

The cover art for Warship Gunner 2 features a dramatic scene of a battleship's main gun firing. A massive, bright orange and yellow explosion of fire and smoke erupts from the barrel, dominating the upper half of the frame. The ship's silhouette is visible against a dark, cloudy sky. In the lower half, a close-up view of the ship's gun turret and various mechanical components is shown, with a propeller visible on the right side. The overall color palette is dominated by the fiery oranges and yellows of the explosion, contrasting with the dark blues and greys of the ship and sky.

WARSHIP GUNNER 2



**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.

Struck down by a killer, he found himself thinking that maybe the fact that he hadn't knocked on that door might have saved his own life.

Again and again in his mind he would go over the sounds he had heard—the loud music, the banging, every nuance he could remember.

Had it been some kind of intentional coverup?

Or had the natural noises of the get-reacquainted parties throughout the complex hidden the sounds of a terrified scream or a death struggle?

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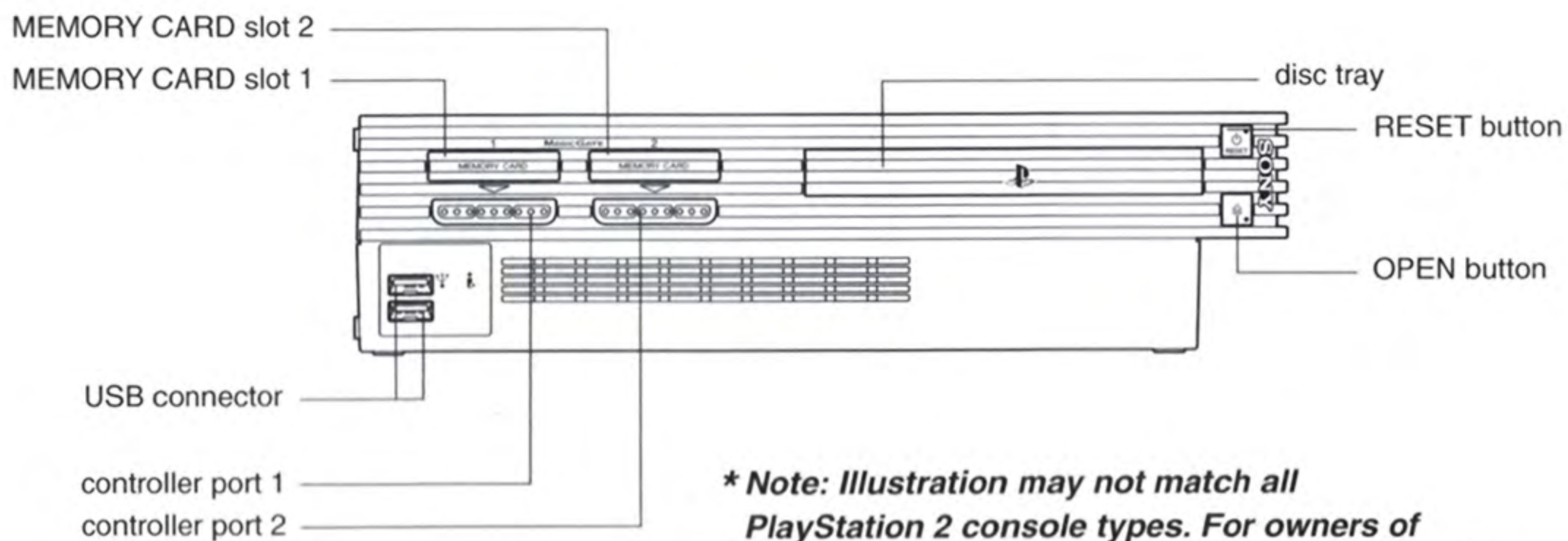
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This game is fictions and relationships with existing country names, history events and individuals are purely fiction as well.

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Manual Design: Hideki Sato and Shimadzu Design Office

GETTING STARTED

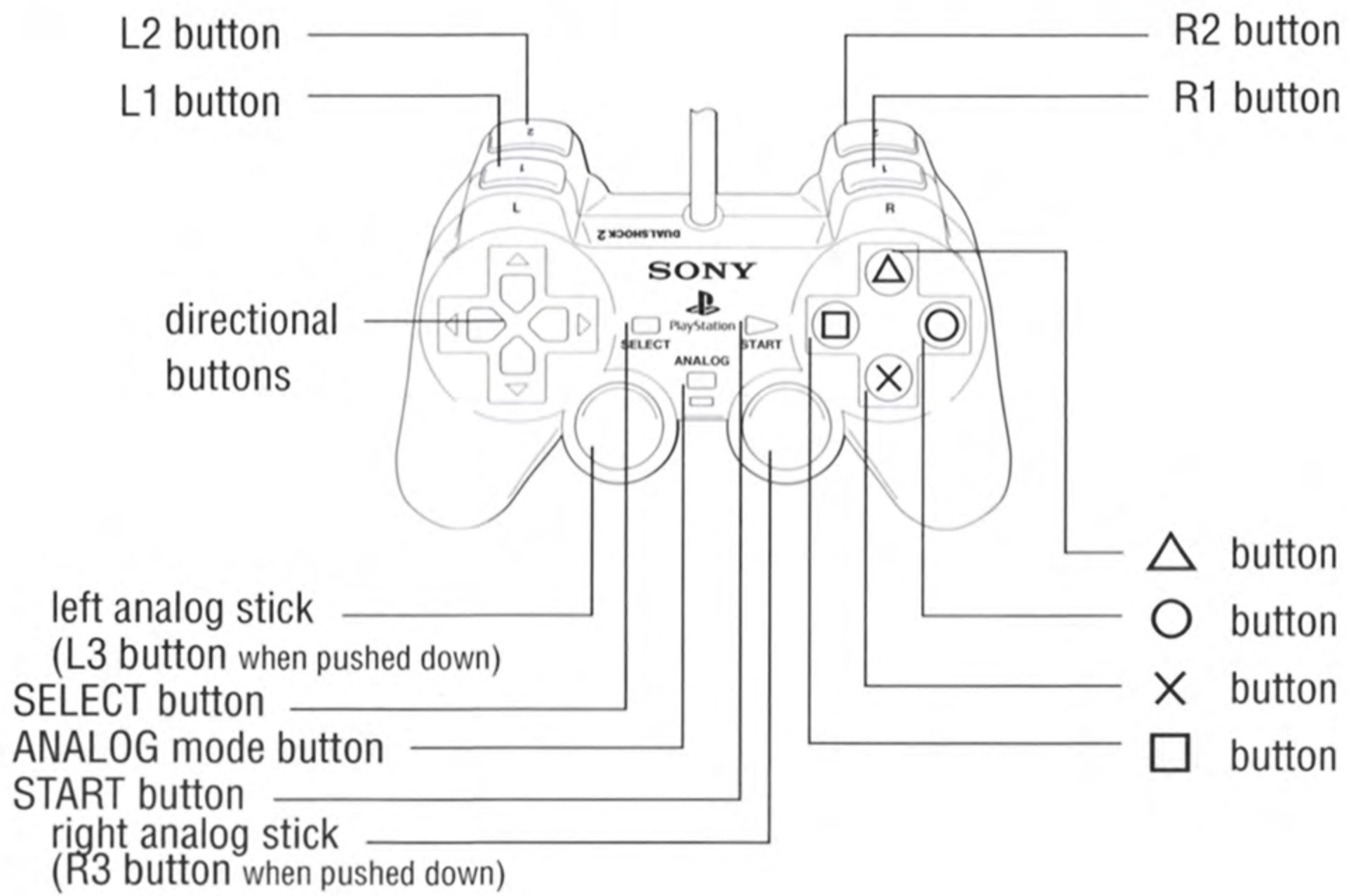


*** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

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 WARSHIP GUNNER®2 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.

STARTING UP

DUALSHOCK®2 analog controller



GAME CONTROLS

DUALSHOCK®2 analog controller

This game requires a DUALSHOCK®2 analog controller or a DUALSHOCK® analog controller to play. Please make sure the controller you are using has "DUALSHOCK 2" printed on it. You must insert a DUALSHOCK®2 analog controller into controller port 1.

* Vibration settings can be turned ON or OFF by accessing VIBRATION through the SETTINGS in the OPTIONS menu.

* The R3 button function can be accessed by pressing down on the right analog stick.

DOCK/SHIP DESIGN

L1 button

Editing Engine Mode

L2 button

Adjust cursor speed

R1 button

Delete Mode

R2 button

◆ Undo Mode

directional buttons

Moves the cursor

SELECT button

Ship evaluation

START button

Skips events

◆ Confirm ship design

LED

Should always display red

△ button

Cancel/Back

◆ Closes Design Menu

○ button

Returns to Briefing Screen

◆ Part details/height/direction

◆ Opens Design Menu

⊗ button

Confirm/Select

◆ Grab an item

□ button

◆ Copies an item

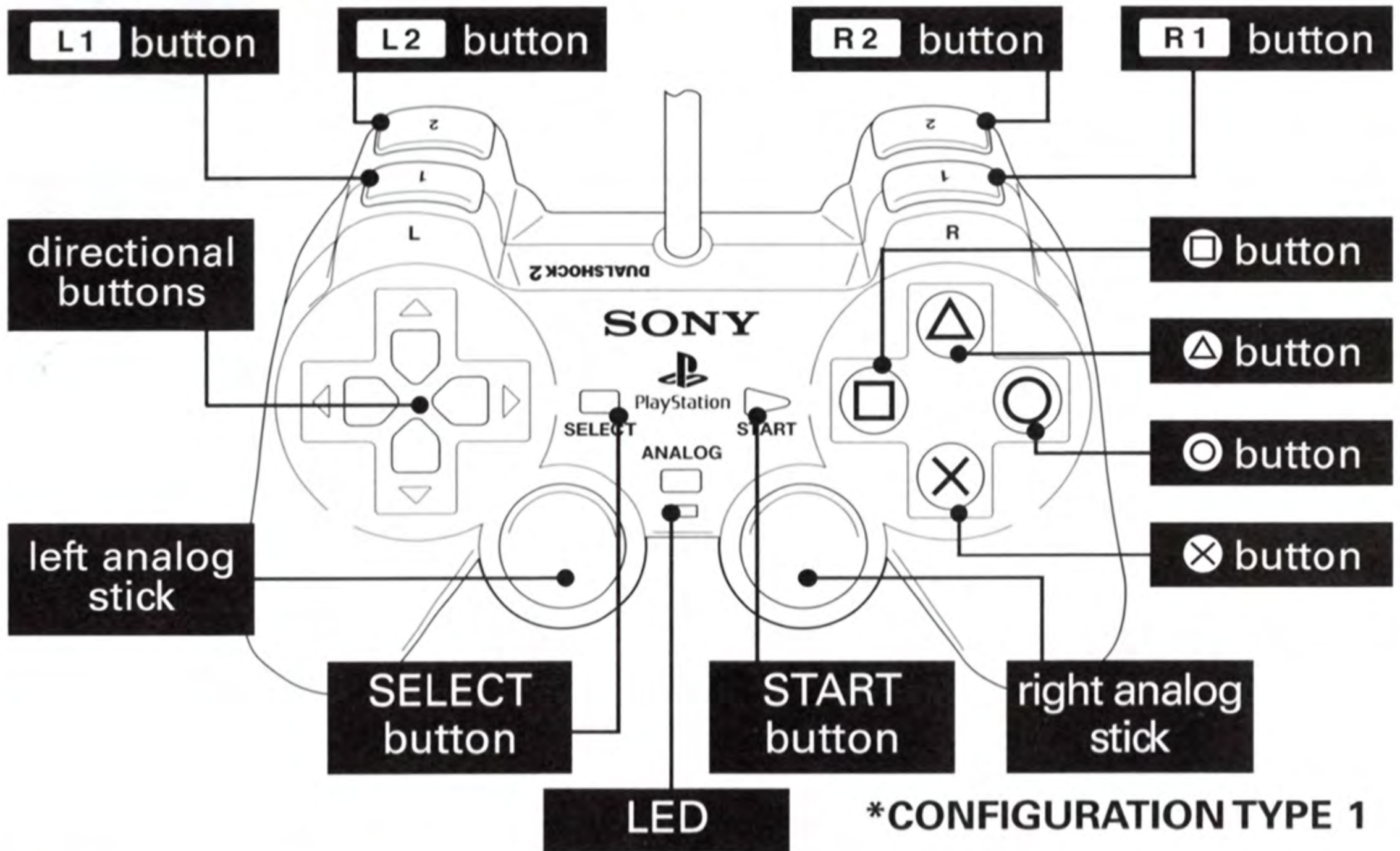
right analog stick

◆ Adjusts the height/direction of an item

left analog stick

Move the cursor

◆ =are explained in more detail on page 12.



BATTLE SCREEN

L1 button

Turns ship left (port)

L2 button

Countermeasures/Dive(submarine only)

R1 button

Turns ship right (starboard)

R2 button

Sights ON/Surface (submarine only)

directional buttons

Left/Right: Turn
Up/Down: Adjust Speed

SELECT button

Adjust Proximity Radar Range

START button

Opens Battle Menu

LED

Should always display red

△ button

Weapon slot up

○ button

Fire

× button

Weapon slot down

□ button

Auto-steering

right analog stick

Up: Binoculars/Periscope mode
(Submarine must be 50m from the surface) Left/Right: Camera zooms in/out

left analog stick

Sights Movement

R3 button

Re-centers camera

STARTING THE GAME

HOW TO BEGIN



Press the START button at the Title Screen and the menu below will appear.

| | |
|----------|---|
| Continue | Resumes a previously saved game |
| New Game | Starts a new game |
| Tutorial | Learn how to play the game |
| Extra | After loading the data, this allows you to play different variations of the game. Inferno: Destroy as many targets within the time limit Survival: Try to clear the stage without returning to dock Boss Rush: Fight boss after boss after boss... |
| Settings | Change gameplay and controller settings |

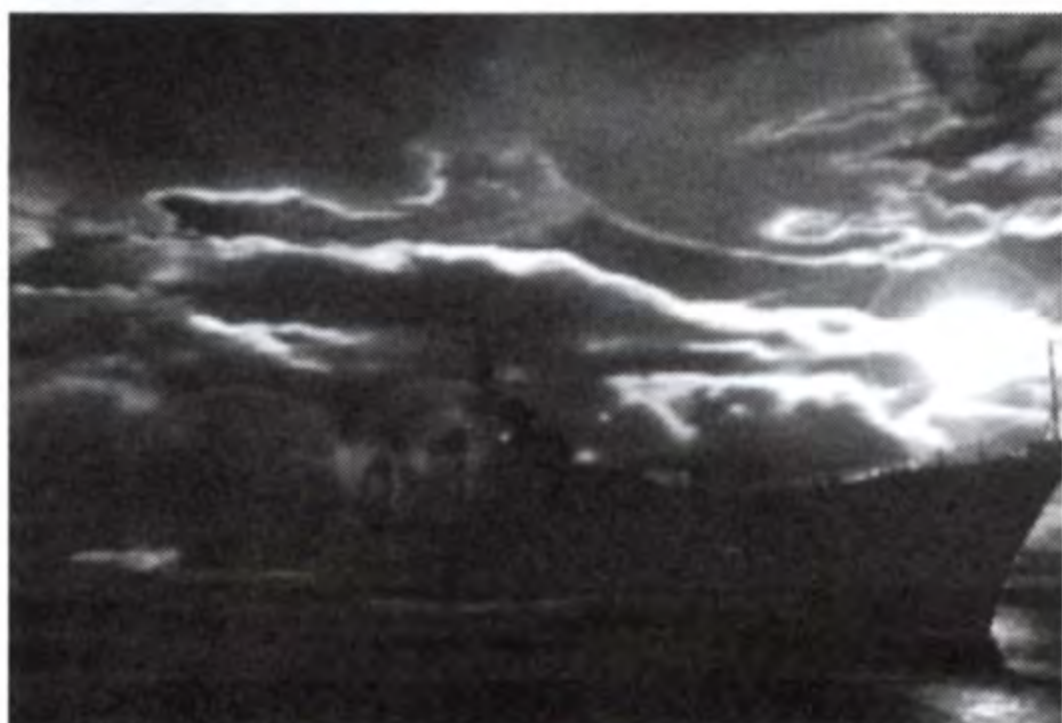
SAVING & LOADING



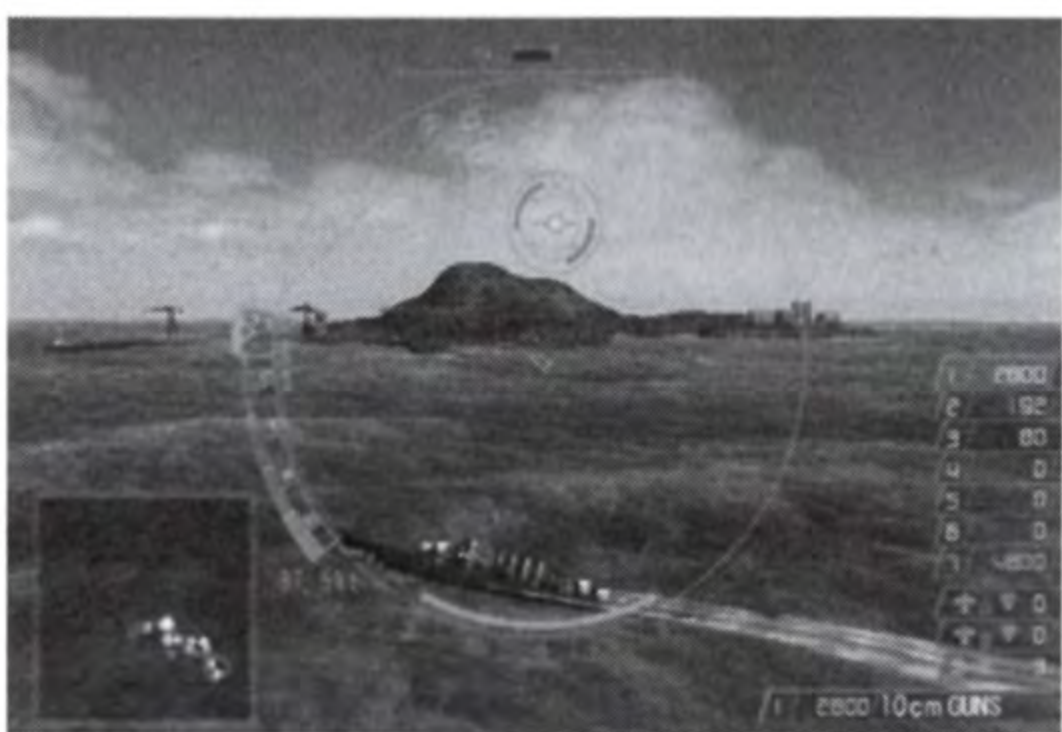
You must go to the DOCK screen (p.9) and select OPTIONS in order to Save or Load data (you can also save your game after clearing a stage).

* You will need at least 242KB of free space on your memory card (8MB)(for PlayStation®2) in order to save. (Up to 5 data)

GAME FLOW



You are an officer of the liberation forces at Wilkia, fighting for independence from the imperial army. Navigate your ship through the various stages and lead your forces to victory!

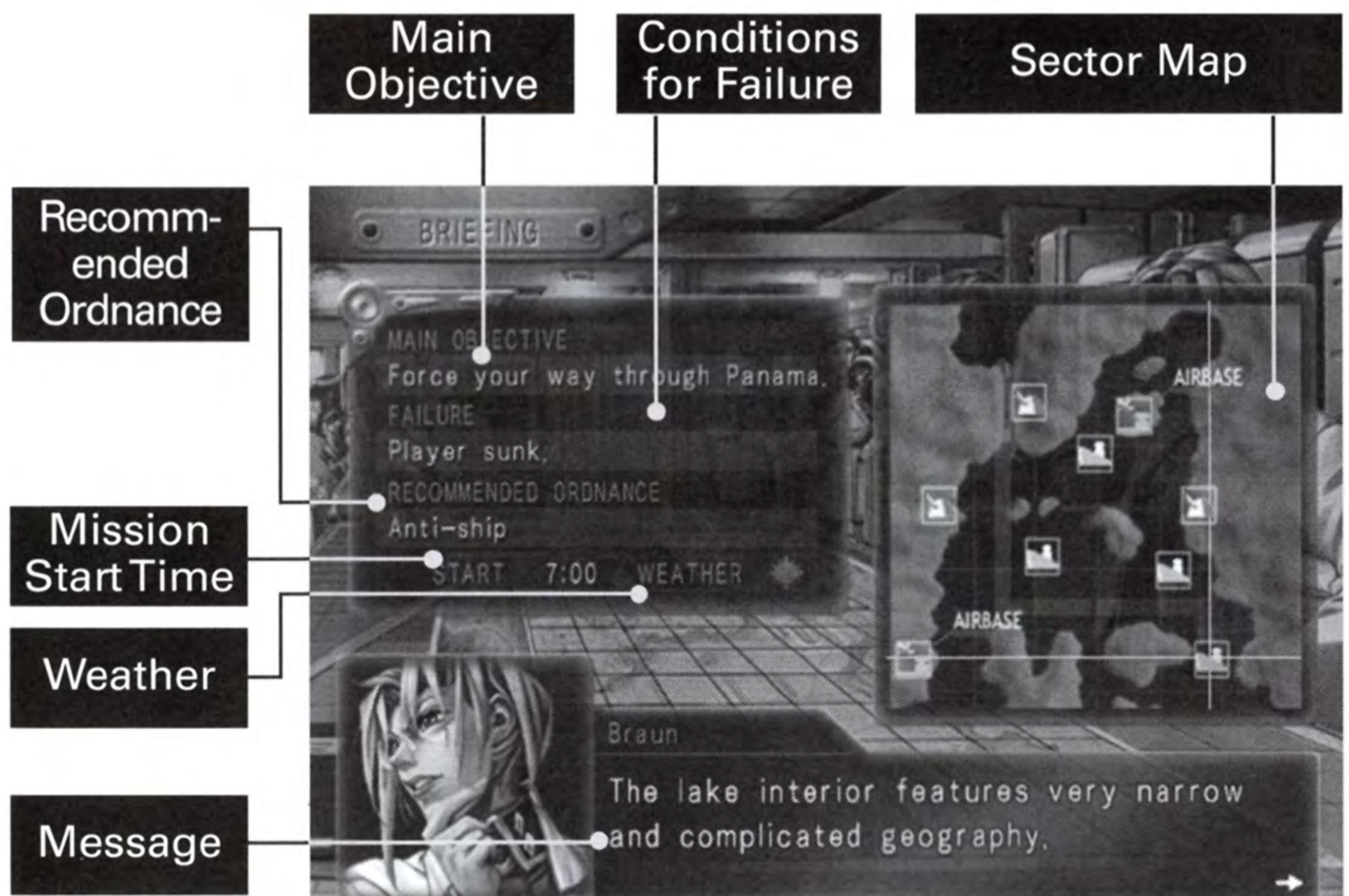


Completing the main objectives in each stage allows you to withdraw from the battle zone. You will face incredibly strong enemy "super-weapons" (bosses) during the game. The game ends when you have completed one of three available campaigns. Each campaign is selected automatically according to your performance in battle.

STARTING A NEW GAME

BRIEFING

There will be a briefing before each mission. Confirm what types of enemies you will be facing and your mission objectives in the Briefing Screen.



Main Objective

Conditions for clearing the stage.

Conditions for Failure

The mission is failed if this is met.

Recommended Ordnance

Vital hints are provided for clearing the stage.

Mission Start Time

Night time missions affect visibility.

Weather

Affects visibility.

Message

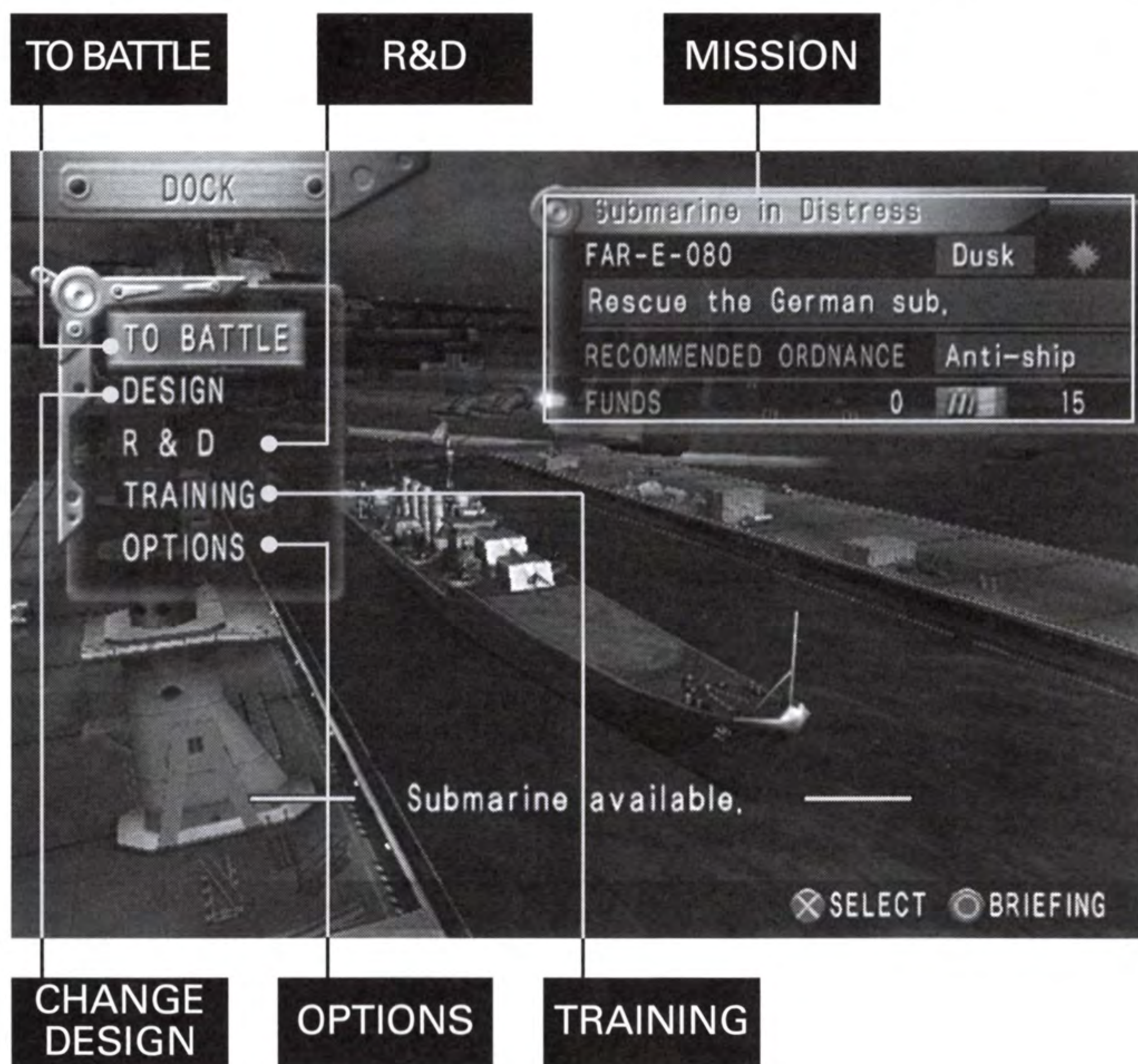
Battle plans are explained here.

Sector Map

Map of the stage.

DOCK

After the briefing, you will move on to the DOCK screen. You may strengthen your ship (p.12) and develop new items (p.14) at the DOCK.



TO BATTLE

Begins the mission.

CHANGE DESIGN (p.12)

Change the design of your ship.

R&D

Develop new equipment & weapons in the Design. You must first develop the weapon and equipment before being able to purchase it.

TRAINING

Allows you to replay a stage you have cleared. All funds and items acquired during play may be used in the real game.

OPTIONS

Save/Load and change your settings. Review terms and see your deeds in the "Captain Room".

MISSION

Stage name, primary objective, Recommended Ordnance, mission time, weather and your funds are all displayed here.

BATTLE SCREEN

Choosing "TO BATTLE" in the DOCK Screen and selecting a vessel will start your mission. Try to clear the stage by fulfilling the main objective.

Direction

Displays the direction your ship is headed.

Mission

Mission details are displayed here.

Objectives

Main (mission clearing conditions) & Secondary (increases your score) objectives are displayed here. Any changes in the mission will also be displayed here.

Engine Output Bar

This bar displays the current engine output. From fastest to slowest, it reads: "3", "2", "1", "N" (Engine Stop) and "R" (Reverse). You may adjust the engine output by pressing up and down on the directional buttons.

Mini-map

This displays the position of allied and enemy units. The circle indicates your radar range. This will only show enemy units within friendly radar ranges. Blue indicates friendly units and yellow indicates enemy units.

- △ = Your Ship
- = Ships
- = Land-based Structures
- + = Main Objective






Speed

Your current speed. Displayed in knots.



Secondary Damage Indicators

Specific indicators will light up when you have sustained damage.

-  Deck Damage: Aircraft cannot take off/land.
-  Fire: Your ship's HP will decrease. May spread to the ammo storage where serious damage may occur.
-  Flood: Speed decreases. May lead to engine failure.
-  Rudder: Rudder response drops.
-  Engine: Speed decreases.

Targeting Cursor

This will turn green if the target is within reach.

Radar Range

Your ship's proximity radar range. You may change the display range by pressing the SELECT button.

Weapon Display

Displays all armament and its ammunition.

Aircraft

Displays two groups, A and B. You may give orders to both groups.

Repairs remaining

Displays the number of repairs remaining. This number may increase by picking up Item boxes.

Selected Weapon

Displays the selected weapon and its ammunition. Pressing the **○** button will allow you to fire it. Pressing the **△** button and the **⊗** button will allow you to change your weapon.

HP

Your ship's Hit Points. Your ship will sink when you run out of HP. You may recover HP by repairing your ship.

Radar Images (Blue=Friendly, Yellow=Enemy, Green=Neutral)

Your ship: **▲** Ships: **○** Carriers: **Ⓢ** Submarines: **Ⓜ** Aircraft: **✈**

Torpedoes, missiles, rockets: **▲** Land-based structures: **□**

SHIP DESIGN

DESIGN MODE

You may design your ship by choosing "DESIGN" in the DOCK screen. While in Design Mode, you may exchange your ship's equipment and parts. You will have to use the Edit Mode to edit your vessel. You may alter a ship's hull by selecting "Change Hull" in OPTIONS.

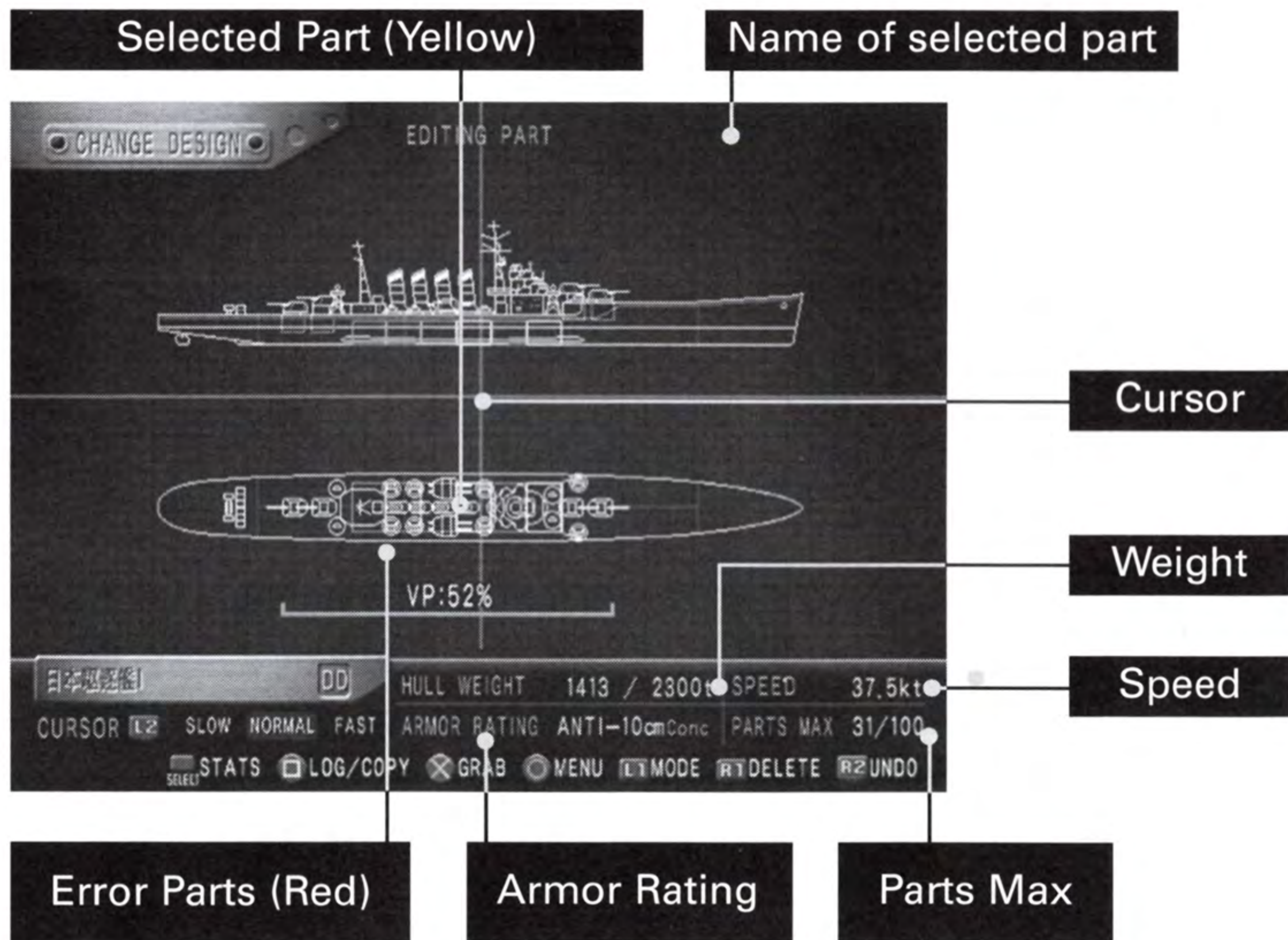
EDIT MODE

Here are the controls for the Edit Mode:

| | |
|------------------------------|---|
| Grab a Part | Place the cursor over the part you wish to grab and press the X button. |
| Delete a Part | Place the cursor over the part you wish to delete and press the X button while holding down the R1 button. |
| Move a Part | Grab the part and move it by using the left analog stick. Press the X button to release and place the part. |
| Go Back One Step | Press left or right on the directional buttons while holding down the R2 button. |
| Go Forward One Step | Press left or right on the directional buttons while holding down the R2 button. |
| Adjust the Height /Direction | Grab the part and adjust it with the right analog stick. Pushing up and down on the right analog stick will change the height, pressing left and right on it will change the direction. |
| Adjust Cursor Speed | Press the L2 button. |
| Change to Edit Engine | Press the L1 button. You will be able to edit only the Engine. |
| Copy a Part | Place the cursor on the part you wish to copy and press the □ button. |
| Use the Parts Log | Press the □ button while not highlighting a part. |
| See Details | Grab the part and press the ○ button. Adjust the height and direction by using the directional buttons/right analog stick. |
| Copy a Part | Place the cursor on the part you wish to copy and press the □ button. |
| Finish Editing | Press the START button. |
| Evaluation | Press the SELECT button. |

EDIT MODE SCREEN

You must be in the Edit Mode in order to place parts.



Cursor

This is the point where the horizontal and vertical lines cross.

Selected Part (Yellow)

You can grab the part by pressing the \otimes button. Move the part by pushing on the left analog stick and adjust the height/direction by pushing on the right analog stick.

Error Parts (Red)

Parts that cannot be placed are displayed in red.

Weight

Placing parts and increasing plating makes the ship heavier. The lighter the ship, the faster it can go. Your ship must be within the allowed weight limit in order to be created.

Speed

The speed of your ship. The output of your engine and the weight of your ship determines the overall speed.

Armor Rating

Indicates your type of armor. Capital weapons, systems, engines and structures are regarded as "vital parts" and protected by the selected plating. If vital parts stretch over more than 54% of the vessel's length, the armor is FULL, if less, the armor is CORE.

Parts Max

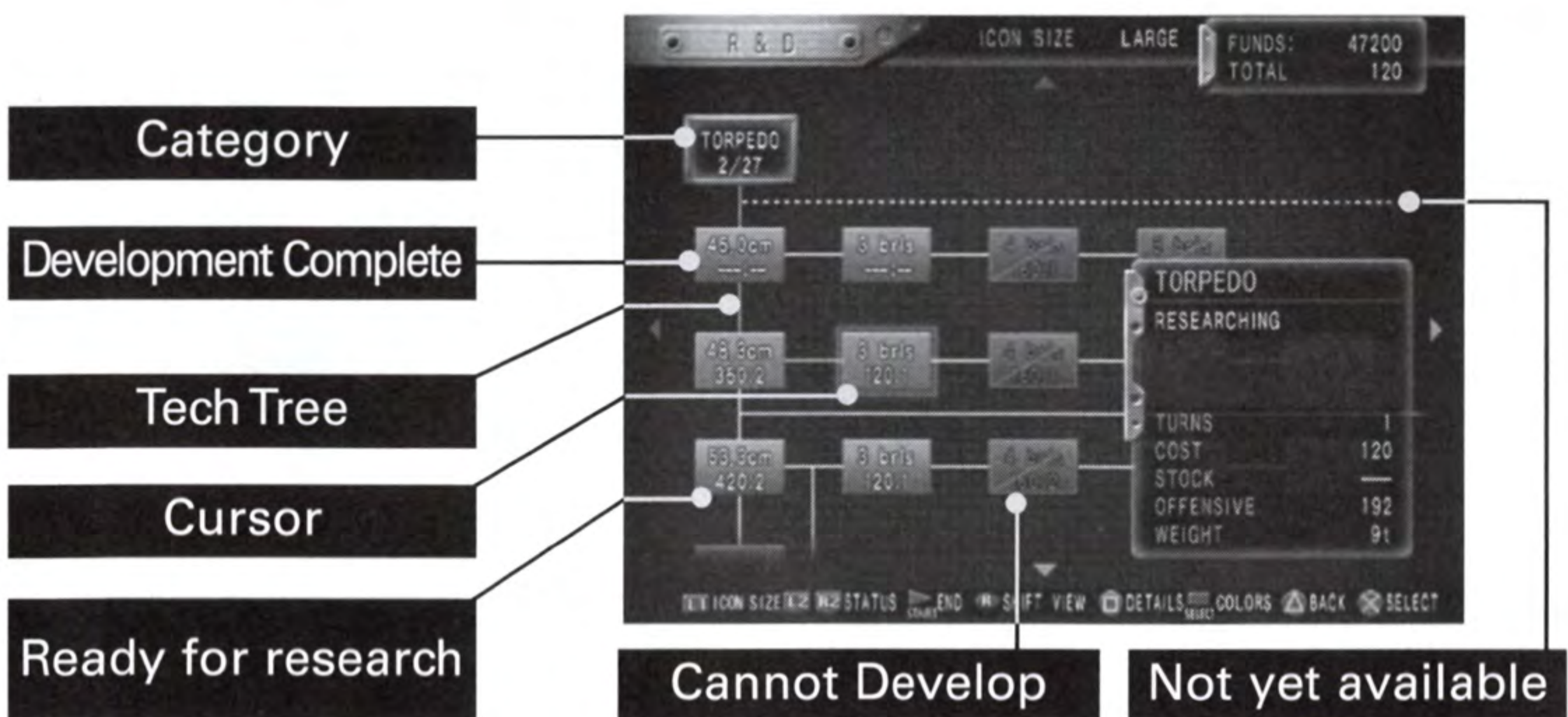
Displays the total number of parts you may place.

R & D (Research & Development)

WHAT IS R & D?

You can develop new parts at "R & D" in the DOCK screen, which will be available for DESIGN. Unknown parts recovered in battle will be only available in the quantity recovered. Once the part is developed, its stock is unlimited.

DESIGN SCREEN



Category

Part type.

Cursor (green)

Appears when you select a tile. You may move it by pressing the directional buttons.

Tech Tree

The part located at the top of the tech tree must be developed in order to go down to the next.

Not yet available

It is too early to access this part of the tech tree.

Development Complete (grey)

Part that has been developed. You may use this part in DESIGN MODE.

Ready for research (green)

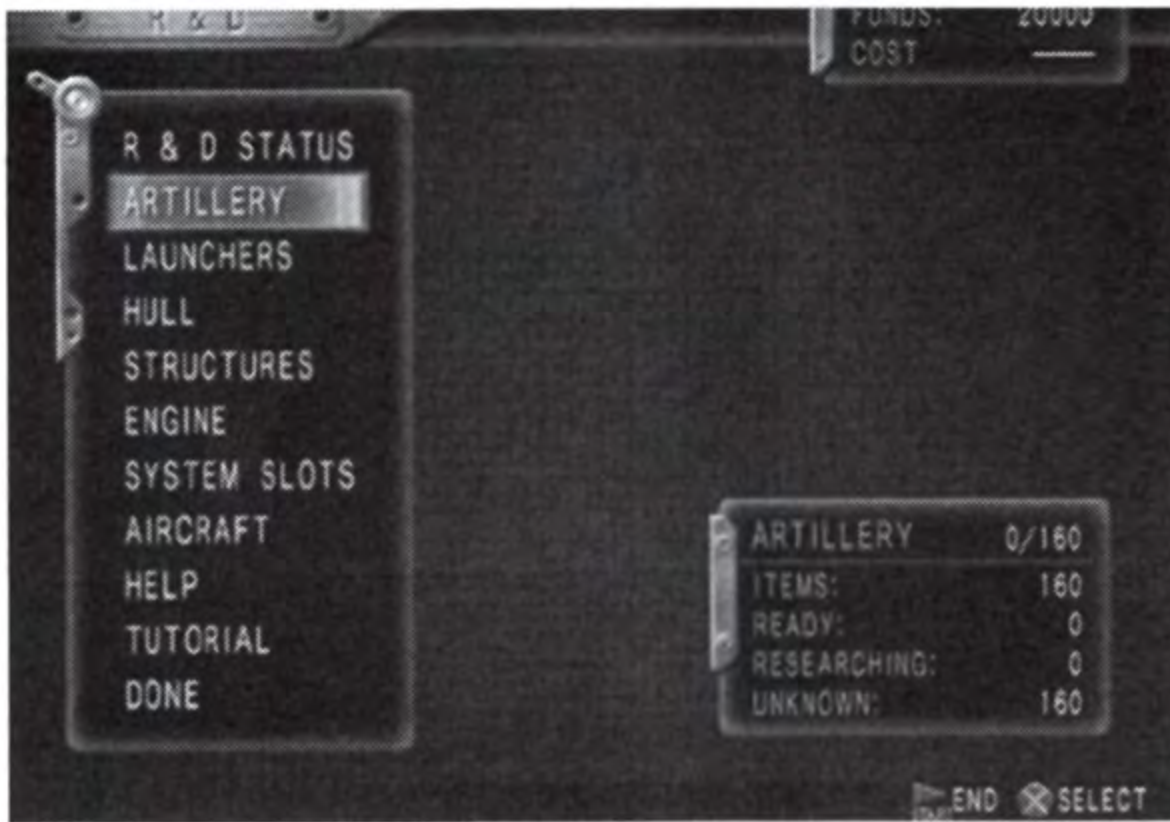
A part that is ready to be developed. Displays the cost and the development duration time in turns.

Cannot Develop (blue)

Parts that still require certain conditions to be met.

Under Development (Yellow)

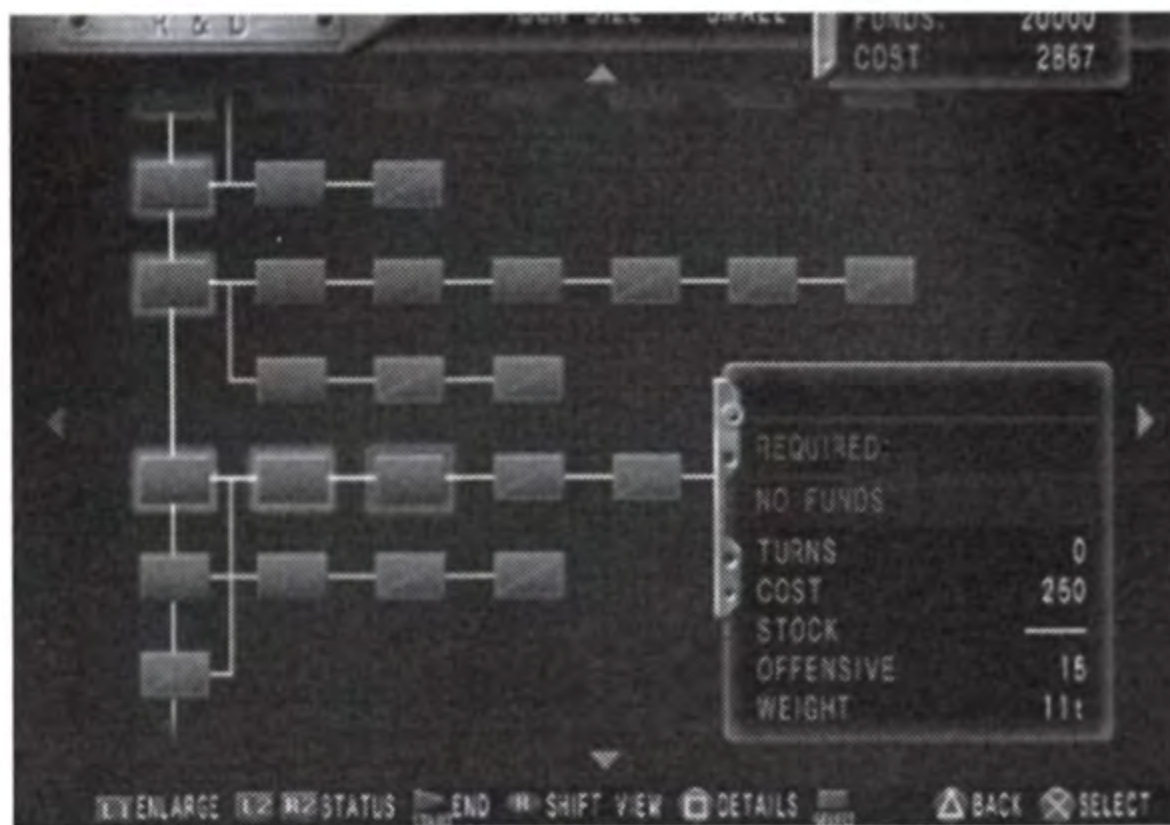
DEVELOP PARTS



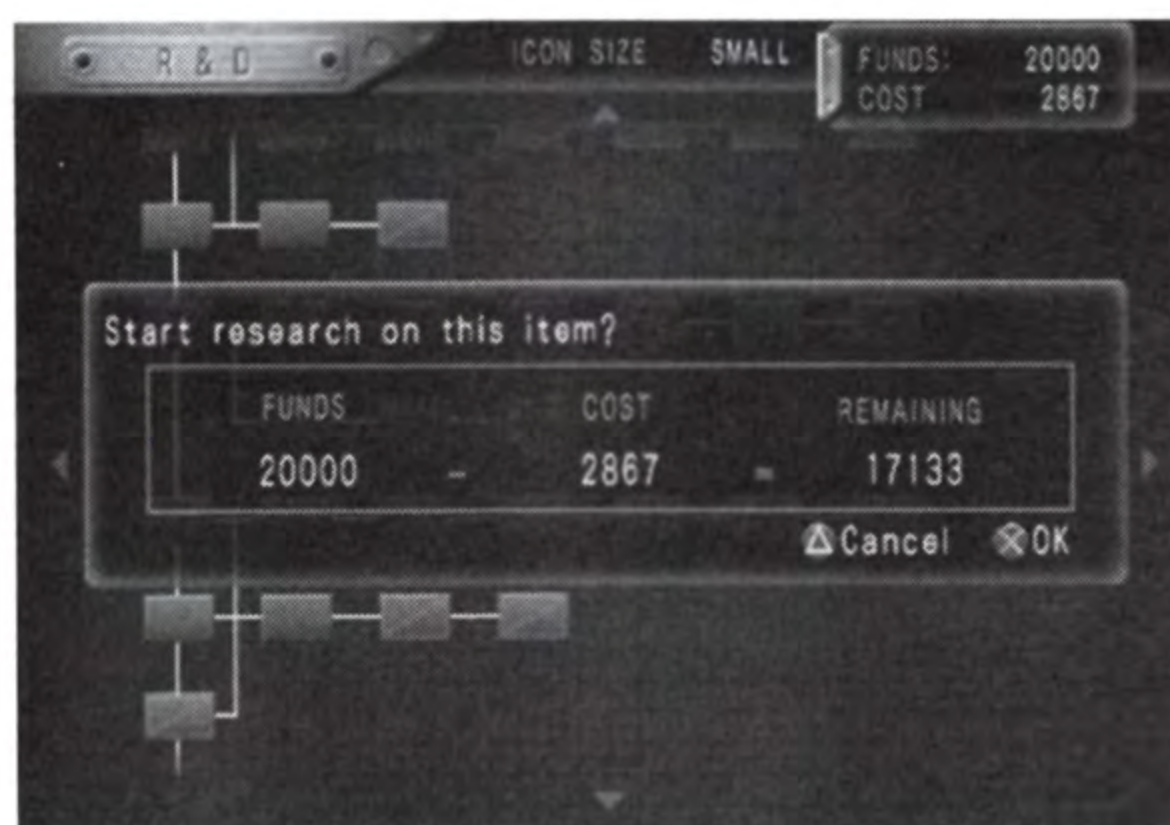
1 Choose what you wish to develop from the R & D menu.

2 Choose a category from one of the tiles.

3 Choose the part you wish to develop. In order to develop a part, you will need funds and development time (turns). One turn is equivalent to clearing a regular game stage or a TRAINING stage. Funds can be recovered in battle or are awarded after clearing a stage.



*If you have enough funds, you can select a whole part of the tech tree by selecting a part on the bottom. If all parts between the latest developed part and the selected part are green, development will be started on all of them.



TIPS

USE TARGETING SIGHTS

If the target is especially hard to hit, use the targeting sights. Pressing the **R2** button will toggle them and the targeting cursor will automatically lock on to a target, making it easier for you to hit the target.



SUBMARINES

You will use and attack submarines, equip your vessels with anti-submarine warfare ordnance. Advanced weapons can be launched from submerged submarines, hit your enemy from the depths with these underwater weapons (UWW).



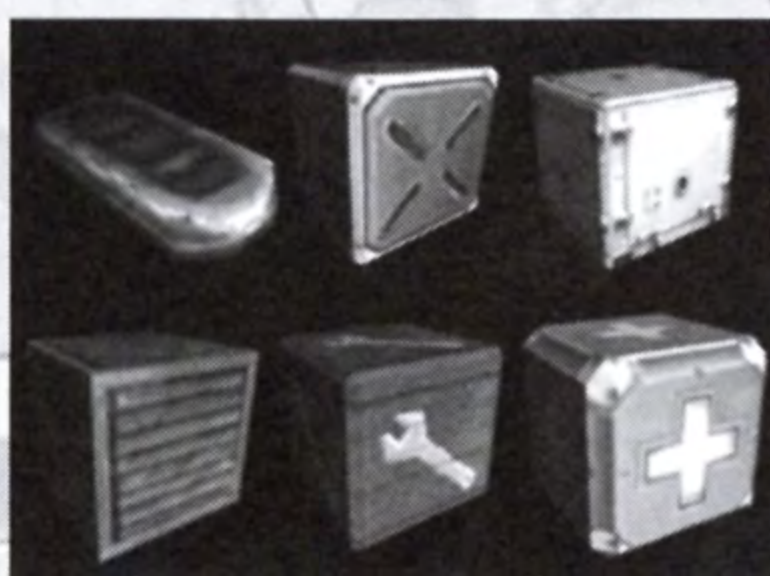
TORPEDOES AND MISSILES

When you hear a "Incoming torpedo!" or "Incoming missile!" warning, press the **L2** button to use your countermeasures. Your ship will automatically destroy any incoming torpedoes or missiles. Place weapons with high firing rate into the auto-fire slots and raise your command capability.



LOOT AND BOUNTY

Lifeboats and items will sometimes appear after sinking an enemy vessel. You may retrieve them by simply approaching them. Picking up lifeboats will increase your recognition at the end of the mission. Item boxes may contain funds, ammunition, weapons, HP-recovering items and repairs.



Online Product Registration

Register your games, get bonus downloads, and give your opinions on KOEI products at our official Product Registration site:

WARRANTY

90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this game DVD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game DVD, at its option, free of charge.

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1. Send in the attached Registration Card or register your game online at <http://registration.koei.com>.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game DVD to the store at which you purchased the game.
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Burlingame, CA 94010

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PROJECT POSEIDON



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Language
Violence