

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



DOA2 HARDCORE PROLOGUE

Contents

- Disaster of Tengu at the end of the century -

A great leader was killed at the end of the 20th century. His name was Fame Douglas, and he was renowned as the sponsor of the legendary world battle championship "Dead or Alive." Since his death—and in the absence of his charisma and leadership—the world has become chaotic. Amid this chaos, it is announced that "DOA2: HARDCORE Championship" will be held. However, Douglas' passing has taken with it the purpose and significance of the tournament. Even worse, the promoter of "DOA2: HARDCORE Championship," who is fond of conflicts and jealous of the strong, is responsible for Douglas's death. The new promoter is more than just a corrupt mastermind, but a man of pure evil. His involvement in the tournament has brought a sense of terror to the world, resulting in the infamous Tengu Disaster that occurred at the end of the 20th century. The climax of the disaster is about to begin with a roaring battle.

Thank you for purchasing "DOA2: HARDCORE" software for PlayStation®2 computer entertainment system. Be sure to read this instruction booklet before you begin playing the game.

This game can be backed up. Backup requires a memory card(for PlayStation 2) sold separately. Never switch off the main unit or insert/remove memory card(for PlayStation 2) or controllers while saving is in progress. The game screens used in this manual may differ from those of the actual game.

Prologue	2
Operation	4
Starting the Game	6
Basic Operations	10
Modes	15
Option Settings	22
Basic battle know-how	25
Characters	27
The World of "Dead or Alive"	41

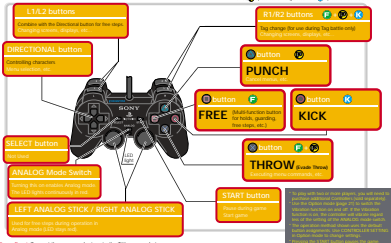
DualShock™2 analog controller

This game is designed for use by one to four players. This section describes basic controller operations.

Operations shown in black letters are battle operations.

□ represents the Square button in the game.

○ represents the Triangle button and ○ represents the Circle button.



Starting the Game

start game

Mode Select

Press the START button on the Title screen to display the Mode Select screen. Use the directional buttons to select a mode and press the START button or "X" button.

Character Select

Use the left and right arrows on the directional buttons to select characters. The character's costume can be selected using the Up arrow on the directional buttons when the cursor is on a character in the top row, or the Down arrow when the cursor is on a character in the bottom row. After making your character and costume selection, press the "X" button. Press the triangle button to return to the Mode Select screen.

*Different characters have different number of character colors.



Rules

1. Criteria for winning battles

In battle, the conditions specified below are required for a set victory and the player that wins the predetermined number of sets wins the battle.

KO: Opponent's health falls to 0.

Time Up: Your health is greater than your opponent's at time up.

2. Draws and sudden deaths

A draw occurs when both parties have the same amount of health remaining at time up, or in the event of a double KO. In the event of a draw, both parties earn points for that set. If both parties reach the number of sets required for victory at the same time, a sudden-death match is held. If there is no clear winner even after sudden-death combat, the defending champion is declared the winner.

3. Continue

Press the START button within the allotted time following the Game Over message to issue another challenge.

Battle screen

Set count:

Displays the number of sets required for victory. One light will illuminate for each set victory. The battle is won when all lights are lit.

Time:

Time up occurs when this counter reaches 0. The player with the most remaining on his or her life gauge wins.

Life Gauge:

A player loses if his or her gauge drops to 0.

**About the menu during game pause**

Pressing the START button during a game pauses the game. A menu screen will be displayed.

Exit:

Exit closes the menu and returns to the game.

Reset:

Reset ends the Battle mode and returns to the Title screen.

In Tag Battle mode, 1P and 2P each have two life gauges. The display will change so that the life gauge of the character fighting is always displayed in front.

Victory Icons:

Victory icons appear when a battle has been won (2P battles only). If you win several battles in succession, the number of icons will increase and the shape of the icons will change at one, five, and ten continuous victories. Different characters have different types of victory icons.

Basic Operations

operations

This section explains the basic operations applicable to all characters. Instructions for keys apply when the characters are facing to the right.

Character Movements

- ↔ Forward dash
- ↔ Backward dash
- ▶ Run
- ◀ Crouching dash



Free Steps

- ▲ F Background movement
- ▼ F Foreground movement

By using the directional button and F button together, you can execute free steps that allow characters to move freely. After entering free-step mode by entering one of the commands, then holding down the F button while operating directional button, you can move freely. If you release the F button or stop using the directional button, the game status will return to normal. The same operation may be carried using the Left/Right sticks on the Analog controller (DualShock™2 analog controller) or using the directional button while holding down the L1/L2 buttons.

Legend

The F button down is the Square button, the P button is the Triangle button and the K button is the Circle button (when default settings are used).

- ◀ indicates a short press of the directional button,
- ▶ while the ▶ indicates a long press.

Strikes

- Ⓚ Punch
- Ⓚ Kick



Each character has its own strike moves. Combining them with the use of the directional button, you can execute various attacks.

Types of attacks

- High attack: Hits standing opponents
- Middle attack: Hits both standing and crouching opponents
- Low attack: Hits both standing and crouching opponents
- Super High attack: Hits standing opponents, no guarding

Critical Combos

When your opponent staggers, you have an opportunity for a series of attacks. String your strikes together in the right combination to cause maximum damage.

Guarding

- ◀ F High and middle guard
- ▶ F Low guard



Attacks can be made high, in the middle, or low. To guard against high and middle attacks, use left on the directional button. To guard against low attacks, use down. It is also possible to guard using the F button. You can guard against high attacks by crouching and low attacks by jumping.

Throws



Ordinary throw



Low throw



When too close to your opponent, you can use the F + P buttons to throw him or her. Different characters have their own special throws. Use the directional button in combination with the F + P buttons to execute more powerful throws.



Evade Throw



Evading Ordinary throws

(Well-timed)



Evading a string of throws

Ordinary throws can be evaded by pressing the F + P buttons the instant you're thrown. Some characters will throw again soon after the first throw. Well-timed use of the F + P buttons will enable you to evade that throw.

Hold

(Against a high attack)



High hold



(Against a middle attack)



Middle hold



(Against a low attack)



Low hold



By properly timing the entry of your command against the strikes of your opponent, you can fend off his or her attacks and launch a counterattack. Be aware, however, that the method of entering the Hold command differs depending on the type of strike.

Critical Hold

When you receive a hit as a counter, you may be forced into "critical status," during which time you'll be unable to guard yourself or attack. Critical Hold will relieve you from critical status, providing a chance to recover from an unwanted situation.

Arcade Version Holding

The input procedures for holding moves can be changed to reflect the ARCADE version. To change the setting, use the "CONTROLLER SETTING" in Option mode.

The input procedures will reflect PlayStation 2 mode when "Command Type" is set to "PlayStation" and ARCADE mode when set to "ARCADE."

(Against a high attack)



High hold

(Against a middle punch attack)



Middle punch hold

(Against a middle kick attack)



Middle kick hold

(Against a low attack)



Low hold

Down Attacks



Down attack



Follow-up attack

When a character goes down, you can execute a follow-up attack. Use the P or K Button for the follow-up attack, depending on the character.

Down attack

Down attack causes the opponent a bigger damage, but it also gives the opponent a bigger chance to attack while you are trying to use the attack.

Getting Up

1. Press F button several times in succession:
Get up quickly at your present location
2. UP + Press F button several times in succession:
Side roll at back of screen
3. DOWN + Press F button several times in succession:
Side roll at front of screen
4. Press the K button several times in succession while getting up:
Middle kick while getting up
5. Press DOWN + K button several times in succession while getting up:
Low kick attack while getting up

Use the directional buttons to get up after being knocked down. Some characters also have special attacks that can be used while getting up.

There are eleven different game modes. Two players can play in Versus mode or during a surprise attack. When two or more people play, additional controllers are required (sold separately).

STORY MODE

This mode allows you to follow a story involving the character you have selected, and to attempt to complete the story. Battle in a tournament against the computer - if you knock out all of the enemies, the game will clear and you will be on your way toward completing it. If another player intrudes during play, you must engage in battle with him or her. If you are using 1P Controller, your opponent can press the START button on the 2P Controller, and if you are using the 2P Controller, he or she can press the START button on the 1P Controller, to launch a surprise attack.

* At Game Over, the screen will switch to the Continue screen. Press the START button while on this screen to resume play from Game Over. There is no limit to the number of times the game can be continued.



TIME ATTACK MODE

This mode involves fighting in a race against the computer, in which you'll compete for the time remaining until Game Clear. Conduct a tournament of eight bouts; when Game Clear is displayed, the Result screen will appear. If your total time is in the top ten at Game Clear in Time Attack mode, you can record your name. See "Name Entry" (page 21).

VERSUS MODE

This is a special mode for two-player battles. After each bout, the display returns to the Character Select screen and fighting continues until players exit the mode. By using Options to change settings such as health and the number of sets, you can engage in combat under a variety of conditions.

TAG BATTLE MODE

This mode allows you to form a tag team of two characters and conduct a two-on-two tag battle. Single players can fight five tournaments against the computer, fight another player, or engage in battles of up to four players simultaneously.

- Surprise attack combat OK.
- Tag battle mode uses the Danger Setup Stage only.
- You can combine tag teams in any way you choose, but you cannot select the same character twice for a tag team.

Play Modes

Tag battle mode consists of five Play modes. Select a Play mode from among those displayed on the screen, in accordance with the number of players.

P1 vs. COM One player
The player uses two characters to battle the computer. (One player)

P1 P2 vs. COM Collaboration of two players
Two players form a tag team to battle the computer. (Two players)

P1 vs. P2 Two-player battle
Each player uses two characters to battle. (Two players)

P1 P3 vs. P2 Two against one
Two players form a tag team to battle a third player. The player who uses Controller 2 will use two characters by turn or house. (Three players)

P1 P3 vs. P2 P4 Two against two
Four players split into two tag teams to battle. (Four players)

Four-Player Simultaneous Play

Four players can enjoy tag-team battles simultaneously. The combination of team members is the key to victory in four-player simultaneous play.

- The number of potential players depends on the number of Controllers connected to the controller ports.
- A maximum of four Controllers will be required. To play the game with two or more players, you'll need to purchase one or more Controllers, which are sold separately. To play the game with three or more players, you'll need to purchase a Multiplay (PlayStation 2), which is sold separately.

Rules

Knock out both opponents to win. Use Options to adjust the number of sets.

Tag Change

F + P + K Tag Change

Press F + P + K during a bout to switch a character in battle with a tag partner. Characters not engaged in combat will gradually recover their health. When a character has already been knocked out, he or she cannot be used again.

Tag Combos

When your opponent is floating or in critical status, you can perform a quick tag change. Practice this skill, and your team will function as a powerful unit.



Tag Combo

(Move toward enemy) → → **F** + **K** } Tag Combo
 or
 (Move toward enemy) ← ← **F** + **K** }

In Tag Battle mode only, two characters can execute tag combos together. These may be initiated by either character. The moves available depend on the character combination. However, tag combos cannot be employed, when one character has already been knocked out.

* Some character combinations have their own special tag combos.



SURVIVAL MODE

This mode is for one player, and involves fighting against the computer until all your health is used up. Points are accumulated in accordance with the clear time and various items that appear during the game, and the goal is to have the highest total score at Game Over. In this mode, your health is partially restored at the end of each round. The key to earning points is to minimize damage while fighting, and to take advantage of any chances for points that come your way.

If and when a Survival mode battle ends and your score is within the top ten, you can record your name. See "Name Entry" (page 21).

* Surprise-attack combat OK.

* You cannot Continue in this mode.

* The game will finish at Time up or in the event of a Draw.

Items

	5,000 points Carrot		Minimum health recovery 20,000 points if health is at MAX e.g. Hamburger
	10,000 points Lipstick		Medium health recovery 30,000 points if health is at MAX e.g. Rice ball
	20,000 points Moneybag		Maximum health recovery 50,000 points if health is at MAX e.g. Meat
	30,000 points Melon		

Different health recovery items are assigned to each character.

Items appear when you knock out an enemy or launch a follow-up attack on an opponent who is down. Obtain items to restore health and accumulate points. There are several types of items, each with their own effect. Items disappear after a fixed period of time.

Danger Reach

If you set off a danger explosion during a game, in addition to earning 3,000 points, you will enter bonus time known as Danger Reach. During Danger Reach, you can increase your score significantly, such as by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion while you are in Danger Reach to continue Danger Reach status. Your ability to maintain Danger Reach will be a major factor in achieving high scores.

* There are many other ways to earn points, such as time bonuses and appeal bonuses.

TEAM BATTLE MODE

Players make up teams consisting of several characters and battle in teams. This mode can be used between players or against the computer.

- * Number of team member is selectable from 1 to 5.
- * Matches are in tournament format.

SPARRING MODE

This mode allows you to learn the basic systems and techniques of the game, and to practice moves freely. Use it for training for real battles by practicing holds and developing original mid-air combos.

- * There are no KOs. You can continue training until you exit the mode.
- * Press the START button on the practice screen for the "Menu" that allows you to change settings, such as the behavior patterns of the COM. Use the directional button to move the cursor and to select and change settings.

SPARRING MODE MENU

COM 1ST ACTION: This menu allows player to set the movement of COM [computer].
COM 2ND ACTION: This menu allows player to set the movement of COM's counterattack.
COUNTER: This menu provides ON/OFF of "Counter Hit" indication.
RESET POSITION: This menu allows player to reset characters at their initial positions.
CHARACTER SELECT: This menu allows player to return to the "Character Select" screen.
GO TO TITLE: This menu allows player to quit the "Sparring Mode" and return to the title screen.
EXIT: This allows player to exit from the Menu screen.

WATCH MODE

This mode allows the user to watch a computer-operated battle, which will continue until the mode is turned off.

- * Physical strength and battle time are unlimited. However, the specified options will not be reflected in this mode.
- * When you want to change characters, pause the game by pressing the START button and choose CHARACTER SELECT.
- * Select RESET to exit this mode.

UPS MODE

UPS [User Profile System] mode allows the user to save and view the players' battle records and various other records using the 8 MB memory card (for PlayStation 2).

In the UPS mode, an "Individual ID" will be issued to each new file created and it will allow the user to save battle records with each opponent player.

New file

Creates a new file.

Enter a ring name after a file is created.

Viewer

Allows the user to view the battle record and other player records that have been saved in the UPS file.

Edit

Allows the user to edit the ring name.

BATTLE REC. MODE

This mode allows the user to save replays made during the game onto the 8MB memory card (for PlayStation 2), and then to view them at any time.

In addition to normal replay, player can also make reverse-replay, pause and change the viewing angle.

OPTION MODE

This mode allows a player to change game settings to suit his or her preferences. For further details, see page 22, "Option Settings."

Name Entry

If your score ranks in the top ten in the Time Attack or Survival modes, you can record your name. Use the Direction Pad on the Name Entry screen to select letters and enter your name. Move the cursor to END on the screen and press the "X" button to record your entry.

- * You can view the rankings inside the RECORDS menu in Options.
- * To save records, a memory card (for PlayStation2) is required.

Option Settings

settings

Players can select OPTION MODE from the Mode Select screen to reconfigure the game to suit their preferences.

GAME SETTINGS

These settings control the difficulty of the game and rules. Settings can be adjusted for each mode.

CPU DIFFICULTY: [EASY/NORMAL/HARD/VERY HARD]
Configures the strength (difficulty) of COM

CPU MATCH POINT: [1/2/3/4/5]
Sets the number of sets required for victory against COM

VS MATCH POINT: [1/2/3/4/5]
Sets the number of sets required for victory against other players

CPU LIFE GAUGE: [SMALLEST/SMALL/NORMAL/LARGE/LARGEST/NO LIMIT]
Sets the stamina level of COM

VS LIFE GAUGE: [SMALLEST/SMALL/NORMAL/LARGE/LARGEST/NO LIMIT]
Sets the stamina level of VS matches

ROUND TIME: [30/40/50/60/99/NO LIMIT]
Sets the time allotted for a single round

VS STAGE SELECTOR: [OFF/1/2/3/4/5]
Used to turn the Stage Select screen on/off

QUICK SELECTOR: [ON/OFF]
Sets the simple character select screen on and off

LANGUAGE:
Select the language subtitled displayed during the game, with a choice of English, French, German, Spanish or Italian.

DEFAULT SETTING:
Restores default settings.

EXIT:
Returns to Option Mode screen
• The items that can be configured differ by mode.

AUDIO SETTING

Settings for game sound
SPEAKER: [STEREO/MONO]

Switches between stereo and mono sound

BGM VOLUME:
Sets the volume of the background music during the game

SE VOLUME:
Sets the volume of SE (Sound Effect) during the game

VOICE VOLUME:
Sets the volume of character voices

SOUND TEST:
Sound test of BGM during the game

VOICE:
Switches between english and japanese character voices during the game.

CONTROLLER SETTINGS

Used to customize Controllers. Functions can be assigned freely for each button
VIBRATION: [ON/OFF]

Used to turn vibration on/off

COMMAND TYPE: [PlayStation 2/ARCADE]
Sets the way of the whole operation between "PlayStation 2" mode or "Arcade" mode

BUTTON CONFIG:
Switch the setting with left or right directional button holding down the button you want to change the setting of.

RECORDS

Displays the various rankings and player data stored in the SRAM memory card for PlayStation 2

TIME ATTACK MODE RANKING:
Displays the top ten clear times for Time Attack mode

SURVIVAL MODE RANKING:
Displays the top ten in terms of point/number of opponents beaten in Survival mode

CHARACTER PERCENTAGE:
Displays rankings for each character used in each mode

VERSUS DATA:
Displays battle data such as win/loss status and win ratios for each character used

MEMORY CARD

Used to save/load data such as settings and match records.

SAVE DATA:

Saves data on the memory card (for PlayStation 2).

LOAD DATA:

Loads saved data from the memory card (for PlayStation 2). Use the START button to load; all other button functions will be cancelled.

AUTO SAVE:

Turns the Autosave function on/off.

[ON/OFF]

- * A memory card (for PlayStation 2 sold separately) is required to save files.
- * 8GB or in the memory card (for PlayStation 2) is required to save.
- * Do not switch off the main unit unless the Title screen is displayed.
- * Do not remove/insert memory card (for PlayStation 2) when Autosave is "ON". Otherwise, data being saved may be damaged.
- * Do not switch off the main unit or remove/insert memory card (for PlayStation 2) extension unit, or Controllers during saving.

EXIT

Exits the Option screen and returns to the Title screen.

Basic battle know-how

The techniques and tips below will help you win DGA2-HARDCORE battles.

Defensive Position

When you are about to be knocked to the ground, press the P, K, or F button to adopt a defensive position and avoid going down.

- * The defensive position cannot be used against some types of attacks.

Counters

Use the same type of attack as your opponent – strike or throw – to execute a counterattack. A counter causes more damage to your opponent than a normal attack. In addition, when a strike is used to counter a throw or a throw is used to counter a hold, an even more powerful high counter-attack is launched, doing massive damage to your opponent.

Attacks and defense by the wall

With some strike moves, if you strike near the wall you can send your opponent toward the wall. Proper use of this move, such as putting some distance between yourself and your opponent or facing him or her toward the wall, will help turn the fight in your favor. Some throws change if used near the wall.

* Escaping from the Wall

If you are knocked against the wall, you will lean on the wall in a weakened state for a fixed period of time. In such an event, hold the directional button on UP or DOWN as you stand up. This will enable you to stand up while pivoting against the wall.