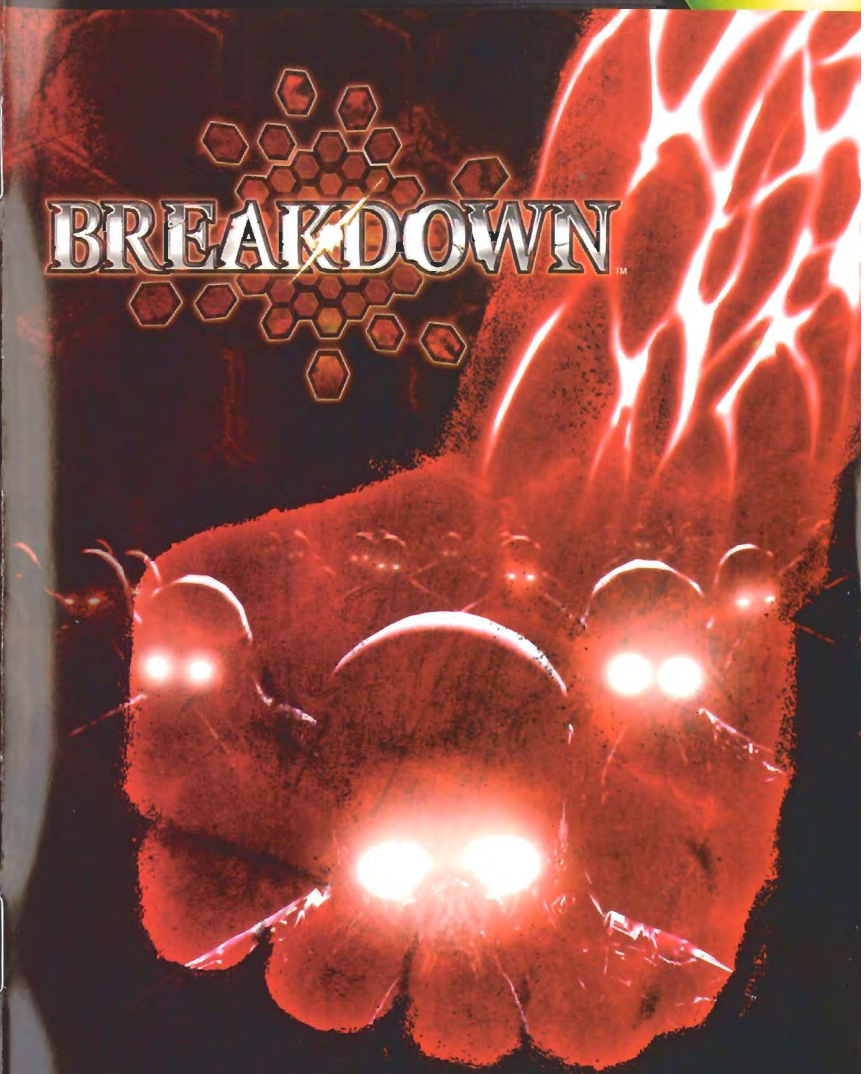




BREAKDOWN™



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<http://www.replacementdocs.com>



SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

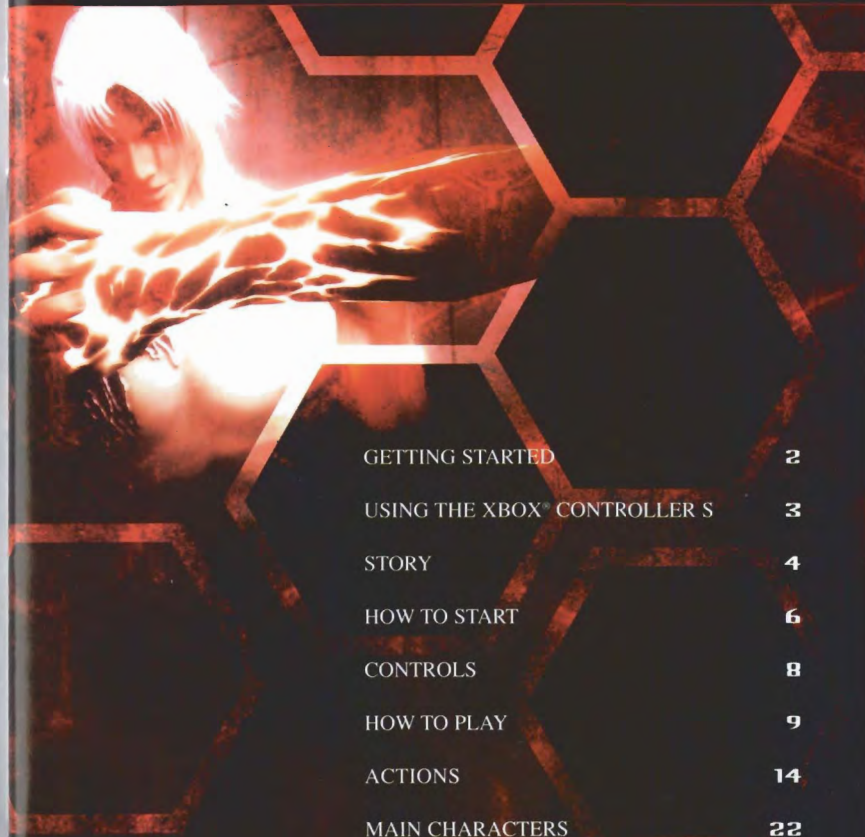
Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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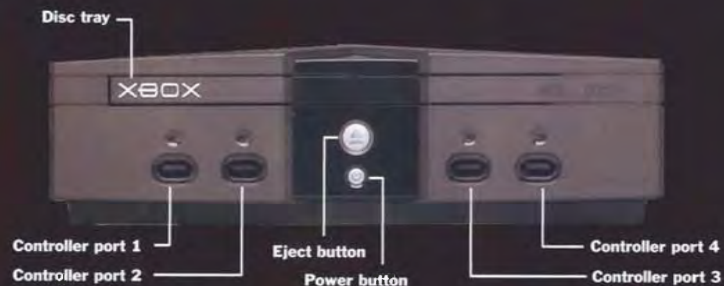
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Using the Xbox® Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the BREAKDOWN™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing BREAKDOWN™.



Avoiding Damage to Discs or the Disc Drive

To avoid damage to the discs or disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller S

1. Insert the Xbox Controller S into any controller port on the Xbox console.
2. Follow all on-screen instructions and refer to this manual for more information about using the Xbox Controller S to play BREAKDOWN™.



"Hope is a waking dream." - Aristotle

My face felt paralyzed, my eyes frozen on the ceiling lights. It felt like I had been here for a long, long time. My mouth was dry and my tongue felt like sandpaper.

I was disoriented. I strained to make sense of things, but my mind was blank.

I could see myself in the reflection of metal panels that ran across the ceiling between the lights. There were some people near the foot of the bed I was on, or was it an operating table? Were they doctors? Was this even a hospital?

I could hear voices.

"Total memory loss?"

"We haven't been able to determine the cause."

"His eyes are open, but...he's not really conscious. Not 100% at least."

"His brain is still asleep."

"I see..."

Then one of them spoke to me and said, "Hey, wake up. You're our last chance."

I would soon learn a hell of a lot more than I would have ever cared to.

Guns, grenades, or your bare hands – ultimately, it's your choice how to defeat the enemy!

The player takes the main role of Derrick Cole, a combat expert gifted in the use of small arms and hand-to-hand fighting techniques. His goal is to uncover a deadly mystery while advancing into enemy territory by defeating scores of approaching opponents. Even empty handed, Derrick defends himself using a variety of punches and kicks that can be as lethal as any weapon he carries.

When armed with guns and grenades, Derrick is more than capable of systematically driving the enemy forces back. It's the player's choice of whether to use the fist or the firearm that determines the success of the missions.

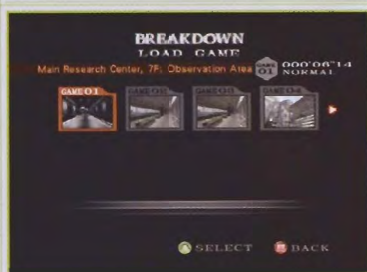
See exactly what the hero sees!

The most remarkable feature in BREAKDOWN™ is the first-person, 3-D point of view the player shares with Derrick. By immersing the player into the game through this perspective, the action becomes more intense as hidden dangers spring into action from 360° around the hero's position. Enemy characters can approach and attack from either the side or directly behind Derrick – continuously keeping the player at a higher level of awareness and anticipation!

Press the A button or START button on the Title Screen to access the following four items on the Main Menu.

New Game

Start a new game. Use the Directional pad or Left thumbstick to select from EASY, NORMAL, HARD and EXPERT difficulty levels and then press the A button.



Load Game

Continue BREAKDOWN™ from a previous save by loading save data from the hard disk, if available. Select save data you wish to load, and press the A button. A Confirmation Screen will then be displayed. Select YES to load the game.

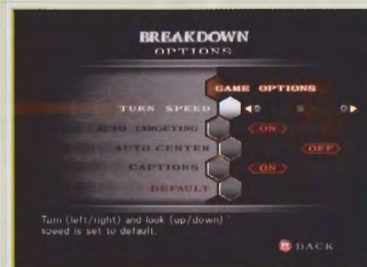
Options

Set and adjust various game options. Use up and down on the Directional pad or Left thumbstick to select options and right and left to change settings. Select DEFAULT to return selected settings back to original, default settings.



Extras

View artwork and other special bonus features. Make a selection using the Directional pad or Left thumbstick and confirm using the A button.



Game Options

Adjust turn speed, auto targeting, auto center and captions.

TURN SPEED	Adjust speed at which player turns up, down, left and right.
AUTO TARGETING	Select whether game targets enemies automatically.
AUTO CENTER	Select whether camera automatically centers while you run.
CAPTIONS	Turn on-screen captions on or off.

Controller Settings

Adjust controller settings such as button configurations and vibration.

BUTTONS	Set functions for each button.
THUMBSTICKS	Set function for Right and Left thumbsticks.
INVERTED CONTROLS	Set thumbstick controls for View to normal or inverted.
VIBRATION	Set the vibration function on the controller.

Adjust Screen

Adjust the brightness and contrast of the screen. Brightness adjustments will alter how bright or dark images appear on screen. Contrast adjustments will determine the color tones of images appearing on screen.

Sound Settings

Adjust sound settings.

BGM	Adjust the background music volume in the game.
SOUND FX	Adjust the sound effects volume in the game.
VOICE	Adjust the dialog volume in the game.

Here, the default controls for BREAKDOWN™ are explained (see pages 14–21 for details on controls for the main character).

Controller

The following is an explanation of how to use the controller during fights and when weapons are equipped. The game may be reset and the player will be returned to the Title Screen by pressing and holding the START and BACK buttons simultaneously.



LEFT THUMBSTICK
Select options, move forward and backward, and strafe right and left
Click the thumbstick to guard

BACK BUTTON
Cancel

START BUTTON
Display Pause Menu

DIRECTIONAL PAD
Select options, engage weapons or switch between weapons and hands

RIGHT THUMBSTICK
Look up and down, turn right and left horizontally
Click the thumbstick to crouch and stand up from crouch

RIGHT TRIGGER
(During fights) Right attack
(When equipped with a gun) Shoot

X BUTTON
Access items

Y BUTTON
Engage weapons or switch between weapons and hands

B BUTTON
Cancel

A BUTTON
Confirm selection, auto targeting, move auto targeting marker

BLACK BUTTON
Jump

WHITE BUTTON
Throw grenade

LEFT TRIGGER
(During fights) Left attack
(When equipped with a gun) Reload

In BREAKDOWN™, the player must fight against various enemies to advance through the game. The following is an explanation of the Game Screen and the rules.

Game Screen Interface

LIFE
Indicates the main character's health. When this gauge goes down to zero, the game is over. This bar recharges by consuming items like hamburgers and drinks.

T'LANGEN
Consumed when special techniques are performed (see page 21). See page 28 for details regarding T'langen.



ACCESS MARKER
An Access Marker will be displayed when there is something that may be investigated in close range. (See page 11.)

TARGETING MARKER
A display will appear on the enemy that has been locked onto. (See page 17.)

Rules

Derrick advances through the game by using weapons such as handguns and sub-machine guns, as well as using punches, kicks and other fighting techniques to defeat enemies. Some weapons are useless against certain enemies, so it's important to use special techniques (see page 21) wisely to advance through the game.

Derrick loses health when hit by an enemy. When Derrick's health gauge reaches zero, the game is over.

View When Hurt

As Derrick takes damage, his view will get blurry and will be covered with a red haze. It's important to recover health as quickly as possible when this happens.

Game Over

When Derrick or Alex (see Main Characters on page 22) runs out of life, the game is over and the screen on the right will be displayed. If you would like to try again, select **RETRY**. If you wish to quit playing, select **QUIT GAME**.



Attacking important allies on purpose will also result in the game ending.



Events

Events will occur as Derrick advances through the game. It is possible for Derrick to move around while events are being played out. The events will end, however, if he wanders too far away from where the event is occurring.

Making Select Options

Select Options are displayed as Derrick advances through the game. When the Select Options are displayed, select by pressing one of the buttons displayed on screen. If the player does not make a selection in a fixed amount of time, the game will advance without the player having made a selection.



Access Marker

The Access Marker display indicates that there is a weapon, interactive object, or recovery item in close vicinity to Derrick. Try the following when the Access Marker is displayed on screen.

Look at the Item

The player can look at the item Derrick has come across by pressing the X button while the Access Marker is being displayed.



Pick Up the Item

Press the X button a second time to pick up the item.

Obtain the Item

By pressing the X button once again, Derrick can acquire the item. Press the B button to discard the item. Not all items can be discarded.

Checkpoints

There are locations called checkpoints in **BREAKDOWN™**. When the player reloads or retries the game after the game ends, the player will begin the game at the last checkpoint he passed. It is not possible for the player to determine or see the location of checkpoints in advance.



Items

Various items such as guns and recovery items appear throughout the game. Using these items wisely to advance through the game is a necessary strategy in playing BREAKDOWN™.



HANDGUN
A 9mm parabelium gun in which a 12-round clip can be inserted.



SUB-MACHINE GUN
A fully automatic, repetitive fire, sub-machine gun in which a 30-round clip can be inserted.



FRAGMENTATION GRENADE
A lightweight anti-personnel weapon. Its case shatters on detonation and releases a deadly shower of shrapnel.



ENERGY SOURCE
The red ones restore life, and the blue ones restore T'langen. The bigger the size, the larger the level of recovery.



DRINKS
Restores health and T'langen. (Recovery: medium)



VENDING MACHINES
Derrick can purchase and drink beverages when he accesses vending machines throughout the game (see page 11). Purchase drinks when health is low.



HAMBURGERS
Restores health and T'langen. (Recovery: medium)



RATIONS
Restores health and T'langen. (Recovery: small)

Pause Menu

The Pause Menu will be displayed when the START button is pressed during the game. The player can select options using the Directional pad or Left thumbstick. Press the A button to confirm selection.

The Pause Menu will disappear when the BACK button, the START button, or the B button is pressed.

Continue

The Pause Menu will disappear, and the player will be returned to the game.

Inventory & Skills

View inventory items, weapons and special techniques (see page 21).

Save Game

Save game progress up to the most recently completed checkpoint (see page 11 for checkpoint information).



Restart

Restart game from the last checkpoint.

Options

Adjust various game options (see page 7 for details).

Quit Game

Save and quit takes the player to the Save Screen. Quit without saving takes the player to the Title Screen.

Controls

The main character's controls consist of basic movement, weapon-based combat and hand-to-hand combat.

Basic Actions

The following is an explanation of basic actions such as movement, as well as equipping and switching between different weapons.

Move forward and backward/Strafe directions ✦ Left thumbstick

Move the Left thumbstick up or down to move Derrick forward or backwards. Move the Left thumbstick right or left to make Derrick strafe.

Turn right and left/Look up and down ✦ Right thumbstick

Move the Right thumbstick right or left to turn Derrick right or left horizontally. Move the Right thumbstick up and down to make Derrick look up and down.

Equip weapons/Switch between weapons and hands ✦ Y button/Directional pad

Use the Y button or the Directional pad to equip weapons or switch between weapons and hands. The player can equip weapons by pressing the Y button or up and down on the Directional pad. Pressing left on the Directional pad, moreover, will unequip the weapon and pressing right will equip the weapon that was equipped previously.

Movement speed

Derrick's movement speed will increase when moving forward, backward, right or left if the Right or Left thumbstick is moved in one direction all the way. This also applies to turning and looking up or down.



Crouch/Crawl ✦ Click the Right thumbstick

Derrick can Crouch or Crawl depending upon his location. It is possible, to a certain extent, to turn or look up and down while Crouching or Crawling.



Jump ✦ Black button

Derrick Jumps when the Black button is pressed. Derrick can Jump forward or backward by moving the Left thumbstick forward or backward while pressing the Black button, and can Jump right and left by moving the Left thumbstick right or left.

Evasive Roll ✦ Press the Black button twice while moving right or left

The player can make Derrick execute an Evasive Roll by pressing the Black button two times in a row while moving the Left thumbstick right or left.

Backflip ✦ Press the Black button twice while moving backwards

The player can make Derrick perform a Backflip by pressing the Black button twice consecutively while moving the Left thumbstick back.



Controls (continued)

Guard > Click the Left thumbstick

Derrick Guards when the player clicks the Left thumbstick. At the start of the game, Derrick will not be able to Guard against enemy bullets.



However, Derrick can gain this ability by advancing through the game and powering up.

Hanging > Press the Black button near something Derrick can hang from

Derrick can Hang if the player presses the Black button to Jump near something Derrick can hang from, such as a ledge or a protrusion from a wall. Move Derrick right or left while Hanging by moving the Left thumbstick right or left.



Ladders > Press the X button near a ladder

Derrick can grab hold of a ladder when the player presses the X button near a ladder. Move Derrick up and down the ladder by moving the Left thumbstick up and down.



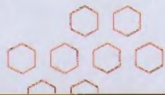
Targeting > A button

By pressing the A button, the player can have Derrick Target an enemy and a Targeting Marker will be displayed. When there are several enemies in the vicinity, press the A button to switch the enemy being Targeted. Remove the Targeting Marker by pressing the B button.



Auto Targeting

When the AUTO TARGETING Option is ON (see page 7), the Targeting Marker will automatically be displayed on an enemy when Derrick attacks.



Controls (continued)

Actions When a Weapon is Equipped

The following is an explanation of main actions when Derrick has a weapon such as a handgun or sub-machine gun equipped.

Shooting a Gun ▷ Right trigger

Derrick can shoot the enemy that the Targeting Marker (see page 9) is on when the player pulls the Right trigger.

Reloading ▷ Left trigger

Pull on the Left trigger to reload*. When there are no rounds remaining in the clip, Derrick will automatically reload a spare clip if he possesses one.

*Reload here means replacing the clip in the gun Derrick is currently using.



Obtaining Clips

When the player comes across a weapon he already has in his possession, he will only be able to retrieve the clip in order to increase the number of rounds in his possession.



Actions During Fights

The following is an explanation of actions during fights from basic Jabs and Straight Punches to One-Two Punches and combination attacks. Try to discover all of the possible combinations.



Jab ▷ Left trigger

Derrick can deliver a Jab when the player pulls on the Left trigger. The attack itself is not very strong, but it's possible to string a series of attacks together starting out with this blow.

Straight Punch ▷ Right trigger

Derrick can deliver a Straight Punch when the player pulls on the Right trigger. While it can be delivered as fast as a Jab, a Straight Punch is stronger.



Uppercut ▷ Pull on Right trigger while Left thumbstick is moved left
Pulling on the Right trigger while moving the Left thumbstick left will deliver an Uppercut. Although there is a slight opportunity for the enemy to attack when delivering an Uppercut, this attack is stronger than a Straight Punch.

Sliding ▷ Pull Left and Right triggers while Left thumbstick is moved up

Derrick can Slide to attack enemies when the Left thumbstick is moved upwards to make him run while both the Right and Left triggers are simultaneously pulled back.

Actions During Fights (continued)

High Kick ▶ Pull on Left trigger while Left thumbstick is moved up
Derrick can perform a High Kick when the player pulls on the Left trigger while moving the Left thumbstick up.

Backfist Strike ▶ Pull on Left trigger while Left thumbstick is moved right
Derrick can perform a Backfist Strike to attack enemies using the back side of his fist when the player pulls on the Left trigger and moves the Left thumbstick right.

One-Two Punch ▶ Left trigger, then Right trigger
Derrick can perform a Jab and Straight Punch one after the other when the player pulls the Left and Right triggers consecutively.



Right Straight Punch, Right Kick ▶ Right trigger, then Right trigger
Derrick can perform a combination Right Straight Punch and then a Right Kick when the player pulls on the Right trigger two times consecutively.



One-Two Punch, Right Kick ▶ Left trigger, Right trigger, Right trigger
Derrick can perform a combination One-Two Punch (see previous page) and then a Right Kick when the player pulls on the Left trigger, Right trigger, and Right trigger in order.

Special Techniques

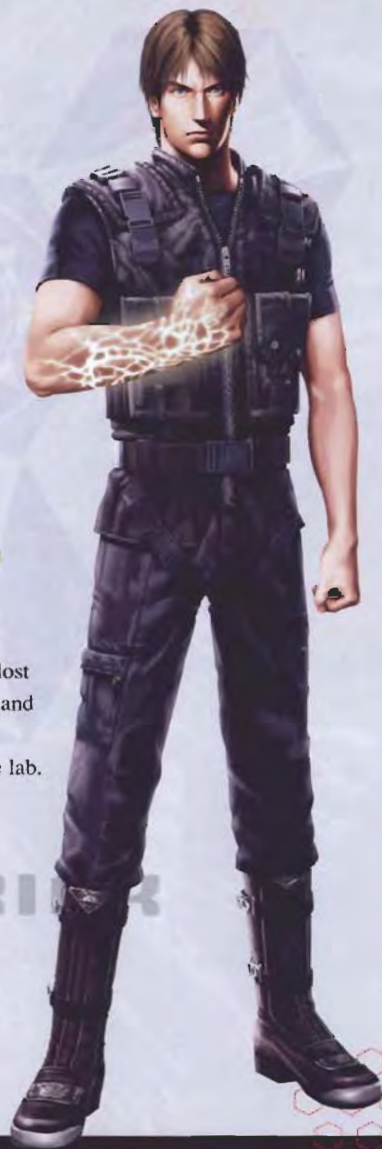
Derrick learns special techniques as he powers up and advances through the game. These special techniques have a variety of effects, including being able to Guard against bullets (see page 16). There are some special techniques that consume T'langen when performed.



Grenades

Regardless of whether or not Derrick is holding a weapon, he can throw Grenades if he has some in his possession and the player presses the White button.





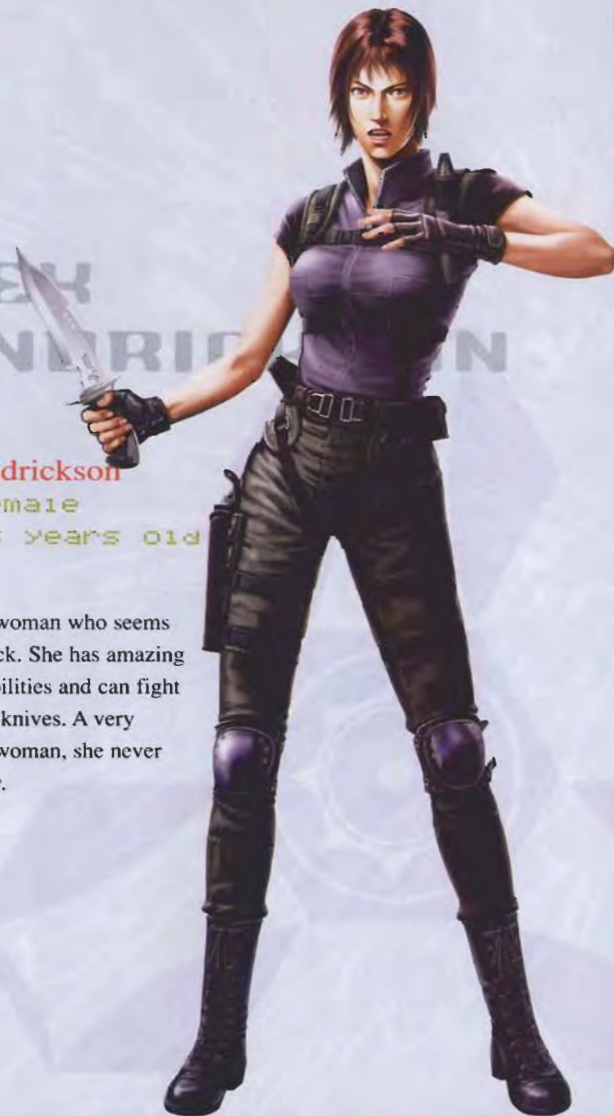
> Derrick Cole

Sex: Male

Age: Unknown

He awakens in a strange research facility. He has lost the memories of his past and learns his name from a researcher working at the lab.

DERRICK COLE



> Alex Hendrickson

Sex: Female

Age: 25 years old

A mysterious woman who seems to know Derrick. She has amazing physical capabilities and can fight with guns and knives. A very strong-willed woman, she never gives up easily.

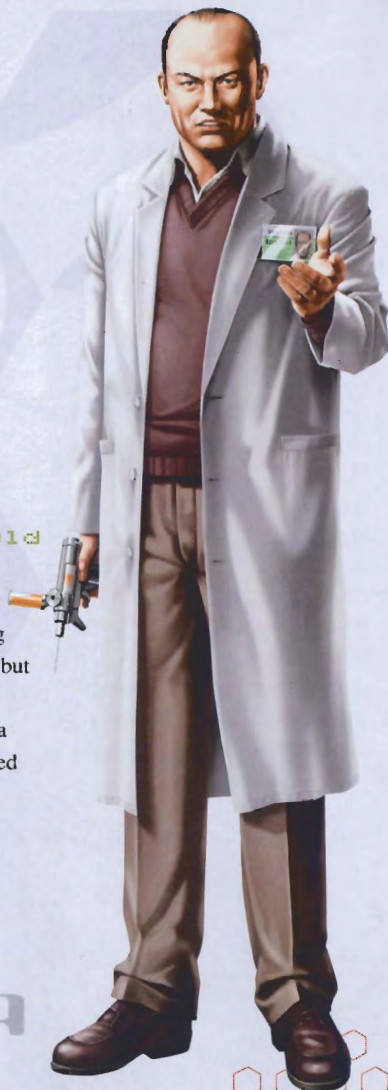
> Glen Ogawa

Sex: Male

Age: 52 Years Old

A Japanese-American professor of medicine. He was conducting biological research in Australia but was banished from the medical community because he created a human clone. He is now involved in a highly classified project.

GLEN OGAWA



STEFANIA WOJINSKI

> Stefania Wojinski

Sex: Female

Age: 38 Years Old

A visiting professor from Poland who is a specialist in human memory mechanisms. She has not given up on her years of research although her most recent project was canceled.





> Gianni De Luca

SEX: MALE

AGE: UNKNOWN

An Italian-American United States Marine Corps First Lieutenant. He has a foul mouth, but is a good guy with a passionate personality. At critical moments, he always keeps his cool. He is greatly trusted by military higher-ups and is a specialist in top-secret missions.

GIANNI
DE LUCA



SOLUS

> Solus

A mysterious being that menaces Derrick and Alex. He looks human, but his physical capabilities surpass anything that could possibly be human.

GLOSSARY/OTHER TERMS

CARTER SCIENCE CENTER

The Carter Science Center is a natural science research institute located in Yokohama. Their research expands across a wide field of sciences including physics, chemistry, engineering, biology and medical science. With the support of both the United States and Japan, the Carter Science Center conducts "high tech research" for humanitarian purposes. Behind closed doors, however, they are engaged in more ominous superhuman activities.

T'LAN WARRIORS

These mysterious warriors roam inside the research facility and attack humans indiscriminately. They possess a special energy shield around their bodies and are unaffected by gunshots. There are a variety of warriors, each having their own special characteristics.

T'LANGEN

A substance discovered in the process of conducting T'lan Warrior research. When T'langen is injected into a human subject, his cells mutate and his body begins to exhibit superhuman activities.

ACCELERATION

A person administered with T'langen will undergo a radical change almost immediately and acquire a variety of capabilities. This radical change is called Acceleration. Depending on the amount of the injection, it is possible for secondary and tertiary Acceleration to occur.



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The Critics Have Spoken

"...Soul Calibur II is the best weapons-based fighter out there, period."

- IGN



"...the best Xbox fighter to date, and one of the best fighters ever." 9.2

- Official Xbox Magazine



"This year's runaway favorite, the Xbox version of Soulcalibur II..."

- The Today Show - Toy Test

SOUL CALIBUR II

namco



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