



# 鉄拳 TEKKEN 5™

next time, nina won't be  
fighting alone

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PlayStation®2

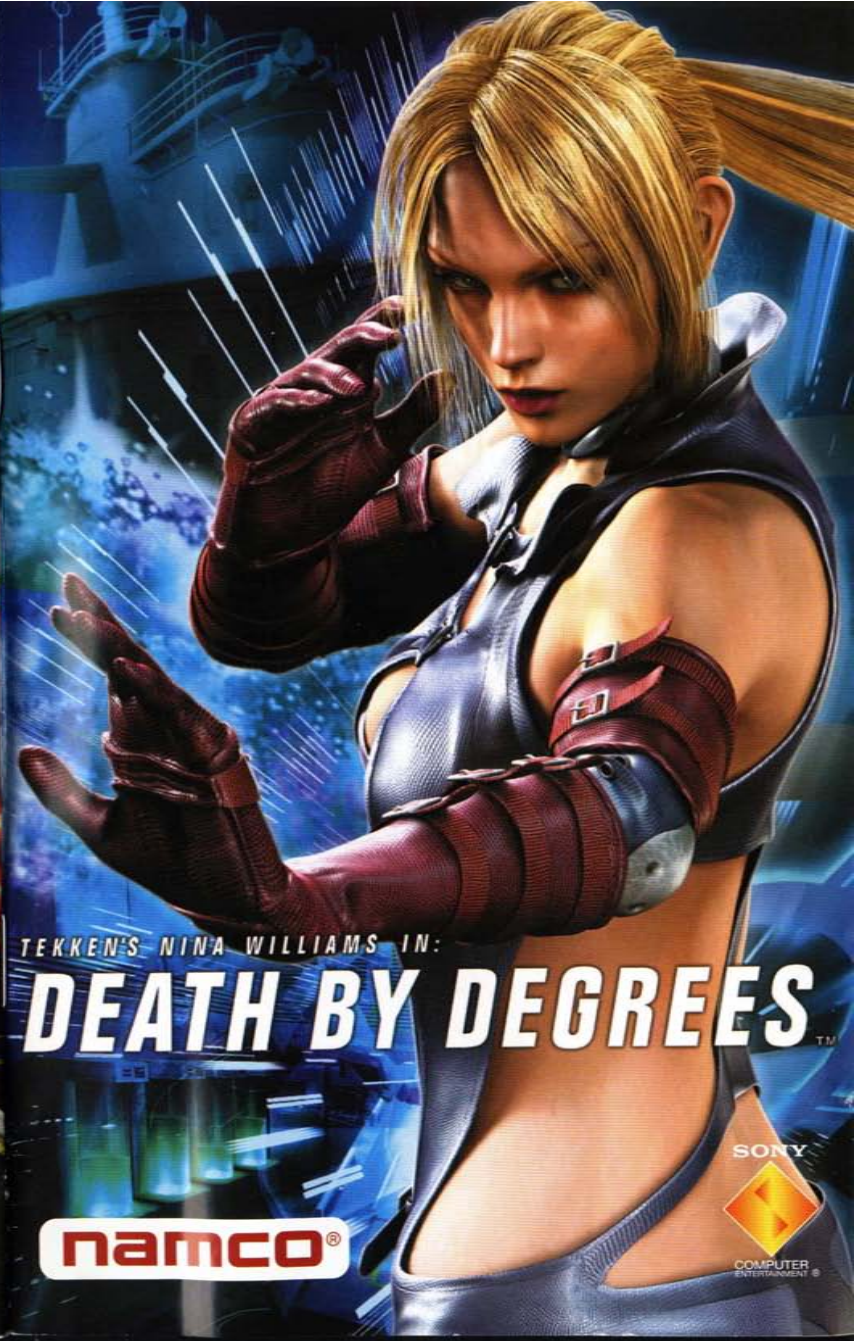


SCES-52586/ANZ

EmuMovies

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TEKKEN'S NINA WILLIAMS IN:

# DEATH BY DEGREES™



SONY



COMPUTER ENTERTAINMENT

### Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

### Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

### PIRACY

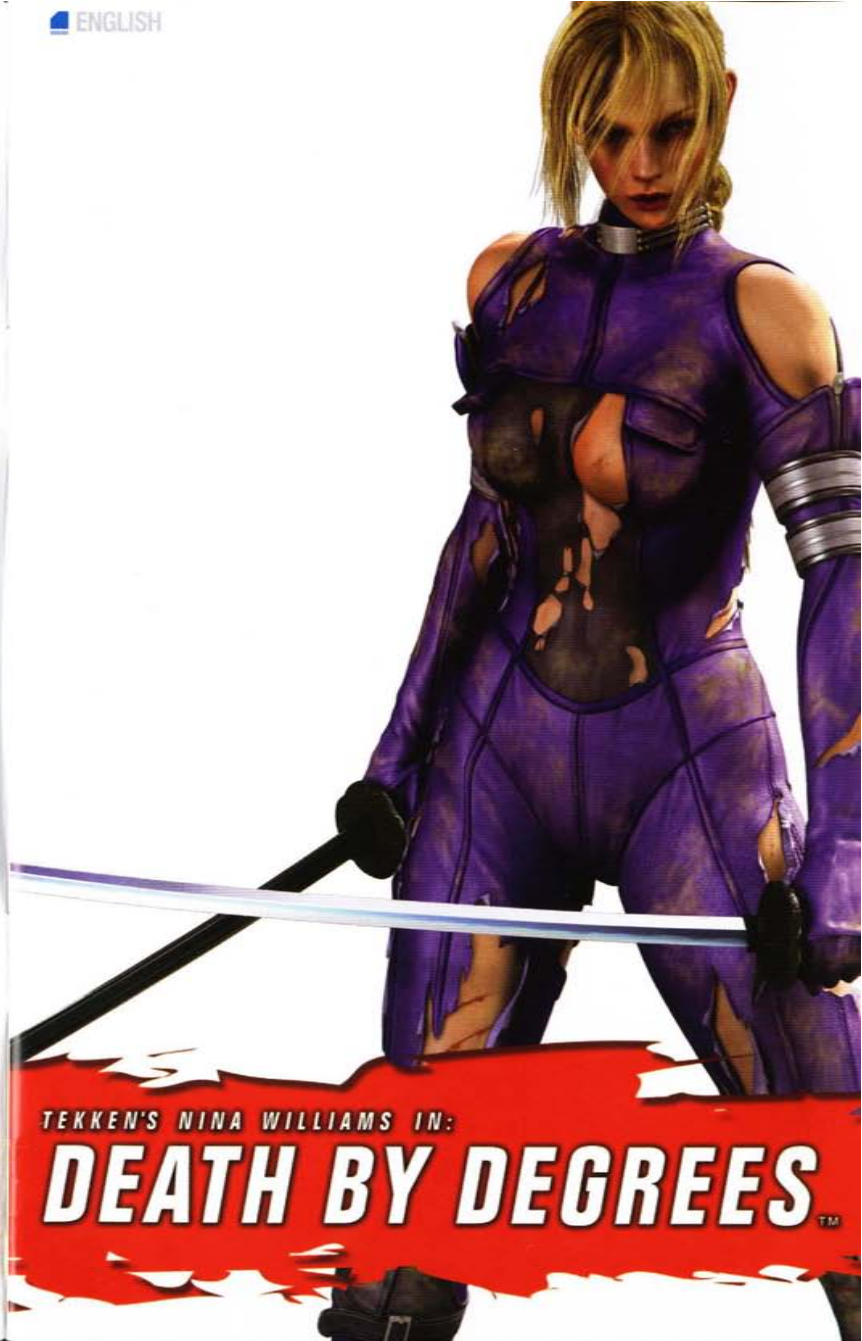
The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

SCES-52586/ANZ

1 Player • Memory Card (8MB) (for PlayStation®2) : 319KB minimum • Analog Control Compatible: analog sticks only • Vibration Function compatible

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TEKKEN'S NINA WILLIAMS IN:

**DEATH BY DEGREES**™

## STATUS REPORT: KOMETA INFILTRATION

A large transport vessel explodes in the middle of the Atlantic. The ship is owned by Kometa – a mysterious organisation that has for years been under surveillance by the CIA and MI6.

The CIA learns of an illegal fighting tournament scheduled to take place on the luxury cruise ship, Amphitrite. According to their sources, Kometa executives will also be attending this tournament.

A three agent task force is dispatched to infiltrate the vessel and learn more about the organisation. Nina Williams is the support member of this team – the 'sweeper' – she will complete the job, should her colleagues fail.

Nina enters the tournament as cover, but is taken captive shortly afterwards. Whilst incarcerated, she receives the dreaded communiqué: her partners have failed.

The ultimate sweeper is about to become operational...

## SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏻ button on the front of the console to open the disc cover and place the **DEATH BY DEGREES™** disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. **DEATH BY DEGREES™** will then commence loading. It is advised that you do not insert or remove accessories once the power is on.

Owners of SCPH-30000 and SCPH-50000 series consoles should refer to the setup instructions supplied with the console.

Before commencing play, it is recommended that you select your preferred language from the console's System Configuration menu.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

## MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. Make sure there is enough free space on your Memory Card before commencing play.

## DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. A Digital Controller can not be used to play **DEATH BY DEGREES™**. On boot up the Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red).

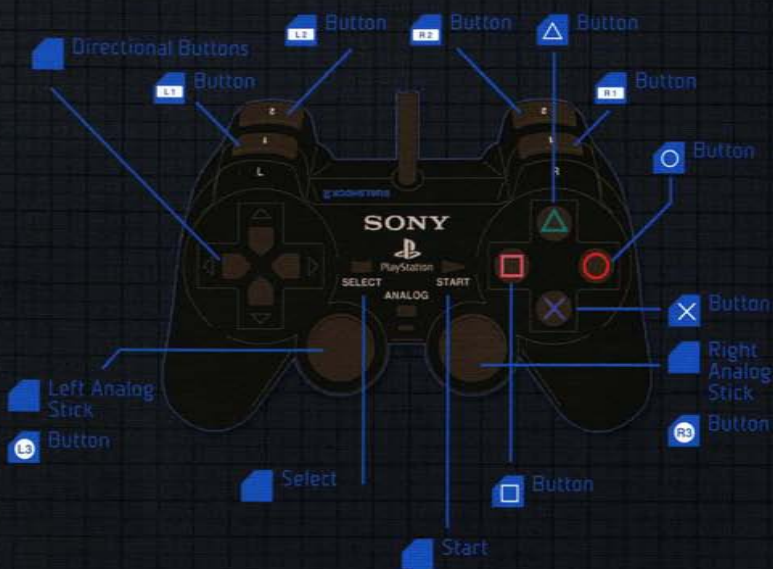
NOTE: The Stabilise feature in the Sniper mini-game is not available when using an Analog Controller (DUALSHOCK®).

## USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ⓧ button to confirm. To return to the previous menu screen, press the ⏻ button. On certain menu screens you can also press the **LT** button and the **R1** button to scroll through options.

## DEFAULT CONTROLS

### ANALOG CONTROLLER (DUALSHOCK®2)



### BASIC CONTROLS

Left analog stick  
Left analog stick plus **○** button  
Left analog stick (quick tap)  
Right analog stick (tap)  
Right analog stick  
(quick tap when attacked)  
**▶** button  
**START** button  
**SELECT** button  
**○** button  
←/→ directional buttons

Walk  
Run  
Evade  
Normal attack  
Guard  
  
Status Screen  
Pause Menu  
Map Screen  
Change Attack Mode

**L1** button  
**L1** button + left analog stick  
+ specific command  
**L1** button + right analog stick (tap)  
**L2** button + right analog stick (tap)  
**R1** button  
Right analog stick  
(tap after grabbing an enemy)  
Right analog stick  
(tap while throwing an enemy)  
**R1** button (from behind enemy)  
Left analog stick  
(tap in direction being thrown)  
Right analog stick  
(tap in direction of enemy)  
**X** button  
**R2** button  
**R2** button + tap right analog stick  
(tap in direction of enemy)

Attack Mode  
Command Skill input with  
right analog stick  
Weapon attack  
Critical strike  
Grab  
Throw  
  
Submission hold  
  
Strangle  
Break throw  
  
Break hold  
  
Action button  
Change camera  
Lock on to enemy

NOTE: You can skip previously viewed movies by pressing the **▶** button.

### MINI-GAME CONTROLS

#### SNIPER

left analog stick  
right analog stick ↑ / ↓  
**L1** button  
**R1** button

Move scope  
Change scope magnification  
Hide and reload  
Shoot/Stabilise

#### STINGRAY

left analog stick ↑ / ↓  
left analog stick ← / →  
right analog stick ↑ / ↓  
right analog stick ← / →  
**R1** button / **R2** button

Move forwards or backwards  
Slide sideways  
Rotor output  
Turn  
Change camera

#### HONEYCOMB LOCK

← / →  
**X** button

Move cursor  
Rotate blocks

## WHO IS NINA WILLIAMS?

You may have met Nina Williams before in the Tekken® series (and let's face it, you'll remember if you have); but there is more to Nina's world than the Iron Fist Tournament. A master in a multitude of martial arts, hand-to-hand combat, swordsmanship and firearms, Nina is the best 'sweeper' in her field.


Nina generally works as a free agent, but for this assignment, she has been commissioned by the CIA and MI6 – the British intelligence agency – to assist their operatives in the infiltration of the Kometa organisation.

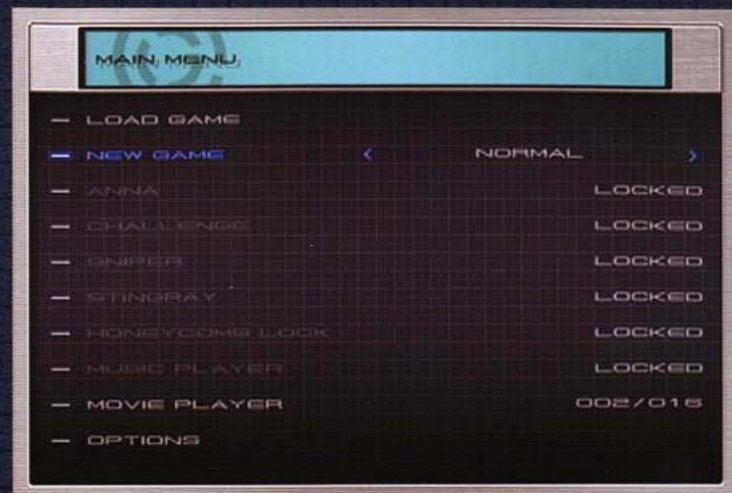
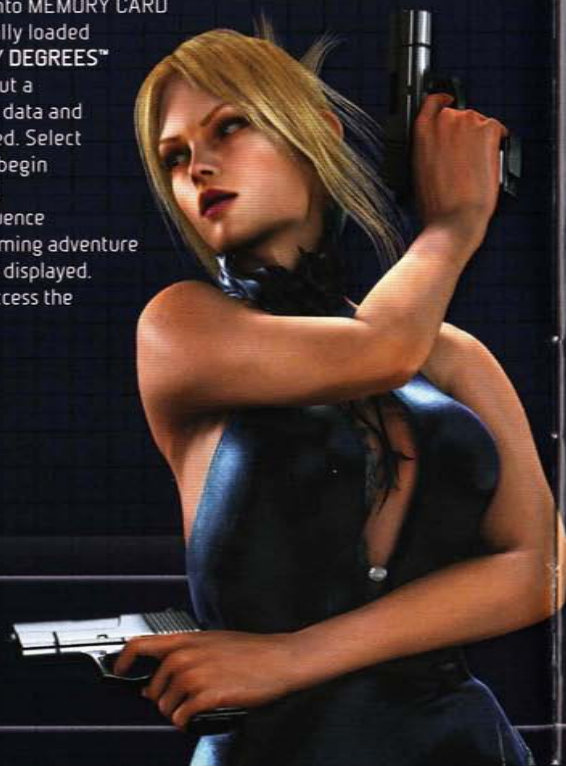
Use the left analog stick and the right analog stick to control Nina's movement when attacking in any direction. Advanced actions can also be executed by 'tapping' the left and right analog sticks.

As Nina's mission unfolds she will also acquire new skills and combat techniques by defeating enemies and accumulating Skill Points. You can customise Nina's skill set by selecting skills and abilities to your liking.





## GETTING STARTED

Previously saved **DEATH BY DEGREES™** game data stored on a Memory Card inserted into MEMORY CARD slot 1 will be automatically loaded upon boot up. **DEATH BY DEGREES™** can still be played without a Memory Card, but setup data and progress will not be saved. Select "Yes" when prompted to begin without a Memory Card.

A short cinematic sequence introduces Nina's forthcoming adventure before the Title Screen is displayed. Press the  button to access the Main Menu.




### MAIN MENU

Press  or  to select an item, and confirm the selection by pressing the  button. When playing for the first time, move the cursor to 'NEW GAME' and press the  button.

Menu items which appear as "Locked" cannot be selected when you first start playing, they will become accessible as you advance in the game.

### LOAD GAME

Select Load Game to continue playing a previously saved game. Three 'Folders', each containing four save game files, can be stored on one Memory Card. Select a folder and file to load and press the  button to confirm.

### NEW GAME

Choose New Game to play **DEATH BY DEGREES™** from the beginning.

### LOCKED GAME MODES

The following bonus game modes are locked when you first start playing: Anna, Challenge, Sniper, Stingray, Honeycomb Lock and Music Player.

NOTE: Details on how to play the Sniper, Stingray and Honeycomb Lock mini-games can be found elsewhere in this manual.

## MOVIE PLAYER

Select Movie Player from the Main Menu to view previously unlocked cut scenes.

## OPTIONS

Select Options from the Main Menu to configure various in-game settings. Press **↑** or **↓** to select an item and **←** or **→** to change settings. Press the **X** button to confirm changes, or to reset settings to their original configurations when 'Default' is selected.

## CONTROLLER

Select 'Controller' to change the control configuration of the Analog Controller (DUALSHOCK®2). You can also use this screen to toggle the vibration function of the Analog Controller (DUALSHOCK®2) on or off, and adjust additional control settings, including evade sensitivity and camera rotation.

## SOUND

Adjust the music, sound effects and character voice volume and set the sound output to Stereo, Mono or Dolby® Pro Logic® II.

To play the game in surround sound, connect the console's DIGITAL OUT (OPTICAL) connector to a 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'.

## SCREEN ADJUST

Follow the on-screen instructions to reposition the game screen on your TV.

## CAPTIONS

Turn captions and enemy life gauge displays on or off.

## EXIT

Leave the Options Menu and return to the Main Menu.

## SAVING

In DEATH BY DEGREES™, Save Points are situated at various locations throughout the playing environment. Keep your eyes open for Save Points and be sure to save progress frequently. Insert a Memory Card into MEMORY CARD slot 1 to save progress. A maximum of twelve games can be saved.

Data in the Challenge, Sniper, Stingray and Honeycomb Lock mini-games can only be saved within each mode.

## SEARCHING FOR SAVE POINTS

When entering areas in which Save Points are located, antenna reception bars will be displayed in the upper right corner of the screen. The number of bars increases as you get closer to a Save Point. Three bars will appear when Nina is very near or on a Save Point. Previously discovered Save Points will appear green. Press the **X** button while standing on a Save Point to enter the Save Screen.

## HOW TO SAVE

Select a slot on the Save Screen and press the **X** button to save your progress. When saving over existing saved game data, the previously saved game data will be overwritten and lost.

## THE GAME SCREEN



1. Antenna
2. Combo Number/Time Limit
3. HP Gauge
4. Focus Gauge
5. Enemy's HP Gauge
6. Attack Mode Icon

### 1. ANTENNA

Reception bars appear when a Save Point is nearby.

### 2. COMBO NUMBER/TIME LIMIT

Appears when executing combos. Combos can be performed only until the time limit runs out.

### 3. HP GAUGE

Shows Nina's remaining life. If this runs out the game will be over.

#### 4. FOCUS GAUGE

Increases upon execution of successful hits and when Nina takes damage. In order to perform a 'Critical Strike', this gauge must reach a certain level.





#### 5. ENEMY'S HP GAUGE

This indicates an enemy's remaining life. The gauge turns red when the enemy is about to attack.

#### 6. ATTACK MODE ICON

Shows the current Attack Mode: Command Skill, Firearm or Melee Weapon.

### ■ THE PAUSE MENU

Press the  button at any time during the game to open the Pause Menu. Press  or  to select a command and confirm the selection by pressing the .

- |              |   |
|--------------|---|
| CONTINUE     | Close the Pause Menu and resume the game.     |
| LOAD         | Continue playing previously saved game data.  |
| OPTIONS      | Configure various in-game settings.           |
| TITLE SCREEN | Quit the game and return to the Title Screen. |

### ■ GAME RULES







Battle enemies with your bare hands using Command Skills, Melee Weapons (such as Tonfas), or Firearms (such as handguns). Experience points are awarded for defeating enemies. When Nina's experience points reach a certain level, the maximum amount of HP and Focus Points increase along with the amount of damage her attacks inflict (excluding firearm attacks).

#### GAME OVER

If Nina's HP Gauge is completely depleted due to enemy attacks, or if she falls victim to certain traps, the game will be over. The same is true if Nina fails to clear certain mini-games. When the Game Over screen is displayed, select 'Yes' to continue playing from the last save, or 'No' to return to the Title Screen.

### ■ STATUS SCREEN

View information including Nina's level and current experience points on the Status Screen. This is also where you access and use items in Nina's inventory, learn new skills and view maps and files.

Press the  button at any time during the game to open the Status Screen. Press  or  to scroll through the various menus and screens, and press the  button to enter each one. You can also press the  button and the  button to scroll through the menus and screens.




#### VIEWING NINA'S STATUS

Nina's status is shown at the bottom of the screen on the Item, Skill and File Pages. The 'Skill Points' display show how many points Nina currently has; these are used to obtain new skills. The 'Exp' display shows Nina's current experience points and the experience points needed to advance through the levels. The 'Max Combo' indicator is the highest number of combo hits executed so far.

1. HP Gauge
2. Focus Gauge
3. Level
4. Skill Points
5. Exp
6. Max Combo



#### ITEM

View and use items in Nina's inventory. To use an item, press  or  to move the cursor and then press the  button. Select 'Yes' when the confirmation message is displayed. Some items such as the GPS device are automatically activated.

## SKILL

Use Skill Points to acquire new abilities and view descriptions of each skill.

To acquire new skills, press **↑** or **↓** to select a skill and press the **⊗** button to confirm the selection. A confirmation message will be displayed if the conditions to acquire the skill are met. Select 'Yes' to confirm and acquire the skill.

For skills yet to be acquired, the number of Skill Points and level required are displayed below them. The word 'Acquired' is displayed below skills that have already been obtained.

## FIREARM

Press **↑** or **↓** to move the cursor to the firearm you wish to inspect. Press the **SELECT** button if you want to discard a firearm.

Firearms are rated on a scale of 1 to 10 in four categories: Power, Range, Rate of Fire and Target Area. The remaining ammunition for each gun is also displayed on-screen, to the lower left of the weapon's icon.

Firearms are displayed in the same order as when changing firearms in Change Attack Mode. To alter this order, select the firearms in the order of preference, then press the **⊗** button. During this process, numbers above the holsters indicate the new order of arrangement.

Try and find holsters so that Nina can carry multiple firearms. The number of guns Nina can hold increases when additional holsters are obtained, up to a maximum of eight firearms.

## MELEE WEAPON

View performance specifications for melee weapons on the Melee Weapon screen. Melee weapons can be discarded or rearranged in the same manner as firearms.

Melee weapons are also rated on a scale of 1 to 10 in four categories: Power, Range, Speed, and Target Area. The endurance and number of weapons remaining are displayed on-screen, to the lower left of the weapon's icon.

A tactical belt allows Nina to carry multiple melee weapons. The number increases when additional tactical belts are obtained (up to a maximum of eight weapons).

## MAP

Press **↑** or **↓** to select an area to view and press the **⊗** button to focus on that area. You can then zoom in or out by pressing the **L2** button and the **R2** button and press **↑**, **↓**, **←** or **→** to scroll around the map.

**NOTE:** The Map Page can be opened directly from the game screen by pressing the **□** button.

Doors and lockers that can be opened, usable elevators and similarly accessible objects are displayed in blue, while locked objects appear in red. White arrows appear above doors locked from the other side. Nina's current position is indicated by a flashing cursor.

## FILE

Use the File screen to view notes and information obtained thus far. Press **↑** or **↓** to select a file, followed by the **⊗** button to open it. Turn file pages by pressing **←** or **→**. The File screen opens automatically when files or clues are obtained.

## FINGERPRINT

Once Nina has obtained the Print Scanner she can collect fingerprints from various bodies and objects and use them to access secure areas. View all the fingerprints collected so far on the Fingerprint screen.

Press **↑** or **↓** to select a fingerprint to view. Once you've accessed two or more areas, you can change areas by pressing **←** or **→**.

## ACTIONS

### MOVE

Push the left analog stick in the direction you want Nina to walk. To run, press and hold the **○** button whilst pushing the left analog stick.

### EVADE

Quick tap the left analog stick and allow it to spring back to execute an evasive manoeuvre appropriate to the situation, such as jumping over an enemy.

### ADJUST SENSITIVITY

The ease of performing evasive manoeuvres can be adjusted in 'Evade Sensitivity', found in the Controller section of the Options Menu.

### KNEELING

If Nina is caught by a powerful enemy attack or hit by a stun attack (from a stun pistol or a stun baton), she falls down on one knee and is temporarily unable to move.



## ■ NORMAL ATTACKS

Quick tap the right analog stick in the direction you want to attack. Depending on the direction Nina is facing and the direction the right analog stick was tapped, the attack will vary.

## ■ GUARD/EVADE WEAPON

When an enemy attacks, you must tap the right analog stick with the proper timing in order to block. If the enemy is using a weapon, Nina will instead take evasive action. The guard/evade action can not be executed when the Attack Mode is set to Command Skills or to certain firearms and melee weapons.

## ■ COMBO ATTACKS

A series of up to three consecutive attacks can be executed by quickly tapping the right analog stick in the same direction. Increase the damage inflicted by a combo attack by delaying the tap by one beat after the second or third combo attack.

## ■ CHANGE ATTACK MODE ICON

Press **←** or **→** to toggle the Attack Mode Icon in the lower left corner of the screen, from Command Skill, Firearm and Melee Weapon.

If Nina has multiple firearms or melee weapons, press **↑** or **↓** to select a weapon. Use the Firearm and Melee Weapon screens to adjust the order of appearance.

Command Skill

Firearm

Melee Weapon



## ■ ATTACK MODE

Press the **L3** button to make Nina assume an attack stance. When the Attack Mode Icon is set to Command Skill, she can execute a Command Skill. Likewise, if the Attack Mode Icon is set to Firearm or Melee Weapon, Nina can brandish and attack with the weapon displayed in the Attack Mode Icon.

NOTE: Nina can not guard/evade weapons when the Attack Mode Icon is set to Command Skill or to certain firearms and melee weapons.

## ■ COMMAND SKILLS

When the Attack Mode Icon is set to Command Skill and specific commands are entered with the left and right analog sticks while in an attack stance, Nina can execute powerful Command Skills.

You must acquire Command Skills in order to use these special abilities. Individual command inputs can be found elsewhere in this manual.

## MISCELLANEOUS SPECIAL ACTIONS

In addition to Command Skills, there are a variety of other actions which can be acquired via Skill Points. Check the descriptions on the Skill screen to learn the proper timing and command inputs for these actions.

## ■ WEAPON ATTACKS

When the Attack Mode Icon is set to Firearm or Melee Weapon and the right analog stick is tapped while assuming an attack stance, Nina attacks with a weapon in the direction the right analog stick is tapped. Combo attacks can be executed with certain weapons.

## WEAPON AMMUNITION AND ENDURANCE

The remaining ammunition and endurance of each weapon appears in the lower left corner of the Attack Mode Icon. Projectile weapons, such as guns, consume ammunition when used, while the endurance of melee weapons is reduced each time an enemy is struck. When the ammunition or endurance reaches zero, weapons are automatically discarded.

## ■ CRITICAL STRIKE

Critical Strikes are brutal attacks that target an enemy's vital points. When the Focus Gauge reaches the required level, tap the right analog stick while holding down the **L2** button to execute a Critical Strike.

## CRITICAL STRIKE SCREEN

When a Critical Strike is successfully engaged, the Critical Strike screen will be displayed. Move the cursor using the left analog stick to an area highlighted in red (a vital point) and tap the right analog stick within the time limit. If successful, the attack will deal devastating damage.

As Nina increases in level, she will gain the ability to hit two or more vital points during a single Critical Strike.

## GRAB

Press the **R1** button while standing close to an enemy to grab them. You can then follow through with a throw or submission hold from this position. To release the enemy, press the **R1** button again.

## THROW

Quickly tap the right analog stick while grabbing an enemy to execute a throw. The specific throw depends on the direction in which the enemy is thrown.

## SUBMISSION HOLDS

While throwing an enemy, with the correct timing and a tap of the right analog stick, you can follow it up with a devastating submission hold after the enemy is thrown.

## STRANGLE

Approach an enemy from behind and press the **R1** button to strangle them. To release the opponent, press the **R1** button again.

## BREAK THROW

If Nina is grabbed by an enemy and is about to be thrown, quickly tap the left analog stick in the direction of the throw. If timed properly, you can land without taking damage.

## BREAK HOLD

If Nina is immobilised in an enemy hold, quickly tap the right analog stick in the direction of the enemy. If timed properly, the enemy will be shaken off.

## ACTION BUTTON

Press the **X** button to open doors, pick up items, search areas, scan fingerprints, grab ladders and so on. Nina will perform an action appropriate to the situation.

NOTE: Keep an eye out for a flash of light which indicates items to be found.

## CHANGE CAMERA

Press and hold the **R2** button to switch the camera to an over-the-shoulder view. You can move the camera around from this position by using the right analog stick.

Release the **R2** button to return to the normal camera view. Keep in mind that when the over-the-shoulder view is active, Nina can only run and cannot attack enemies.

## LOCK ON TO ENEMY

While the over-the-shoulder camera is engaged, lock on to an enemy by tapping the right analog stick towards them. Once the camera is locked-on, Nina can engage the enemy and the camera will not revert back until the **R2** button is pressed again or the enemy is defeated.

## COMBOS AND SKILL POINTS

A combo number appears on the screen whenever Nina successfully strikes an enemy. Skill Points are awarded according to the combo number and the skills used following the completion of the combo attack.

Skill Points are used to acquire new skills on the Skill screen.

## EXECUTING CONSECUTIVE COMBO ATTACKS

When a combo number is displayed, a time limit will also appear beneath it. Successful attacks and throws executed before the time runs out will increase the combo number. Combos end when the time runs out or when Nina is struck by an enemy.

## UNDERWATER ACTIONS

Whenever Nina is submerged in water, an air gauge appears in the top left corner of the screen. Push the left analog stick in the direction you want to swim. Hold down the **○** button to make her swim faster. Press the **X** button to dive underwater. Nina cannot attack enemies while swimming.

## SWIMMING UNDERWATER

While underwater, the screen will change to Nina's point of view. Change direction with the left analog stick and swim forward with the **○** button. Press the **X** button to pick up items. The air gauge gradually depletes while underwater. If it reaches zero, Nina's HP Gauge will drop. Swim to the surface so that the air gauge can be replenished.

## SPECIAL ACTIONS

Special movement controls are used in certain situations, such as when hanging from pipes or moving through ducts. In all cases, Nina's speed can be increased by holding down the **○** button while moving. Nina can not attack enemies during this time.

## INSIDE DUCTS

Push the left analog stick **↑** or **↓** to move and **←** or **→** to turn. Press the **⊗** button to pick up items.

## CLIMBING/DESCENDING LADDERS

Climb up and down ladders by pushing the left analog stick **↑** or **↓**. Press the **⊗** button to slide down ladders.

## HANGING

Push the left analog stick **↑** or **↓** while hanging from pipes or other objects to move forwards and backwards.

## SKILLS

Command Skills and other special actions and techniques used in combat are referred to as 'skills'. Use skills appropriate to particular circumstances to gain an edge in combat.

### ACQUIRING SKILLS

In addition to the skills Nina has from the start of the game, she can gain new ones by using Skill Points. Skill acquisition takes place on the Skill screen, as outlined elsewhere in this manual. Commands and effects for each skill can also be viewed on the Skill screen.

### SKILL CLASSES

#### Command Skills

Skills that are executable when the Attack Mode Icon is set to 'Command Skills'.

#### Basic

Special actions and techniques that can be used at any time during combat.

#### Melee Weapon

Special actions and techniques that can be used while Melee Weapon Attack Mode is active.

#### Firearm

Special actions and techniques that can be used while Firearm Attack Mode is active.

### COMMAND SKILLS ACCESSIBLE FROM THE START

In the following section, these special icons are used to indicate how to perform special skills. The '**L**' icon refers to the left analog stick, the '**R**' icon refers to the right analog stick.

**L** ⇨

Quick tap left analog stick towards enemy.

**L** →

Tap left analog stick towards enemy.

**L** ←

Tap left analog stick in opposite direction to enemy.

**R** →

Tap right analog stick towards enemy.

#### HUNTING KICK

A flying forward kick.

While holding down the **L1** button: **R** →

#### HUNTING KICK COMBO (3)

A three-hit combo attack from Hunting Kick.

While holding down the **L1** button: **R** →, **R** →, **R** → after Hunting Kick (can be executed up to three consecutive times)

#### FORWARD ROLL KICK

A front roll into a heel thrust kick.

While holding down the **L1** button: **L** ⇨ plus **R** →

#### BACK SLICER

A low back spin kick for sweeping an enemy's legs out.

While holding down the **L1** button: **L** ⇨, **R** →

#### GEYSER CANNON

A special leg movement used to launch an enemy into mid-air.

While holding down the **L1** button: **L** →, **L** → plus **R** →

#### RAPID KICK

A rapid succession of kicks.

While holding down the **L1** button: **L** ⇨, **L** → plus **R** →

#### HUNTING CUTTER

A flying back spin kick - very effective when surrounded by enemies.

While holding down the **L1** button rotate the left analog stick around in a complete circle followed by **R** →

## ACQUIRED SKILLS

The following abilities are some of the skills that can be acquired with the use of Skill Points:

### IVORY CUTTER: COMMAND SKILL

A flying heel thrust kick followed by a spin kick.

While holding down the **L1** button: **R3** button plus **R** →

### BAD HABIT: COMMAND SKILL

A forward kick aimed at an enemy's vitals.

While holding down the **L1** button: **L** ⇨ plus **R3** button plus **R** →

### HOLD SUBMISSION COMBO: COMMAND SKILL

A quick-step followed by a submission hold.

While holding down the **L1** button: **L** ⇨ plus **R1** button, **R** →, **R** →

### RAPID KICK SUBMISSION: COMMAND SKILL

While executing a Rapid Kick, press the **R1** button and then tap the right analog stick to execute this special submission hold.

**R1** button, **R** → (while performing Rapid Kick)

### WALL ATTACK: BASIC SKILL

While running across or flipping off a wall, quickly tap the right analog stick forward to attack.

**R** → (while in mid-air executing a Wall Run or flipping off a wall)

### SPINNING CUTTER: BASIC SKILL

Rotate the right analog stick in a full circle on the ground to perform a leg sweep while rising.

Rotate the right analog stick 360° (while on the ground)

### LETHAL ATTACK: MELEE WEAPON SKILL

Results in a fatal attack, but the melee weapon is destroyed in the process.

While holding down the **L1** button: **R3** button plus **R** →

### HEAD SHOT: FIREARM SKILL

This action, which can be executed when in Firearm Attack Mode, expends the Focus Gauge to accurately hit an enemy in the head.

While holding down the **L1** button and the **L2** button: **R** →

## SKILLS ACQUIRED AFTER ATTAINING CERTAIN LEVELS

Here are some of the skills that are only available once Nina reaches a certain level. After the necessary level is attained, you can view and acquire these skills on the Skill screen.

### REVERSAL: COMMAND SKILL

Press the **R1** button just before being hit by an enemy while in Attack Mode to throw the attacking enemy.

While pressing the **L1** button: **R1** button

### 10-HIT COMBO: COMMAND SKILL

Unleashes ten consecutive hits, but depletes Focus.

While holding down the **L1** button and the **L2** button: **R** →

### DISARM AND ATTACK: BASIC ATTACK

Start by disarming then throwing the enemy.

**R1** button (next to enemy carrying weapon)

### MELEE RUSH ATTACK: MELEE WEAPON SKILL

This action, which can be executed when in Melee Weapon Attack Mode, uses up the Focus Gauge to unleash a flurry of consecutive attacks.

While holding down the **L1** button and the **L2** button: **R** →

## ITEMS

These are the main items you will find in the game. Some items are automatically used, while others must be used via the Item screen.



### MEAL KITS

Military-issue food packs. Use them to restore the HP Gauge. The amount of life force restored is proportional to the ration size: S, M or L.



### ESSENTIAL OILS

Although the effect depends on the specific type of oil, they include improved offensive and defensive abilities, as well as increased speed.



#### PRINT SCANNER

Electronically scans and stores fingerprints from dead bodies and other objects to open security locks.



#### HOLSTER

Used to carry firearms, each holds a pair of the same weapon.



#### BOTTLED WATER

Used to replenish the Focus Gauge. The amount of Focus replenished is proportional to the size: S or M.



#### DEFIBRILLATOR

Used when Nina's HP Gauge runs out. This item will completely restore her HP and Focus Gauges.



#### GPS DEVICE

Used to pinpoint and display the exact location of the Kometa executives on the Map Page of the Status Screen.



#### TACTICAL BELT

Used to carry melee weapons, each holds a pair of the same melee weapon.

### FIREARMS

View firearm specifications on the Firearm screen. When two of the same types of certain firearms are obtained, Nina can brandish one in each hand simultaneously.



#### 9MM HANDGUN

Standard 9mm calibre pistol. Capable of semi-automatic fire.



#### HAND GRENADE

A special explosive weapon capable of damaging enemies within a limited range.



#### 9MM SUBMACHINE GUN

Compact and lightweight, this 9mm calibre submachine gun features superior automatic firing.



#### STUN PISTOL

This pistol fires high voltage electrodes, immobilising enemies through electrical shocks.

### MELEE WEAPONS

Though most melee weapons are used for close combat, some projectiles such as knives are for range attacks. View melee weapon specifications on the Melee Weapon screen. When two of the same types of certain weapons are obtained, Nina can wield one in each hand simultaneously.



#### KNIFE

A combat knife used to throw at enemies.



#### POISON AMPOULE

A poison-filled vial. Disperse on enemies for a damaging poisonous mist.



#### TONFA

An easy-to-use police-style baton. Two tonfas can be wielded simultaneously.



#### KATANA

A razor-sharp Japanese sword that has a long reach. Two katanas can be wielded simultaneously.

## MINI-GAMES

### SNIPER

Use a sniper rifle to pick off enemies. Take aim by moving the scope with the left analog stick and push the right analog stick **↑** or **↓** to increase/decrease the magnification level. Lightly press the **R1** button to stabilise the scope, and press the **R2** button all the way down to shoot. Press the **L1** button to take cover and reload.

1. HP Gauge (red)
2. Ally's HP Gauge (green)
3. Danger Gauge
4. Radar
5. Scope Magnification
6. Remaining Ammunition



### STINGRAY

Operate this camera-equipped remote control helicopter on search and surveillance missions.

Control the helicopter horizontally with the left analog stick and push the right analog stick to turn. Push and hold the right analog stick **↑** or **↓** to increase/decrease the rotor output. Increasing the output causes the helicopter to rise. Press the **R1** button or the **R2** button to change the camera view.

1. Endurance Gauge
2. Battery Gauge
3. Radar
4. Rotor Output
5. Camera Icon



### HONEYCOMB LOCK

Try to unlock the electronic 'Honeycomb Lock' by moving a system of hexagonal blocks. Arrange the blocks in the proper positions to piece together the pictures and line up the numbers sequentially.

Press **↑**, **↓**, **←** or **→** to move the cursor and press the **X** button to rotate blocks one move at a time in the direction of the arrow. Repeat this process and complete the picture within the given number of moves to clear the puzzle and unlock the Honeycomb Lock.

1. Remaining Moves
2. Rotation Direction



## HINTS

### CHECK FILE CONTENTS

View clues and information relating to the story on the File screen. Carefully read through all the files and use the information they provide to clear the missions.

### NINA'S MEMO

Details on the current mission are contained within Nina's Memo, which can be found on the File screen. Details are updated as the story progresses, so be sure to check this frequently.

### FINGERPRINT AUTHORISATION SYSTEMS

Important doors are locked with fingerprint verification security systems. Use the Print Scanner to open these doors by gathering fingerprints from bodies and objects.

Some doors require the fingerprints of specific individuals, so be sure to explore all areas thoroughly.

Sections of fingerprints can also be scanned but they will not open any locks until all the fragments are obtained.

## ■ WHEN IN DOUBT, PRESS THE ACTION BUTTON

When standing in an unusual location or if you notice something different, try pressing the **X** button. If this triggers anything, Nina will react accordingly.

## ■ THE ART OF COMBAT

When surrounded by numerous enemies, do not simply attack in a single direction. Tap the right analog stick in various directions as you keep an eye on enemy movements. This enables you to rack up lots of combo hits without being struck by enemies. If you find yourself in a tough situation where this approach will not suffice, evade enemy attacks and move to a more advantageous position.

Note that the HP gauges of enemies will turn red just as they are about to attack. Defeating these enemies first is also an effective strategy.

## ■ BEFORE ENGAGING STRONG OPPONENTS...

Before taking on strong opponents such as the Kometa executives, fight other enemies to build up experience points so Nina can advance through the levels. Do not forget to accrue Skill Points and acquire new skills on the Skill screen during the process.

## ■ DIFFICULTY LEVEL

The difficulty level is set to **NORMAL** at the start of the game, but under certain circumstances the option to restart in **BEGINNER** mode will become available. If you find that the battles are too difficult, select **BEGINNER** mode.

## ■ CHARACTERS



### ■ ALAN SMITHEE

An MI6 agent, Alan is working alongside the CIA to provide back-up support for Nina. A former member of the SAS, he is an experienced specialist in survival tactics. Although he seems to be the perfect gentleman, there is more to Alan than meets the eye. He is always unerringly up to date on the latest developments in the underworld.



### ■ LANA LEI

Owner of the luxury cruise ship, Amphitrite, Lana is an executive in the Kometa secret organization. She invites the best fighters from around the world to take part in an underground fighting tournament.

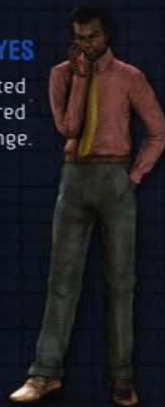


### ■ ENRIQUE ORTEGA

Enrique is a Kometa executive who has become disenchanted with the organisation's conservative ways. He is a master swordsman with considerable skills.

### ■ LUKAS HAYES

A timid and peculiar man, Lukas is an extremely gifted scientist. He had been working for Kometa, but was fired due to an organisational policy change.



### ■ BRYCE ADAMS

Lana Lei's personal bodyguard and lover, Bryce is a sadistic killer who enjoys murdering people with a showy display of gunplay.



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