Space Channel 5
Special Edition

EmuMovies

agetec

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.

Table of Contents

Thank you for purchasing SPACE CHANNEL 5™ Special Edition, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

★ DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.

1

Getting Started

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2
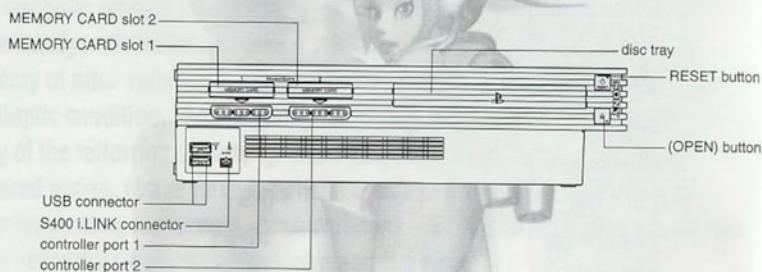
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the (OPEN) button and the disc tray will open. Place the SPACE CHANNEL 5 Special Edition 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.

Controller Operation

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
LED
START button
right analog stick
(R3 button when pushed down)
△ button
○ button
✕ button
□ button

Story

It's the 25th century, and planet Earth is in a state of crisis. An alien race, the Morolians, have launched an invasion against Earth, randomly shooting innocent victims with a mysterious ray gun. The effect of the ray is rather unusual, as it forces people to dance uncontrollably, and enslaves them to alien rhythms. Of course, their attack has caused a widespread panic. The first station to grab the scoop is a little-watched space broadcaster, "Space Channel 5."

Sensing a golden opportunity to boost ratings, the director, Fuse, has sent Ulala, the only reporter who hasn't been captured, to the scene. The broadcast begins at the location of the first incident – Spaceport 9. Ulala must copy the Morolians' dance steps – Up! Down! Right! Left! Shoot! Shoot! Shoot! Ulala is the only hope we have to defeat the Morolians and free the human victims. The future of the Earth is in her hands!

Characters

Reporter

ULALA

Date of birth: May 30th, 2477

Sign: Gemini

Ulala, 22, has been working as a reporter at Space Channel 5 for the last two years. The capture of the other reporters covering the invasion has seen Ulala promoted to the investigative reporting team. This is her big chance to prove her reporting skills to the world!

Alien

MOROLIAN

The alien race who suddenly invaded Earth, the Morolians are an odd but undeniably cute bunch. Their ray guns turn innocent humans into hypnotized go-go dancers! They are very curious and possess a high level of intelligence. Working together in groups, these are very mischievous and naughty little creatures.
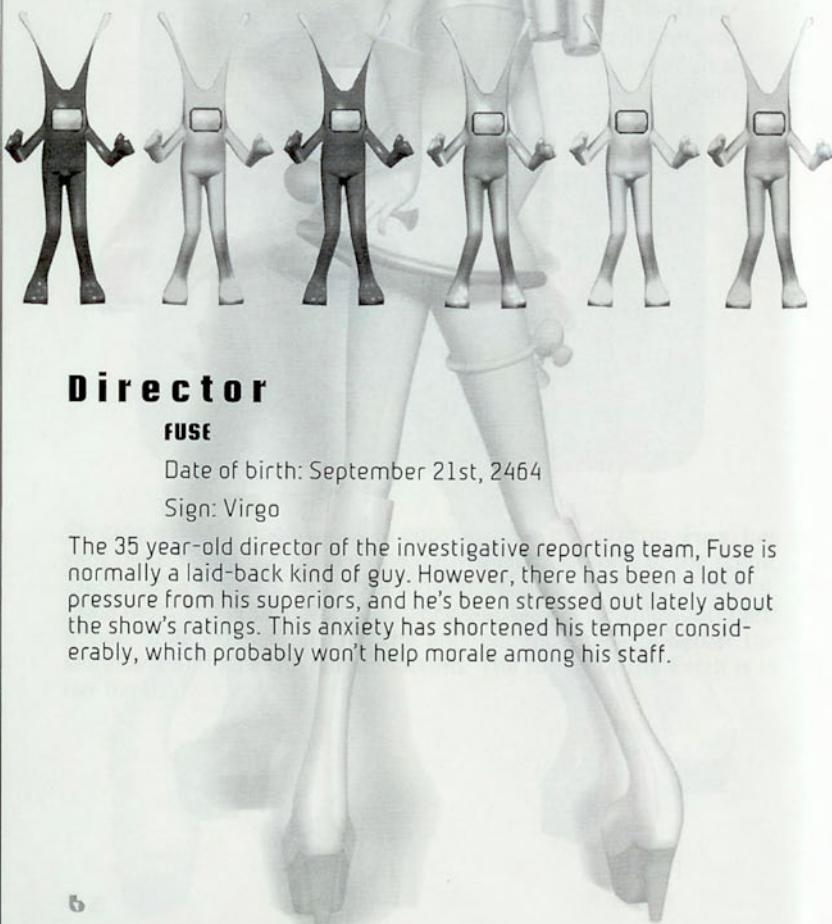
Director

FUSE

Date of birth: September 21st, 2464

Sign: Virgo

The 35 year-old director of the investigative reporting team, Fuse is normally a laid-back kind of guy. However, there has been a lot of pressure from his superiors, and he's been stressed out lately about the show's ratings. This anxiety has shortened his temper considerably, which probably won't help morale among his staff.

Boss

MOROLIMA

Designed to attack luxury passenger ships, this fiendish Boss character has captured a group of primary school students. Be careful not to hit the children while shooting!
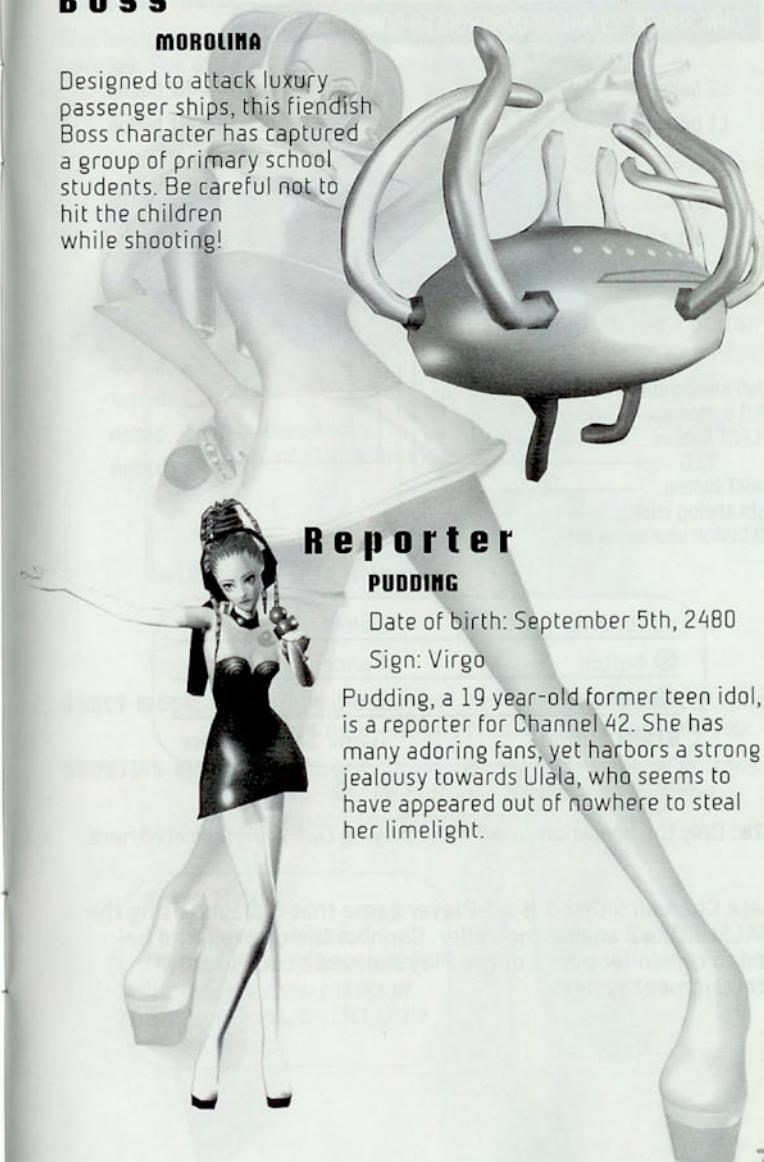
# Reporter

PUDDING

Date of birth: September 5th, 2480

Sign: Virgo

Pudding, a 19 year-old former teen idol, is a reporter for Channel 42. She has many adoring fans, yet harbors a strong jealousy towards Ulala, who seems to have appeared out of nowhere to steal her limelight.

Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional buttons

△ button
○ button
✕ button
☐ button

left analog stick
(L3 button when pushed down)
SELECT button
LED
START button
right analog stick
(R3 button when pushed down)
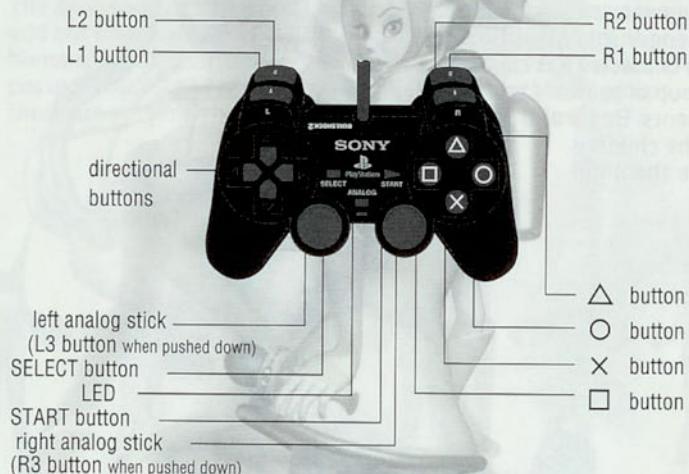
directional buttons	Select
◉ button	Cancel
✕ button	Confirm
START button	Game Start / Pause

Note: Only the operations used while playing Disc 1 are indicated here.

Space Channel 5 Disc 1 is a 1 Player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1 of the PlayStation®2 computer entertainment system.

BASIC CONTROLS

The basic controls are easy! After that it's down to your timing and reflexes. For a more detailed explanation, refer to (P.10).

◉ button beam
Shoot (Rescue the human)

News flash!

Careful with that laser, Ulala! Remember, shoot the Morolians with the X button and free the humans with the ◉ button. Don't get mixed up!

✕ button beam
Shoot (Morolians)

Up! Down! Left! Right!

DANCE MODE: Press the up, down, left, right directional buttons and the ✕ button in the direction the Morolians tell you.

SHOOTING MODE: Press the up, down, left, right directional buttons and the ✕/◉ button in accordance with the directions from the game.

News flash!

This game is all about rhythm! Closely follow the timing and movements of the Morolians, and let Ulala do her thing!

Game Flow

DANCE! SHOOT!

Ulala is the only one who can free the humans from the Morolians' dance trance. Succeed in your report by following the Morolians' dance steps and rhythm exactly!

DANCE MODE

❶ Up!
❷ Left!
❸ Right!
❹ Down!
❺ Shoot!

News Flash!

Copy the rhythm and timing of the Morolians' instruction and movement!

When it's Ulala's turn to dance press the UP! LEFT! RIGHT! DOWN! SHOOT! buttons in the same order and timing as the Morolians!

1 Up!
3 Right!
2 Left!
4 Down!
5 Shoot!

SHOOTING MODE

1 Up! Shoot!
2 Left! Shoot!
3 Right! Shoot!
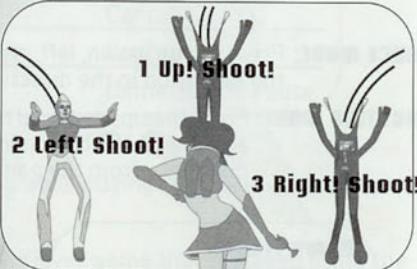
Press the ✖ button to shoot the Morolians.

Press the ⬤ button to rescue the humans.

Morolians/humans appear in 3 positions - LEFT, UP and RIGHT.

Press the left, up, and right directional buttons in the appropriate direction and press the ✖ button to shoot the Morolians

When it's Ulala's turn to shoot press the UP! LEFT! RIGHT! SHOOT! buttons in the same order and timing as the Morolians!
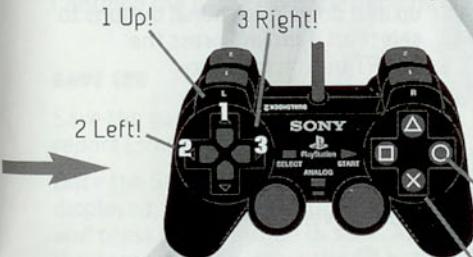
1 Up!
3 Right!
2 Left!

Press the ✖ button to shoot the Morolians.

Press the ⬤ button to free the humans.

⬤ Shoot!

✖ Shoot!

News Flash!

Watch where and in what order the Morolians appear!

Game Display

The basic game display.

DANCE MODE

SHOOTING MODE

1 The number of times Ulala can fail.

2 Current View Ratings.

3 Current turn.

PAUSE MENU

Press the START button while playing to pause the game and display the PAUSE MENU. Use the up and down directional buttons to select an item and press the START button to enter.

· PLAY   Resume playing.

· PLAY END   Display the Game Over Screen.

Save

At the end of each report (stage) a Save screen will be displayed, giving you the option to save the progress of the game. 73KB of memory are required to save, and up to 8 game files can be saved. Use the up and down directional buttons to select the destination file and press the ❌ button to save. To resume the game, press the △ button.

Game Over

Any of the following conditions will cut short Ulala's career as a reporter:

· If Ratings fall to zero.

· If Ratings fall short of the objective displayed at the beginning of each report (stage).

· If the heart gauge displayed when dancing against a Boss character is fully depleted.

Continue Menu

Once the game is over, the Continue Menu will be displayed. Use the up and down directional buttons to select an item and press the ❌ button to enter.

CONTINUE

Continue the game from the beginning of the last report (stage).

SAVE END

Save the game at the last played report (stage) and finish the game.

Once the Save End Screen is displayed, select the destination file and press the ❌ button to save. After the game is saved, press the △ button to return to the Title Screen.
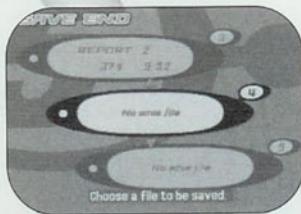
END

Finish the game without saving and return to the Title Screen.

Title Menus

STARTING UP

After turning the PlayStation®2 ON, the opening movie will start. Once the Title Screen appears, press the START button to display the Main Menu. Use the up and down directional buttons to select one of 5 modes and press the ❌ button to enter. Press the START button during the opening movie to skip to the Title Screen.

NEW GAME

The main mode of Space Channel 5. Select to begin the game. Dance and shoot to foil those nasty Morolians' plans to take over the earth.

CONTINUE

Select after loading a saved game.

LOAD

Load saved game files.

CHARACTER PROFILE

View profiles of characters featured in Space Channel 5.

TUTORIAL

View a tutorial of the game controls.

OPTIONS

Adjust the game settings and view player's status.

LOAD / CONTINUE

Select Load to load game file saved to a Memory Card. Use the up and down directional buttons to select a game file and press the ❌ button to enter. The game will confirm your action, so use the right and left directional buttons to select "Yes"/"No" and press the ❌ button to enter (Note: "No save file" cannot be selected). Once a file has been loaded, you can continue the game immediately or by selecting "CONTINUE" from the Main Menu. Press the △ button to return to the Main Menu.

CHARACTER PROFILE

View the profiles of characters featured in Space Channel 5. It is necessary to rescue a character before their profile can be viewed. Use the up and down directional buttons to select a character category and the right and left directional buttons to select a character. Press the ❌ button to view the character profile and the △ button to return to the previous screen. Once a character profile is displayed use the up, down, right and left directional buttons to alter the camera angle of each character, and L1/R1 buttons to zoom in/out.

OPTIONS

Adjust the game settings. Use the up and down directional buttons to select an item and press the ❌ button to enter. Press the △ button to return to the previous screen. View the following descriptions for information regarding the Option Menu items.
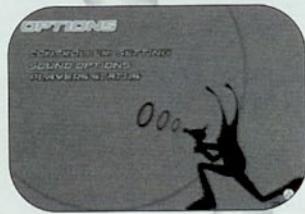
Controller Setting
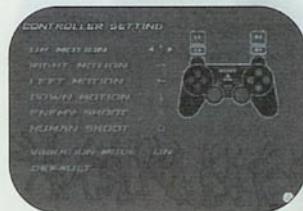
Adjust the controller settings. Use the up and down directional buttons to select a control function and the right and left directional buttons to adjust. Press the ⚠ button to return to the Options Menu.

**VIBRATION MODE** Toggles the vibration setting (select ON to vibrate when Ulala makes a mistake).

DEFAULT Select and press the ✖ button to return all parameters to default setting.

Sound Options

Use the right and left directional buttons to adjust and press the ⚠ button to return to the Options Menu.

SOUND MODE Select Stereo or Mono sound output.
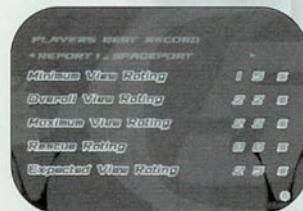
Players Status

View Ulala's performance. Use the right and left directional buttons to select a report (stage). Press the ⚠ button to return to the Options Menu.

MINIMUM VIEW RATING The minimum level of Ratings needed to proceed to the following report (stage).

OVERALL VIEW RATING The Ratings level when the report (stage) was cleared.

MAXIMUM VIEW RATING The best Rating of that report (stage).

RESCUE RATING The percentage of victims rescued.

EXPECTED VIEW RATING Ratings will start at this level in the next report (stage)red Sony warning template.

SPACE CHANNEL 5 Part 2™

Story

It's the 25th century.

An alien race, the Morolians, launched an invasion against Earth, randomly shooting innocent victims with a mysterious dancing beam-inflicting ray gun. The effect of the ray is rather unusual, as it forces people to dance uncontrollably just like its name suggests. The first station to grab the scoop was a little-watched space broadcasting station, "Space Channel 5." The director of "Space Channel 5," Fuse, decided upon the new reporter; Ulala, and sent her to the scene for broadcasting. The Morolians were defeated and the human victims were freed by Ulala dancing together with "Pudding" from Channel 42 and "Jaguar" from Space Pirate Station. Now the mystery is returning.... After defeating the Morolians and rescuing the humans, Ulala returned to her normal life. But being a reporter was not good enough. Ulala spent her time being shouted at by Fuse day after day until Chief Director "Space Michael" reports that a mysterious dancing group is forcing innocent humans to dance and taking them away! Here starts another dancing report from Ulala! Are you ready to follow her dance steps?

Characters

ULALA

Date of Birth: May 30th

Blood Type: B

A well-known reporter from Space Channel 5 who has saved the Planet Earth yet is still half-cooked spending her days being shouted at by her boss Fuse. Her goal is to become the best reporter of the galaxy!

FUSE

Date of Birth: Sep. 21st

Blood Type: O

The 35 year-old director who used to work in a news report team. There has been a lot of pressure from his superiors, and he's been stressed out lately about the ViewRating. This anxiety might shorten his temper considerably as his name suggests.

JAGUAR

An elusive reporter from Space Pirate Station who once rescued Ulala, and also the first one to uncovered the new mystery. What happened to Jaguar after getting to the scene?
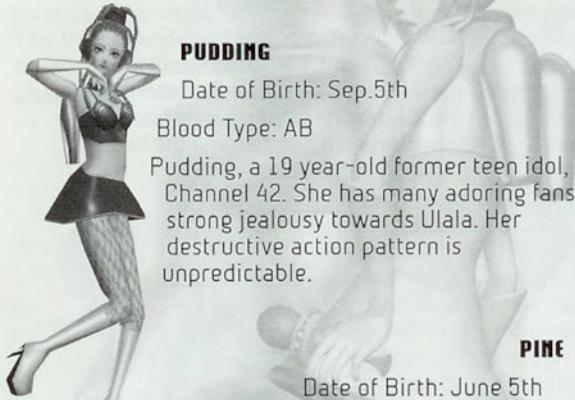
PUDDING

Date of Birth: Sep.5th

Blood Type: AB

Pudding, a 19 year-old former teen idol, is a reporter for Channel 42. She has many adoring fans, yet harbors a strong jealousy towards Ulala. Her destructive action pattern is unpredictable.

PINE

Date of Birth: June 5th

Blood Type: A

Hobby: Reading, Swimming and Horse Riding in space. Pine, a space police-woman specially assigned to the east block of the Galaxy. She is a beautiful woman who turns up with a theme song composed and written by herself. She is desperate to stick with rules in the space.
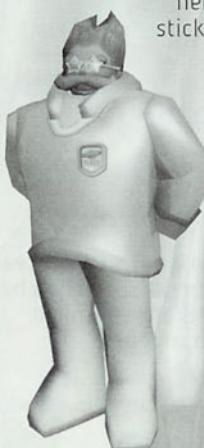
PEACE

A President of the Space who tries hard to keep the space full of happiness and smiles. The energy he inflicts by singing is said to cure even the blackest of hearts.

PURGE

A master of a mysterious dance group "Dancing Group" acting behind the scenes. Other details are unknown.

SHADOW

Shadow is an action commander of the mysterious "Dancing Group." He leads the ROBO, assaults various locations and then takes away the dancing victims somewhere by transport ship. Watch his overacting and his cardinal-red muffler that flaps regardless of gravity!
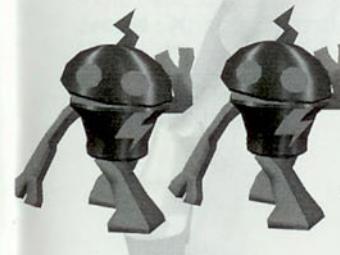
ROBO

They are members of the mysterious group "Dancing Group," and assault various locations together with Shadow. Due to their naivety, they follow orders without any consideration just like a baby chick always chasing after its mother. Their eyes inflict the dancing electric beam.

Controls

"Space Channel 5™ part 2" is one- or two-player game. When playing a 1P game, connect the DUALSHOCK®2 analog controller to controller port 1. When playing a 2P game, connect the DUALSHOCK®2 analog controller for the 2nd player to controller port 2.

This game is compatible with both the DUALSHOCK® analog controller and DUALSHOCK®2 analog controller. The basic controls for both controllers can be operated the same. In this instruction manual, controls are described using the DUALSHOCK®2 analog controller (P.3). "Space Channel 5™ part 2" is compatible with the vibration feature of the analog controller. The vibration function can be switched to On/Off at "Vibration" within Options (P.35).

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional buttons

left analog stick
(L3 button when pushed down)
SELECT button
LED
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
✕ button
□ button
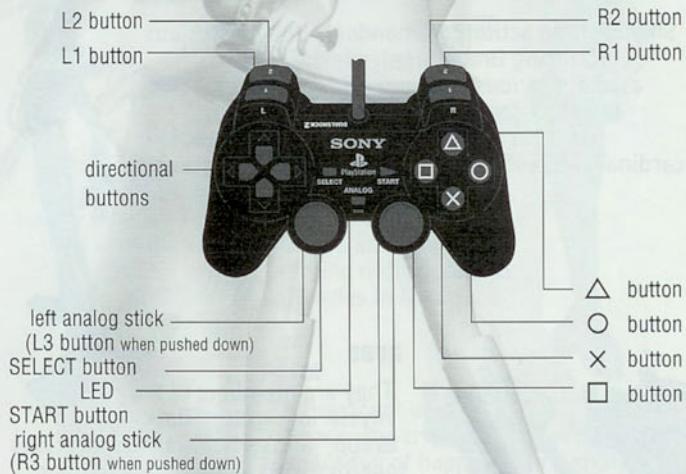
Controls in Menu / Character Profile / Changing room / Options

Buttons to use (see below)

directional buttons (up, down, right, left): Select menu items

START button: Not used

◉ / ✕ button: Enter Selection

△ / ▣ button: Cancel / Back

Controls in 1P Game / 2P Game / 1P Ulala's dance / 2P Ulala's dance

Buttons to use (see below)

directional button up: Enter (Up) / Scroll items (during Pause)

directional button down: Enter (Down) / Scroll items (during Pause)

directional button right: Enter (Right)

directional button left: Enter (Left)

◉ button: Enter (Hey) / Enter (during Pause)

✕ button: Enter (Chu) / Enter (during Pause)

START button: Pause the game (press again to resume the game)

*The basic settings described in this instruction manual are all default settings. The button settings can be modified at Options (See P.35).

*The button controls mentioned in this instruction manual are all default settings.

Game Display

The Game Display is as follows.

Dance Battle

Shooting Battle
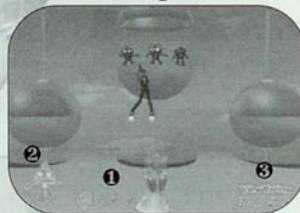
Special Battle
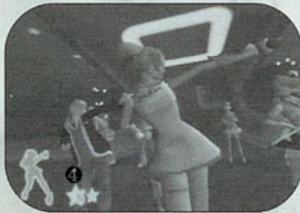
1 The number of times Ulala can fail. It is displayed in pink hearts.

2 Current turn

3 Current ViewRating (displayed in numbers (ex; 14.0%))

4 The number of times Ulala can fail during the Boss battles. The ViewRating Ulala acquired before entering Special Battle is converted into "Golden Stars (P.29)."

Game Flow

The basic rule to play this game is to control Ulala by learning and copying opponents' dance steps. There are several battles to dance against her opponents based on the basic rule, so watch closely and defeat the opponents! Refer to p.26 for further details on battles.

You can raise the ViewRating by copying opponents' dance steps successfully, but watch out! If you fail in copying them successfully, the ViewRating will drop!

You can win the battle if you have pink hearts which indicate the number of times Ulala can fail, or Golden Stars when the battle ends. You can also rescue human victims that have been forced to dance if there are any.

Try and raise the ViewRating by successfully copying opponents' dance steps and rhythm!

News flash!

*This game is all about rhythm! Watch closely opponents' dance steps as well as the timing, and win the battle!

Ulala is the only one who can free the humans by dancing against Shadow and Robo from the Dance Group forcing human victims to dance. Raise the ViewRating by succeeding in your dancing report by exactly following Shadow's dance steps and rhythm!

Dance Battle — learn Shadow's dance steps!

① Up! **②** Left! **③** Right! **④** Down! **⑤** Chu! **⑥** Hey!

1 Up!   3 Right!

2 Left!

4 Down!

6 Hey!

5 Chu!
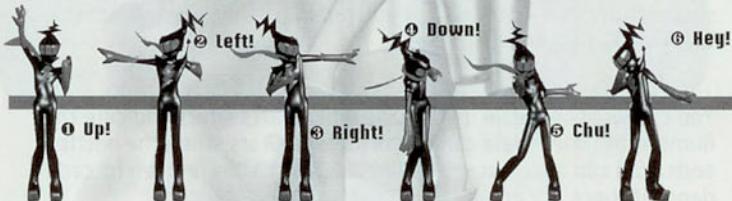
When it's Ulala's turn to shoot, press UP! LEFT! RIGHT! DOWN! CHU! HEY! buttons in the same order and timing as the targets move!

Shooting Battle

1 Up! Chu!

2 Left! Hey!

3 Right! Chu!
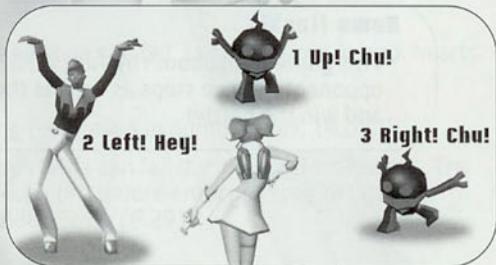
Press ✖ button to shoot Robo after "Chu," and press ⊚ button to rescue the humans after "Hey!" First press directional buttons in the direction targets appear and then press ⊚ / ✖ button to shoot. When several targets appear in the same direction, start shooting from top or left.

1 Up!   3 Right!

2 Left!

Press ✖ button to shoot Robo and press ⊚ button to free the humans.

⊚ Hey!

✖ Chu!

News flash!

If you shoot ⊚ button towards Robo or ✖ button towards humans mistakenly, the ViewRating will fall. So be careful!

HOLD

This is an additional feature that you can use by holding buttons. If you hold buttons, Ulala performs a different tone and a movement, and also you will see a pink-colored aura wavering around Ulala. Be aware of the next timing to press buttons after performing a "hold."

Question	1 CHU (HOLD)	2 CHU !
Answer	1 Hold ✖ button	2 Press ✖ button

RHYTHM BATTLE

Win the battle by playing an instrument. Play an instrument by using directional button down. Follow the rhythm of the opponents' instrument and play yours at the same timing!

> **News flash!**
>
> Have you succeeded in playing using other directional buttons than down?

BATTLE WITH LYRICS

In this battle, the questions are shown with lyrics. Firstly, opponents' song and dance steps are displayed. The lyrics are shown at the bottom of the screen likewise in Karaoke (At this point, you do not need to enter anything where lyrics is shown.). When it is Ulala's turn, at the bottom of the screen her answer is shown according to the song. Follow the instructions displayed on the screen and dance against your opponents!

*Question: We are known as the Rhythm Rogues.

⬇

"x" "x" "x": Question

⬇

*Answer: You can't fool

⬇

✖ button ✖ button ✖ button: Answer us, not anymore.

*No need to enter.

THE VIWERATING & GOLDEN STARS

The ViewRating you acquired from the beginning of the report till the scene just before starting a Boss battle will be converted into the number of Golden Stars in the Boss battle. The higher the ViewRating, the more Golden Stars you can earn. So try and raise the ViewRating! As preceding the reports, you will find more battles other than Boss battles in which the ViewRating will be converted into Golden Stars.
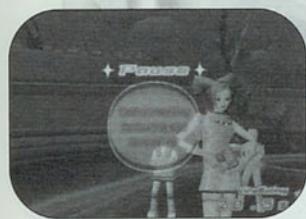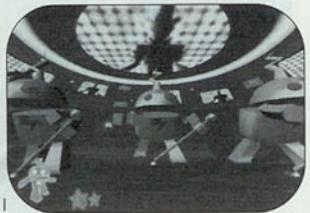
PAUSE DURNING THE REPORTS

You can pause the game by pressing START button during gameplay, and the pause menu will be displayed. Use directional buttons up and down to scroll items and press ⊙ / ✖ button to enter. To resume the game, press START button once again.
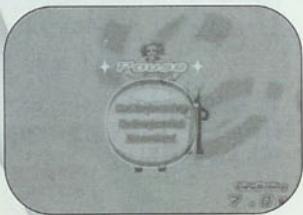
WHEN PLAYING 1P GAME / 2P GAME

CONTINUE FROM MIDWAY: Resume the report from the beginning of the last area you are playing.

CONTINUE FROM START: Restart the report from the first area of this report.

SAVE AND END: Save newly obtained items and characters and quit the game.

WHEN PLAYING 1P ULALA DANCE/2P ULALA DANCE

CONTINUE FROM MIDWAY: Restart the report from the beginning of the last area you are playing.

CONTINUE FROM START: Restart the report from the first area of this report.

SAVE AND END: Save newly obtained items and characters and quit the game. Note that characters dancing behind you cannot be viewed in Character Profile.

RESULT SCREEN

The screen on the right is shown after clearing each report.

1 The ViewRating you acquired when the report was cleared.

2 The percentage of humans you rescued.

3 The number of "Secrets" found in this report.

4 This is displayed when you obtained new costumes.

The game data above except newly obtained costumes cannot be used in the next reports.

NEW COSTUME & COSTUME SELECT

Ulala's new costumes are added to "Changing room" when "Received Costume!" is displayed on the Result Screen after clearing the report.

To view the "Changing room," select "Changing room" on the Main Menu. See P.34 for further details on how to make a selection in "Changing room."

GAME OVER

Any of the following conditions will cut short Ulala's career as a reporter. Note that even if the number of Pink Hearts drops to 0 and you are defeated by opponents or fail in rescuing humans, the game will not be over.

*If the ViewRating falls to zero

*If the Golden Star gauge displayed is fully depleted when dancing in the special battles such as a Boss battle.

Continue

Once the game is over, the Continue Menu will be displayed. Select an item and enter the selection. See the Pause Menu on P.29 for more details.

CONTINUE FROM MIDWAY

Resume the report from the beginning of the last area you are playing.

CONTINUE FROM START

Restart the report from the first area of this report.

SAVE AND END

Save newly obtained items and characters and quit the game.

Title Menus
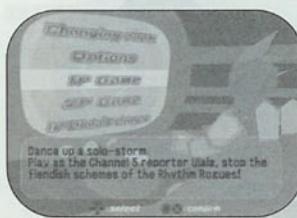
After activating "Space Channel 5™ part 2", the opening movie will be displayed. After the opening movie, the Title Menu Screen appears. Press START button to display the Main Menu and select a mode you would like to play. You can also skip to the Title Menu Screen by pressing START button during the opening movie.

1P GAME

This mode is for one player. After this mode is selected, the Report Select Screen appears.

REPORT SELECT

Select a stage of a report to play using directional buttons right and left and enter with ◉ / ⊗ button. At the beginning of the game, the only Report 1 can be selected. By clearing one report, the next report is displayed and can be selected.

2P GAME

This is a main mode for 2 players.

The first player controls directional buttons and the second player controls ◉/⊗ buttons. The report to play can be selected by 1P only. The game can, however, be paused by 2P as well. For how to select a report, refer to "1P GAME."
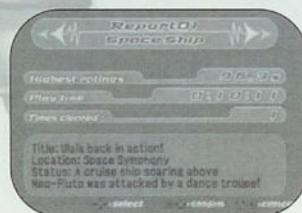
1P ULALA DANCE

Find an answer to the questions coming one after another!

In this mode, there are 100 questions to be answered continuously. Your level will raise if you successfully answer all the questions each character makes. If you fail when you are on the first level, you can restart this mode from the beginning. However if you fail when you are on the certain level and have a certain number of ViewRanking, the battle will end. You can obtain Ulala's costumes when you succeed in continuously answering a certain number of questions several times.


2P ULALA DANCE

2 players help each other answer the questions coming one after another!

The 1P controls directional buttons and the 2P controls ◉ / ⊗ button. The report to play can be selected by 1P only. The game can, however, be paused by 2P as well. For details on how to make selections on the Pause Screen, refer to "1P Ulala Dance."

News Flash!

Find a costume you can only obtain in "2P Ulala Dance!".
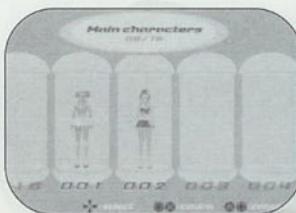
CHARACTER PROFILE

View the profiles of characters featuring in "Space Channel 5™ part 2." To view all the characters, it is necessary to rescue all of them. Firstly use directional buttons up and down to select a character category and press ● / ⊗ button to enter. And then use directional buttons right and left to select a character and enter with ● / ⊗ button. Once a character is displayed on the screen, you can view his/her profile as well as his/her motion. To return to the previous screen, press ⚠ / ⬛ button.

News flash!

In Character Profile, you may be able to view game tips or information about "Secrets" depending on your game progress. Character's dialogue may also lead you to something favorable to progress this game.

CHANGING ROOM

Modify Ulala's costume. With the costume modified, you can only play the report you have once cleared. Select a costume/item using directional buttons up and down, and use directional buttons right and left to select a type of a costume/item and press ● / ⊗ button. If you press ● / ⊗ button once again after modifying a costume, Ulala will face front. Press ● / ⊗ button to enter the selection. To return to the previous screen, press ⚠ / ⬛ button.

Flower Costume
Clear Report 2 Aromatic multi-functional suit. Regulates body temperature & humidity for extra pleasant reporting at all time.

Options

Modify the game settings. Use directional buttons up and down to select an item and press right and left to modify the settings. Press ⚠ / ⬛ button to return to the previous screen.
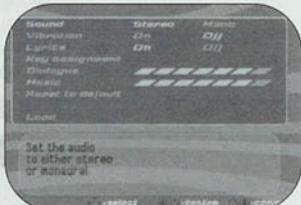
SOUND
Set the audio to either stereo or monaural.

VIBRATION
Turn the vibration ON or OFF.

LYRICS
Turn the Karaoke lyrics feature to ON or OFF.

KEY ASSIGNMENT
Adjust the button controls to your liking. Use ● button to display the Key Assignment Screen.

Select a button you would like to modify using directional buttons up and down and modify the settings using directional buttons right and left. To end modifying, press ● / ⊗ button. Press ⚠ / ⬛ button to return to the previous screen.

DIALOGUE
Adjust the volume of the dialogue from 0 (silent) to 6 (total of 7 levels).

MUSIC
Adjust the volume of the music from 0 (silent) to 6 (total of 7 levels).

RESET TO DEFAULT
By pressing ● button, all the settings will return to default.

LOAD
You can load the game data.

This is my happiness

1

I stand still alone at twilight
at sight of city lights
I found something
like a ship without a sail, without sail
I would be lost
if you were not with me, with me
Just now you are cooking cottage pie
Sometimes you look out of the window
And I have
A bunch of flowers in my hand
What will you say, I am not sure
Not a special day today
My sweet home
It is the place of love
I hold you close That's where I belong
My sweet girl
Your smile is a pearl
Stay with me
That's the only thing I need
You should know
to be with you, girl
This is my happiness

2

Have a party on the weekend
Red wine, white wine
Whichever you like
I want everyone to come to my place
That's because
It's the place where you are with me
Just now you are singing with a radio
You know I have something to tell you
And we have
So many memories we do share
We can dance all through the night
An air of romance rises high
My sweet home
It is the place of love
I love you so
Day by day
My sweet girl
Your smile is a pearl
Just kiss me
You're the only one for me
What I need
Is to be with you
This is my happiness

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