

Rebels of Rhythm & Dance



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.

Table of Contents

03 Prologue	06 Set up UNiSON: Let's Dance!
08 Controller Operation: How to use the controller!	
10 How to Play: Let's play UNiSON!	12 Learn how to Dance: Start your lessons!
14 Broadcast Start!: Hijack Ducker's TV program!	16 Club Tecmo: Welcome to Club Tecmo!
17 Options	
18 Dance tips: Get into the Rhythm of UNiSON!	20 Characters

200 years in the future, where talent meets technology, lies the city of Twin Ships. This is a world under the total control of a man called Ducker, whose magical voice has given him command of the city and its people. Ducker has banned all forms of creative expression other than music.



The strictest prohibition is on dancing, as Ducker has a passionate hatred for it. Anyone caught dancing is immediately arrested and banished from the city.

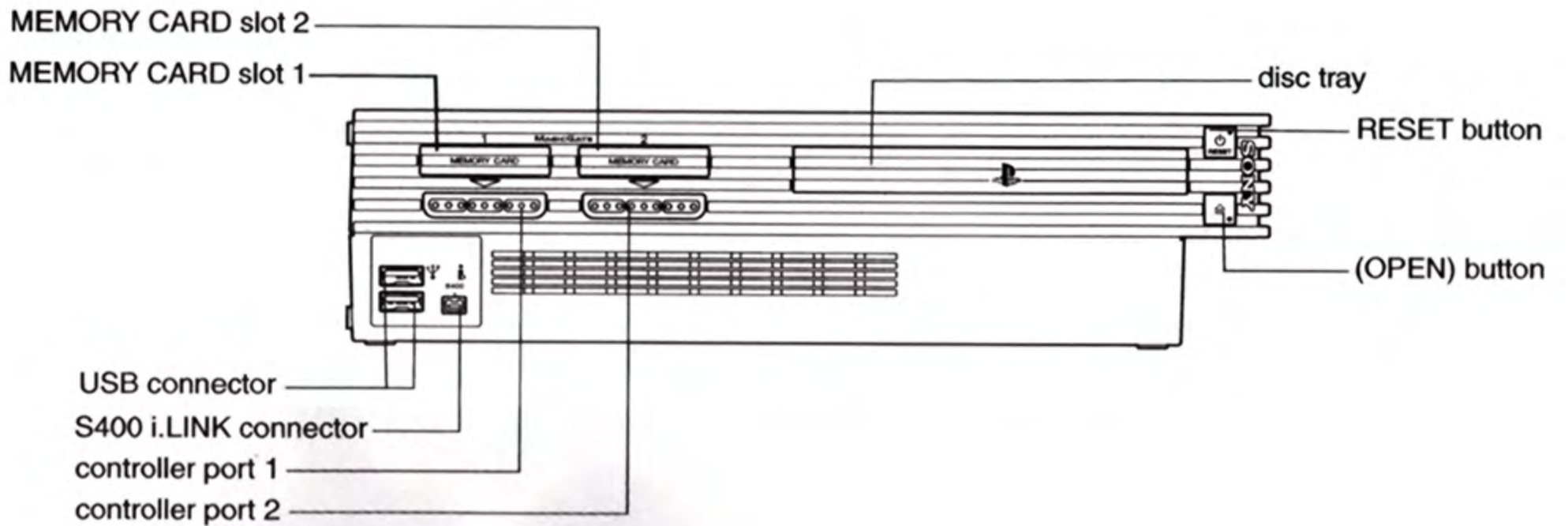
A mysterious man with a crazy hairstyle known only as Doctor Dance, along with three girls who comprise the dance unit UNiSON are determined to win freedom for the people of Twin Ships through use of their incredible dance skills.

As a Unison troop member, you must hijack Ducker's TV program airwaves and show everybody how cool your dancing is! It's the only way to free the citizens of Twin Ships from the total control of Ducker's magical music!

World is
waiting
for
UNISON



GETTING STARTED

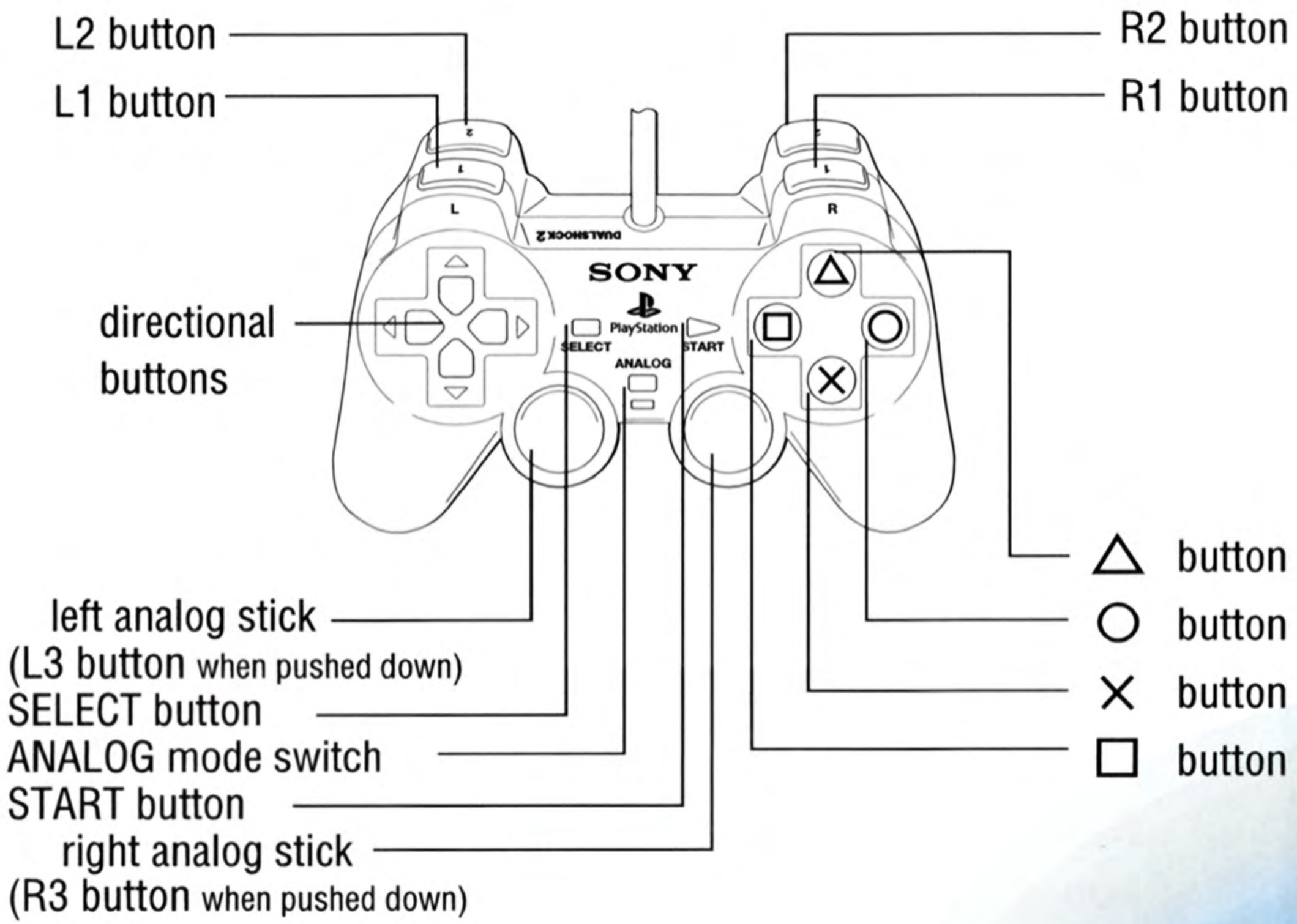


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will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



STARTING UP

DUALSHOCK™ 2 CONTROLLER CONFIGURATIONS



World is
waiting
for
UNiSON



Set up
Unison

Insert the Disc

Insert the "UNiSON" disc.

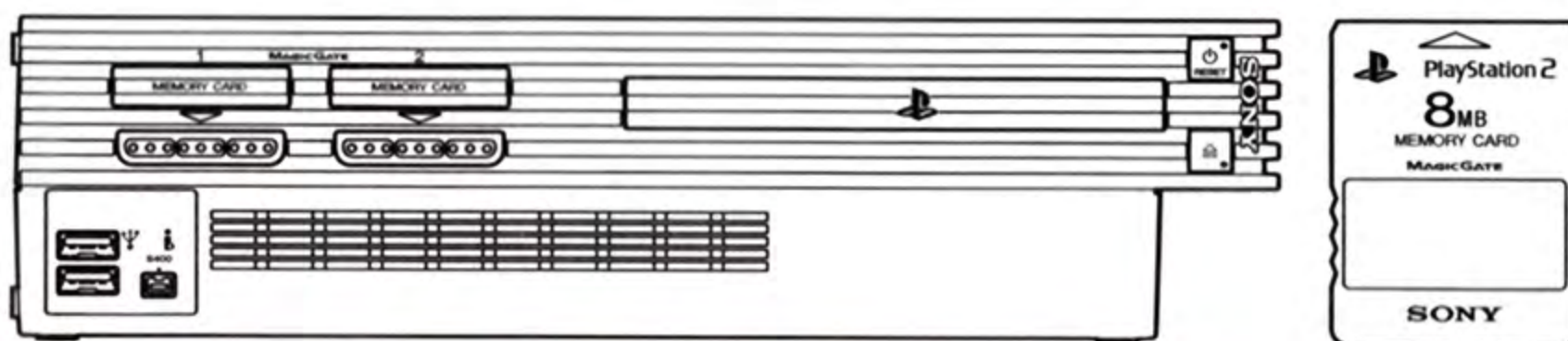
Insert a memory card (for PlayStation®2)(8MB) into MEMORY CARD slot 1 or MEMORY CARD slot 2.

Turn on the power switch of the main console, and the "UNiSON System Data" will begin verification and start to upload.

When the multitap (for PlayStation®2) is connected to controller port 1, the memory card slots on the multitap (for PlayStation®2) can also be used. In this case the "UNiSON System Data" will upload from the smallest memory card slot number. For detailed descriptions on use of the multitap (for PlayStation®2), see page 16, "Using the multitap (for PlayStation®2)."

Set up UNiSON

Let's Dance!



Ready for fun? Here's how to do it!
Loosen up your thumbs, and get ready to dance!

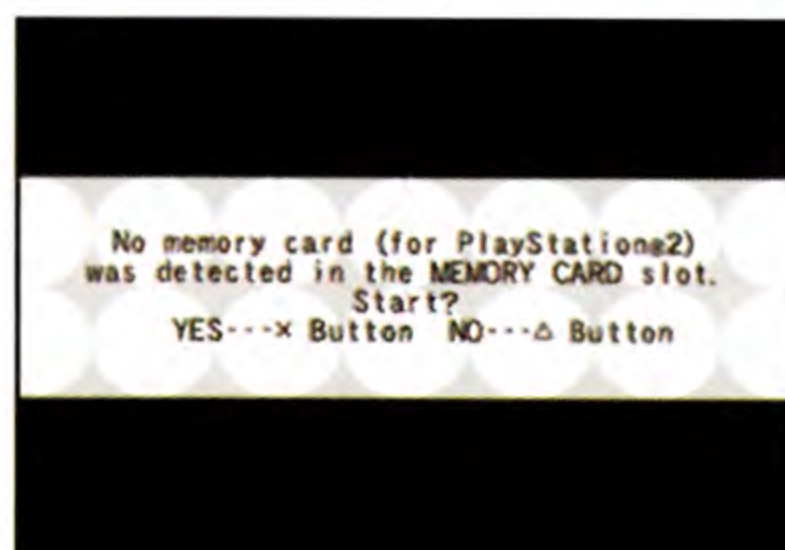
Verification and Creation of System Data

"UNiSON System Data" contains various kinds of information used in UNiSON.

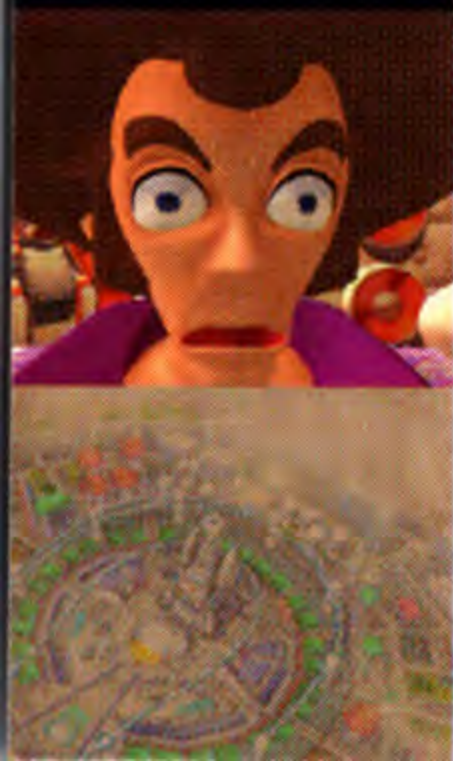
If "UNiSON System Data" isn't detected in the inserted memory card (8MB) (for PlayStation®2), a message will be displayed asking whether or not to create the system data.

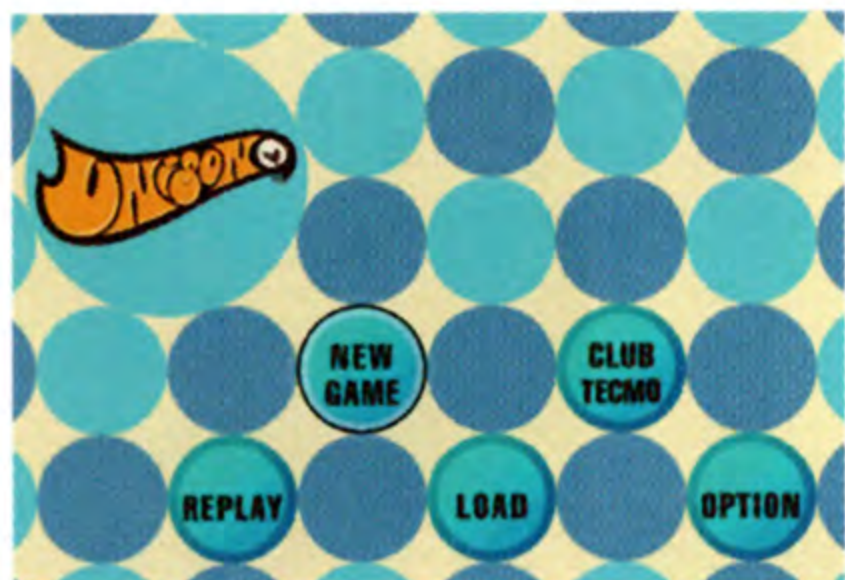
Create the data by following the on-screen instructions.

Once the "UNiSON System Data" is created, the sequence "Title Screen" through "Select Screen" will be displayed.



* A minimum of 590 KB free space is required on the memory card (8MB) (for PlayStation®2) in order to save the "UNiSON System Data."





Select Screen

Choose from any of five categories and enter your selection by pressing the X button.

NEW GAME

This starts the game from the beginning of the story. Once the game starts and after the opening story movie, you can select your characters. Choose from Trill, Cela or Chilly.

**Each character offers a different level of difficulty.*



06-07

LOAD

If you have saved data, you may load and continue the story where you left off during your last session. Choose the saved data you'd like to load, then press the X button to enter your selection.

CLUB TECMO

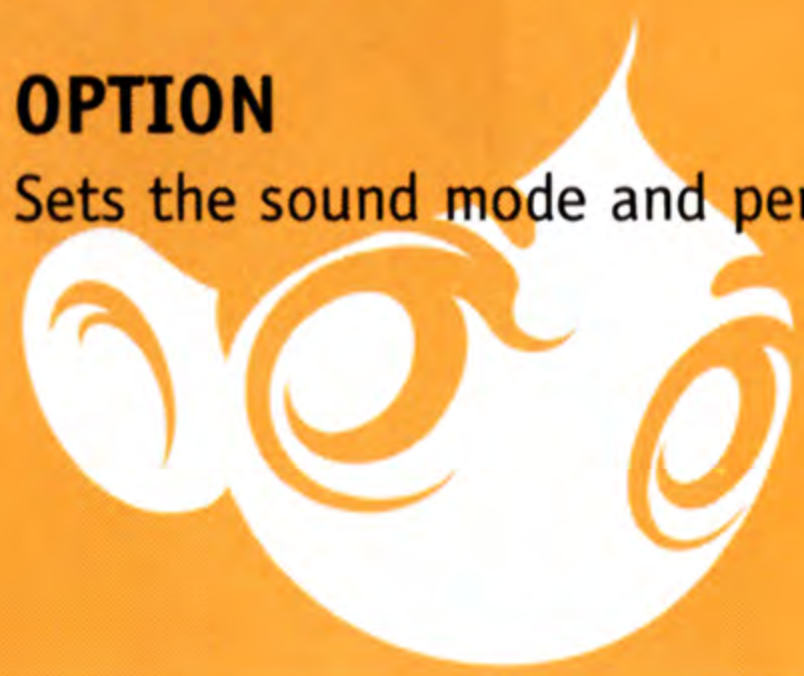
This is a mode in which you can dance to all the songs that are played in UNISON. A maximum of three players can play simultaneously in Club Tecmo mode.

REPLAY

You can view the broadcast replay that was performed in either Story or Club Tecmo mode. Choose the data you'd like to view from the saved data, then press the X button to enter your selection.

OPTION

Sets the sound mode and performs a sound test.





L2 button
Not used

L1 button
During VIEW mode:
Rewind

SELECT button
Not used

directional button
Select song portion in Portion mode

ANALOG mode switch
Always On

Mode indicator
Red

START button
Exit lessons during CLUB
TECMO lesson mode.



left/right analog sticks
Moves the character

Controller Operation

Controller Operation: How to use the controller!

L2 button
Not used

L1 button
Not used

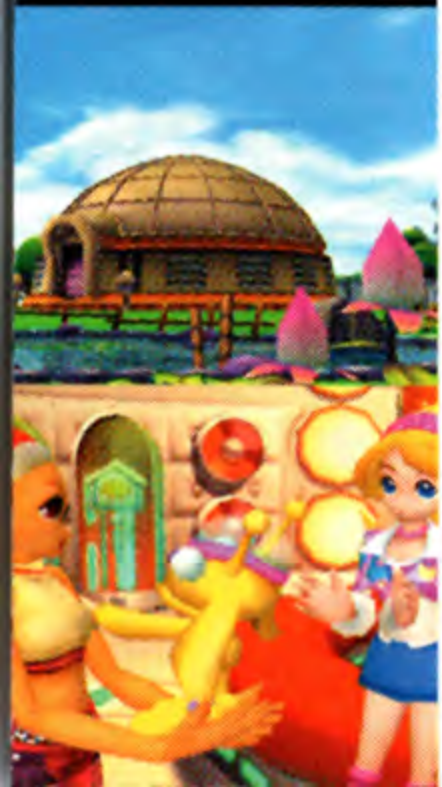
SELECT button
Skips

directional button
Move cursor

START button
Skips



left/right analog sticks
Not used.



R2 button

During VIEW mode:
Slow play

R1 button

During VIEW mode:
Fast forward

△ button

Go to PORTION mode

⊙ button

Go to PLAY mode

⊗ button

Go to Broadcast mode

□ button

Go to VIEW mode

* If you feel that the operations are not functioning properly during the lessons, verify that the ANALOG mode switch is in the ON position.



Character Operations

These are the operations that control the characters on the screen, such as during "Lesson" and "Broadcast" mode.



Others

These are the controller operation procedures in system-related screens such as the "Title Screen" and "System Data Screen."



R2 button

Not used

R1 button

Not used

△ button

To cancel

⊙ button

Not used

⊗ button

During the story movie: Cancel
Others: Enter

□ button

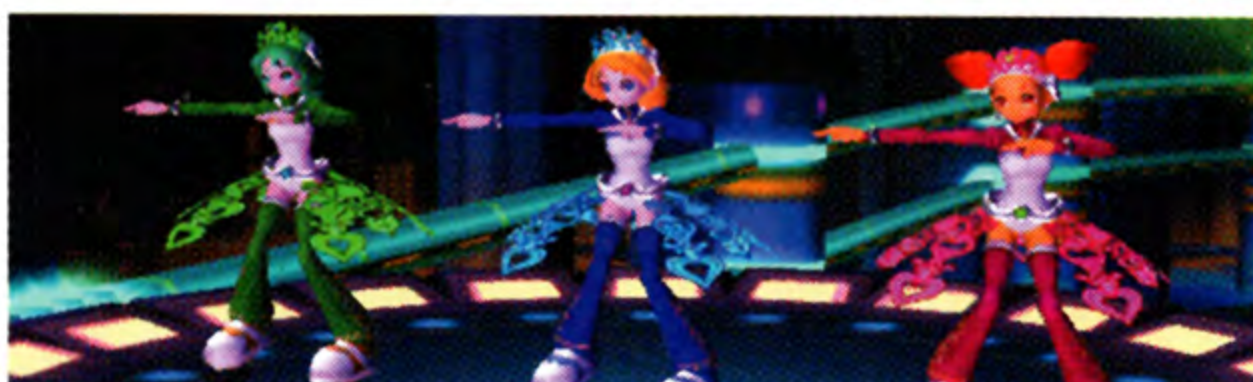
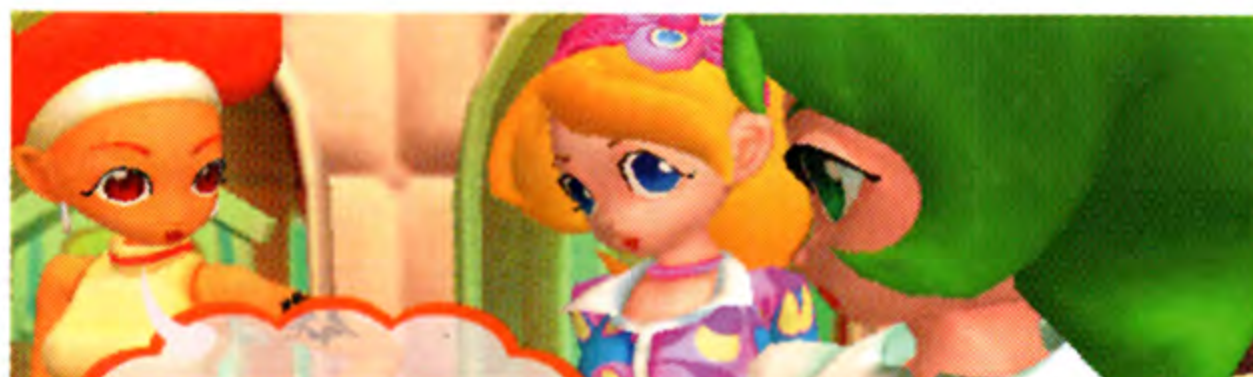
Go to VIEW mode



World is
waiting
for
UNiSON



How to Play



It's not just about "spinning" your analog sticks! You have to complete rigorous training before going to the Broadcast mode to succeed!

UNiSON Game Flow

To dance in UNiSON, you will use both the left and right analog sticks.

However, simply moving the two analog sticks around and around won't get you anywhere.

To win the hearts of the people of Twin Ships as a member of the super dance unit "UNiSON," your onstage performance must be absolutely awesome.

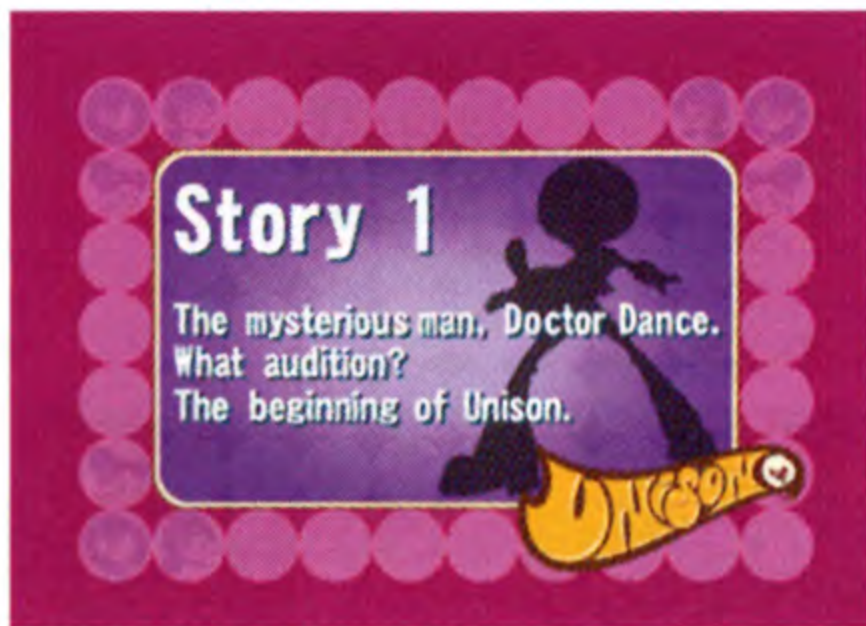
The secret to giving a super stage performance is to master the dance routine for any song being played. And in order to master those moves, practice makes perfect.

UNiSON progresses through the following general sequence:

How to Play

Let's Play UNiSON!





Phase 1

Start of Story

The UNISON story is made from several stories. Story 1 begins here.

Phase 2

Practice your dance steps

First you must practice your dance steps in the LESSON mode until you get the groove and are able to dance on your own. And when you qualify.....



Phase 3

Frequency Hijack!

Broadcast mode; the moment you've been waiting for, where you show what you've learned through all that hard practice!



Phase 4

Hijack succeeded!

Broadcast mode; You'll advance to the next story once you've succeeded in hijacking Ducker's TV show in Broadcast mode. If you fail, it's Game Over.



World is
waiting
for
UNISON



Learn how
to Dance



Learn how to Dance

Start your lessons!

First you must complete the dance lessons.
Be prepared, though. They're challenging.

Full Mode

Practice your dance lessons from the beginning to the end of an entire song. Qualify by scoring Rank C or higher and you'll be able to go to the Broadcast mode. Keep on practicing until you're ready to dance away!



Portion Mode

If you can't memorize the dance steps in the "Full" mode, go to the "Portion" mode. This mode allows you to practice the dance steps in portions. Select the portion of the song which you're having a hard time learning, and practice over and over until you get the feel of it.

You must score Rank C or higher in Broadcast mode. You'll have a hard time in the Broadcast mode if you first don't clear the Full mode with a rank of C or higher.



View Mode

Doctor Dance will give you an example of the dance steps. Learn the dance steps by moving the left or right analog stick to match the example. Go to PLAY mode if you feel you've learned the dance steps well enough.



- 1.Name of song
- 2.Modes
- 3.Player's left and right analog stick movements
- 4.Doctor Dance's example dance steps

PLAY Mode

Practice the dance steps you've learned in VIEW mode till you know it by heart. If you forget the steps, return to VIEW mode and check it out once again.



- 1.Name of song
- 2.Modes
- 3.Doctor Dance's example dance steps
- 4.Your character

PORTION Mode

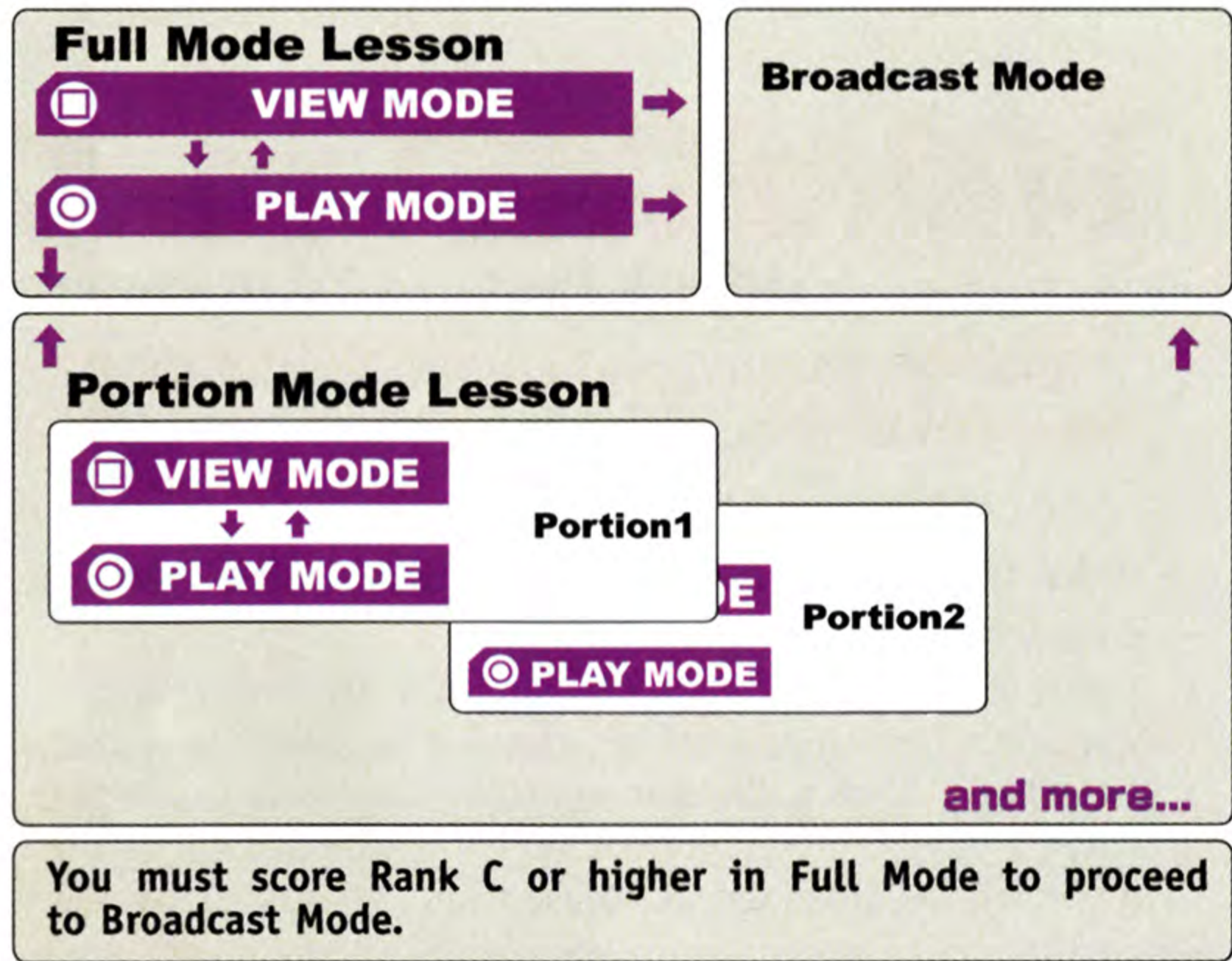
If you're having a hard time learning the dance steps of a typical portion of the song, select the portion in this mode and you can practice it over and over again. Practice makes perfect!



- 1.Name of song
- 2.Modes
- 3.Doctor Dance's example dance steps
- 4.Player's character



Lesson Configuration



World is
waiting
for
UNISON



**BROADCAST
start!**



BROADCAST start!

Hijack Ducker's TV program!

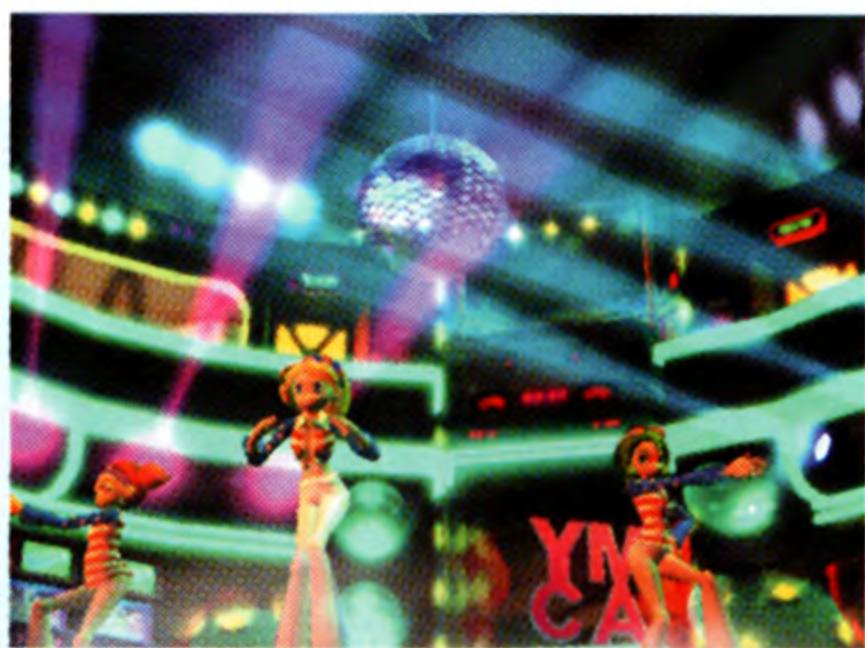
**Hijack the frequency when they least expect it!
Bring smiles back with your funky dance moves!**

**Make the audience cheer and applaud with your hip
dance moves!**

This is the real thing. It's a one-shot deal. The only chance
you've got. Only your skills can ensure a successful broadcast.
Calm down, dance your steps and show them what you've got!

If you fail the broadcast, it's Game Over.





During broadcast

- 1. Dance move input evaluation
- 2. Rank meter



Broadcast Results

- 1. Maximum number of combos
- 2. Score
- 3. Dance move input evaluation
- 4. Rank



World is
waiting
for
UNISON



Club Tecmo

Welcome to Club Tecmo

CLUB TECMO: Where the ultimate sound, ultimate dance and ultimate smiles exist!

Club Tecmo

Here you can play all the songs in the game, including songs in Story mode. By clearing certain conditions you'll also be able to dance to music that does not exist in Story mode. In Club Tecmo you'll also be able to play simultaneously with a maximum of three players using the multitap (for PlayStation®2). (Up to three controllers will be required.)

* Using the multitap (for PlayStation®2)

"UNISON" is compatible with the multitap (for PlayStation®2).

To play with two or more people, purchase an additional DUALSHOCK™2 analog controller (sold separately). Also, to play with three people, you'll need the multitap (for PlayStation®2) (sold separately).

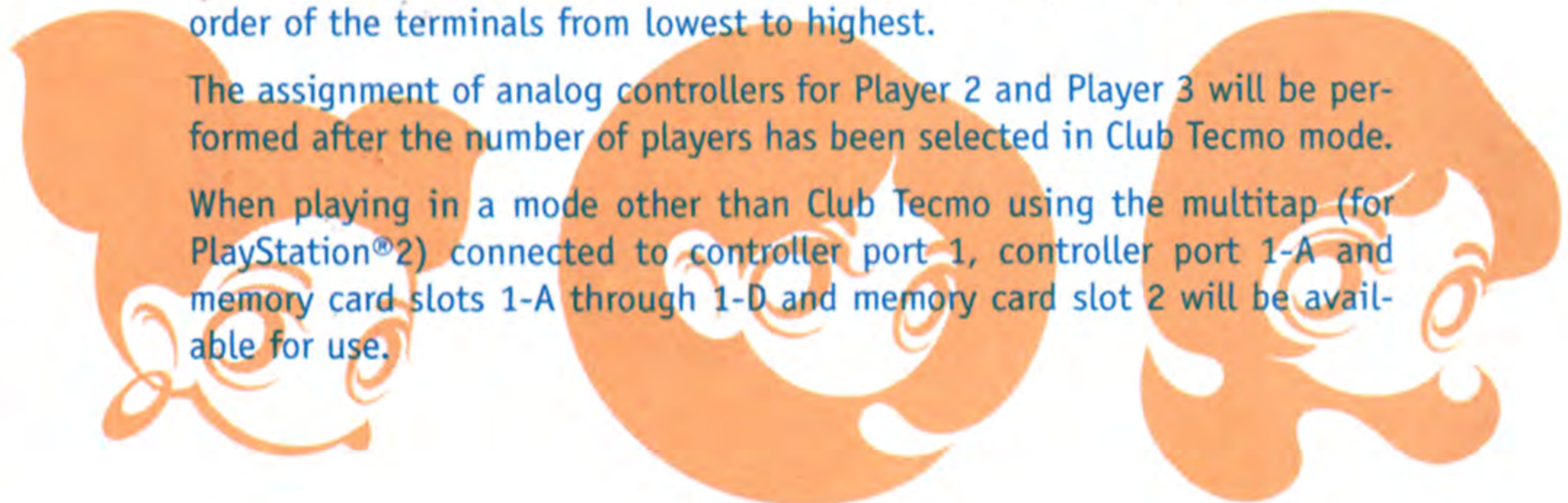
Always use the multitap (for PlayStation®2) via controller port 1. In such cases, memory card slots 1-A through 1-D and memory card slot 2 will be available for use.

Always use the multitap (for PlayStation®2) via controller port 1. In such cases, controller port 1-A through 1-D and controller port 2 will be available for use. When multiple analog controllers are connected to controller ports 1-A through 1-D and controller port 2, be sure a controller is connected to controller port 1-A. (This becomes the controller for use by Player 1.)

Other analog controllers thus connected will be Player 2 and Player 3 in order of the terminals from lowest to highest.

The assignment of analog controllers for Player 2 and Player 3 will be performed after the number of players has been selected in Club Tecmo mode.

When playing in a mode other than Club Tecmo using the multitap (for PlayStation®2) connected to controller port 1, controller port 1-A and memory card slots 1-A through 1-D and memory card slot 2 will be available for use.





Club Tecmo includes "Play" and "Lesson" modes. Choose a mode and press the X button to enter your selection.

PLAY Mode

1. Song Select

Choose a song to dance to.

2. Number of Players

Select from between 1 and 3.

If one or two players are selected, the remaining characters will be played by the computer. Once a selection is made, you cannot change controller terminal assignments.

3. Character Selection

Select a character to play. You can also choose the characters the computer will play.

The characters that can be played will be limited according to the song you've selected.

4. Controller Prompts On/Off Selection

It's your choice to have the controller prompt shown on the screen or not. Also, when 2 or 3 players are selected, the controller prompt will only be valid for one character. Choose which character you want the controller prompts to be shown for.

LESSON Mode

You can take lessons and learn the dance steps for songs.

1. Song Select

Select a song to practice.

2. Character Selection

Select a character to play.

3. Lesson

Press the START button to exit the Lesson mode.

Options

You can set Sound mode and also test the sounds.

Sound Mode: You can switch between stereo and mono.

Sound Test: Various sounds can be tested using this selection.

BGM: This is the background music played during the game story.

SE: These are sound effects used throughout the game.

Arrangements: These are the songs arranged for use in the game during dancing. You can only listen to the songs you've already danced to.

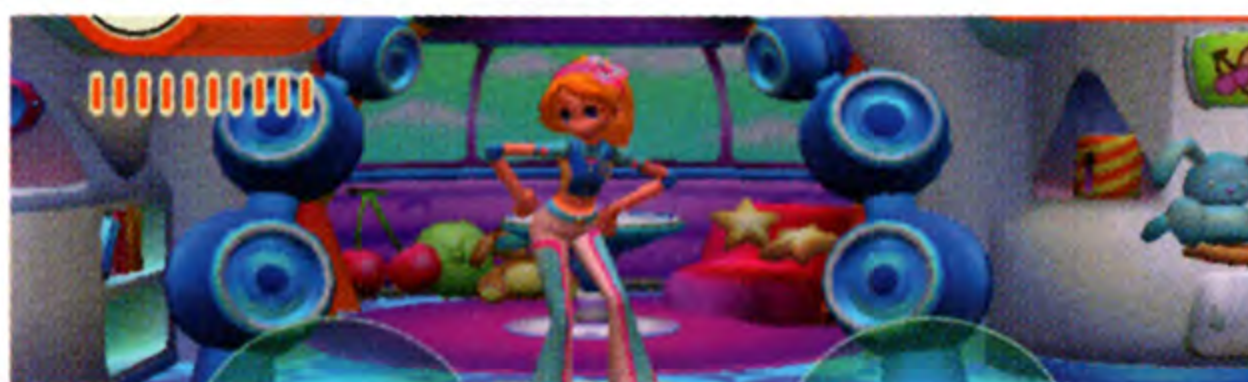
Original Soundtrack mode: You can listen to the original artist's soundtrack of the songs in UNiSON. You can only listen to the songs you've qualified in the "Broadcast" mode. The songs available in this mode are limited.



World is
waiting
for
UNiSON



Dance tips



Dance Tips

Get into the rhythm of UNiSON!!


**Remember these two important tips to
dance all the way to the end!**

1. Lesson tips!

Using VIEW Mode

Follow the commands in VIEW mode to learn the basics. It's difficult to master routines requiring quick, continuous inputs. In such cases, use the SLOW Play (R2 button).

Using Portion Mode

If it's difficult to play a large number of dance steps all at once in the Play mode. Go to the Portion mode and select a portion. You can practice any portion of a song as much as you want in this mode. Pressing the  button will take you to the "Portion select" screen. Select any portion you wish to practice and keep on practicing! Practice makes perfect!





2. Dancing Tips!

Feel the Beat

Good dancing requires practice after practice.

To dance better, you'll need to match each dance step with the beat. Input the dance steps while counting "1, 2, 3, 4" to yourself. Feel it!

Draw Circles



When inputting circles, learn the position needed for certain beats.

Don't make mistakes in the direction when "starting the circle" or "ending the circle."

Verification of Diagonal Input

You are following the dance steps properly, but for some reason you keep on missing one after another. In such a case, first check that you're moving the right and left analog-sticks in the correct direction. Are you pressing to the upper right, instead of up? Are you pressing upward rather than to the upper left? Input the dance steps by looking at your hands while slowly and carefully checking the movements. Once you've acquired a knack for it, you should be okay.



World is
waiting
for
UNiSON



Characters



Characters

Dance like there's no tomorrow!
The brilliant actors and actresses that uniquely
portray UNiSON.



UNiSON

3 Cute Rebels

UNiSON (Trill / Cella / Chilly)

The super dance unit that appeared in the high-tech celebrity city Twin Ships, a town under the total control of Ducker and his music. The three girls stand up to Ducker's rule with their mentor, known only as Doctor Dance.



Trill

All right

Trill

She can be a ditsy girl at times, but she's full of energy and smiles. She has a great voice that doesn't quite seem right for her body.



Cela

Ducker isn't as sweet as we think he is...

Cela

A girl who likes music and nature. She's smart, and very honest. She has somewhat of a dark history that comes from something that happened in her past with Ducker.



20-21

Chilly

We'll bring dancing back!

Chilly

A tomboy who likes to move her body. She handles the most difficult dance parts. Supposedly, her father was a famous dancer.



World is
waiting
for
UNiSON



Characters



Characters

Dance like there's no tomorrow!



Doctor Dance

We're going to change this world!

Doctor Dance

The man of mystery who created UNiSON around our three heroines. His hairstyle is the key to.....? He's a great man who teaches dancing to the three girls and masterminds a plan to bring Ducker down ... in a manner of speaking.



Friday



Friday

Chilly's pet robot.

He tries to help UNiSON the best he can.



Ducker



Dancing just leads to unhappiness.

Ducker

He uses the awesome power of his voice to control the minds of his citizens. He hates dancing. Anyone caught dancing within the city is arrested and banished.

June Baby

They really bug me...

June Baby

A new singer trained under Ducker.

She's a selfish little show-off who's easily angered. She plans on becoming the top idol of Twin Ships, with the assistance of Ducker.



22-23



World is
waiting
for
UNiSON



Set up UNiSON



Like

Like, we're gonna catch'em.

Like

Leader of the Ducker Fan Club. An unfortunate leader in that he is forced to follow the dorky Y'know. He's also caught between June Baby's selfishness and his fear of Ducker.



Y'know

I'm so hungry, y'know...

Y'know

Sub-leader of the Ducker Fan Club. He's known to always say "I'm hungry". He scares Like with his careless words to Ducker. He's proud of his physical prowess.

Barn Family



If you dance you'll grow up to be nothing

Barn Family

Barn family (from the left: father, daughter, mother)

The Barn family is typical citizens of Twin Ships. They love the "Ducker Music Show," which is broadcasted throughout Twin Ships. But when the frequency hijacking starts, the mother and daughter become fans of UNiSON. The father resists to the end, but ...



Credits

Staff

Director

N. Nagai

Planners

T. Ando H. Nishizawa
K. Mizushima Y. Okamoto M. Nagamine

Programmers

S. Sakamoto
M. Asakura T. Yoshida
Y. Kimura M. Kambayashi
K. Fukuda T. Yoshizawa

Data Works

H. Aoyagi H. Ikegami
A. Yamaguchi Y. Watanabe

Character Designer

H. Hasegawa

Character Model Designers

D. Ohta R. Iijima A. Komatsu

Stage Model Designers

H. Kaneko T. Katakura M. Kubo
R. Muraki Y. Yamaki

Model Designers

K. Sakaue

2D Designers

S. Ohki

Dance Motion Designers

T. Morimoto K. Shimizu K. Wakamatsu
LEO Y. Takahashi Y. Yoshizawa

Story Motion Designers

H. Ebinuma T. Kawada

Sound Designers

H. Takahashi S. Okuda T. Inamori

Voice Over

Cast

Chris Wells Paul Lucas Terry Osada
Gerri Sorrells Rumiko Varnes Tom Clack
Jeff Manning

Director

Gerri Sorrells

Singer

Paula Terry

Thanks to

MONSTER FARM TEAM
N. Yamada M. Aoki
M. Aihara T. Nakajima
S. Iizuka S. Nishimori A. Takae

Tecmo.LTD International Division

I. Fukada
M. Tsutsumi T. Tominaga
M. Abe K. Kawashima

U.S.A. Version Project Team

Tecmo.Inc
Johnny Inada John DeNovi
Tiffany Stratton
Brian "Finn" Hoisko Michelle Cortado

U.S.A. Version Design/Packaging

Tom Lee
Jun Hasunuma

Music Licensing

SONICFUSION

Motion Capturing (U.S.A. only)

FLYING TIGER DEVELOPMENT

Translation

SOPHIA ENTERPRISES

Special Thanks to

FAZE 4

Producer

T. Kurakata



Licensing Credits

O.P.P

Performed by Naughty By Nature
Written by A. Mizell, F. Perren, D. Lussier, B. Gordy, A. Criss, K. Gist, V. Brown
Published by Jobete Music Co. Inc. (ASCAP)
Naughty Music/ T-Boy Music L.L.C. (ASCAP)
Courtesy of Tommy Boy Music
© 1991 Tommy Boy Music

WE ARE FAMILY (MARLEY MARL REMIX)

Performed by Sister Sledge
Written by B. Edwards, N. Rodgers
Published by Bernard's Other Music (BMI) & Sony/ATV Songs LLC (BMI). All Rights on behalf of Bernard's Other Music (BMI) administered by Warner-Tamerlane Publishing Corp. (BMI) & Sony/ATV Songs LLC (BMI)
All Rights Reserved. Used by Permission.
Produced Under License from Atlantic Recording Corp. by arrangement with Warner Special Products. © 1998 Atlantic Recording Corp. and Rhino Entertainment Company

COUNTRY GRAMMAR (Superclean Edit)

Performed by Nelly
Written by J. Epperson, Nelly
Published by Universal Music Corp o/b/o itself and Jay E's Basement (ASCAP)/ BMG Songs, Inc. (ASCAP) o/b/o itself and Jackie Frost Music
Courtesy of Universal Records Under License from Universal Music Enterprises
© 2000 Universal Records a division of UMG Recordings, Inc.

THAT'S THE WAY (I LIKE IT) (DANCE REMIX)

Performed by K.C. & The Sunshine Band
Written by H. Casey, R. Finch
Published by EMI Virgin Songs, Inc. d/b/a EMI Longitude Music (BMI)
Produced Under License from Rhino Entertainment Co. by arrangement With Warner Special Products
Remix © 1998 Rhino Entertainment Company, A One Rascal Production

STOP THE ROCK

Performed by Apollo Four Forty
Written by H. Gray, T. Gray, I. Hoxley, Noko
Published by Reverb America Music Ltd. Administered by Universal Songs of PolyGram, Inc. (BMI)
Courtesy of Epic/ 550 Music by Arrangement with Sony Music New Media Licensing
© 1999 Epic/ 550 Music

EVERYBODY DANCE (GLENN FISCIA REMIX)

Performed by Chic
Written by B. Edwards, N. Rodgers
Published by Bernard's Other Music (BMI) & Sony/ATV Songs LLC (BMI)
All Rights on behalf of Bernard's Other Music (BMI) administered by Warner-Tamerlane Publishing Corp. (BMI) & Sony/ATV Songs LLC (BMI) All Rights Reserved.
Used by Permission. Produced Under License from Atlantic Recording Corp. by arrangement with Warner Special Products. © 1998 Atlantic Recording Corp. and Rhino Entertainment Company

BARBIE GIRL

Performed by Aqua
Written by J. Mosegaard, K. Dahlgaard, C. Norren, S. Rasted, R. Dif, L. Nystrom
Published by Warner/Chappell Music Denmark A/S (KODA) Administered in the U.S. and Canada by WB Music Corp. (ASCAP)/ MCA Music Scandinavia AB Administered in the US & Canada by Universal - MCA Music Publishing A Division of Universal Studios, Inc. (ASCAP) Courtesy of Universal Records Under License From Universal Music Enterprises
© 1997 Universal Records a division of UMG recordings, Inc.

Music Supervision by SonicFusion Inc.







For more information, visit tecmoinc.com

Tecmo, Inc. PMB #5553 21213-B Hawthorne Blvd., Torrance, CA 90503 p (310) 944-5005 f (310) 944-3344

Unison© Tecmo, LTD. 2000, 2001. Tecmo © is a registered trademark of Tecmo.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. . The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.