



PlayStation

NTSC U/C

PlayStation

GEKKO™

FURIOUS FOUR-PLAYER FIGHTING



FEATURING
THE MUSIC OF
Fatboy Slim
and
**Apartment
26**

MAD
LIQUID!

Interplay

BY GAMERS. FOR GAMERS.™

TEEN
1
CONTENT RATED BY
ESRB

SLUS-00970
MN-PSX-1110-0

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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:

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USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
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- 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.

Consumer Service/Technical Support Line: 1-800-345-SONY (1-800-345-7669)

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PlayStation On-line — www.playstation.com

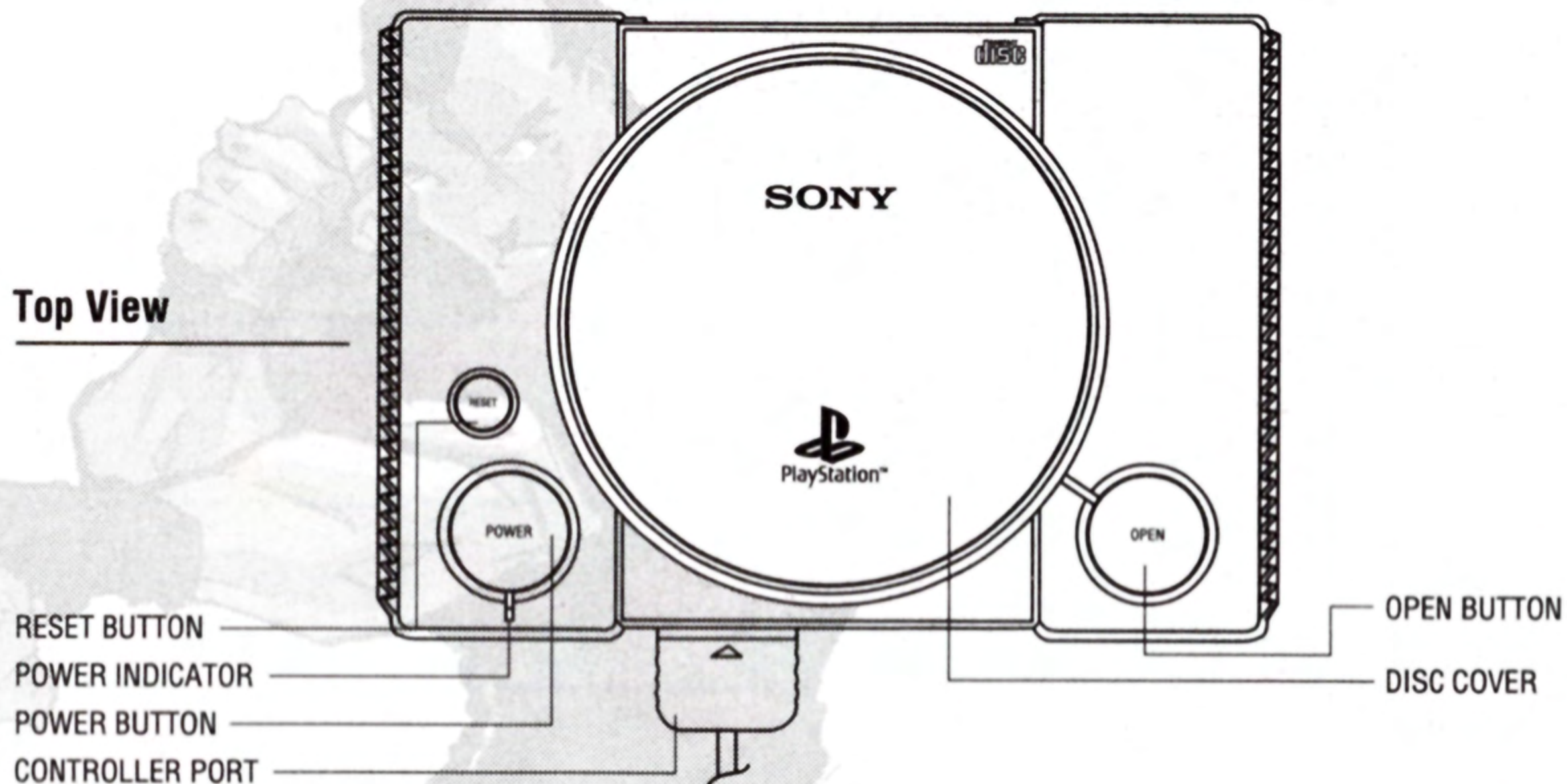
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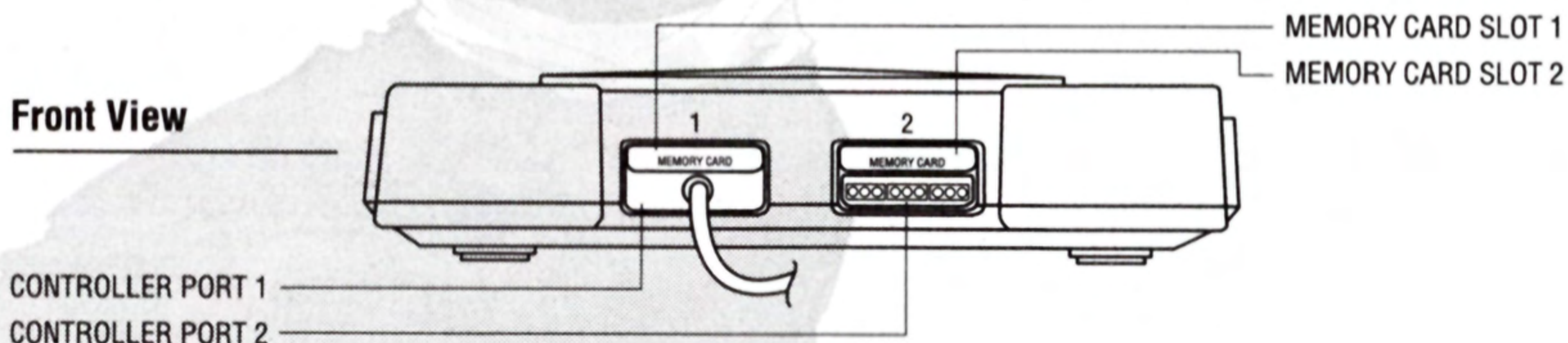
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STARTING THE GAME

Top View



Front View



Setting up your PlayStation®

1. Set up your PlayStation® game console according to its supplied Instruction Manual.
2. Insert the GEKIDO – URBAN FIGHTERS disc and close the Disc cover.

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.

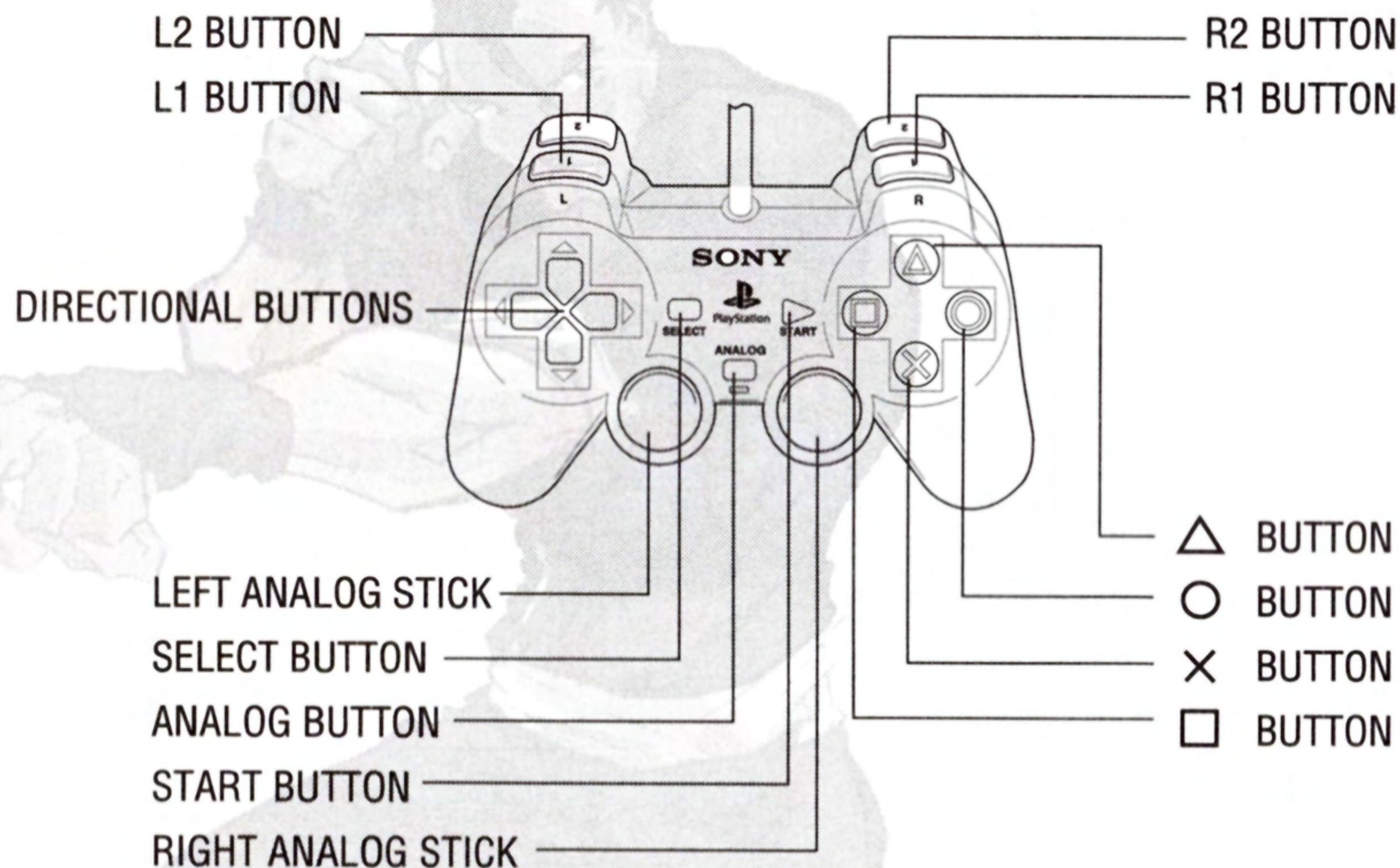
Her family fear for her life too. Yet they can do something, or believe they can at any rate. They hire a detective - one of the best and one of the more determined out there. Travis will do whatever it takes to bring their beloved Angela back.

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.

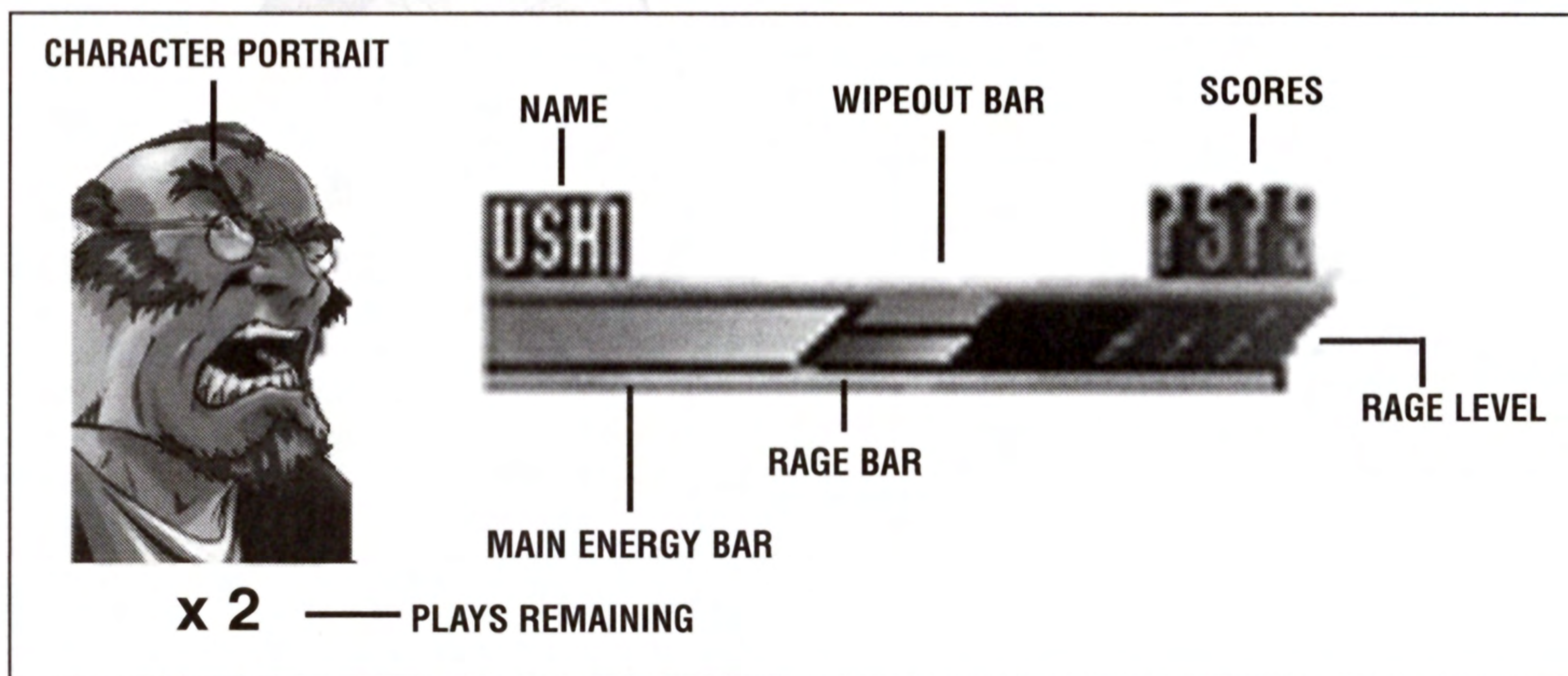
Street Gang Battle

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.

CREDITS

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NAPS Team 2000.

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PRODUCED BY
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ENGINEERED & MIXED BY
Simon Thornton

PUBLISHED BY
Polygram Music Publ Ltd
P Skint Records 1999
*Taken from the album *You~ve
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*A Long Way Baby-
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**The Rockafeller Skank-
(Mulder~s Urban Takeover
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PRODUCED BY
Fatboy Slim

**ENGINEERED &
MIXED BY**
Simon Thornton

PUBLISHED BY
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- Title of Game
- Platform
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

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INTERPLAY WEBSITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo
C.E.O.

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

This site features our demos, upgrades, product information and ordering information.

How to get there
From your Internet account,
point your favorite browser to:



WWW.INTERPLAY.COM

This website is not intended for technical support, but to offer new machines and the latest product information. For technical support, please contact Interplay as described in the Customer Support section.

TECHNICAL SUPPORT TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Platform
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

Interplay Entertainment Corp.
Technical Support
16815 Von Karman Avenue
Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com

WORLD WIDE WEB: www.interplay.com

FTP: [ftp.interplay.com](ftp://ftp.interplay.com)

EVERYONE
E
CONTENT RATED BY
ESRB

For information on this product's rating, please call 1-800-771-3772



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