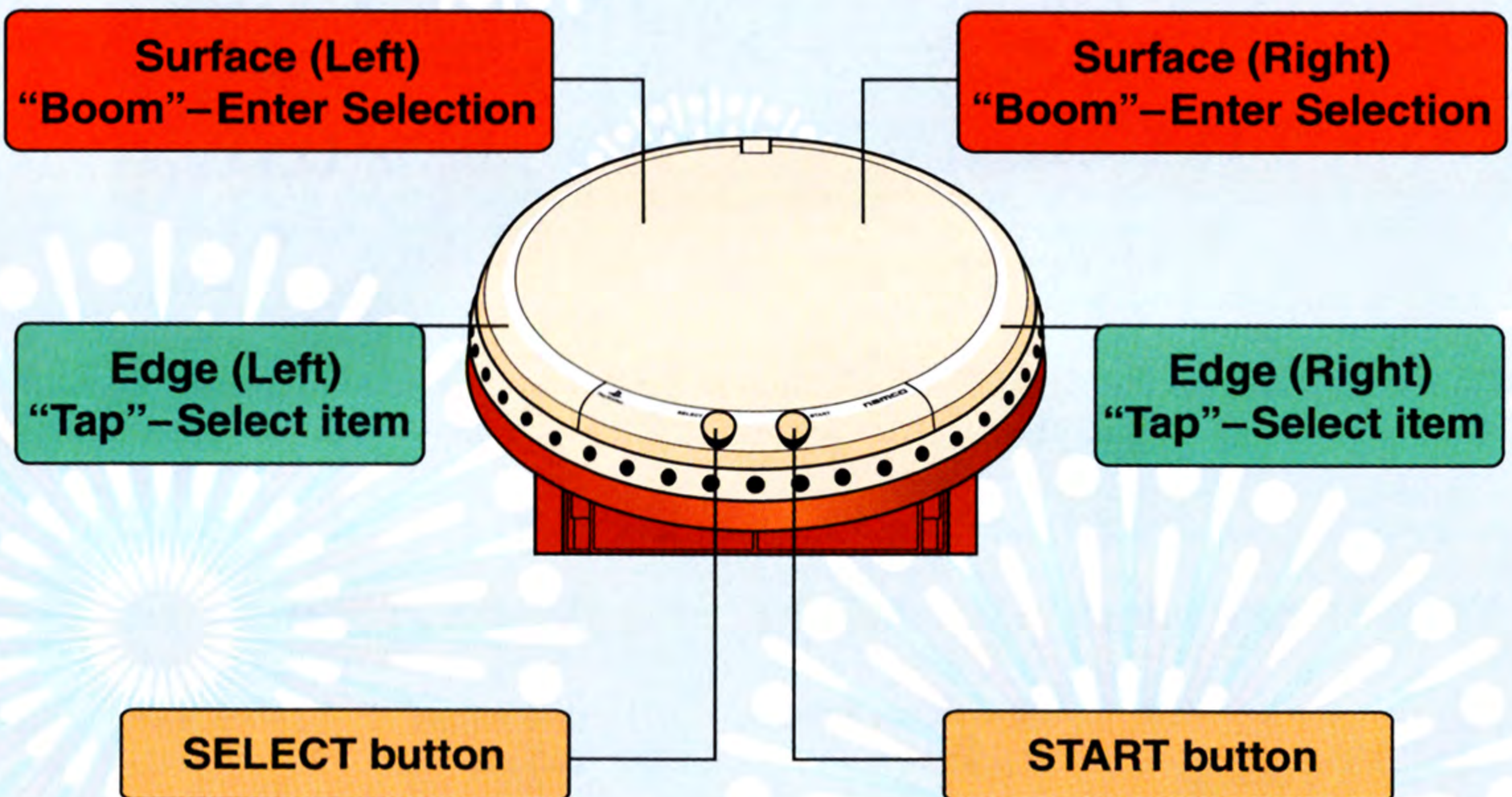
The DUALSHOCK®2 analog controller and others can also be used.

The vibration feature can be toggled on/off in "Control Settings" under "Game Settings" after selecting a button configuration.

CONTROLS

This section explains the controls for the TAIKO: Drum Master Taiko Controller and analog controllers. Control descriptions in this manual generally assume the Taiko Controller is being used.

When the Taiko Controller, the controller for TAIKO: Drum Master, is connected to the controller port in the PlayStation®2 console, everything in the game can be controlled by it. Use the Taiko Controller sticks to strike the surface of the controller to enter a "Boom." Strike the edge of the controller to enter a "Tap." Strike the left and right edges of Taiko Controller to select an item, and strike the surface to enter your selection.



- Red Portion: "Boom"
- Blue portion: "Tap"

CAUTION

When playing with the Taiko Controller, please consider the time of day you play so as not to disturb your neighbors with vibrations or sound. In order to avoid injury please be careful not to swing the sticks wildly or hit the drum too hard.

To learn more about how to properly play with the controller, please refer to the Taiko Controller instruction manual.

STARTING OUT

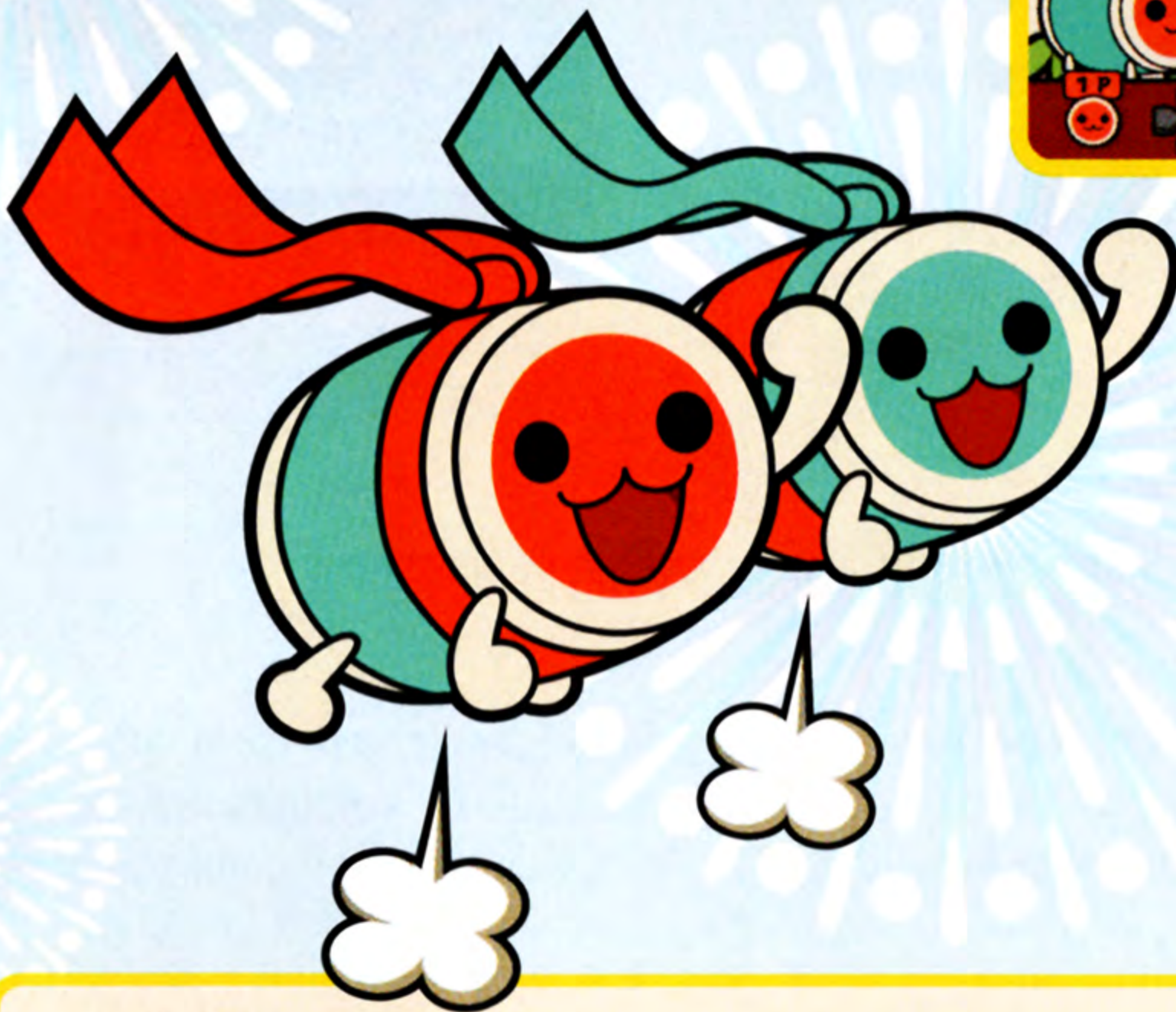
5

When starting the game, an intro movie will play followed by the Title Screen. Strike the surface of the Taiko Controller at the Title Screen to proceed to the Mode Select Screen.

Selection Screen Controls

	Taiko Controller	Analog Controller
Enter selection	Strike surface	⊗ button
Select an item	Strike left/right edge	◀ / ▶ / ▼ / ▲ directional buttons

There are three modes available in TAIKO: Drum Master. Select the mode you wish to play from the Mode Select Screen. When playing with an analog controller, pressing the ▲ button here returns to the Title Screen.



Pause Menu

Pressing the START button during play will bring up the Pause Menu, which allows you to return to the previous screen or start the song over from the beginning.



STARTING OUT

TAIKO MODE

In this mode you can play songs on the Taiko. Select a song and a difficulty level before playing. When the Tamashi Gauge (see p. 9) builds up past the Clear mark, the song is cleared.



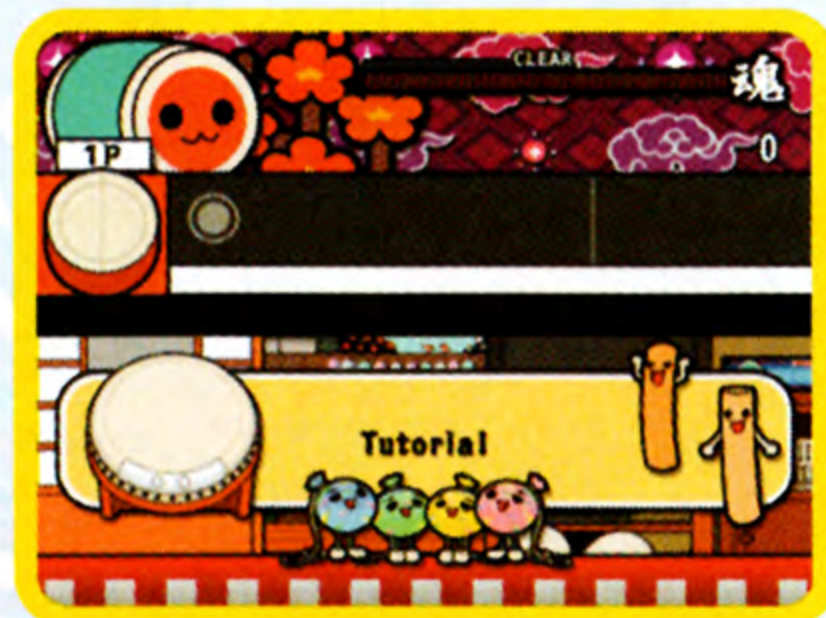
MINI GAMES

This mode is comprised of three mini games: Watermelon Eating Contest, Fireworks Festival, and Reach the Helicopter! Each mini game offers its own unique twist, and can be played by one or two players.



TUTORIAL

When playing for the first time, use this mode to familiarize yourself with the controls. Don and Master Bachio will perform a song, teaching you how to play. Follow their instructions and strike the Taiko Controller.



GAME SETTINGS

Here you can configure the game settings and save/load game data.

AUTO SAVE

This game comes with an Auto Save feature. When Auto Save (see p. 16) is enabled in "Memory Card (PS2)," under "Game Settings," game data will automatically be saved to a memory card (8MB) (for PlayStation®2). To manually save a game, select "Save."

To save game data, a memory card (8MB) (for PlayStation®2) must be inserted in MEMORY CARD slot 1. At least 26KB of free space must be available on the memory card (8MB) (for PlayStation®2) to save data.

STRIKING THE TAIKO

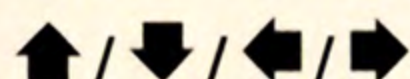
This section explains how to enjoy Taiko performances in this game. Mini Games have unique rules, so please refer to pages 13 - 15 to learn more.

Analog controller controls during gameplay



Surface (left)

"Boom": directional button



Edge (left)

"Tap": **L1** button / **L2** button



Surface (right)

"Boom": **○** button / **×** button

△ button / **□** button



Edge (right)

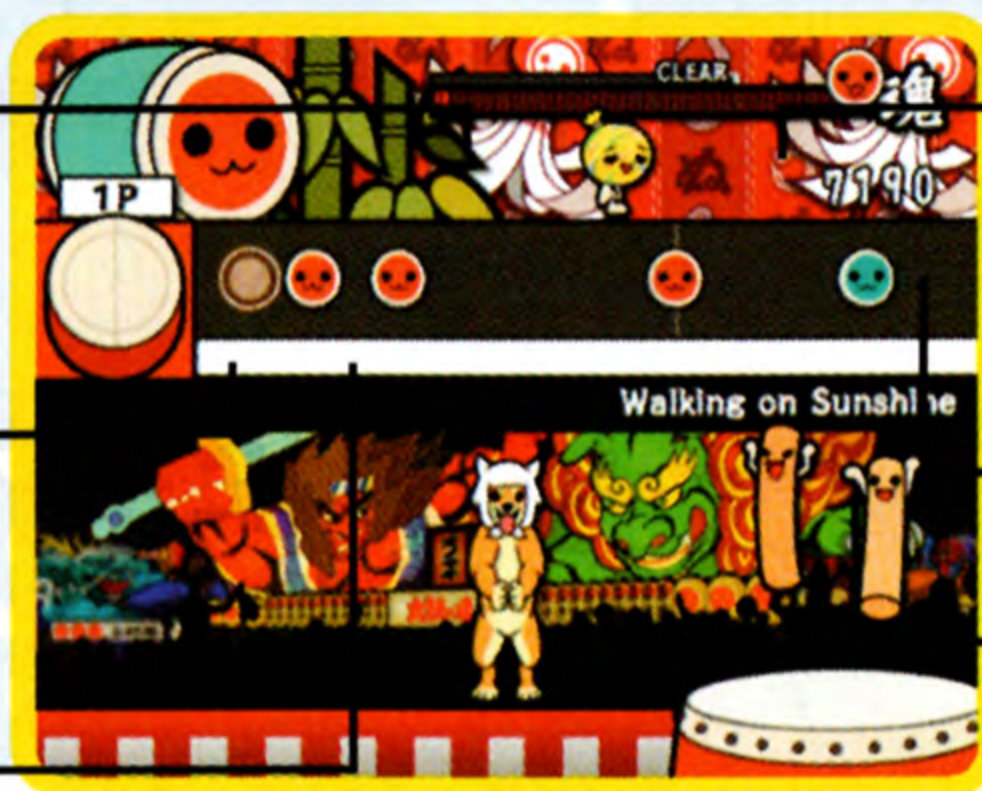
"Tap": **R1** button / **R2** button

The background, position of notes and other aspects of the Performance Screen differ depending on the song. For instructions on 2-person play, please refer to p. 10.

Tamashi Gauge
Builds up when striking the Taiko in line with the notes.

Frame
Strike the Taiko when notes line up inside here.

Notes
Notes travel from right to left.

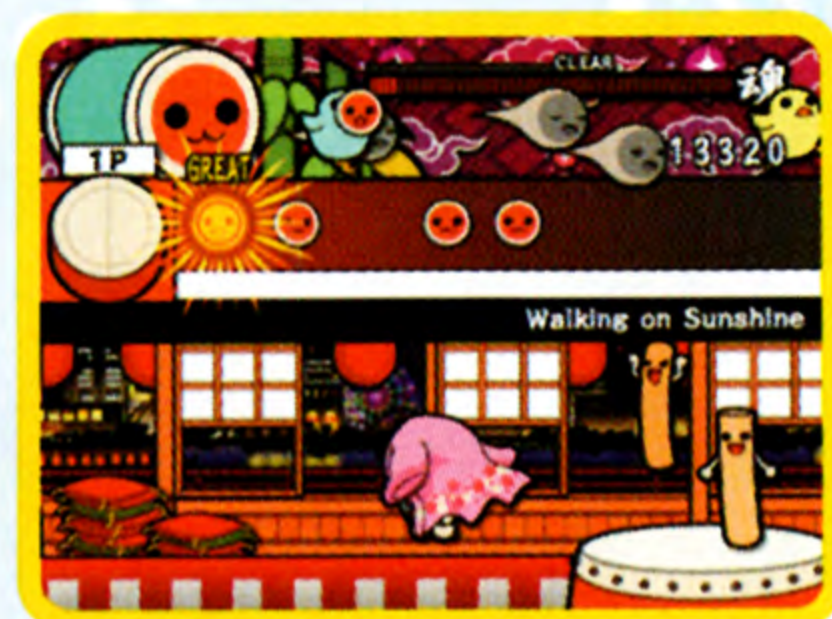


Clear
When the Tamashi Gauge builds up past this mark, the song is cleared.









Score
The current score.

Title
The title of the song being performed.

Strike the Taiko Controller in tune with the notes that appear on the screen for each song. The notes travel from the right side of the screen to the left. To play the Taiko in rhythm with the song, strike the surface or edge of the Taiko Controller with the Taiko Controller sticks when the notes line up inside the frame.



STRIKING THE TAIKO

<p>Boom</p> <p>Strike the surface of the Taiko Controller. (Press the , , or directional button, or the , , or buttons.)</p>		<p>Tap</p> <p>Strike the edge of the Taiko Controller. (Press the L1 , L2 , R1 or R2 button.)</p>	
<p>Boom (Big)</p> <p>Strike the left & right surfaces of the Taiko Controller (press the directional button , , or , and press the , , or button) simultaneously for bonus points.</p>		<p>Tap (Big)</p> <p>Strike the Taiko Controller's left edge (press the L1 or L2 button) and right edge (R1 or R2 button) simultaneously for bonus points.</p>	
<p>Drum Roll</p> <p>Repeatedly strike the Taiko Controller's surface or edge (press the , , or directional button, or the , , , , L1, L2, R1, or R2 button).</p>			
<p>Drum Roll (Big)</p> <p>Repeatedly strike the Taiko Controller's surface or edge (press the , , or directional button and the , , , , L1, L2, R1, or R2 button).</p>			
<p>Burst Note</p> <p>Repeatedly strike the Taiko Controller's surface (press the , , or directional button, or the , , or button) for the number of times that is displayed to pop the balloon.</p> 	<p>Pair Note</p> <p>This appears in 2P Mode. Both players strike the Taiko Controller's surface (press the , , or directional button, or the , , or button) in proper timing.</p>		

There are many kinds of notes, each indicating the area of the Taiko Controller to strike and how many times to strike it. Text in parentheses () explains the controls for analog controllers.

The "(Big)" in "Boom (Big)" and other notes does not mean to strike the Taiko Controller hard, but rather to strike both sides of its surface or edge simultaneously. Striking the Taiko Controller too hard may cause it to malfunction or break.

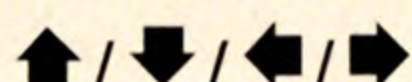
STRIKING THE TAIKO

Analog controller controls during gameplay



Surface (left)

"Boom": directional button



Edge (left)

"Tap": L1 button / L2 button



Surface (right)

"Boom": O button / X button

△ button / □ button



Edge (right)

"Tap": R1 button / R2 button

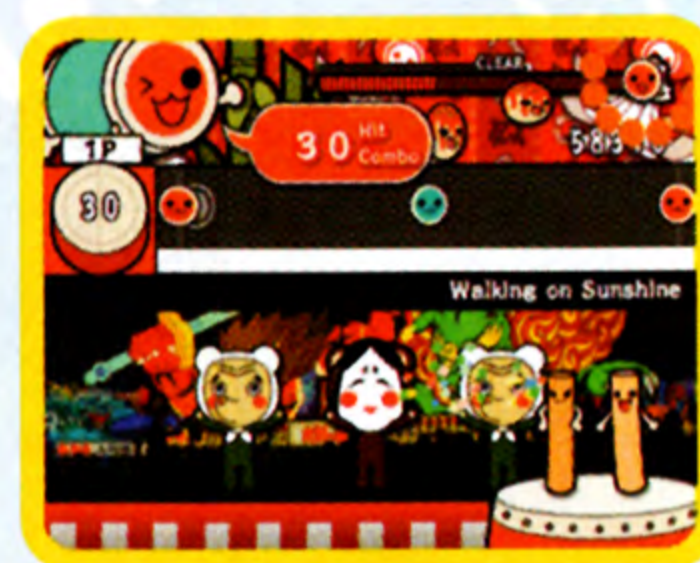
The marks "GREAT", "GOOD" and "BAD" that appear while playing a song indicate how accurately you strike the Taiko Controller while a note is inside a frame. "GREAT" appears when a note is struck perfectly, "GOOD" when it is slightly off, and "BAD" when it is largely off. Try to time your strikes to occur exactly when the notes are within the frame to get lots of points.



The Tamashi Gauge builds up when striking the Taiko Controller in proper timing with the song, and decreases when the timing is off. When the gauge exceeds the Clear line, the song is cleared.



When you strike the Taiko Controller in proper timing with several notes in a row, you perform a Combo. Combos are counted from 10 strikes, and the Combo number appears for every 10 strikes thereafter. However, if your timing is off on even a single note, the Combo number returns to 0.




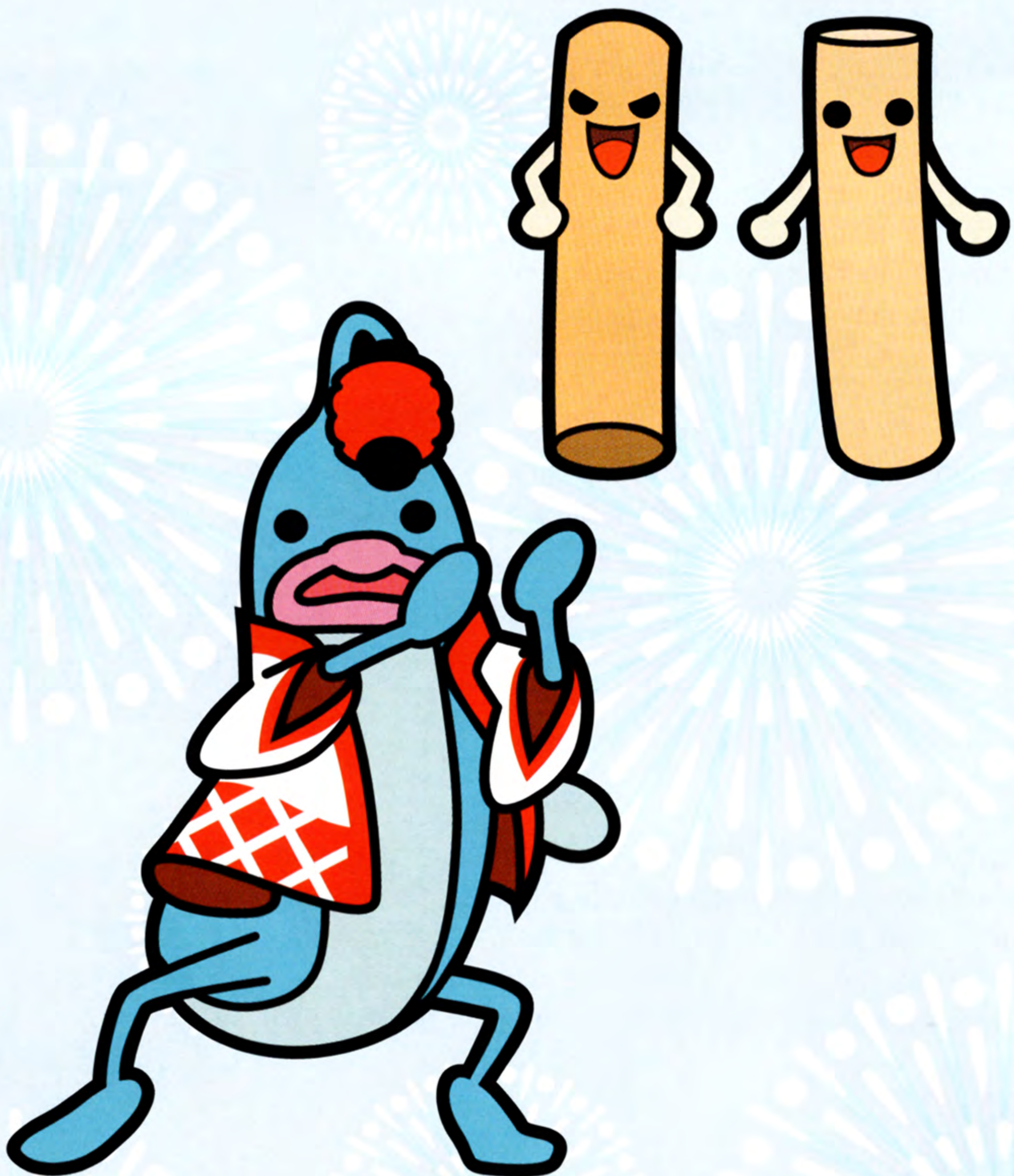
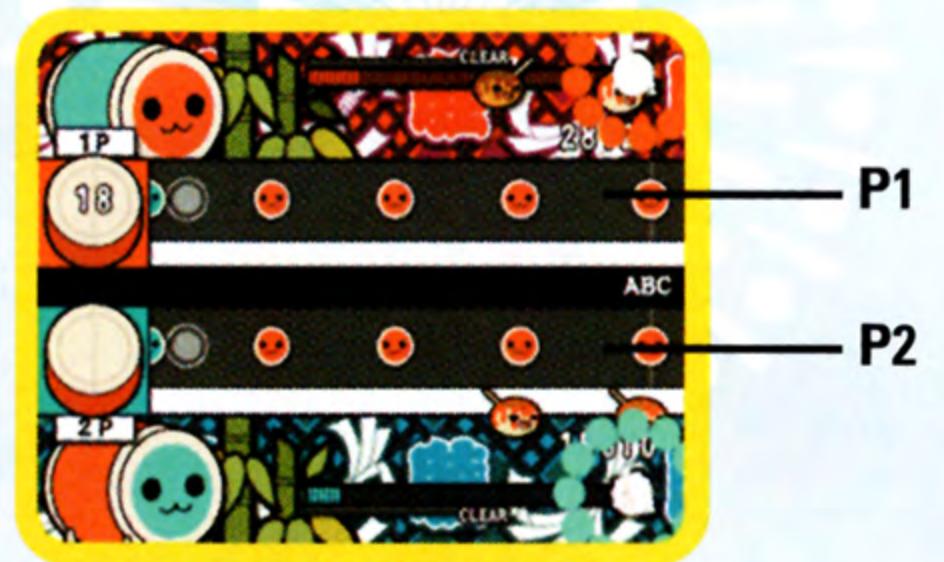
STRIKING THE TAIKO



When playing Taiko Mode or Mini Games (see p. 13) with two players, a Taiko Controller or analog controller must be connected to each controller port.

TAIKO MODE

Strike Player 2's Taiko Controller at any time during the Song Select Screen or Difficulty Level Selection Screen to enter. If playing with an analog controller, press the  button. The Taiko Mode screen is divided in two halves (top and bottom) when two players play.



TAIKO MODE



This section explains how to play Taiko Mode, in which players play songs by striking the Taiko Controller. Select a song and choose a difficulty level.

Rules

- 1 Choose a difficulty level and drum away! Try to get as many points as possible.
- 2 Time your strikes well to increase the Tamashi Gauge.
- 3 Pass the Clear mark by the end of the song to clear the level.
- 4 Aim for a perfect combo—without missing a beat!

Selection Screen Controls

	Taiko Controller	Analog Controller
Enter selection	Strike surface	⊗ button
Select an item	Strike left/right edge	◀ / ▶ directional button

TAIKO MODE

When the cursor is moved to the title of a song, the song's difficulty level is displayed along as stars. The number of stars indicates the difficulty of the song within its difficulty level. The more stars there are, the more difficult the song is. Songs that have already been cleared are marked with silver crowns by their titles. Titles with gold crowns have been cleared with perfect combos. Enter a selection to proceed to the Difficulty Level Select Screen. Choose from three difficulty levels: Easy, Normal and Hard. Enter your selection to begin the performance.



The Results Screen appears when the performance is over. The number of points earned during the performance, the Max Combo number and the Success rate are shown. Strike the surface of the Taiko Controller to continue to the Name Entry screen.



NAME ENTRY SCREEN

After completing a song, the player's name can be entered to save along with the scores. Select and enter letters one at a time, then select "End" to proceed to the Song Select Screen. The high scores for each song can be viewed at any time in Ranking Mode.

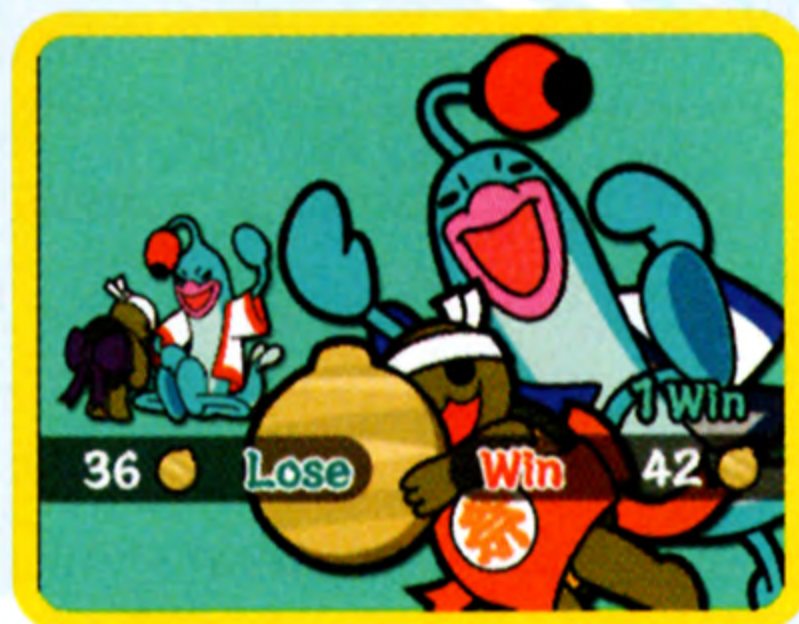


MINI GAMES

13

Select a mini game to play from the Mini Game Select Screen.

After a game is finished, the results are assessed on the Appraisal Screen.



This mode offers non-performance play using the Taiko Controller for 1 or 2 players. Choose "Mini Games" on the Mode Select Screen.

Selection Screen Controls

	Taiko Controller	Analog Controller
Enter selection	Strike surface	⊗ button
Select an item	Strike left/right edge	◀ / ▶ directional button

WATERMELON EATING CONTEST

Perform drum rolls on the Taiko Controller to wolf down four watermelon slices in this eating competition.

Analog controller controls during game play

Watermelon Eating Contest!	
Eat watermelon/Spit out seed	⊙ button / ◀ directional button
Dodge bat	L1 button
Dodge bat	R1 button

MINI GAMES

14

In this game, players must scarf down four watermelon slices within the time limit while dodging Tetsuo's watermelon-splitting bat.

Perform a drum roll on the Taiko Controller's surface to eat a watermelon and spit out its seeds after it's eaten. After all the seeds are spit out, begin eating the next watermelon slice. When playing against another player, the first player to eat all the watermelons wins.

WATCH OUT FOR THE BAT!

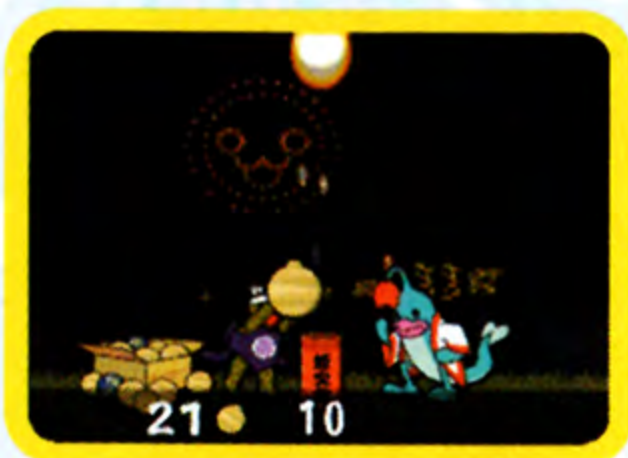
When Tetsuo approaches and raises his bat, strike the edge of the Taiko Controller in proper timing to dodge his swing. If the bat hits you, you won't be able to move for a few seconds.



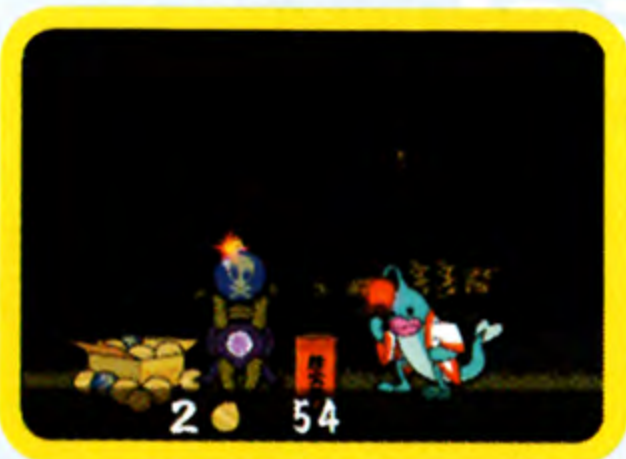
FIREWORKS FESTIVAL

Launch fireworks that Kame brings, being careful to sort out the bombs.

Try to launch as many fireworks as possible within the time limit. Light the fireworks that Kame brings and launch them by striking the Taiko Controller's surface when he places them in the pipe. If Kame mistakenly places a bomb in the pipe, strike the Taiko Controller's edge to discard it.



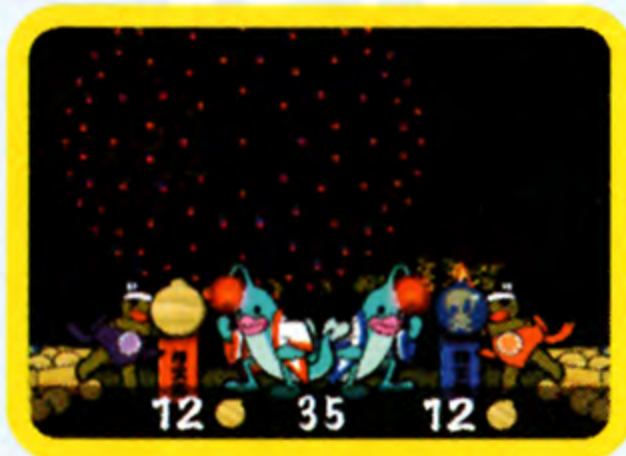
Firework—Strike the Taiko Controller's surface to launch it!



Bomb—Strike the Taiko Controller's edge to discard it!

Analog controller controls during game play

Launch firework	○ button / ← directional button
Discard	L1 button
Discard	R1 button



Playing with two players—When playing against another player, the left side of the screen is P1, and the right side P2. The player who launches the largest amount of fireworks within the time limit wins.

MINI GAMES

15

REACH THE HELICOPTER

Stack Inus (Johns for P2) on top of each other, maintaining their balance until they can grab onto the rescue copter that flies overhead to clear the stage. The stack of Inus continues to move

left or right, so be careful they don't topple over. If you can maintain

their balance for a certain period of time, another Inu will appear and climb up the stack. Once eight Inus are in the stack, a rescue helicopter will appear. When Granpa shows his face, time your jump well to grab onto the helicopter. When playing with two players, the first player to grab the helicopter clears the stage, and the first player to clear two out of three stages wins.

Analog controller controls during game play

Jump	⊙ button / ← directional button
Walk left	L1 button
Walk right	R1 button



Rescue Helicopter

Grab the helicopter when Granpa sticks out his head.

Inus

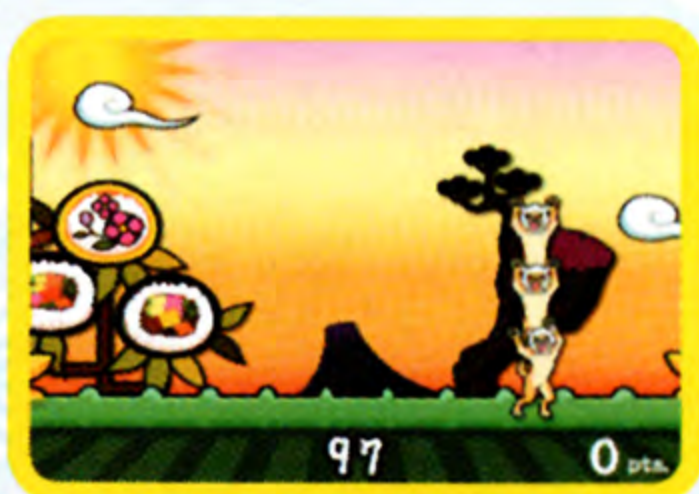
P1 controls the movement of the bottom Inu (John for P2).

Points

When a stage is cleared, the remaining time is converted to points. If playing with two players, the number of victories is displayed instead.

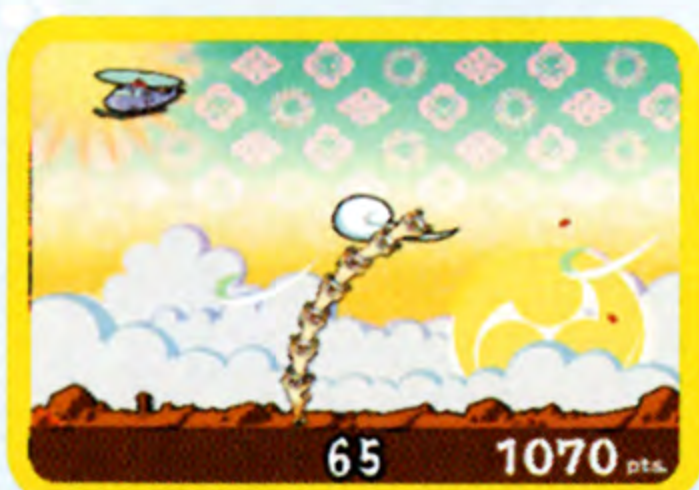
Time Limit

The game ends when the time runs out.



CONTROLLING THE INU

When striking the Taiko Controller's left edge, Inu walks left. When striking the right edge, he walks right. To increase Inu's speed, continue to strike the edge in the direction he is walking. To decrease his speed, strike the opposite edge. Strike the Taiko Controller's surface to make him jump straight up.



WATCH OUT FOR THE WIND!

When the wind blows, the column loses its balance. To avoid being blown over, move left and right to counter the wind. The wind's direction can be discerned by the way clouds move and leaves from the tree fly.

GAME SETTINGS

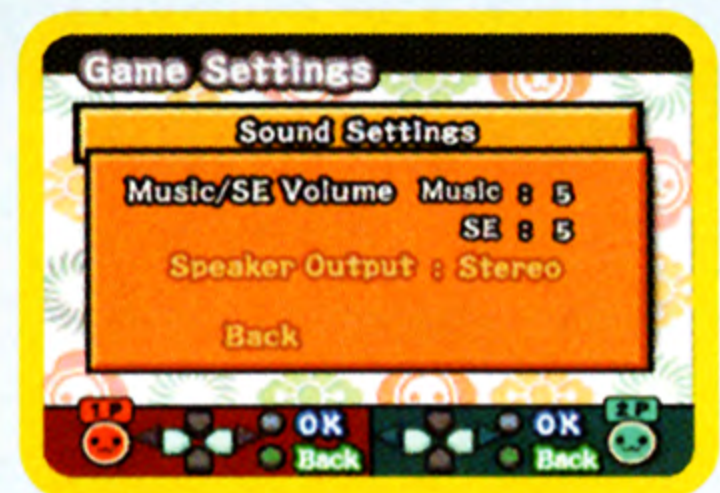
16

Various game settings can be configured here. Game data can also be saved and loaded.

Selection Screen Controls

	Taiko Controller	Analog Controller
Enter selection	Strike surface	⊗ button
Select an item	Strike left/right edge	◀ / ▶ directional button

Various sound adjustments can be made. Volume Balance adjusts the balance of music and sound effects. Sound Output toggles the output between stereo and monaural.



In addition to saving and loading data, the Auto Save feature (see p. 6) can be turned on/off.



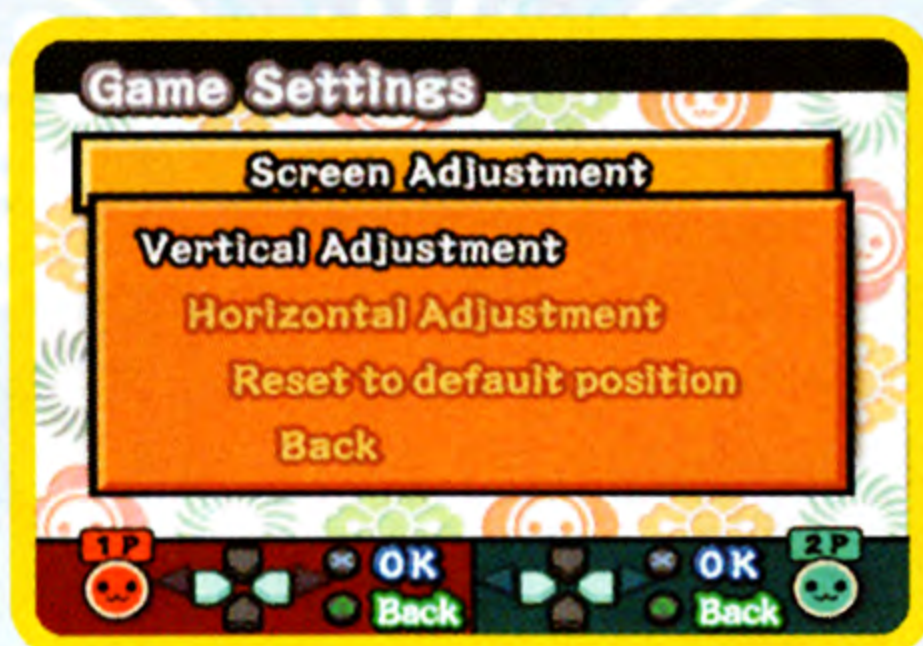
GAME SETTINGS

17

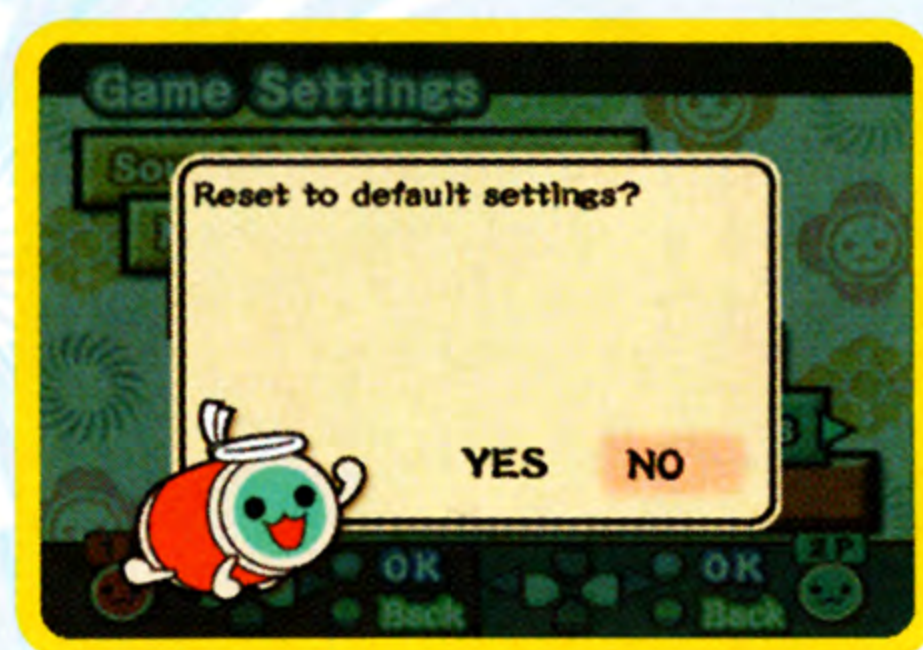
The analog controller's settings can be changed. Choose one of four types of button configurations, and turn the vibration feature on/off. Use Test Configuration to try out the controls.



The screen position can be adjusted. Strike the Taiko Controller's edge to select an item, and strike its surface to enter the selection. In Vertical Adjustment, strike the left edge to shift the screen upward, and strike the right edge to shift the screen downward. The screen can be shifted vertically with an analog controller using the \uparrow / \downarrow directional button. In Horizontal Adjustment, strike the right edge to shift the screen to the right, and strike the left edge to shift the screen to the left. The screen can be shifted horizontally with an analog controller using the \leftarrow / \rightarrow directional button. Select Default Setting to return the screen to its default position.



All settings can be returned to their default settings. Upon selecting this item, a confirmation message will appear. Select "Yes" to return all settings to their defaults.



Close the settings and return to the Mode Select Screen.



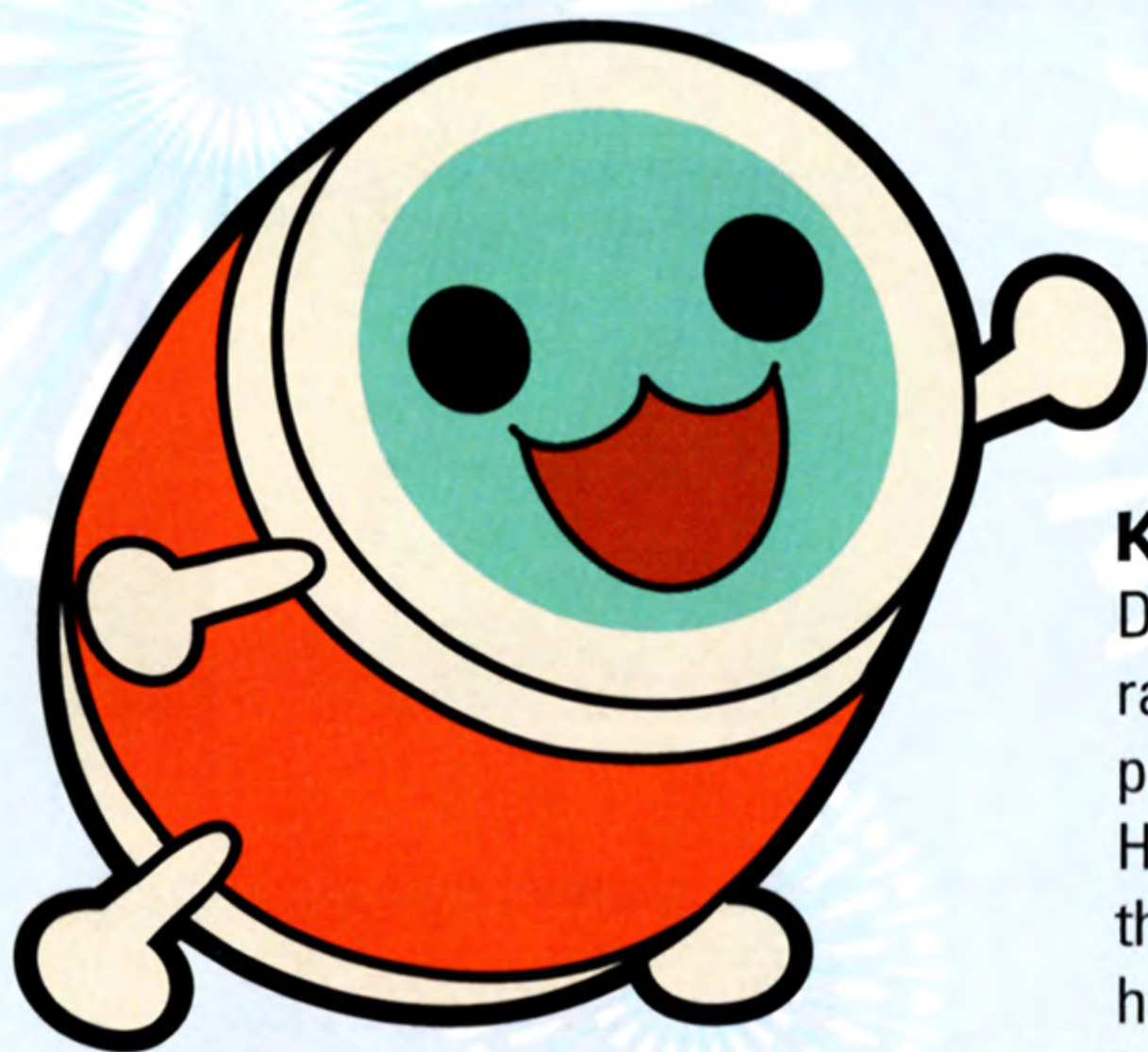
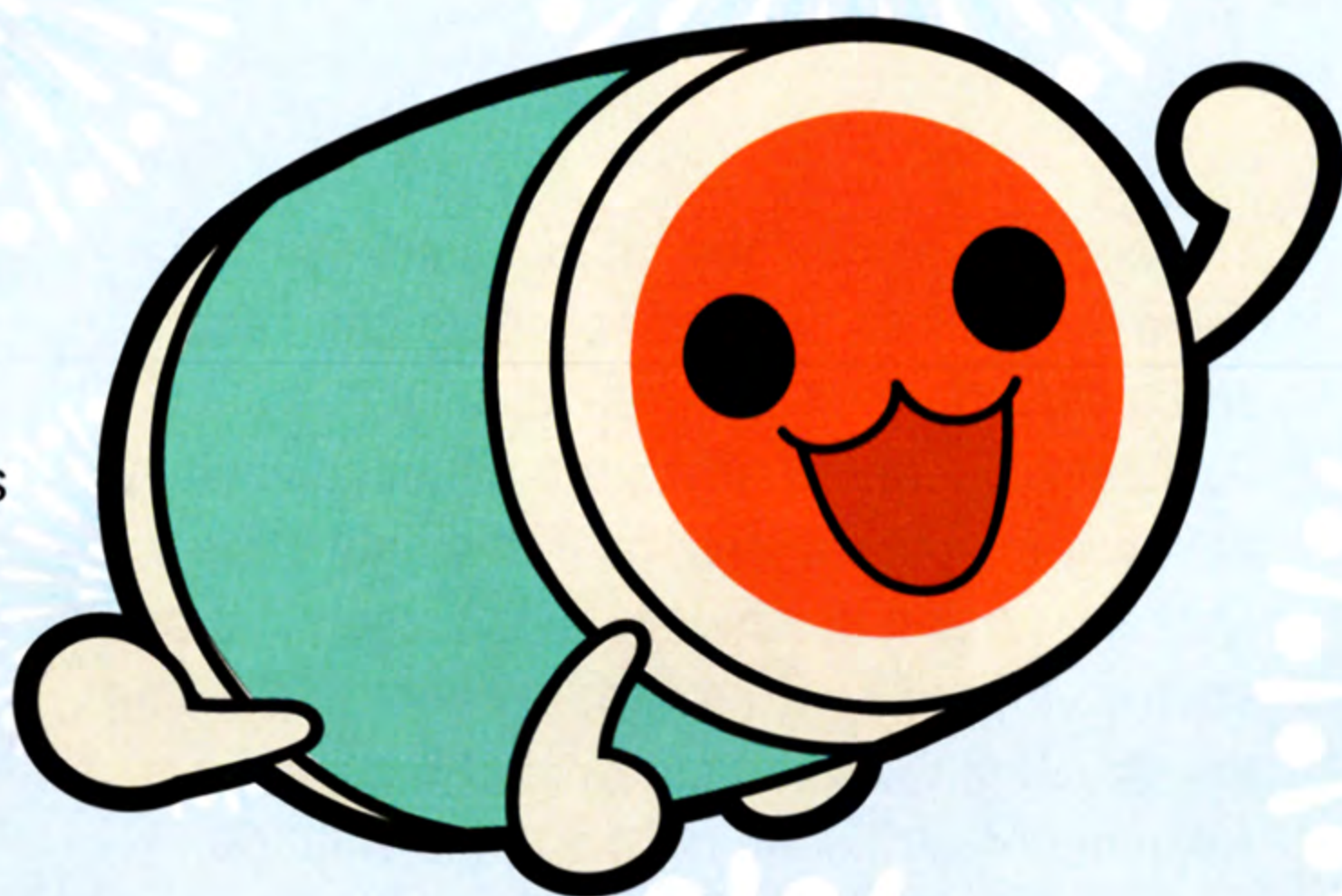
CAST OF CHARACTERS

18

This section introduces the unique characters that appear in this game.

DON

The star of TAIKO: Drum Master. Don's dream is to share the beauty of Taiko with the world. Three years have passed since he moved into the Wada House, and he's become quite popular around town. With his monstrous appetite, shopping expenses at the Wada House have taken a turn for the worse.

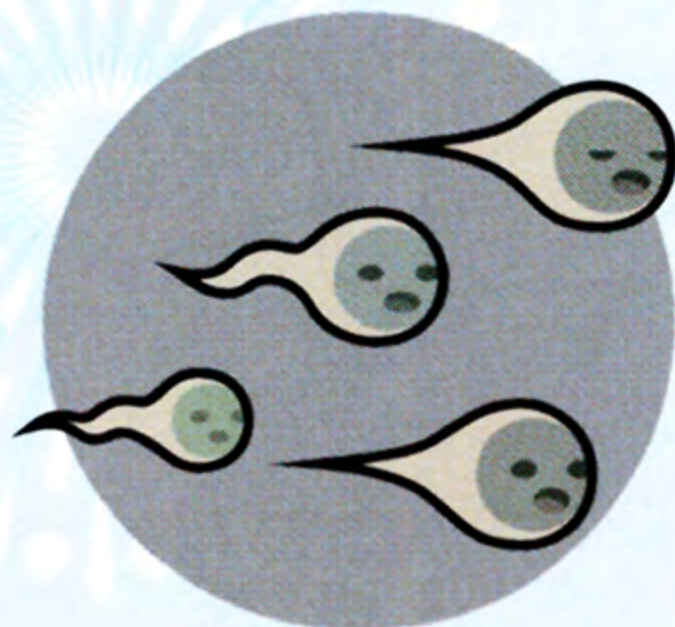


KATSU

Don's twin brother. Katsu is every bit as rambunctious as Don. Three years have passed since he moved into the Wada House. He only recently realized he's not the main character. He also eats like a hog, but tends to hold back more than his brother.

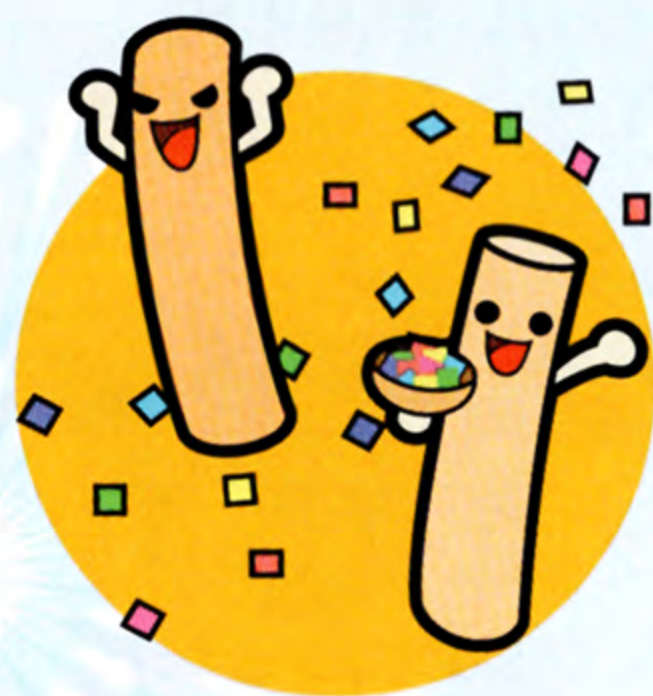
CAST OF CHARACTERS

19



TAMASHI

These are the very souls of Taiko. Upon entering two flawlessly designed Taiko drums, the Tamashi gave life to Don and Katsu. Without the Tamashi, Don and Katsu would be mere drums. Various types of Tamashi exist. When Don and Katsu make a mistake in Taiko Mode, they exhale "Dispirited" Tamashis.



MASTER BACHIO

Master Bachio is a mysterious character who is two, yet one. He teaches how to strike the Taiko, and prides himself on his grace and agility. He is actually quite big in the world of water treading.



Inu

The Wada household's kind and courteous dog. He loves to wear a hood. Inu risks his life performing death-defying balancing acts in the Reach the Helicopter! mini game.



JOHN

Inu's younger brother, John is a festival dancer. Exactly what motivates him to perform the stunts he does in the Reach the Helicopter! mini game is anyone's guess...

CAST OF CHARACTERS

20

These are the people who live in the Wada House and the surrounding neighborhood.



TETSUO

The youngest son in the Wada household. At six years of age, he's already too much for anyone to handle. He attends a Taiko class, but often skips it to go to festivals. In the Watermelon Eating Contest! mini game, it almost seems he enjoys hitting Don and Katsu...



GRANPA

The 75-year old grandfather of the Wada household. Retired from work, he spends most his time looking after his grandson Tetsuo. He asked Unagi to take everyone to the beach so he could recover from back pains.



HANA

Hana lives next door to the Wada House. She is one year older than Tetsuo, and acts like his older sister. She became friends with the Wada family when they were talking about Ms. Mariko and Katsu at the beach.



MIMIZU

Don's pet worm. She sleeps in a flowerpot. She can't speak, but expresses her feelings with body language. She is an excellent advisor when it comes to romance. This veritable doctor of love single-handedly manages all of Donko and Ms. Mariko's relationship troubles.

CAST OF CHARACTERS

NEKO AND SHAXY

Neko and Shaxy are like two peas in a pod. They're inseparable and share everything 50-50. Neko doesn't like to swim, so they always stay at the beach hut.



NEKO The pet cat of Hana, who lives next door to the Wada House.

SHAXY Hailing from Miyajima, this ladle was given to Hana as a souvenir. The Japanese characters for "Victory" are written on the back.

These friends of the Wada household liven up the festivities by dancing poetically to musical performances in the game.



UNAGI

This mysterious creature has a lantern on his head. He travels throughout the country, running a stand at various festivals across the land. He puts on a beautiful fireworks performance in the Fireworks Festival! mini game. A very dependable figure, Unagi takes everyone to the beach.



DONKO

This lovely maiden was brought to life at the same Taiko factory Don & Katsu came from, and later followed them to Tokyo. She took too long getting ready for this game, so she wasn't included. Too bad.



KAME

This turtle can be spotted a mile away by the apron he wears. He helps out in the mini game Fireworks Festival! Kame greatly admires Unagi, who he calls "Bass" (meaning "Boss").

CAST OF CHARACTERS

22



KABUKI KIDS

These kids wear a fox, man, and woman mask, but they're really three teddy bears. Extremely shy, these dancers never remove their masks. They recently decided to attempt more aggressive dances.



IKA

Ever since seeing how scrumptious the Takoyaki looked, these silly squid began worrying if they'll look just as appetizing as calamari. Skilled swimmers, the Ika have labeled themselves "Children of the Sea."



DANCING LION

Chomping his teeth as he moves, the Dancing Lion performs hypnotic dances to music. No one knows what sort of creature lies underneath the costume. A rival of the Kabuki Kids, the Dancing Lion is continuously striving to improve his dances.



NAMAHAGE

Although he has an intimidating appearance, Namahage is actually a good person at heart. No one knows what sort of creature lies underneath the costume. It's also unclear exactly how good a person he is too...

CAST OF CHARACTERS

These characters work for Unagi at his festival stand. They liven up performances in the game!



SUZUDON

These bells chime off prayers of thanks at shrines. They've been a part of Unagi's family for as long as they can remember.



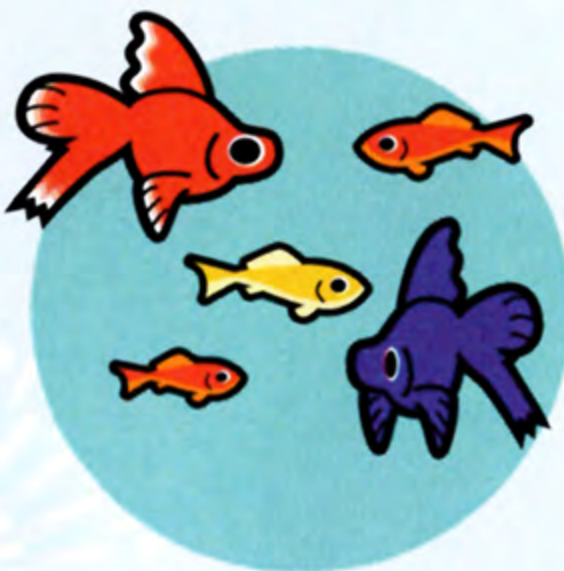
TAKOYAKI

These 10 brothers are from Osaka. They apparently enjoy being pricked with toothpicks. Rumor has it there were originally 11, but that's never been verified.



CHICK

Colored festival chicks. Unagi always hollers, "Don't dirty your colors!" but takes good care of them.



GOLDFISH

Goldfish from a goldfish-scooping game stall. They swim around excitedly even after being scooped up. All of them are ecstatic over their spot in the limelight this season.



LANTERN

These unsung heroes light up the streets and booths at festivals. Their faces may not show any emotions, but these lanterns are very diligent workers. Unagi always hollers, "It isn't enough just to provide light!" but takes good care of them.

CAST OF CHARACTERS

24



COTTON CANDY

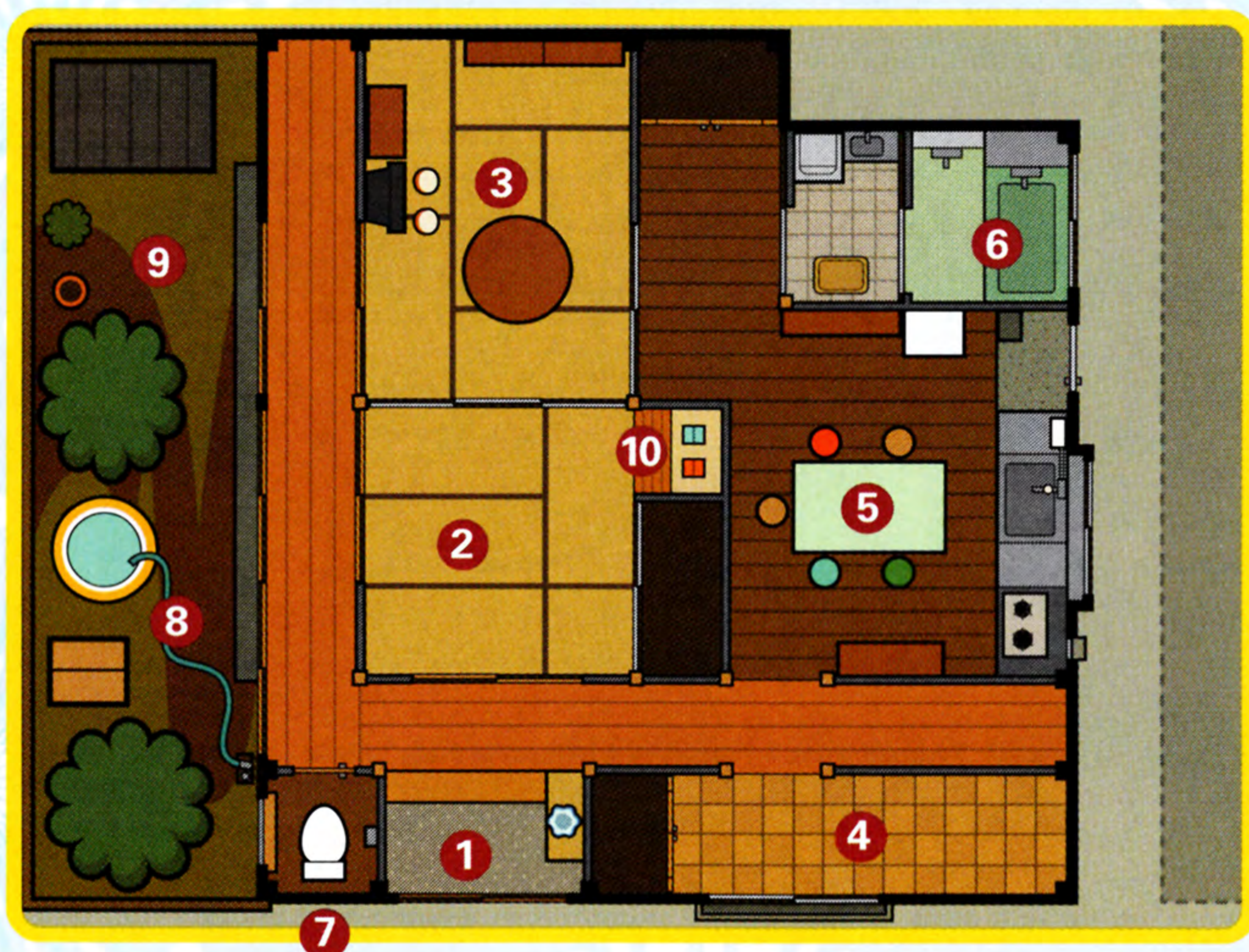
Sweet, fluffy cotton candy. Unagi always hollers, "It isn't enough just to be sweet!" but takes good care of them.



MS. MARIKO

A colored water balloon. Her tear-filled smile is adorable. She became friends with Hana at the beach. She has a crush on Katsu.

TETSUO'S TOUR OF THE WADA HOUSE



- 1 Entrance**
There are goldfish on top of the shoebox.
- 2 Bedroom**
This is where I sleep at night. Everyone plays here too. Lately I feel like something's watching me here...
- 3 Living Room**
I come here often. The TV's here, as is TAIKO: Drum Master. Everyone relaxes here.
- 4 Storage Room**
Things are stored here now, but apparently this'll soon be Tetsuo's room.
- 5 Kitchen**
I spend half my time here. This is where I eat. I love watermelon!
- 6 Bathtub**
Katsu and I don't use this room. Tetsuo and Granpa seem to enjoy taking baths.
- 7 Bathroom**
We got a new toilet two years ago, around summertime.
- 8 Yard 1**
Inu's old house is still here. So is Ms. Mariko's pool.
- 9 Yard 2**
This is where Mimizu lives.
- 10 Alcove**
The "Song" box is on display here.

HAVE YOU GOTTEN ALL YOUR REWARDS?

Did you know you can collect various rewards as you play? This section offers tips on how to reveal them.



SONGS

Play various songs in Taiko Mode to unlock hidden songs.

DIFFICULTY LEVEL

Rewards will appear once you start playing like a true Taiko Master. The road is long, but hang in there and you'll be rewarded!



LIST OF SONGS

27

LICENSED ROCK/POP

ABC
American Girls
Are You Gonna Be My Girl
Bowling for Soup - Jimmy Neutron Theme
Girls & Boys
I'm A Believer
Killer Queen
Lady Marmalade
Love Shack
Material Girl
My Sharona
Rock the Dragon - Dragon Ball Z Theme
Slide
That's the Way (I Like It)
The Impression That I Get
Toxic
Tubthumping
Walking on Sunshine

CLASSICAL

Beethoven's Symphony No.5
Carmen Prelude
Foster's Medley
Hungarian Dances No.5
Symphony No.25 in G Minor
William Tell Overture

NAMCO ORIGINAL

Don Rangers
Dragon Spirit
Katamari On The Rocks
Ridge Racer
SOULCALIBURII Brave Sword, Braver Soul
Taiko March
The Genji and The Heike Clans

CREDITS

28

DEVELOPED BY NAMCO LTD.

Producer

Masuya Oishi

Process Manager

Mio Ishida

Game Designers

Kazuyuki Oda
Kohsuke Takahashi
Shinya Satake
Takeharu Kijima
Ken Nakadate
Yukie Nakamura
Takuya Ojima

Programmers

Kazuki Sakamoto
Hiroko Kamimura

Library Programmers

Kazushige Watanabe
Shigeki Tomisawa
Jun Nagase
Takahiro Yamase
Kazuki Sakamoto
Kenji Saito
Naoya Sasaki
Kazuhiro Nishizawa

Graphic Designers

Yukiko Yoko
Takehito Sasaoka
Satoshi Ida
Maki Ono

Sound

Yuri Misumi
Yuji Masubuchi
Yoshihito Yano
Tomoko Tatsuta
Go Shiina
Ryuichi Takada
Tomomitsu Kaneko
Yu Miyake
Keiichi Okabe

Taiko Controller Mechanical Designer
Tsutomu Kiyono

Taiko Controller Electrical Designer
Masatoshi Takai

Taiko Controller Designer
Toru Yano

Taiko Controller Coordinator
Yoshinori Sato

Manual Designer
Katsushi Obi

Localization Producer
Michael Murray

Localization Director
Takashi Akiyama

Localization Staff
Masanori Kato
Shoko Doi

Special Thanks

Takashi Kohara
Jesahm
Tatsuhisa Yabushita
Akio Koyama
Takashi Fukawa
Takehiko Okubo
Masao Kasamatsu
Toshio Natsui
Koji Takahashi
Tatsuya Imada
Keita Kiso
Jun Omata
Rika Kizu
Manabu Sugiyama
Hiroyuki Akamatsu
Satoshi Imashiro
Masayuki Tanaka

Katamari Damacy Development Team
SOULCALIBURII Development Team

Executive Producers

Masahiro Tachibana
Yoichi Haraguchi
Shigeru Yokoyama

Voice Actors

Rumiko Varnes
Eric Kelso

CREDITS

29

Studio Engineer
Masanobu Murakami

Development Support
©RYOBI LIMITED
Star Jam. CO., LTD.
Cabina japan
INTAC CO., LTD.
adamants music, Inc.

©2000 2001 2002 2003 2004 NAMCO LTD., ALL
RIGHTS RESERVED.

**PUBLISHED BY NAMCO
HOMETEK INC.**

Senior Marketing Manager
Yoko Nakao

Public Relations Managers
Mika Kelly
Kristin Calcagno

Music License
Yoshi Niki

Michelle Slusser (Hailstorm LLC)
Dave Pettigrew (EMI Music Resources)

QA & Customer Support Manager
Glen A. Cureton

QA Supervisor
Daryle Tumacder

Lead Tester
Dan Tovar

Testers
Brian Myers
David Rhea
Halbert Nakagawa
Terence Ramos

Special Thanks
Nobuhiro Kasahara
Robert Ennis
Garry Cole
Rod Nakamoto
Jeff Lujan
Ross Borden
Kim Morgan
Jennifer Tersigni
Brian Schorr
Kyoko Kamimura

SONG CREDITS

30

"ABC"

by Alphonso Mizell, Freddie Perren, Deke Richards, and Berry Gordy, Jr.

© 1970 Renewed 1998 JOBETE MUSIC CO., INC.

All Rights Controlled and Administered by EMI APRIL MUSIC INC. (ASCAP)

All Rights Reserved. International Copyright Secured. Used by Permission.

"AMERICAN GIRLS"

Words and Music by Adam F. Duritz

© 2002 EMI BLACKWOOD MUSIC INC. and JONES FALLS MUSIC

All rights controlled and administered by EMI BLACKWOOD MUSIC INC. (BMI)

All Rights Reserved. International Copyright Secured. Used by Permission.

"ARE YOU GONNA BE MY GIRL"

© 2003 Get Jet Music, admin by Famous Music Corporation (ASCAP). International Copyright Secured. All Rights Reserved. Used by Permission.

"Bowling for Soup – Jimmy Neutron Theme"

© 2001 Music By Nickelodeon, Inc., admin by Ensign Music Corporation (BMI). International Copyright Secured. All Rights Reserved. Used by Permission.

(Causey, Reddick) 37.5% Zomba Enterprises, Inc. (ASCAP)

Under license from BMG Film & TV Music

"GIRLS & BOYS"

By Benji Madden and Joel Madden

© 2002 EMI APRIL MUSIC INC., 21:1 MUSIC

All Rights for 21:1 MUSIC Controlled and Administered
by EMI APRIL MUSIC INC. (ASCAP)

All Rights Reserved. International Copyright Secured. Used by Permission.

"I'M A BELIEVER"

Words and Music by Neil Diamond

© 1966, Renewed 1994 FORAY MUSIC and STONEBRIDGE MUSIC

All rights administered jointly by Foray Music and Stonebridge Music

All Rights Reserved. International Copyright Secured. Used by Permission.

© 1966 Written by Neil Diamond (SESAC) 100%

Stonebridge Music (SESAC) 75% (administered by Sony/ATV Sounds LLC)

(SESAC) Foray Music 25%

"KILLER QUEEN"

By Freddie Mercury

© 1974, Renewed 2002 Queen Music Ltd.

All rights for Queen Music Ltd assigned to EMI Music Publishing Ltd

All rights in the US and Canada controlled and administered by

Glenwood Music Corporation (ASCAP)

All Rights Reserved. International Copyright Secured. Used by Permission.

SONG CREDITS

31

"LADY MARMALADE"

by Bob Crewe and Kenny Nolan

© 1974 JOBETE MUSIC CO., INC., STONE DIAMOND MUSIC CORP.,
TANNYBOY MUSIC CO., and KENNY NOLAN PUBLISHING

All Rights Controlled and Administered by EMI APRIL MUSIC INC. (ASCAP) and
EMI BLACKWOOD MUSIC INC. (BMI)

All Rights Reserved. International Copyright Secured. Used by Permission.

"LOVE SHACK"

by Catherine E. Pierson, Frederick W. Schneider, Kieth J. Strickland,
and Cynthia L. Wilson

© 1989 EMI APRIL MUSIC INC., MAN, WOMAN TOGETHER NOW INC. AND
EMI BLACKWOOD MUSIC INC.

All Rights For MAN, WOMAN TOGETHER NOW INC. controlled and Administered by
EMI APRIL MUSIC INC. (ASCAP)

All Rights Reserved. International Copyright Secured. Used by Permission.

"MATERIAL GIRL"

by Peter Brown and Robert Rans

© 1984 CANDY CASTLE MUSIC

All Rights Controlled and Administered by EMI BLACKWOOD MUSIC INC. (BMI)

All Rights Reserved. International Copyright Secured. Used by Permission.

"MY SHARONA"

Composed by Douglas Fieger and Berton Averre

Copyright © 1979 Eighties Music and Small Hill Music, administered by Hi Pitch Music Services
International Rights Secured. Not for broadcast or transmission of any kind. Performance
rights must be obtained prior to public performance.

All Rights Reserved. DO NOT DUPLICATE

"ROCK THE DRAGON -DRAGON BALL Z THEME"

© 2000 FUNimation Productions, Ltd. All Rights Reserved.

"SLIDE"

Words and music by John Rzeznic

© 1998 EMI VIRGIN SONGS, INC. and CORNER OF CLARK AND KENT MUSIC

All rights for CORNER OF CLARK AND KENT MUSIC Controlled and Administered by
EMI VIRGIN MUSIC, INC. (ASCAP)

All Rights Reserved. Used by Permission. International Copyright Secured.

"THAT'S THE WAY (I LIKE IT)"

By Harry Wayne Casey and Richard Finch

© 1975, 1976 EMI LONGITUDE MUSIC

All Rights Reserved. International Copyright Secured. Used by Permission.

SONG CREDITS

32

"The Impression That I Get"

By Dicky Barrett and Joe Gittleman

©1997 EMI APRIL MUSIC INC. and Bosstones Music

All Rights Controlled and Administered By EMI APRIL MUSIC INC. (ASCAP)

All Rights Reserved. International Copyright Secured. Used by Permission.

"TOXIC"

By Cathy Dennis, Christian Karlsson, Pontus Winnberg and Henrik Jonback

© 2003 EMI MUSIC PUBLISHING LTD. and Murlyn Songs

All rights for EMI MUSIC PUBLISHING LTD. in the U.S. and Canada controlled and administered by COLGEMS-EMI MUSIC INC. (ASCAP)

All Rights Reserved. International Copyright Secured. Used by Permission.

© 2003 UNIVERSAL MUSIC PUBL. AB and MURLYN SONGS AB. All rights in the United States and Canada administered by UNIVERSAL-POLYGRAM INT. PUBL., INC. All rights reserved.

Used by Permission.

"Tubthumping"

written by Nigel Hunter, Bruce Duncan, Alice Nutter,

Louise Watts, Paul Greco, Darren Hamer, Allen Whalley and Judith Abbott

© 1997 EMI Music Publishing Germany GMBH

All rights in the USA and Canada controlled and administered by EMI BLACKWOOD MUSIC INC. (BMI)

All Rights Reserved. International Copyright Secured. Used by Permission.

"WALKING ON SUNSHINE"

Words and Music by Kimberley Rew

© 1985 Kyboside Music Ltd. and Screen Gems-EMI Music Inc.

All Rights Controlled and Administered by Screen Gems-EMI Music Inc.

All Rights Reserved. International Copyright Secured. Used by Permission.

The copyrights to the songs "Don Rangers", "Dragon Spirit", "Katamari On The Rocks", "Ridge Racer", "SOULCALIBURII Brave Sword, Braver Soul", "Taiko March", "The Genji and the Heike Clans" belong to or managed by NAMCO LTD. © NAMCO LTD, ALL RIGHTS RESERVED.

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

**Namco Hometek Inc.
ATTN: Customer Service
2055 Junction Avenue
San Jose, CA 95131**

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408)922-0712. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

**Namco Online: <http://www.namco.com>
Visit our Website to get information about our new titles.**

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, 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 cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM

Katamari

塊魂

Damacy™



The rolling, sticking, never-stopping, ever-swelling clump of stuff that makes a star out of everyone and everything.

When the King of All Cosmos accidentally destroys all the stars in the sky, he orders you, his pint-sized princely son, to put the twinkle back in the heavens above. How, you ask? By rolling everything and anything on Earth into clumps, so he can replace what's missing in space.



Featuring object-collecting gameplay mechanics of mesmerizing simplicity and absurdity.



Go from rolling along a tabletop to ravaging through city streets, picking up momentum and skyscrapers along the way.



Two-player battle mode lets you compete in a race to grow the biggest ball of stuff.



PlayStation®2

namco
www.namco.com