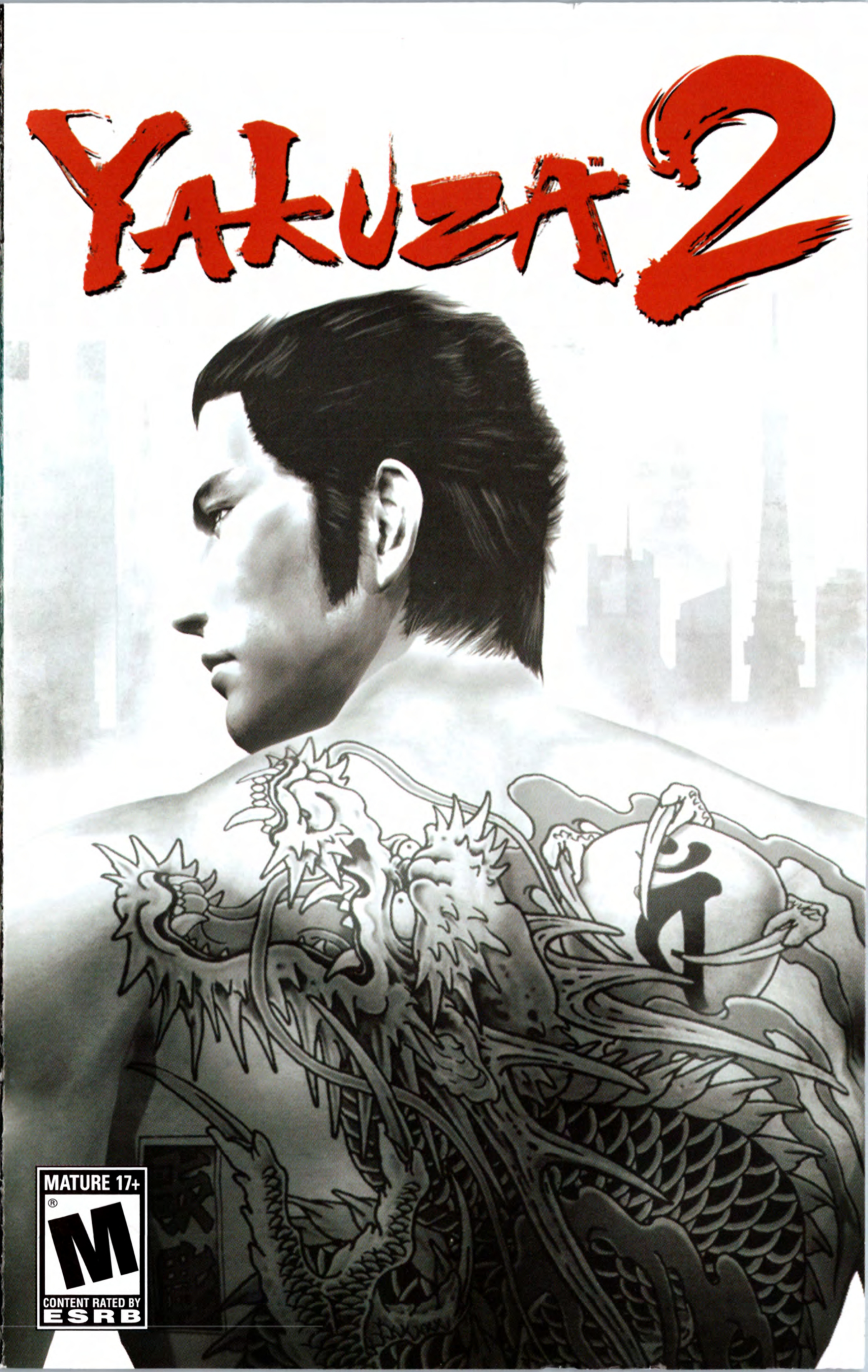
YAKUZA™ 2



MATURE 17+

M

CONTENT RATED BY ESRB

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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.

Thank you for purchasing *YAKUZA™ 2*. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

CONTENTS

Getting Started 2
Controls 3
Starting Up 4
Flow of the Game 5
Adventure Mode 7
Battle Mode 11
Gaining Experience 15
Pause Menu 17

STORY

December 15, 2006

It's exactly one year since the incident involving Tokyo's largest yakuza organization, the Tojo Clan, and the missing ten billion yen. Kazuma Kiryu and the young girl he rescued, Haruka, are enjoying their quiet life.

However, they are pulled right back in as Yukio Terada, the 5th chairman of the Tojo Clan, is violently murdered right in front of them. Kazuma, the legendary man once known as the "Dragon of Dojima," was destined to find his way back to the dangerous path he once walked.

In order to save the much weakened Tojo Clan, Kazuma decided to go to Kansai with Chairman Terada's bloodstained letter.

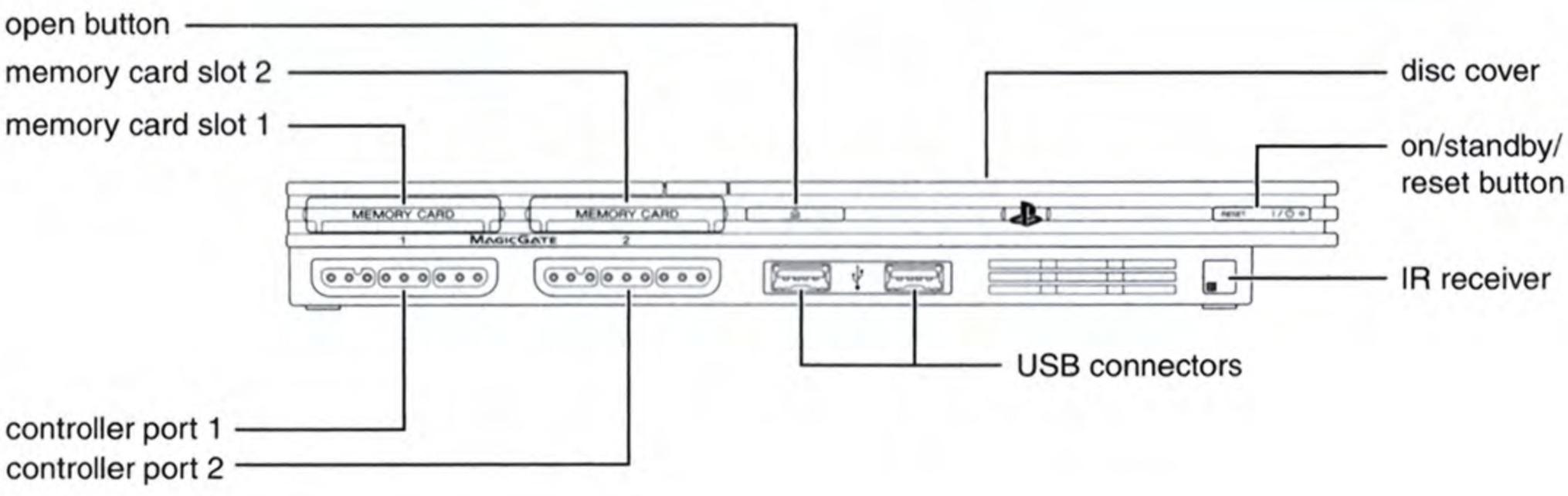
But a hoodlum named Goda Ryuji, known to many as the "Dragon of Kansai," and Lieutenant Kaoru Sayama (aka "The Yakuza Eater"), Lead Detective of Division 4 Osaka Prefectural Police Department, were waiting for him.

As the meanest thugs of both Kanto and Kansai pour into the streets, the ultimate fight for supremacy begins.

From the Kamurocho streets to Kansai, the secrets of the Tojo Clan will be revealed... All of the suppressed sadness, anger, and hatred that had been built up over the past 20 years shall finally be settled.

* Although certain real life shop names and products have been used, the story, setting, characters and organizations are entirely fictional.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *YAKUZA™ 2* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

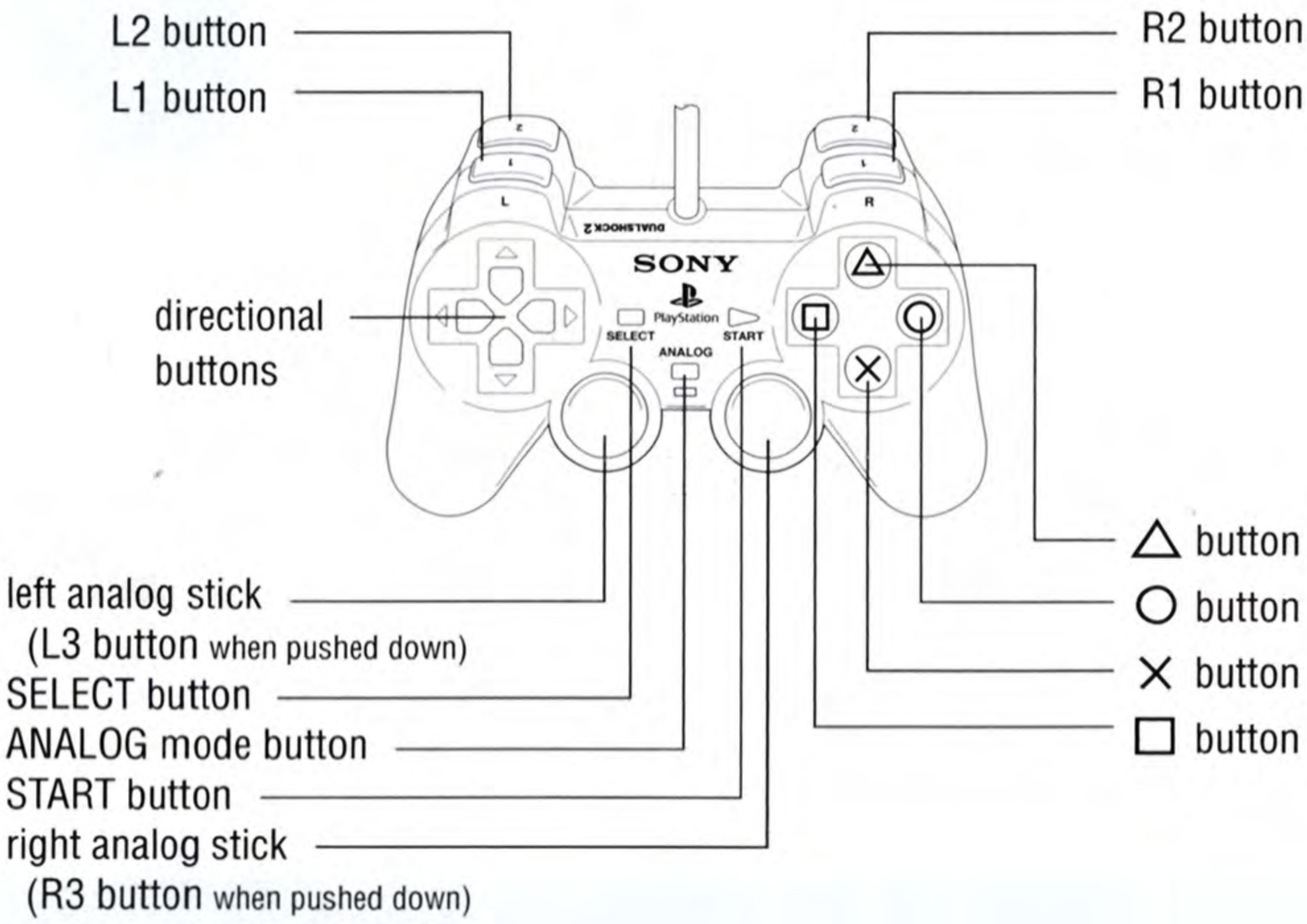
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

A new game data will be created automatically the first time you play. A minimum of 220KB free space is required to create a game data. Do not remove the memory card (8MB) (for PlayStation®2) while loading or saving is in progress.

Saving is performed manually in this game. You can save your game progress at a hideout or any of the telephone boxes in the streets (see p.4 for details). You will also be prompted to save at the end of each chapter.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



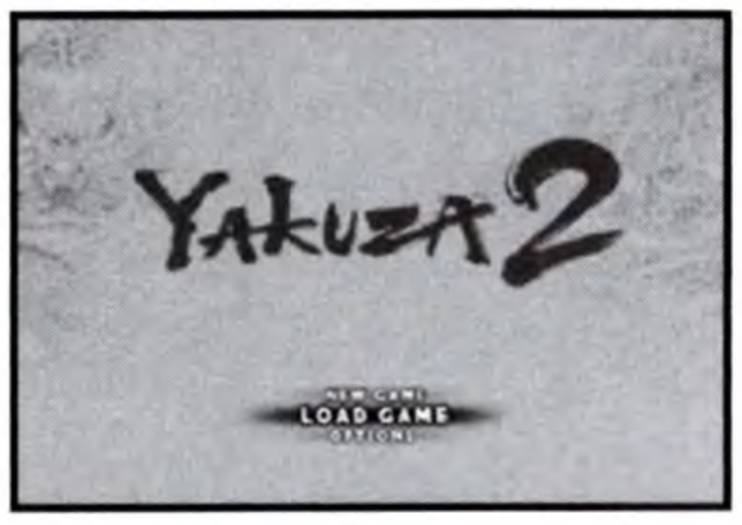
- Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode using the ANALOG mode button.
- This game supports the vibration function of the analog controller. This can be activated/deactivated from the Options and Settings menu (p.20).

COMMAND	ADVENTURE MODE	BATTLE MODE
directional buttons	Mini-map / Make selection	Mini-map
left analog stick	Move / Make selection	Move
right analog stick	Rotate camera view	Rotate camera view
⊗ button	Select, talk, examine, door	Quickstep
○ button	- *NOT USED* -	Grab, Throw, Pick up weapon
△ button	Cancel	Finishing blow, Heat Actions
□ button	- *NOT USED* -	Kick/Punch (Rush -- p.11)
L1 button	- *NOT USED* -	Guard
L2 button	Reset camera view	Reset camera view
L3 button	Zoom / Hide mini-map	Zoom / Hide mini-map
R1 button	- *NOT USED* -	Fighting Stance
R2 button	Zoom camera view	Taunt
R3 button	Reset camera view	Reset camera view
START button	Display Pause Menu	Display Pause Menu
SELECT button	Pause game	Pause game

STARTING UP

MAIN MENU

When you start the game, the opening demo movie will be played followed by the Title Screen. Press the START button to bring up the Main Menu. Select from New Game, Load Game or Options as detailed below.



NEW GAME

Start the story from the beginning. First enter a difficulty level Normal or Easy, and then the game will start. If Event Skip is set to On in Options, it is possible to skip movie scenes by pressing the START button.

LOAD GAME

Continue playing a previously saved game. Select the game you wish to continue from the Save Data List and press the ⊗ button to continue.

OPTIONS

Make changes to a variety of game settings. Use the directional buttons or the left analog stick ↑/↓ to select one of the settings and press the ⊗ button to access the screen where the adjustments are made. Refer to p.20 under Settings for details of each option.

SAVE GAME

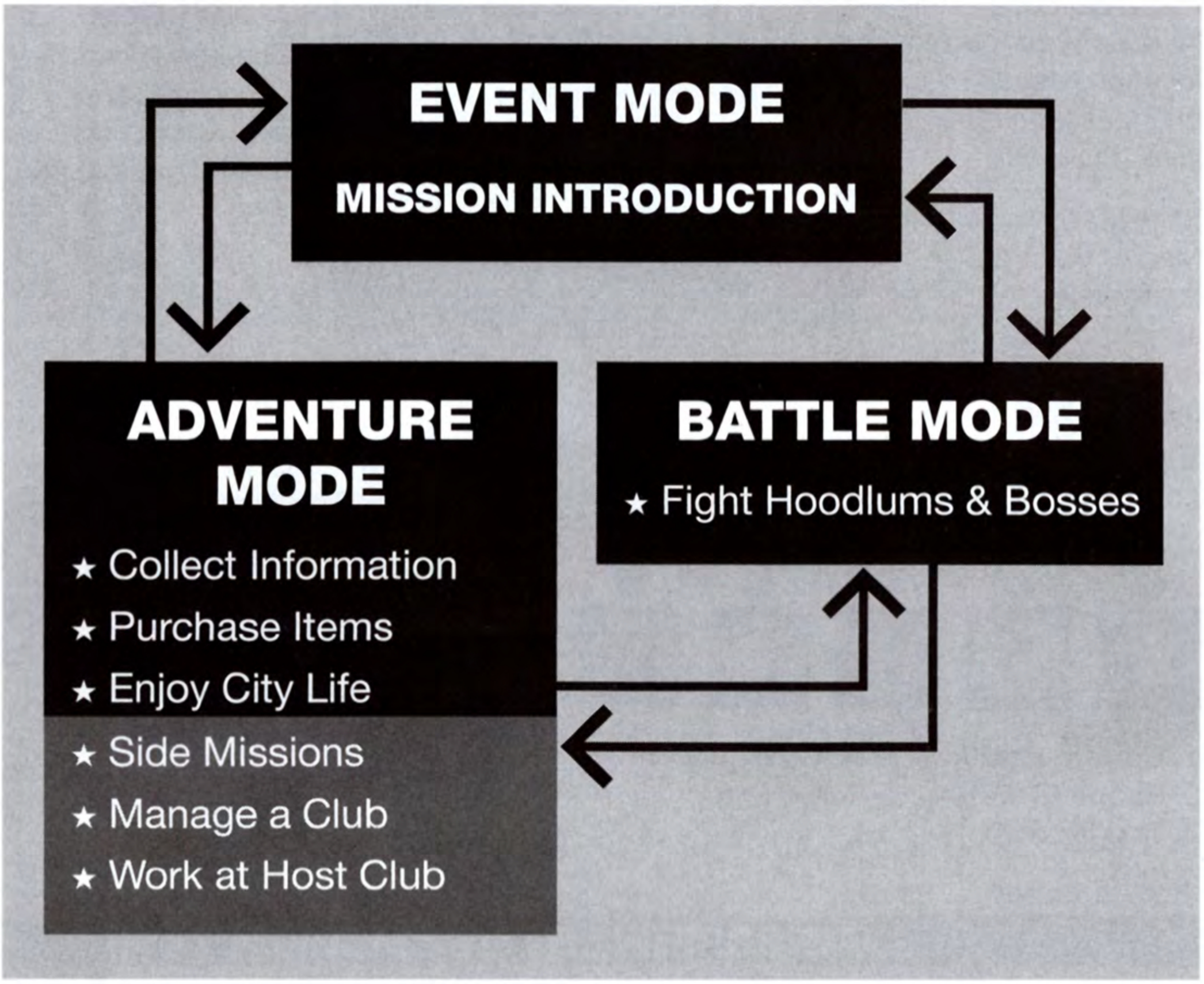
Save your progress at a hideout or a telephone box in the streets. You can also save your progress at the end of a chapter. Choose from one of eight Save Data slots to save your games on a memory card (8MB) (for PlayStation®2) inserted into memory card slot 1.

If there is already game data in the data slot you select, the Save Data will be overwritten.

FLOW OF THE GAME

The game is divided into chapters. Each chapter is divided into Event Mode, Adventure Mode and Battle Mode. Progress through the game by playing in each of these modes. During or at the end of some chapters it will be necessary to fight against a boss character.

BASIC GAME STRUCTURE



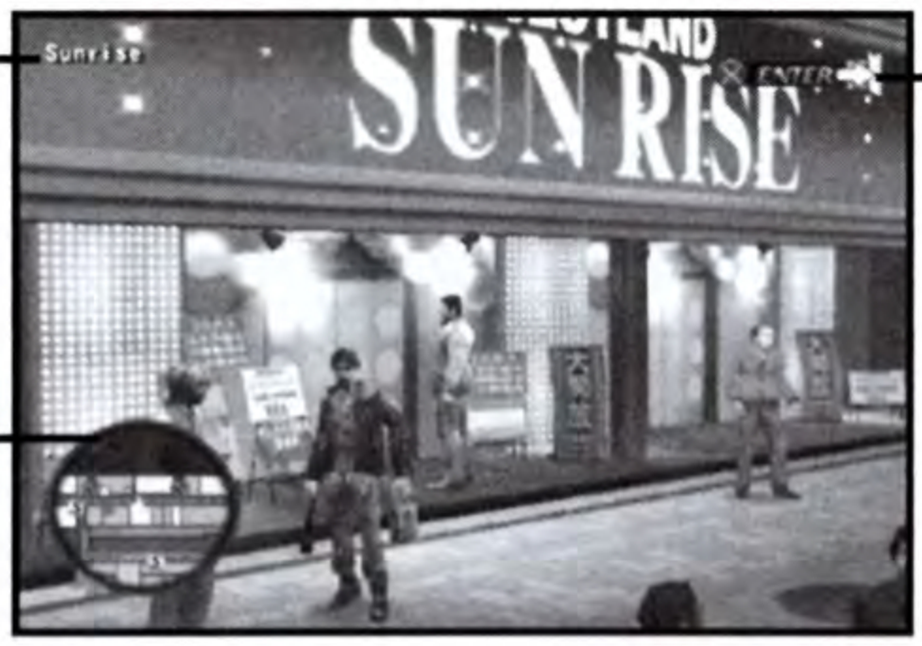
GAME OVER

If you run out of hit points (HP) during a battle, the Game Over Screen will be displayed. You can then choose to retry the battle, or exit the game and restart from a previous save point. If the game is played in Normal (difficulty level), losing the same battle twice will give you the opportunity to fight that particular battle at an easier level.

HOW TO VIEW GAME SCREEN

The game screen varies between Adventure Mode and Battle Mode. The game display will help you find your next destination and beat your enemies.

GAME SCREEN : ADVENTURE MODE



Place Name:
Name of your current location. Usually changes when the view changes.

Mini-Map:
Map of your immediate surroundings. The map view can be moved using the directional buttons.

Action Display:
Displays possible actions such as Talk, Look, and Enter (building), etc.

MINI-MAP ICONS

1. Current Position
2. Phone (Save)
3. Taxi Ride
4. Coin Locker
5. No Entry

MINI-MAP COLOR CHART

Pink: Mission goal location
Green: Side Mission goal location
Purple: Recreation (Nightlife)
Blue: Bar
Yellow: Restaurant
Orange: Item shops
Cyan: Recreation (Amusement)
White: Story progression point

GAME SCREEN : BATTLE MODE

Experience Gauge:
Accumulated Experience Points (p.15).

HP Gauge:
Remaining hit points (HP). The game ends if this reaches zero.

Heat Gauge:
Kazuma's spirit level. Heat Actions (p.14) can be used when this reaches a certain level.

Special Action Display:
Heat Action Indicator. (Press △ button)

Action Display:
Displayed when weapon or grab-related actions can be used.

Weapon:
Equipped weapon and remaining usage.

Mini-Map:
Map of surrounding area. Blue areas indicate where Heat Actions can be used.

Enemy's HP Gauge:
Name and HP Gauge of enemy.

ADVENTURE MODE

In Adventure Mode, you are free to make your way to the next area as disclosed by the story, to gather information, make use of the leisure facilities and shops, and play a variety of Side Missions.

ACTIONS DURING ADVENTURE MODE

In Adventure Mode, there are a wide variety of actions available. Familiarize yourself with the more common actions before exploring the town.

WALK/RUN

Move your character around by using the left analog stick. Push the stick a little to walk or all the way to run. In certain places, such as shops, he can only walk.

CAMERA ZOOM

Press the R2 button to move the camera position to reflect your character's point of view and zoom. Note that in some locations the camera cannot zoom in.

RESET CAMERA

Press the L2 or R3 button to reset the camera to your character's viewpoint. An icon will be shown in the lower right of the screen in areas where the camera cannot be moved.

CAMERA MOVE

Adjust the position of the camera with the right analog stick. Note that some town areas do not allow the camera position to be changed.

TALK/LISTEN/CHECK

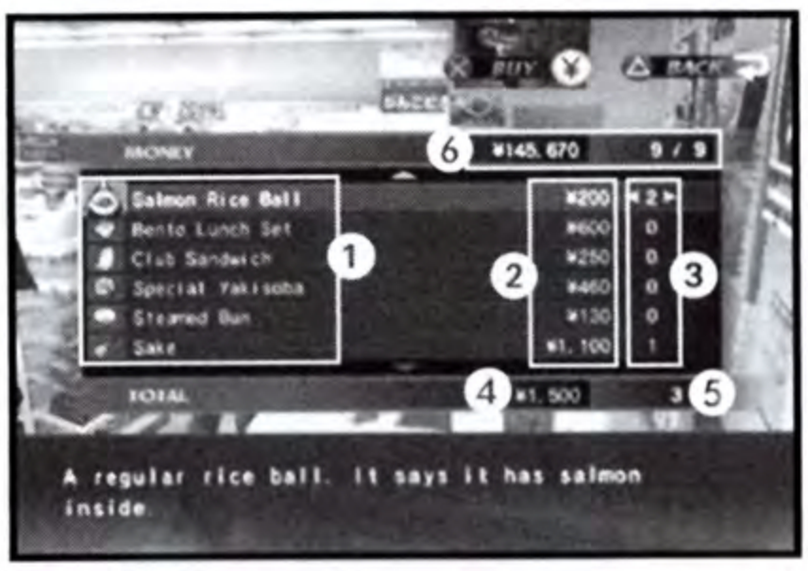
Characters with a green triangle above their heads can be approached and spoken to. Approach until "TALK" is displayed in the upper-right of the screen and then press the ⊗ button. Sometimes "CHECK" will be displayed. Press the ⊗ button to examine the immediate area to find clues, items, and occasionally a way forward.

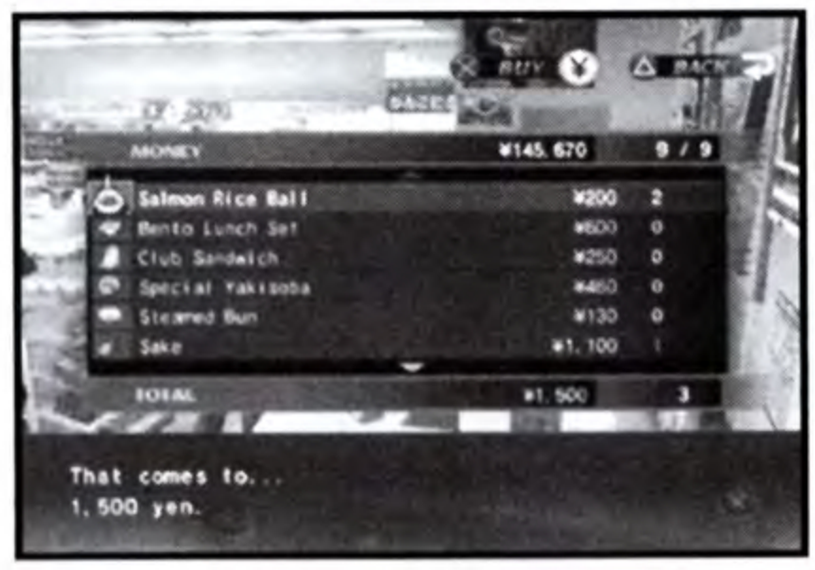
ENTER SHOP/BUILDING

When approaching a shop or building that can be entered, "ENTER" will be displayed in the upper-right of the screen. Press the ⊗ button to enter.

SHOPPING

Items can be purchased at the shops. Approach the clerk and "TALK" to view the Shop Menu. Use the ⊗ button to select the items you require, and then select "Total" to pay. If you wish to purchase more than one of a given item, align the highlight with the item and use the directional buttons ←/→ to adjust.





❶ Name of items
❷ Retail price of items
❸ Quantity of each item

❹ Total price
❺ Total number of items to purchase
❻ Money/number of items in possession

FACILITIES

Both Kamurocho and Sotenbori host a wide range of restaurants, shops and other leisure facilities. Be sure to visit them all to make the most of your time.

HIDEOUT

As the story progresses, you will be able to use the bar in Kamurocho (Serena) and Sotenbori (Snack Aoi) as your hideout. At the hideout you can save your game and manage items. Also upon entering the hideout, your strength (HP) will be fully restored.

Hideout Menu:

SAVE	Save your game progress.
MOVE ITEM	Move items here for storage. Select an item/blank space from possessions and in storage to swap.
RESULTS	Check how many Side Missions you have cleared and your overall completion.

HINT! – Item Box

Item Boxes provide an alternative place where you can store your items. If you would like to hold onto a few of your items for later use, it is a good idea to drop them here.

RESTAURANTS

There are a variety of places to eat in town such as Smile Burger and Matsuya. By eating, you restore your strength (HP) and gain Experience Points.
Be sure to drop by a shop if you take damage in a battle. There are also bars such as Shellac where you can enjoy a drink.

SHOPS

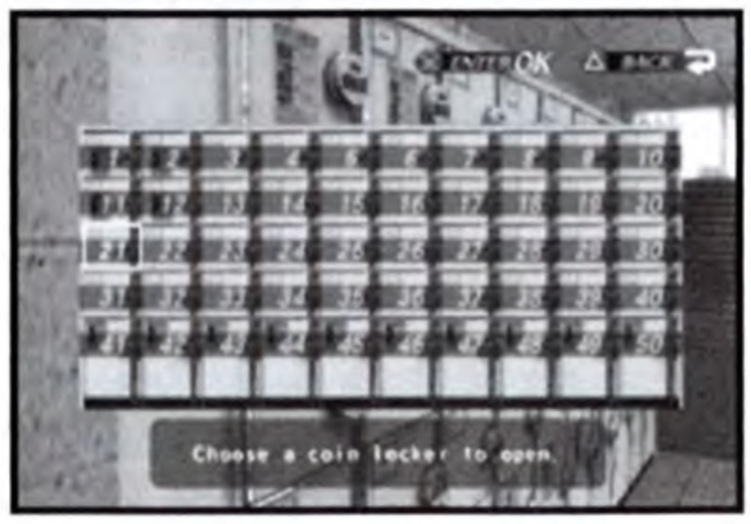
There are a variety of shops such as M Store, Poppo and Don Quijote. Items for sale vary depending on the shop, but unlike restaurants you can take the items away with you. There are times in the Story where it's necessary to have certain items, so do familiarize yourself with each shop and what they sell.

PLAY SPOTS

Areas where you can enjoy mini-games are known as play spots. There are also hostess bars and massage parlors available too. If you have some money to spare, then why not see what each place has to offer.

COIN LOCKERS

Coin lockers can be found in both Kamurocho and Sotenbori. If you find yourself in possession of a numbered key, open the door corresponding with that number to receive the item inside. Locker keys are scattered around town, so keep your eyes open.



HINT! – Listen to the Locals

Rumors travel fast around town. Most rumors are meaningless, but by listening to a lot of people, you may occasionally hear something useful. In both the towns there are also shops that sell information. Information is valuable, so listen well.

ACQUIRING SKILLS

In town, there is a man who can help you acquire techniques that can be used in combat. Each skill will give you a definite advantage, so push him to teach you his techniques.

SIDE MISSIONS

As you wander around town, you will find yourself getting caught up in all manner of personal situations, violent encounters and requests. It is up to you how you deal with these. Often, you will receive money or an item if you can solve the issue.

WORK AT A HOST CLUB

You can work at a host club called Adam. Work on your customer relations skills to become the number one host. If through conversation you can help the customers enjoy their time, they are more likely to purchase expensive drinks. The manager will give you a target to achieve with each customer.

MANAGE A CLUB

Become the owner of the club, Marietta, and try your hand at managing it. Set the shop's prices and menu, the interior layout, talk to the hostesses, and try to do the best you can with the 2 million Yen start-up money.

CLUB MANAGEMENT:

By going out on the floor you can hear what the customers have to say. Try to pay heed to them when planning your business strategy. Communication with the hostesses is also vital as their motivation and energy directly influence your earnings. Interview the girls, and give presents or bonuses to encourage their efforts.

BATTLE MODE

When you run into gangsters and other hoodlums on the street, it will often become necessary to fight in Battle Mode. Make good use of weapons, items laying around, and Heat Action techniques to overpower your opponents.

ACTIONS DURING BATTLE MODE

Enter combinations of buttons to access a variety of fighting moves. You can also expand the range of your skills by using the Level Up feature (p.15).

WALK/RUN & CAMERA RESET

Moving your character and camera actions are the same as in Adventure Mode. See p.7 for details.

PUNCH/KICK (RUSH/FINISHING BLOW)

Punch and kick enemies by pressing the ■ button. Combos of up to four hits can be performed. Pressing the △ button launches a more powerful attack, but your character will be vulnerable momentarily before and after the attack. This powerful attack cannot be used in combos.

COMBO ATTACKS:

Press the ■ button one to four times followed by the △ button to unleash various combination attacks. After you punish the enemy with Rushes (■ button), press the △ button to use the finishing blow to maximize your attack.

FIGHTING STANCE

Hold down the R1 button to take up a fighting stance. Use the left analog stick while taking a stance to move while facing the enemy. This is useful when you want to focus your attacks on one enemy.

TURNING ATTACK

Push the left analog stick in the opposite direction that your character is facing and use the ■ or △ button to attack behind you. This cannot be performed while you are pressing the R1 button (fighting stance).

GRAB ENEMY

When you get close to an enemy, "HOLD" will be displayed in the upper-right of the screen. If you press the ◉ button at this time, it's possible to grab the enemy, and move around using the left analog stick. If you hold on for too long though, the enemy will shake himself free.

GRABBING ATTACKS:

Press the ▣ button during a grab to perform a combo attack of up to three hits. Press the △ button to launch-kick the enemy, sometimes toppling his accomplices along the way. Note that not all enemies can be grabbed lightly.

THROW ENEMY:

Press the ◉ button during a grab to throw the enemy. If you throw him towards other enemies they will also sustain damage, so make use of this against multiple opponents. With some heavier enemies, you will need to push the ◉ button several times.

PICK UP WEAPON

When close to an item that could be used as a weapon, a green triangle will appear above it. When "TAKE" is displayed in the upper-right of the screen, press the ◉ button to pick the object up and wield it as a weapon.

ARMED ATTACKS:

Use the △ or ▣ button to attack with a weapon you've picked up. The attack style varies depending on the weapon. Press the ▣ button for combo attacks with minimal vulnerability, or the △ button for a devastating finish.

THROW WEAPON/OBJECT:

Press the ◉ button to throw the weapon or object you're holding. Throwing a weapon while holding a fighting stance is an easier way to aim.

STOMP ON DOWNED ENEMY

Approach a downed enemy and press the △ button to kick him while he's down. This attack is most effective after a finishing blow or a throw.

GUARD

Take a defensive stance and protect yourself from frontal attacks. Be careful of enemies with guns and blades, and attacks sneaking up from behind, as this stance will not protect you from these.

QUICKSTEP

Press the ⊗ button while moving the left analog stick to quickly move and dodge incoming attacks. The direction of the quickstep is controlled by the left analog stick. This is particularly effective against gunfire and blade attacks which cannot otherwise be defended against.

TAUNT

Press the R2 button to provoke enemies. While this action will leave you temporarily vulnerable, it can also prevent your Heat Gauge (Spirit) from decreasing.

RECOVERY/ESCAPE

Move the left analog stick while pressing the ◎, ⊗, △ and □ buttons repeatedly to recover quickly when you are knocked down. When being held, press the ⊗ button repeatedly to break free.

SPECIAL ACTIONS

During Battle Mode, there are occasionally special actions required. If a button icon appears in the lower center screen, press the corresponding button as quickly as possible. Fail to do so in time and damage may be sustained.

HEAT MODE

As the Heat Gauge increases above a certain level you will enter Heat Mode. During Heat Mode, if certain conditions are met, "SPECIAL" will be displayed. Press the △ button to unleash a devastating Heat Action on your enemies.

BUILDING UP HEAT GAUGE:

By using items and attacking enemies, your Heat Gauge will fill. It will however decrease if you sustain damage or when a period of time passes. When drunk, the Heat Gauge fills up more easily, but it also becomes more likely that you will be involved in scuffles.

USING HEAT ACTIONS

Heat Actions are special actions that can only be used in Heat Mode. Familiarize yourself with the following points to utilize it in battle.

1) INTERACT WITH ENVIRONMENT

Grab an enemy and move them to a location where "SPECIAL" is displayed.

2) PICK UP WEAPONS

Some weapons allow Heat Actions too. The environment is not important in such instances.

3) COOPERATION

When fighting with an ally, you can use cooperative Heat Actions. See Cooperative Attacks below for details.

4) FOLLOW UP ATTACKS

After using a Heat Action, there are times when a button will be displayed on-screen. Press the button before the display disappears to perform a follow-up attack.

BOSS BATTLES

When fighting against bosses, special attacks become available after certain conditions are met. These can be used in the same way as Heat Actions, but when the Heat Gauge is not charged, a means for building the Heat Gauge will be available to you.

Step 1:
Approach a boss when he's been knocked down.

Step 2 :
Press the R2 button repeatedly to build the gauge.

Step 3 :
When the gauge has built up, press the △ button.

HINT! – Cooperative Battles

In some battles you will fight together with an ally. In such battles, it's possible to use a special cooperative Heat Action. If your ally grabs an opponent while you are in Heat Mode, approach until "SPECIAL" is displayed. Press the △ button to unleash the Heat Action and inflict more damage on your enemy.

GAINING EXPERIENCE

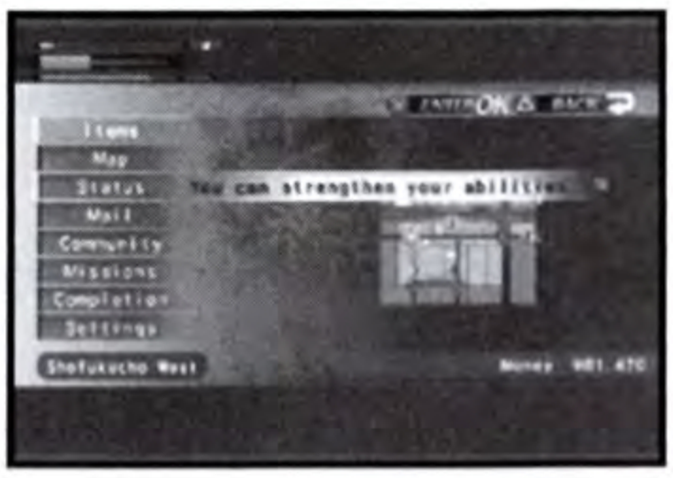
Experience Points are required to power up Kazuma. There are a variety of methods for gaining Experience Points, such as fighting in battles, clearing Side Missions and eating in restaurants.

From the Pause Menu, select Status (p.19) to strengthen your character. These self-improvements can be made to three areas, which are strengthened by dividing your Experience Points between them.

KAZUMA'S POWER-UP SCHEME

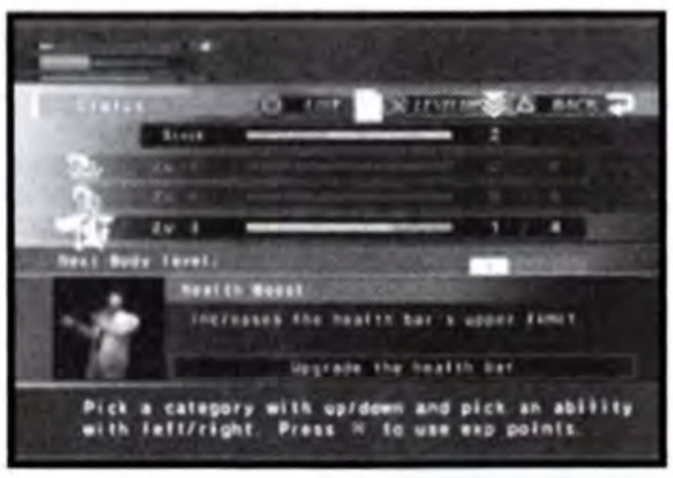
1. Gain Experience Points

Eat food and clear Side Missions in the Adventure Mode and win battles in Battle Mode to gain enough experience to Level Up Kazuma from the Pause Menu.



2. Shin, Gi, and Tai

Select "Status" in Pause Menu and divide the Experience Points between the three categories – Shin, Gi and Tai (see p.19 Abilities).



3. Reach the Required Level

When the allotted Experience Points raise above a certain value, the character will increase in level, and learn new abilities. Required Experience Points will increase as the levels rise.

4. Level Up!

New techniques are earned, and the maximum level of your HP Gauge will increase when you Level Up Kazuma. You can view the list of techniques he can use from List (p.19) accessible from the Status Screen.

HINT! – Equip Weapon and Defense Gear

Attack power and Defense power can be increased by holding a weapon and wearing gear which is managed from the Pause Menu (p.17). Kazuma may be able to use special abilities by equipping certain items.

WHAT ARE EXPERIENCE POINTS?

Experience Points can be gained by performing the actions detailed below. There are a total of three ways to gain Experience Points in both the Adventure Mode and Battle Mode.

ADVENTURE MODE

1) EAT

Eat in restaurants to regain strength, and also to gain a small amount of Experience Points. These can be particularly handy when you only have a small amount of Experience Points remaining to Level Up.

2) CLEAR SIDE MISSIONS

Clear the various Side Missions that present themselves to gain a reward and Experience Points. The amount of Experience Points you gain differs depending on the Side Mission.

3) USE SPECIAL ITEMS

By using various items that you come across, you will gain Experience Points. You may come across these as the story progresses.

BATTLE MODE

1) DEFEAT ENEMIES

Experience Points will be added to your total when you defeat an enemy. The more foes you defeat, the more Experience Points you will receive. If you'd like to collect more Experience Points, try taking on more of the rowdy hoodlums in the streets.

2) USE WEAPONS

You will ultimately lose any weapons by using them, but you will gain Experience Points when a weapon is broken or you run out of ammo. When you have a weapon in your hand, don't hesitate to use it.

3) USE HEAT ACTIONS

Triggering Heat Mode often and using Heat Actions will also add more Experience Points. Although it's difficult to repeatedly use Heat Actions one after another, it will serve you well to use them when you have a chance.

PAUSE MENU

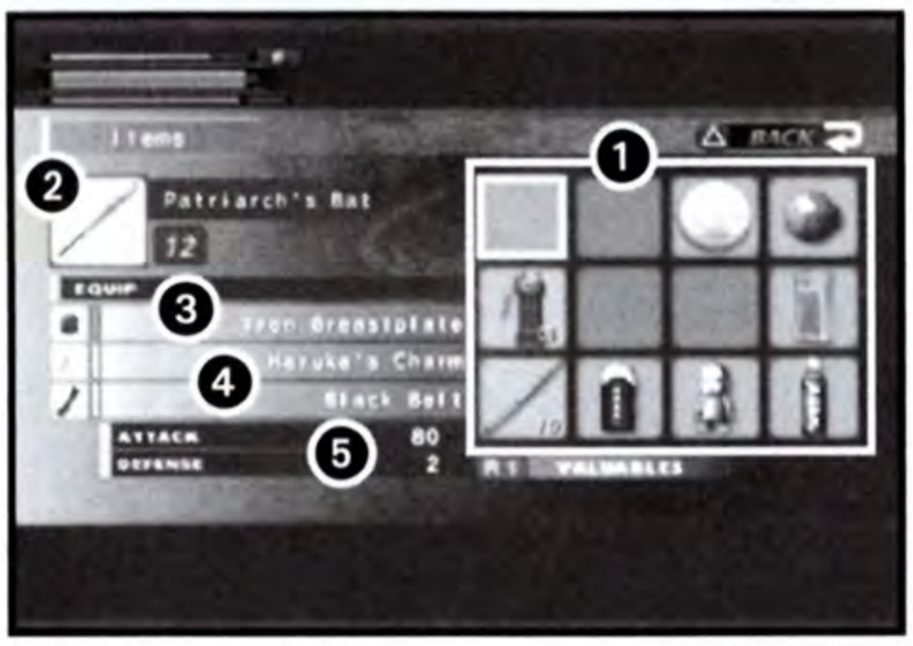
Information, as well as various tasks are available from the Pause Menu. It is vital to utilize every feature of the Pause Menu to advance your story.

EIGHT MENU OPTIONS

Press the START button during the game to display the Pause Menu screen. Use the left analog stick / directional buttons ⬆/⬇ to highlight an option, and press the ⊗ button to confirm. Use the △/ START / SELECT button to return to the previous screens.

ITEMS

Store items that you find in your inventory and equip weapons and defense gear. Up to three weapons and nine non-weapon items can be held in your inventory.



❶ Item Slots: There are 12 slots in all. Three slots on the left are for your weapons.

❷ Equipped Weapons

❸ Equipped Defense Gear

❹ Equipped Accessories

❺ Attack Power and Defense Power: Equipping different items will change the power values.

USING AND EQUIPPING ITEMS:

Move the cursor with the left analog stick / directional buttons to select the item and press the ⊗ button to either equip or use the highlighted item. To undo your equipment, select the equipped item and press the ⊗ button.

DISCARDING ITEMS:

Select an item and press the ◎ button. Discarded items cannot be reclaimed.

VALUABLES:

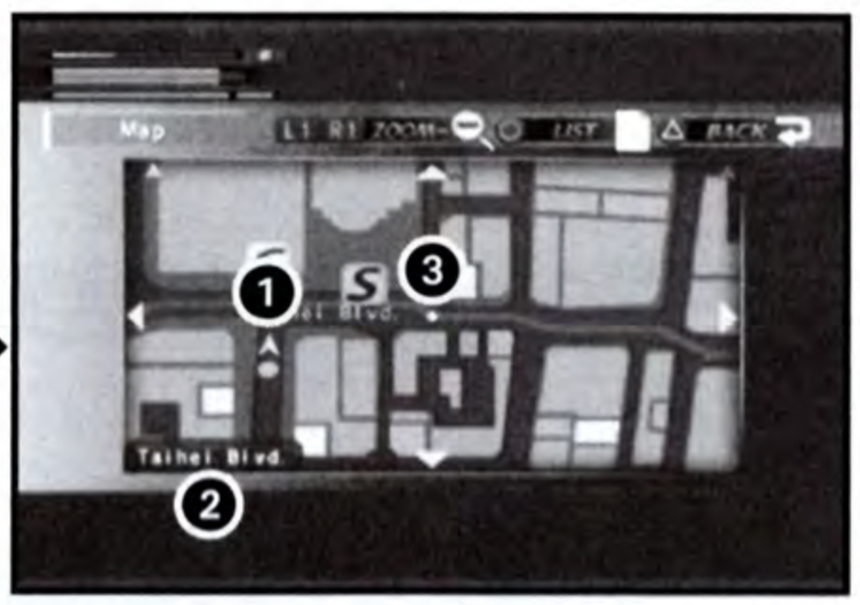
Press the R1 button to display a list of valuables in your inventory. Use the left analog stick / directional buttons to select an item to see its description and press the ⊗ button to enlarge the view.

MAP

The map will display the location where Kazuma is standing. Press the ⊗ / L1 / R1 button to switch between wide and magnified views. Press the ◉ button if you want to view a list of stores and other important sites you need to visit. In magnified view, align the white center dot of the map with any streets or shops to display the name. When viewing in magnified or list view, press the ■ button while you move to return the cursor back to where Kazuma is on the map.

MAP CHART

Use ⊗ / L1 / R1 button



Wide View

Magnified View

Press ◉ button for List View.
Press △ button to return back to Wide View.

Press ◉ button for List View.
Press △ button to return back to Magnified View.

List View

Buddy Icon

You can make buddies by communicating with people in the streets or shops through a small event. When you enter a battle near where your buddies are located, they will come and help you win your fight. That said, it might serve you well to be nice to people you meet.

❶ **Yellow Arrow:** Current position of Kazuma and the direction he faces.

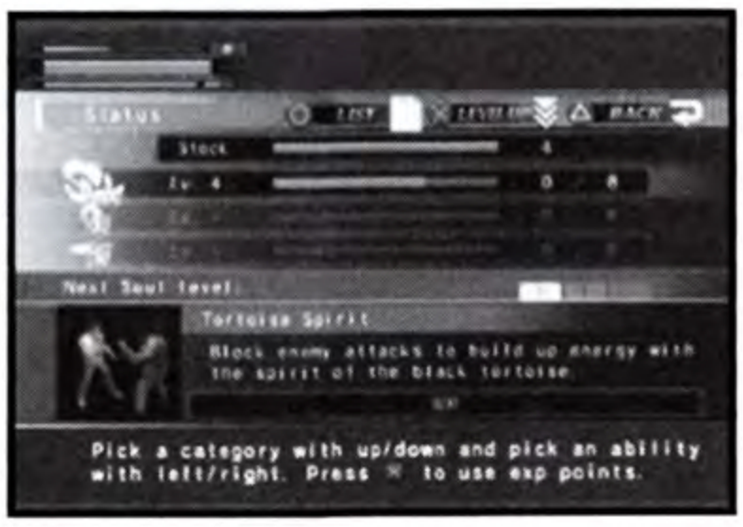
❷ **Name of the area**

❸ **White Dot:** Center of the map. Name of street or store will appear if you align it with the dot.

❹ **List of stores and other important locations:** Use the left analog stick / directional buttons ⬆/⬇ to choose a place and the map will automatically move to the location.

STATUS

Use accumulated Experience Points to strengthen Kazuma's Shin, Gi and Tai. Choose the category you wish to improve and press the ⊗ button. When these reach the required level, Kazuma will increase his ability when he levels up.



ABILITIES

SOUL: Affects Kazuma's spiritual growth such as ability to increase Heat Gauge faster by taunting enemies.

TECHNIQUE: Affects Kazuma's fighting technique, allowing you to use new combos and fighting moves.

BODY: Affects Kazuma's physical strength such as maximum HP level.

LIST OF MOVES:

Press the ◉ button while viewing Status to display the list of fighting techniques Kazuma can use. Select any of the acquired techniques and press the ⊗ button to display the controls and description of each move.

MAIL

Check incoming mail that Kazuma may have received on his cell phone. Select the mail with the left analog stick / directional buttons and press the ⊗ button to read it. Use the ▣ button to switch the list view between unread-only and all mail.

When you exchange mail addresses with another character, you may start receiving mail from them. When mail is received, the Mail Icon (see left) will appear at the top left of the screen.

COMMUNITY

Profiles of characters and organizations that appear in the story are displayed for your reference. Select Community from the Pause Menu and a list of organizations will be displayed. Use the left analog stick / directional buttons and press the ⊗ button to show a list of affiliated characters and then the character themselves.

MISSIONS

Display details of any current Mission and any Side Missions you've encountered. Side Missions can be switched to "KANTO" and "KANSAI" by using the R1 button. The titles of Side Missions are listed and those that are completed will display a check mark next to the title.

COMPLETION

Check your current situation regarding Side Missions, Heat Actions, local dining and drinking experiences and other aspects of the game. Use left analog stick / directional buttons ⬆/⬇ to select a category and press the ⊗ button to check your status in each category.

SETTINGS

Display the Settings Menu to adjust the following game settings:

Screen Size	Sets the screen size to Wide (16:9) or Normal (4:3). This is set to Normal by default.
Vibration	Toggles On/Off the vibration function of the game.
Captions	Toggles On/Off the display of captions. This is set to ON by default.
Sound	Set the sound output of the game to Mono/Stereo.
Event Skip	If this is set to On, you can skip the movie scenes by pressing the START button.
Display Color Bar	Displays a color bar. Use this as a guide to manually adjust your TV's color settings.

HINT! – Access the Pause Screen

Press the SELECT button to display the Pause Screen. Access this screen if you need to reconfirm your next objective or quit your game. Note that your progress will not be saved if you choose to quit the game from this screen.

THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!

Limited Warranty

SEGA of America, Inc. warrants to the original consumer purchaser that the PlayStation 2 Game Disc shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective PlayStation 2 Game Disc or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the Product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- **web site . . . . . http://www.sega.com/support**
- **phone 1-800-USA-SEGA**

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

SEGA is registered in the U.S. Patent and Trademark Office. © SEGA. SEGA, the SEGA logo and YAKUZA are either registered trademarks or trademarks of SEGA Corporation. All Rights Reserved. This game is licensed for use with PlayStation 2 only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. SEGA of America, Inc., 350 Rhode Island Street, Suite 400, San Francisco, CA 94103. All Rights Reserved. Programmed in Japan. Made and printed in the USA.

This software uses specially-designed fonts created under license from Fontworks Japan, Inc. Fontworks Japan, Fontworks, and font names are trademarks or registered trademarks of Fontworks Japan, Inc. The typefaces included herein are solely developed by DynaComware.

This product uses Mersenne Twister. Copyright © 1997 - 2002, Makoto Matsumoto and Takuji Nishimura. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistribution in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. The names of its contributors may not be used to endorse or promote product derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

GREAT NEW GAMES AVAILABLE NOW!

PRODUCTS RANGE FROM EVERYONE 10+ TO TEEN

E 10+ - T

CONTENT RATED BY ESRB

AVAILABLE ON PLAYSTATION®3 AND PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEMS AND PSP® (PLAYSTATION®PORTABLE) SYSTEM.

MARVEL www.marvel.com

SEGA® www.sega.com

SEGA of America, Inc. 350 Rhode Island Street, Suite 400, San Francisco, CA 94103

© SEGA. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. The Incredible Hulk, the Movie © 2008 MVL Film Finance LLC. Marvel, The Incredible Hulk, all character names and their distinctive likenesses: TM & © 2008 Marvel Entertainment, Inc. and its subsidiaries. All Rights Reserved. ©SEGA. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. Iron Man, the Movie © 2008 MVL Film Finance LLC. Marvel, Iron Man, all character names and their distinctive likenesses: TM & © 2008 Marvel Entertainment, Inc. and its subsidiaries. All Rights Reserved. Super Hero(es) is a co-owned registered trademark. © SEGA. SEGA, the SEGA logo, SEGA SUPERSTARS and SEGA SUPERSTARS TENNIS are either registered trademarks or trademarks of SEGA Corporation. All rights reserved. "PlayStation", PLAYSTATION", "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. PSP® system - Memory Stick DuoTM may be required (sold separately).