



SKYGUNNER™

In various parts of the world, there are those with jobs unlike any others. They are owners of special aircraft and guns and are commonly referred to as "Gunners."
The setting is the town of Riva, where an expedition is set to take place in two months time.
What adventures await these Gunners?



EmuMovies

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game manual

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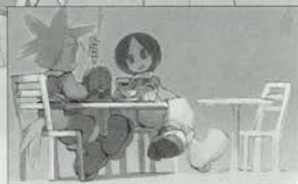
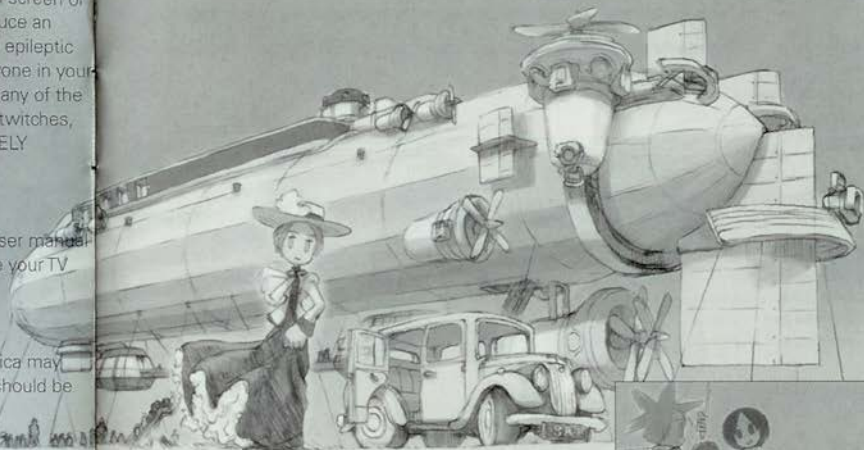
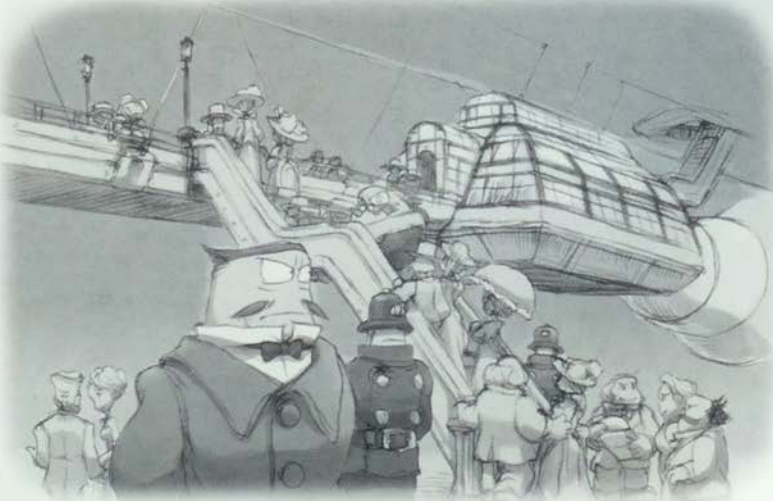
WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Story

Welcome to the exciting world of the SKYGUNNERS... Adventurous pilots who undertake dangerous missions in the sky with their fantastic flying machines.

The Rive Expo

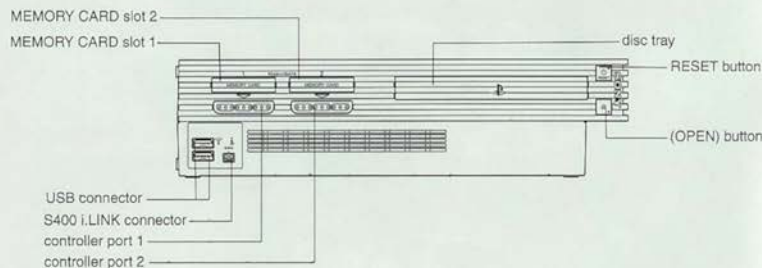
The town of Rive is celebrating the completion of the "Eternal Engine," an engine capable of perpetual motion without the need for an outside power source, aboard the luxury liner, Merveilleux... The SkyGunnars, Ciel and Copain, are hired to protect its valuable cargo. Little do they know that the criminal genius, Ventre, is planning to use the celebration as an opportunity to steal the Eternal Engine for his own evil ends...

And so our story begins...

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Getting Started



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

Controls

SKYGUNNER only supports the DUALSHOCK®2 analog controller. You can turn the vibration function On / Off for the DUALSHOCK®2 analog controller on the option screen in the Main Menu. LED indication for the DUALSHOCK®2 analog controller will always be red. You are able to change the controller options on the option screen in the Main Menu. This section will explain operation using the default controller configuration: [NOVICE], [SIMPLE], and [REVERSE].

Please Read Before Starting the Game

Once you have properly inserted the game into your PlayStation®2 computer entertainment system and turned on the power, the Language Selection Screen will be displayed. Here you can select between "English Text with English Voice-over" and "English Text with Japanese Voice-over." The default setting is "English Text with English Voice-over."

CAUTION: The language option cannot be changed during gameplay without restarting the system.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



SkyGunner Commands

directional buttons	up / down / bank
right analog stick	view
left analog stick	down - climb; up - dive; left/right - bank
Δ button	lock-on new target
Hold Δ button	change viewpoint
X button	speed boost
○ button	optional weapon
Hold ○ button	acquire lock-on for optional weapon
□ button	fire machine guns
R1 button	special maneuver
L1 button	switch the optional weapon
START button	pause
L2 button	not used
SELECT button	skip message
Press one of the directional buttons hard, and quickly release	barrel roll (see page 12)



Characters

The following are descriptions of the characters in SkyGunner.



Ciel

Ciel is a famous Gunner, well known in Rive and the neighboring towns. He has completed many missions with his pal, Copain.

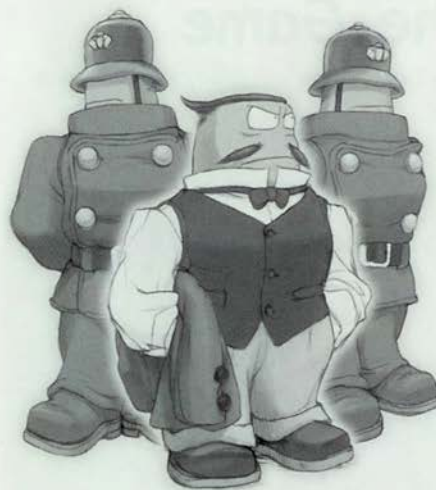
Copain

His skills rival those of his friend, Ciel.



Femme

A new SkyGunner who's come from the industrial town of Neju to guard the museum. She is going to help Ciel and Copain stop the conniving Ventre.



Hardi

The tough-as-nails captain of the Rive Police Station. He is in charge of the security of the museum. He has a very good relationship with the Sky Gunners in town and has asked for their help to guard the museum.



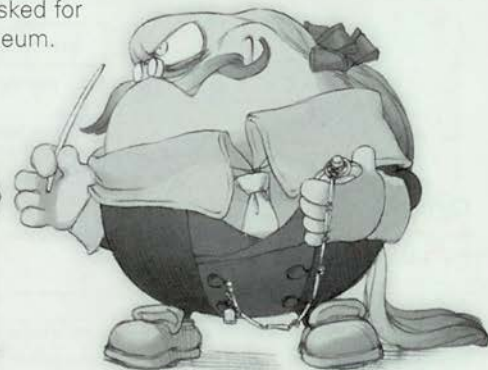
Poulets

Ventre's servants. They enjoy taking part in Ventre's plan as it affords them the opportunity to play and be reckless.



Rival

A rather mysterious man. Not much is known about his true motivations but it seems like he is taking part in Ventre's plan to steal the Eternal Engine.



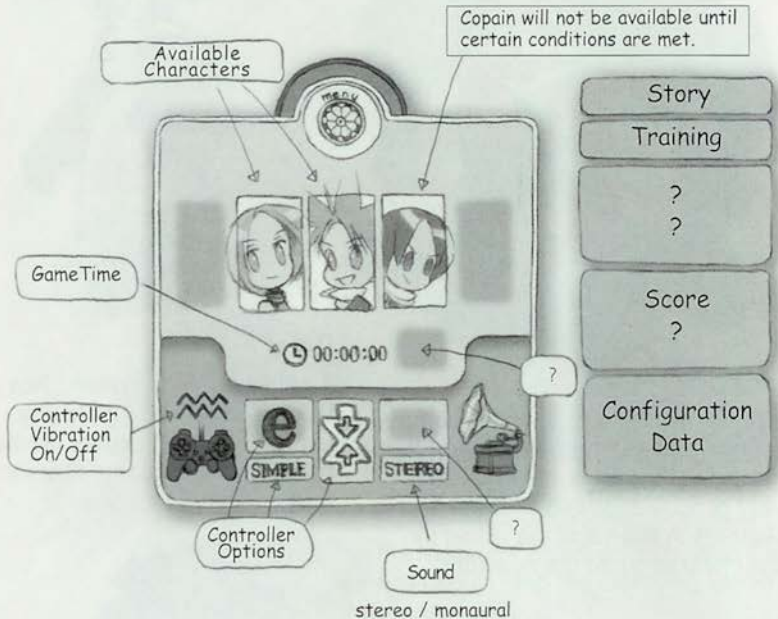
Ventre

The criminal genius that has stolen many treasures through his daring operations. He has arrived in the town of Rive to steal the Eternal Engine that will be on display at the exposition.



Starting the Game

Press the START button at the Title Screen and the Main Menu will appear.



After you meet certain conditions, such as clearing the story mode, you will be able to choose the modes and menus labeled with "?".

Options

You are able to change several options. Your preferences will be stored if you save in the Data menu.

Controller	Controller options
Vibration	Turns the vibration function on or off
Screen option	Adjust the position of the screen.
Volume	Adjust the volume of the Music / Sound Effects / Voice.

Data

Save/Load the game and your preferred settings.

You can load and continue your game if you have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD Slot 1. You need at least 280KB to save the [SKYGUNNER] data on the memory card.



Story

You will assume the role of a Gunner who is guarding the Eternal Engine from Ventre. You progress through the game by alternating between the Story sequences and Combat sequences.



The focus of the conversation will be displayed in red.

Training

Practice how to control a fighter. The Training Menu will be different depending on the aircraft.

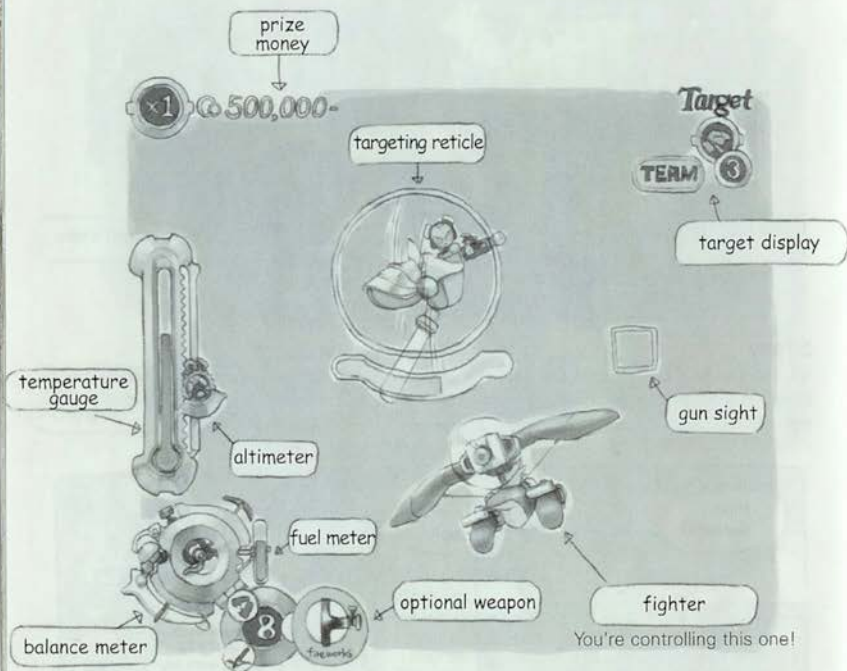
Score

Your money earned, best score, and ranking can be viewed by selecting this option.



Game Screen

The following information will be shown on the game screen. The information shown on the screen will change slightly according to the mode you play.



Prize Money

The amount of money you have earned in the scene.

Altimeter

The top and the bottom of the meter represent the range of altitudes your fighter can handle. See page 10 for further information regarding flying range.

Temperature Gauge

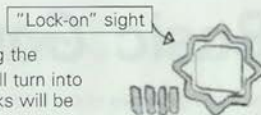
Measures the temperature of the aircraft's engine. When you use optional weapons or special maneuvers, the temperature will increase. When the temperature reaches maximum, the engine will overheat and you will not be able to use Speed Boost, special maneuvers, or optional weapons.



The Limiter is activated once you have reached maximum altitude.

Gun Sight

This is the aiming mechanism for your guns. Keep pressing the optional weapon release button (O button) and the sight will turn into a "Lock-on" sight. The total possible number of enemy locks will be shown on the bottom of the sight.



Balance Meter

This meter shows the balance of the aircraft. The hand of the meter will tremble when you get attacked, and if the needle reaches its limits, you will lose control of your plane. Press the buttons the required number of times during the time allotted and you can recover control of your aircraft. The game ends if you do not succeed in recovering.



Fuel Meter

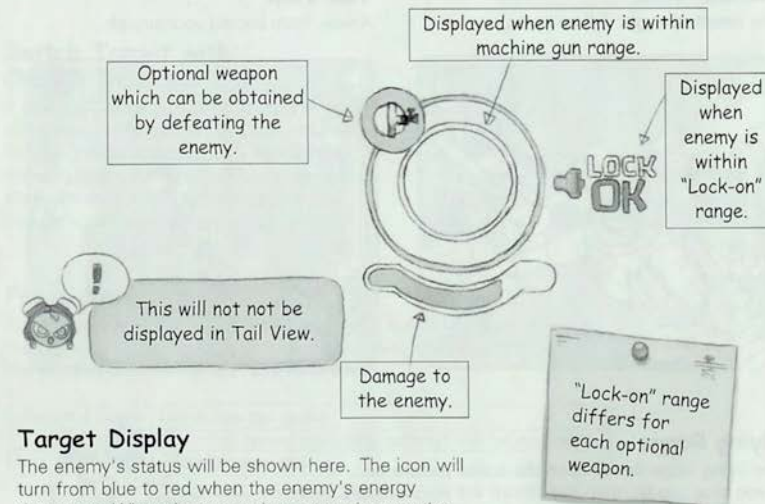
This meter shows how much fuel you have left. The game ends if you run out of fuel.

Optional Weapon

This shows which optional weapon you have armed and the quantity of ammo remaining. See page 13 for more information regarding the optional weapons.

Targeting Reticle

The enemy who is in your sights will be shown. See page 11 for further information regarding a selected target.



Target Display

The enemy's status will be shown here. The icon will turn from blue to red when the enemy's energy decreases. When the enemy is tag-teaming you the word ["SQUAD"] will appear and when the enemy is escaping from you, the word ["ESCAPE"] will appear.



Basic Gameplay

The basic gameplay of the battle sequences is explained here. The gameplay may vary slightly depending on the mode and options selected.

Game Over and Continue

If you run out of fuel or fail to recover from a crash, then the game will end. When you choose "Continue," the money you earned will be reset to 0 and you can continue the game from the beginning of the stage where you left off. You can continue up to three times.

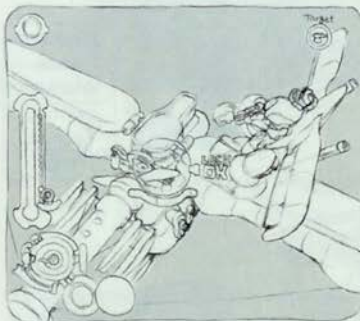


View

Normal View and Tail View are the two views available for this game.

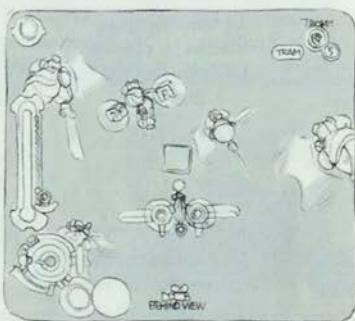
Normal View

The selected target will be kept on screen.



Tail View

A view from behind your aircraft.



Flying Range

The flying range depends on the scene you are on. If you stray too far, then the aircraft will automatically return to within the allowed range.

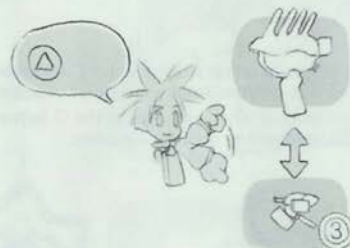


Target

You can see the enemy you have targeted in the display on the upper right of the screen. Targeting styles include [Simple] and [Advanced].

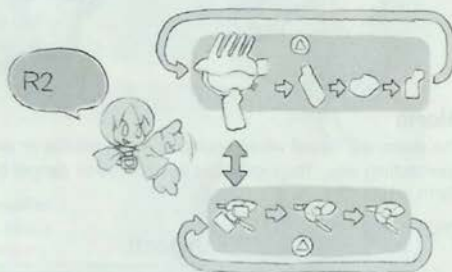
Simple

The highest priority enemy for clearing the mission will register on the target display on the upper right of the screen. The reticle can be switched to target a new enemy by pressing the Δ button.



Advanced

Most of the enemies in the battle area will register on the target display on the upper right of the screen. The R2 button will switch between enemy squads and the Δ button will switch between the enemies within a squad.



Switch Target with Change Indicator

If you adjust your gun sight to an enemy other than the one currently targeted, the Change Indicator will appear. If you press the Δ button when the Change Indicator is shown, then you will be able to switch to that particular enemy.



Pause Menu

The Pause Menu will appear when you press the START button during the game. You can check the mission objective, money earned, and the number of enemies you have shot down.

Resume Game	Unpauses the game.
Controls	The most recent controller settings will be displayed.
Quit	See submenu below.

submenu

Cancel	Return to Pause Menu.
Save First	Your most recent data will be saved to the memory card (8 MB) (for PlayStation®2) inserted in the MEMORY CARD slot 1 and the Main Menu screen will be displayed.
Quit Now	Quit without saving.



Battle Tips

The following are techniques that can be used to bring down the enemy or to avoid an enemy's attack.

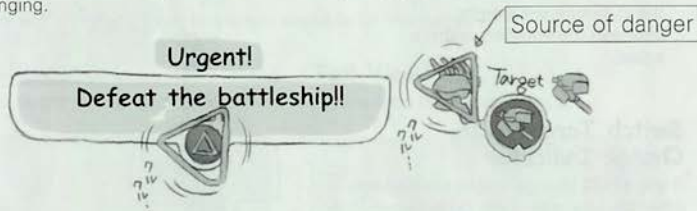
Lock-On

By holding the targeting reticle over an enemy while pressing and holding the \circ button, you can "Lock-on" to him/her. After you lock-on to one or more enemies, the selected optional weapon will fire when you release the \circ button. Please see the next page for further information regarding optional weapons.



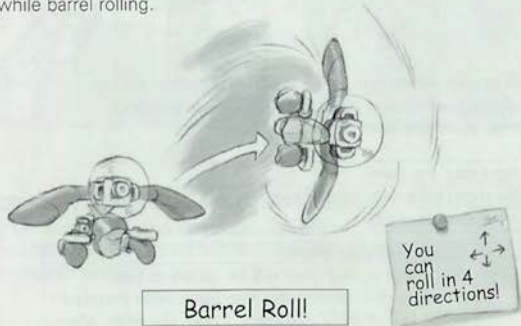
Alarm

The alarm will sound when your pals are in trouble or when a dangerous enemy is approaching you. You can target this source of danger by pressing the Δ button while the alarm is ringing.



Barrel Roll

You can initiate a barrel roll by pressing one of the directional buttons hard and quickly releasing or by moving the left analog stick while pressing the L3 button. You will be invincible while barrel rolling.



Special Maneuver

The special maneuvers are unique actions that can be performed by each character's aircraft. These actions are good for defense and offense, but the aircraft engine's temperature will increase each time you use them.

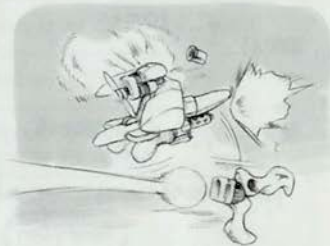
Active Turn / Femme Aircraft: Branché

Turns to the target as soon as you initiate it. This move is useful when an enemy is behind you.



Air Brakes / Ciel Aircraft: Avenir

Slam on the brakes and hover in midair. You can do heavy damage by shooting your machine guns while hovering. It will be easy to lose your balance while using the Air Brakes.



Vortex / Copain Aircraft: Chevalier

Spin rapidly and deflect an enemy's attack. You can also cause damage to the enemy by sucking them into your vortex. The attack will be stronger if your spinning speed is higher.



Optional Weapons

The special weapons for each aircraft are called the optional weapons. The probability of hitting your enemy will be higher if you fire the optional weapon while your enemy is locked-on, and the attack will be stronger if your locked-on enemies are concentrated in the same place. The Option weapons you have used and gained during the battle will be adjusted when you clear the scene.

	Dog Missile	You cannot damage enemies but you can paralyze them and decrease their strength and mobility.
	Fireworks Missile	The power of this missile is low, but if you hit an enemy, an explosion will occur that may damage other enemies.
	Cross Missile	This missile will attach itself to the target. You can do large damage to capital ships by detonating the missile with your machine guns.
	Pumpkin Bomb	A powerful weapon, but there is a possibility that it will explode before reaching the intended target.
	Bat Missile	This missile will follow your enemy.



Prize Money

The SkyGunnars can earn money during battle. The amount of money you earn depends on how well you perform. The more money you are awarded, the better the Gunner you are. Note the following to learn how to earn the most money.

Conditions for Earning Prize Money

Prize money is earned by shooting down enemies.

1. Hit Bonus

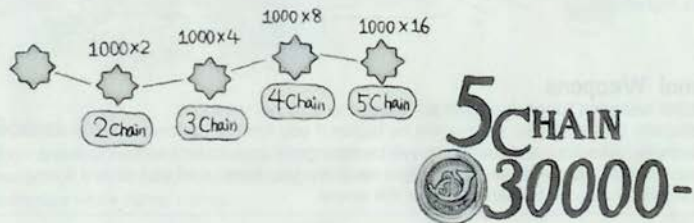
If you bring down multiple enemies, a Hit Bonus will be awarded based on the number of enemy fighters destroyed.



You will be given a rank based on the bonus you've earned.

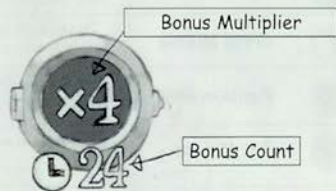
2. Chain Bonus

You will get a Chain Bonus by bringing down multiple enemies with an explosion.



Bonus Count

A Bonus count will appear on the upper left of the screen when you shoot down enemies. If other enemies are shot down/destroyed while the Bonus Count is active, then your bonus will be multiplied. The Bonus Count will decrease with time.



Situations Where Money will Decrease

When you use the machine gun, suffer damage from enemy attacks, or crash your aircraft, your money will decrease.

Scene Clear

Your reward will be calculated when you clear the scene.

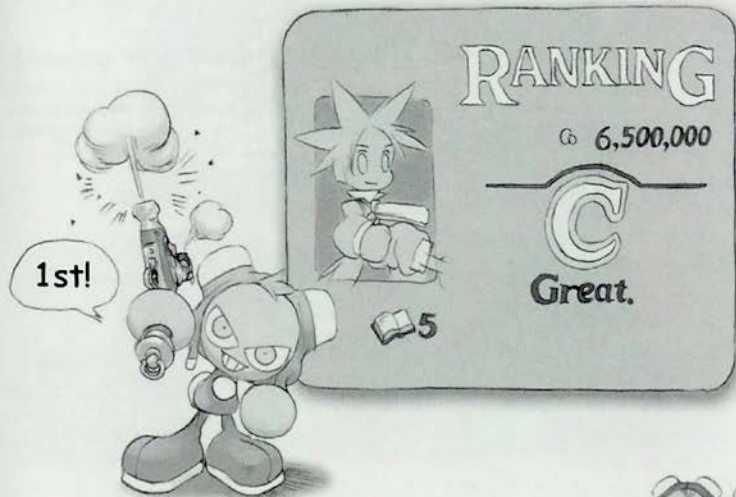


Clear Bonus	Money received for clearing the scene.
Event Bonus	Money received according to the results of the event.
Hit Number	Number of enemies shot down.
Optional Weapon Bonus	Bonus money earned according to the number of optional weapons left when you clear the scene.
Battle Bonus	Bonus based on Hits and Chains, as well as the damage your fighter received.

Total Prize Money Earned

The total amount of money earned during the game and number of enemies shot down will be evaluated when you clear all of the scenes.

There may be a nice surprise if you get first place!

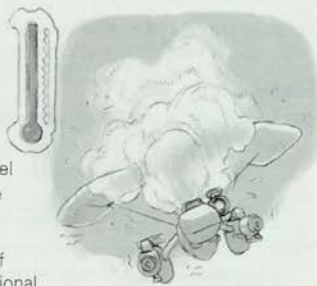


Techniques

Use these techniques to help you earn more money.

Beware of Overheating

If your aircraft overheats, you will not be able to use Speed Boost, your special maneuvers, or your optional weapons.

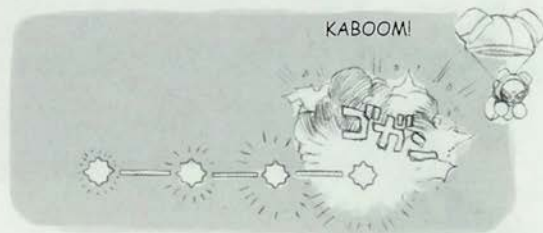
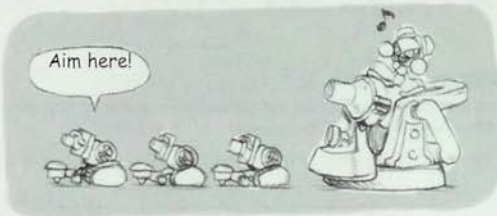


* There are some special maneuvers you can cancel by pressing the \times button. You should cancel if the temperature of your aircraft is getting high.

* The temperature of your aircraft will rise quickly if you repeatedly use the special maneuvers and optional weapons. If your temperature is high, hold the \circ button for a while and wait until the temperature decreases before you "Lock-on" to your next enemy.

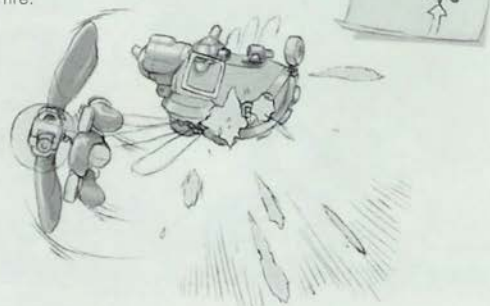
Attack Enemies Around You First

Attack enemies around you first and get a Chain Bonus before attacking enemies with a lot of stamina. The more chains you do, the heavier damage you can cause.



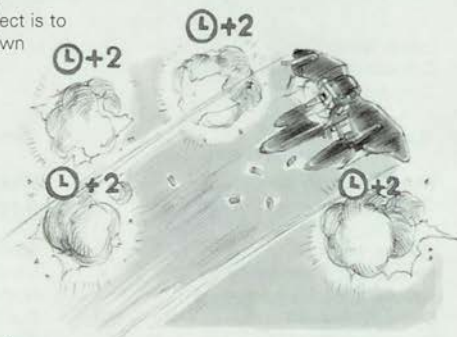
Using the Barrel Roll

Use the barrel roll to avoid persistent enemies and damaging attacks. You will be invincible while you are barrel rolling. Also, your gun sight will not move, so you will be able to attack the enemy while dodging their fire.



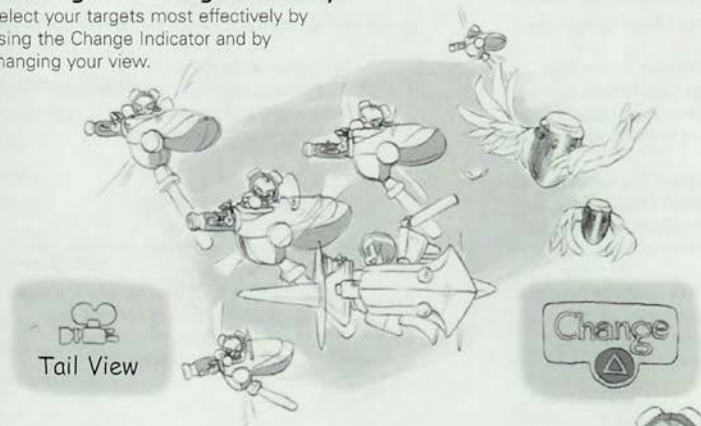
Getting a Higher Bonus Multiplier

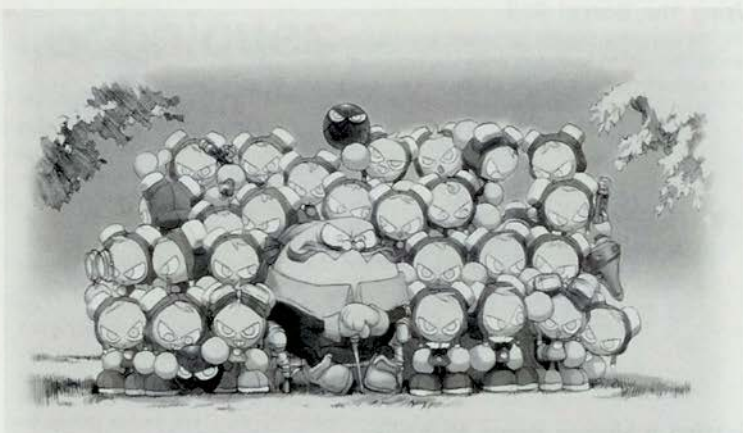
Shoot down as many enemies as possible before the bonus count disappears and increase your bonus multiplier. The object is to create a chain and shoot the enemy down while the bonus multiplier is high.



Choosing Your Targets Wisely

Select your targets most effectively by using the Change Indicator and by changing your view.





Wishing for an Eternal Sky

Lyrics: Shoko Omori
Composition: Tadashi Otsubo
Sung by: Kazuko Hamano

Romanization

Harukana Sorani Chikae
Owaranai Kibo-to-yu Umi-wo

Haretari Kagettari
Kimochoi-wa Kawaruyo-ne
Rakunakoto Bakarijya Naikara
Demo Shinjite Itai
Negai-wa Hane-ni Naru
Mada Shiranai
Asu-eno Chizu-ni Naru

Sa-a Kaze-wo Ukete Tate
Namida Gao Kawakuyoni
Harukana Sorani Egake
Yume-ni Mita Jibun-no Sugata-wo

Ima Niji-wo Tsukamaete
Ryusei-wo Oikakete
Kumono Youni Katachi-nai
Michi-mo Nai Tabi-ni Deru

Sa-a Kaze-ni Mune-wo Hare
Hohoemi-de Utauyoni
Harukana Sora-ni Chikae
Owaranai Kibo-to-yu Umi-wo

Translation

Wishing for an eternal sky
A vast sea of endless dreams

Emotions will brighten
Emotions will cloud
Nothing comes easy
But I'll keep on believing
Hope will turn into wings
You still don't realize
It'll guide you through the map of tomorrow

So, stand up to the wind
As the tears dry from your cheeks
Look into the distant sky
And see yourself in your dreams

Catch a rainbow
And chase a shooting star
Like a shapeless cloud
Your adventure lies on an unknown path

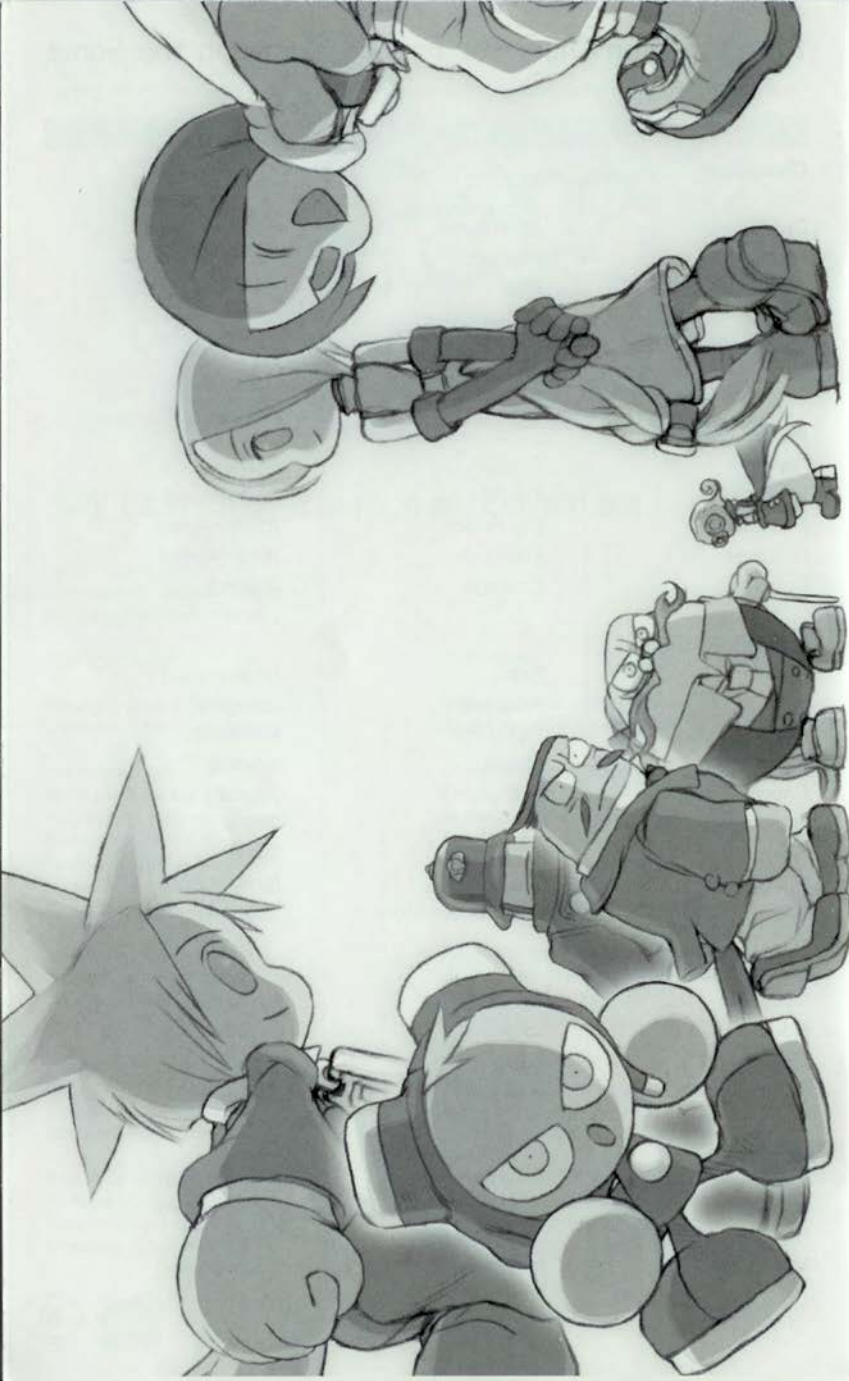
So, stand with your face against the wind
As you sing with a smile on your face
Wishing for an eternal sky
A vast sea of endless dreams

Pronunciation Chart for French Names in the Game

Here are some rough English equivalents to help you pronounce some words in the game.

Name	Meaning	Pronunciation
Characters		
Ciel	Sky	[see-elle]
Copain	Pal/Friend	[ko-pa(n)]
Femme	Woman	[fahm]
Rival	Rival	[ree-vall]
Hardi	Audacious	[are-dee]
Ventre	Belly	[van-tr]
Poulets	Baby Chicks	[poo-lay]
Player's Airships		
Avenir	Future	[av-near]
Chevalier	Knight	[shē-val-yay]
Branché	Hip Person	[brah(n)-shay]
Fantôme	Phantom	[fah(n)-tome]
Courage	Courage	[koo-raj]
Ventre's Airships		
Premier	First	[proom-e-ay]
Progrès	Progress	[pro-gray]
Exocet	Flying Fish	[ex-oh-set]
Stable	Stable	[stahbl]
Gauche	Left	[gowsh]
Droit	Right	[drwa]
Baleine	Whale	[ba-fēn]
Grandir	To Grow	[gra(n)-deer]
Grand Magasin	Department Store	[gran mag-a-zah(n)]
Machine Soldiers		
Vainqueur	Winner	[va(n)-ker]
Fidel	Loyal	[fee-dell]
Sage	Sage	[sahj]
Garde	Guardian	[gard]
Other Terms		
Artisan	Craftsman	[are-te-za(n)]
Associé	Partner	[uh-so-see-ay]
Horloger [órlóje]	Clock-maker	[or-low-jay]
Merveilleux	Marvellous	[mur-vay-you]





LIMITED WARRANTY

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. ATLUS agrees for a period of ninety (90) days to either repair or replace, at its option, the ATLUS product. You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the ATLUS product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND ITS FITNESS OF A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ATLUS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE ATLUS PRODUCT.

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ATLUS Customer Service Department/Technical Support Line (949) 788-0353

Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday - Friday, 9:00 am to 5:30 pm Pacific Time.

GAME HINTS!

1-900-225-5285 24 hours a day, 7 days a week. This call is \$1.25 per minute. Must be at least 18 years old or have your parent's permission to call. Touch Tone phone required. Call to listen to helpful hints that can help you master SKYGUNNER.