



www.konami-europe.com

London Office,
Jubilee House,
7/9 The Oaks,
Ruislip, Middlesex,
HA4 7LF

Paris Office,
23, Rue Cambon,
75001 Paris,
France

Konami Of Europe GmbH,
Bernier Strasse 103-105,
60437 Frankfurt/Main,
Germany

Madrid Office,
Orseno 34-9a
28020 Madrid,
Spain

Amsterdam Office,
Zandweg 33
3544 AA Utrecht
Netherlands

Scandinavian Office,
Langholmgatan 1b
11733 Stockholm
Sweden

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Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

INVESTIGATION REPORT BY DEJIMA SUPERINTENDENT

HAZEL PERIOD 15 (1630)

JUNE: The Oracle arrives on Dejima Island.

AUGUST: Reports of sightings of Southern barbarians on the island, previously thought to have been completely driven away.

SEPTEMBER: Oracle established the Cult of Gold, converting the poor islanders. Cult proceeds to gain popularity.

HAZEL 16 (1639)

MARCH: Dejima board meets resistance while trying to conduct an investigation.

MAY: The bridge to the mainland is destroyed, cutting off contact with the Magistrate's Office.

SEPTEMBER: Reports surface that the Southern barbarians are assisting the Cult of Gold.

HAZEL 17 (1640)

OCTOBER: An airship thought to be piloted by Hattori Hanzo's ninja minions bombards Dejima and attacks in full force. A dragon glittering of gold manifests and repels the attack.

NOVEMBER: The surviving crew of the airship who descended on Dejima begin operations on the island, sporadically becoming involved in turf wars with the Southern barbarians.

DEJIMA SUPERINTENDENT: Steward in charge of administering Dejima Island.

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7 Blades is designed to operate with the analog controller (DUALSHOCK®2), the Analog Controller (DUALSHOCK), and the digital Controller

L1 BUTTON/ ENEMY PURSUIT (P. 4)
L2 BUTTON/ MOVE VIEW TO LEFT (P. 4)

**SELECT BUTTON/
 TOGGLE VIEW (P. 4)**

**DIRECTIONAL BUTTONS/
 MOVE THE CURSOR /
 CHARACTER**
**LEFT ANALOG STICK/ MOVE
 THE CURSOR / CHARACTER
 (P. 4)**

**L3 BUTTON/ CHANGE
 RADAR MAGNIFICATION
 (P. 9)**



**ANALOG MODE BUTTON/
 MODE INDICATOR LED**

**START BUTTON/
 DISPLAY EQUIPMENT
 SCREEN (P. 14)**

**R3 BUTTON/ SAME
 OPERATION AS ○ + △**

DUALSHOCK CONTROLLER (DUALSHOCK®2)

The game can be played in either ANALOG Mode [mode indicator: Red] or DIGITAL Mode [mode indicator: Off]. Switch between modes by pressing the ANALOG mode button.

• Note that you will not be able to use the left analog stick or L3/R3 buttons when playing in DIGITAL mode. The game makes use of the vibration function on the analog controller (DUALSHOCK®2) and the Analog Controller (DUALSHOCK). (vibration is possible regardless of mode). The vibration function can be toggled on/off on the Settings Screen described on P. 17. (The vibration function is initially set to OFF.)

The Analog Controller (DUALSHOCK) and the digital Controller both use the same button configuration as the analog controller (DUALSHOCK®2).

NOTE: The left analog stick and the L3/R3 button functions available on the analog controller (DUALSHOCK®2) cannot be used on a digital controller.

R1 BUTTON/ SIDEWAYS ADVANCE (P. 4)
R2 BUTTON/ MOVE VIEW TO RIGHT (P. 4)

△/ SPECIAL TECHNIQUES (P. 4)
**○/ CANCELS COMMANDS/
 ATTACK WITH EQUIPPED WEAPON**
×/ CONFIRMS COMMANDS. JUMP
□/ OPEN INVENTORY (ITEMS POUCH) (P. 9)

ADDITIONAL BUTTON EXPLANATIONS

DIRECTIONAL BUTTONS (LEFT ANALOG STICK)/ CHARACTER MOVEMENT: Used to move the player characters Gokuraku-maru and Ayumi.

• **OPERATING THE LEFT ANALOG STICK:** the character walks when the left analog stick is pressed slightly and runs when it is pressed even further.

• **OPERATING THE DIRECTIONAL BUTTONS:** the character runs in the indicated direction.

• **△ BUTTON/ SPECIAL TECHNIQUES:** Uses the special techniques available to each character.

• **GOKURAKU-MARU/ R Boie-Handed Attack:** done without a weapon. (see P. 11 for more details)

• **AYUMI/ Evasive Action:** to dodge enemy attacks. (see P. 13 for more details)

R1 BUTTON/ SIDEWAYS ADVANCE: Attacks are always made facing deep into the screen. This technique is helpful at such times as fending off enemies attacking from behind while escaping. This is one of the most valuable techniques available to Ayumi in the game.



L1 BUTTON/ ENEMY PURSUIT: Aim is fixed on a nearby enemy and all attacks are centered on it. It is helpful when attacking strong enemies one-on-one. The L2/R2 buttons can be used to change the attack while engaging the enemy. The "Enemy Pursuit" maneuver also rotates the game view to the player's rear. This can be helpful in instantly changing views.



L2 / R2 BUTTONS/ ROTATE VIEW: Pressing either of these buttons rotates the game view around the player character.

• **L2 BUTTON/** Rotates view to the right of the character.

• **R2 BUTTON/** Rotates view to the left of the character.

SELECT BUTTON/ TOGGLE VIEWPOINT: Changes view to a first person view from which the surrounding areas can be looked over freely using the directional buttons (left analog stick). However, movement is not possible in this view. Only Ayumi can attack from this view by pressing the ○ button. (see P. 13 for details)



REQUIREMENTS

Before starting a game make sure to either have 330MB of free space or a memory card (8MB) [for PlayStation®2] inserted into MEMORY CARD Slot 1 with "7 BLADES" save data on it.

• The game can be played without a memory card (8MB) [for PlayStation®2], but be advised that the current progress made in the game cannot be saved. Also, do not remove the memory card (8MB) [for PlayStation®2] during the game.

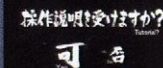
Insert the "7 BLADES" disc into the console and after the opening movie is finished, the Title Screen will appear. [Skip to the Title Screen by pressing the START button during the opening movie.]



Pressing the START button at the Title Screen displays the Game Mode Selection Screen, from which menu items can be selected using the ←→ directional buttons (left analog stick). Press the ⊗ button to confirm selections. Pressing the ○ button at the Game Mode Selection Screen will return to the Title Screen.

STARTING A NEW GAME

A new game starts from the beginning of the story. Select [Start] from the menu and press the ⊗ button.



1. A message will appear offering an explanation of the controls. Use ←→ on the directional buttons (or the left analog stick) to select either Yes or No and press the ⊗ button to confirm.

YES/ After selecting a character, the button Controls Stage will be played.

NO/ After selecting a character, the game's main story will begin.

**WHAT IS THE BUTTON CONTROLS STAGE?**

The stage will give a step-by-step tutorial on each of the button commands necessary in the game. Players new to the game are recommended to select Yes and run through the Button Controls Stage.



2. Next, choose the player character. Using the ←→ directional buttons (or the left analog stick) choose either Gokuraku-maru the Hellspawn or Pistol Oquiri and confirm the selection by pressing the ⊗ button. The game will begin.

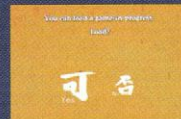
Plot developments in the game are completely different depending on which of the player characters is used. Using both characters makes the game even greater fun to play.

CONTINUING A GAME

When a game is saved, the saved data can be loaded and the game can be continued from the saved point. Select Continue from the Game Mode Selection Screen and press the ⊗ button. The Load Screen will appear.

1. The game will ask whether or not to load saved data from prior game progress. Using the ←→ directional buttons (or the left analog stick) to select either Yes or No and press the ⊗ button. Pressing the ○ button returns to the Title Screen.

YES/ Move to data selection. NO/ Return to Title Screen.



2. Select the data to be loaded. Move the cursor with the ↑↓ directional buttons (or the left analog stick) to select the data to load and press the ⊗ button to confirm. Return to the Title Screen either by selecting No Not Load or pressing the ○ button.



3. Select the stage to restart from. Using the directional buttons (or the left analog stick), move the character on the map and select the stage to restart from. Press the ⊗ button to confirm the selection. Press the ○ button to return to the confirmation menu for loading a game.

**SETTINGS SCREEN**

A variety of settings can be changed during the game in this screen. Choose Settings from the Game Mode Selection Screen and press the ⊗ button. The settings screen will appear.

Select the items to be changed using ↑↓ on the directional buttons (or the left analog stick) and press the ⊗ button to change the settings.



SOUND/ Change the sound output.

VIBRATION/ Turn the vibration function ON/OFF [Analog Controller [DUALSHOCK], and analog controller [DUALSHOCK2] only].

DISPLAY BLOOD/ Turn ON/OFF the display of blood when attacking enemies. Setting this to OFF will filter out any blood displayed during the game.

LANGUAGE/ Change the language used within the game to English, French or German.

VOLUME SETTINGS/ Change the volume of the game music and sound effects.

GAME SETTINGS/ Change the button settings for the player character during the game.

RETURN TO TITLE SCREEN/ End the Settings Screen and return to the Title Screen.

Further details on the Settings Screen can be found on page 17.

After each stage is cleared, a Save Screen will appear where the current game can be saved. Enabling the Automatic Save function will set the game to automatically save the current game.

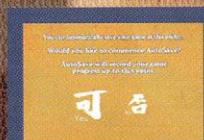
THE MEMORY CARD (MM) (FOR PLAYSTATION®2)

• In order to save the current game, a memory card (MM) [for PlayStation®2] with at least 330MB of free space is required • This game only uses MEMORY CARD slot 1 • Do not remove the memory card (MM) [for PlayStation®2] during the game or when ever the power to the console is on, as there is a chance that problems may occur.

AUTOMATIC SAVE

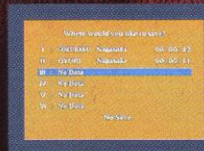
There are two ways to set the game to Automatic Save. Either start a game from the beginning and enable the option from the Save Screen (First Save Screen) after you have cleared the Tea House stage, or make the change at the Settings Screen.

[see P. 17 for further details on the Settings Screen]



1. After the Tea House stage is cleared, the option to enable Automatic Save will become available. Use the directional buttons (left analog stick) to select Yes or No, and press the \otimes button to confirm. YES/ Enable Automatic Save and move to the selection of where to save.

NO/ Disable Automatic Save, and move to the normal Save Screen.



2. Enabling Automatic Save will prompt players to select where they would like the game to be saved. Move the cursor using the \uparrow \downarrow directional buttons (left analog stick), select the places to save and press the \otimes button. The game will be automatically saved at the selected spots during each stage, and the Automatic Save function will be enabled.

Selecting Do Not Save will not set the game to Automatic Save, and the game will not be saved mid-stage.

The game will return to the Map Screen upon finishing.

Once the game has been set to Automatic Save, the Save Screen will no longer appear once a stage is entered, and the game will begin automatically saving the game. [The Map Screen following the Save Screen will also no longer appear.] To disable the automatic save function and manually save the game, go to the Settings screen and turn the Automatic Save off.

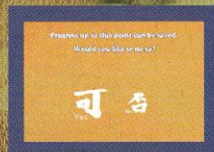
SAVING

After clearing the Tea House stage, the game must be saved manually if the Automatic Save function has not been selected, or has been disabled in the Setting Screen.

1. Select whether or not to save the game. Using the directional buttons (left analog stick), select either Yes or No, and press the \otimes button.

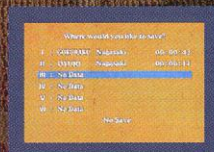
YES/ Save the game and select where to save the game

NO/ Do not save the game. Move to the Map Screen.



2. Select where to save the game. In total, there are 6 locations to save the game, including both Gokuraku-maru and Quiri's story lines.

Select the spot to save the game using \uparrow \downarrow on the directional buttons (left analog stick) and press the \otimes button. Also select whether or not to update saved data in the event that data may already exist in the location chosen. The game will not be saved in mid-stage if Do Not Save is selected. After finishing here you will move onto the Map Screen.



A comprehensive map is displayed, indicating the location of the next stage. Press the \otimes button to advance the character on the map to the next stage. Pressing the \otimes button once again begins the game.



ENEMY CHARACTER: RED DOT
PLAYER CHARACTER: GREEN DOT

FACING NORTH: WHITE LINE
SPOT WHERE THE CURRENT CAMERA IS LOCKED: BLUE FIELD



1. PLAYER CHARACTER/ The face and stamina level of the player character currently being used. When stamina levels (green bar) are completely gone, the game is over. Only Gokuraku-maru displays the Hellfire Gauge (red / blue two-colour bar).
*For more information on the Gokuraku Hellfire Gauge, see P. 12.

2. SUPPORTING CHARACTERS/ The faces and stamina level of companions who join forces with the player character throughout the course of the game. The faces of characters displayed here are of ones that perform a very important role in the game and, like the player character, the game ends when these characters' stamina depletes.
• There are a variety of characters who join forces with the player character as the game progresses, but some of their faces will not appear here. Even if these minor companion characters run out of stamina, the game will not end.

3. INVENTORY (ITEMS POUCH)/ Registered weapons and items can be used without accessing the Weapons Screen. While holding down the button, move the directional buttons (left analog stick) in the direction of the spot in which the item to be used is registered.
*See P. 16 for further information on registering items in your Inventory.

4. EQUIPPED WEAPONS/ The name and graphic of currently equipped weapons.

5. RADAR/ Surrounding information within a set circumference from the player character (green dot). The radar has three displays: x1 / x4 / x16 -- the larger number displays a wider range, which can be toggled with the R3 button.

6. NO VIEW CHANGE ICON/ This (normally hidden) icon appears when the character enters a small room in which the view cannot be changed. This icon only appears under the following conditions:

- View cannot be changed with the L2 / R2 buttons
- First person vantage point* is not possible
- The enemy can be pursued, but the view does not reset

7. COLLECTED ITEMS/ Walking over a weapon or tool on the ground allows it to be picked up. The name and graphic of the item picked up at this time is displayed here.

8. ENEMY CHARACTERS/ The name and stamina level of enemy characters currently being fought or those nearby. The enemy is defeated by reducing its stamina level to zero.

Set during the Edo Period [1603-1868] in Nagasaki and Dejima, the player controls either Gokuraku-maru the Hellspawn or Pistol Ouyuri and slays a variety of enemies on their way to clearing the stages.

STAGE CLEAR CONDITIONS

Clear conditions differ from stage to stage.

ERADICATE ALL ENEMIES/ Slay all the enemies in a stage.

KILL A FINED ENEMY (BOSS)/ Slay the boss enemy, which has different characteristics from the other enemies.

STAY ALIVE FOR A FINED PERIOD OF TIME/ Unlimited enemies appear; for a fixed period of time the player must keep their (and accompanying companions') stamina level from running out.

REACH A SPECIFIC LOCATION/ When there is a green arrow on the upper right-hand of the screen, head for the arrow and move in its direction. Head for the green dot that appears on the screen as you draw closer to your target.



DESTINATION ARROW

Companions may also provide hints on clearing a stage. Pay close attention to anything companions may say.

EVENT SCENARIOS

Player characters appear in the event story that run between stages to elucidate the game plot and reflect player developments.

After the characters begin to enact their sketch the story can be skipped by pressing the START button several seconds or more into the story.



GAME OVER

The game will be over under any of the following conditions:

- The player character's stamina becomes completely depleted.
- A supporting character's stamina becomes completely depleted.

The player can choose whether or not to continue after the game ends. Using the directional buttons (or the left analog stick), select either Yes or No and press the button.

YES/ Restart from the beginning of that scene. There is no limit to the number of times that the game can be continued.

NO/ End the game and return to the Title Screen.



HOW TO USE GOKURAKU-MARU'S SPECIAL TECHNIQUES

ATTACKING WITH THE ○ BUTTON

Use the ○ button to cause Gokuraku-maru to attack with his sword. Repeatedly pressing the ○ button will turn this into a 'Rapid Attack'. The Rapid Attack finishes with a potent sword strike.



The number of strikes in the Rapid Attack depends on the weapon in hand. In addition, pressing the directional buttons (for the left analog stick) while striking with Rapid Attack will direct the attack in a certain direction. Depending on the game situation, a variety of techniques can also be used by pressing the ○ button in mid-jump or while running.

ATTACKING WITH THE △ BUTTON

Gokuraku-maru attacks with his bare hands by using the △ button. His 'Bare Handed Attack' can lead to a number of different techniques by using the directional buttons (or left analog stick). Although not particularly powerful, a wide variety of effects may result from these attacks. Pressing the △ button while running allows you to use a shoulder thrust that topples enemies.

OVERVIEW OF BARE HANDED ATTACKS WHEN FACING OCEP INTO THE SCREEN:

- △ BUTTON ONLY: Straight Punch (knocks out enemies)
- UP DIRECTIONAL BUTTON: Front Kick (knocks enemies back)
- DOWN DIRECTIONAL BUTTON: Round Kick (kicks enemies high into air)
- LEFT DIRECTIONAL BUTTON: Body Blow (damages enemy)
- RIGHT DIRECTIONAL BUTTON: Body Blow (damages enemy)

SPECIAL TECHNIQUES

Gokuraku-maru can unleash Special Techniques by building up the 'Hellfire Gokuraku Gauge' located under the Stamina Gauge at the bottom left of the game screen.

*See P. 12 for a detailed explanation of Special Techniques.

ATTACKING WITH THE ○ & △ BUTTONS

Pressing both the ○ button and △ button at the same time unleashes the equipped sword's 'Special Weapon Attack'. The Special Weapon Attack is an attack utilising a particular weapon's special properties, and if used wisely, it can give the advantage over the enemy in combat. Refer to 'Weapons' on P. 19 for detailed information on Special Weapon Attack.

ATTACK BUTTON COMBINATIONS

Gokuraku-maru has four types of attacks available to him: Sword Attack, Bare Handed Attack, Special Weapon Attack, and Special Techniques. Using the Sword Attack as a base it is possible to link other techniques together.

EXAMPLE OF HOW TO LINK ATTACKS

- Repeated sword attack
- △ 2 sword strikes followed by a straight punch
- △ 2 sword strikes followed by an Special Weapon Attack

Gokuraku-maru can unleash Special Techniques by building up the 'Hellfire Gokuraku Gauge' located under the Stamina Gauge at the bottom left of the game screen. There is a 'Hellfire' side and 'Gokuraku' side, and the gauge changes with Gokuraku-maru's actions.

HELLFIRE GOKURAKU GAUGE

FACTORS INCREASING THE "HELLFIRE" SIDE (RED)

- Hit by enemy attack
- Eat disgusting food

FACTORS INCREASING THE "GOKURAKU" SIDE (BLUE)

- Land a hit on the enemy
- Eat a favourite food



The gauge light flashes once it is full with either red or blue. Pressing the ○ button and △ button at the same time while in this state performs his Special Techniques.

"HELLFIRE" (RED): Appears as a 'Hellfire Incarnation' for a fixed period of time.

"GOKURAKU" (BLUE): Unleashes the 'Gokuraku Slash', a single fatal strike.



HELLFIRE INCARNATION

Gokuraku-maru is surrounded in blue flames. During this time both his attack and defence abilities are enhanced, and he becomes impervious to enemy attacks.



GOKURAKU SLASH

Gokuraku-maru unleashes a single fatal attack, the 'Gokuraku Slash'. The actual slash itself depends on the weapon in hand. Each weapon has its own special properties, which can become quite a potent force if matched to the current game situation. Turn to P. 19 for detailed information on the 'Gokuraku Slash' available for each weapon.



Pressing the ○ and △ buttons together normally unleashes a Special Weapon Attack, but when the Gokuraku Hellfire Gauge has peaked, Special Techniques are given first priority. To change the Special Weapon Attack and Special Technique buttons, go to Maneuvers Settings (P. 18) and change 'Special Maneuvers' to the R3 button. This will enable the R3 button to be used for 'Special Techniques'.

HOW TO USE OYURI'S SPECIAL TECHNIQUES



AIMING

FIRST PERSON SHOT

During the game, the SELECT button can be used to change the view to a first person vantage point. Only Oyuri is capable of this attack. Fire towards the primary target with the **○** button. She is also capable of a 'lean', done by only slightly moving her body using the L2 / R2 buttons.



GRAB

When Oyuri jumps with the **×** button she can do a 'Grab' movement when there is something nearby for her to grab onto. She can move during this 'Grab' with the directional buttons (left analog stick), and with the **↑** directional button (left analog stick) she can climb up grasped objects. She also releases her grip by pressing the **↓** directional button (left analog stick).

• During the 'Grab' movement, she cannot attack, use items, pursue the enemy, or perform the sideways advance.



LOADING WEAPONS

When Oyuri is equipped with a pistol it is possible to reload by pressing the **○** button and **△** button at the same time. When her pistol runs out of ammunition, it is automatically reloaded. However, by pressing the **○** button and **△** button the weapon can be reloaded manually.

When a pistol is not equipped, the same button combination will unleash a knee attack.

• Pressing the R3 button also performs this command. Anyone who has a difficult time pressing the **○** button and **△** button at the same time should try using the R3 button instead.

EVASIVE ACTION WITH THE **△** BUTTON

With the **△** button Oyuri is able to quickly parry attacks through 'Evasive Action'. This is a helpful maneuver to evade enemy attacks.

EQUIPMENT SCREEN

Pressing the START button in mid-game changes to the Equipment Screen. On this screen weapons and equipment can be changed, items can be used, and items can be registered in the inventory. Pressing START returns to the game screen. Pressing the L1/R1 buttons will return to the 'Settings Screen' [page 17]

VIEWING THE SCREEN

The screen on the left is Gokuraku-maru's Equipment Screen. Oyuri's Equipment Screen (bottom screen), although slightly different in appearance, includes the same options.



1 SELECTION CURSOR: Move with the directional buttons (or the left analog stick) and select weapons and equipment.

2 COMMENTS: An explanation of the weapon or piece of equipment currently highlighted by the selection cursor.

3 EQUIPPED WEAPONS: Weapons currently equipped. Highlighting a different weapon with the selection cursor and pressing the **×** button changes the weapon.

4 INVENTORY: The use of all weapons and pieces of equipment must first be registered in

the inventory. Registered weapons / equipment can be used immediately during game play. Items can be registered using the **○** button.

4 MANUEVER EXPLANATION: A simple explanation of how to use items on the Equipment Screen.

5 ITEMS COLUMN: Weapons and equipment possessed by the player are displayed.

• The number of items that Gokuraku-maru and Oyuri can display at one time is different. Gokuraku-maru is Weapon Max.8 / Item Max.6, and Oyuri is Weapon Max.6 / Item Max.8.

TYPE OF ITEMS



THOSE WITH A GREEN BACKGROUND: Indicates a weapon.



THOSE WITH A YELLOW BACKGROUND: Indicates an item (food) registered in the inventory.



THOSE WITH A BLUE BACKGROUND: Indicates an item (food).



THOSE WITH A RED BACKGROUND: Indicates an equipped weapon.

CHANGING EQUIPMENT

1. First, move the selection cursor with the directional buttons (or the left analog stick) to the desired weapon. Pressing the **X** button on the selected weapon returns to the game screen.



2. Togizo will momentarily hurl the weapon to Gokuraku-maru, who becomes equipped with the weapon after catching it.

• For Oguri, she becomes equipped with the weapon after returning to the game screen.

ON GOKURAKU-MARU'S WEAPONRY & EQUIPMENT

Within the game, Togizo holds all of Gokuraku-maru's weapons and equipment. Selecting items by pressing the **X** button at the Equipment Screen instantly allows Oguri to be able to use that weapon or piece of equipment, but for Gokuraku-maru, making a request for weaponry / equipment will cause Togizo to throw it to him. Until he catches this item, however, its properties cannot be put to use.

At times during the game, Gokuraku-maru may become separated from Togizo. For that period, Gokuraku-maru will be unable to change weapons or use food rations.



TOGIZO

USING ITEMS (FOOD)

1. First, use the directional buttons (left analog stick) to move the selection cursor to the desired item [food] then press the **X** button. The game will return to the Game Screen.



2. Togizo will hurl the item (food) to Gokuraku-maru, who can use the item after catching it.

• For Oguri, the item [food] can be used after returning to the game screen.

THE EFFECTS OF FOOD

Until it is used, the effects of a type of food will not be apparent from the Equipment Screen.



1. Align the cursor with the food you would like to eat and a row of '?????' should appear.

2. Use the food just once. You will be able to view an explanation of the food.

Using the food just once will bring up a description explaining the effects of the food. When an unknown food is picked up, using it when the player character has a high Stamina level is a safe strategy.

DISCARDING ITEMS (FOOD)

1. Align the cursor on the item (food) to be discarded and press the **X** button. A confirmation message will appear.



2. Pressing the **X** button here discards the item [food]. Press the **O** button to cancel.

Be aware that food once thrown away will not return until it has been picked up once again. Weapons cannot be discarded.

REGISTERING ITEMS IN THE INVENTORY

Registering weapons and items [food] in the inventory allows easy use during the game without having to access the Equipment Screen.



1. Align the cursor with the item to be registered and press the **O** button to expand the inventory and select the location for registration.

2. While holding down the **O** button, move the directional buttons (or the left analog stick) to the new location of the item. Choosing a spot already registered with an item will replace that item with the new one.

All weapons and items registered in the inventory can be removed by pressing the **△** button.



A number of different settings can be changed during the game in this screen. Using \uparrow \downarrow on the directional buttons (left analog stick), select the item to be changed and press the \otimes button to confirm. Press the L1/R1 buttons to move to the Equipment Screen.

- Automatic Save will not appear when the Settings Screen is accessed by selecting Settings from the Mode Selection Screen.

SOUND: STEREO/MONO/ Change sound output settings. Select between Stereo and Mono sound.

VIBRATION: ON / OFF/ Set vibration ON / OFF for the for the analog controller (DUALSHOCK®2).

DISPLAY: BLOOD/ Turn the display of blood ON / OFF when attacking enemies. Setting this option to OFF will disengage the display of blood during the game.

AUTOMATIC SAVE: ON / OFF/ Set whether or not to automatically save game progress. Setting this to ON will prompt the game to automatically save the game after clearing each stage. Under certain conditions this item may not be changeable. For further details, refer to the Saving Game Progress section on P. 7.



VOLUME SETTINGS/ Align the cursor to this heading and press the \otimes button to bring up the Volume Settings Screen, where Music and Sound Effects volume settings can be changed. Move the selection cursor with the up / down directional buttons (left analog stick) and the left / right to adjust volume levels. Press Return to return to the Settings Screen.



BUTTON SETTINGS SCREEN/ Align the cursor to this item and press the \otimes button to bring up the Button Settings Screen, where player character button controls can be changed during the game. See the Button Settings Screen on P. 18 for further details.

- This screen is slightly different for Gokuraku-maru and Oquri, with Oquri lacking a Special Maneuvers heading.

RETURN TO TITLE SCREEN/ Return to the Title Screen.

Be aware that any game progress for that stage will not be saved if the game is exited during game play.

BUTTON SETTINGS SCREEN

Set button controls and L3/R3 button functions. Use the directional buttons (or the left analog stick) to move the cursor, and after selecting an item press the \otimes button. Don't forget that changes will not be reflected in the game unless the Confirm command is selected after changing button settings.



CONTROLS 1/ Set what buttons should be used for each action.

CONTROLS 2/ Set the method of movement.

- Under the Combination buttons header, the settings are automatically carried out for what buttons should correspond to Weapon Attack and Special Maneuvers.

RETURN WITHOUT CHARGING/ Return to the Settings Screen without recording button changes.

CONFIRM/ Return to the Settings Screen after confirming all changes to button settings.

DEFAULT SETTINGS/ Return all button changes to their default settings.

BUTTON CONTROL SETTINGS

Carry out button control settings for the Controls 1 button. First, align the cursor with the button to be changed and press the \otimes button. This will prompt a "?" for the button display. Next, press the new button to correspond to that action. The new button will be assigned to the action.

- One button cannot be assigned two or more functions.



MANEUVER SETTINGS

Carry out button control settings for Controls 2. Select the action to be changed with the directional buttons (or the left analog stick) and press the \otimes button to toggle the settings.

SIDEWAYS ADVANCE ACTION

WHILE HOLDING DOWN/ Enemies are pursued as long as the button for Enemy Pursuit is being held down.

TOGGLE EACH TIME PUSHED/ Pressing the button for Enemy Pursuit once initiates the pursuit, and pressing it again cancels the pursuit.

SIDEWAYS ADVANCE BUTTON

WHILE HOLDING DOWN/ Sideways Advance is used as long as the button for Sideways Advance is being held down.

TOGGLE EACH TIME PUSHED/ Pressing the button for Sideways Advance once initiates the maneuver, and pressing it again cancels the maneuver.

FIRST PERSON VIEW BUTTON

WHILE HOLDING DOWN/ As long as the button is being held down, the player has a vantage point from the first person.

TOGGLE EACH TIME PUSHED/ Pressing the button once initiates the view, and pressing it again cancels the view.

FIRST PERSON VIEW ON / DOWN

NORMAL/ Pressing the \uparrow directional button (left analog stick) raises the character's view, and pressing the \downarrow directional button (or the left analog stick) lowers their view.

REVERSE/ Pressing the \uparrow directional button (or the left analog stick) lowers the character's view, and pressing the \downarrow directional button (or the left analog stick) raises their view.

SPECIAL MANEUVERS

COMBINATION BUTTON/ Enables the use of Special Maneuvers with the same button allocated to Special Weapon Attacks.

R3/ Uses Special maneuvers with the R3 button.

- This is the button setting for Special Techniques that can be released when the 'Hellfire Gokuraku Gauge' has reached its maximum, so it is only available to Gokuraku-maru. Change the settings when it is undesirable to have Special Techniques used on the same button as the one for Special Weapon Attacks.

GOKURAKU-MARU'S WEAPONS

There are seven different swords that Gokuraku-maru can use. Each of the swords possesses unique properties for the Special Weapon Attack and the fatal Gokuraku Slash.



HIRIN

His most standard weapon, it is balanced in power, reach, and speed.



SPECIAL WEAPON ATTACK: 'THRUST'

Highly potent, it also knocks enemies back. If used while jumping, it becomes a 'Down Thrust' which is particularly effective against short enemies.



GOKURAKU SLASH: 'GENESIS FRENZY'

Unleashes three consecutive brutal sword slashes. This useful technique can be used against one or multiple enemies.



HIRIN

This weapon is just slightly heavier than the HIRIN. Although strange in shape, it can be heaved at enemies.



SPECIAL WEAPON ATTACK: 'HEAVE'

The sword can be thrown, and is effective when attacking far away enemies.



GOKURAKU SLASH: 'FLAMING ARC'

The weapon is engulfed in flames and thrown at the enemy, inflicting severe damage to all enemies in its path.



GENBU

This colossal sword is the largest of all of Gokuraku-maru's weapons. Although it is slow and difficult to wield, it is second to none in power.



SPECIAL WEAPON ATTACK: 'BRANDISH'

Brandish the sword and topple all surrounding enemies.

GOKURAKU SLASH: 'SEISMIC SLASH'

The weapon is stabbed into the ground knocking over enemies with the force of its boom. Although the area affected is limited, all surrounding enemies in every direction are damaged.



SUJANU

A short halberd (Naginata). It can be used to defend as well as to attack.



SPECIAL WEAPON ATTACK: 'ROTU SHIELD'

The weapon is spun in front of the character, during which time enemy attacks are fended off. This maneuver is particularly effective when the player is surrounded by numerous opponents using projectile objects.

If this maneuver is used while jumping the sword is brandished above the player's head. During this time jump distance is improved. For Gokuraku-maru, who has little jumping power, this is a way to reach places not normally accessible.



GOKURAKU SLASH: 'GREAT WHIRLWIND'

A whirlwind is created through violently spinning the halberd. Close enemies are blown backwards.

**FUTABA**

A sickle and chain that is capable of penetrating armour. Although it can only be used to stab, it is a highly lethal weapon.

**SPECIAL WEAPON ATTACK: 'ARMOR PIERCE'**

The sickle attached to the player by chain is thrown, and the enemy that it strikes can be pulled in towards the player.

GOKURAKU SLASH: '1000 ARM'**BOUNISATTVA STAB**

Innumerable stabs are unleashed, and although short in range of use and reach, the power let loose when all of the stabs hit their mark is lethal.

**TSURIGITSURUGI**

Two short swords. Although short in range of use and reach, they can be rapidly wielded in repeated attacks.

**SPECIAL WEAPON ATTACK: 'DASHING UPPERCUT'**

This is a double technique combining a quick 'Dash' to approach the enemy and an 'Uppercut' that stabs the enemy and lifts it into the air.

Pressing the **○** and **△** buttons together one time allows the player to get low and quickly dash towards the enemy; pressing the **○** and **△** buttons together one more time during the dash allows the player to strike with a powerful uppercut from a crouched position.

**GOKURAKU SLASH: 'BATTLE WHEEL'**

The player spins with both arms spread wide and slashes enemies.

While spinning use the directional buttons (left analog stick) to move and the **×** button to jump.

**BYAKKO**

This sword is the least powerful in normal attacks, and even if it hits the enemy, they are not likely to be killed. Its Special Weapon Attack 'Crouched Lunge' is, however, unparalleled in lethality.

SPECIAL WEAPON ATTACK: 'CROUCHED LUNGE'

Although it takes time, this fatal attack is unrivaled in its destructive power. It is potent enough to instantly kill weaker opponents in one fatal slash.

**GOKURAKU SLASH: 'LETHAL FLASH'**

Advance along a single line and cut down all enemies in the player's path. Particularly effective when enemies are in a linear battle formation.

OYURI'S WEAPONS

Oyuri uses firearms, and broadly defined she uses two types of weapons: a pistol and rifle.

PISTOL

Although somewhat weak in terms of power, there is no ammunition limit and the player can move while firing off the weapon. There are also items that boost the weapon's power.



RIFFYETT This is her favourite pistol, and she uses it from the start of the game. It does an ammunition reload after firing off four shots.



ATTACHMENTS

Attachments enhance the pistol with a variety of different effects. Altogether, there are three different types.

- This pistol is the only item that is benefited, and no other weapons are effected.
- The benefits cannot be taken advantage of until it is registered in the inventory.
- See P. 16 for more information on how to register items with the inventory.
- Only one attachment can be put into the inventory at any one time.
- After picking up the attachment it will not go away after being used. Unlike food items, however, it cannot be discarded.



HIGH CALIBER BOOSTER Enemies have increased difficulty guarding against the bullets.



AUTO BLASTER Three shots can be fired at one time. However, three rounds of ammunition are used.



AUTO LOADER Ammunition is automatically loaded, and ammunition levels never deplete. The ammunition reload mechanism is disabled.

RIFLE

There are four types of rifles. Although powerful, they are limited in ammunition rounds, and because the player cannot run and shoot at the same time, the weapon requires extra time. Furthermore, after it runs out of ammunition, the firearm disappears from the items column on the Equipment Screen.



SILENCE STATIONARY GUN (I.E. RIFLE) Although not capable of repeated fire, its bullets are piercing and damage all enemies that lay in their path.



BOULDER FAN STATIONARY GUN (I.E. GATLING GUN) Holding down the button makes the gun capable of repeated shots. The firing angle can be changed while firing off shots by pressing the directional buttons (or the left analog stick).



DRY DOG BIG GUN (I.E. SHOTGUN) This gun is capable of firing scattershot over a wide arc. Each bullet, however, is not very powerful.



GRANET GRAIN HAND-HELD MORTAR (I.E. GRENADE LAUNCHER) When this gun's ammunition hits the earth, walls, or enemies, it causes a huge explosion and damages all enemies in the surrounding area. It lacks nothing in terms of potency, but can injure both friend and foe without discrimination (the player, too, of course receives damage), so it should be fired off with caution.



There are 60 types of food items altogether, and both Gokuraku-maru and Oyuri have their favourite foods. Gokuraku-maru likes sake and Japanese cooking, but dislikes sweet tings. Oyuri likes fruit and sweet things but dislikes sake and fatty foods. Eating only foods favoured by the characters greatly recovers their stamina levels, but eating a hated food may instead reduce stamina levels. Not only do a character's stamina levels increase / decrease, but other factors may be affected as well, such as an increase in offensive power or a decrease in defensive ability. Here is an overview of items appearing early on in the game.



ORIGINAL
GOKURAKU-MARU: Stamina level recovers 40%.
OYURI: Stamina level recovers 40%.



MUGWORT DUMPLINGS
GOKURAKU-MARU: Stamina level recovers 40%.
OYURI: Stamina level recovers 40%.



BEAR JAM DUMPLINGS
GOKURAKU-MARU: Stamina level recovers 60%.
OYURI: Stamina level recovers 20%.



SWEET DUMPLINGS
GOKURAKU-MARU: Stamina level recovers 20%.
OYURI: Stamina level recovers 60%.



PICKLED RADISH
GOKURAKU-MARU: Stamina level recovers 20%.
OYURI: Stamina level recovers 40%.



ODEN
GOKURAKU-MARU: Stamina level recovers 40%.
OYURI: Stamina level recovers 20%.



WACHA
GOKURAKU-MARU: Stamina level recovers 20%.
OYURI: Stamina level recovers 20%.



JAPANESE TEA
GOKURAKU-MARU: Stamina level recovers 40%.
OYURI: Stamina level recovers 40%.



DEEP-FRIED BEAR EARD
GOKURAKU-MARU: Stamina level recovers 20%.
OYURI: Stamina level recovers 20%. It apparently has other secrets, too...



EEL
GOKURAKU-MARU: Becomes fearless in the face of the enemy.
OYURI: Becomes confused.

RECOVERY OF STAMINA **AMOUNT OF RECOVERY**
The stamina gauge turns blue when food is consumed. This blue portion reflects the amount recovered. The amount that stamina levels recover is dependent on the food item [S levels].
The greater the amount of blue indicated by the gauge, the more the character likes the food being consumed.

REDUCTION IN STAMINA **AMOUNT OF REDUCTION**
Eating food items turns the stamina gauge red. This red portion reflects the amount reduced. The amount that stamina levels are reduced depends on the food item.
The greater the amount of red in the gauge, the more the character dislikes for the food being consumed.



Eating food items and fulfilling specific conditions affects change in the character's condition, such as an increase in attack ability. Changes in a character's condition are affected by foods that have beneficial effects and those that after a fixed period of time result in a player character's recovery to normal conditions.



CONDITION TYPES



METAL SHACKLES/ Unable to move, attacking and using items are still possible.



FORBIDDEN HAND/ Unable to attack, movement and using items are still possible.



RECOVER **STAMINA/**
Stamina levels slowly recover.



REDUCE **STAMINA/**
Stamina levels are slowly reduced.



HERCULEAN/ Damage to the enemy is increased.



WEAK/ Damage to the enemy is reduced.



STURDY/ Damaged received from the enemy decreases.



FEEBLE/ The damage received from enemies is increased.



CONFUSED/ Button commands are scrambled.



VALIANT/ All fear of the enemy is overcome; can still be damaged.

COLLAPSE/ Immediately collapse to the ground.



UNCONSCIOUS/ Player loses consciousness.



TOADSTOOLS/ By eating Toadstools, one of the effects outlined above occurs randomly. There might also be no effect.

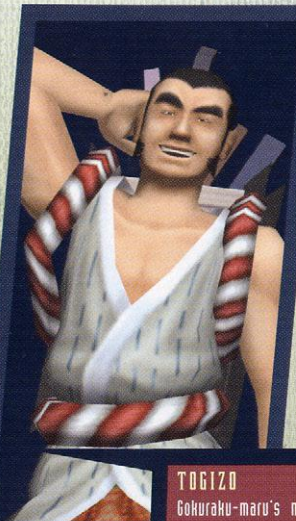
INTRODUCTION TO THE MAIN CHARACTERS OF THE GAME

**GOKURAKU-MARU THE HELLSPAWN**

A heroic bounty hunter gang leader unorthodox in his sincerity and artlessness, he deftly wields seven different swords. He travels together with his true love Oyuri and one companion Togizo.

**PISTOL OYURI**

A gun-slinging female bounty hunter. She and Gokuraku-maru are in love. She is not only strikingly beautiful but also strong-willed.

**TOGIZO**

Gokuraku-maru's main retainer. He is a master blade sharpener and Gokuraku-maru's sword bearer as well. Oyuri often picks on him.

**BOUNTY HUNTERS**

These men hope to capture the golden dragon and strike it rich. They are after Gokuraku-maru's head to raise funds for their scheme.

**HATTORI HANZO**

He has past experience battling with the gang lead by Gokuraku-maru. The head figure in the Tokugawa's Ninja legion, his talents are above and beyond even the greatest fighters.

**ORACLES**

Once servants in the Imperial Court, they were expelled from moderate factions for espousing anti-government rhetoric. Out of vengeance, they plan to eliminate the Shogunate, and ultimately the entire Japanese populace. To achieve this end, they have established and continue to proselytise their Cult of Gold on Dejima.

**HIMIKA**

The lone harlot on Dejima. For some reason, she adores Gokuraku-maru.

**GOLDEN KING**

A golden suit of armour discovered on Dejima. It is worshiped as the patron deity of the Cult of Gold.

In this Q&A corner we have gathered questions such as 'I don't know how things ended up like this' and 'No matter how hard I try, I just can't do it'. Refer to this section as you advance through the game.

(Q) I DON'T KNOW WHAT TO DO DURING THE GAME.

(A) First, check your radar in the upper-right hand of the game screen. Are there any green arrows? If there are, in order to clear the stage, you will need to reach a specific location, so head in the direction in which the arrow is pointed. As you draw near the destination, a green dot will appear on the radar. Head towards that dot. Remember that the direction that you are heading in is always towards the top of the radar.

If there are no green arrows, in order to clear the stage, you will need to either kill a specific enemy or stay alive for a fixed period of time. You should try to defeat any boss enemies that stand out from other enemies.

(Q) I CANNOT IMMEDIATELY TURN AROUND.

(A) The L2 / R2 buttons can be used to toggle the game view left or right, respectively. However, when you are facing backwards and want to quickly change the view to the opposite direction, by using the 'Enemy Pursuit' command you can bring the game view to set in behind the player character. The 'Enemy Pursuit' command is used by pressing the L1 button.

(Q) THE SPECIAL WEAPON ATTACK AND SPECIAL TECHNIQUE ARE THE SAME BUTTON, AND ARE THEREFORE HARD TO USE.

(A) In this case, go to the button Settings Screen, and under the Special Maneuvers heading, change 'Combination buttons' to the R3 button. Doing this stops Special Techniques from being used by pressing the ○ button and △ button together when the Gokuraku Hellfire Gauge is full, and instead sets it to the R3 button. The R3 button is the button that responds with a clicking sound when you press the Right Analog Stick. Only Gokuraku-maru has a Special Maneuvers heading on this screen; Oyuri does not.

(Q) THE MAP SCREEN WILL NOT APPEAR.

(A) Using Automatic Save stops the Map Screen from being displayed. To stop Automatic Save, go to the Settings Screen and set the Automatic Save option to No.

(Q) IS THERE ANY BENEFIT TO KILLING A LOT OF ENEMIES?

(A) Sometimes defeated enemies drop items such as food. Also, destroying a fixed number of enemies raises attack abilities and recovers stamina levels.

(Q) OYURI'S WEAPON HAS BECOME "POWDER BALL," AND I'M HAVING A HARD TIME GETTING FURTHER IN THE GAME.

(A) At times, Oyuri may lose her gun and her weapon becomes 'Powder Ball'. This is also the only time that she can use a 'Knee Kick' by pressing the ○ button plus △ button (or the R3 button) at the same time.

(Q) I CAN'T BEAT BOSS-CLASS OPPONENTS WITH OYURI.

(A) The 'Sideways Advance' technique becomes an extremely important move for Oyuri in the latter half of the game. Try attacking the enemy by using 'Sideways Advance', and while continually moving, keep adjusting the game view with the L2/R2 buttons.

In '7 Blades' Haizo Hayashi is the first movie director to lend a hand in game creation as a source text author and direction supervisor. We asked Director Hayashi about his ideas on the game and what is unique about it.

WHAT HAVE YOU THOUGHT ABOUT GAMES UP UNTIL NOW?

"I wasn't really into games so much before I became involved with this game. I'm a movie director, so I naturally lean toward the visually orientated side of things. Therefore, I was never so interested in games, but lately the advances in CG have been really amazing. In one sense, games are bigger than movies. Plus, Japanese movies run into the problem of language barriers, so it's pretty tough. In comparison, video games and animation have already become universal mediums under the label 'Made in Japan'."

WHAT ARE SOME OF THE DIFFERENCES BETWEEN MAKING A MOVIE AND A GAME?

"On this project I was both a game story creator and directing supervisor, so there really wasn't much difference. I made decisions on character creation, wrote the story, put out ideas, and made the game universally appealing. It's the same thing with movies. The main difference was that there were no actors. That's it, really. You can't talk directly with the characters about lines, so you have to ask the people that work on the characters. I guess you could call games 'movies without film'."

WHAT ARE SOME OF THE HIGHLIGHTS IN '7 BLADES'?

"The game is written to cover many genres of fiction, so I hope that it can be enjoyed as an adventure drama that covers all of the bases. Also, you kill a large number of enemies as you move through the game, but I hope that the game's features as a sophisticated 'sword fighting' game can be enjoyed as well. The game plot also only first meshes as a story after you play both Gokuraku-maru and Oyuri. This is a really interesting feature impossible in a movie that I think falls under the category of something only possible in a game. It's worth trying both characters."

HAIZO HAYASHI, I KNOW THAT YOU ARE ACTIVE MANAGING. ARE YOU GOING TO GIVE US AN IDEA OF YOUR NEXT PROJECT?

"Right now, I live in Los Angeles, and should be cranking in real soon as director of a TV series for an American audience. If everyone has the chance I would love them to see it."

HAIZO HAYASHI PROFILE

Born in Hyogo Prefecture, Japan in 1957. In 1985, he released his debut work 'I Sleep As To Dream' which he produced, directed, and wrote. This work won him the First Mainichi Film Award and officially appeared in film festivals in over 10 countries including the Critics' Week at Venice and the New York Film Festival. The film claimed the grand prize at three different film festivals, and turned him into a world-renowned director overnight.



This was followed by 'Circus Boy' [1989], which won the Charlie Chaplin Award at the Edinburgh International Film Festival and a sketch in the collaborative French / Japanese / US omnibus work 'Figaro Story' [1991]. Next came a series of three private detective films that he helped to produce and script: 'The Most Terrible Time In My Life' [1993 / Berlin International Film Festival • Hong Kong International Film Festival • London International Film Festival], 'The Stairway to the Distant Past' [1994 / Seattle International Film Festival • San Francisco International Film Festival]; and 'Trap' [1996]. Others include the Japan / Taiwan collaborative effort 'The Breath '96 / Locarno International Film Festival • Toronto International Film Festival' 'Cat's Eye' 1997 and 'LOST ANGELS' [2000].

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