

# URBAN REIGN

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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.



# INTRODUCTION

**Ragtown, Green Harbor:**  
a city with numerous gangs vying for supremacy.

Someone has kidnapped a member of the Zaps—  
a gang priding themselves on being the baddest of them all.

Is it payback from someone who's got a beef with the Zaps?

Rumors have spread through Green Harbor like lightning.

The Zaps have put the finger on Chinatown's boss Shun Ying Lee, which has  
got her into some really hot water. She's hired a professional brawler in  
an attempt to strike back; however . . . this chain of events looks to  
drag Green Harbor down into uncharted depths of chaos.



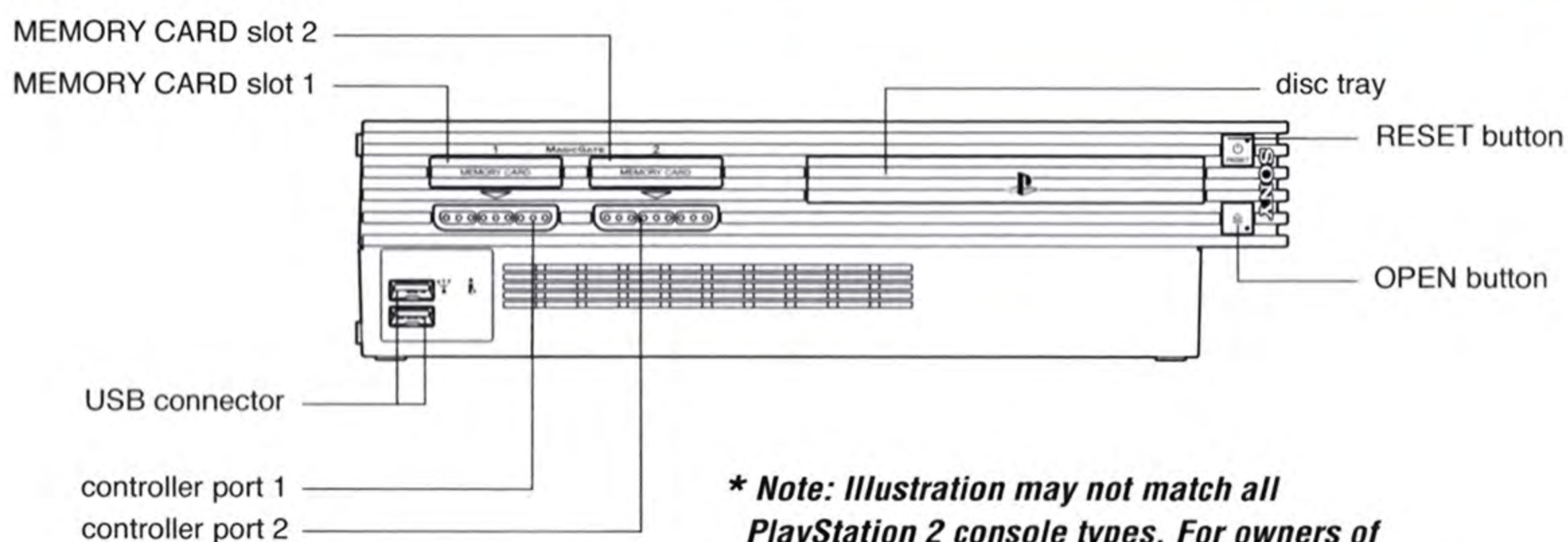
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# GETTING STARTED

## PLAYSTATION®2 SETUP



*\* 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 **Urban Reign™** 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.

This game supports Dolby® Pro Logic® II. Connect the game console's ANALOG OUT (AUDIO) connector to the Dolby® Pro Logic® IIx, Dolby® Pro Logic® II, or Dolby® Pro Logic® decoder internal AV amp, turn one of the features on, and then select "Dolby® Pro Logic® II" to play the game in surround sound.

### MEMORY CARD (8MB)(FOR PLAYSTATION®2)

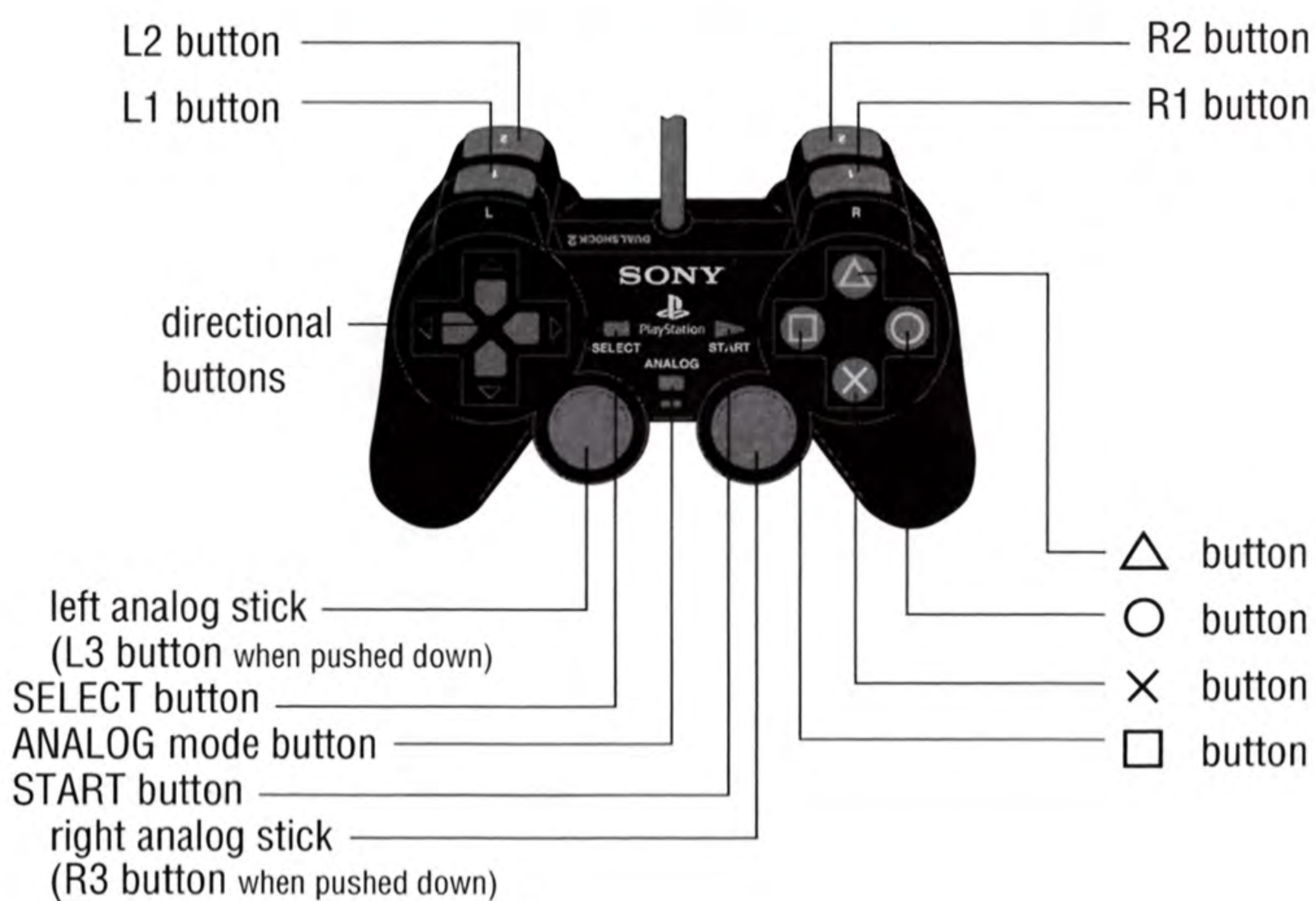
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





# GAME CONTROLS

## ANALOG CONTROLLER (DUALSHOCK®2)

The analog controller DUALSHOCK®2 is operated as shown below. For single-player mode, the controller should be inserted into Controller port 1.

Taunt

Pick up or discard (weapons or items)

Camera zoom In/Out

Character movements/Target body regions/

Select menu item

Issue partner command

Lock target

Grapple/Cancel

Strike

Run (press again to stop)/Confirm

Dodge/Deflect

Move camera/Switch target

(while R1 button is pressed)

Reset camera

Pause/Start game

Skip movie

**L2** Button

**L1** Button

SELECT Button

Directional buttons/Left  
analog stick

**R2** Button

**R1** Button

**△** Button

**○** Button

**×** Button

**□** Button

Right analog stick

R3 Button

(press right analog stick)

START Button

- The vibration function can be enabled or disabled under "OPTIONS" on p. 7.





## CONNECTING CONTROLLERS FOR MULTIPLAYER

When several people are going to be playing, you will need to make the following preparations. Connect everything properly before you start the game.

### WHEN TWO PEOPLE WILL BE PLAYING

When two people wish to play the game, you will need to have two controllers. Connect the controllers to controller ports 1 and 2 on your PlayStation®2 console.

### WHEN THREE OR MORE PEOPLE WILL BE PLAYING

When three or four people wish to play simultaneously, you will need to have a multitap (for PlayStation®2) (sold separately) and enough controllers for all players. Connect the first (1P) player's controller to controller port 1 on your PlayStation®2 console, and connect the multitap (for PlayStation®2) to controller port 2 on the PlayStation®2 console.

The second (2P), third (3P), and fourth (4P) players are respectively allocated controller ports 2-A, 2-B, and 2-C on the multitap (for PlayStation®2). Controller port 2-D cannot be used. The multitap (for PlayStation®2) cannot be used in controller port 1.




### ON PROGRESSIVE OUTPUT

You'll be able to enjoy viewing higher quality images if you use a PlayStation®2 component AV cable (SCPH-10100) together with a progressive (525p)-compatible television with component video input terminals.

- Do not use progressive mode if your television is not progressive (525p)-compatible, or if screen distortion, faulty display, or other anomalies occur as a result of the connection having been made without using a PlayStation®2 component AV cable.

For information on how to connect a PlayStation®2-compatible component AV cable to your television, please consult your PlayStation®2 console user guide or PlayStation®2 component AV cable connection diagram. The settings for "Component Image Output" on the System Setup Screen for your PlayStation®2 console should be "Y Cb/Pb Cr/Pr." Your television may still not be progressive (525p)-compatible even if it has component video input terminals; therefore, if you are at all unsure about progressive (525p)-compatibility, please consult the operating manual or other product literature accompanying your television, or direct your enquiries to the television manufacturer.

### SWITCHING TO PROGRESSIVE MODE

Pressing and holding down the  and  buttons when you start up this game will bring up the message, "Change to Progressive Mode?" Once you have carefully read the precautions shown onscreen and have selected "YES" using the directional buttons or the  button, your screen will appear in progressive mode. If the screen display is functioning correctly, select "YES" again. Should the screen show any distortion or display images incorrectly, use the RESET Button on the PlayStation®2 console to reboot, and you'll be able to play in Standard Mode.

- Even with a multitap (for PlayStation®2), a memory card (BMB) (for PlayStation®2) can only be used in MEMORY CARD Slot 1.
- When three or more people are playing on the redesigned PlayStation®2 (SCPH-70000), please use a multitap (for PlayStation®2) (SCPH-70120).



## PROFILES

You can create up to three profiles for saving your game progress and options settings. "New Profile" lets you create a new profile, and "Load Profile" lets you load an existing profile.



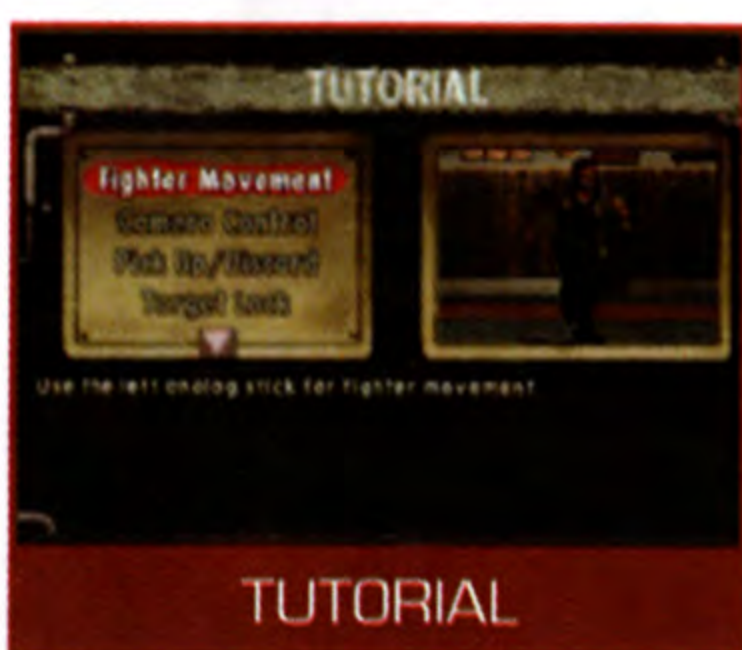
## MAIN MENU

<b>NEW GAME</b>	Play Story mode from the beginning.
<b>CONTINUE</b>	Resume a previously saved Story Mode game.
<b>FREE</b>	Play the Story mode missions with any unlocked character. (Available after meeting certain conditions)
<b>CHALLENGE</b>	Fight through a series of battles. (Available after meeting certain conditions)
<b>MULTIPLAYER</b>	Multiplayer battle mode supporting up to four players.



## EXTRAS

TUTORIAL	Check commands and details of various character actions.
PRACTICE	Practice your moves with unlimited health and time. To end your practice session, press the START button to bring up the Pause menu and then select QUIT.
FIGHTER FILES	Check profiles of unlocked characters.
CREDITS	View Urban Reign staff credits.



## OPTIONS

GAME	Change Camera Control and Target Marker (see p. 21) settings.
CONTROLLER	Enable/disable vibration function and change controller configurations.
DISPLAY	Change screen position, brightness and screen ratio.
SOUND	Change speaker setup and volume levels for MUSIC, VOICE, and SE (sound effects).
DIFFICULTY	Change game difficulty level (5 levels).
AUTOSAVE	Turn Autosave ON or OFF.
SAVE PROFILE	Save system data.

This game is "Dolby® Pro Logic® II"-compatible. Connect the "PlayStation®2" AV MULTI OUT (AV multiple output) terminal or the DIGITAL OUT (OPTICAL) (optical digital output) terminal to an AV amp with an on-board Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoder; and once you have activated any of the AV amp functions, choosing "SURROUND" under "SPEAKER" from the "SOUND" option will let you enjoy the surround sound experience.



Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

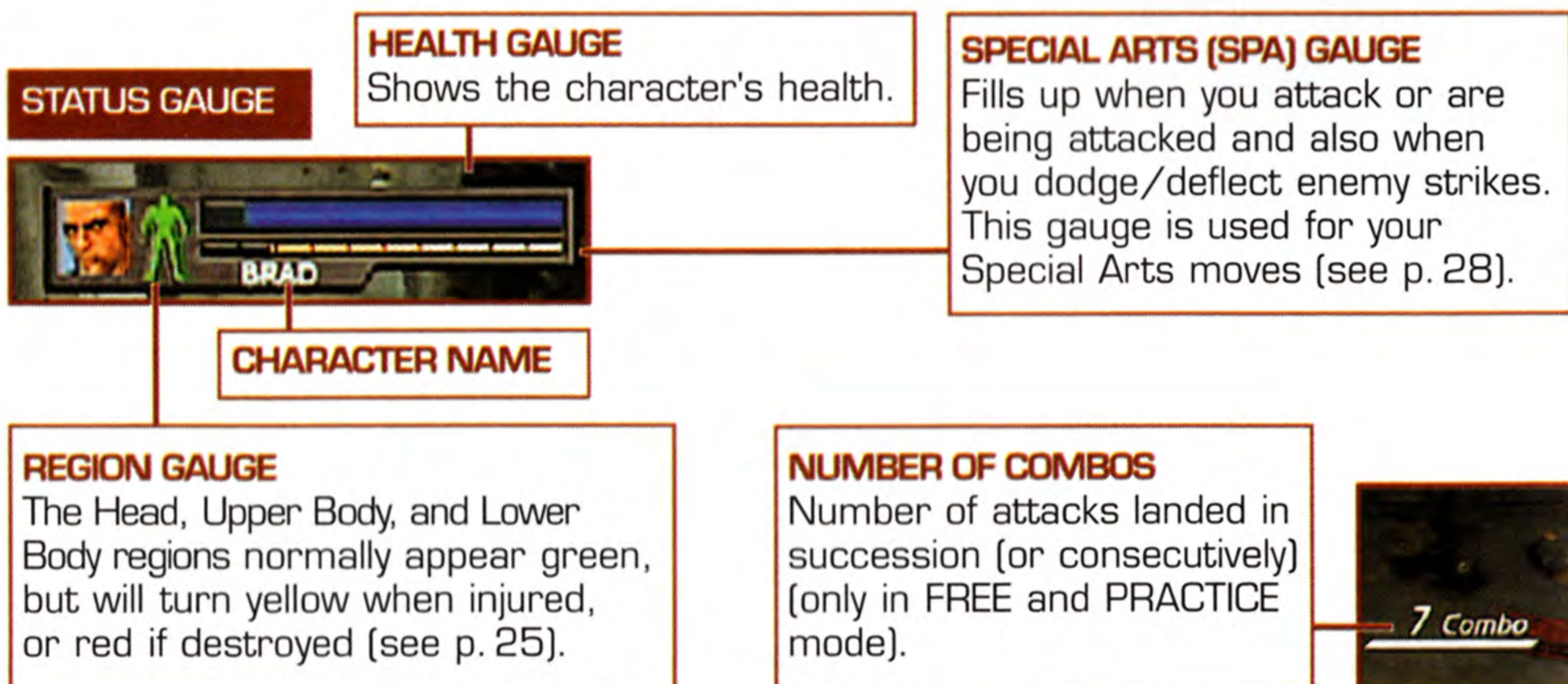
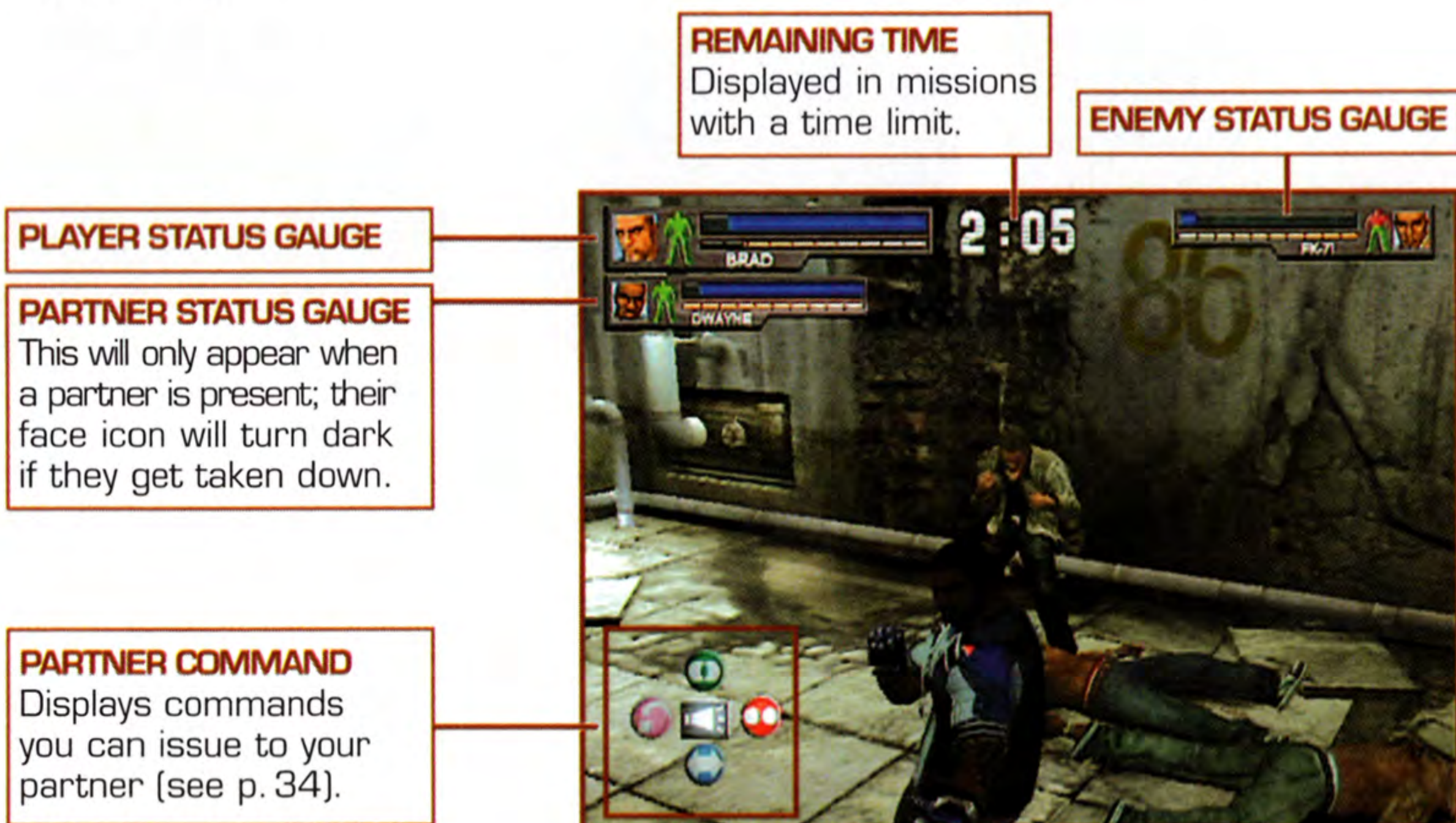


# GAME SCREENS

## & RULES

### MISSION SCREEN

The Mission Screen shows the health of the player and their partner and the enemies.





## BASIC RULES

You clear a mission by fulfilling its objectives. You will fail a mission if you cannot fulfill its conditions or if Brad's health reaches zero.



## FAILING A MISSION

If you fail a mission, a menu will appear. Choose **RETRY** to attempt the mission once more, or **MISSION INFO** to check the mission brief. Choose **QUIT** to return to the Main Menu.



## TEAMING UP WITH A PARTNER

For some missions you will fight alongside a partner, and you'll also be able to switch over (see p. 34) to control your partner. Note that even if you control your partner, the mission will be deemed a failure if Brad's health runs out, so watch out.



## TAKING ADVANTAGE OF YOUR SURROUNDINGS

In "Urban Reign," you can make use of walls, cars, crates, and a variety of other objects located around your field of play. Try to take down your enemies by taking full advantage of everything around you; for example, you can run up walls to unleash Diving Strike attacks (see p. 31), or pile on further damage to enemies already blown away in an attack by smashing them into walls or cars.





# MAIN MODE

## MISSION SELECT

Missions will follow in the sequence dictated by the story, but a number of missions may sometimes be available at the same time. In such cases, a new mission will appear once you have completed all of the missions shown. Pressing the **○** Button will let you save your progress (see p. 12).



- You cannot choose missions that have already been completed.

## MISSION INFO

Displays the mission brief and objectives. A variety of conditions will be presented, such as "Take everyone down". "Take the enemy down while protecting your partner", and "Take the enemy down within the time limit". Pressing the **○** Button will let you save your progress (see p. 12).



## FIGHTER SELECT

In some missions you will be able to choose a partner to fight alongside you. Press the R2 button to start a mission without a partner. More characters will become available as you unlock them (see p. 12).

## CHARACTER ABILITIES

STK (STRIKE)	Damage caused by Strikes.
GRP (GRAPPLE)	Force of attack caused by Grapples.
RGA (REGIONAL ATTACK)	Force of attack on Body Regions (see p. 25).
SPA (SPECIAL ARTS)	Force of attack caused by Special Arts moves.
WPA (WEAPON ATTACK)	Force of attack caused by Weapons.
TGH (TOUGHNESS)	Endurance against normal attacks.
HDE (HEAD ENDURANCE)	Endurance of the Head region.
UBE (UPPER BODY ENDURANCE)	Endurance of the Upper Body region.
LBE (LOWER BODY ENDURANCE)	Endurance of the Lower Body region.



## STARTING A MISSION

Follow the onscreen commands for your mission objectives. Refer to p. 8-9 for the screen layout and rules that apply during a mission.

### IN-GAME PAUSE MENU

If you press the START button during Story Mode or a FREE mission, the Pause menu will appear. Choosing OPTIONS will bring up the options menu.



### PAUSE MENU

RETURN TO MISSION	Returns you to the mission.
RESTART MISSION	Start the mission over.
TUTORIAL	Lets you check commands.
OPTIONS	Lets you change various settings.
MISSION INFO	Returns you to MISSION INFO. Will quit current mission.
MISSION SELECT	Returns you to MISSION SELECT. Will quit current mission.
QUIT	Returns you to MAIN MENU.

### OPTIONS MENU DURING A MISSION

CAMERA	Change camera settings.
GRAPPLE CAM	Switch camera view during a Grapple attack.
MARKER & STUN	Configure display for Target Marker (see p. 21) and stunned state.
PARTNER COMMAND	Switch the Partner Command display (see p. 34) ON or OFF.
MUSIC	Adjust volume level for background music.
VOICE	Adjust volume level for character voices.
SE	Adjust volume level for sound effects.



## END OF A MISSION

When you have completed a mission, you will gain Ability Points, and after the PLAYER ABILITY DEVELOPMENT screen has been displayed, you will be able to save your progress. In certain missions, the UNLOCK screen will also appear.

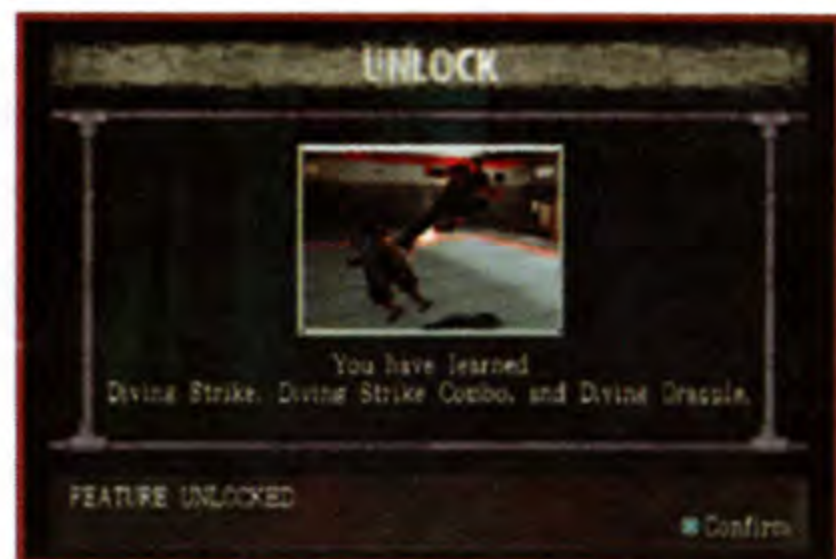
### PLAYER ABILITY DEVELOPMENT

Allocate Ability Points to develop your character's various offensive and defensive abilities. Choose an ability (see p. 10) by pressing the directional buttons or the left analog stick up or down, and allocate Ability Points to that ability by pressing the directional buttons or the left analog stick left or right. You will be able to allocate points to Weapon Attack past a certain point in the Story Mode, and the number of Ability Points obtainable will differ according to the mission.



### UNLOCK

Characters or moves will become unlocked as you complete missions. Characters unlocked through the Story Mode can be used in all modes.



### SAVING YOUR GAME

The Story Mode progress can be saved in as many as three instances per profile. In order for your progress to be saved, be sure a Memory Card (8MB) (for PlayStation®2) with at least 119 KB of free space has been inserted into MEMORY CARD slot 1.





## UNLOCKABLE MODES

Upon completion of the Story mode, two other game modes will become available: FREE and CHALLENGE.

### ■ FREE

Play a Story Mode mission with any unlocked character. Select the difficulty level (DIFFICULTY) on the MISSION INFO screen and then head off to tackle your mission.

### RESULTS

Once the mission has been completed, the RESULTS screen will be displayed. Points will be awarded and an assessment given based on your performance. Additional characters may be unlocked if you receive a favorable assessment, so always strive to do the best you can.



CLEAR TIME	Points gained and time it took to complete the mission.
MAX COMBO	Points gained and highest number of combo hits.
DAMAGE TAKEN	Remaining health and points gained.
PARTNER KO	Points deducted due to partner being taken down.
RECOVERY ITEM	Points deducted when recovery item is used.
PLAY BONUS	Total of all points obtained from CLEAR TIME through RECOVERY ITEM.
CHARA pt	Bonus value attributed to character used.
Level of difficulty chosen	Bonus value and level of difficulty chosen.
TOTAL	Total of all points.

### ■ CHALLENGE

Take down as many enemies as you can as they appear one after another.

Choose the number of battles, level of difficulty, number of players, and other parameters under CHALLENGE SETUP; choose a fighter under FIGHTER SELECT; and let the battle commence. A maximum of two players can play.





# MULTIPLAYER MODE

## MULTIPLAYER SETUP

Choose the mode you wish to play, and then configure the battle format and how you want the match to be decided. Choose an item by pressing the directional buttons or the left analog stick up or down, and change its setting by pressing the directional buttons or the left analog stick to the left or right.



### MODE

Choose a match mode.

VERSUS	Standard battle that you win by depleting your opponent's health gauge.
WEAPON BATTLE	Compete against your opponent(s) to scramble for a weapon.
DESTRUCTION BATTLE	Destroy your opponent's object while protecting your own. You win either by completely destroying your opponent's object first, or by having destroyed more of theirs than they have of yours when time runs out.





## MATCH DECISION

Determine the format for how the match is to be decided. You will be presented with different selection options depending on which match mode you choose: "KNOCK OUT" and "DAMAGE AMOUNT" will appear if you choose VERSUS, "WEAPON SCRAMBLE" through "TOTAL POSSESSION TIME" will appear if you choose WEAPON BATTLE, and "WEAPON" and "KNOCKDOWN" will appear if you choose DESTRUCTION BATTLE.

KNOCK OUT	Win by knocking out your opponent.
DAMAGE AMOUNT	The amount of damage inflicted within a given time determines the winner.
WEAPON SCRAMBLE	The winner is the one holding the weapon when time runs out.
CONT. POSSESSION TIME	Win by holding onto the weapon continuously for a fixed period of time.
TOTAL POSSESSION TIME	Whoever has been in possession of the weapon for the longest amount of time is the winner.
WEAPON	Attack and destroy an object with a weapon to win.
KNOCKDOWN	Win by throwing an enemy at an object to destroy it.

## FORMAT

Choose the battle format.

SINGLE BATTLE	One-on-one match.
TEAM BATTLE	Two-on-two team match.
3-FIGHTER BATTLE ROYALE	Wage a Battle Royale between three players.
4-FIGHTER BATTLE ROYALE	Wage a Battle Royale between four players.

## PLAYERS

Choose the number of players to participate. You can choose one to four players under PLAYERS. If you choose VERSUS, the computer can also join in, and if you choose "CPU ONLY," then you'll be able to watch computer-controlled players duke it out. The computer cannot take part in WEAPON BATTLE or DESTRUCTION BATTLE mode.

## MATCH UP

Configure settings for your match opponent(s). In "TEAM BATTLE", you choose a player with whom you want to form a tag team, but in the other modes under FORMAT, MATCH UP cannot be changed.



## MULTIPLAYER CONFIG

Configure settings such as the stage where the match will take place and the number of rounds. Once you have finished entering your preferences, press the **X** button to go to FIGHTER SELECT.

If you select WEAPON BATTLE (see p. 14), then once you have finished entering the multiplayer configurations, you will need to choose a weapon under WEAPON SELECT, after which you will be brought to FIGHTER SELECT.



### COMMON CATEGORIES

STAGE	Choose the stage where the match is to take place.
ROUND	Choose to play one to three rounds. Certain match formats are set to only one round.
TIME	Choose the match duration. The time you choose will vary with the match format.
MUSIC	Choose the background music.

### "VERSUS" CATEGORIES

REGIONAL KO	Choose whether incapacitation of a body region register as a KO (see p. 25).
DOUBLE TEAM KO	Choose whether a Double-Team grapple should register as a KO (only applies in "TEAM BATTLE").
QUICK SPA GAUGE	Choose whether the SPA gauge (see p. 8) should be quickly replenished during idle time.

### "WEAPON BATTLE" CATEGORIES

KO DECISION	Choose whether the match should be decided by KO.
MAX WEAPON DAMAGE	Choose whether a KO should be awarded when a weapon attack (see p. 27) has been performed.
WEAPON SCRAMBLE SPA-O	Lets you choose whether the SPA gauge should be reset to zero when you are holding a weapon.

### "DESTRUCTION BATTLE" CATEGORIES

DEMOLITON KO	Choose whether a KO is to be awarded when your own object is destroyed.
QUICK SPA GAUGE	Choose whether the SPA gauge should be quickly replenished during idle time.



## FIGHTER SELECT

Choose your character and opponent. The number of available characters will increase once they have been unlocked through Story mode (see p. 10-12) and Free mode (see p. 13) missions.



## SELECTING WEAPONS

In VERSUS and DESTRUCTION BATTLE, you can choose a weapon once you have chosen your character. Choose NONE if you don't want your character to carry a weapon. For computer-controlled characters, choose a level and then select a weapon.



## RANDOM CHOICE

Pressing the R1 Button when selecting any of the categories will randomly select the character, weapon, and computer level.



## SCREEN LAYOUT

This section is separated according to screen layouts all modes have in common and those specific to certain modes.

### DISPLAYED IN ALL MODES

#### PLAYER STATUS GAUGE

Shown for each participating player (see p. 8).



#### NUMBER OF ROUNDS WON

The number of icons displayed corresponds to the selected number of rounds, and each win will cause one icon to light up. If "TEAM BATTLE" has been selected, then these icons will be shown in the information relating to the team player shown in the upper portion of the screen.

#### REMAINING TIME

If a time limit has not been entered, " $\infty$ " (no time limit) will be displayed.

### MULTIPLAYER PAUSE MENU

Pressing the START button during a match will display the Multiplayer Pause menu.

#### MULTIPLAYER PAUSE MENU

RETURN TO GAME	Resume the match.
RESTART	Start the match again.
TUTORIAL	Check commands.
OPTIONS	Change various settings under the Options menu.
FIGHTER SELECT	Returns to FIGHTER SELECT.
MULTIPLAYER SETUP	Returns to MULTIPLAYER SETUP.
QUIT	Stop the match and return to MAIN MENU.

### OPTIONS MENU VIEWED DURING MULTIPLAYER PLAY

GRAPPLE CAM	Switch camera view during a Grapple attack.
MARKER & STUN	Configure display for Target Marker (see p.21) and stunned state.
MUSIC	Adjust volume level for background music.
VOICE	Adjust volume level for character voices.
SE	Adjust volume level for sound effects.



## DISPLAYED ONLY IN "VERSUS"

### DAMAGE POINTS

#### (IF YOU HAVE CHOSEN "DAMAGE AMOUNT")

Total points gained by inflicting damage. If "TEAM BATTLE" has been selected, then these will be shown in the information relating to the team player shown in the upper portion of the screen.



## DISPLAYED ONLY IN "WEAPON BATTLE"

### REMAINING TIME (IF YOU HAVE CHOSEN "CONT. POSSESSION TIME")

The countdown starts once you are in possession of the weapon.



### WEAPON POSSESSION TIME (IF YOU HAVE CHOSEN "TOTAL POSSESSION TIME")

Total amount of time you have been in possession of the weapon.

## DISPLAYED ONLY IN "DESTRUCTION BATTLE"



### STATE OF OBJECT

Shows how much remains of each players' objects.

### OBJECT

## MATCH CLOSED

When the match is over, the Match Closed screen will appear, and an icon bearing the victorious fighter's face will be displayed. If you choose RETRY from the menu, you'll be able to play the match again. If you choose QUIT, you will be returned to the MAIN MENU.



# ACTION

## BASIC CONTROLS

### MOVING

#### LEFT ANALOG STICK

Pressing the left analog stick will move the character in the corresponding direction. Pressing the **X** button will make your character do a Dash, and pressing the **X** button again during a Dash will make them stop.

### TAUNTING

#### L2 BUTTON

Perform taunts with the L2 button. When you taunt enemies who are in a stunned state (see p. 29), they will stagger towards you.



**TIP!**

You can stun a bunch of enemies by using a wide-range attack and smashing them into a wall. If you taunt them while they're stunned, they'll approach you groggily, so you can easily attack several of them using a Double Attack (see p. 30), Auto Target Combo, or other offensive move.



SMASHING A BUNCH OF ENEMIES INTO A WALL



USING TAUNTS TO CALL AN ENEMY OVER



DOUBLE ATTACK!



## CAMERA MOVEMENT

### CHANGING VIEWS

Right analog stick/R3 button

You can rotate the camera with the right analog stick; press the R3 button to reset the camera behind your character.



### ZOOM

SELECT button

Pressing the SELECT button lets you switch between three zoom levels.



## TARGET LOCK

R1 button

Pressing the R1 button will Target lock onto the enemy nearest you. To switch targets, move the right analog stick while holding down the R1 button. A Target Marker will appear over the targeted enemy, and the camera will also move to keep the targeted enemy on-screen.



TARGET MARKER



**TIP!**

Pressing the  $\times$  button when you have locked onto a target will make your character dash towards that enemy and run up him.



## NORMAL ATTACKS

### STRIKE ATTACK

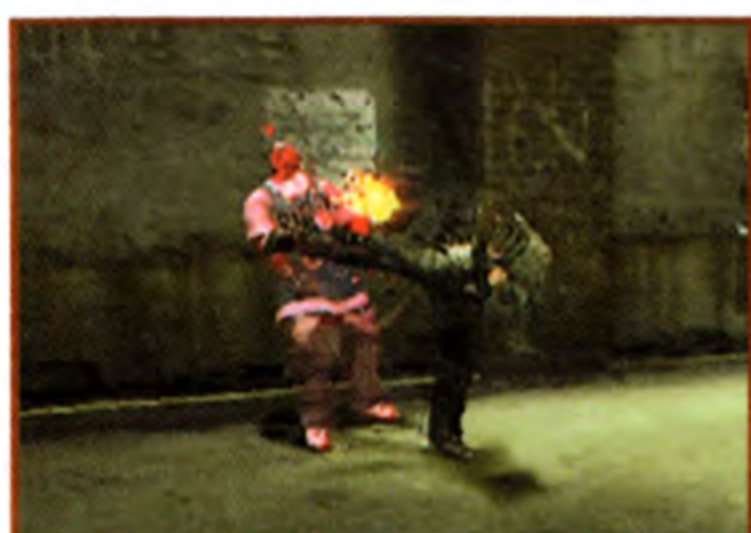
↑, ←/→, ↓+ ○ BUTTON

Press the ○ button to execute a Strike Attack. Your Strike Attack can be aimed at the Head, Upper Body, or Lower Body region, if you press the ○ button while pressing the directional buttons or left analog stick in the direction corresponding to the different regions.



NORMAL STRIKE ATTACK

○ BUTTON



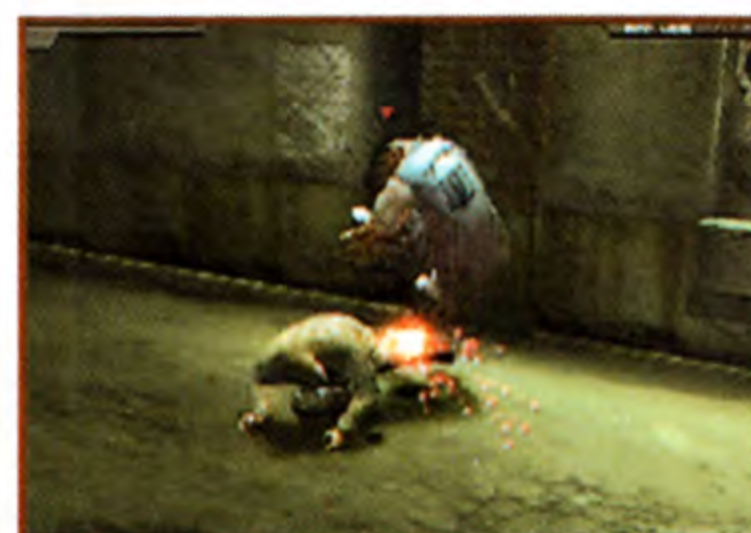
STRIKE TO HEAD REGION

↑+ ○ BUTTON



STRIKE TO UPPER BODY REGION

←/→+ ○ BUTTON



STRIKE TO LOWER BODY REGION

↓+ ○ BUTTON

### DOWN STRIKE ATTACK

↓+ ○ BUTTON WHEN CLOSE TO AN ENEMY ON THE GROUND.

If you get close to an enemy on the ground and press the ○ button while aiming down with the directional buttons or left analog stick, you'll be able to stomp or perform other Down Strike attacks.



The symbols ↑, ←/→, ↓ as used in these instructions indicate the direction (up/down/left/right) in which the directional buttons or left analog stick are to be pressed and held. If "○ button + ▲ button" appears, you should press both buttons simultaneously.



## GRAPPLE ATTACK

↑, ←/→, ↓+ △ BUTTON

If you press the △ button while indicating a specific direction with the directional buttons or left analog stick, you can unleash a Grapple Attack to the Head, Upper Body, or Lower Body region.



HEAD GRAPPLE ATTACK

↑+△ BUTTON



UPPER BODY GRAPPLE ATTACK

←/→+△ BUTTON



LOWER BODY GRAPPLE ATTACK

↓+△ BUTTON

## DOWN GRAPPLE ATTACK

△ BUTTON WHEN CLOSE TO AN ENEMY ON THE GROUND

If you get close to an enemy on the ground and press the △ button, you'll be able to perform a Mount Punch or other Down Grapple attacks.



## GRAPPLE DASH ATTACK

× BUTTON DURING A GRAPPLE ATTACK

If you press the × button during certain Grapple attacks, you can perform a Grapple Dash Attack, in which your character runs while clutching onto the enemy. Making contact with a wall or other objects during the Dash makes the attack that much more painful.





## NEUTRAL GRAPPLE

### △ BUTTON

If you press the △ button without using the directional buttons or left analog stick, you'll be able to restrain your opponent for a fixed period of time. Using the directional buttons or left analog stick will let you perform a Grapple Attack (see p. 23).



### NEUTRAL GRAPPLE - STRIKE ATTACK

○ BUTTON DURING A NEUTRAL GRAPPLE

Pressing the ○ button during a Neutral Grapple will let you punch or make other Strike Attacks while you have your enemy in your grasp. If you press the ○ button again, you can perform Combo attacks.



### NEUTRAL GRAPPLE - GRAPPLE ATTACK

←/→ + △ BUTTON  
DURING A NEUTRAL GRAPPLE

Pressing the ←/→ + △ button during a Neutral Grapple will let you perform a Grapple Attack on the enemy in your grasp. Attacking while indicating a specific direction with the directional buttons or left analog stick will let you perform a Grapple Attack corresponding to a particular region.





## MID-AIR GRAPPLE

**△ BUTTON WHILE ENEMY IS IN THE AIR**

With certain characters, Grapple Attacks can be performed against enemies in the air. Press the **△** button near the target to grapple the enemy.



## SPECIFYING REGIONS AND REGIONAL DAMAGE

You can specify a body region to attack by using the directional buttons or left analog stick when performing a Strike or Grapple Attack. The procedure for indicating regions remains the same, regardless of the direction in which the character is facing. The extent of damage inflicted on each region can be checked with the Region Gauge (see p. 8). Since you will be required to "Destroy a region" in certain missions, be sure you have fully mastered the control techniques.



**HEAD REGION**

Up on the directional button or left analog stick

**UPPER BODY REGION**

Right or Left on the directional buttons or left analog stick

**LOWER BODY REGION**

Down on the directional button or left analog stick

**TIP!**

Considerable damage can be inflicted by attacking an injured or destroyed region, and you can also leave your enemy stunned. As a rule, their lower body region has low endurance, and destroying their upper body region will make it easy to get them to drop their weapon. Bear in mind the features of each region to give you the upper hand during a brawl.



## USING WEAPONS/ITEMS

### PICKING UP AND DISCARDING WEAPONS/ITEMS

#### L1 BUTTON

Pressing the L1 button will let you pick up any weapon or item lying around, or discard one if you already have one in your possession. Weapons flung into the air as a result of a collision with an enemy or wall can also be caught if you are close to them.

**TIP!** Pressing the L1 button while using the directional buttons or left analog stick will let you discard a weapon in front of you. You can then use a Spinning Kick or other attacks to send it flying.



**TIP!** The moment when enemies are picking up a weapon is a good opportunity to attack.

### USING RECOVERY ITEMS

#### ○ BUTTON

From time to time, the enemy will drop a recovery item when they are taken down. You can use such items by picking it up and hitting the ○ button, which will replenish your health or SPA Gauge (see p. 8). Or you can pass the items to your partner to let them use it (see p. 34).





## WEAPON ATTACK

**○ BUTTON / ▲ BUTTON WHILE IN POSSESSION OF THE WEAPON**

Pressing the ○ or ▲ button while in possession of a weapon will let you unleash armed attacks in addition to normal attacks. Attacking while indicating a specific direction with the directional buttons or left analog stick will let you perform a Weapon Attack on the corresponding body region.



## WEAPON THROW

**× BUTTON + □ BUTTON**

You can inflict damage by throwing your weapon at the enemy. Throw the weapon by simultaneously pressing the × and □ buttons. If you are locked onto an enemy (see p. 21), you'll throw the weapon at that target; and if you are not, you'll throw it at the nearest enemy.



**TIP!**

When an enemy has thrown a weapon at you, knock it down with the ○ button.



## SPECIAL ATTACKS (1)

### SPECIAL ARTS

↑, ←/→, ↓ + ○ BUTTON + △ BUTTON

Simultaneously pressing the ○ and △ buttons alone or while using the directional buttons or left analog stick will consume the Special Arts Gauge (see p.8) to let you perform Special Arts. These can be used when you are down or under attack (except when you are being grappled or in the air).



### ATTACK SPECIAL ARTS

↑, ←/→ + ○ BUTTON + △ BUTTON

Simultaneously pressing the ○ and △ buttons alone or with UP, RIGHT, or LEFT on the directional buttons or left analog stick will allow you to perform different attacks on the enemy that will inflict severe damage.



### STATUS EFFECT SPECIAL ARTS

↓ + ○ BUTTON + △ BUTTON

Simultaneously pressing the ○ and △ buttons while pressing DOWN on the directional buttons or left analog stick will let you perform Status Effect Special Arts, which will change the status of your character for a fixed period of time (during which time the Special Arts Gauge will glow in different colors). The types of Status Effect Special Arts will differ depending on the character.



POWER UP (RED)

Gives a 50% boost to the force of all of your attacks.

CONCENTRATION UP (BLUE)

Automatically executes a Deflection (see p. 32) or Grapple Break (see p. 33).

SUPER ARMOR (YELLOW)

Reduces damage and keeps you from staggering.

ARCANUM (GREEN)

The fighter will be able to perform special moves.



## DASH ATTACK

↑, ←/→, ↓+⊙ **BUTTON DURING A DASH**

Pressing the ⊙ button during a Dash will let you unleash Dash-assisted Strike Attacks. Use the directional buttons or left analog stick to execute different kinds of Dash attacks.



## RECOVERING FROM BEING STUNNED

If an enemy attack has left you stunned, stars will appear above your head. By using the Special Arts Gauge to perform a Special Art in such situations, you can recover from your stunned state. If the gauge isn't full, repeatedly hit the directional buttons, left analog stick, or any other buttons to replenish your SPA gauge; you can execute a Special Art once you have replenished the gauge.





## SPECIAL ATTACKS (2)

### COUNTERING

#### ⊙ BUTTON BEFORE ENEMY STRIKE ATTACK

When an enemy is about to launch a Strike Attack, you'll be able to inflict major damage by landing a Strike Attack before theirs gets you. You can also inflict a similar amount of damage on enemies who are in the middle of a Dash or are busy taunting you.



### DOUBLE ATTACK

#### △ BUTTON

Pressing the △ button when directly facing or being surrounded by two enemies will let you simultaneously attack both of them.



FACING TWO ENEMIES DIRECTLY



PRESS THE △ BUTTON TO LAUNCH A DOUBLE ATTACK!



SURROUNDED BY ENEMIES

### AUTO TARGET COMBO

#### REPEATEDLY PRESS THE ⊙ BUTTON

If you press the ⊙ button when several enemies are close to you without using the directional buttons or left analog stick or having activated the Target Lock, you'll be able to attack a bunch of them, one after another.





## RUN-UP

### ⊗ BUTTON

Pressing the ⊗ button will make your character run towards a wall, enemy, or partner; and run up them after colliding. Pressing the ▲ or ● buttons during a Run-Up will let you unleash a variety of attacks.



### DIVING GRAPPLE ATTACK

Pressing the ▲ button at just the right time during a Run-Up will send you flying at an enemy to unleash a Diving Grapple Attack.

#### ▲ BUTTON DURING A RUN-UP



### DIVING STRIKE ATTACK

Pressing the ● button at just the right time during a Run-Up will let you unleash a Flying Kick or other Diving Strike Attacks.

#### ● BUTTON DURING A RUN-UP



### DIVING COMBO

Repeatedly hitting the ● button during a Diving Strike Attack will let certain characters execute Diving Strike Attack Combos on several enemies in the vicinity.

#### ● BUTTON DURING A DIVING STRIKE ATTACK



**TIP!**

When performed in confined areas, the attacks will be easier to link together.



## DODGING ATTACKS

### DODGING STRIKES

#### □ BUTTON

Pressing the □ button at just the right time while under enemy attack will allow you to dodge their Strike Attacks. Dodging a single Strike Attack will not interrupt their attack, so try to keep being evasive.



### DEFLECTION

#### ↑, ←/→, ↓ + □ BUTTON

With certain types of attacks, you can use the directional buttons or left analog stick together with the □ button to throw your opponent off balance. Performing a Deflection will let you reduce the enemy's Special Arts Gauge (see p. 8).



### SUPER DEFLECTION

#### □ BUTTON

Pressing the □ button at just the right time will let you perform a Deflection even in a stunned state, and give you a chance to regain your balance. You cannot perform Special Arts (see p. 28) in the air, so try using a Super Deflection to dodge attacks.






**TIP!**

You won't be able to stop the movement of an enemy by dodging their strikes, which means that you have to keep dodging them; however, if you are attacked by several enemies at once, you will be able to dodge all of them. Performing a Deflection will allow you to throw an opponent off-balance, but the risk of being attacked by the other enemies will remain.



## GRAPPLE BREAK

↑, ↓, ←/→ +  **BUTTON**

Pressing the  button will let you break an opponent's Grapple Attack. Press the  button while using the directional buttons or left analog stick to indicate the body region the enemy has grappled onto. If you are held in a Neutral Grapple, you only need to press the  button.




**TIP!**

If you are Grappled while attempting a Deflection, you will be unable to execute a Grapple Break. When performing a Deflection, try not to let the enemy guess what you are going to do.

## QUICK RECOVERY

↑, ↓, ←/→ +  **BUTTON BEFORE LANDING**

If an enemy's attack has sent you flying, pressing the  button before you smack the ground will allow you to make a Quick Recovery and get back on your feet right away. You can also use the directional buttons or left analog stick to choose the direction in which you want to get back up.




**TIP!**

You can also avoid Down Strike (see p. 22) and Down Grapple (see p. 23) attacks by making a Quick Recovery.

## DASH DODGE

 **BUTTON DURING A RUN**

Pressing the  button during a Run will let you roll forward or sideways to evade an enemy attack.









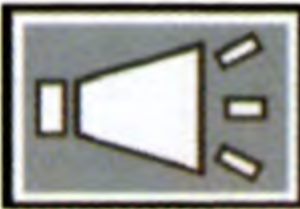








## TEAMING UP WITH A PARTNER

### ISSUING COMMANDS

#### R2 BUTTON

Pressing the R2 button will open up the Partner Command display in the lower left portion of the screen. You can issue commands to your partner by using the , , , and  buttons.



	<b>R2 button</b>	<b>Call for Double-Team</b>
		Calls your partner over and moves them into the Double-Team attack position.
	<b>R2 button+  button</b>	<b>Call for Help</b>
		Your partner will join in on a concentrated attack on an enemy you've locked on as a target.
	<b>R2 button+  button</b>	<b>Split Up</b>
		Let your partner deal with the other enemies.
	<b>R2 button+  button</b>	<b>Passing Weapons</b>
		Weapons or items can be handed back and forth between you and your partner.
	<b>R2 button+  button</b>	<b>Switching Fighters</b>
		Control your partner.

**TIP!**

Using "Call for Double-Team" on a stunned enemy makes it that much easier to take them down. When you want to deal with the last enemy yourself without your partner getting in the way, issue the "Split Up" command to make them take a breather.



## DOUBLE-TEAM ATTACK

**△** BUTTON WHEN NEAR YOUR PARTNER

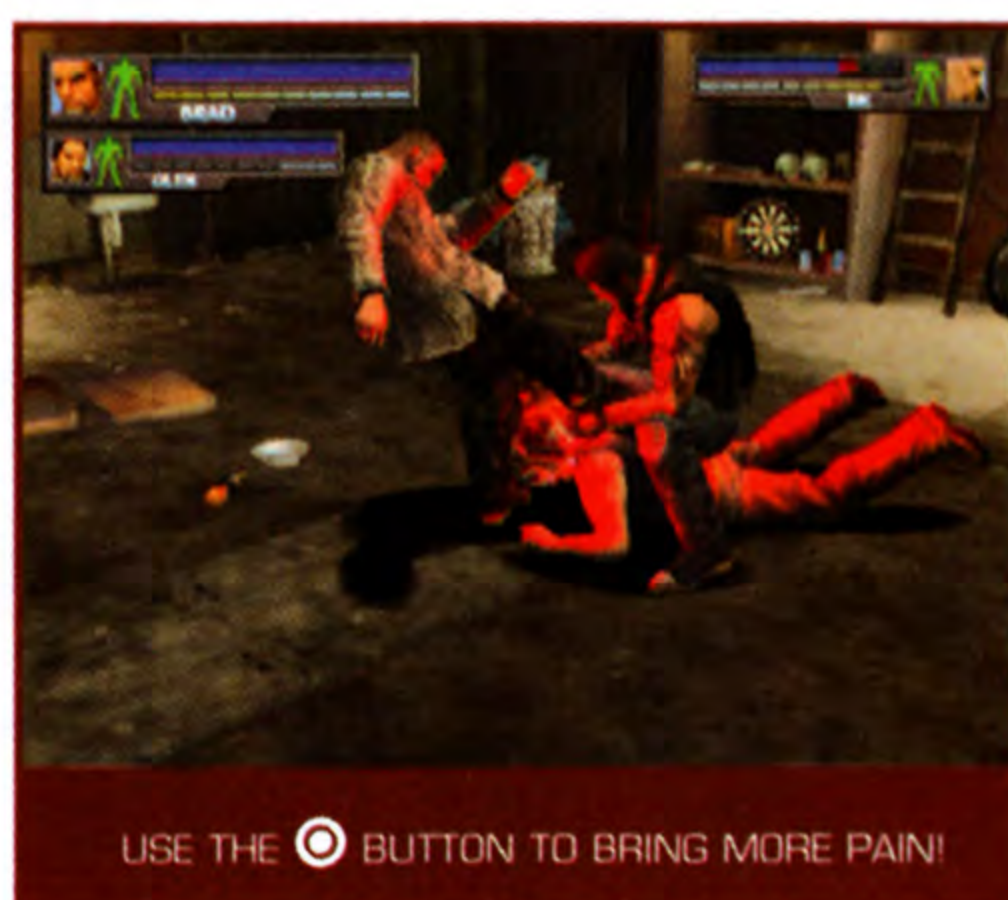
You can perform Double-Team Attacks involving a partner by pressing the R2 button or by performing an attack either when you and your partner are surrounding an enemy or are directly facing one. The attack will differ depending on which character is your partner.



## ASSISTING IN GRAPPLE ATTACKS MADE BY A PARTNER

**○** BUTTON ON ENEMY IN THE GRASP OF YOUR PARTNER

Approaching an enemy on whom your partner is performing a Grapple Attack and pressing the **○** button will let you execute an additional attack on them.





# ADVICE

## Tips

### HINTS FOR STORY MODE

Here are some techniques to keep in mind as you battle your way through Story mode.

#### HARD-TO-AVOID ATTACKS

Weapon-assisted attacks, Grapple Attacks from behind, and Mid-Air Combos are all hard to avoid, so be sure to use these techniques when you want to inflict some real damage on your enemies.

#### WHEN PERFORMING A GRAPPLE ATTACK

You'll get clobbered if you become the victim of a Strike Attack while setting up for a Grapple Attack. Launch a Strike Attack to make your opponent stagger before preparing for your Grapple Attack.

#### WHEN A POWERFUL ENEMY APPEARS

Powerful foes such as enemy bosses use Status Effect Special Arts (see p. 28), so try to use Deflections (see p. 32) to keep their Special Arts Gauge (see p. 8) from filling up. If they use Status Effect Special Arts on you, it'll be helpful to evade them until the effect wears off.

### HOW TO SELECT PARTNERS

Characters who are able to use the "Concentration" Special Art (see p. 28) are hard for the enemy to attack, so choosing such a character as your partner will make it easier to get through brawls when you split up the enemies between you.







## **SURVIVING MULTIPLE ENEMY BATTLES**

Here are some techniques for a single player to use when taking on multiple enemies.

### **REDUCE THE NUMBER OF ENEMIES**

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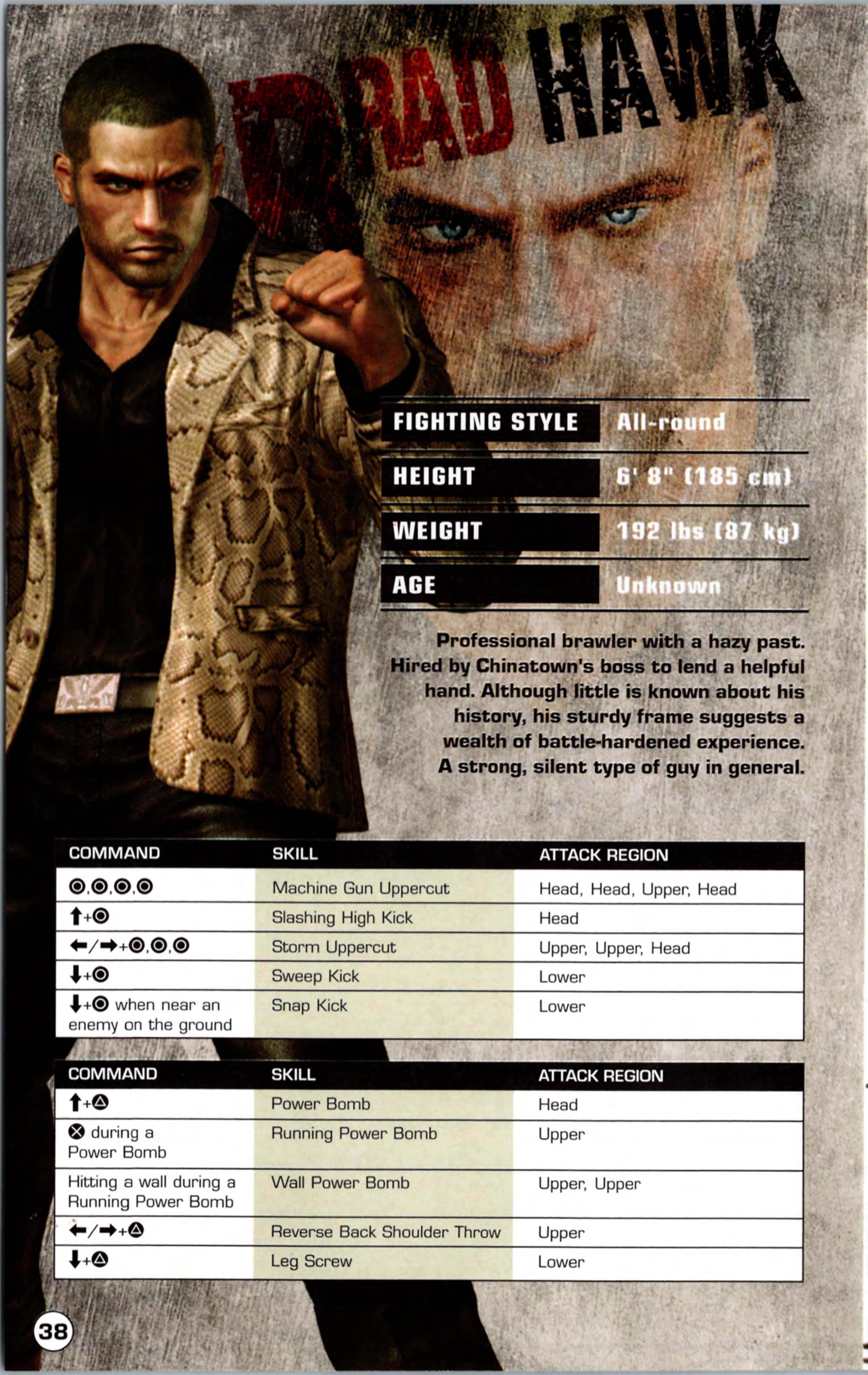
When taking on several enemies at once, you are susceptible to concentrated attacks. Determine your targets and knock them out one at a time so you can keep on fighting while their numbers decrease. If a bunch of them look like they are going to gang up on you, divide them up using spinning kicks, Dash Attacks, or other moves in your arsenal; and once you've regained your balance, you can execute your attack.

### **WHEN SURROUNDED BY ENEMIES**

---

When you're surrounded by enemies and getting attacked, use an Attack Special Art (see p. 28) to blow them away. The player will be invincible while executing a SPA or DOUBLE-TEAM attack.





**FIGHTING STYLE**

All-round

**HEIGHT**

6' 8" (185 cm)

**WEIGHT**

192 lbs (87 kg)

**AGE**

Unknown

**Professional brawler with a hazy past. Hired by Chinatown's boss to lend a helpful hand. Although little is known about his history, his sturdy frame suggests a wealth of battle-hardened experience. A strong, silent type of guy in general.**

COMMAND	SKILL	ATTACK REGION
⊙, ⊙, ⊙, ⊙	Machine Gun Uppercut	Head, Head, Upper, Head
↑+⊙	Slashing High Kick	Head
←/→+⊙, ⊙, ⊙	Storm Uppercut	Upper, Upper, Head
↓+⊙	Sweep Kick	Lower
↓+⊙ when near an enemy on the ground	Snap Kick	Lower

COMMAND	SKILL	ATTACK REGION
↑+△	Power Bomb	Head
⊗ during a Power Bomb	Running Power Bomb	Upper
Hitting a wall during a Running Power Bomb	Wall Power Bomb	Upper, Upper
←/→+△	Reverse Back Shoulder Throw	Upper
↓+△	Leg Screw	Lower



## DASH ATTACKS

COMMAND	SKILL	ATTACK REGION
⊙ during a Run	Cyclone Kick	Upper, Head
↑+⊙ during a Run	Catapult Uppercut	Head
←/→+⊙ during a Run	Stomach Blow	Upper
↓+⊙ during a Run	Sliding Kick	Lower

## DIVING ATTACKS

COMMAND	SKILL	ATTACK REGION
⊙, ⊙, ⊙ during a Run-Up	Diving Kick Combo	Head, Head, Head
△ during a Run-Up	Leg Drop~Hurricane Runner	Head
△ during a Diving Kick Combo	(Reverse Hurricane Runner)	Head

## NEUTRAL GRAPPLE ATTACKS

COMMAND	SKILL	ATTACK REGION
△ from the front	Throat Grapple	(if no other movements are performed for a fixed period of time, your enemy will be shoved out of the way)
△ from behind	Full Nelson	
⊙, ⊙, ⊙ during a Throat Grapple	Double Knee & Fist	Upper, Upper, Head
⊙, ⊙, ⊙ during a Full Nelson	Triple Knee	Upper, Upper, Upper

## SPECIAL ARTS

- Enemy attacks won't affect you when these are being performed.

COMMAND	SKILL	ATTACK REGION
⊙+△	Twister	Head, Head
⊙+△ when on the ground	Windmill	Head, Lower
↑+⊙+△	Fatal Blow	Upper
←/→+⊙+△	Lightning Smash	Upper, Head, Upper, Upper, Upper, Head, Upper, Upper, Upper, Head
↓+⊙+△	Power Up	Upper

## DOUBLE ATTACKS

COMMAND	SKILL	ATTACK REGION
△ when two enemies are in front of you	Hawk Talon	Head
△ when surrounded by enemies from the front and rear	Hawk Wing	Head

## DOUBLE-TEAM ATTACKS

- Enemy attacks won't affect you when these are being performed.

COMMAND	SKILL	ATTACK REGION
△ when you and your partner are both in front of an enemy	Phalanx Attack	Upper, Upper, Head
△ when you and your partner are surrounding an enemy from the front and rear	Sky-High Screw	Head
△ when you and your partner are both behind an enemy	Double-Team Facebuster	Head





**FIGHTING STYLE**

Kung fu

**HEIGHT**

5' 7" (170 cm)

**WEIGHT**

117 lbs (54 kg)

**AGE**

24

Young swordmaster who has succeeded her late father as the boss of Chinatown. Though it hasn't been long since she took over, her leadership reflects the iron fist of her father. She'll show no sign of weakness to anyone.

COMMAND	SKILL	ATTACK REGION
⊙, ⊙, ⊙, ⊙	Leaping White Crane Kick (Yang style)	Head, Upper Upper, Upper, Head
↑+⊙, ⊙	Butterfly Cross Kick	Head, Head, Head
←/→+⊙, ⊙	Sun-Moon Double Knee	Upper, Upper
↓+⊙, ⊙, ⊙	Rising Blue Dragon	Lower, Lower, Upper
↓+⊙ when close to a downed enemy	Crouching Tiger	Lower

COMMAND	SKILL	ATTACK REGION
↑+△	Headlock Kick	Head
⊗ during a Headlock	Headlock Face Crusher	Head
Hitting a wall during a Headlock Face Crusher	Tornado Face Crusher	Head
←/→+△	Whirlwind Dragon Slap	Upper
↓+△	Leg Scissors	Lower



## DASH ATTACKS

COMMAND	SKILL	ATTACK REGION
⊙, ⊙ during a Run	Sun-Moon Double Knee	Upper, Upper
↑+⊙ during a Run	Two-tailed Scorpion	Head, Head
←/→+⊙ during a Run	Roaring White Tiger Kick	Upper
↓+⊙ during a Run	Sliding Kick	Lower

## DIVING ATTACKS

COMMAND	SKILL	ATTACK REGION
⊙, ⊙, ⊙ during a Run-Up	Diving Kick Combo	Head, Head, Head
△ during a Run-Up	Rolling Stone ~ Diving Flip	Upper
△ during a Diving Kick Combo	(Reverse Diving Flip)	Upper

## NEUTRAL GRAPPLE ATTACKS

COMMAND	SKILL	ATTACK REGION
△ from front side	Throat Grapple	(if no other movements are performed for a fixed period of time, your enemy will be shoved out of the way)
△ from behind	Full Nelson	
⊙, ⊙, ⊙ during a Throat Grapple	Side-to-side Slap Combo	Upper, Head, Head
⊙, ⊙, ⊙ during a Full Nelson	Triple Knee	Upper, Upper, Upper

## SPECIAL ARTS

• Enemy attacks won't affect you when these are being performed.

COMMAND	SKILL	ATTACK REGION
⊙+△	Fierce Dragon Tornado Kick	Upper, Upper
⊙+△ when on the ground	Windmill	Upper, Lower
↑+⊙+△	Phoenix Tornado Kick	Head
←/→+⊙+△	Dancing Butterfly	Upper, Upper, Upper, Upper, Upper, Head
↓+⊙+△	Concentration	Upper

## DOUBLE ATTACKS

COMMAND	SKILL	ATTACK REGION
△ when two enemies are in front of you	Rising Sprite	Head, Upper
△ when surrounded by enemies from the front and rear	Fairy Wave	Upper

## DOUBLE-TEAM ATTACKS

• Enemy attacks won't affect you when these are being performed.

COMMAND	SKILL	ATTACK REGION
△ when you and your partner are both in front of an enemy	Kung Fu Master	Upper, Upper, Upper
△ when you and your partner are surrounding an enemy from the front and rear	Double Team Swing DDT	Head
△ when you and your partner are both behind an enemy	Double-Team Facebuster	Head





**FIGHTING STYLE**

**Rush**

**HEIGHT**

**5' 10" (178cm)**

**WEIGHT**

**165 lbs (75 kg)**

**AGE**

**32**

**Leader of the Zaps, a gang that takes pride in being the baddest of all the Green Harbor gangs. Having lost his family when he was a child has made him value his homies above all else. His personality forms the source of the power that binds the group together.**

COMMAND	SKILL	ATTACK REGION
⊙, ⊙, ⊙, ⊙, ⊙, ⊙	Dwayne Combination	Head, Head, Upper, Upper, Head, Upper
↑+⊙, ⊙, ⊙, ⊙	Lightning Hook Combination	Head, Head, Head, Head
←/→+⊙, ⊙, ⊙	Shoot-Off Combination	Upper, Upper, Head
↓+⊙, ⊙, ⊙, ⊙, ⊙	Crossfire Combination	Lower, Upper, Head, Head, Head
↓+⊙ when close to an enemy on the ground	Snap Kick	Lower

COMMAND	SKILL	ATTACK REGION
↑+△	Turn-Over Facebuster	Upper, Head
←/→+△	Alabama Slam	Upper
⊗ during an Alabama Slam	Running Alabama Slam	Upper
Hitting a wall during a Running Alabama Slam	Wall Alabama Slam	Upper, Upper
↓+△	Leg Scissors	Lower



## DASH ATTACKS

COMMAND	SKILL	ATTACK REGION
⊙ during a Run	Truss Kick	Head
↑+⊙ during a Run	Smackdown	Head
←/→+⊙ during a Run	Mach Kick	Upper
↓+⊙ during a Run	Sliding Kick	Lower

## DIVING ATTACKS

COMMAND	SKILL	ATTACK REGION
⊙, ⊙, ⊙ during a Run-Up	Diving Kick Combo	Head, Head, Head
△ during a Run-Up	Leg Drop~Falling Face-Buster	Head
△ during a Diving Kick Combo	(Falling Skull-Buster)	Head

## NEUTRAL GRAPPLE ATTACKS

COMMAND	SKILL	ATTACK REGION
△ from front side	Throat Grapple	(if no other movements are performed for a fixed period of time, your enemy will be shoved out of the way)
△ from behind	Full Nelson	
⊙, ⊙, ⊙ during a Throat Grapple	Fighting Headband	Head, Head, Head
⊙, ⊙, ⊙ during a Full Nelson	Triple Knee	Upper, Upper, Upper

## SPECIAL ARTS

• Enemy attacks won't affect you when these are being performed.

COMMAND	SKILL	ATTACK REGION
⊙+△	Twister	Head, Head
⊙+△ when on the ground	Windmill	Head, Lower
↑+⊙+△	P3 (Pain Cubed)	Upper, Upper, Head
←/→+⊙+△	Zaps Judgment	Upper, Upper, Upper, Head
↓+⊙+△	Power up	Upper

## DOUBLE ATTACKS

COMMAND	SKILL	ATTACK REGION
△ when two enemies are in front of you	Diving Neck-Breaker	Head
△ when surrounded by enemies from the front and rear	Double Bulldogging Headlock	Head

## DOUBLE-TEAM ATTACKS

• Enemy attacks won't affect you when these are being performed.

COMMAND	SKILL	ATTACK REGION
△ when you and your partner are both in front of an enemy	Twin Super Kick	Upper, Head
△ when you and your partner are surrounding an enemy from the front and rear	Hard Puncher	Head, Head, Upper, Upper, Head, Upper, Head, Head
△ when you and your partner are both behind an enemy	Double-Team Facebuster	Head



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