GUNGRAVE
OVERDOSE

MASTiFF

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.
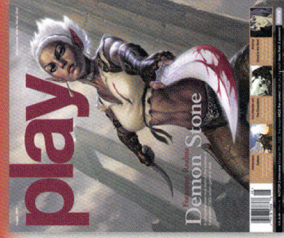
USE OF UNAUTHORIZED PRODUCT:

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.
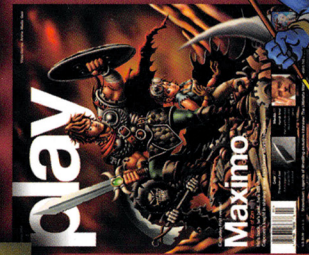
Notes

Contents

Getting Started

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
OPEN button
USB connector
controller port 1
controller port 2

* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *GUNGRAVE: OVERDOSE*™ disc on the disc tray with the label facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

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Zele Condorbrave, Fangoram
Steven Jay Blum

Casino Manager
Quinton Flynn

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Guido Boltoni
James Horan

Garino Creale Corsione,
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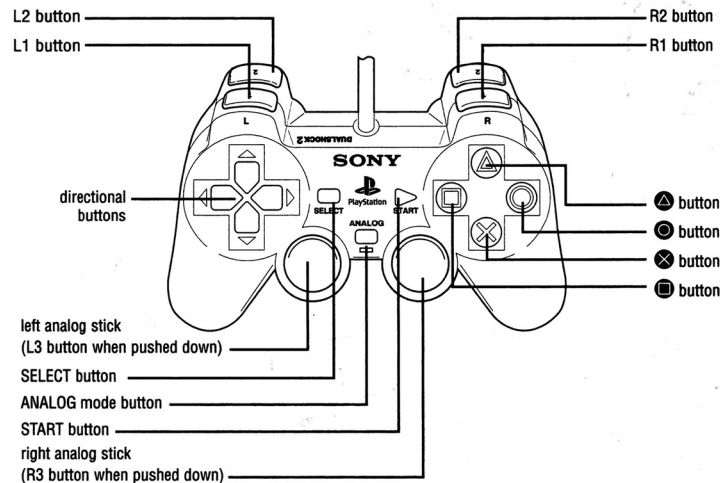
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Starting Up

DUALSHOCK®2 analog controller configurations

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
▲ button
● button
✕ button
■ button

To select menu options, use the ⬆ and ⬇ directional buttons to navigate the menu options. Highlight the desired option and press the ✕ button to accept. To select a menu option, follow the on-screen button prompts and press the ✕ button to accept and the ▲ button to go back to navigate through the menu options. *GUNGRAVE: OVERDOSE*™ supports the DUALSHOCK®2 analog controller. When the mode indicator is on, the left analog stick works the same as the directional buttons.

"Stop Harry MacDowell..."

It all started with two guns delivered by a desperate young girl. The girl's name was Mika Asagi.

It was war from the instant the silent man known as Beyond the Grave picked up those guns.

Grave used the Cerberus guns and a coffin filled with heavy weapons to fight against the crime syndicate called the Millennion, and its leader, Harry MacDowell.

The Millennion controlled the mysterious drug known as Seed, making Grave's battle against the syndicate a difficult one, but he was eventually victorious. And so the Millennion was destroyed, and Seed vanished from the world.

At last, Mika and Grave could relax...But this peace was not to last. The terrible scourge known as Seed had appeared once again.

A hail of bullets.

An endless stream of attacking enemies.

Facing a hopeless future, Beyond the Grave once again opens his eyes.

And so, a symphony of gunfire begins, as Grave fights to destroy the evil that threatens those he has sworn to protect...

Q: My shield is down and I'm starting to lose health!

A: If you rest for a short time in a location where there aren't any enemies, your shield will regenerate. Also, when you use a Demolition Shot, the Jackpot number is added to your health.

Q: How do I unlock more Demolition Shots?

A: Your performance in each stage is evaluated, and the better you do, the more Skull Points you get. After you collect a certain number of Skull Points, the next Demolition Shot will be unlocked. Just remember: each character has different Demolition Shots, and you'll only get Demolition Shots for the character you're using.

Q: I'm surrounded! This doesn't look good! What should I do?!

A: Try using a stun attack (jump straight up and press the ⓞ button). The enemies around you will be stunned for a moment, allowing you to fight your way out.

Q: My Beat Count doesn't go very high!

A: When you attack objects or enemies, a blue flame appears in the upper right of the screen. As long as you hit something else before the flame goes out, your Beat Count will keep going up. Don't give up!

Q: I heard it's possible for Grave's weapons to become more powerful...

A: The more you play the game, the more options appear under Customize and Extras on the Options screen. Changing these options affects many different aspects of gameplay, so try them all.

Q: Whoa! My character suddenly did a strange move I've never seen before!

A: I don't understand this myself, but...it seems as though it has something to do with Artistic Points. You get Artistic Points by defeating enemies efficiently and gracefully. Getting above a certain number of Artistic Points seems to give Grave and the others a mysterious kind of power...

Zell Condorbrave

Zell is the commander of a squad of elite mercenaries. He's well respected by the militaries of many different countries, and despite being a normal human being, he's fought and defeated several deadmen. Zell and his men have been hired by Garino to take on Grave and his companions.

Fangoram

The only person in the world able to wield the Center Head— a weapon that dwarfs even Grave's Cerberus guns in power. Thought by many to be the strongest deadman in existence, Fangoram will never stop until he's completely obliterated his enemy.

Hotel Manager

This man is in league with the Corsione Family and uses his hotel as a front for Seed smuggling. They say no one who's tried to expose his dirty dealings has ever been heard from again.

Casino Manager

An ally of the Corsione Family, the casino manager's gentlemanly appearance belies his intense cruelty and animal cunning. His schemes have already cost untold numbers of people their lives.

Main Character Profiles

Beyond the Grave

Armed with a pair of guns known as Cerberus and a coffin filled with heavy weapons, Beyond the Grave single-handedly defeated the crime syndicate known as "The Millennion."
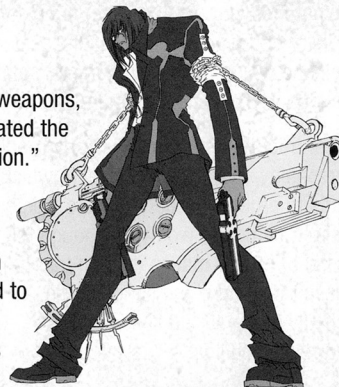
Betrayed and killed by his former best friend, Harry MacDowell, Grave was brought back to life by the Necrolization Project—a secret organization designed to create an army of unstoppable, undead warriors known as deadmen. Reborn as a deadman, Grave is a nearly invincible warrior. But this power came at a price—he's almost completely lost his memory and his emotions. And while his ability to regenerate allows him to recover from most wounds in seconds, he must periodically refresh his body's entire supply of blood.

Juji Kabane

Although blind and dressed in a tattered coat, Juji is a master of the Kutaba school of martial arts. His gunblade (a combination gun and sword) and his lightning-fast reflexes make him a formidable opponent.

Juji is a man of mystery. Little is known about his past, from the meaning of the fiery aura on his shoulder to how he became a deadman. He seems to have a nearly pathological hatred for the drug known as Seed, but the reason for this, too, is unknown.
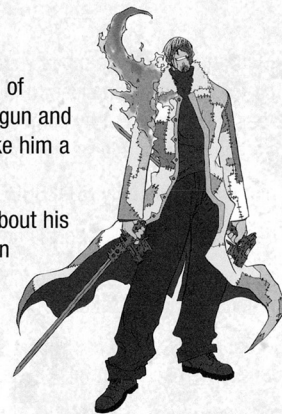
The loss of his sight has made his sense of smell exceptionally acute. He lets his nose lead him and his partner, Rocketbilly Redcadillac, in their fight against the crime syndicate trafficking the evil Seed.

Rocketbilly Redcadillac

A ghost haunting a guitar that Juji Kabane picked up during his travels, Rocketbilly Redcadillac is the ultimate playboy. But he never fails to treat the women of the world with kindness and consideration. And while he would never admit it, his grandmother is his idea of the perfect woman.

In contrast to his partner Juji's hard-edged personality, Billy has a soft heart, which often leads to arguments between the pair, especially when it comes to women. Although Billy's sense of humor makes it seem that he doesn't take anything seriously, he actually has a strong sense of duty and responsibility.

Billy channels his spiritual energy through his electric guitar and uses the resulting power to attack his enemies.
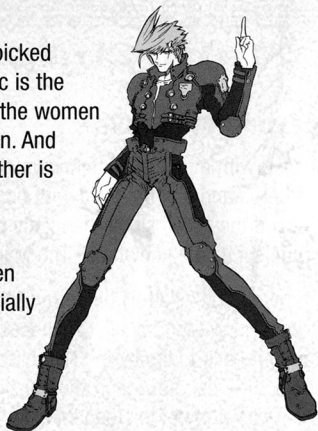
Basic Controls

Use the left analog stick to move your character and fire using the ⬛ button. Press the ⬤ button when close to the enemy for a close-range attack. These are the basic controls, but by combining the other keys and techniques listed below, you can create a large number of impressive attacks.

- This game uses only DUALSHOCK®2 analog controllers.

- The second controller port is not used.

- You can turn the controller's vibration feature on and off in the game options, under Vibration.

- Original PlayStation controllers or original PlayStation analog controllers cannot be used with this game.

- When playing this game, the red ANALOG light on the controller will always be lit.

The Corsione Family

The Corsione Family is a new crime organization that controls a large number of forbidden technologies, including Seed. Their meteoric rise to the top of the underworld has other syndicates worried about the future.

Don Corsione

Don Corsione is the head of the Corsione Family—the crime syndicate Grave and his companions are fighting against. He trusts his son Garino implicitly, using him as his second-in-command. Not satisfied with merely being a mafia boss, Don Corsione's eventual ambition is to control the entire underworld.

Garino Creale Corsione

Garino is both the adopted son of Don Corsione and a gifted scientist. As a child, he was given anything he could ever want. Although he was only ten years old at the time, he contributed greatly to the Necrolization Project and the development of Seed.

Sherry

Sherry's a beautiful woman in the employ of the Corsione Family. She seems to be planning her revenge against a certain person from her past...

Character Profiles

Mika Asagi

Mika is the daughter of Big Daddy, founder of the crime syndicate known as the Millennion. Three years have passed since Grave and Mika's battle against the Millennion, and Mika is now able to fight alongside Grave, instead of merely being protected by him. She has been in hiding ever since Grave defeated the Millennion, but decided to awaken Grave when she discovered Seed was once again making its way into society. She'll supply you with useful information during the game.
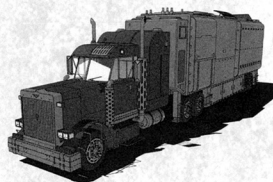
Spike Hubie

Spike's sudden appearance was how Mika learned of the return of Seed. Although he's apparently lost his memory, he's clearly a genius and has been helping Mika by developing new equipment and technology to use in their fight. But what's the secret of this extraordinary young man's past?

The Truck

Heavily armored and highly modified, the truck functions as a mobile command center for Mika and Spike. It's surprisingly fast, despite being filled with advanced computers and all of the devices necessary to maintain Grave's health.

DUALSHOCK®2 Analog Controller

▣ button	Shoot	Makes your character shoot in the direction he's facing. There's no limit to your stock of ammo. You can shoot while running, but when you shoot while standing still, you can use Burst Mode to fire more quickly. (See page 9.)
◉ button	Close Range	Attack nearby enemies with your character's close range weapon (coffin, sword or guitar).
▲ button	Demolition Shot	Press this button when you have sufficient stock of demolition shot ammo to fire a demolition shot—a deadly attack that can take out many enemies at once. Press the directional buttons to select the demolition shot you want (see page 15).
✖ button	Jump	Makes your character jump. The ✖ button can be used in combination with the left analog stick and can also be used to skip cut scenes.
directional buttons	Select Demolition Shot	Use the directional buttons to select the demolition shot you want. The name of the demolition shot you selected will appear to the left of the screen. (See page 15 for more information on Demolition Shots).
left analog stick	Move	Moves your character in the direction you press. Move the stick all the way in any direction to make your character run. Sometimes your character will become stunned and unable to move. If this happens, move the left analog stick rapidly in all directions to recover more quickly. The left analog stick is also used to move the cursor on menu screens.

right analog stick and R3 button	Camera Shift	The right analog stick moves the camera around the character. Press the R3 button to fix the camera at its current position. Press R3 again to release the camera. *Note: Pressing the R3 button means to press down on the right analog stick.*
L1 button	Lock On	Will lock on to an enemy for as long as you press the button. You cannot lock on to an enemy that's too far away.
L2 button	Look Back	Turns your character around. Press the left analog stick at the same time to turn your character to face the direction you press.
R1 button	Lock Change	Press the R1 button while holding the L1 button to cycle through lock-on targets.
R2 button	Cool Pose	Makes your character do a cool pose.
START button	Menu	Press START to pause the game and open the game menu.

Other Controls

In addition to the basic controls, you can use various button combinations to execute more advanced moves.

left analog stick + ⊗ button (All three characters)	Side/Forward Jump	Press the ⊗ button while moving your character with the left analog stick to jump in the direction you pressed. When you play as Grave, hold down the ⬤ button to continue firing until he hits the ground. Juji and Billy have slightly different moves.
⊗ button + left analog stick (All three characters)	Move During Jump	Jump and then move the left analog stick while in midair to move slightly toward the direction you pressed. This is useful for jumping over objects or barriers.
L1 button + left analog stick (All three characters)	Strafe	Hold down the L1 button while moving to continuously face the current direction. However, you cannot strafe if you are already locked on to an enemy.

Types Of Demolition Shots

There are three main types of Demolition Shots, each with three power levels.

Forward Attack

This type of Demolition Shot primarily damages enemies directly in front of your character. Your character fires a missile or a burst of energy or even launches himself at the enemies in front of him, causing a great deal of damage.

Surrounding Attack

Your character spins around while attacking, causing damage to enemies all around him.

Slow Time Attack

Temporarily slows down the passage of time, decreasing the speed of enemy movement and attacks.

Beat Counter

The Beat Counter is displayed in the upper right of the screen, and increases every time you hit an enemy or object. When the flame burning behind the Beat Counter goes out, the counter will return to zero and the Beats will be added to your Demolition Shot Gauge. When the gauge fills all the way up, your Demolition Shot Counter will go up by one. Even when there are no enemies in sight, you can keep shooting at objects to prevent the counter from resetting.

Jackpot

When you use a Demolition Shot, a Jackpot number appears. This represents the total amount of damage caused by the Demolition Shot. This number affects the number of skull points you're awarded on the Results Screen at the end of the stage, so try to cause as much damage as possible.
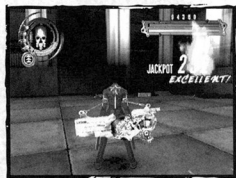
Demolition Shot Selection

Press the directional buttons at any time to select a Demolition Shot. Just move the highlighted area over the shot you want to select. It's not necessary to press anything to confirm your selection. The menu disappears automatically after a few seconds. You start out with only one Demolition Shot, but depending on the number of Skull Points you have at the end of a level, more Demolition Shots may be unlocked.

Hold down the ⏹ button while jumping or falling	Shoot While Jumping	When jumping in any direction or when falling, hold down the ⏹ button to continue shooting until you hit the ground. This allows you to avoid enemy blows while continuing to attack.
Repeatedly press the ⏹ button while standing still	Burst Mode	Enter Burst Mode by standing still and repeatedly pressing the ⏹ button. This is particularly useful when you're facing a large group of enemies. Burst Mode continues as long as you keep pressing the ⏹ button. Change the direction your character faces while in Burst Mode using the left analog stick.
Hold down the ⏹ button, then release	Shot Combo	Power up your weapon by holding down the ⏹ button. It will fire when you release the button. There are four levels of shot combos—the longer you hold down the ⏹ button, the more shots you fire. (Juji cannot use the shot combo. However, he has a sword combo that can be released by holding down and then releasing the ⏹ button.)
Repeatedly press the ◉ button while standing still	Close Combat Burst	Repeatedly press the ◉ button while standing still to swing your close combat weapon around you. Change the direction your character faces during the attack using the left analog stick.
left analog stick up + repeatedly press the ◉ button (All three characters)	Close Combat Combo	Press up on the left analog stick while repeatedly pressing the ◉ button to attack with your close combat weapon while continuing to walk forward.

Press the ⊙ button while jumping	Stun Attack	Press the ⊙ button while jumping straight up to cause damage to the enemies surrounding you when you hit the ground. The impact will stun them, making them unable to move for a short period of time. Use the stun attack to escape when surrounded.
left analog stick + hold down the ⊙ button (All three characters)	Defensive Posture	Right after you press down the left analog stick, press the ⊙ button. Continue to hold the left analog stick down and the ⊙ button to remain in a defensive posture.This reduces the amount of damage you take from enemy attacks. When you're being attacked by multiple enemies, use this technique and wait for your chance to strike back.

Starting The Game

Turn on your PlayStation®2 computer entertainment system and insert the *GUNGRAVE: OVERDOSE*™ disc to access the opening screen. After the opening scene is finished (press the ❌ button to cancel the opening), the title screen appears. Press the START button for the following options:

New Game
Start a new game from the beginning.

Continue Game
Use saved game data to resume playing on the last stage you played.

Options
Change various game settings.

Shield Gauge

Shows your character's shield level. Taking damage from enemy attacks reduces your character's shield.If the shield reaches zero, the Shield Broken warning appears and further attacks will reduce your character's life gauge. The shield gauge regenerates if you manage to avoid taking damage for a few seconds.

Radio Window

Radio messages from other characters appear in this window.

Demolition Shot Gauge, Demolition Shot Counter, Demolition Shot Icon

These display information about demolition shots (see below).

Beat Count

The beat count increases when you cause damage to enemies or objects. Once it reaches a certain level, the beat count will be added to your Demolition Shot Gauge (see below).

Demolition Shots

Demolition Shots are very powerful attacks that can defeat large numbers of enemies at once. Each character has three types of Demolition Shots and each type has three power levels, for a total of 9 different Demolition Shots per character.

Demolition Shot Ammo Counter
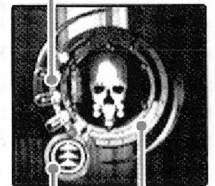
Demolition Shot Icon

Demolition Shot Gauge

Demolition Shot Ammo

To use a Demolition Shot, you must have Demolition Shot ammo. Get the ammo by collecting the energy known as "Beats" from destroyed enemies or objects (see below). A Demolition Shot requires the same amount of ammo as its level, so using a level 2 Demolition Shot reduces your Demolition Shot Ammo Counter by 2. Nothing will happen if you don't have enough ammo to use a particular Demolition Shot.

When you're close to death, warnings such as Alert and Emergency appear on the screen. Find a safe place and wait for your shield gauge to regenerate.

Game Display

Demolition Shot Counter   Demolition Shot Gauge   Score

Life Gauge

Shield Gauge

Beat Count

Radio Window
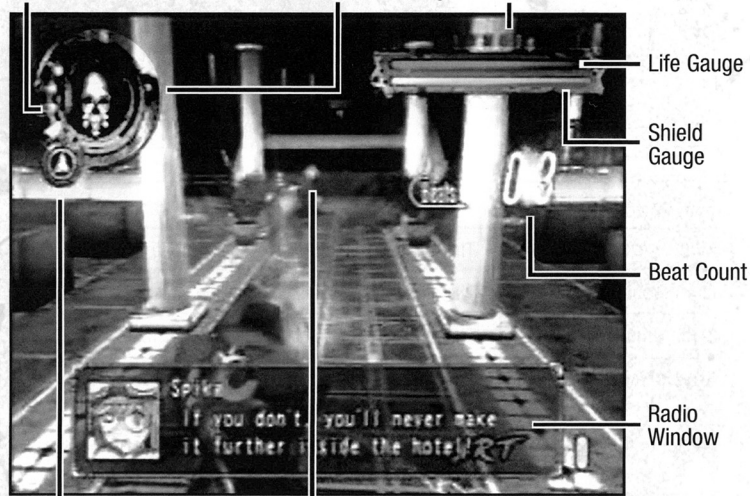
Demolition Shot Icon   Target Marker

Target Marker

Indicates an enemy or object that must be destroyed to continue. If there are no targets or enemies left on-screen, the Go marker appears, showing you which way to go.

Score

Displays your current score. Get points by defeating enemies and destroying objects.

Life Gauge

Shows the character's health. When it reaches zero, the game is over.

Options

Change various game settings and configure the controller buttons using the Options menu. Detailed information about each setting is listed below.

Note: Some items cannot be used until they've been unlocked through gameplay.

SETTINGS	
Vibration	Turn the controller's vibration feature on and off.
Full Auto	Make your normal shot fully automatic.
Blood	Determine if blood is shown when enemies are killed.
Radio	Turns radio communications from your friends on and off.
Button Config	Configure controller buttons.
Sound Config	Adjust the volume for sound effects and background music, and switch between stereo and mono sound.
DATA	Display the records for each character. The numbers are the totals for that character since starting the game.
SAVE & LOAD	Save and load game data and game settings.
CUSTOMIZE	Change other game settings.*
Shot Level	Increase the power of your character's normal shot.
Close Range Level	Increase the power of your character's close-range attack.
EXTRAS	Use special game modes.*
ANIME PREVIEW	Watch a cool *Gungrave* anime preview movie.

*You'll get more options as you unlock them through gameplay.

Saving Your Game

At certain locations throughout the game, the intermission screen appears so you can save your game. Select Save in the window in the upper left to save your current game progress to the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. At least 79KB of free space is required. You can only save one game per memory card. This game does not use MEMORY CARD slot 2.

Loading A Saved Game

Select Continue Game from the title screen to automatically load the game saved to the memory card (8MB)(for PlayStation 2) in MEMORY CARD slot 1.

Continue

When your character's health reaches zero, you'll be asked if you want to continue. Choose Yes to replay the current area from the beginning. Choose No to end your game and return to the title screen.

Intermissions

On the intermission screen, choose Briefing to replay a conversation between the game characters about that stage which may give you helpful information.

Goal of the Game

You control one of the three main characters in a fight against the members of a crime syndicate. After you've used your guns and close combat weapons to defeat the enemies in a particular area, a GO marker appears, pointing you in the direction you should go next. If there's something or someone on-screen you must destroy, a TARGET marker appears. Defeat the target to go on to the next stage or area.

Results

When you clear each stage, the Results screen appears, showing how well you did during that stage. The meaning of each item is explained below.
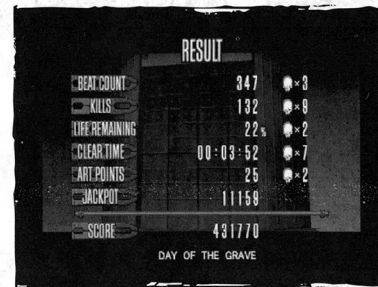
Beat Count	The highest beat count you achieved during that stage.
Kills	The number of enemies you killed during that stage.
Life Remaining	The amount of life remaining at the end of the stage.
Clear Time	The amount of time it took to clear the stage.
Artistic Points	A measure of how artistically you fought during that stage (see page 21).
Jackpots	The total number of Jackpot Points you got during that stage (see page 16).
Score	Your total score.

Skull Points

Each item on the Results Screen is given an evaluation in the form of Skull Points. The more points you get, the better you did. The maximum for one item is 9 points.

Game Over

When you take damage from enemy attacks, your blue shield gauge decreases. If you take damage while your shield gauge is at zero, your red life gauge will start to decrease. When your life gauge reaches zero, the game is over.