
PlayStation
NTSC U/C
PlayStation
STAR WARS
MASTERS
OF TERÄS KÄSI
TEEN
AGES 13+
CONTENT RATED BY
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LUCAS Arts


STAR WARS
MASTERS
OF TERÄS KÄSI™



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The Story of Teräs Käsi

A long time ago in a galaxy far, far away...

The Galactic Empire is sent reeling from the loss of the Death Star. The Emperor has ordered swift and severe retribution against the Rebel Alliance. His subversive and covert method of hurting the Alliance: the feared and effective young assassin, Arden Lyn. A student of an ancient and almost forgotten fighting art known as teräs käsi. Arden is a clever threat. Under the watchful eye of Darth Vader, Arden Lyn must terminate key members of the Rebel Alliance and thus ease the pain of the Empire's loss. The Alliance learns of this plan and decides to meet the challenge head-on.

Getting Started

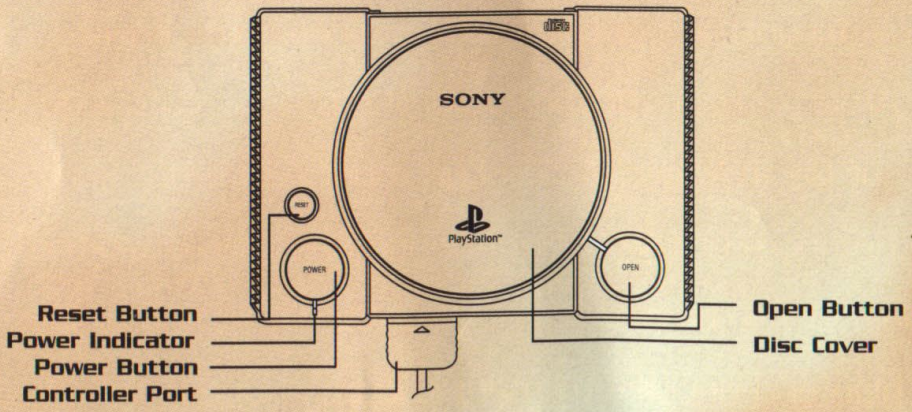
1 Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc.

2 Insert the *Star Wars: Masters of Teräs Käsi* game disc and close the Disc cover.

3 Insert game Controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start the game.

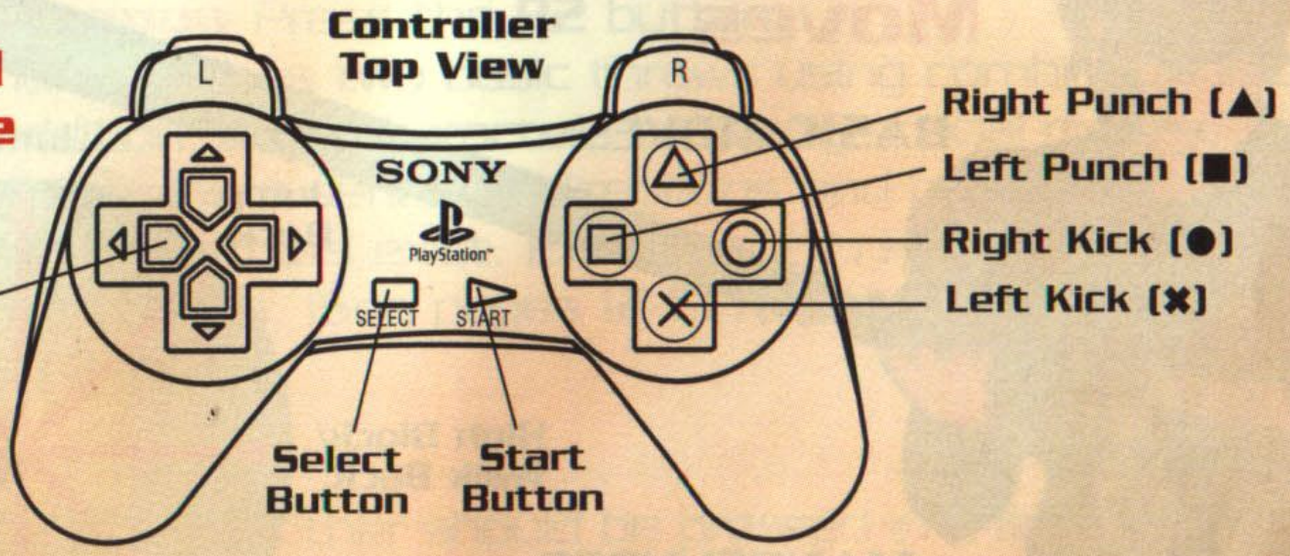
Note: For two players, a second Controller is necessary.

4 An opening cutscene will play. To skip the cutscene, press the **Start** button.

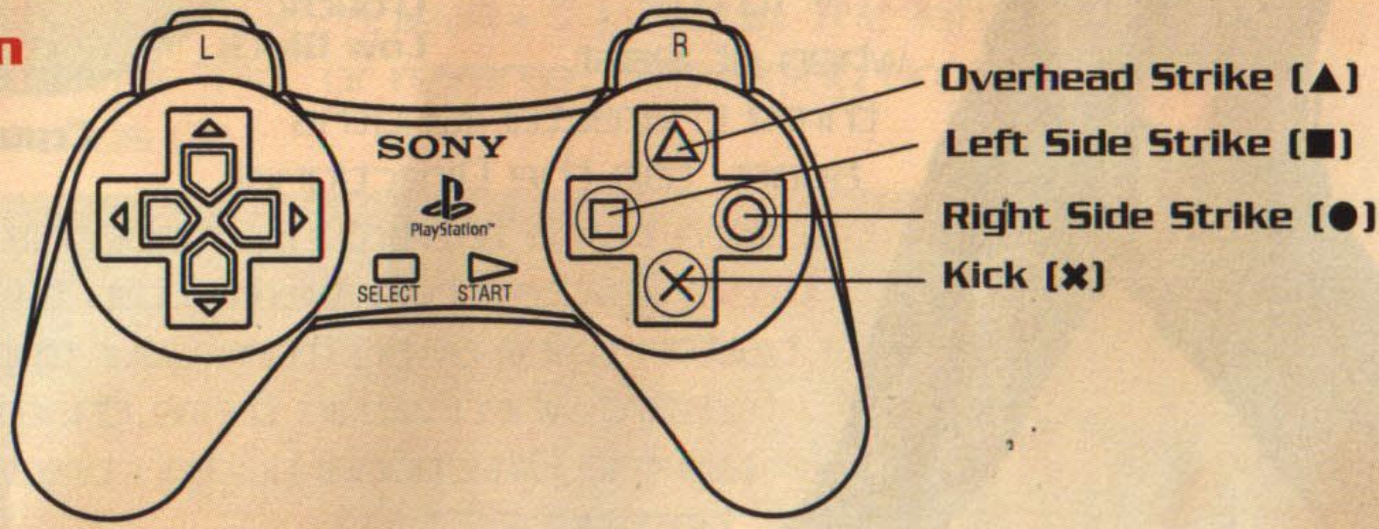


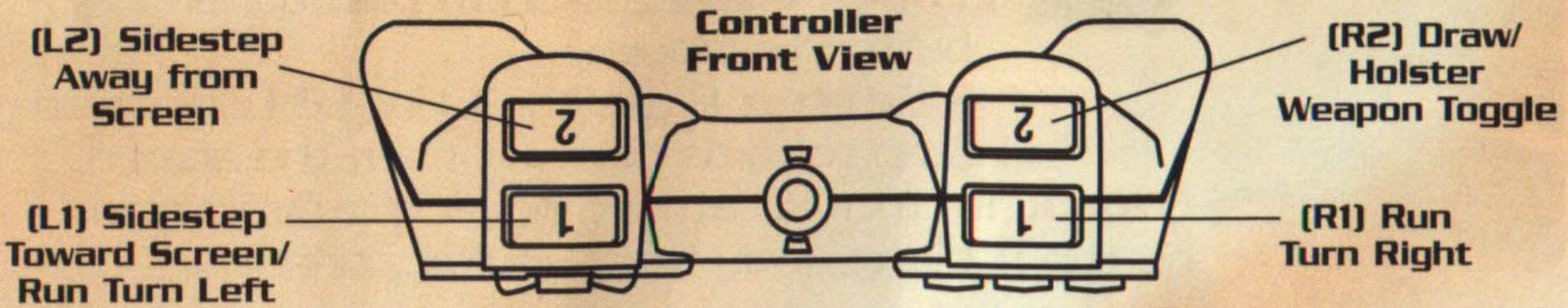
CONTROLS (DEFAULT)

Hand-to-Hand Fighting Mode



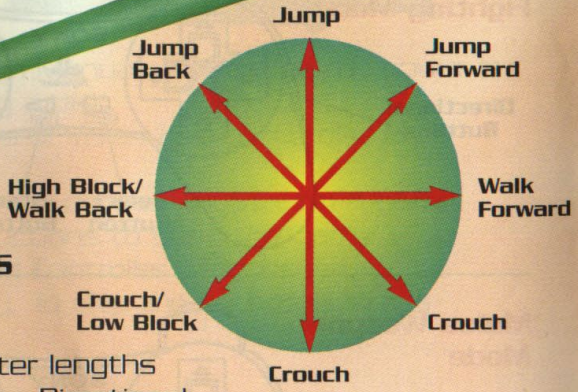
Melee Weapon Mode





Moves

BASIC MOVES



MANOEUVRES

Run To run when at least three character lengths apart, tap the Directional button twice toward your opponent and hold.

Dash To dash backwards, tap the Directional button twice away from your opponent. To dash forward when within three character lengths, tap the Directional button twice towards your opponent.

Crouch Press the down Directional button to crouch.

Sidestep Press the **L1** or **L2** buttons to sidestep towards or away from the screen.

Block To block an attack, press the Directional button pointing away from your opponent.

Jump Press the up Directional button to jump.
Draw/Holster Weapon Press the **R2** button.
Throws Each character has two basic throws using combinations of ■+● or ▲+✖. In addition, each character has many special moves, accomplished by pressing a series of directions and buttons. This manual lists a few, but others exist. Experiment in Practice Mode to discover the secret moves. (See pages 12-19 for a select listing of character moves.)

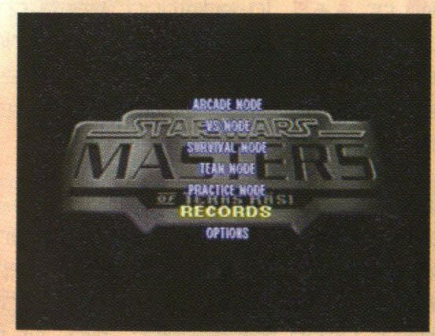
COMBINATIONS

Buttons listed one after another should be pressed in a sequence. (Example: ↓←■▲). Buttons separated by a + symbol should be pressed simultaneously. (Example: ●+■). **Note:** The left and right arrows used for moves "flip" or reverse, depending on which side your opponent stands on.



Playing the Game

To select a play mode, use the Directional buttons to cycle through the different modes: (Vs. Mode, Arcade Mode, etc.) Press the ✖ button to begin.



Game Mode Screen

GAME MODES

Arcade Mode (1-2 Players)
Fight a progressively stronger set of opponents.

Vs. Mode (2 Players)
Fight another player head-to-head.

Survival Mode (1 Player)
Fight a series of computer opponents in 30-second elimination rounds. You have one character and one life to get as far as you can. After winning each round, you will advance to the next round with your remaining life plus 25 percent.

Team Mode (1-2 Players)
Choose one to four characters to go up against a number of human or computer opponents in elimination rounds, one life per character. The last characters standing win the match for their teams.

Practice Mode
Choose any character to practice and perfect moves against a more forgiving computer opponent.

To abort game during a battle, Press and hold the **START** and **SELECT** buttons simultaneously.

RECORDS

Shows statistics and win/loss counts. Use the Directional buttons to scroll through the choices:

Vs. Results Shows win/draw/loss scores for each character.

Popularity Reflects characters chosen the most.

Vs. Stats Ranks characters.

Survival Records top survival wins.



Records Screen

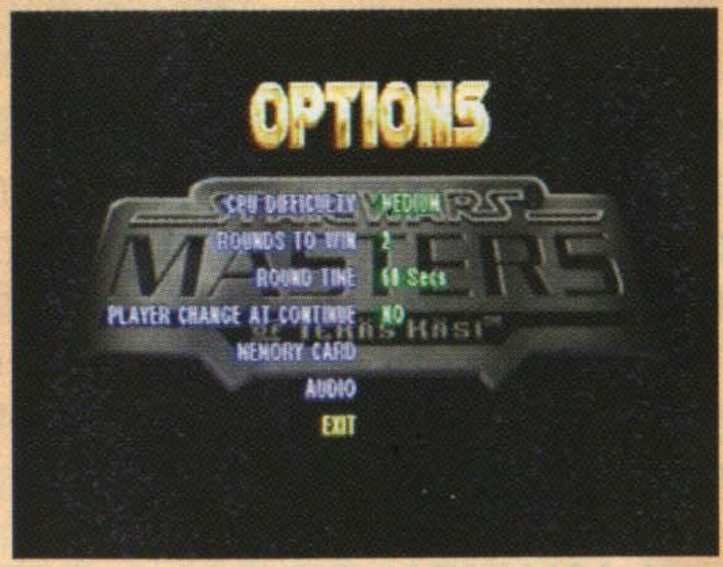
OPTIONS

From the Game Mode screen, highlight Options and press the ✖ button. Use the Directional buttons to highlight one of the options below:

CPU Difficulty Allows three settings: Easy (no cutscenes), Standard, Jedi.

Rounds to Win Allows the Rounds to Win count to be set from 1 to 4 in Arcade and Vs. Modes.

Round Time Allows five settings: 30, 45, 60, 90 seconds, and Infinity. Used only in Arcade, Vs. and Team Modes.



Options Screen

Player Change at Continue Allows players to change characters when continuing play after a loss in Arcade Mode. Set to "yes" or "no." (Default is "no.")

Memory Card Allows you to:
Load Load Configurations and Records.
Save Save Configurations and Records.
Autosave Automatically save combat if you select "on." (Autosave must be manually selected to "on" since default is "off." Autosave cannot be set "on" without a Memory card inserted into Memory card slot 1 or 2.)
Audio Options Adjust stereo, music and sound effects volume.



Character Selection Screen

SELECTING A CHARACTER

Once you've selected a Game Mode, use the Directional buttons to select a character. Highlight a character and press the ✖ button. To select an alternate costume press and hold down **L1**, then press ✖. In 2 player mode if your opponent has not selected a character then the ▲ button can be used to cancel any selection you've made. For two-player games, press the **Start** button on Controller 2 in Arcade or Team Modes.

EXPLANATION OF GAME SCREEN

Life Bar The lightsabers at the top of the screen display your character's health. The longer the lightsaber, the more health.
Stun Meter The Stun Meter displays your character's current stun level. If the Stun Meter reaches a certain length, you are open to repeated attack. Make sure your opponent doesn't take advantage of your stunned state.

Power Bar Deft use of teräs käsi increases your power and allows you to do more powerful moves. The power indicator bar at the bottom of the screen is divided into four sections. These segments, or power bars, appear blue while charging, yellow when fully charged. Some moves cost one, two, or three power bars. Some will cost your entire amount, or what's referred to as a "super gold power bar" (all four segments turn gold).



Game Screen

Win Symbols

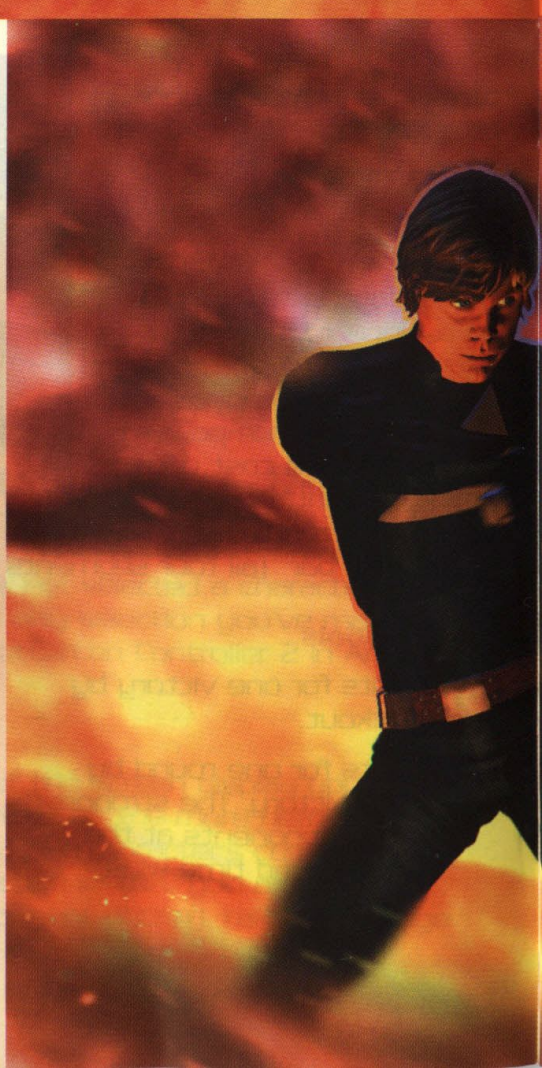
- Counts for one victory by Knockout.
- Counts for one round by timed victory. The stronger of two opponents at the end of round time wins.
- Counts for one round by Ringout (opponent is knocked out of the ring).
- Counts for a perfect win—a victory won without taking any damage.
- Counts for one round ending in a Draw.

Teräs Käsi Rules of Engagement

1 When one character's Life Bar is depleted, the opponent wins by Knockout.
2 If a character passes the bounds of the ring, the opponent wins by Ringout.
3 If the allotted time runs out before either character can score a Knockout or Ringout, one win is awarded the character with the most remaining in his Life Bar.
4 A Draw will result in a loss for both characters.

Pausing a Game

To abort the game during a battle, Press and hold the **START** and **SELECT** buttons simultaneously. From the Pause Screen you can return to the game or adjust the audio.





Characters

ARDEN LYN (Teräs Käsi Master)

Weapon: Ancient Droid Arm

As the order of Jedi resurfaces, so do the teachings of teräs käsi, in the form of Arden Lyn, master of teräs käsi. A Palawan warrior from the time of Jedi, her youthfulness belies her actual age. Her skills as one of the last teräs käsi masters has attracted the attention of the Emperor and Darth Vader, who have assigned her to track down and take out key Rebel Alliance personnel. Arden, however, has her own agenda...



Moves

- ✖+●: Flip Kick
- ✖+●●: Flip Kick Cartwheel
- ←(Hold)→▲: Sonic Blast (up to 3 power bars)
- ↓(Hold)←▲: Sonic Sphere (1-3 power bars)
- →→●: Double Ankle Kick
- ↓(Hold)←▲: Sonic Shockwave (super gold power bar)
- →→●▲■▲: Teräs Käsi Chain Starter



LUKE SKYWALKER (Young Jedi)
Weapon: Lightsaber

Strong in the Force as his father was before him, young Luke Skywalker still has much to learn about embracing the ways of the Jedi and avoiding the temptation of the dark side of the Force. Luke is determined to continue the Jedi Knights' teachings.



Weapon Moves

→→■: Lunging Saber Sweep

←■+▲: Figure Eight Swing

→↓↘→●: Lightsaber Double Precision Uppercut

↓↓■: Low Sweep Sidestep

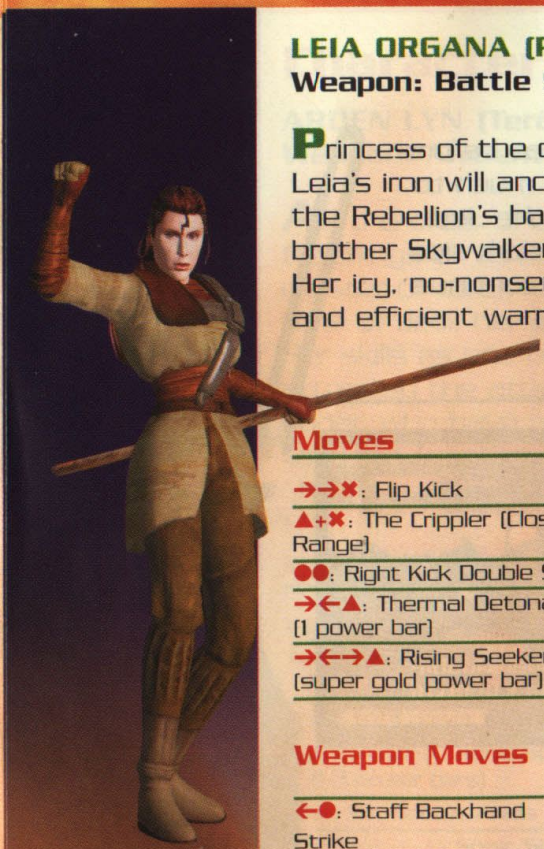
↓↘→●●●: Jedi Precision Slicing Complete

←↙↓↘→▲: Flying Cutting Saber (2 power bars up to super gold power bar)

●■✖■: Jedi Chain Starter



LEIA ORGANA (Princess)
Weapon: Battle Staff



Princess of the destroyed planet of Alderaan, Leia's iron will and sheer determination help drive the Rebellion's battle against the Empire. Like her brother Skywalker, she too is strong in the Force. Her icy, no-nonsense attitude makes her a deadly and efficient warrior.

Moves

- →→✖: Flip Kick
- ▲+✖: The Crippler (Close Range)
- ●●: Right Kick Double Side
- →←▲: Thermal Detonator (1 power bar)
- →←→▲: Rising Seeker (super gold power bar)



Weapon Moves

- ←●: Staff Backhand Strike
- ●■✖✖●: Flying Staff Chain Starter

HAN SOLO (Pilot and Smuggler)
Weapon: Blaster Pistol

The Alliance took Han from a smuggler's existence into a head-on collision with the Empire. His early struggles forged his fighting skills, while time in cantinas gave him a glimpse of teräs käsi's fighting styles. With a price on his head after a botched smuggling run, Han is a dangerous and desperate man.

Moves

→→✖: Ax Kick

→↓↘→■: Jump Left Uppercut

→→↓↘→■: Teräs Käsi-Charged Spinning Left Uppercut (1 power bar)

✖▲■▲■: Smuggler's Chain Starter

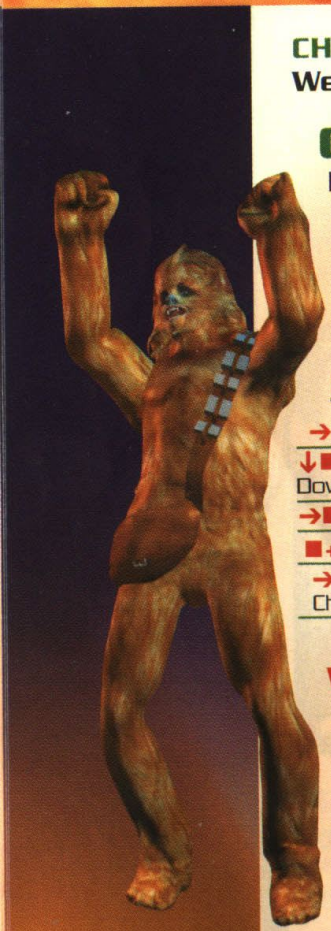


Weapon Moves

↓↘→▲: Shoot Blaster Straight

↓↘→■+▲: Power Blaster (1 power bar)

←→←▲: Rapid Tracer Stream (Takes super gold power bar. Add to the end of the string with additional ▲ button presses.)



CHEWBACCA (Wookiee)
Weapon: Bowcaster

Chewbacca's foes see his ferocious nature and brute strength, but his allies see his intelligence and loyalty. His bond to Han Solo is complete and unquestioned. Chewbacca's tremendous strength and accuracy with the bowcaster are assets in any fight.

Moves

→+■: Left Push

↓■+▲: Two-Fist Downswing

→■+▲: Gorilla Slap

■+▲: Two-Fist Uppercut

→■+▲▲■▲: Wookiee Chain Starter



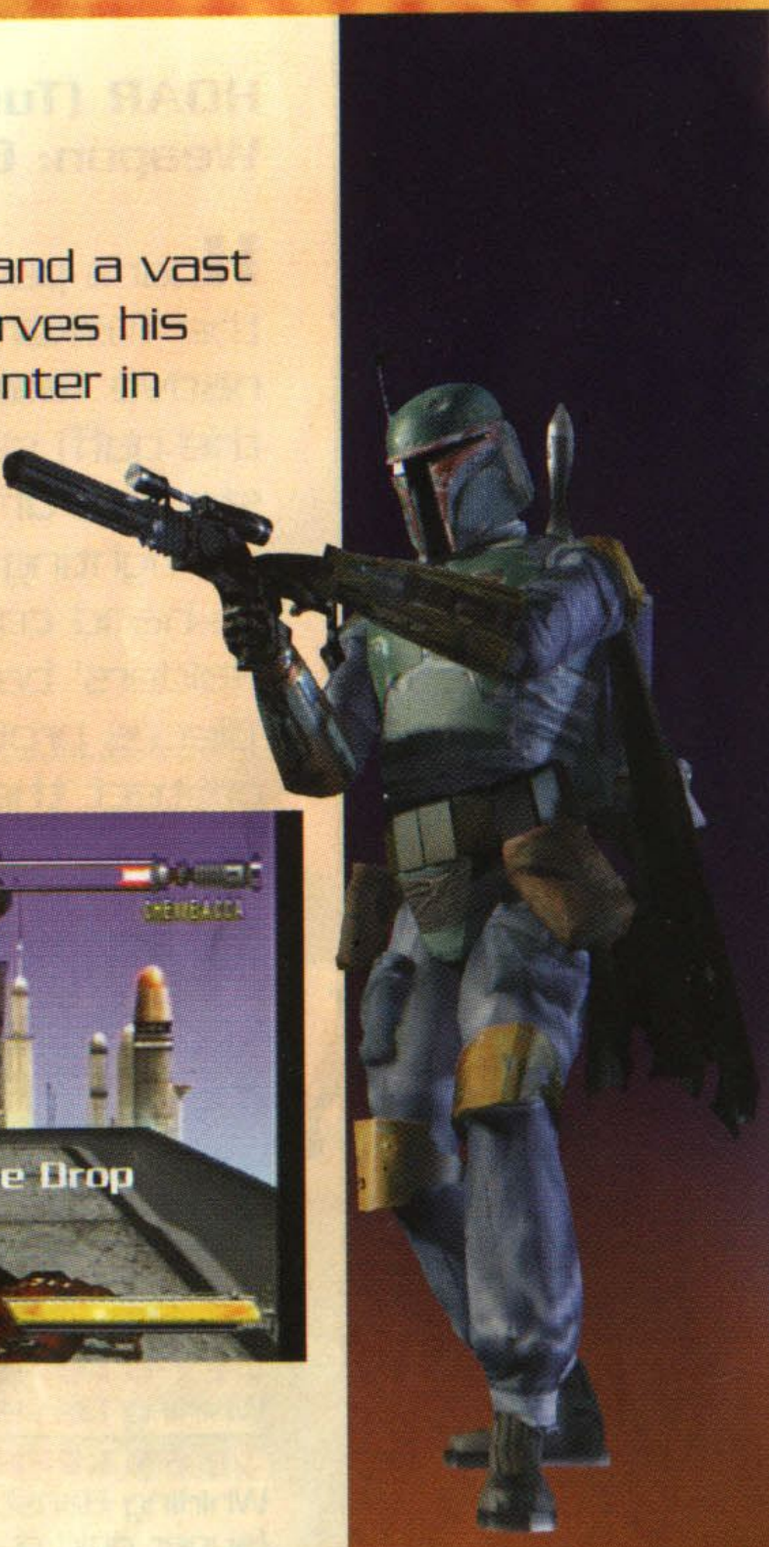
Weapon Moves

↓↘→▲: Shoot Bowcaster Straight

↓↓▲: Energy Tracking Storm (super gold power bar)

BOBA FETT (Bounty Hunter)
Weapon: Blaster Rifle

Armed with his Mandalore battle armor and a vast array of deadly weapons, Boba Fett deserves his reputation as the most feared bounty hunter in the galaxy. His ruthless nature combined with his favorite blaster rifle leave his opponents with little hope of escape.



Moves

↓↙←▲: Right Spin Double Backhand (When Facing Right)

→←▲: Thermal Detonator (1 power bar)

↑+✖: Double Knee Drop (Only Works on Prone Opponent)

→↘↓↙←■: Rocket Shot Volley (super gold power bar)

▲✖■■▲: The Mandalore Chain Starter



Weapon Moves

↓↘→▲: Shoot Rifle Straight

↓↓▲: Rifle Rocket Shot (2 power bars)



HOAR (Tusken Raider)
Weapon: Gaderffii "Gaffi" Stick

Hoar's people—vicious, nomadic bandits known as the Tusken Raiders—are feared throughout their native Tatooine. Armed with the traditional weapon, the gaffi stick, Hoar traveled off-world to become a student of Arden Lyn. With her guidance, he honed his fighting skills and mastery of teräs käsi. In hand-to-hand combat, Hoar wears the traditional Tusken Raiders' battle mask that includes long, metal pieces protruding from both sides of the jaw to protect the throat from direct attack.

Moves

■▲: One-Two Punch

■▲✖ : One-Two Flip Kick

Weapon Moves

↓↙←●●: Triple Spin Staff

■●: Left-Right Staff Swing

↓↙←■▲●✖■▲●✖■: Whirling Dervish

↓↙←■▲●✖■▲●✖■: Whirling Banshee Power (super gold power bar)

●✖●▲: Tusken Chain Starter



THOK (Gamorrean Warrior)

Weapon: Ax

The Gamorrean's size alone makes him a formidable opponent in hand-to-hand combat. Thok's fighting abilities inspire terror and awe in his opponents with his seemingly random fury. By the time his opponents realize that the chaotic frenzy is actually a precisely timed and executed combination, it is too late.

Moves

→→■: Spin Mid-Level Cut

→→▲: Jump-In Overhead Chop

■+▲: Head Rush

→↓↘→▲: Jump Uppercut

↓↓↓▲: Growth (Up to 4 power bars)

↓↓↓▲: Teräs Käsi Flame Stream (At Full Growth)

●■▲■●: Berserker Chain Starter





Fighting Tips from the Masters

THE BASICS

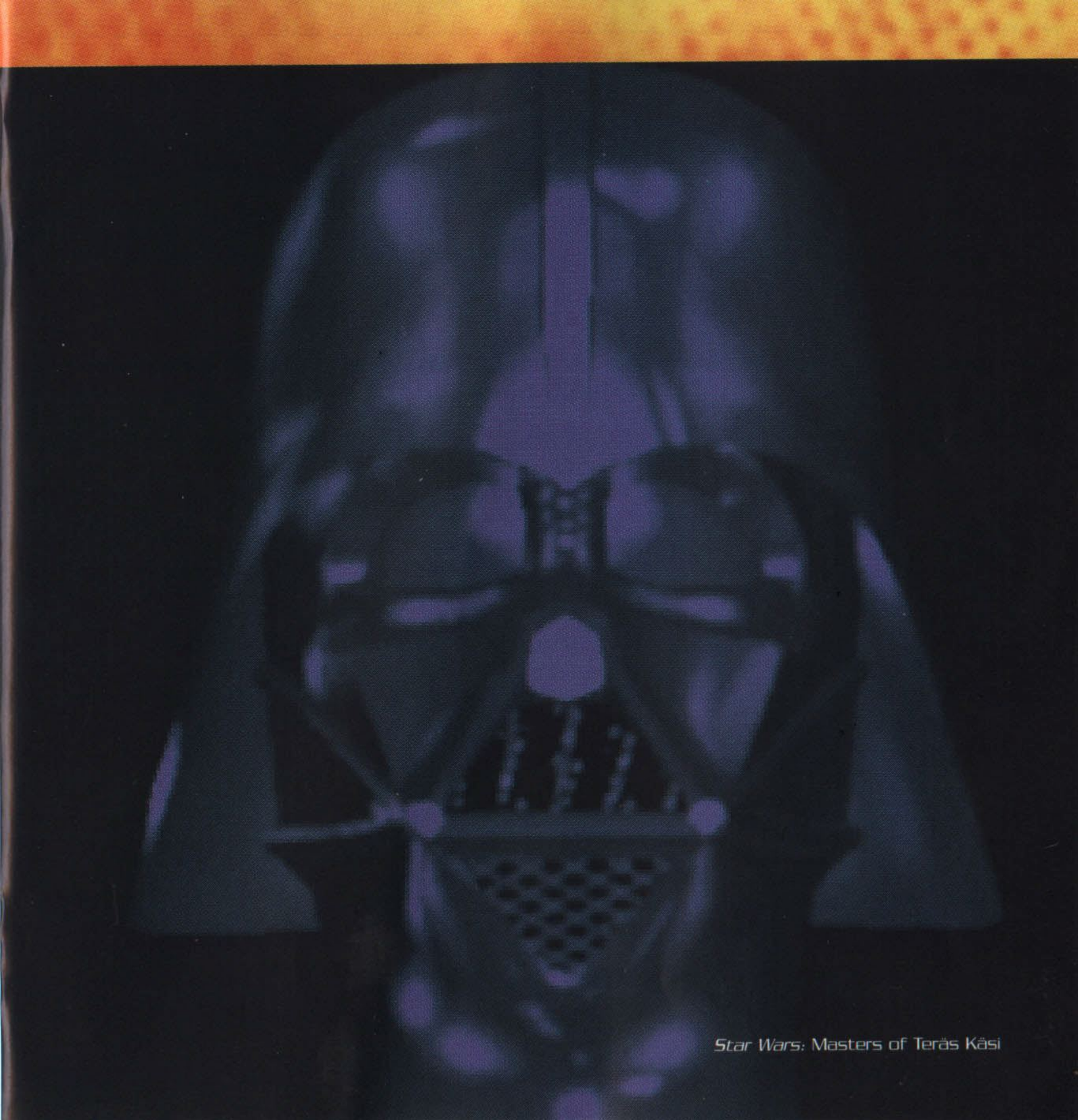
★ If you are just beginning, concentrate on learning one character first.
★ Experiment with attack button and directional button combinations to discover secret attacks and special combos.

DEFENSE

★ Learn which attacks can be blocked, which can be ducked and which must be side-stepped.
★ Understand the difference between high, mid and low attacks.
★ Learn your opponent's patterns and attack distances.

OFFENSE

★ Practice the specific Directional button motions that activate the special powered moves.
★ Learn when—and when not—to use your special teräs käsi powered moves.
★ Play a variety of characters. Be familiar with all your opponents' abilities.
★ Practice your favorite character's combos. Learn your strengths and weaknesses.
★ Figure out your own winning secret combos to develop your own strategy.
★ Beating the computer isn't easy, but winning against human opponents is the truest measure of a teräs käsi master.



Star Wars: Masters of Teräs Käsi