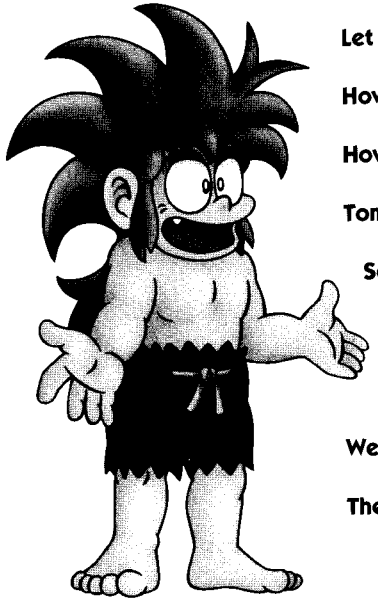

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SCUS-94454
94454
TOMBA! 2
THE EVIL SWINE RETURN™
SONY
COMPUTER

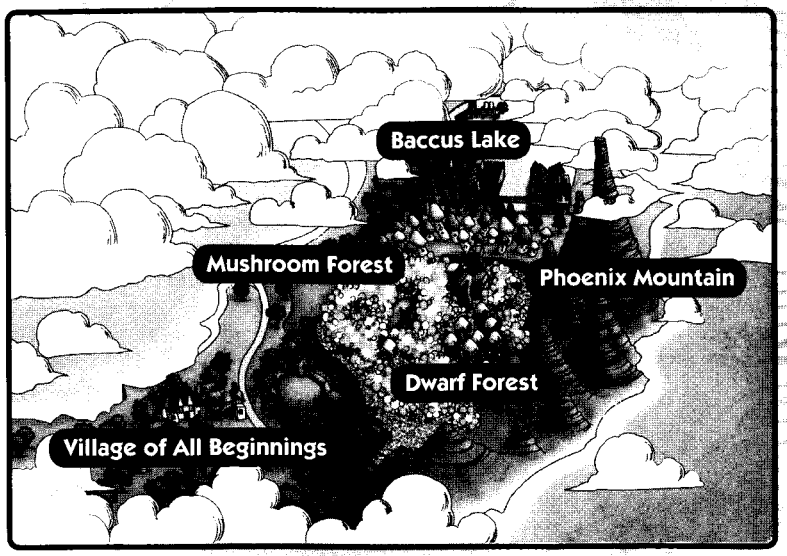
Developed by:	**WHOOPEE CAMP Co., Ltd.**
Director/Producer	Tokuro Fujiwara
Planners/Programmers	Toshihiko Uda, Masayoshi Kurokawa
Scenario & Events Writers	Masayoshi Kurokawa, Akiro Kinoshita
Assistant Producer	Toshihiko Uda
Art Director	Tokuro Fujiwara
Conceptual Artist	Hideki Hosokawa
Character Artists	Satoshi Ueda, Jyunya Kida, Hiroshi Oonishi, Hiroyuki Masui, Yuka Komatsu
2D Graphics Artists	Jyunya Kida, Satoshi Ueda, Youko Shimizu, Hiroshi Itoh, Hiroshi Oonishi
3D Modelers	Masaki Tokuda, Youko Shimizu, Tetsuya Kakumoto, Yasuhiro Fujitani, Eichi Nakajima, Tugutaka Fukuoka, Kazuhiko Tanaka, Yoshikazu Nagai, Hiroshi Yamamoto, Yoshiyasu Kotake, Yuichi Nakamura, Miwa Hashimoto
Sound Effects Designer	Yasuaki Fujita
Music Composers	Harumi Fujita, Nao Hatsutani
Technical Director	Yukio Arai
Game System Programmers	Yukio Arai, Hideki Hara
3D Programmers	Tomoko Fukui
Character & Events Programmer	Giichi Ariyama
Production Manager	Teijiro Handa
Executive Producer	Tokuro Fujiwara
Licensed to:	**Sony Computer Entertainment America**
Associate Producer	Seth Luisi
Assistant Producer	Jeffrey Ng
Senior Producer	Perry Rogers
Q.A. Manager	Mark Pentek
Technical Coordinator	Neil Musser
Lead Tester	Tim Duzmal
Assistant Lead Testers	Andrew Woodworth, Kevin Seiter
Testers	Al Dutton, Dave Kinel, Ramon Concepcion, Steve Oreo, Dave Kimber, Mark Valledor
Marketing Product Manager	Susan Nourai
Software Licensing	Misako Usui
Opening Theme	"PARADISE"
Ending Theme	"Que será será"
FMA Sound Effects and Voice Over	Goldman Productions, Inc.
Special Thanks to:	F.M.C. INCORPORATED, VISION UNIVERSE CO., LTD., K&M CO., LTD., TOSHIBA-EMI LIMITED, Wimsy Entertainment Co., Limited, Myoen Abe Lisa Lunger, Chang Fadel, David Lee, Buzz Burrows, Andrew House, Peter Dille, Kaz Hirai, Yoshiko Furusawa, Marie Macaspac, Kim Homecker
Package & Manual Design	Radar Design Corp.
Manual Text	Seth Luisi, Misako Usui

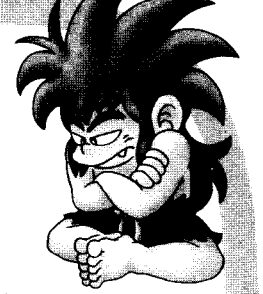
TOMBA!™



Prologue	2
Let the Adventure Begin!	4
How to Begin the Game	5
How to Use the Controller	10
Tomba's Actions	12
Sections and Areas	14
In-Game Menus	16
Clearing Events	22
Weapons and Items	24
The Inhabitants of Tomba's World	26

PROLOGUE



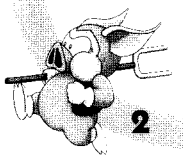


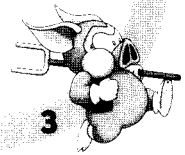
Though they have never been shown on any map, there was once a small group of islands in the middle of the ocean. With maritime provinces in the north and smaller islands in the south, the islands were home to peaceful people who lived in tranquility for many, many years. At some time (no one knows exactly when) a group of Evil Pigs appeared and disrupted the islands with their powerful, twisted magic. Flowers withered and birds disappeared, while strange plants and animals took their place. Underlings of the Evil Pigs, called Koma Pigs, played mischievous pranks on the helpless inhabitants of the islands.

A young boy named Tomba was born on one of the islands ruled by the Evil Pigs. Raised by his grandfather, the curious, energetic Tomba played and hunted in the wilderness. When his grandfather passed away, Tomba took great care to protect his grandfather's grave and never removed the gold bracelet his grandfather gave to him.

One day, Tomba's cherished bracelet was stolen by a Koma Pig. Thus begins Tomba's adventure...and yours.

As Tomba sets out into this strange land he will encounter many things that he does not understand. Through his adventures Tomba will grow, gaining experience and new skills. And perhaps he will capture the Evil Pigs, restoring the natural beauty of these unknown islands.





LET THE ADVENTURE BEGIN!

Guide Tomba to explore the mysterious islands, discover and complete numerous exciting events and rid the islands of the dreaded Evil Pigs. The events, which demand both skill and thought, range from easy to difficult, and there are many varieties. Clearing certain events will allow Tomba to proceed further and will reveal the Evil Pigs' vile plans. See page 22, Clearing Events.

Tomba's biggest challenge will be to find the Evil Pigs. There are supposed to be seven Evil Pigs on the islands, each with a different type of formidable magic. It will not be easy to oppose their power, but legend has it that there are Evil Pig Bags hidden throughout the islands that can be used to capture and "seal away" the Evil Pigs.

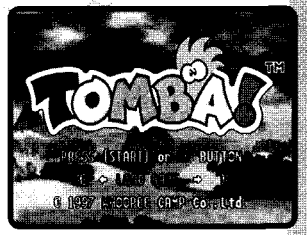
The Evil Pigs know about these Evil Pig Bags, and have made it difficult for them to be found. In the areas where there is a strong possibility that an Evil Pig Bag may be hidden, the Evil Pigs have cast powerful spells that changed the surrounding environment disguising the area where the Evil Pig Bags are hidden.

It is up to you, Tomba. Recover your Grandfather's bracelet, seal away the Evil Pigs to end their tyrannical rule, and restore the islands back to their natural beauty.

HOW TO BEGIN THE GAME

Insert the "Tomba!" disc into the PlayStation® game console and turn the power on. After the logos are displayed, a movie depicts how Tomba's adventure begins. You may choose to watch the entire movie or switch to the Title Screen by pressing the Start Button at any time.

Title Screen



At the Title Screen you can select to start a new game, continue a saved game, or adjust the game options. Use the ← and → Directional Buttons to select an item and press the ⊗ Button to confirm.

New Game Select "New Game" when you are playing for the first time or if you wish to start a new game.

Load Game You may continue to play your previously saved game if you have a Memory Card with Tomba! game data saved on it by selecting "Load Game." See page 8, Saving and Loading your game.

Options By selecting "Options" from the Title Screen, you can set various options for playing Tomba!. Return to the Title Screen by pressing the ◎ Button.

Options Screen

At the options screen, you can change various game settings to customize Tombal to your game playing style. Use the ↑ and ↓ Directional Buttons to select an option and press the ⊗ Button to change the option. Press the ◎ Button to return to the Title Screen.

Message Fast Auto Slow

The Message option adjusts the speed at which the game text is displayed on screen. The default option is "Fast". If the game messages are being displayed too fast, try the "Slow" setting. The "Auto" setting changes the game so that it is not necessary to press the ⊗ Button to advance the game messages. As soon as the entire message is displayed, the game will automatically proceed to the next message.

Sound Stereo Mono

Select "Stereo" sound for a stereo television or Hifi system or "Mono" for a mono television.



Adjust Screen

Select "Adjust Screen" to center the game screen on your television. After selecting adjust screen, use the Directional Buttons to adjust the screen and press the ⊗ Button to accept the changes and exit, or press the ◎ Button to cancel the changes and exit.

Config Menu

Select "Config Menu" to change the button assignments of the controller. On the "Config Menu" screen, press the ⊗ Button to change the button assignment pattern. You can select from pattern A, B, C, D, E or the Default pattern. Press the ◎ Button to exit the "Config Menu" screen.

Saving and Loading your game!

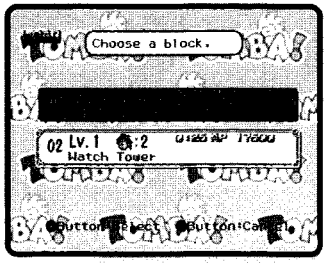
Tomba! requires a Memory Card (sold separately) to save and load your game progress. Please make sure that a Memory Card is inserted into either Slot 1 or Slot 2 of the PlayStation game console when you are either loading or saving your Tomba! game data.

Loading a saved game.

In Tomba!, you can Load a saved game at the Title Screen by selecting Load Game or during the game by selecting "Load Game" from the Pause Menu.

After selecting "Load Game", you will be presented with the Load Screen. At the Load Screen, you must first select which slot contains the Memory Card that you would like to load your Tomba! saved data from, "Slot 1" or "Slot 2". Next, select the block you wish to load using the ↑ and ↓ Directional Buttons. Press the ⊗ Button to load the selected saved data or the ◎ Button to cancel. You must select "Yes" and press the ⊗ Button one more time to confirm that you would like to load the selected saved data.

Note: Any changes to the controller are not saved. Change the controller button assignments before you load a game.

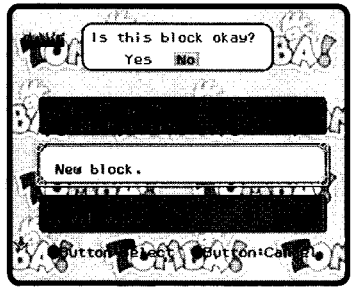


Saving your progress.



During the game, you can read signs in the world by pressing the ↑ Directional Button and the ◎ Button in front of the sign. If it is a sign containing the area name (i.e. The Village of All Beginnings), the message "Save DATA?" is displayed. Press the ⊗ Button to save your game data and progress or press the ◎ Button to cancel.

If you select to save your progress, the Save Screen will be displayed. First select which slot contains the Memory Card that you would like to save your Tomba! data to, "Slot 1" or "Slot 2". Tomba! requires 1 block of free memory in order to save game data. Next, select the block you wish to save your game data to using the ↑ and ↓ Directional Buttons. You can overwrite old Tomba! saved data or select "New block" to create new Tomba! saved data. Press the ⊗ Button to save to the selected block or the ◎ Button to cancel. You must select "Yes" and press the ⊗ Button one more time to confirm that you would like to save to the selected Memory Card block.



Caution: When overwriting, the original data will be completely erased.

HOW TO USE THE CONTROLLER

	Action Screens	Town Screens	Item Screens
Left & Right ← → Directional Buttons	*Move left & right*	*Move left & right*	*Move cursor*
Up & Down ↑ ↓ Directional Buttons	*Face forward & face back*	*Move up & down*	*Move cursor*
⊗ Button	*Jump*	*Not used*	*Accept*
◎ Button	*Use weapon*	*Not used*	*Cancel*
△ Button	*Access Item Screen*	*Not used*	*Not used*
□ Button	*Read signs & talk*	*Increase speed & talk*	*Not used*
L1 Button	*Change viewing angle up & down*	*Not used*	*Not used*
R1 Button	*Change viewing angle up & down*	*Not used*	*Not used*
Start Button	*Pause/ Display pause menu*	*Pause/ Display pause menu*	*Pause/ Display pause menu*
Select Button	*Pause/Display game menu*	*Pause/Display game menu*	*Pause/Display game menu*

Dual Shock™ Analog Controller

You can turn on and off the Vibration function of the Dual Shock Analog Controller on the Options Screen. See Page 6 for Options Screen.



TOMBA'S ACTIONS

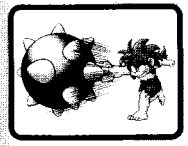
Tomba starts the game with the ability to perform all of the actions listed below. There are many other actions that must be discovered during Tomba's journey.

Action Controls



Walk

Hold down the Directional Buttons (← →) to gradually accelerate and move Tomba in the desired direction.



Attack with weapon

Hold the Directional Buttons in the direction that you wish to attack and press the ◎ Button. In addition, hold down the ◎ Button to store attacking power. When Tomba begins swinging the weapon faster, release the button for a powerful hit.



Jump and bite

Press the ⊗ Button to have Tomba jump. Tomba will automatically bite an enemy if he lands on one.



Bite and throw

While Tomba is on top of an enemy biting them, press the ⊗ Button to jump while holding the enemy. While in the air, Tomba can throw the enemy by holding down the Directional Buttons and pressing either the ⊗ or ◎ Button.



Hang

While jumping, if Tomba's hands touch the top edge of a wall or a branch, Tomba will hang on to it. To pull up on top of a wall while hanging, press the ↑ Directional Button or the ⊗ Button.



Swing

From a tree branch, hold down the Directional Button in the direction Tomba is facing to accelerate and begin the swing. Use the opposite Directional Button to decelerate and change directions.



Jump while swinging

Hold the Directional Buttons in the direction you wish to jump and then press the ⊗ Button to swing and jump in the desired direction. The direction that you are pressing on the Directional Buttons determines which way you jump, not the timing. The distance of your jump depends on your rotation speed.



Cling to the side of a wall

Tomba can jump onto the side of a wall and cling to it. While clinging to a wall, you can climb up or down by pressing the ↑ or ↓ Directional Buttons.



Cling to pillars and tree trunks

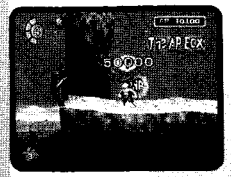
Press the ↑ or ↓ Directional Buttons to climb up or down. While clinging, you can still attack by using the ◎ Button and the ← or → Directional Buttons will swing Tomba around to the other side of a pillar or trunk.

SECTIONS AND AREAS

The islands on which Tomba's adventure takes place are made up of these interconnected sections. The sections are not connected with one single road, but can be accessed from various routes. The sections are further divided into areas.

Types of Sections and Their Characteristics

There are various types of sections that affect how the game is played. Below are the different types of sections. Please see page 10 for information on the specific controls in each type of section.



1. Action Section

The action section is the most standard type in this game. For the most part, Tomba is controlled from a side view and the game is played focusing on jumping, biting, using items and attacking.



2. Town Section

The town section is played from an isometric view (looking down diagonally from above). No enemies appear in the town section and the focus of the game is on conversing with the characters in the towns.



3. Miscellaneous Section

There are a few special sections, like racing. The controls for these sections are explained at that point during the game.

Foreground and Background of the Screen

In the action sections of Tomba!, there are areas located in the background of the screen that Tomba can reach. Tomba can move into the background or toward the foreground at certain places in an area.

Jump into the background

(background jump)

If there is a wall or something you can cling to in the background of the screen, hold the ↑ Directional Button and then press the ⊗ Button. Tomba will jump into the background and cling to the wall. Tomba can then explore the background area of the screen.



Jump into the foreground

(foreground jump)

If you are in the background of the screen, you can return to the foreground by holding the ↓ Directional Button and then pressing the ⊗ Button. Normally, this can only be done on top of a wall where you are able to jump into the background.

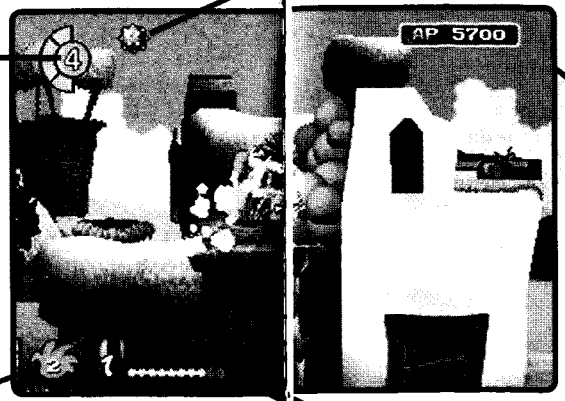
Walking into the background

In the Haunted Mansion section, there are some places where there is a path leading into the background of the screen. You can rotate the screen and walk down the path by pressing the ↑ Directional Button in front of the area where you see the path leading into the background.

IN-GAME MENUS

Game Screen

On the game screen there are several displays that show your current vitality, adventure points, number of lives, experience gauge, and the currently equipped weapon.



Vitality

The number in the middle and the yellow bars indicate Tomba's current vitality. If Tomba receives damage by being hit by an enemy, landing in water, or touching sharp surfaces Tomba loses one vitality point. When Tomba has no vitality points left he loses one life. Eating fruit and other actions can restore Tomba's vitality. Tomba starts the game with a maximum of four vitality points.

Number of Lives

When Tomba loses all of his vitality or falls into a bottomless hole, Tomba loses one life. When all of Tomba's lives are gone, the game is over. Be careful, when you save your progress to the Memory Card, the number of lives that Tomba has remaining is also saved. Be sure to have ample lives remaining when you save your game.

Current weapon

The weapon that Tomba is currently equipped with.

Adventure Points (AP)

When Tomba completes an action or defeats an enemy he receives Adventure Points. Certain Events and chests cannot be completed or opened unless Tomba has acquired a certain number of Adventure Points.

Experience Gauge

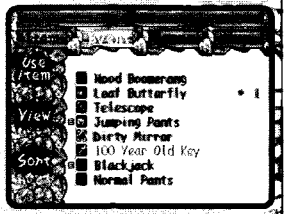
Every time Tomba jumps onto an enemy and bites them he will receive one experience point. When Tomba bites an enemy, the experience points gauge is displayed.

In-game Menu

When you push the Select Button during the game, the In-game Menu is displayed. You can select to go to the Item Screen, Event Screen, Status Screen, and the Map Screen. Use the Directional Buttons to select the menu item and the ⊗ Button to choose the menu item. The Select and ◎ Buttons will resume the game.

Item Screen

On the item screen, all of the items that Tomba has collected so far are displayed. In Tomba, there are five different types of items.



- **Normal items (black letters)**
  Items that can be used in response to any situation.
- **Event items (blue letters)** Items that can only be used at certain locations and situations.
- **Permanent items (red letters)** Items such as keys. Once a permanent item is acquired, you are automatically equipped with it.
- **Equipment items (green letters)** Special equipment that increases Tomba's abilities.
- **Weapon items (green letters)** Weapons that can be used to attack the enemy.

From the menu on the left of the Item Screen, select whether you would like to use an item, view an item, or sort the items.

- **Use Item** Select "Use Item" to use or equip a particular item. Move the cursor with the Directional Buttons and press the ⊗ Button to use or equip the desired item. To view more items, press the ← or → Directional Buttons to view the next page of items. Equipped items will have an "E" displayed in front of the item icon.
- **View** Select "View" to receive more information about an item. Move the cursor with the Directional Buttons and press the ⊗ Button to view the desired item.
- **Sort** Select "Sort" to organize all of the items on the item screen. Select "Sort" repeatedly to change the order.



Event Screen

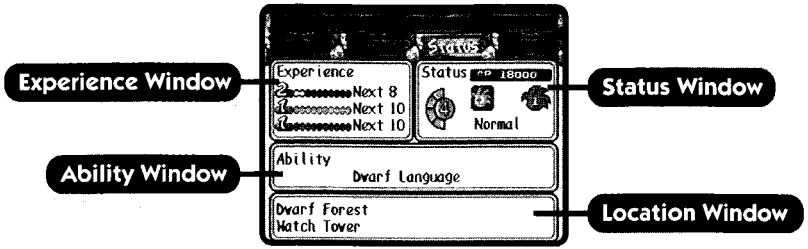
The event screen displays all of the events that Tomba has discovered or completed. Discovered events are displayed in red while completed events are displayed in black with an icon on the left side.



- **View** Select "View" to receive more information about an event. Move the cursor with the Directional Buttons and press the ⊗ Button to view the desired event. To view more events, press the ← or → Directional Buttons to show the next page of events.
- **Number of events** In the bottom left corner of the Event Screen, the total number of events discovered and the total number of events completed are displayed. Discovered events are displayed on the right while completed events are displayed on the left.

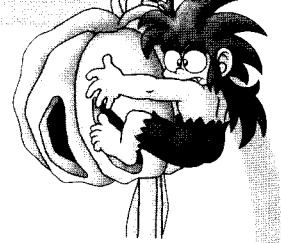
Status Screen

The status screen contains valuable information about Tomba's development throughout the game. The status screen is comprised of the experience window, status window, ability window, and location window.



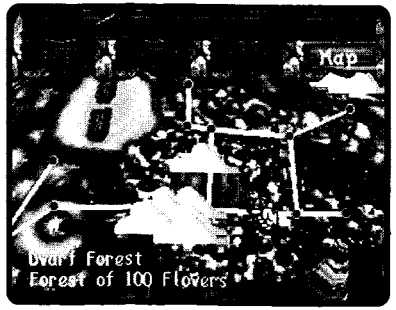
- **Experience Window**
  Tomba is born with several instinctive survival abilities. There are three separate survival abilities displayed by the three different experience meters (purple, green, and blue). Tomba gains experience for a certain ability every time he bites an enemy. Once an experience meter reaches the 10th level, one of Tomba's special survival abilities will be available. However, there are other conditions necessary to also make the survival abilities bloom.

- **Status Window**
  The status window displays Tomba's current status and condition. The vitality, Adventure Points (AP), number of lives, and condition are displayed in this window. Tomba's condition lists any abnormal status, such as "Laughing", "Crying", or "Normal".



- **Ability Window**
  During Tomba's adventure, Tomba will learn various abilities to help him complete his quest. Any special abilities that Tomba has learned will be listed in this window (for example, "Dwarf Language," "Swim").

- **Location Window**
  The Location Window displays the name of the area (top) and section (bottom) in which Tomba is currently located.



Map Screen

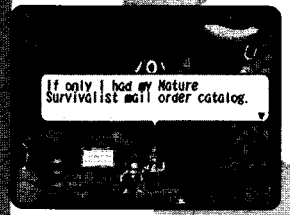
The map screen displays a map of Tomba's world. Select "Map" and press the ⊗ Button in order to view the different Section and Area names on the map. Only the places which Tomba has visited are displayed on the map.

CLEARING EVENTS

The most important part of playing "Tomba!" are the "Events." The game will only progress as you clear events, it will not progress simply by going forward. When Tomba discovers an event, the Event Cubes are displayed on the screen.

- **The Event Name is the hint** The Event Name is not only the name of the event, but is also basic yet important information to help you clear the event. Consider it thoroughly.

Event Example



Conversation with the villagers

The Safari Adventurer jumps down to greet Tomba. Tomba listens to what he has to say. "You can't go any further. The fog is too thick and you can't see a thing. If only there was something to blow the fog away!"

Display: Clear the fog

Ignoring the Adventurer's warning, Tomba starts to climb up the structure. However, he encounters a thick white blanket of fog and he cannot advance any further. "I have to find something to blow away this fog!"

Find the furious tornado

Tomba returns to the mansion at the beginning of the area and notices that there are leaves flying around the mailbox in the background. "Perhaps there's something windy in there!" Studying the area, Tomba jumps onto the hut next to the mailbox, flips on top of the hut and into the back-



ground. Tomba then jumps down and opens the mailbox. A Furious Tornado leaps out and almost blows Tomba away. "Maybe this will do the trick..."

Item (Use Furious Tornado)

Tomba runs back to the fog and pulls the Furious Tornado out of his inventory.



The furious Tornado jumps out

The "Furious Tornado" jumps out and blows away the fog. The event is cleared successfully.

Various Types of Events

There are many different kinds of events and your actions to complete them must vary accordingly. Make sure to talk to everyone and do your best to thoroughly explore each area.

Hidden Events

Events are hidden in various places. If you stay on the regular path, you will never find them—so take a side trip now and then.

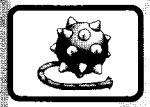
Using Event Items

To clear an event, sometimes you have to "use" an event item. To use an event item, first display the Item Screen (see page 18) and then select "Use Item". Move the cursor onto the event item (in blue) you wish to use and press the ⊗ Button to use it. (Note: You will not be able to move [illegible] event items that cannot be used in your current location.)

WEAPONS AND ITEMS

Weapons

As the game begins, Tomba has a weapon called the "Blackjack". Various weapons will appear throughout the adventure.



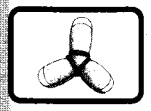
Blackjack A spiked iron ball on a long rope. Tomba's grandfather taught him how to use this weapon. You cannot defeat a Koma Pig with this alone.



Grapple By firing this into the terrain or at a ceiling, it will pierce the surface. Tomba can swing while hanging on to the Grapple. This weapon cannot harm any enemies.

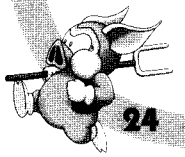


Wood Boomerang Tomba can throw just one of these at a time. It hits the enemy and then flies back to Tomba's hand.



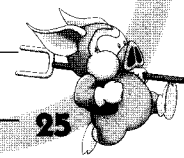
Stone Boomerang Tomba can throw two of these at a time. Its flying distance and attacking power is greater than the wooden boomerang.

There are many other mysterious weapons and items that Tomba does not know about yet.



Item List

Item Name	Type	Description
Charity Wings	*Normal*	*Instantly travel to places you've already visited.*
Healing Mushroom	*Normal*	*Cures any "laughing" or "crying" fits.*
Lunch Box	*Normal*	*Restores your vitality slightly.*
100-Year-Old Bell	*Permanent*	*Brings you to the 100 Year Old Man at anytime.*
100-Year-Old Key	*Permanent*	*Opens the 100 Year Old Treasure Chests.*
1,000-Year-Old Key	*Permanent*	*Opens the 1,000 Year Old Treasure Chests.*
Jumping Pants	*Equipment*	*Lighter pants that allow Tomba to move faster.*
Funky Parasol	*Equipment*	*Slows down Tomba's descent when he is falling.*
Fire Crystal	*Equipment*	*A mysterious purple crystal. Perhaps it contains a hidden ability.*
Water Crystal	*Equipment*	*A mysterious blue crystal.*
Wind Crystal	*Equipment*	*A mysterious green crystal.*
Chick	*Event*	*A small cute chick...someone is trying to save them.*
Frog	*Event*	*He's trying to find his way home.*
Bananas	*Event*	*Delicious looking bananas that are very hard to resist for people who like bananas.*
Furious Tornado	*Event*	*A roaring tornado that looks like it will blow away anything.*



THE INHABITANTS OF TOMBA'S WORLD



Koma Pigs

Subordinates of the Evil Pigs that rule this world. They love to play pranks and are deceptively clever, but are somewhat lacking in common sense.



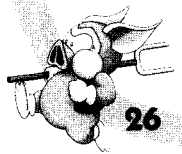
Kokka Birds

Monster birds with large wings and red bodies. They bring "eggs" to the "Village of All Beginnings" and protect them with great care. You'll have a difficult time escaping if you get caught in those sharp pointy claws.



Yan of the Hidden Village

It is said that there is a Hidden Village located somewhere...well it's hidden. Yan is a resident of this village and he loves to play hide and go seek. If you are able to find him, he should tell you various nuggets of valuable information.



Needlegator

An enormous alligator wearing a shell. The shell is hard and has many thorns. First try to remove the shell, and then attack!



Charles

A little mischievous monkey. He will teach you tricks and help you out with your adventure. Of course, nothing is free. You may be able to find him just by looking to the trees above the regular path.



Dwarves

A gentle tribe living in the depths of the forest, the dwarves are good people with small bodies and honest personalities. The trouble is that Tomba does not understand the language of the dwarves. It may be necessary to somehow learn the dwarves' language.

