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CONTENT RATED BY
ESRB
SLUS-00970
MN-PSX-1110-0
GEKIDO
FURIOUS FOUR-PLAYER FIGHTING
FEATURING
THE MUSIC OF
Fatboy Slim
and
Apartment
26
Interplay

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Insert your controllers and turn ON the Console. Note: It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned ON. Please ensure that you have enough free memory blocks on your MEMORY CARD before commencing play.

3. GEKIDO – is compatible with the following peripherals: DUALSHOCK™ Analog Controller, Multi Tap™ and Memory Card. Please refer to the user manual of these peripherals for installation and operation instructions. The game is designed to work with the DUALSHOCK™ Controller in Analog mode. To activate the Analog mode, press the Analog mode switch. When activated the LED Display will turn RED. To save your games, use Memory Cards. Please note if you do not have a Memory Card you will not be able to save your game.

When using the Multi Tap™, please do not forget to insert the Memory Card in Memory Card slot 1-A. Please insert the Multi Tap™ in the Controller port 1 of the Console. When using the Multi Tap™ at least 1 Controller must be connected to the Controller port 1-A. When using a Multi Tap™, do not insert a Controller into any Controller Port other than the Multi Tap™ ports.

4. Insert a game controller into Controller port 1. For two players, insert a game controller into Controller port 2 as well. Turn on the PlayStation® console.

5. You may skip the introduction sequence by pressing the X button. The main menu will appear.

# WELCOME

This is the time of New Tokyo - a city sculpted in dreams and founded on a pedestal of nightmares.

This is the fate of Angela - an innocent, alone and unafraid. She is one of thousands who only see the dream of this city. She does not see the prowlers and predators present on every corner. She does not see the alcoves and alleyways writhing with human scum. She does not see her own future.

One moment she walks the city, an unwitting target for the criminal element. The next she is gone - snatched away for an act unspeakable even here.

Her future is now clear. We've heard the rumors. We've heard how one gang, Kintaro's gang, looks to Hell for its advantage in this city. We've heard these rumors and can only fear for her life.

Her family fear for her life too. Yet they can do something, or believe they can at any rate. They hire a detective - one of the best and one of the more determined out there. Travis will do whatever it takes to bring their beloved Angela back.

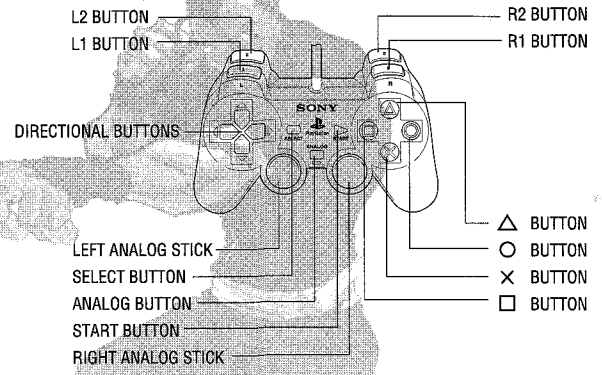


Travis too had heard the rumors. He knew this gang and knew his own strength would never be enough. Enter Michelle then: an old flame and a bright fighter who would walk with him to hell and back.

But would this be enough?

For the demon Akujin is about to be raised and the rules of the game are about to be changed.

# CONTROLLER




It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.

This game requires one free Memory Card block to save.



The basic button configuration is:

| | |
|---|---|
| **Heavy Punch** | ▲ Button |
| **Rage** | ● Button |
| **Kick** | ✖ Button |
| **Light Punch** | ■ Button |
| **Lock Mode** | R2 (see below for a description of Lock Mode) |
| **Jump** | L1 |
| **Crouch** | L2 |

Lock Mode is used to target your attack on a specific enemy. To use Lock Mode hold down R2 and you will be linked with a facing opponent.

To change opponent, release the Lock Mode button and turn to face a new enemy. Then press the Lock Mode button again and your fates will be intertwined!

### Start Button

The Start Button allows a second player to join in a game in 2 Player Mode.

At other times, the Start button can be used to:

**PAUSE** or **UNPAUSE**

Enter **OPTIONS** mode

Skip cutscenes

### Select Button

The Select button carries out a number of functions depending upon the state of the game.

During the game, the Select button enters Pause Mode and brings up the Options Menu. From here you may choose to CONTINUE, QUIT or Activate or Deactivate the vibration option for the Dual Shock Analog Controller.



## CONFIGURE CONTROLLERS

To configure your Controller settings enter the Options menu and access the Configure Controller option.

Highlight the controller icons and use the left and right directional buttons to toggle through the move options, using the up and down directional buttons to highlight previous or next icon .

Highlight default and press the X button to return the controller configuration to the default setting.

## THE MAIN MENU

Press the ✖ button after the introduction to enter the Main Menu.

To select a menu item, use the Directional buttons to highlight an option and press the ✖ button to select. Press the ▲ button to return to the previous screen.

Always keep an eye out for extra options that become available as you progress through Gekido. Select any extra options (or extra characters!) in the usual manner.

### Options

Select the configuration to suit your style of play from this menu. Some special options are too secret to mention at this level.

To adjust the options in this menu, use the Directional Button to highlight and press the ✖ button to select. Use the same procedure to toggle any sub-options.

To escape back a menu, press the ▲ button.

To increase / decrease the sound volume use the Left and Right Directional Button.

### Load / Save

Keep track of your progress through Gekido by using this option to save your state of play.

You can save your hi-scores or keep all the new characters and modes that you have unlocked, every time you return to the front-end.

In most of the menu option screens you use the up and down or left and right Directional Buttons to change which option is highlighted and the ✖ button to select that option.

From here 4 options are available. Use the Directional Button to highlight an option and press the ✖ button to select. Press the ▲ button to return to the previous screen.



## URBAN FIGHTERS MODE

Urban Fighters Mode takes you through the all-out action of the Gekido storyline. Raise your fists, set your sights at head level and walk through some of the meanest streets around. Follow the trail of violence left by Angela's kidnappers and leave no stone unbroken.

### Arena Battle

Take a stance against up to 3 other computer or human players in the four-player tournament bout. Weapons, power-ups and random events make this event a true test of skill.

### Shadow Fighter

Wait and see! Game mode must be unlocked.

### Survival

Wait and see! Game mode must be unlocked.

## 2 PLAYER URBAN FIGHTER MODES

### Team Battle

Wait and see! Game mode must be unlocked.

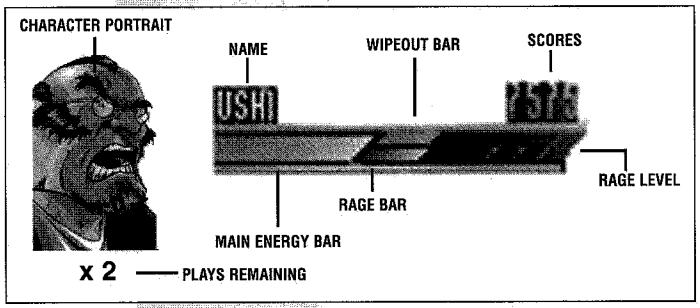
### Street Gang Battle

Wait and see! Game mode must be unlocked.

## PLAYING THE GAME

Once you have chosen your Mode of Play you will be asked to select a character to control.

## THE SCREEN DISPLAY






### Credits

There are 3 credits available in all modes except Survival and Arena Battle. Credits are shared by all human characters playing.

Survival mode offers no credits for obvious reasons... learn to fight!!

## FIGHT!

Most of the fun in Gekido is in discovering how your character can fight. Each character has a huge number of moves obtained through various combinations of the basic button configuration.

### Pickup / Use

To pick an object up, move over it and press the Crouch Button (default L2).

To use the object (to fire a gun or throw something) press the Light Punch Button (default ■).

To throw the knife or swing the pipe, press the ▲ Button.

These buttons can be altered in the Controller configuration option.

### The Main Energy Bar

The Main Energy Bar stores character energy. It reduces whenever the character takes hits and it can be restored using energy bonuses such as chicken, sandwiches or the medikit.

## Wipeout

The Wipeout bar increases during a fight. Once the Wipeout bar reaches its optimum point, the Wipeout move becomes available. Press all four shoulder-buttons to activate.

In Urban Fighters Adventure Mode, the Wipeout move is always available. Using it, however, while not at full strength will deplete your energy.

## Rage

There are three levels of Rage:

1. Reaching the first level of Rage results in an automatic bout of 6 different (computer controlled) moves.

2. Reaching the second level of Rage duplicates the hit combo for each move the player makes.

3. Reaching the third level of Rage renders the player invulnerable to attack (except from objects and throws). It also duplicates the hit combo for each move the player makes and then a special Wipeout move is available. Performing the Wipeout move erases all remaining Rage time.



## New Combos

New combos can be achieved after a certain number of hit combos against an opponent. The new combo will be shown for a limited time.

## Basic Combos

To get you started (and to help you in those early fights) try these basic combos for some pretty handy fight moves.

First off, here's a reminder of which buttons do what:

**Rage** = ● button

**Kick** = ✖ button

**Light Punch** = ■ button

**Heavy Punch** = ▲ button

**Jump** = left shoulder 1

**Crouch** = left shoulder 2

**+** = previous button pressed with the next one

**,** = next button

## TRAVIS

| | |
|---|---|
| ■ , ■ , ■ | light punch, light punch, light punch |
| ✖ , ✖ , ✖ | kick, kick, kick |
| ▲ , ▲ , ▲ | heavy punch, heavy punch, heavy punch |
| L1 + ✖ + ■ | jump + kick + light punch |
| L1 + ✖ | jump + kick |
| L1 + ▲ | jump + heavy punch |
| ■ + ✖ | light punch + kick |
| ■ + ▲ + ■ | light punch + heavy punch , light punch |
| **crouched moves** | keep L1 ( crouch ) pressed and add any move button. |
| ✖ | kick |
| ▲ | heavy punch |
| ■ | light punch |
| **air moves** | press L2 (jump) once and add any move button |
| ✖ | kick |
| ▲ | heavy punch |
| ■ | light punch |



## MICHELLE

| | |
|---|---|
| ■ , ■ , ■ | light punch, light punch, light punch |
| ✖ , ✖ , ✖ | kick, kick, kick |
| ▲ , ▲ | heavy punch, heavy punch |
| L1 + ✖ + ■ | jump + kick + light punch |
| ■ + ✖ | light punch + kick |
| ■ + ▲ | light punch + heavy punch |
| **crouched moves** | keep L1 ( crouch ) pressed and add any move button. |
| ✖ | kick |
| ▲ , ▲ | heavy punch, heavy punch |
| ■ , ■ | light punch, light punch |
| **air moves** | press L2 (jump) once and add any move button |
| ✖ | kick |
| ▲ | heavy punch |
| ■ | light punch |

## TETSUO

| | |
|---|---|
| ■ , ■ , ■ | light punch, light punch, light punch |
| ✖ , ✖ , ✖ , ✖ | kick, kick, kick, kick |
| ▲ , ▲ , ▲ | heavy punch, heavy punch, heavy punch |
| ▲ , ▲ , ✖ | heavy punch, heavy punch, kick |
| L1 + ▲ | jump + heavy punch |
| L2 + ▲ | crouch + heavy punch |
| ■ + ✖ | light punch + kick |
| ■ + ▲ , ■ | light punch + heavy punch, light punch |
| ■ + ▲ , ▲ | light punch + heavy punch, heavy punch |
| **crouched moves** | keep L1 ( crouch ) pressed and add any move button. |
| ✖ | kick |
| ▲ | heavy punch |
| ■ | light punch |
| **air moves** | press L2 (jump) once and add any move button |
| ✖ | kick |
| ▲ | heavy punch |
| ■ | light punch |



## USHI

| | |
|---|---|
| ■ , ■ , ■ , ■ | light punch, light punch, light punch, light punch |
| ✖ , ▲ | kick, heavy punch |
| ▲ , ▲ | heavy punch, heavy punch |
| L1 + ▲ | jump + heavy punch |
| ■ + ✖ | light punch + kick |
| ■ + ▲ | light punch + heavy punch |
| **crouched moves** | keep L1 ( crouch ) pressed and add any move button. |
| ✖ | kick |
| ▲ , ▲ , ■ , ✖ | heavy punch, heavy punch, light punch, kick |
| ■ , ■ , ▲ , ✖ | light punch , light punch, heavy punch, kick |
| **air moves** | press L2 (jump) once and add any move button |
| ✖ | kick |
| ▲ | heavy punch |
| ■ | light punch |

## POWER-UP

Pick up power-ups to give yourself a fighting chance and improve your score. Here is a list of power-ups that you can find while playing Gekido:

1)  ...Medikit, recovers 1/2 of your energy. Picking one of these up can make all the difference against bad odds

2)  ...Chicken, recovers 1/4 of your energy. Sit back, relax, have an energizing chicken break.

3)  ...Sandwich, recovers 1/8 of your energy. Normally not as useful as a medikit or sandwich, but it can do in a pinch.

4)  ...Gold bar, 10,000 points. Go for the gold if you want a high score. If you get enough points during Urban Fighters Adventure Mode you get an extra life.

5)  ...Money, 2,000 points. Even a hero needs some green every now and again.

6)  ...Ammo, recovers 5 bullets when you have a gun or flamethrower. Before you empty that chamber check around for one of these to keep on firing.

7)  ...Time, recovers 20 seconds. Keep an eye on that clock because each area has a time limit. You can keep extending that time limit by getting this power-up.



8)  ...Blue Light, gives the player rage 1 abilities without having to wait for the rage meter.

9)  ...Yellow Light, same as Blue Light but gives rage 2 abilities.

10)  ...Red Light, same as Blue Light but gives rage 3 abilities.

## WEAPONS

You may find that your hands and feet are not always enough. Fear not. Along with all the power-ups and objects you can use there are also a variety of weapons. When you get tired of picking up cars, soda machines, boxes, barrels, and other assorted goodies to smash on your friends and enemies try some of these:

1)  ...Pipe, give yourself some more distance and power with this little baby. It can also be used in conjunction with any other weapon other than the knife for two-handed weaponry.

2)  ...Rifle, five punishing shots that can keep the enemy at bay.

3)  ...Flamethrower, three heated bursts designed to punish your opponent.

4)  ...Handgun, seven shots that you can fire rapidly while keeping your distance.

5) ...Machinegun, fifty rapid fire shots fired in bursts. This weapon can quickly change the tide of a fight.

6) ...Hand Bomb, a thrown weapon that will explode on impact damaging anyone nearby.

7) ...Dynamite, a thrown weapon that will explode a few moments after touching the ground.

8) ...Knife, use up close or throw this one from a distance. The Knife can be carried along with any other weapon with the exception of the Pipe.

## THE GEKIDO FIGHTERS



### Travis

Travis rolls with the blows of a streetwise generation. Born with a gun in one hand, this is a man who knows no limits. He strikes fast, strikes deadly and strikes destructively. If you have to confront him, prepare well. Travis attacks without warning.





### Michelle

Housed within Michelle's lithe physique is a tight ball of military-trained rage, perfectly harnessed, perfectly balanced. When it comes to close combat her form is beyond measure, dealing a barrage of combos in swift and terrifying succession.



### Tetsuo

Tetsuo, faithful follower of his master, is an enigma when it comes to his use of the Touku-shin fighting style. On the surface he betrays a rash approach with an almost wasteful display of extravagance.



### Ushi

The huge strength of Ushi is legendary. If there is anger within this man, it is locked deep within as he remains calm in all situations. As a mentor, Ushi has yet to impose similar qualities on Tetsuo yet remains a shining example of both a wide fighting ability and a wide belt.