

TECHNIC BEAT™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

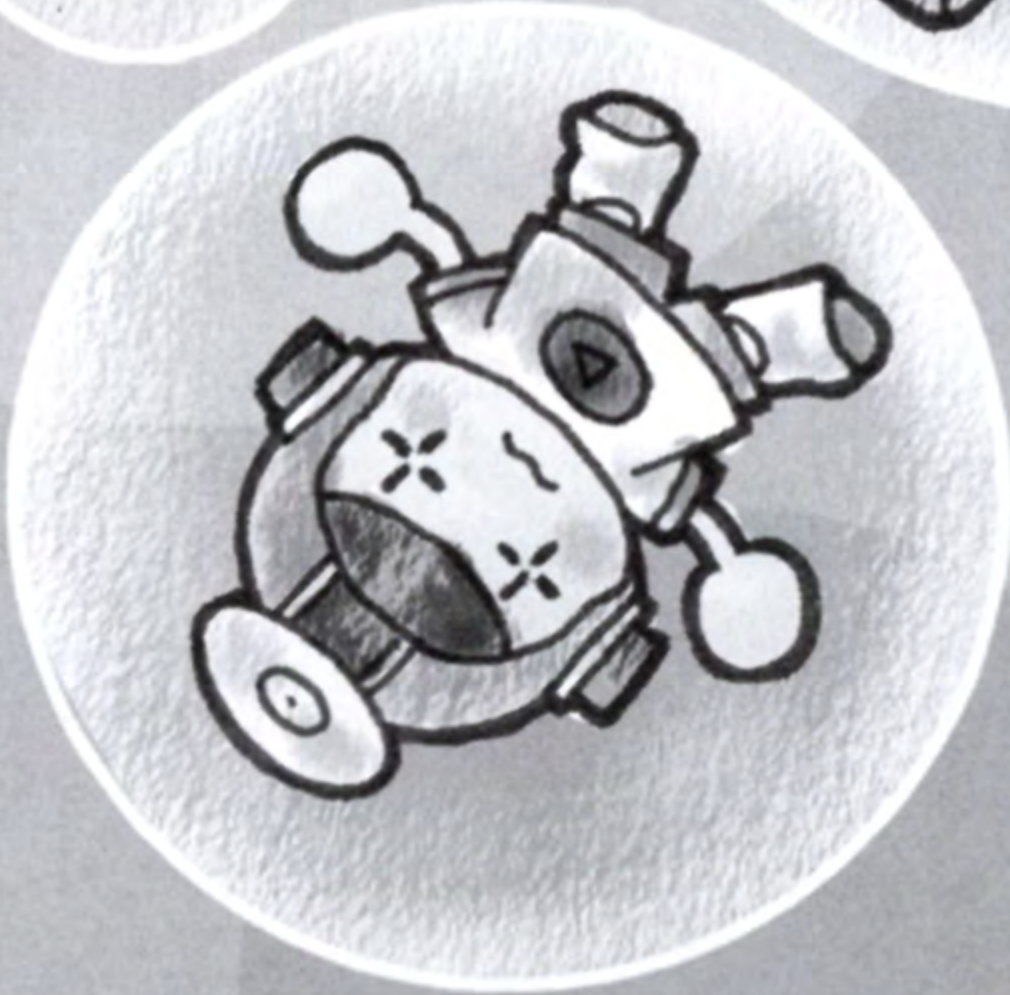
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

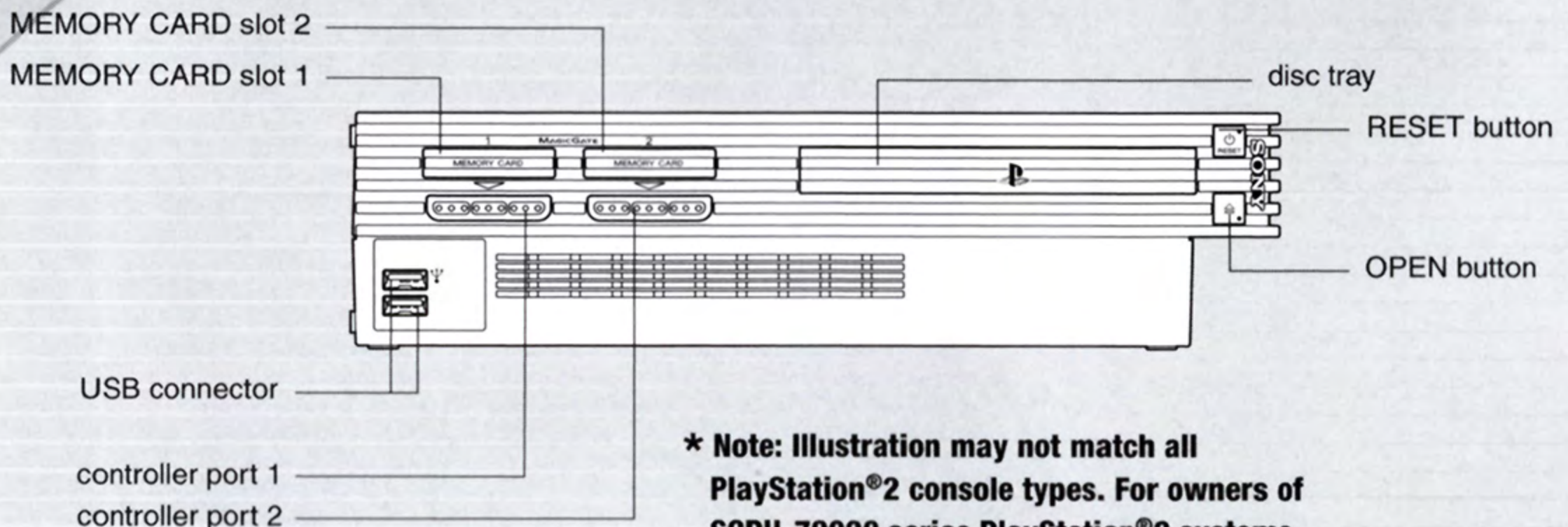
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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Getting Started



*** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.**

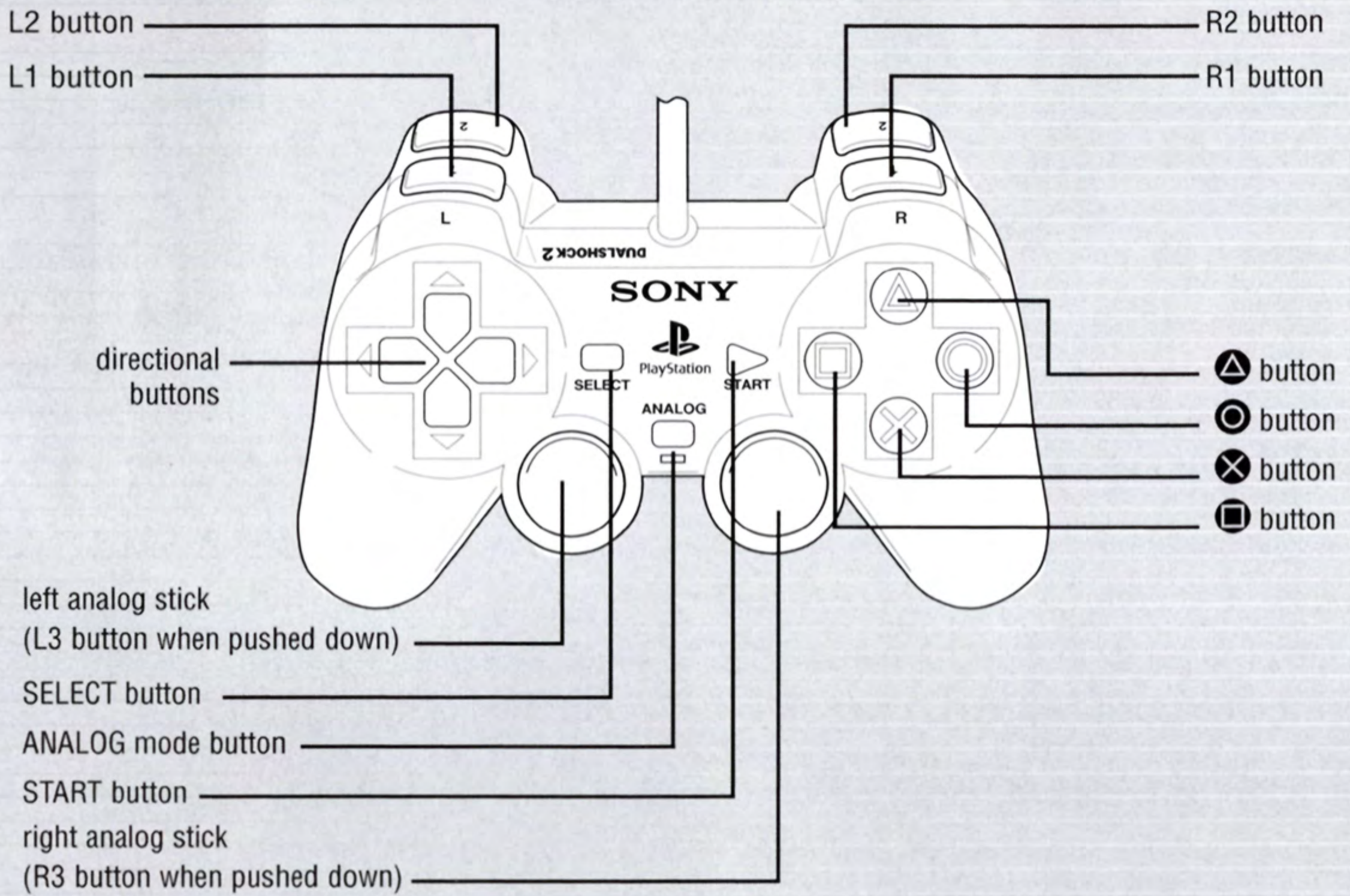
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray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



To select menu options, use the **↑** and **↓** directional buttons to navigate the menu options. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back to navigate through the menu options. *Technic Beat™* supports the DUALSHOCK®2 analog controller. When the mode indicator is on, the left analog stick works the same as the directional buttons.

Controls

DUALSHOCK®2 Analog Controller Game Controls

Directional Buttons

left analog stick/directional buttons	Move Character
mode indicator	Analog Mode: Red Digital Mode: Off
△ button	Action
□ button	Activate Marker
○ button	Super Action
× button	Action
right analog stick	Pitch Bender
START button	Open Pause Menu

This game is compatible with the DUALSHOCK®2 analog controller's vibration feature. The controller vibrates whether it's in analog mode (when the mode indicator is lit) or in digital mode (when the mode indicator is not lit). You can turn the vibration feature on and off in the game options (see page 23).

The basic controls are the same when using a digital controller, but the vibration feature and the left and right analog sticks cannot be used. A DUALSHOCK® analog controller functions in the same manner as a DUALSHOCK®2 analog controller.

Menu Controls

directional buttons	Make menu selections
△ button	Cancel menu selection/Go to previous menu
× button	Confirm menu selection

Game Screen Display



Indicator

A real-time indicator of your current tension status—a measure of how well you are doing on a particular stage. The closer the Indicator gets to the right of the screen, the better your tension status.

Chain Combo Number

Shows the number of markers used in the most recent chain combo. For more information about chain combos, see Reservations on page 6.

Markers

Markers show you when and where to activate a sound.

Grade Message

An evaluation of your timing when activating a marker. Depending on the accuracy of your timing, you'll be awarded a grade of Perfect, Great or Good. When you get one of these grades, the Indicator goes up. If you get a Bad grade, the Indicator goes down.

Tension Status

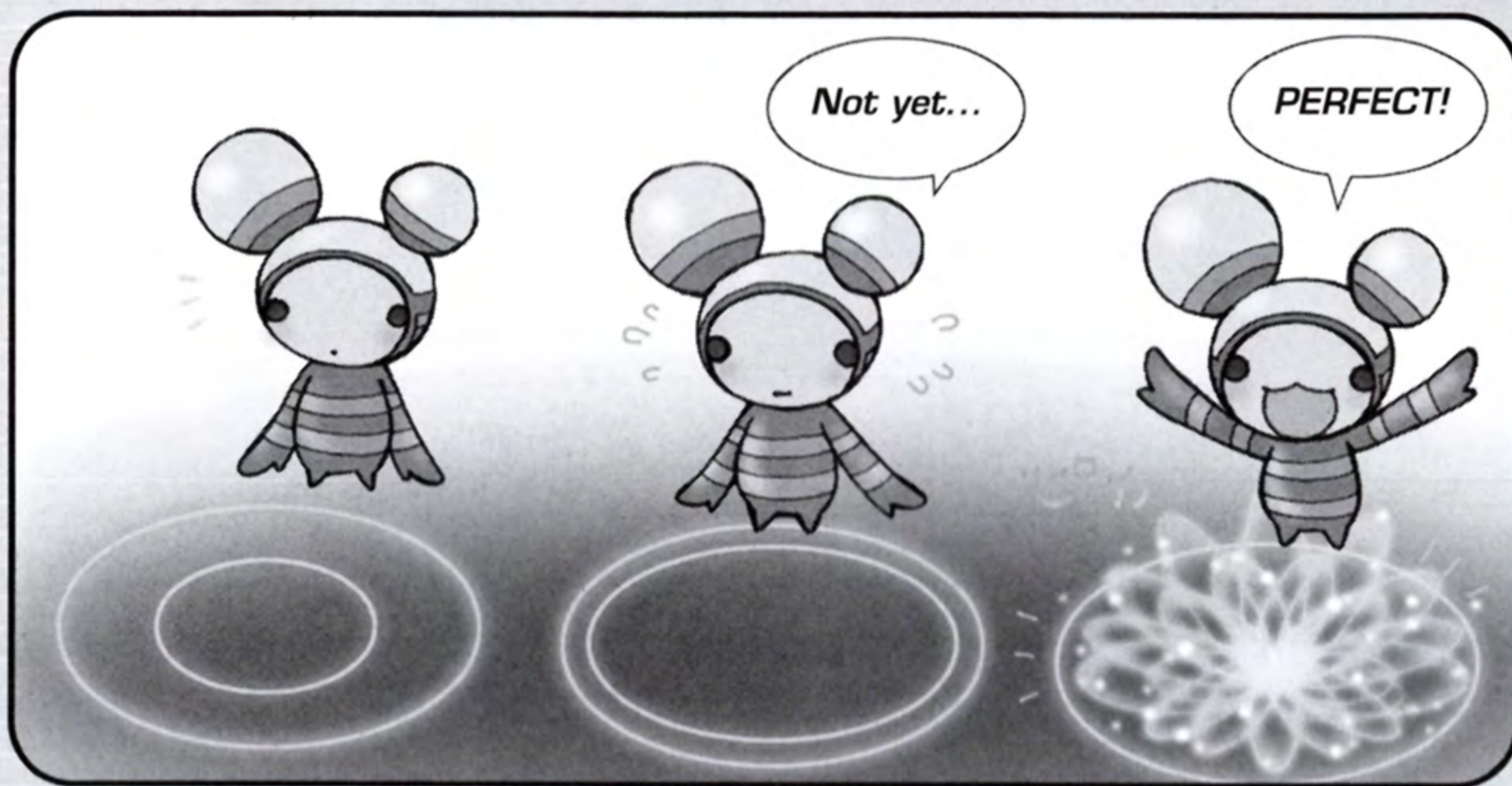
Shows your current Tension Status. When your Tension Status changes, the effects displayed on-screen change.


Clear Line

To clear a stage, your tension level must meet or exceed the Clear Line at the end of the song.

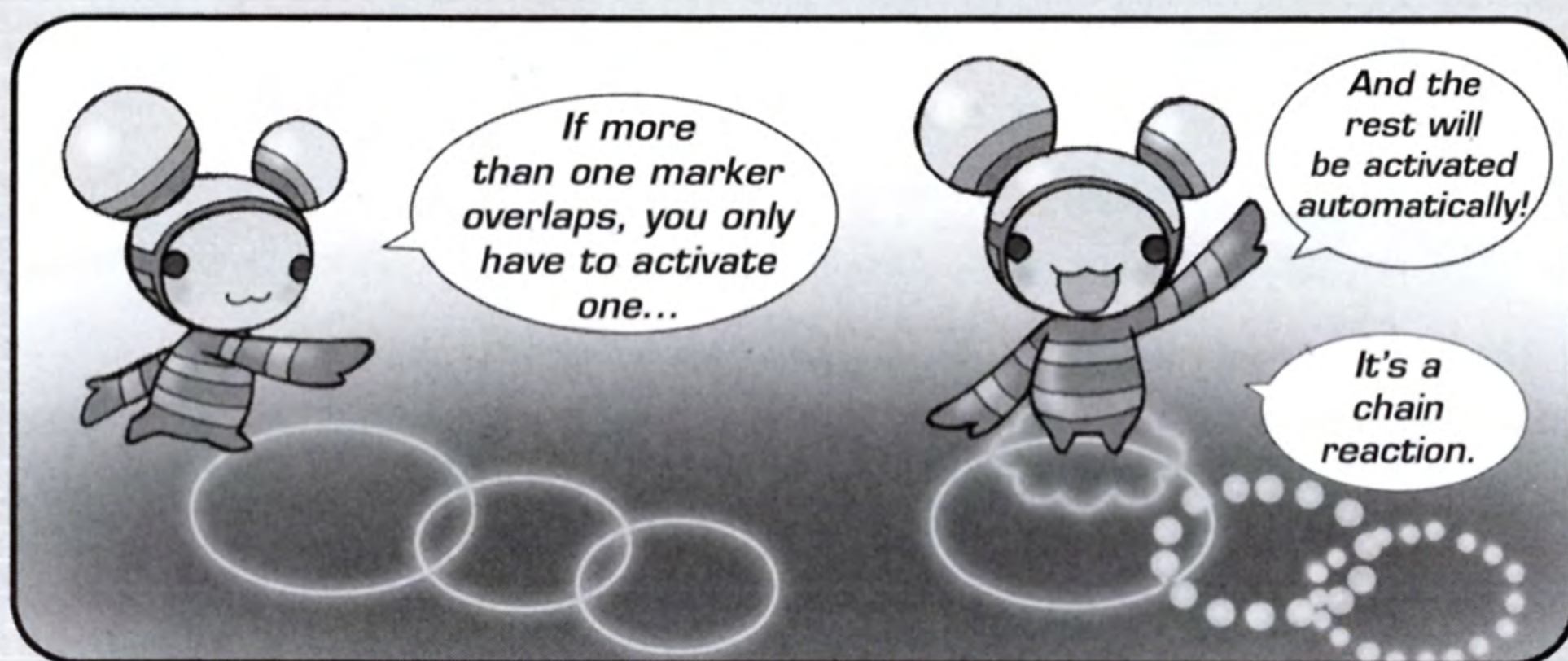
Basic Rules

Markers



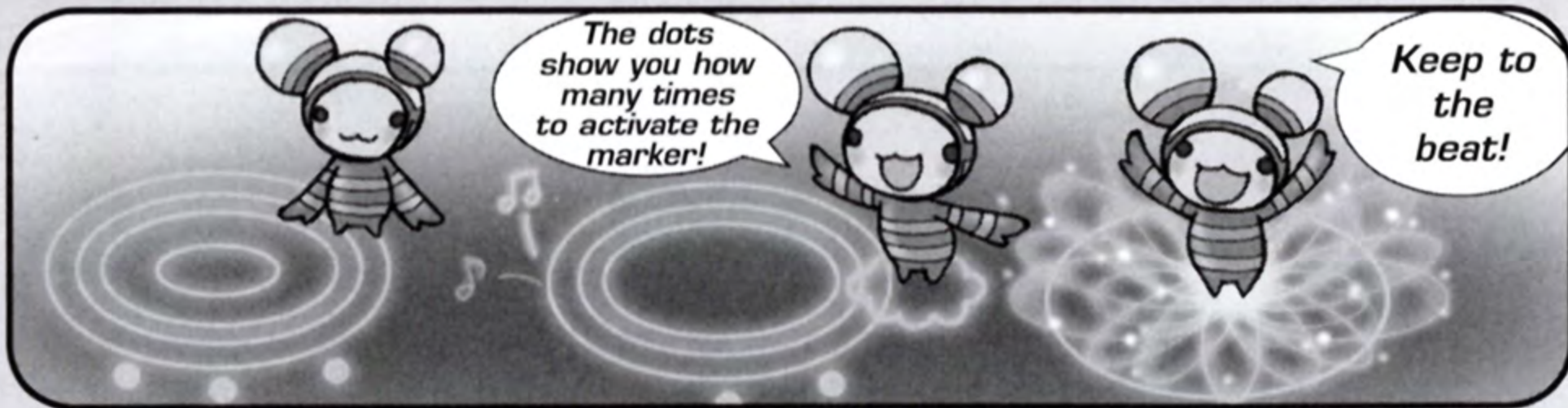
After a marker appears, a circle expands from the marker's center to its outside edge. When the inside circle overlaps with the marker's outside edge, the marker flashes. Activate the marker with the  button just as it flashes and it will make a sound in time to the music.


Reservations



When you activate a marker that overlaps with other markers, the other markers change to circles of small balls. This indicates they have been “reserved.” Reserved markers play automatically without being activated. Reserving markers increases your Chain Combo Number. When the reserved markers have all activated, the chain ends.



Beat Markers



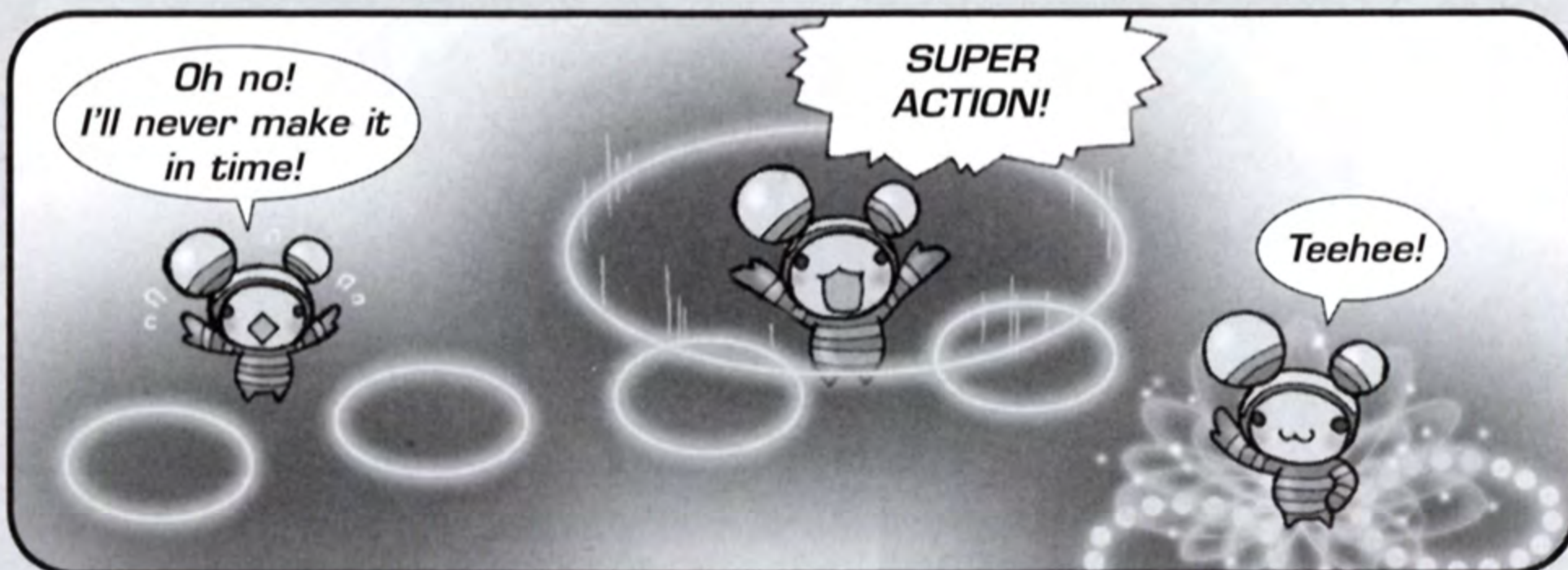
Beat markers are markers that must be activated multiple times. The number of times the marker must be activated is indicated by the number of dots at the bottom of the marker. Just as with normal markers, activate beat markers by pressing the  button each time the circle inside overlaps with the outer edge.

Actions



Each character has a unique ability. For example, if you move Knitty close to a marker and press the  or  buttons, she'll pick up the marker. While holding the marker, she can move and activate it normally. (For information on each character's special action, see page 24.)

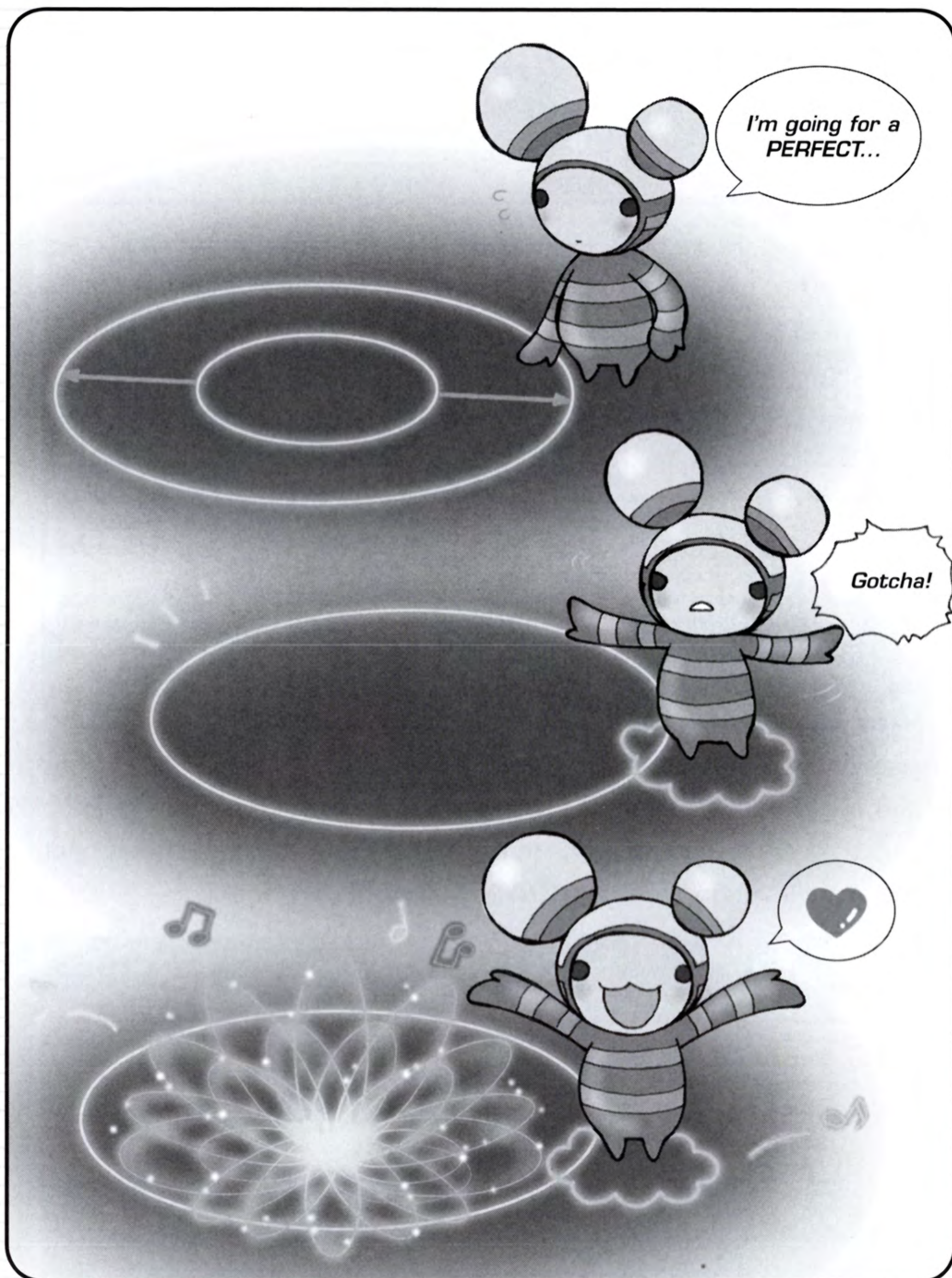
Super Actions



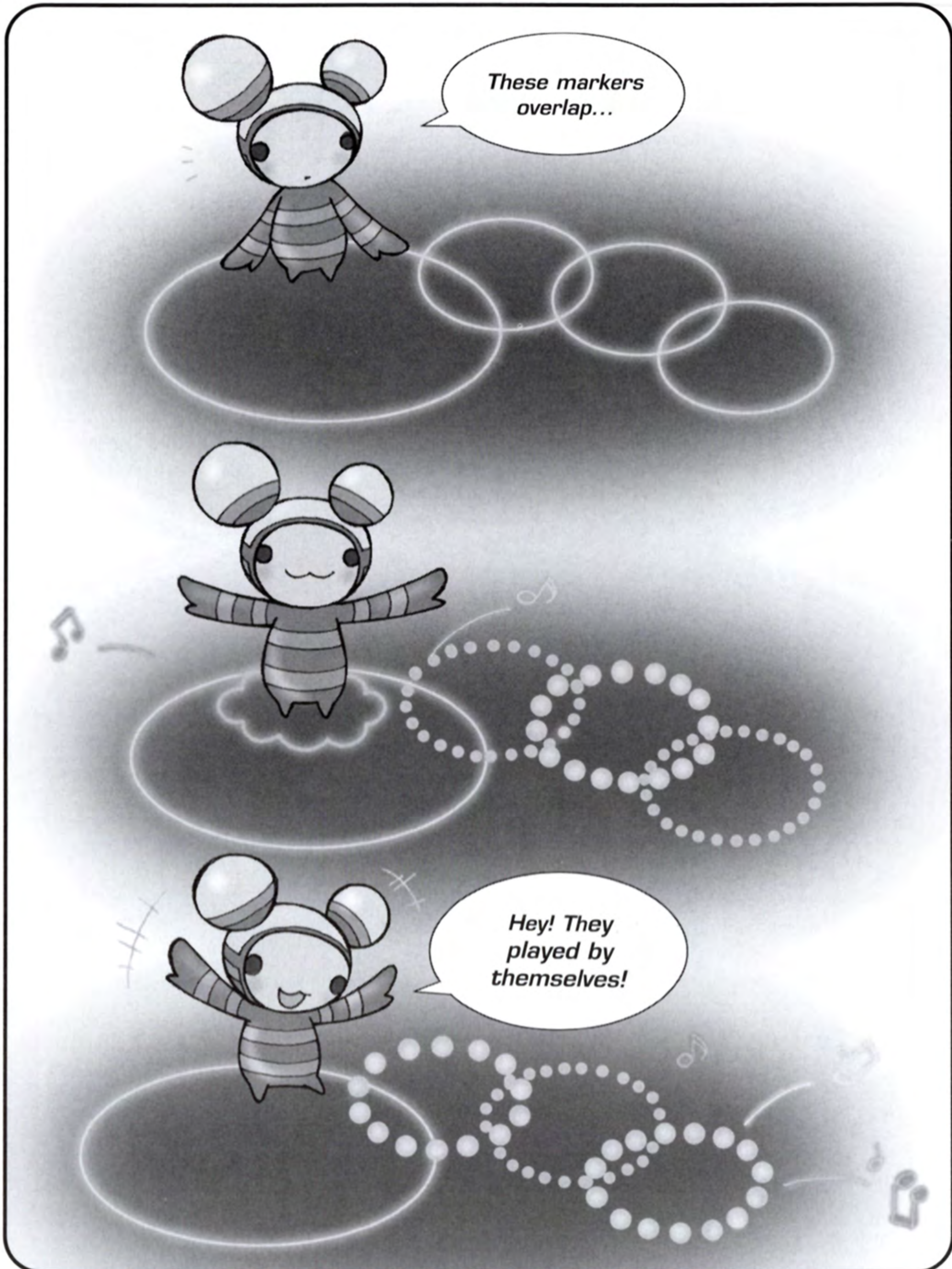
In addition to their normal actions, each character has a special "super action" that can only be used a certain number of times per stage. For example, Knitty's super action creates a giant marker called the "marker king." All markers that touch the marker king when it's activated will be activated with a Perfect rating. (For information on each character's super action, see page 24.)

Basic Techniques

Gameplay Tip: Getting a Perfect Grade



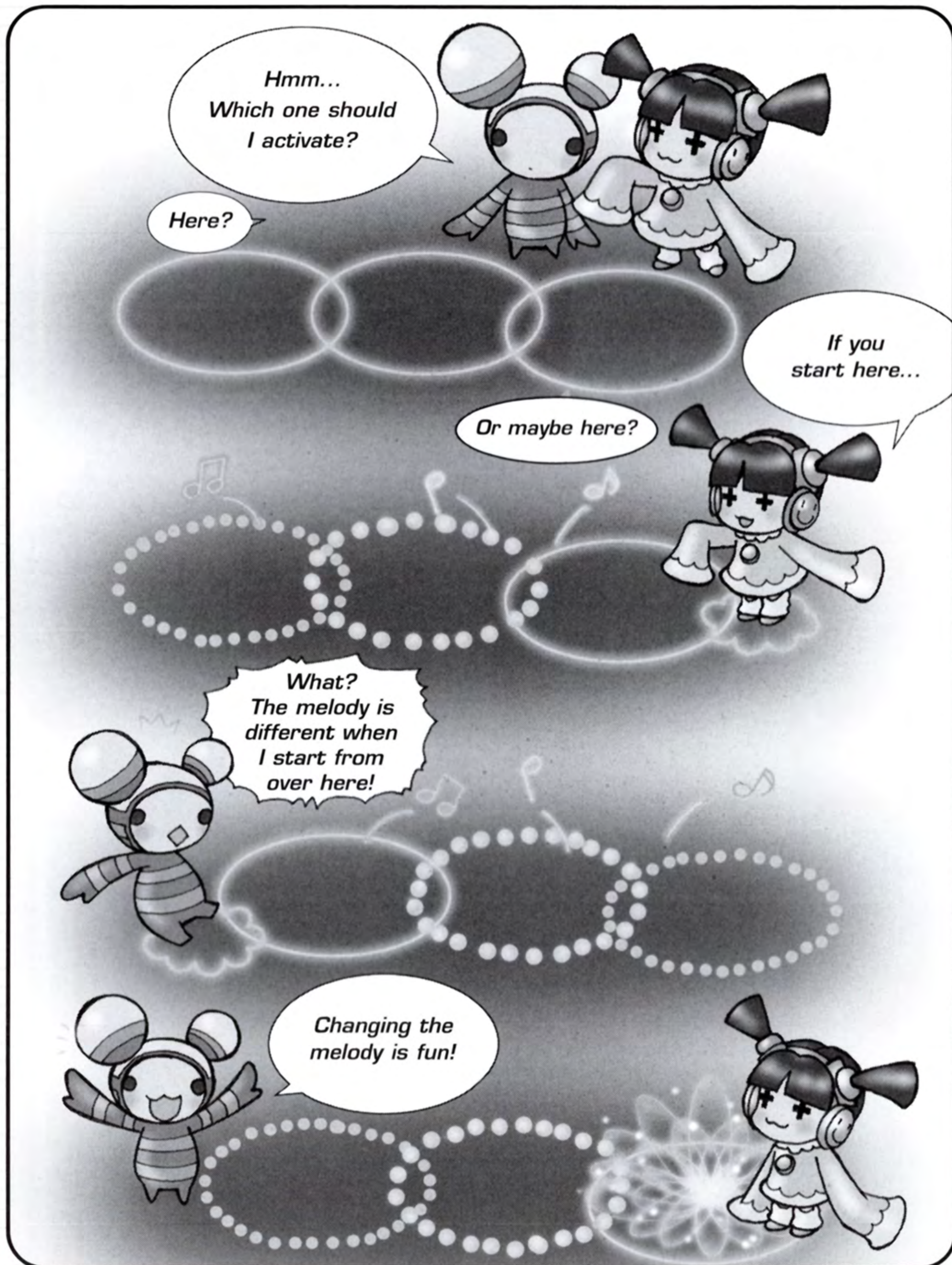
- Markers come in various sizes, but the timing is the same. Don't panic!

Gameplay Tip: When Markers Overlap...

- Reserved markers automatically play without you having to do anything!

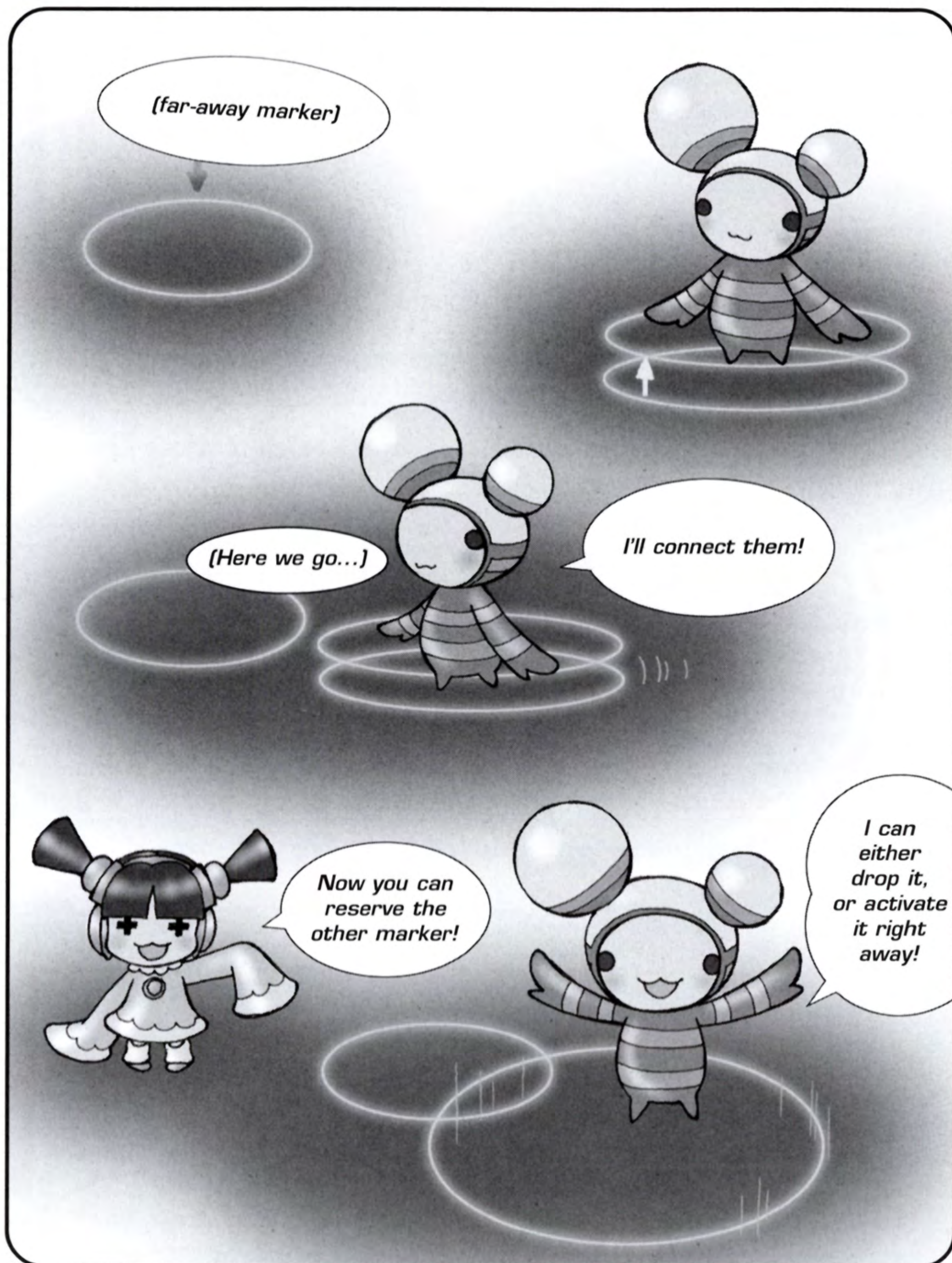
Basic Techniques

Gameplay Tip: Where to Activate a Chain



- Of course, you can also start in the middle, or activate more than one marker at once!

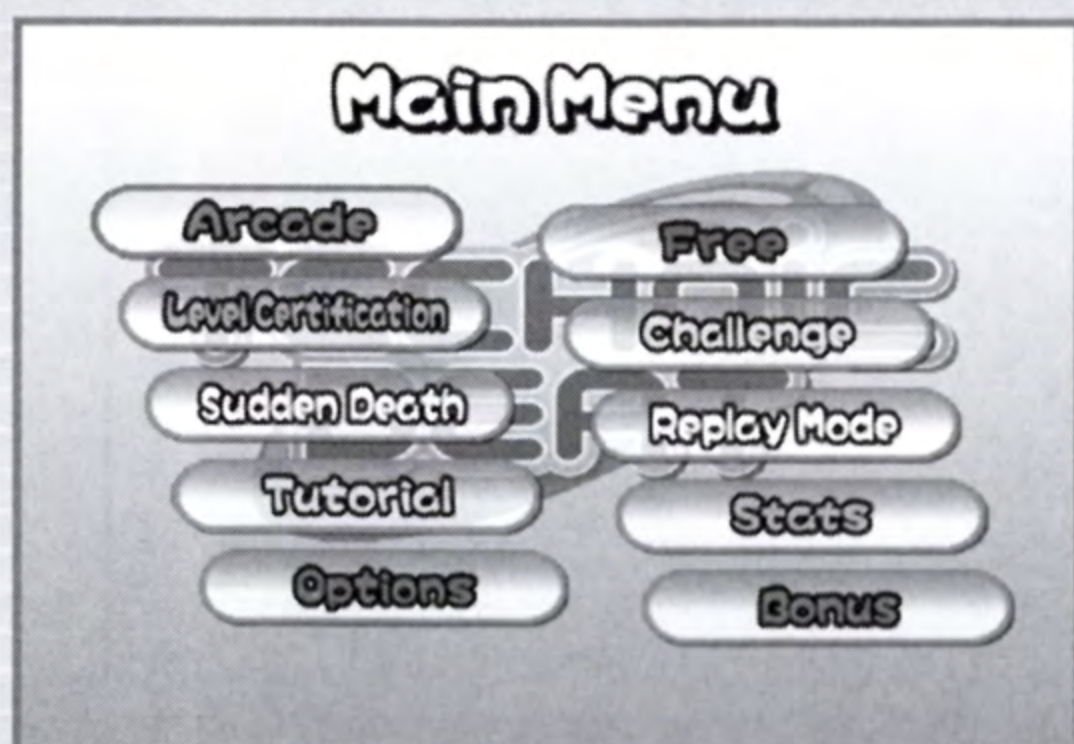
Gameplay Tip: When Markers are Separated from Each Other



- You can activate a marker while you're still holding it!

Game Modes

Main Menu



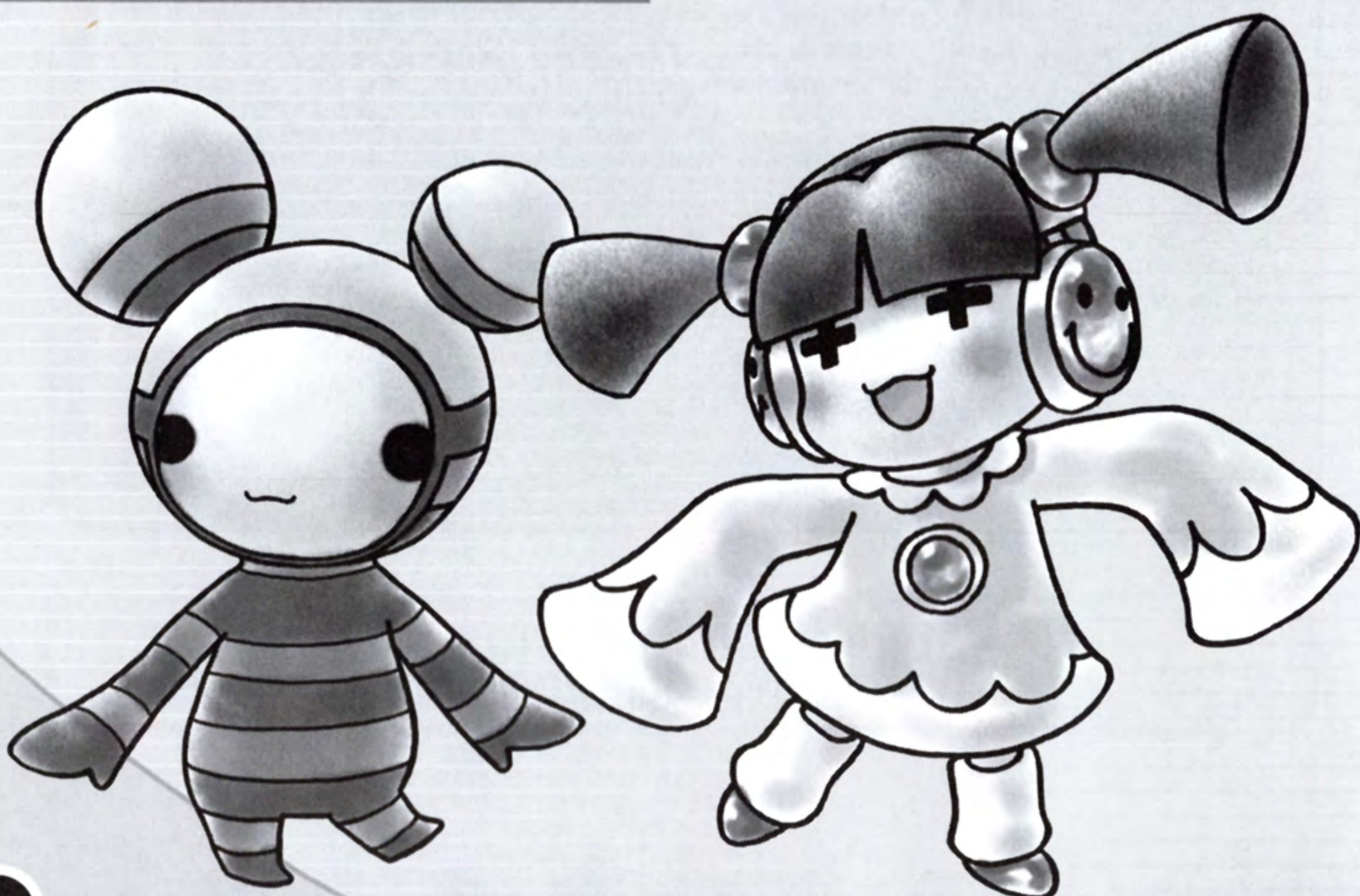
When you press the START button on the Title Screen, the Main Menu appears. Use the directional buttons to select the mode you want and the **X** button to confirm your selection.

Arcade Mode

Play the arcade version of *Technic Beat*. There are 3 types of arcade play: Easy Style, Normal Style and Channel Style.



To play a 2-player game, press the START button on the unused controller during play and select **Session** or **Battle**. If you want to play in Session mode from the beginning of the game, you must press the **START** button during character selection or earlier.



Easy Style



The beginner's mode always allows you to play two songs. The Indicator starts out at Max and won't go down even if you get a Bad grade.

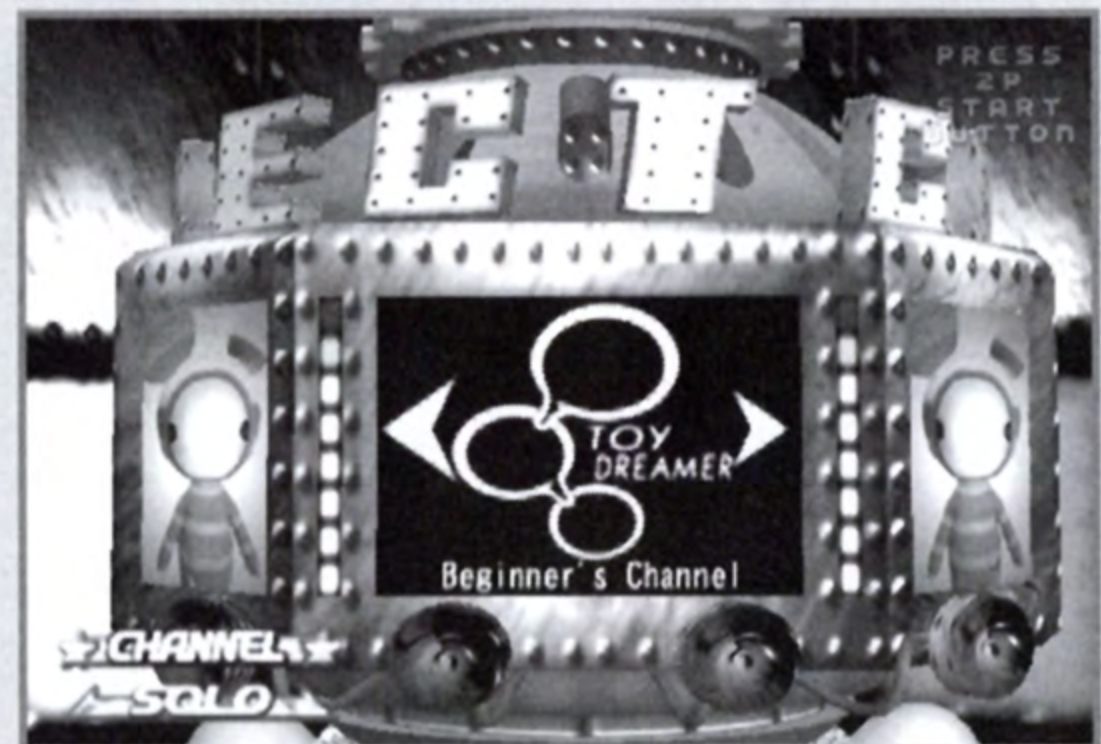
Normal Style

Normal Style is for intermediate players and is the main mode of the arcade version of *Technic Beat*. The position of the Clear Line changes from song to song.



Channel Style

This advanced mode allows you to play up to four songs. Each channel has a predetermined selection of songs. After clearing one song, choose the next one to play. The Indicator starts out at Max and goes down with every Bad grade you get. It won't go back up, even if you get a Good grade or higher.



Game Modes

Arcade

Solo

Play the 1-player version of the selected game mode.

Session



Play a cooperative 2-player version of the selected game mode. Both players share the same Indicator, so you have to work together.

Battle Mode Basic Rule for Arcade and Free Mode



You can't get a tie score with the other player in Battle Mode. 1) If the score is even after the first match, player 1 always wins. 2) For all games after the first game, if the score is even, whoever won the last game always wins. 3) If you fail to get a marker, your points will be taken away. Whenever you miss more markers than you get, you won't get a high enough score to

tie the match. In addition, helpful items appear during the game. In Battle Mode, after one song is played, the winner gets to keep playing.

Note: During a 1-player game, press the START button on the unused controller to interrupt the game. Then choose Session or Battle Mode.

Gameplay Tip: Stealing

In both Session and Battle Modes, you can steal markers the other player has activated. If your timing in activating the marker is closer to Perfect than the other player, you'll steal that marker. When you successfully steal a marker, "Steal" appears on-screen and the music's tone changes.

NOTE

In Session or Battle Mode, you can only perform a Delay (see page 27) on markers activated by the other player.

Free Mode

In this mode, you can customize your game by choosing all the songs. You can also save game replays in the form of replay data. View the data with the Replay Mode.



When playing in Free Mode, first choose the type of Indicator you want. Choose from 4 different types, including the 3 clear conditions from normal Arcade Style play, as well as the Channel Style clear condition. Next, select a play mode.



Now, choose your songs. Move the cursor to the song you want and press the **X** button. When you've finished selecting songs, press the **←** or **→** directional button to highlight **OK** and press the **X** button. You can select up to 10 songs.



When the current song is over, the following menu will appear.

- NextGo to the next song.
- RetryRetry the current song.
- SaveSave a replay of the song you just completed in the form of replay data.
- Exit GameQuit the current game and return to the song selection screen.

NOTE

- You can save a replay of a song in the form of replay data.
- You must have a memory card (8MB) (for PlayStation 2) to save replay data.
- This game uses only memory card slot 1 and requires at least 200KB of free memory to save replay data.

Game Modes

Challenge Mode

In this mode, you must accomplish a series of increasingly difficult tasks. Knitty is the only character you can use in Challenge Mode.

Select Challenge Mode

Select Stage

Select Difficulty

Select Challenge

Start the Game!

In Challenge Mode, first select the stage and the level of difficulty, then the specific challenge you want to play.



Game Screen Display



Displays the contents of the current challenge.

Shows the number of Actions and Super Actions that you can use for the current challenge.

Shows the clear conditions for the current challenge.

This window can be switched on and off by pressing the SELECT button.



Select the stage you want to play. Next, use the ↑ and ↓ directional buttons to select the level of difficulty and press the × button. At first, you can only select Very Easy, but once you pass that level, you'll be able to select more advanced difficulty levels.



After selecting the level of difficulty, choose the challenge you want to play. Medals are displayed to the right of the challenges you've already cleared.



After selecting a challenge, the game begins.



After you clear the challenge, the Results Screen will be displayed with the following menu.
 NextGo on to the next challenge.
 RetryRetry the current challenge.
 ExitQuit the current game and return to the challenge selection screen.



Once you've cleared a particular challenge, you can play the EX version—a harder version of the same challenge. Move the cursor onto a challenge you've already cleared and press the ← or → directional button. Press the × button to play the EX version of the challenge.

Game Modes

Level Certification Mode

In this mode, your performance will be evaluated and you'll be given a level certification. You can choose any three songs.



In Level Certification Mode, first select your character and the stage, then choose your songs.



The menu is the same as the Arcade Mode song selection screen, except all songs are selectable from the beginning. Make your selection with the directional buttons and press the **X** button to confirm.



After you've finished the three songs, the Level Certification screen appears, displaying information about your current level.

Resetting Certification Levels



You can reset the Certification Levels for a particular character by moving the cursor over the character on the Records screen and pressing the **SELECT** button.

Sudden Death Mode

In this mode, clear all the songs without making a single mistake.



Select your character and the stage, then start the game.



You cannot choose your songs in this mode. You'll play increasingly difficult songs, from difficulty level 1 to 8.



If you get even one Bad rating, the screen changes colors and the game will end.



Game Modes

Tutorial

Learn the game's basic controls and techniques through in-game practice.



Basic Rules

A simple explanation of the game's basic controls and rules.

Techniques

Teaches you various game techniques.

Replay Mode

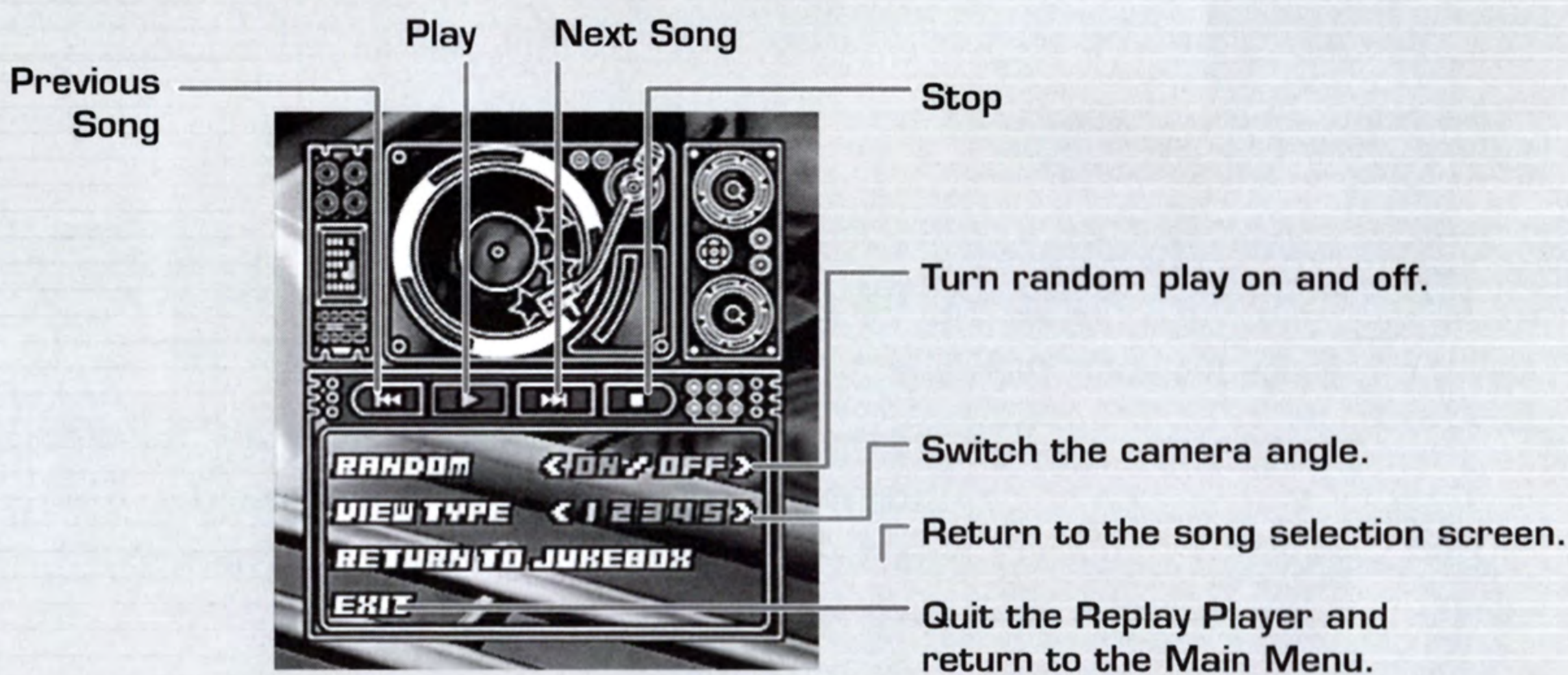
The Replay Mode lets you play replay data saved in Free Mode.



Insert a memory card in memory card slot 1. Open the Replay Mode and select the replay data you want to view.

Sound Controller

If you press the SELECT button while playing a file, the Sound Controller appears where you can change camera angles and songs.



NOTE

- You can only view replay data saved from Free Mode at the Replay Mode.
- You must have a memory card (8MB) (for PlayStation®2).
- This game uses only memory card slot 1 and requires at least 200KB of free memory to save replay data.

Game Modes

Stats



View the points you've earned in the game. There are two types of records, described below.

All Data

View all game records.



Press the **←** and **→** directional buttons to switch between record categories. Press the **↑** and **↓** directional buttons to move the cursor.

Character Data

View the records for each character.



Press the **↑** and **↓** directional buttons to select the character you want to view. Press the **←** and **→** directional buttons to switch between record categories.

Use the **↑** and **↓** directional buttons to move the cursor when displaying the other record categories.

Options



Change various system settings and save or load system data.

Key Config

Configure the controller and turn the vibration function on and off with this menu.

BGM Volume

Adjust the volume of the game's background music.

Marker Volume

Adjust the volume of the sounds made by activated markers.

Screen Adjust

Adjust the position of the screen using the directional buttons to move the screen. Press the **SELECT** button to return to the default setting.

Save

Save system data.

Load

Load system data.

Auto Save

Turn the auto-save feature on and off.

Default

Return all options to their default settings.

Saving

This game requires a memory card (8MB) (for PlayStation®2) to save data. This game uses only memory card slot 1. At least 227KB of free space is needed to save game data. Turn the auto-save feature on (in the Options Menu) to automatically save your games. 200KB of free space per song is needed to save replay data. For more information on replay data, see page 15 or page 21.

Characters



⊗ button: **Catch**

Pick up a marker and move it.

⊙ button: **Marker King**

Use a giant marker to activate many markers at once.

Gameplay Tip:

The “catch” is one of the most basic techniques in *Technic Beat*. If it looks like you can't reach a certain spot in time, use this technique to bring the marker with you!

⊗ button: **Grow**

When you pick up a marker, it grows in size.

⊙ button: **Size Change**

The markers on-screen all get bigger.

Gameplay Tip:

Rain is a good character for a beginning player. Using “grow” makes markers get bigger and easier to reserve!



⊗ button: **Slide**

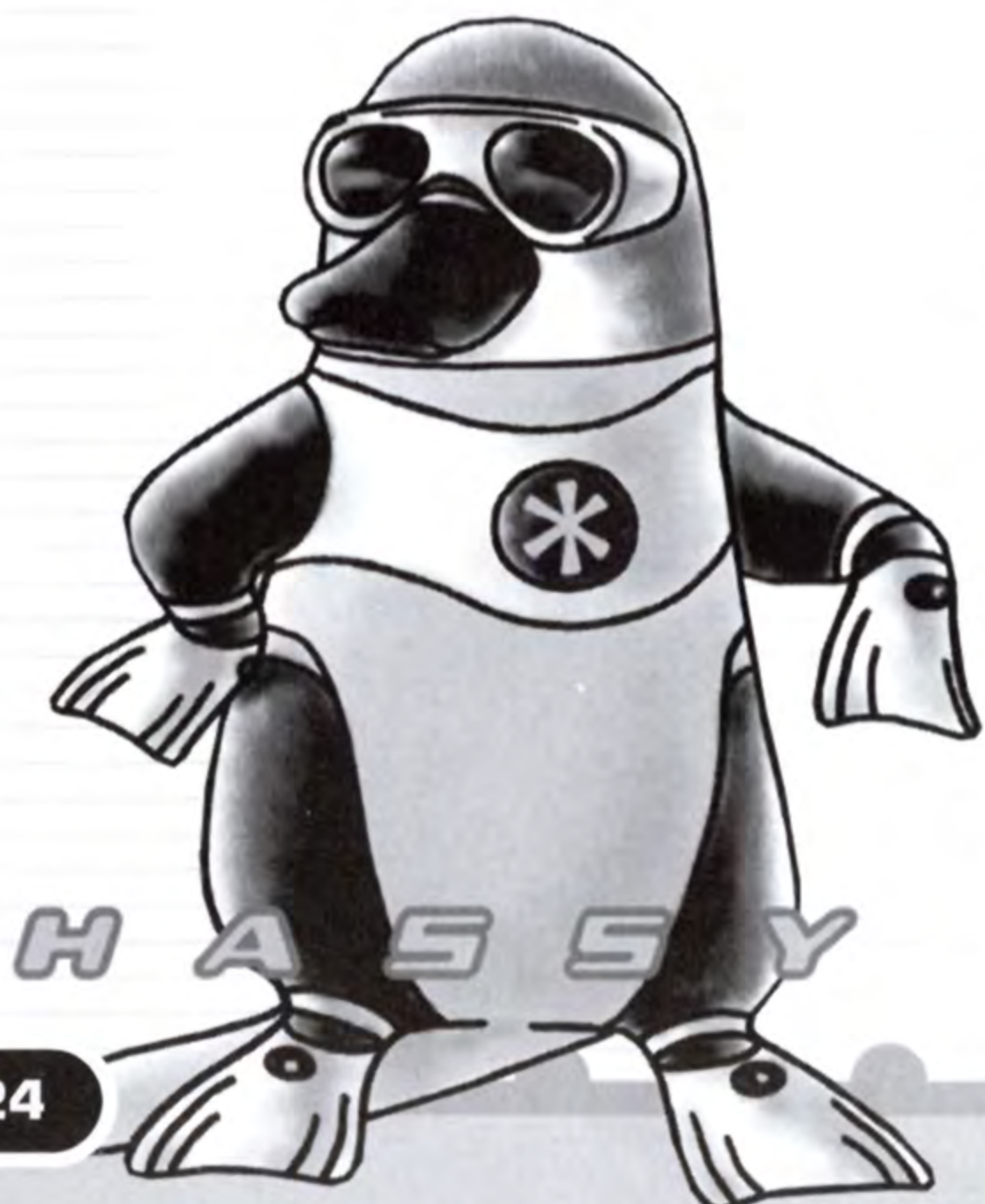
Jump on a marker and quickly slide across the screen while activating it.

⊙ button: **Hyper Body**

Hassy becomes larger for a few seconds and all markers he touches are automatically activated.

Gameplay Tip:

Hassy is the fastest of all of the characters. Try memorizing the locations of the markers to take advantage of his sliding ability.



⊗ button: **Hyper Speed**

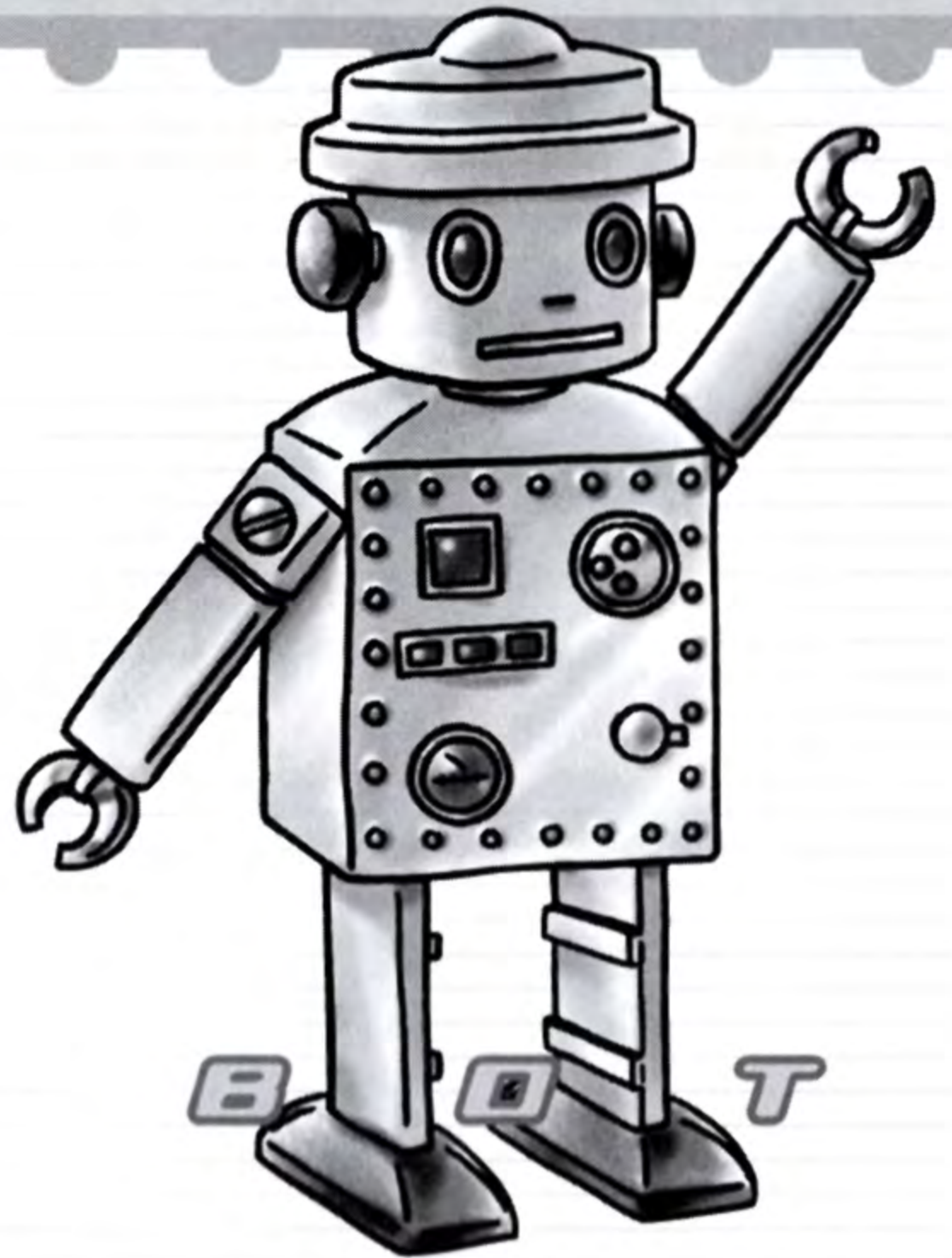
Markers get smaller when he grabs them, but he moves faster.

⊙ button: **Laser**

Use a laser blast to activate markers.

Gameplay Advice:

Bot's movement gets very fast when he's carrying a marker, but the marker gets smaller the more he moves, so be careful!



⊗ button: **Lift**

Willie can pick up several markers at once.

⊙ button: **Big Wave**

Activate markers with a big round wave.

Gameplay Tip:

Although his movement speed is slow, Willie can pick up more than one marker at once. Use this ability by memorizing the marker positions and reserving lots of markers!



⊗ button: **Kick**

Kick markers to move them.

⊙ button: **Eraser**

Rebound a special marker to activate other markers.

Gameplay Tip:

If you keep pressing the ⊗ button (or the ▲ button), Cart will keep moving until the markers disappear.

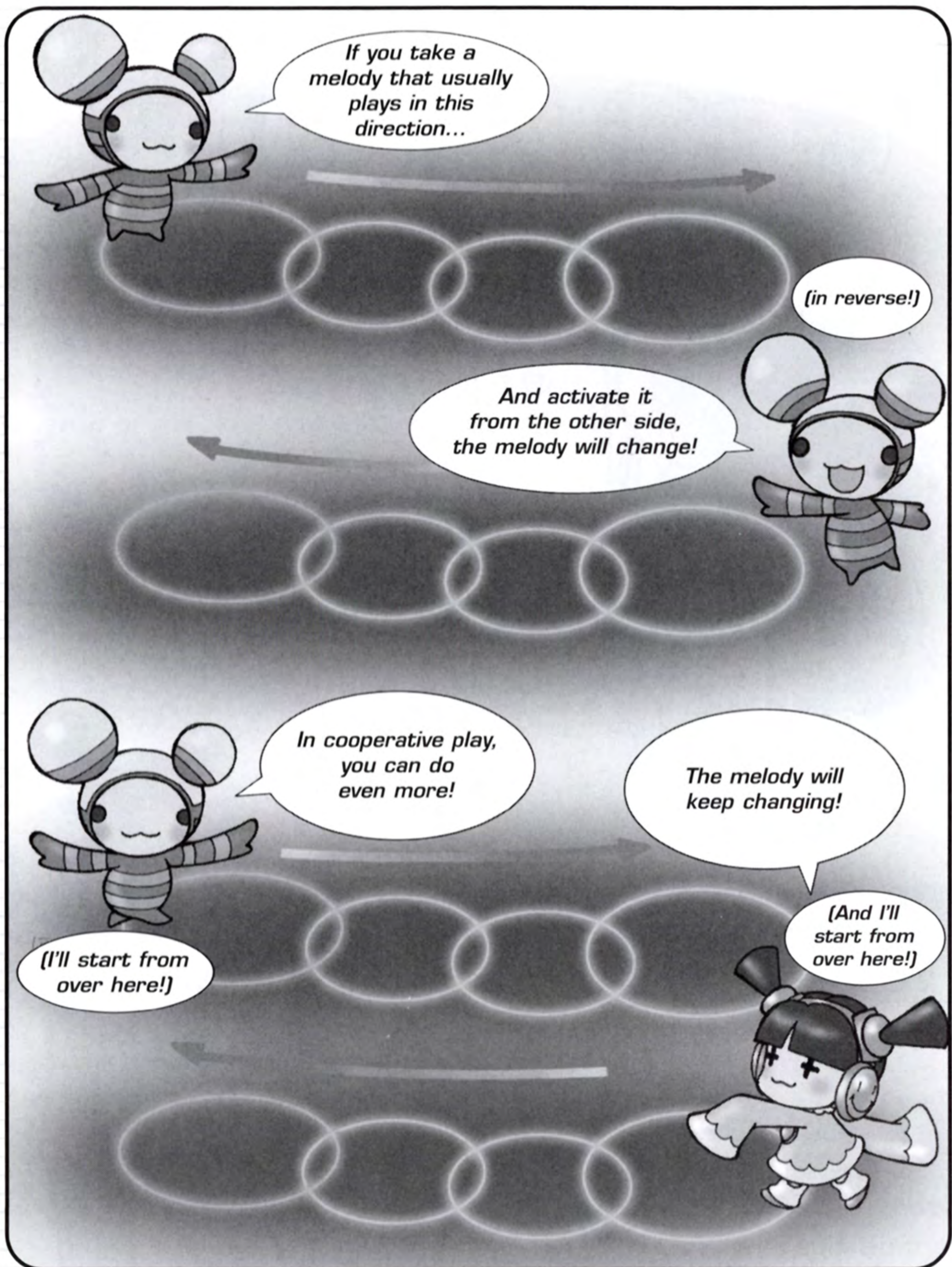


Arrangement Techniques

These techniques allow you to create a new type of song by changing the way a song normally plays.

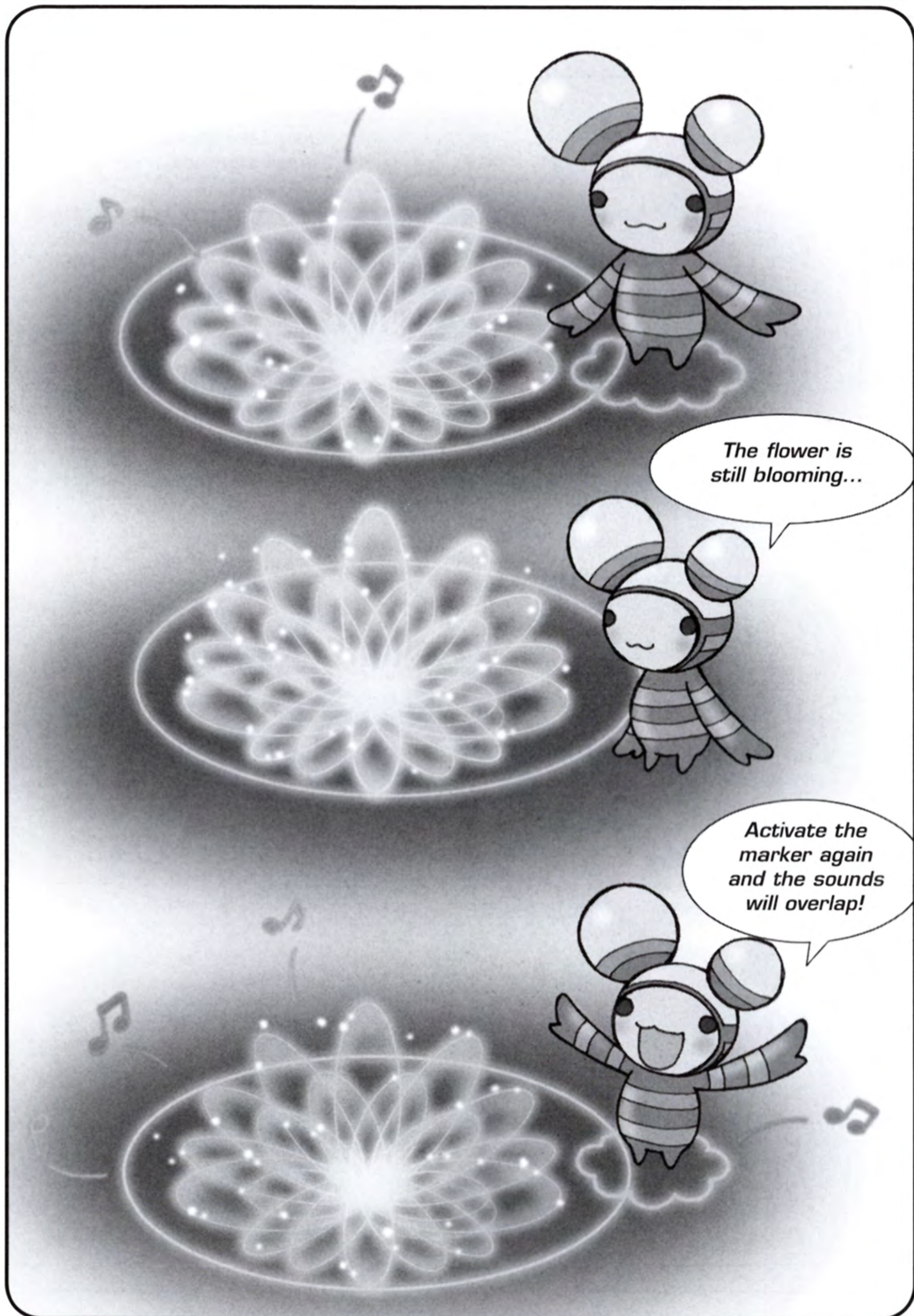
Arrangement

Changing the order sounds are played in alters a song's melody. If you take a melody that normally plays from left to right and play it from the opposite direction, the melody changes.



Delay

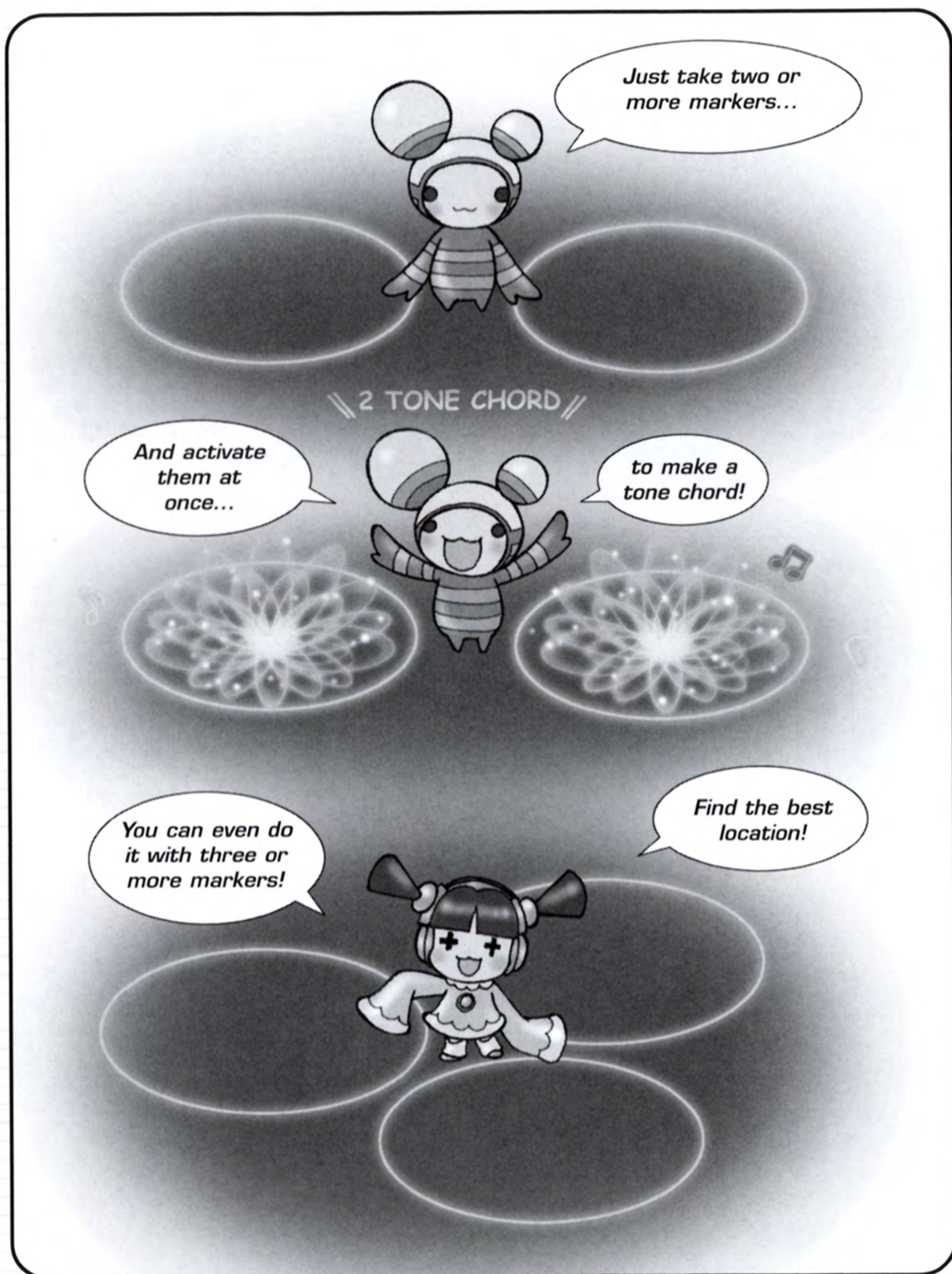
A delay is when you activate a marker and then make it sound once again, causing the sounds to overlap. Try activating a marker while its flower is still blooming to create a delay.



Arrangement Techniques

Tone Chord

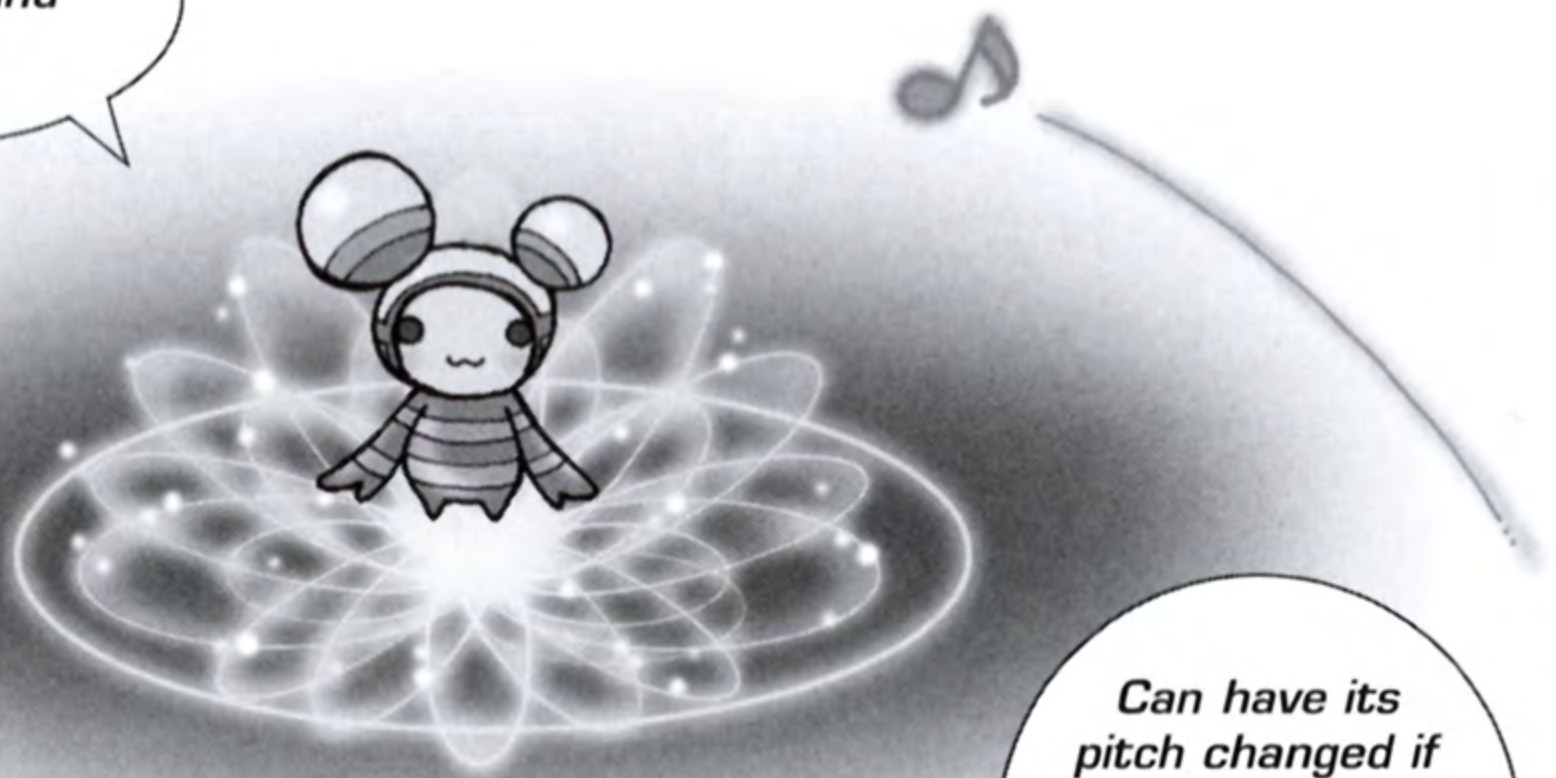
The tone chord technique involves activating two or more markers at once. When you successfully do this, "Tone Chord" appears on-screen, along with the number of markers you activated to make the chord.




Pitch Bender

With the pitch bender technique, move the **right analog stick up** and **down** to alter the sound's pitch.


Even an ordinary sound like this...



Can have its pitch changed if you move the right analog stick up and down! ♪

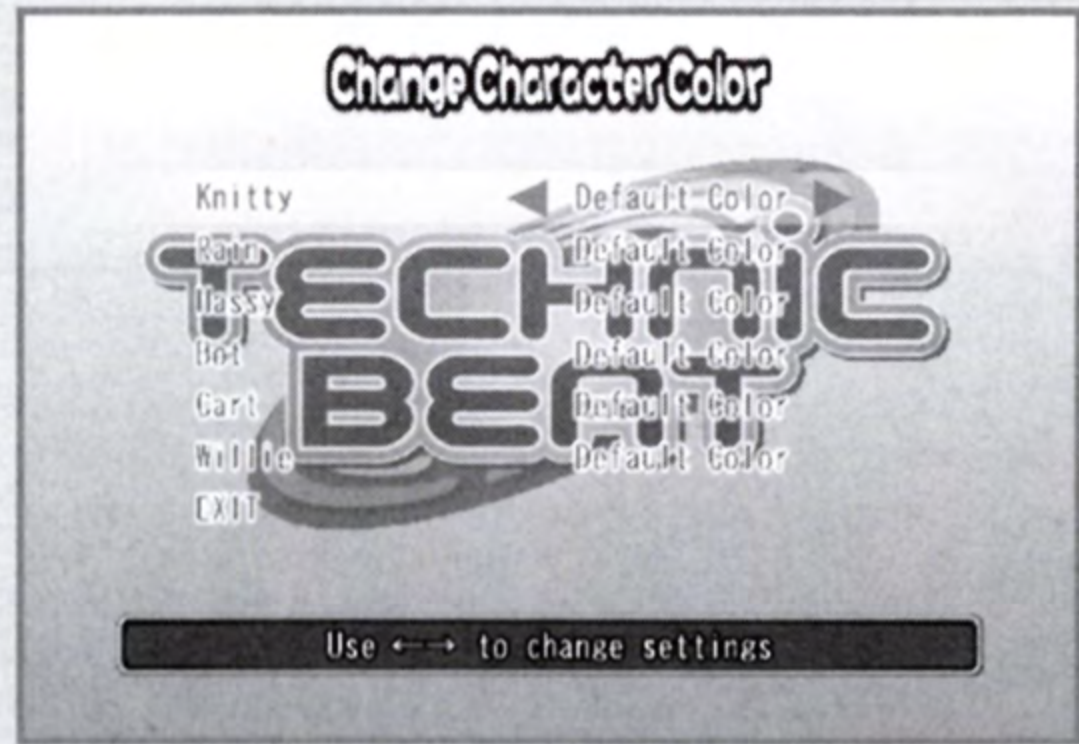
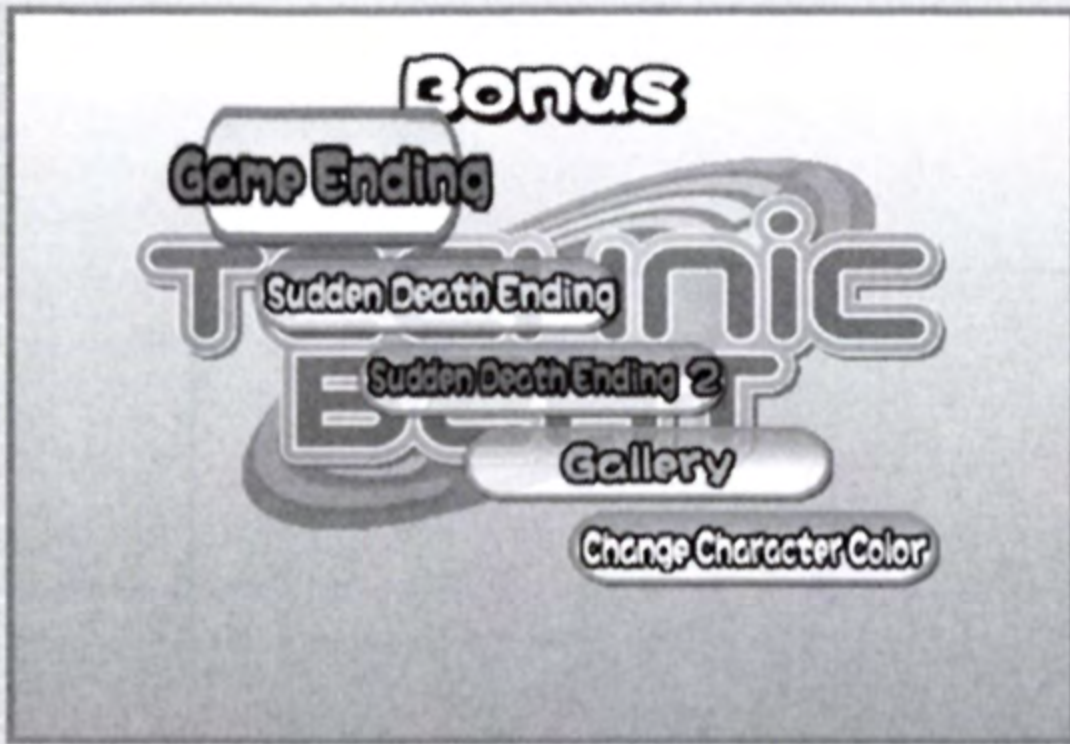


The pitch changed!



Bonus

After you've fulfilled certain conditions, the Bonus option on the Main Menu becomes available. From the Bonus menu, you can play game endings, change the color of the characters, see character art galleries and more.



Credits

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Mika Hayashi

Sales Woof

Ron Kurtz

Numbers Woof

Charles Van

Essential Woof

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(Except Namco
Game Music)

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Naoto Maeda

Notes

Customer Service & Warranty

Mastiff, LLC (Mastiff) warrants to the original purchaser of this product that the medium on which this program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase.

This warranty shall be void and moot if the defect in this Mastiff product has arisen through neglect, abuse or any attempt to use the product other than as specified in this manual. This warranty is in lieu of all other warranties whether written or verbal, and no other representations or claims of any nature shall be binding on or obligate Mastiff. All implied warranties, including but not limited to the warranties of merchantability and fitness for a particular purpose are waived to the extent permitted by applicable law. In no event will Mastiff be liable for incidental or consequential damages resulting from possession, use or malfunction of the Mastiff product.

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Technical Support

Please contact Customer Service by e-mail at customerservice@mastiff-games.com.

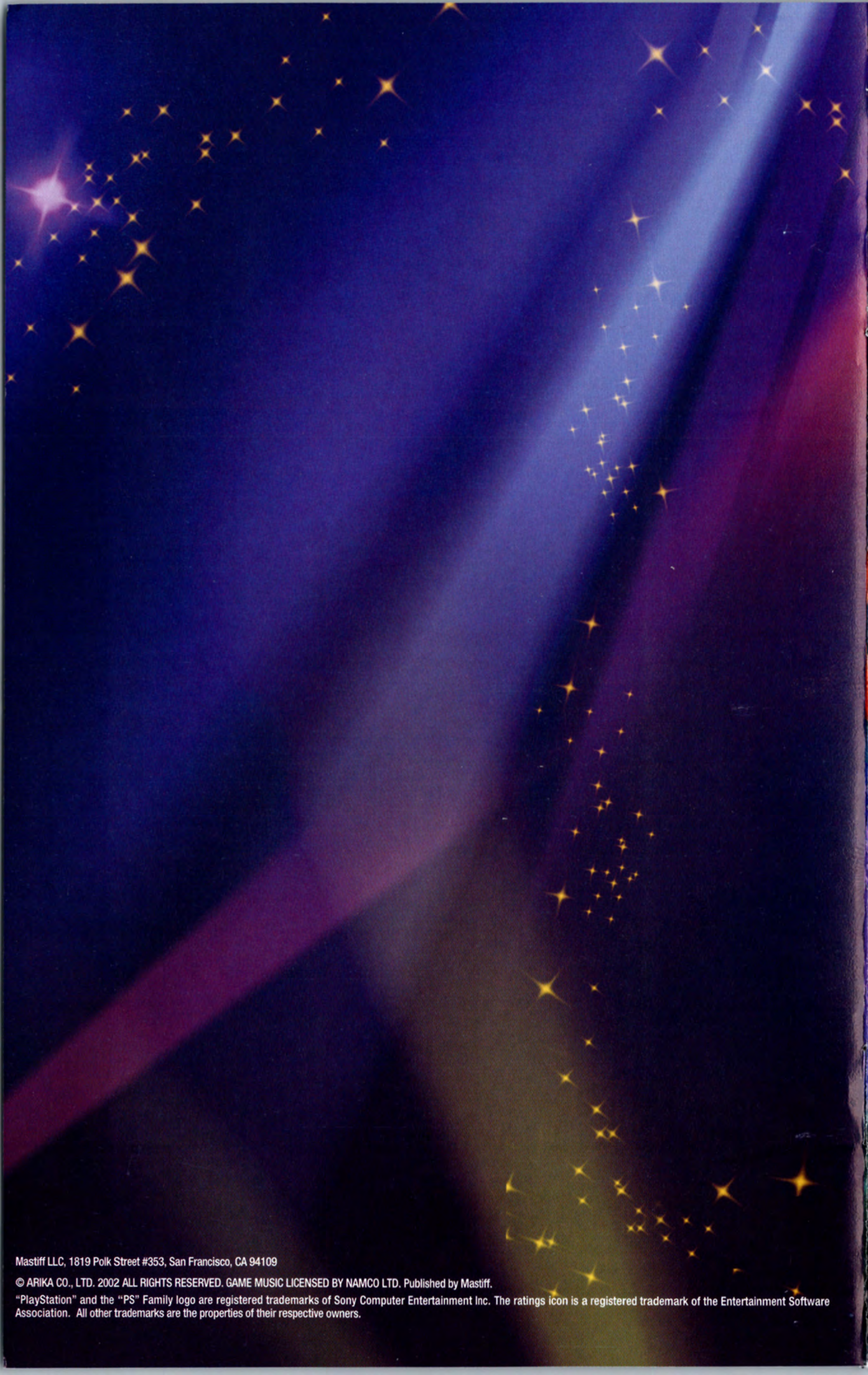
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