PlayStation

NTSC U/C

PlayStation

WU-TANG

SHAOLIN STYLE™
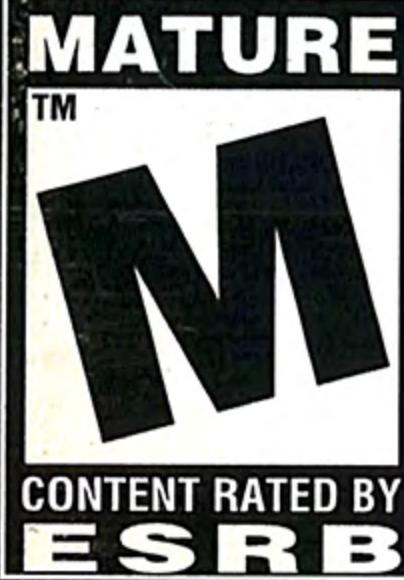
MATURE
M
CONTENT RATED BY
ESRB

SLUS-00929
1000815.221.US

ACTIVISION®

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:

Do not connect your PlayStation game 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 UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console waranty.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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.

CONTENTS

Reset Button

Power Indicator

Power Button

Controller Port

Open Button
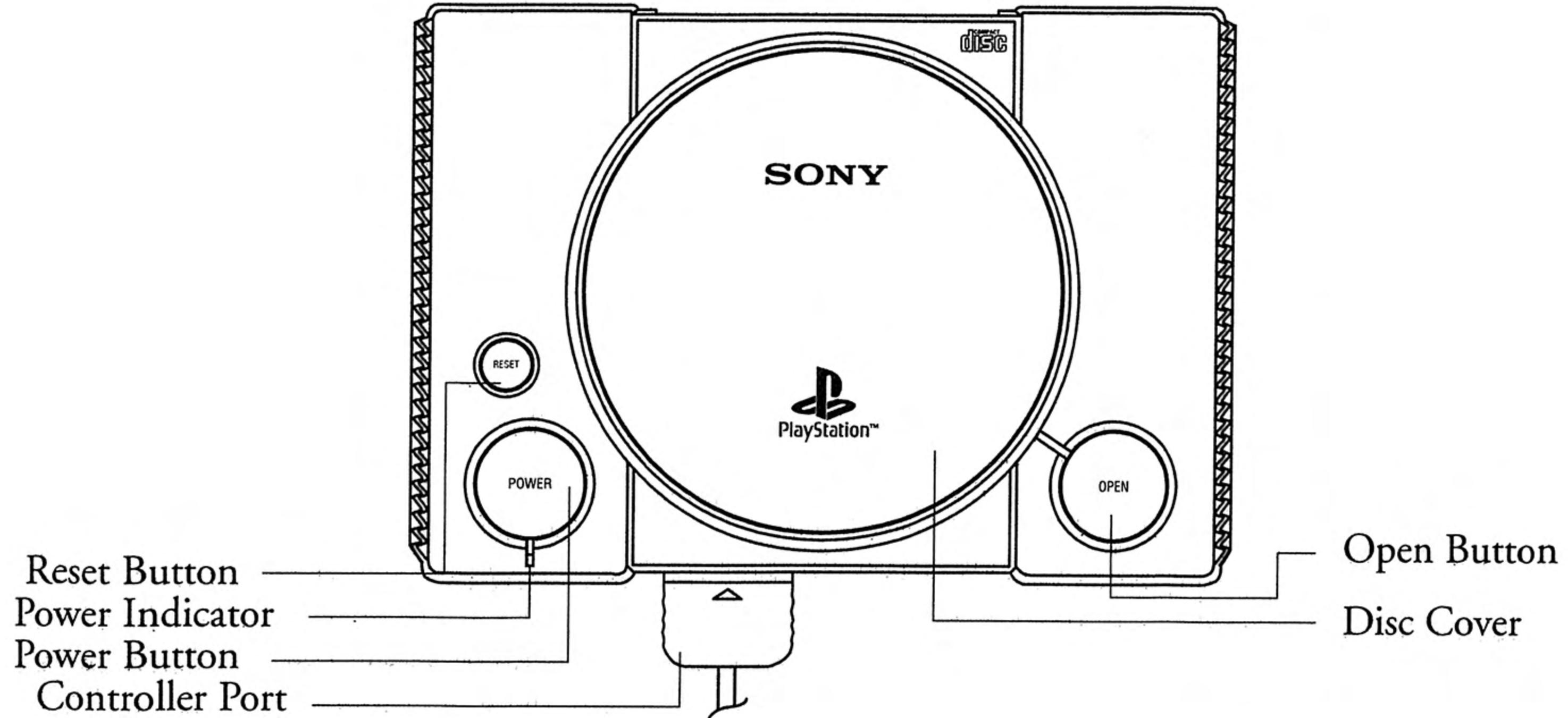
Disc Cover

STARTING UP

- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Wu-Tang: Shaolin Style disc and close the disc cover.
- Insert game controllers and turn on the PlayStation® game console.
- Follow the on-screen instructions to start a game.

This game contains mature content which can only be unlocked by entering the password found on page 21. Otherwise, you will only be able to play the edited version of the game.

Follow the on-screen instructions to enter the password, or press **START** to skip and play the edited version only.

Crouch

Block

Directional Buttons:
Up
Left
Down
Right

SONY

PlayStation

SELECT

ANALOG

START

Punch 1
Punch 2

Kick 2

Kick 1

Start/Pause Screen
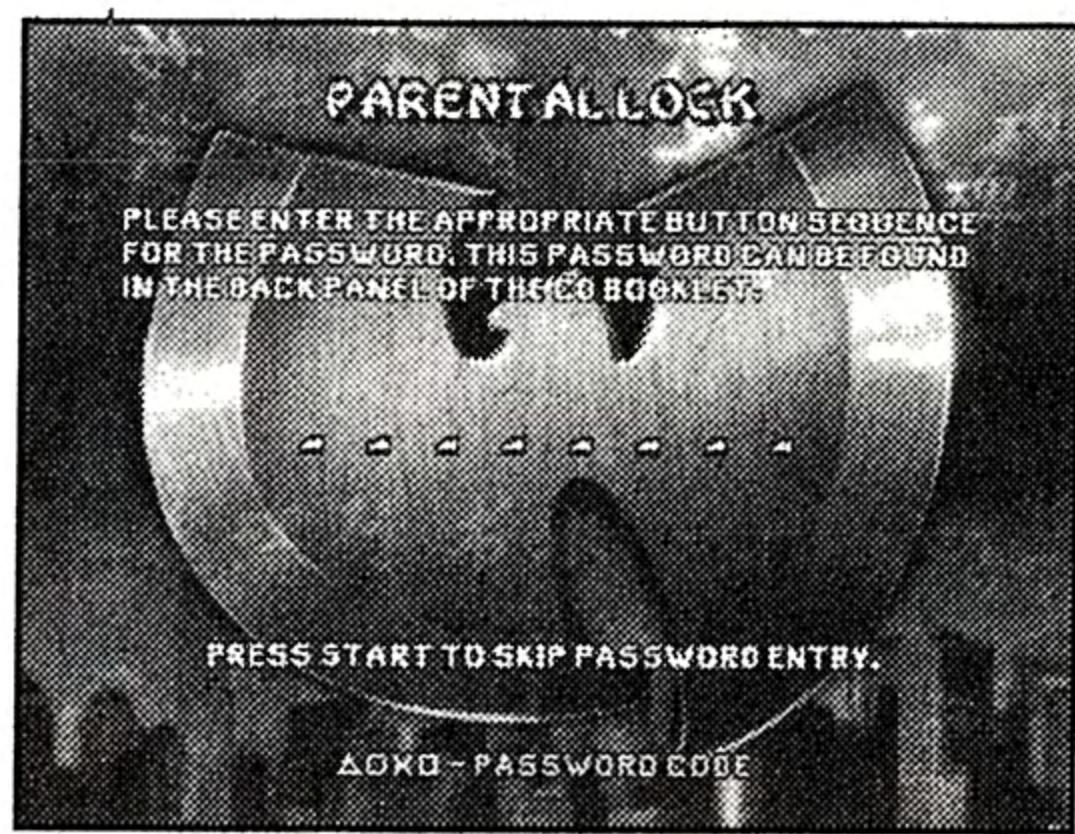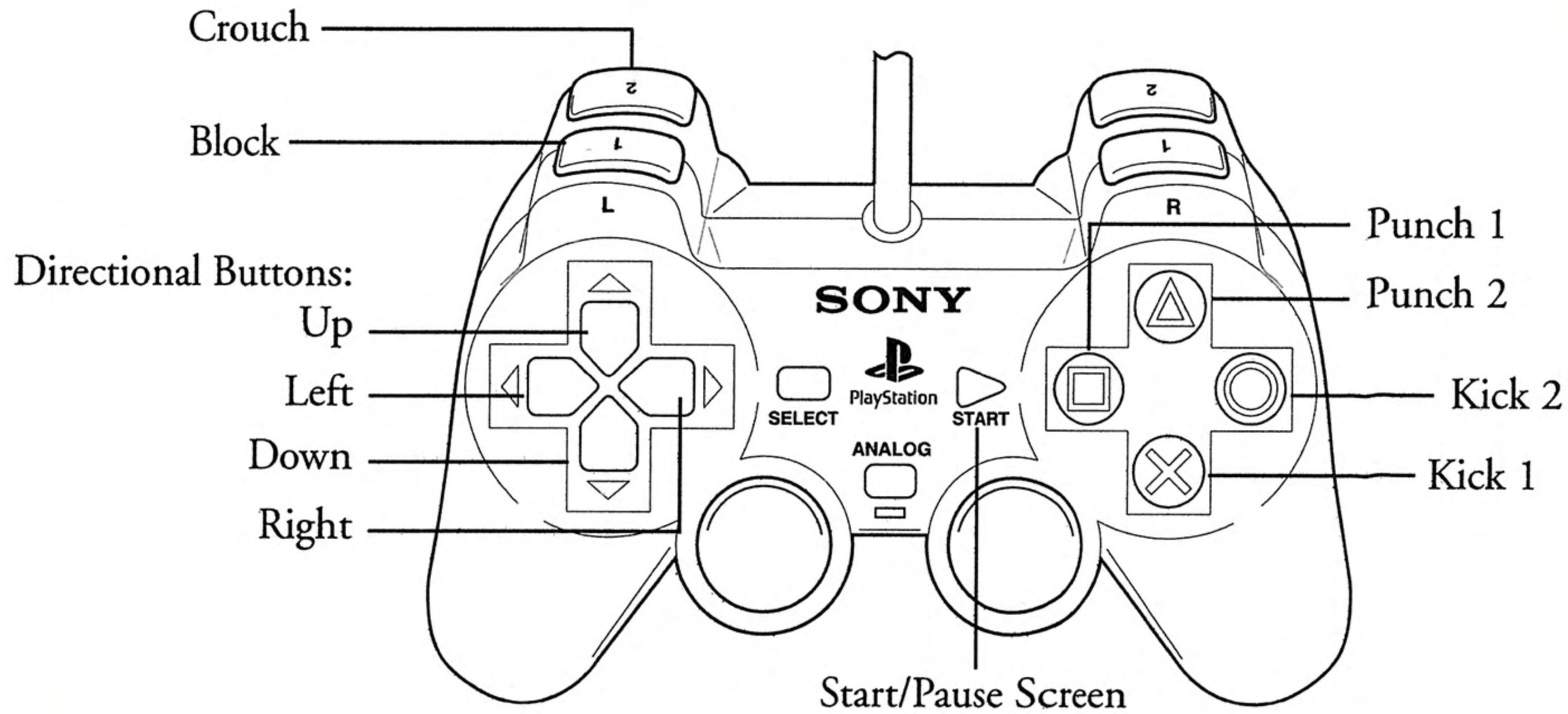
All references to button selection in this manual will refer to the default controller configuration shown here. You can change the controller configuration in the Options menu screen (see page 6). To select menu options, use the directional buttons to navigate through the menu options, highlight the option you want to select and press the ✖ button to accept. Screens without menus will have button press options listed on the bottom of the screen.

Note: *Wu-Tang: Shaolin Style* supports the vibration feature on DUAL SHOCK™ analog controller, but does not support analog controllers.

USING THE MULTI TAP ADAPTER

The Multi Tap adapter allows for up to four players to engage in simultaneous combat. Simply insert the Multi Tap into controller port 1 on your PlayStation® game console and insert the player controllers into the controller ports marked A, B, C & D.

Important Note: When using the Multi Tap, your MEMORY CARD can only be accessed from MEMORY CARD slot 1A on the Multi Tap.

GAME FUNCTIONS

■ + ✖ = throw 1   ■ + ● = reversal

▲ + ● = throw 2   ▲ + ● + ✖ + ■ = double damage

(when Rage Meter is full)

Tech Roll—You can quickly get up when knocked down by tapping the Block button upon hitting the ground. Timing is crucial.

Dash—Double-tap the directional buttons in the direction you want to move.

SELECT—(Story mode only.) In the Hubs, press **SELECT** to bring up the Chambers Screen. (See page 10 for more details on the Chambers Screen.)

Health Meter—The long green bar below your character's name indicates the amount of remaining health. When you are hit, the amount of damage will briefly turn yellow, then disappear. When your health bar is depleted, your character loses a life.

Rage Meter—In combat, your character will increase its Rage meter by inflicting damage on other characters, and by blocking their attacks. (The Rage meter is the red bar located underneath the health meter.) When all four buttons are pressed at once (▲ + ● + ✖ + ■), your character will go into "Double-D" mode. All attack damage is doubled in this mode. An aura of swirling energy balls will indicate Double-D mode until the Rage meter runs down to empty and the effect wears off. If your character loses a life at any time, the Rage meter resets.

Life Meter—The number of yellow dots indicates the number of lives your character has remaining in that match. (For example, if you only have one yellow dot remaining and your health bar is depleted, game over!)

GAME RESET

To abort a game in progress, press the **START** button to pause the game. Choose **Quit** from the menu to return to the Wu-Tang: Shaolin Style title screen.

SOFT RESET

You can reset to the Wu-Tang: Shaolin Style title screen at any time during game-play by holding down **SELECT**, then pressing and holding **START** for two seconds. Performing a soft reset will change all game options back to default. You will also lose any Chambers that have not yet been saved.

MAIN MENU

Use the up/down directional buttons to scroll through the menu options, and the ✖ button to select.

Story Mode—Play as one of the members of the Wu-Tang Clan on a quest to rescue your master and save the world.

Versus Mode—Fight against other human or computer-controlled opponents in the arena of your choice. Up to four players can fight at a time. Games with three to four human players require a Multi Tap accessory.

Practice Mode—Choose your character and your opponent, then learn new moves and perfect your technique in the Practice Arena.

Options—View and change game settings.

**Credits**—See the names of all the people who made this game.
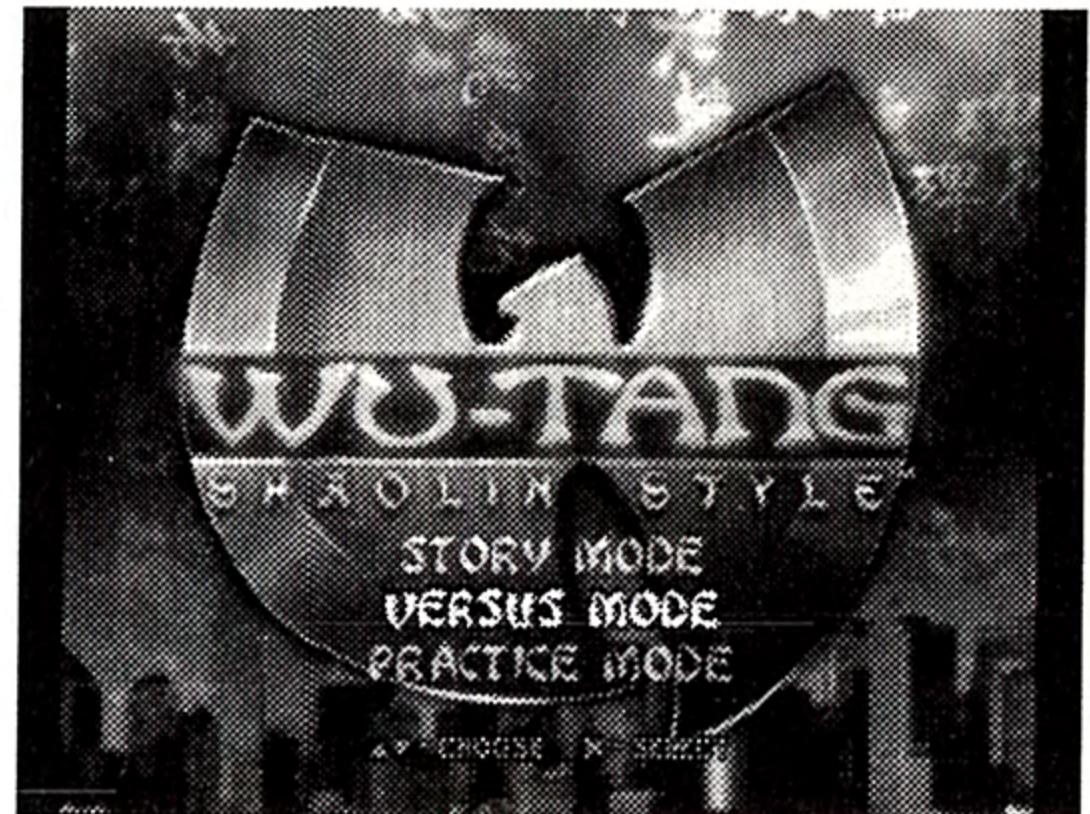
OPTIONS
GAME CONFIG

Guard Damage—If Guard Damage is on, players will take a small amount of damage when blocking the powered-up or Double-D attacks. (See the Rage meter section on page 4 for details on Double-D mode.) Off is the default choice.

Blood—Real fighting is messy, but this is a game. Turn off blood for a "clean" fight. On is the default choice (only with Parental Lockout code).

Turbo Mode—Sometimes things just need to be faster. Off is the default choice.

Fatalities—Feeling squeamish? Turn off fatalities to spare your delicate sensibilities. On is the default choice (only with Parental Lockout code).
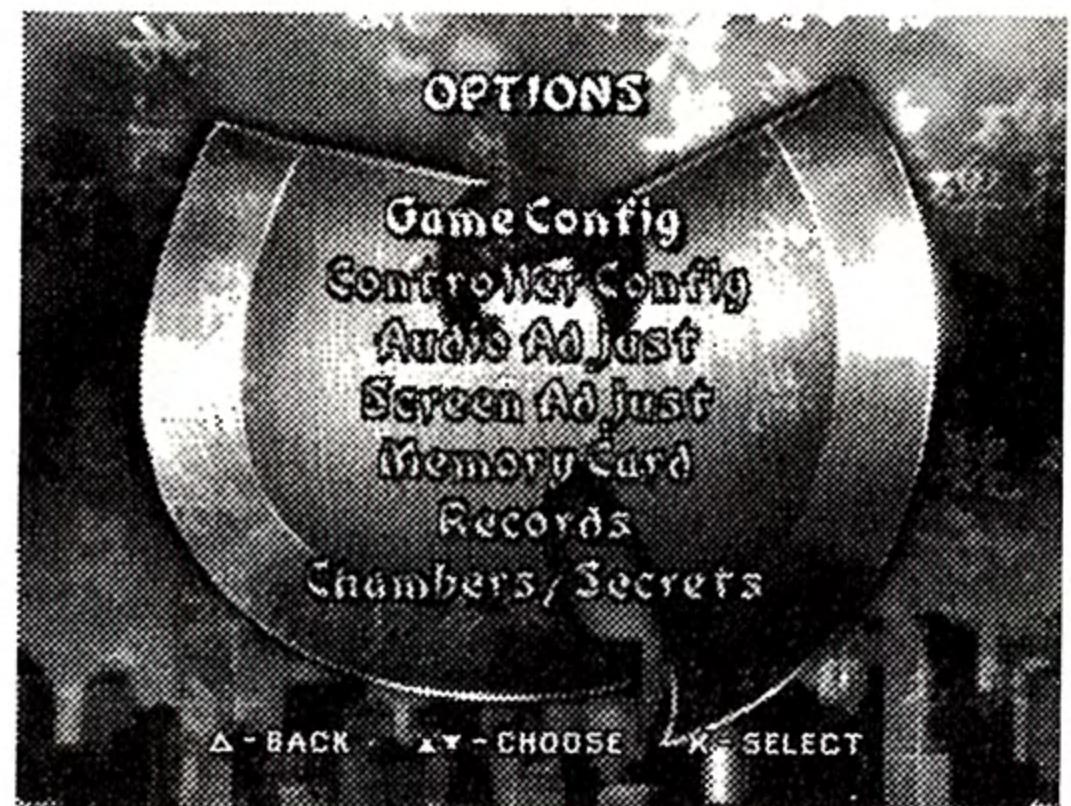
CONTROLLER CONFIG

Change the controller setup (with the left/right directional buttons) to one of four different preset configurations, or create a custom control config of your own. You may also turn on/off the vibration feature (DUAL SHOCK™ controllers only).

AUDIO ADJUST

Music—Turn music on or off.
Music Volume—Adjust the music volume.

SFX—Turn sound effects on or off.

SFX Volume—Adjust the sound effects volume.

Movie Audio—Turn movie sound on or off.

Sound Mode—Switch between stereo and mono.

Track to Play—Choose an audio track to listen to.

SCREEN ADJUST

Allows the player to adjust the screen. Use the directional buttons to adjust the screen. Press the ✖ button when finished.

MEMORY CARD

Load—Load a saved game.

Save—Save current game. See page 11 for more details on how to save a game from Story mode.

IMPORTANT NOTE: You may only have ONE saved game on a memory card!

RECORDS

Story Mode—This screen shows the high scores for Story mode. When a player completes Story mode, they are given a title. Three factors are used to calculate the title earned by the player:

> **S:** Number of Stages completed
> **C:** Number of Continues used
> **T:** Amount of time needed to complete Story Mode

Time Attack—This screen shows the players who were fastest to complete Story mode.

Win Streaks—This screen shows rematch victories in original format games.

Wins/Losses —This screen shows the percentage of wins in Versus mode for each character in the game. This applies to original format games.

Selection—This screen displays how many times a particular character is chosen in Versus mode as a percentage of the all character choices.

CHAMBERS/SECRETS

Use the directional buttons to highlight the character you want to view, then press the ✖ button. Choose [?] to view the Secrets menu.

See page 10 for more details on the Chambers screen.

IMPORTANT NOTE: Until the game has been beaten by a Wu-Tang character, the Secrets menu will display question marks only and will not serve any other function.

STORY MODE
PRELUDE

Two thousand years ago, the monks of the Shaolin Temple perfected the art of hand-to-hand fighting known as Kung Fu. This work was the result of many masters, each with a specific style or form. Only holy monks were allowed to learn and study Kung Fu, but a group of rebel masters who studied the deadliest form – the Wu-Tang – had a radical idea. They wanted to teach their art to the rest of the

world, opening their schools to the entire community so that everyone would have an equal opportunity to learn how to defend themselves – not just the wealthy or devoutly religious. As a result, the Wu-Tang were cast out, and since then have wandered the Earth in hiding, secretly passing on their knowledge from generation to generation.

Now, an evil Warlord and long time arch-rival of the Wu-Tang, Mong Zhu, has come to power in the East. He believes that this lost art – the deadly Wu-Tang discipline – is the key that will give his legions the power to enslave the free world. His search has led him to Shaolin, NY (a.k.a. Staten Island), where Xin, the last Wu-Tang master and only living adversary of Zhu, has come to rest.

STARTING OUT

Press the directional buttons to highlight the character you want, then press the ✖ button. If you have already begun a quest with that character, you will be given the option to either Continue or Start a New Quest. If you start a new quest, you will lose any chambers that you previously acquired with that character.
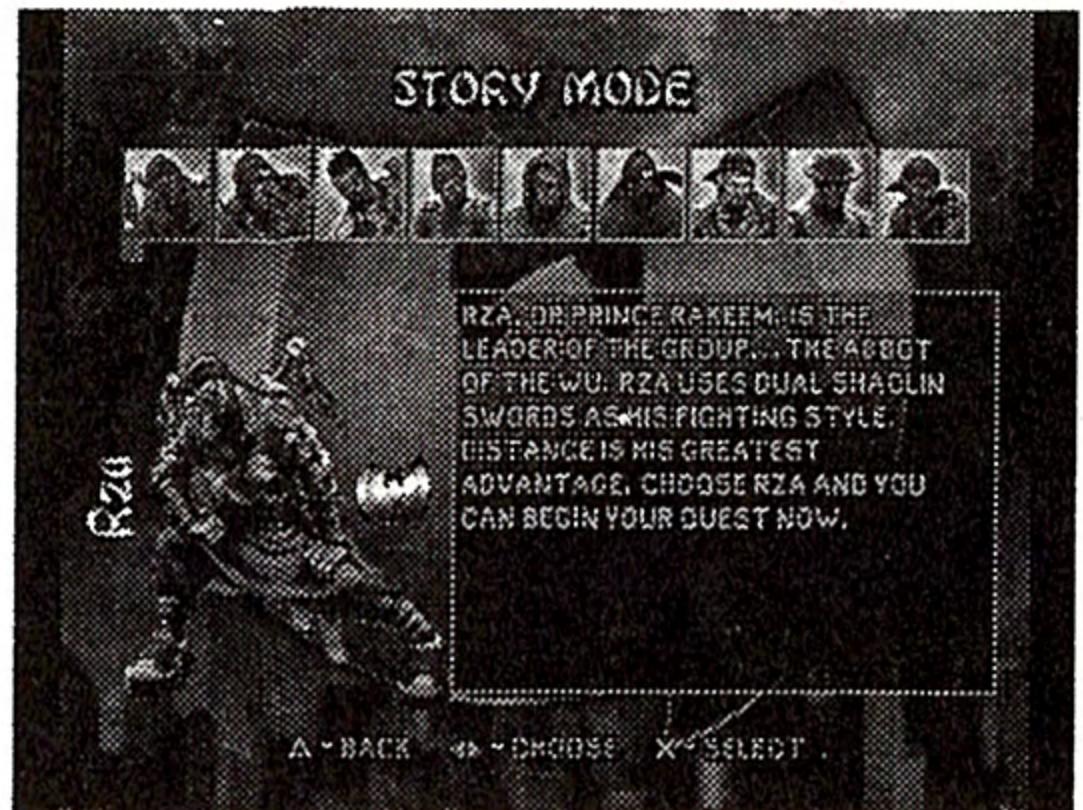
NAVIGATING THE HUBS

When you first begin your quest, you will find yourself in a large courtyard with several doors branching off from the sides. Different doors lead to different arenas.

Arenas that are not accessible are indicated with a gate or closed door that blocks your passage.

9

Walk around the courtyard using the directional buttons. Notice that as you get close to a door, the name of that arena will appear.

After you have beaten an arena, the door will indicate that you have completed that arena. As you complete arenas, other doors will open, eventually allowing you access to the next hub and a whole new set of arenas. Stand on the circle in the middle of the room and press the ✖ button to warp to the next hub.

Press **START** to pause or quit the game. Press **SELECT** to access the Chambers screen.
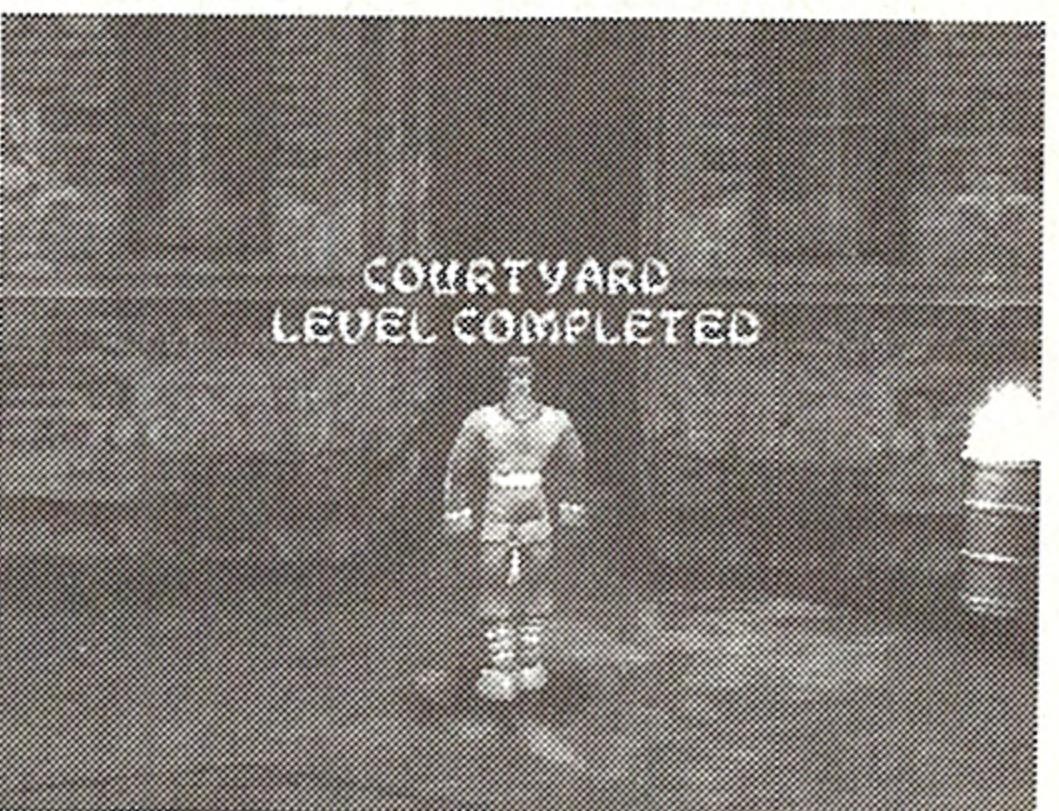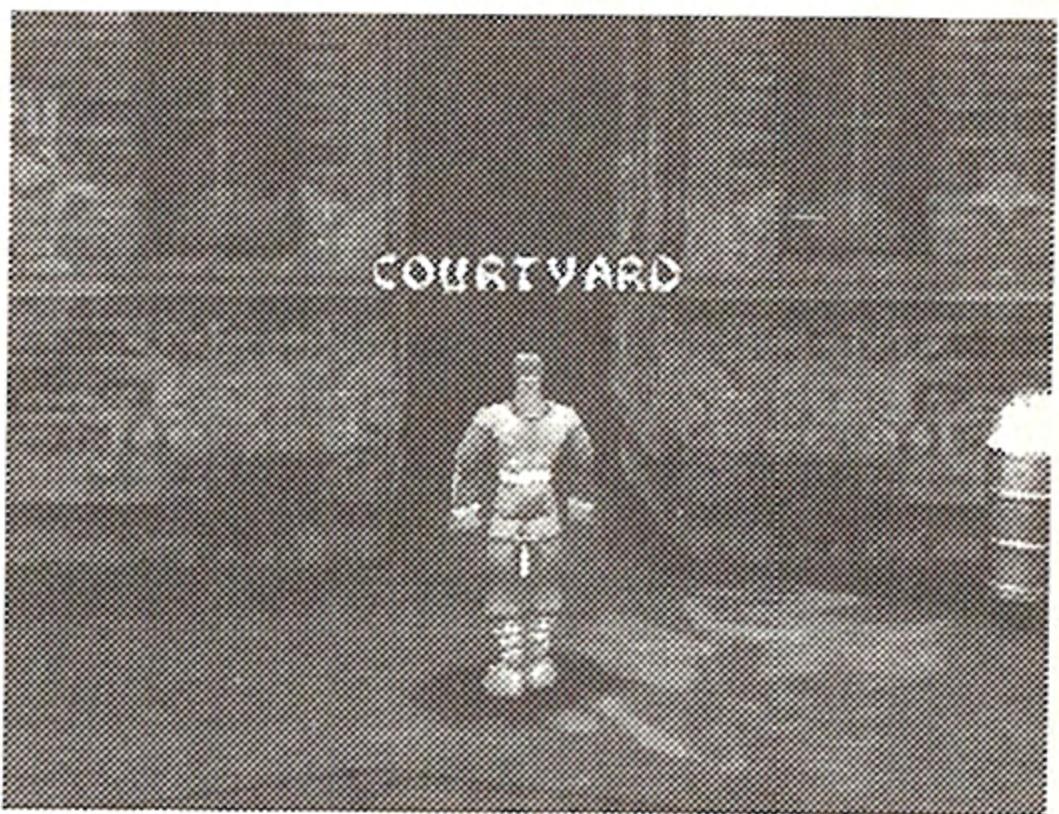
THE 36 CHAMBERS

On your way to tracking down the final boss, you can earn chambers by overcoming challenges and successfully demonstrating skills as written in the ancient teachings of Shaolin. By earning chambers, you can unlock hidden arenas and obtain new characters on your way to becoming a Wu-Tang Master.
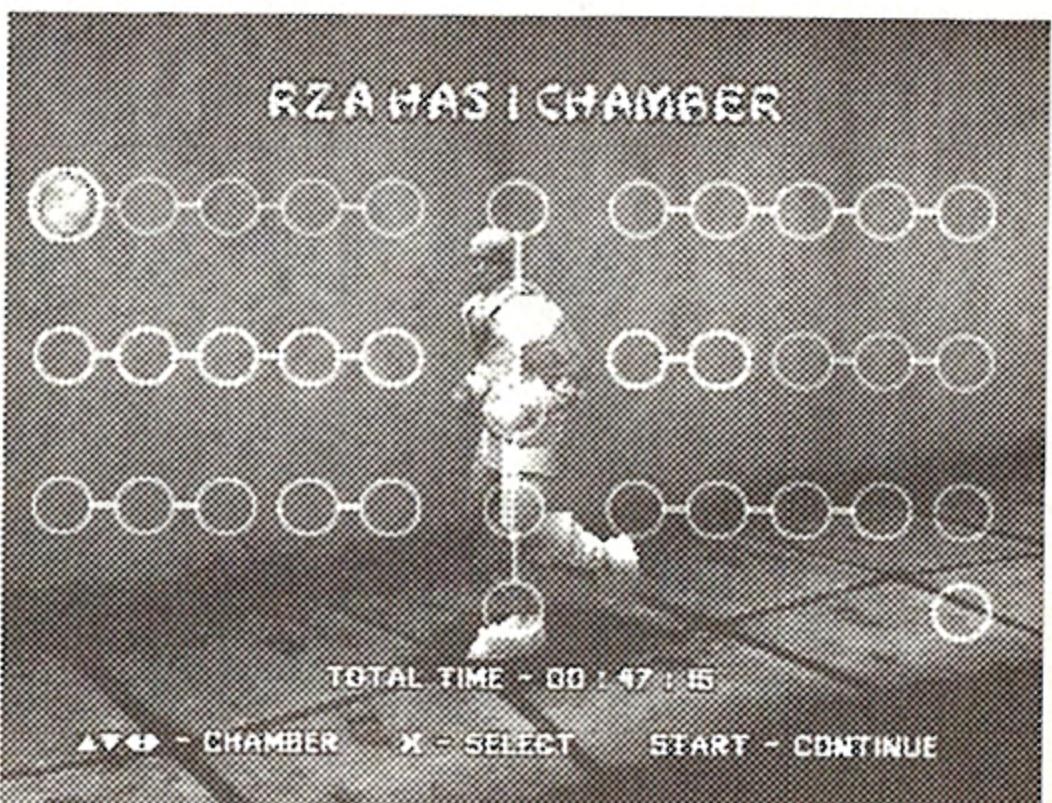
At the end of each match in Story Mode, you will see the Chambers screen.

All of the Chambers you have earned will be shown as filled circles. Those that you earned during the most recent match will blink. Follow the on-screen instructions to navigate the Chambers screen.

Depending on whether or not you have acquired the selected Chamber, you will either see a description of what it is, or a hint showing what you need to do in order to get it. When you complete a set of Chambers that are in the same group, you will unlock a Secret. There are many Secrets in the game including new fatality sequences, characters, arenas, game modes, concept art, and other special features. Press the ▲ button to go back after viewing the Chamber information.

You can also view your characters' Chambers and Secrets from the Options menu. (See page 6.) Each character will unlock a different set of Secrets, so you will need to study many fighting styles before you are a true Wu-Tang Master! Remember, only by diligently following the path of the Wu-Tang can true victory be achieved.

SAVING THE GAME

In order to save the game from within Story mode, you must first exit Story mode. You can only exit Story mode from a Hub or from an arena, you cannot exit from the loading screen leading into or out of an arena.

To Exit Story Mode

From the Hubs, press **START** to pause the game, and select **Quit** from the menu. When asked to confirm, choose **Yes** to leave Story mode. If you wish to return to the Hub, press the ▲ button.

From within an arena, press **START** to pause the game, and select **Quit Story Mode** from the menu. When asked to confirm, choose **Yes** to leave Story mode. If you wish to return to the arena, press the ▲ button to cancel and return to the arena.

## To Save Game Data (after exiting Story mode)

Once you exit Story mode, select **Options—Memory Card** from the Main menu. Follow the on-screen instructions to save the game. The game will save data for all characters in a single saved game.

VERSUS MODE
CHOOSE CHARACTERS

When you first begin the game, only the nine main Wu Tang characters are available in Versus mode. As you complete the game in Story mode, other characters and arenas will become available to you.

Up to four human or computer-controlled characters can play at the same time in Versus mode.

Only the player who first selects Versus mode can change options and arena selection.

Use the directional buttons to highlight the character you want. Press the ▲ button to cancel or go back. Press the ✖ button to confirm your selection. Once you have selected a character, you can change settings by pressing **SELECT** (See
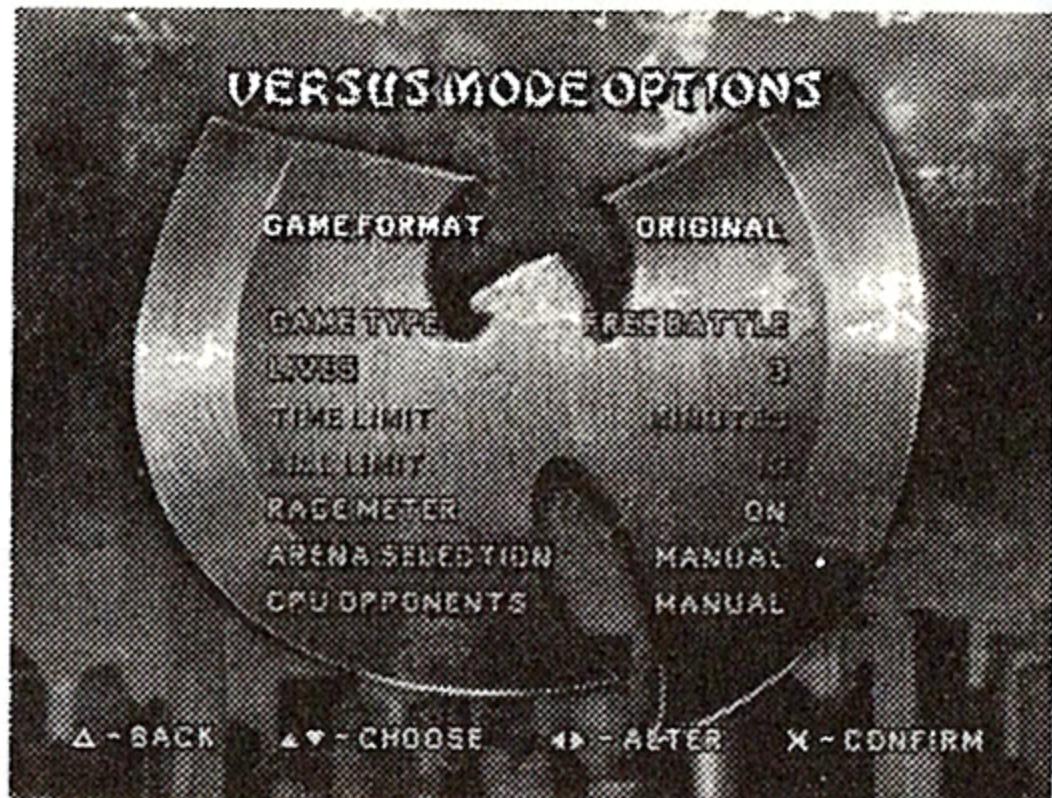
Versus Mode Options). When you are done, press the ✖ button again to proceed to the next screen.

You can also adjust your characater's handicap. Use the **R1** and **R2** buttons to change the handicapping level of your character.

1 = negative handicap – you take more damage from attacks..

2 = normal – default.

3 = positive handicap – you take less damage from attacks.

Other players can join by pressing the ✖ button on their controllers (up to four with the Multi Tap accessory). To add computer-controlled characters, press the ● button.

VERSUS MODE OPTIONS

Press **SELECT** after highlighting and confirming your character choice to access Versus mode options.

Game Format

Original—This is the default setting where each character is given a specific number of lives. The last person standing wins. Time limit and kill limit options are not available in original format games.

Advanced—This is the ultimate "deathmatch" format where the first player or team to reach the kill limit is declared the winner. In the event that no player or team reaches the kill limit, the player or team with the most kills at the end of the time limit is the winner.
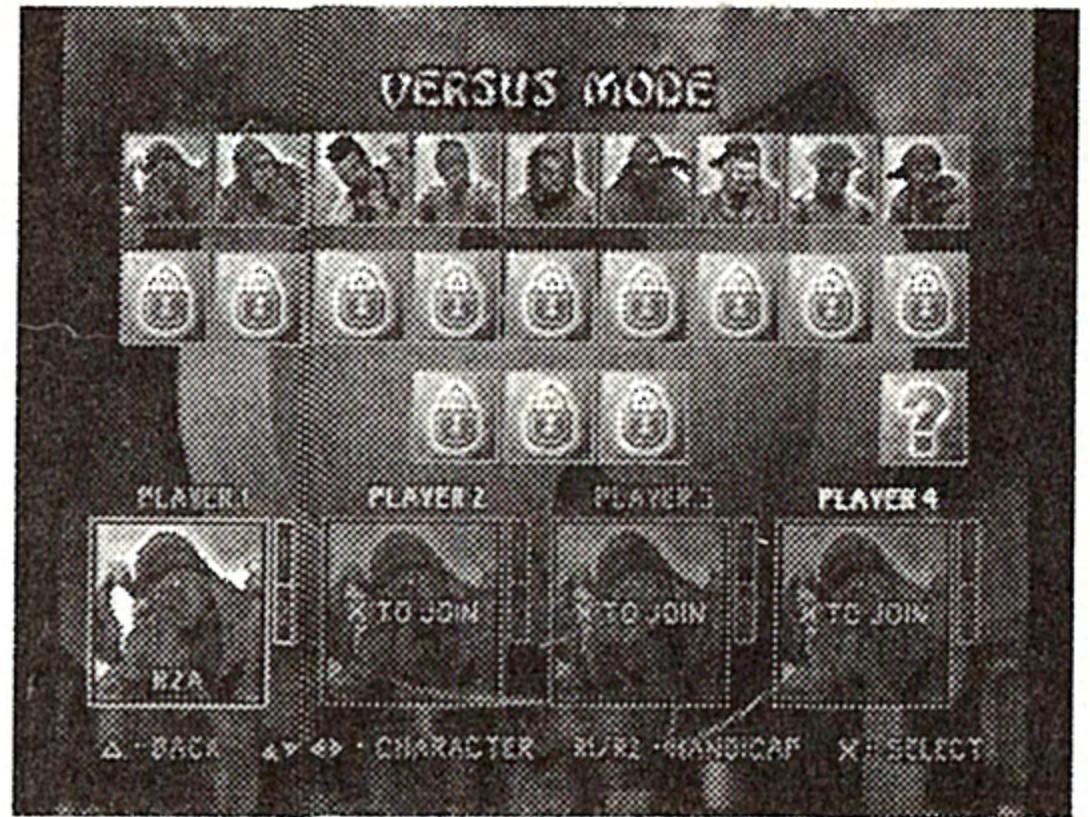
Game Type

Free Battle—Each player is scored as an individual. Only one player can win.

Team Battle—After choosing their characters, players are assigned to a team on the Team Selection screen. Use the directional buttons to move characters onto a team. Teammates will not target each other and cannot harm each other in combat. In advanced game format, the combined number of kills for each team is used for scoring.

Note: When playing a Team Battle, lives and kills are won and lost collectively.

Lives

Sets the number of lives each player gets per match. (Original game format only.)

Time Limit

Sets the maximum time limit of each match. (Advanced game format only.)

Kill Limit

Sets the number of kills needed to win each match (Advanced game format only).

Rage Meter

Turns the Rage meter on or off.

Arena Selection

Sets the arena selection to manual or random.

Difficulty

This controls the speed and ability of the computer-controlled opponents. Medium is the default setting.

CHOOSE AN ARENA

Use the directional buttons to highlight the arena you want to fight in, and press the ✖ button to confirm your selection. You can set the game to choose random maps for each new match (not for a rematch) in the Versus mode Options menu.

At the end of a match, selecting **Rematch** will start a new match with the exact same settings including character and arena choices. These fights count towards a player's Win Streak record. (See Options—Records on page 7.)

PRACTICE MODE

Using the directional buttons, highlight the character you want and press the ✖ button to select. Use the same controls to choose an opponent. The game will then load you and the opponent you chose into the Practice Arena. Follow the instructions in the information window in the lower left corner to learn your character's moves. As you successfully complete a move, the next move will automatically appear. Your controller input shows up in the area just underneath the instructions.

If a move is not done correctly, the incorrect controller input will blink. (Note: If the controller input is blinking, and it is the correct input as shown by the instructions, then the timing of the controller input is incorrect. Try inputting the button combination faster or slower.) Individual hit damage, number of hits, and total damage in combo are shown in the upper right corner. You cannot kill your opponent in Practice mode.
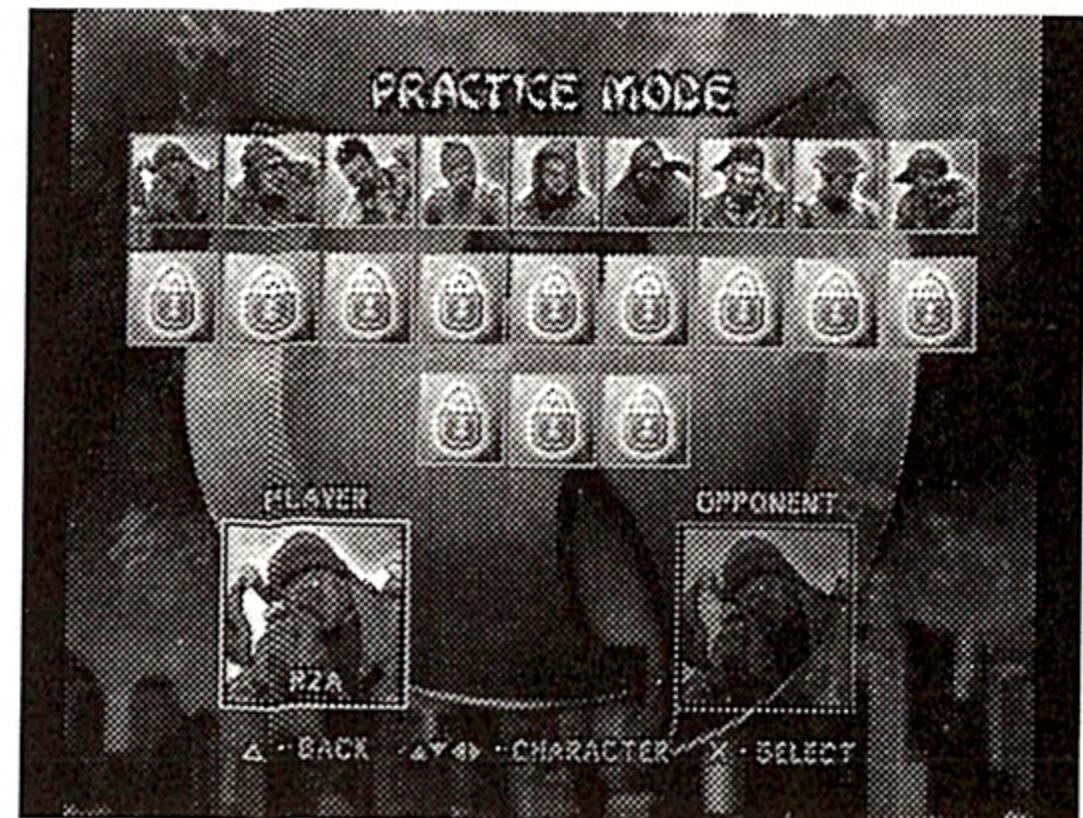
PRACTICE MODE OPTIONS

Press the **START** button once inside Practice Mode to access Practice Mode Options.

Change Characters—Change your character and/or your opponent.

Change Current Move—Select the move you want to practice here. Moves that have been successfully completed have a ![Wu-Tang symbol] symbol next to them. Use the directional buttons to scroll through all of your basic moves, and press the ✖ button to select.

Opponent Action—Change what your opponent is doing, or assign to the second controller.

Reset Position—Puts you and your opponent back in the middle of the arena.

Information Display—Toggles the display windows on and off.
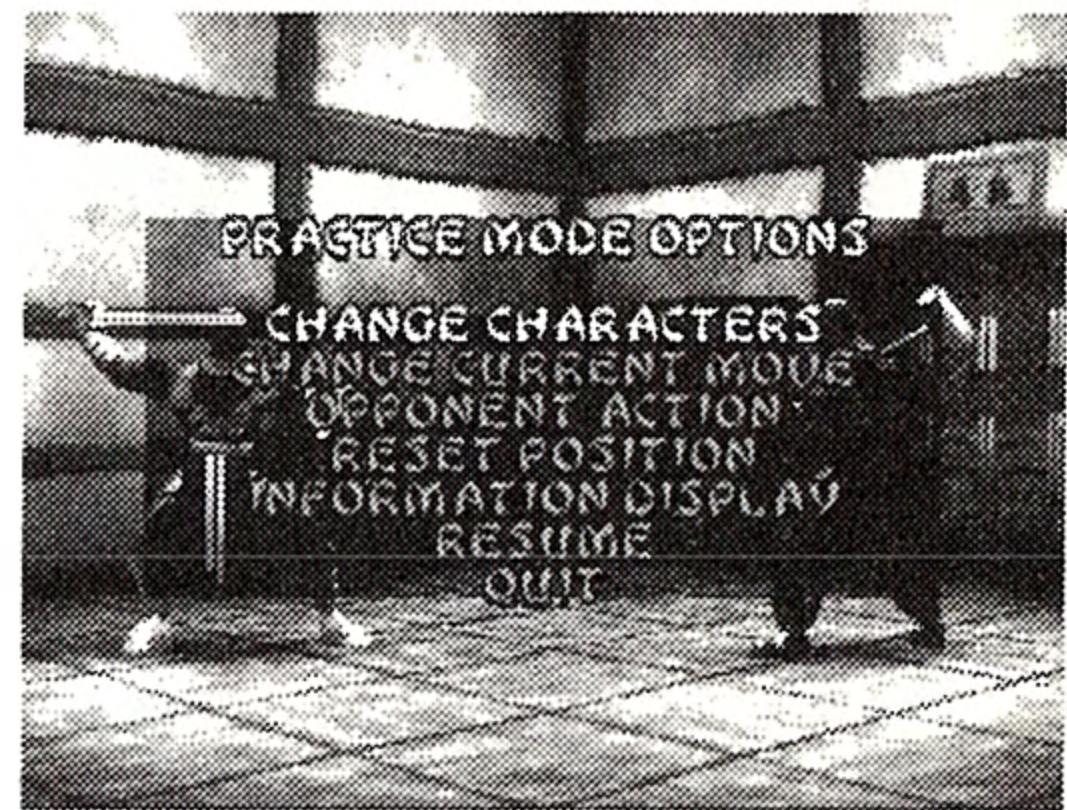
CHARACTERS

The RZA

The GZA
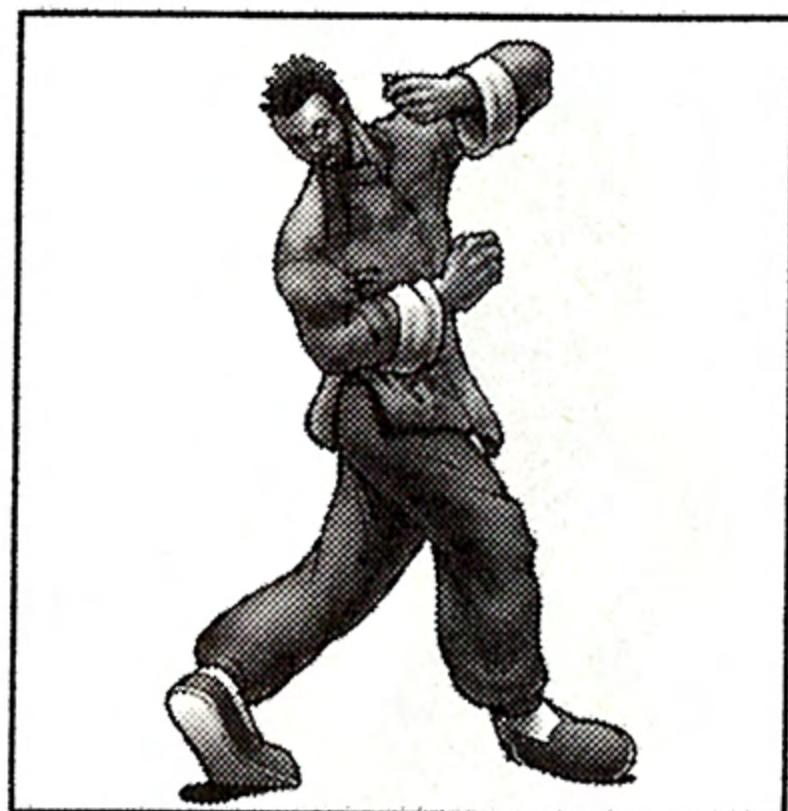
Ol' Dirty Bastard

Inspectah
Deck
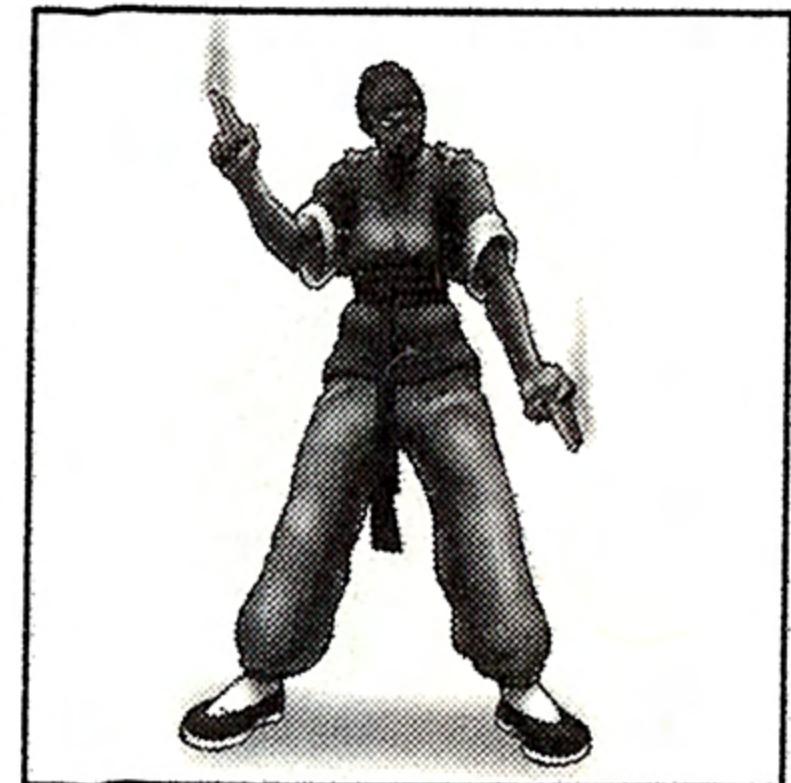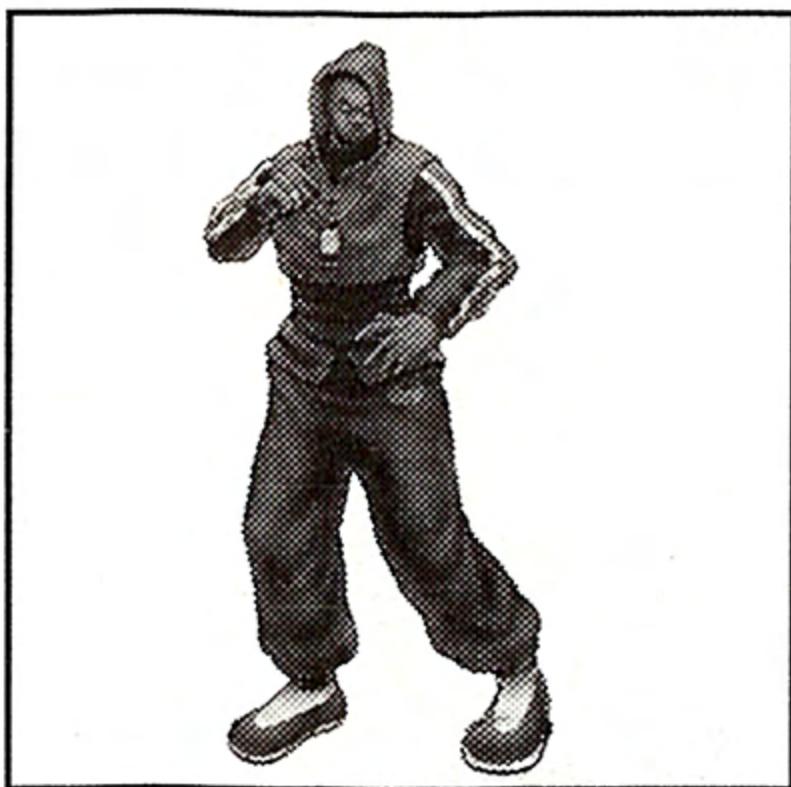
Raekwon
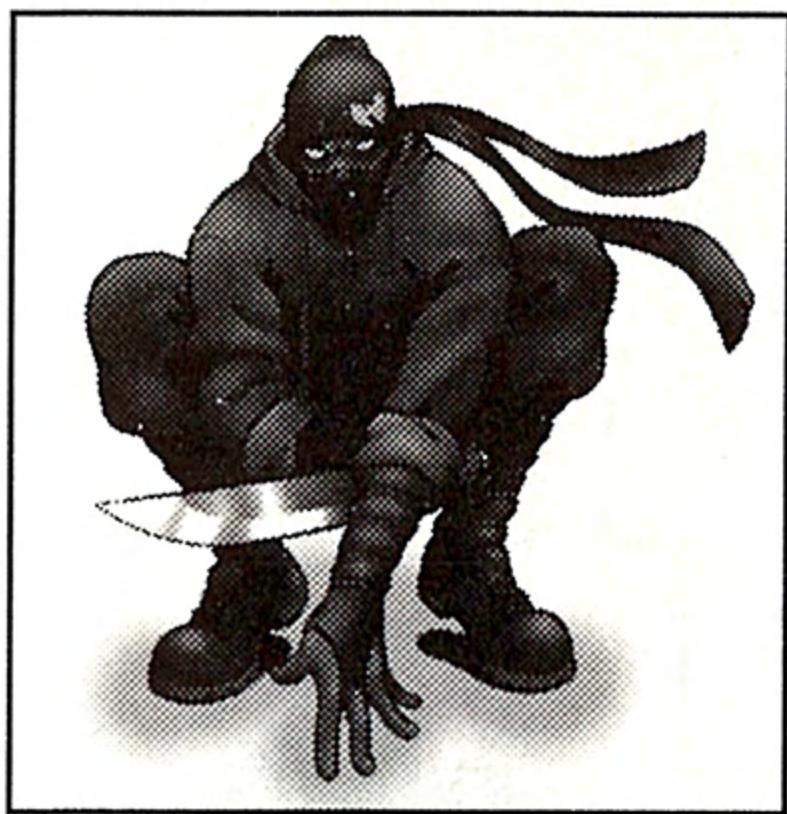
Masta Killa
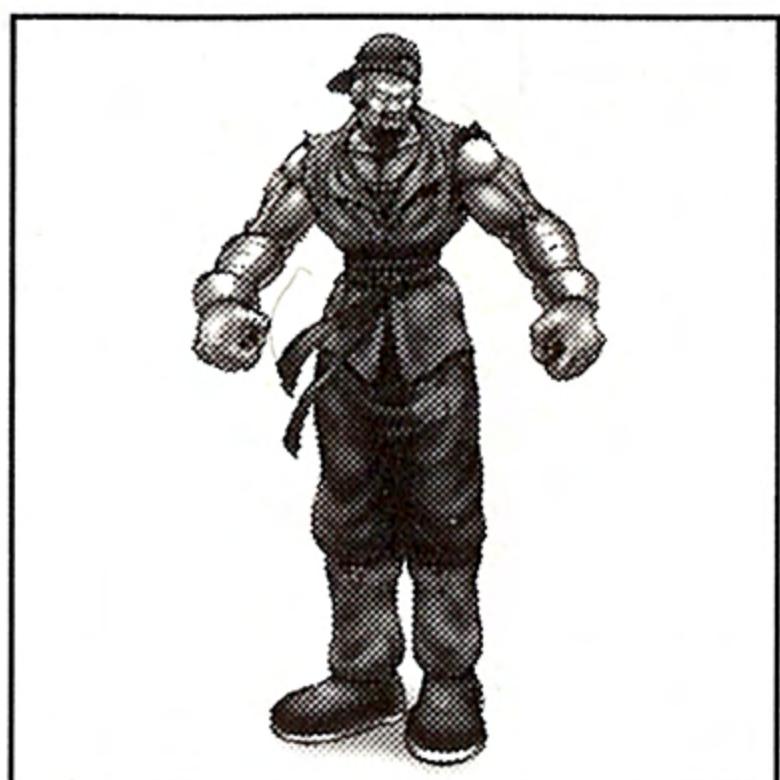
Ghostface
Killah

U-God

Method Man

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36 CHAMBERS STUDIOS

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WU-TANG CLAN
. . . . .Method Man, RZA, GZA,
Ol' Dirty Bastard, Raekwon, Ghostface Killah,
Inspectah Deck, U-God, Masta Killa

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Other Contact Methods

Fax   (310) 255-2151, 24 hours a day

Mail   Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067

Phone   Call our 24-hour voice-mail system for answers to our most frequently asked
            questions at (310) 255-2050. Or contact a customer service representative at the
            same number between the hours of 9:00 a.m. and 5:00 p.m (Pacific Time)
            Monday through Friday, except holidays.

**Only PlayStation controllers, Multi Tap, and memory cards are supported by this
title. Using non-PlayStation brand peripherals may result in problems in the game
functionality.**

PARENTAL LOCKOUT INFORMATION

The default mode for Wu-Tang: Shaolin Style is Low Violence mode. Without unlocking the
game, players will not see blood, body dismemberment, or any fatalities.

To Unlock the game's violence, input the following code when prompted.

▲ ● ✖ ✖ ■ ▲ ● ■

Proof of Purchase

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