

# Katamari 塊魂 Damacy™



The rolling, sticking, never-stopping, ever-swelling clump of stuff that makes a star out of everyone and everything.



When the King of All Cosmos accidentally destroys all the stars in the sky, he orders you, his pint-sized princely son, to put the twinkle back in the heavens above. How, you ask? By rolling everything and anything on Earth into clumps, so he can replace what's missing in space.



Featuring object-collecting gameplay mechanics of mesmerizing simplicity and absurdity.



Go from rolling along a tabletop to ravaging through city streets, picking up momentum and skyscrapers along the way.



Two-player battle mode lets you compete in a race to grow the biggest ball of stuff.

EmuMovies



PlayStation 2

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# TAIKO DRUM MASTER



namco®

**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.

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**IN THE SPRING**, at a certain Taiko drum factory with a long and distinguished history... Don and Katsu were born!

They made their way to Tokyo to promote the beauty of Taiko throughout Japan, and created the game, "TAIKO: Drum Master".

The birth of "TAIKO: Drum Master" ignited an outbreak of Taiko fever that quickly spread throughout Japan, turning every day into a festival.

Now, Don, Katsu, Tetsuo, Hana, Neko and Shaxy are all working hard to make an even more festive game for the US!

One day, with the end of their task in sight, Unagi took everyone to the beach for a break so they could all go swimming. Don and Katsu leaped about in the sunlight, Tetsuo and Hana swam around, splashing as they went, and Inu and Master Bachio were going wild over the sight of the ocean, which they had never seen before.

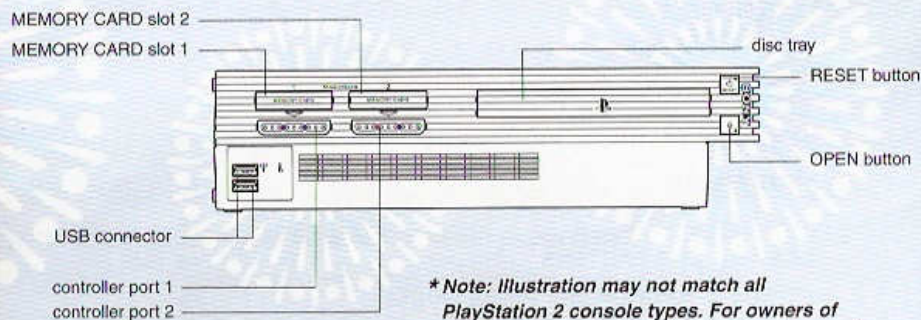
On their way back after the sun had set, Tetsuo said, "Wouldn't it be cool if everyone could have this much fun with Taiko?"

This simple remark sparked the birth of three exciting mini games. After everyone came back from the beach, Granpa, who had been resting due to back pain, was well enough to return to work and help finalize the game.

Thanks to everyone's efforts, "TAIKO: Drum Master" was completed!

Now, the beat of Taiko is taking the world by storm!

## GETTING STARTED



*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 display will open. Place the **TAIKO: Drum Master™** 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.

### MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.





## CONTROLS

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Control settings for the DUALSHOCK®2 analog controller can be changed in "Control Settings," under "Game Settings" (see p. 17). The default setting for the controller is "Type 1."

### When Playing Songs

	Surface (left) "Boom"	Directional button ↑ / ↓ Directional button ← / →
	Surface (right) "Boom"	○ button / × button △ button / □ button
	Edge (left) "Tap"	L1 button / L2 button
	Edge (right) "Tap"	R1 button / R2 button

### Selection Screens

Directional buttons	Select item
× button	Enter selection
△ button	Return to previous screen
START button	Open Menu Window
SELECT button	Turn the auto play feature on/off in Taiko Mode's Song Select and Difficulty Level Select screens.

The DUALSHOCK®2 analog controller and others can also be used.

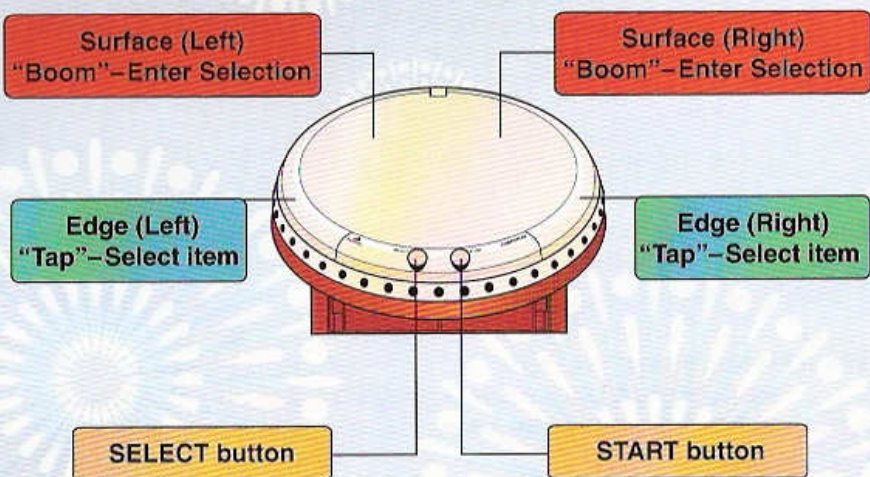
The vibration feature can be toggled on/off in "Control Settings" under "Game Settings" after selecting a button configuration.

## CONTROLS

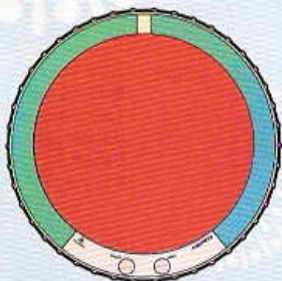
4

This section explains the controls for the TAIKO: Drum Master Taiko Controller and analog controllers. Control descriptions in this manual generally assume the Taiko Controller is being used.

When the Taiko Controller, the controller for TAIKO: Drum Master, is connected to the controller port in the PlayStation®2 console, everything in the game can be controlled by it. Use the Taiko Controller sticks to strike the surface of the controller to enter a "Boom." Strike the edge of the controller to enter a "Tap." Strike the left and right edges of Taiko Controller to select an item, and strike the surface to enter your selection.



Turn the auto play feature on/off in Taiko Mode's Song Select and Difficulty Level Selection screens (see page 12).



- Red Portion: "Boom"
- Blue portion: "Tap"

### CAUTION

When playing with the Taiko Controller, please consider the time of day you play so as not to disturb your neighbors with vibrations or sound. In order to avoid injury please be careful not to swing the sticks wildly or hit the drum too hard.

To learn more about how to properly play with the controller, please refer to the Taiko Controller instruction manual.

## STARTING OUT

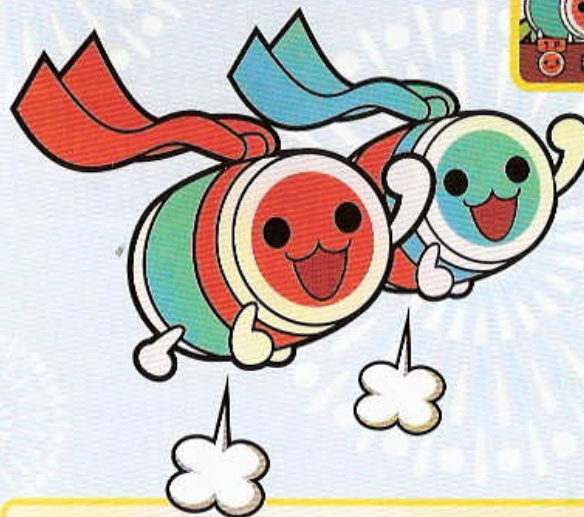
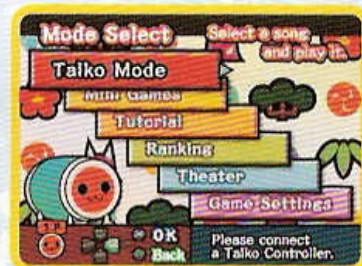
5

When starting the game, an intro movie will play followed by the Title Screen. Strike the surface of the Taiko Controller at the Title Screen to proceed to the Mode Select Screen.

### Selection Screen Controls

	Taiko Controller	Analog Controller
Enter selection	Strike surface	ⓧ button
Select an item	Strike left/right edge	◀ / ▶ / ↓ / ↑ directional buttons

There are three modes available in TAIKO: Drum Master. Select the mode you wish to play from the Mode Select Screen. When playing with an analog controller, pressing the button here returns to the Title Screen.



### Pause Menu

Pressing the START button during play will bring up the Pause Menu, which allows you to return to the previous screen or start the song over from the beginning.



## STARTING OUT

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### TAIKO MODE

In this mode you can play songs on the Taiko. Select a song and a difficulty level before playing. When the Tamashi Gauge (see p. 9) builds up past the Clear mark, the song is cleared.



### MINI GAMES

This mode is comprised of three mini games: Watermelon Eating Contest, Fireworks Festival, and Reach the Helicopter! Each mini game offers its own unique twist, and can be played by one or two players.



### TUTORIAL

When playing for the first time, use this mode to familiarize yourself with the controls. Don and Master Bachio will perform a song, teaching you how to play. Follow their instructions and strike the Taiko Controller.



### GAME SETTINGS

Here you can configure the game settings and save/load game data.

### AUTO SAVE

This game comes with an Auto Save feature. When Auto Save (see p. 16) is enabled in "Memory Card (PS2)," under "Game Settings," game data will automatically be saved to a memory card (8MB) (for PlayStation®2). To manually save a game, select "Save."

To save game data, a memory card (8MB) (for PlayStation®2) must be inserted in MEMORY CARD slot 1. At least 26KB of free space must be available on the memory card (8MB) (for PlayStation®2) to save data.

## STRIKING THE TAIKO

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This section explains how to enjoy Taiko performances in this game. Mini Games have unique rules, so please refer to pages 13 - 15 to learn more.

### Analog controller controls during gameplay



Surface (left)

"Boom": directional button



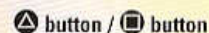
Edge (left)

"Tap": L1 button / L2 button



Surface (right)

"Boom": ○ button / × button



Edge (right)

"Tap": R1 button / R2 button

The background, position of notes and other aspects of the Performance Screen differ depending on the song. For instructions on 2-person play, please refer to p. 10.

**Tamashi Gauge**

Builds up when striking the Taiko in line with the notes.

**Frame**

Strike the Taiko when notes line up inside here.

**Notes**

Notes travel from right to left.



**Clear**

When the Tamashi Gauge builds up past this mark, the song is cleared.

**Score**

The current score.

**Title**









The title of the song being performed.

Strike the Taiko Controller in tune with the notes that appear on the screen for each song. The notes travel from the right side of the screen to the left. To play the Taiko in rhythm with the song, strike the surface or edge of the Taiko Controller with the Taiko Controller sticks when the notes line up inside the frame.



# STRIKING THE TAIKO

# STRIKING THE TAIKO

<p><b>Boom</b></p> <p>Strike the surface of the Taiko Controller. (Press the    or  directional button, or the    or  buttons.)</p> 	<p><b>Tap</b></p> <p>Strike the edge of the Taiko Controller. (Press the <b>L1</b>, <b>L2</b>, <b>R1</b> or <b>R2</b> button.)</p> 
<p><b>Boom (Big)</b></p> <p>Strike the left &amp; right surfaces of the Taiko Controller (press the directional button    or , and press the    or  button) simultaneously for bonus points.</p> 	<p><b>Tap (Big)</b></p> <p>Strike the Taiko Controller's left edge (press the <b>L1</b> or <b>L2</b> button) and right edge (<b>R1</b> or <b>R2</b> button) simultaneously for bonus points.</p> 
<p><b>Drum Roll</b></p> <p>Repeatedly strike the Taiko Controller's surface or edge (press the    or  directional button, or the    , L1, L2, R1, or R2 button).</p> 	
<p><b>Drum Roll (Big)</b></p> <p>Repeatedly strike the Taiko Controller's surface or edge (press the    or  directional button and the    , L1, L2, R1, or R2 button).</p> 	
<p><b>Burst Note</b></p> <p>Repeatedly strike the Taiko Controller's surface (press the    or  directional button, or the    or  button) for the number of times that is displayed to pop the balloon.</p> 	<p><b>Pair Note</b></p> <p>This appears in 2P Mode. Both players strike the Taiko Controller's surface (press the    or  directional button, or the    or  button) in proper timing.</p> 

There are many kinds of notes, each indicating the area of the Taiko Controller to strike and how many times to strike it. Text in parentheses () explains the controls for analog controllers.

The "(Big)" in "Boom (Big)" and other notes does not mean to strike the Taiko Controller hard, but rather to strike both sides of its surface or edge simultaneously. Striking the Taiko Controller too hard may cause it to malfunction or break.

## Analog controller controls during gameplay

 <p><b>Surface (left)</b></p> <p>"Boom": directional button  </p>	 <p><b>Edge (left)</b></p> <p>"Tap": <b>L1</b> button / <b>L2</b> button</p>
 <p><b>Surface (right)</b></p> <p>"Boom":  button /  button  button /  button</p>	 <p><b>Edge (right)</b></p> <p>"Tap": <b>R1</b> button / <b>R2</b> button</p>

The marks "GREAT", "GOOD" and "BAD" that appear while playing a song indicate how accurately you strike the Taiko Controller while a note is inside a frame. "GREAT" appears when a note is struck perfectly, "GOOD" when it is slightly off, and "BAD" when it is largely off. Try to time your strikes to occur exactly when the notes are within the frame to get lots of points.



The Tamashi Gauge builds up when striking the Taiko Controller in proper timing with the song, and decreases when the timing is off. When the gauge exceeds the Clear line, the song is cleared.



When you strike the Taiko Controller in proper timing with several notes in a row, you perform a Combo. Combos are counted from 10 strikes, and the Combo number appears for every 10 strikes thereafter. However, if your timing is off on even a single note, the Combo number returns to 0.

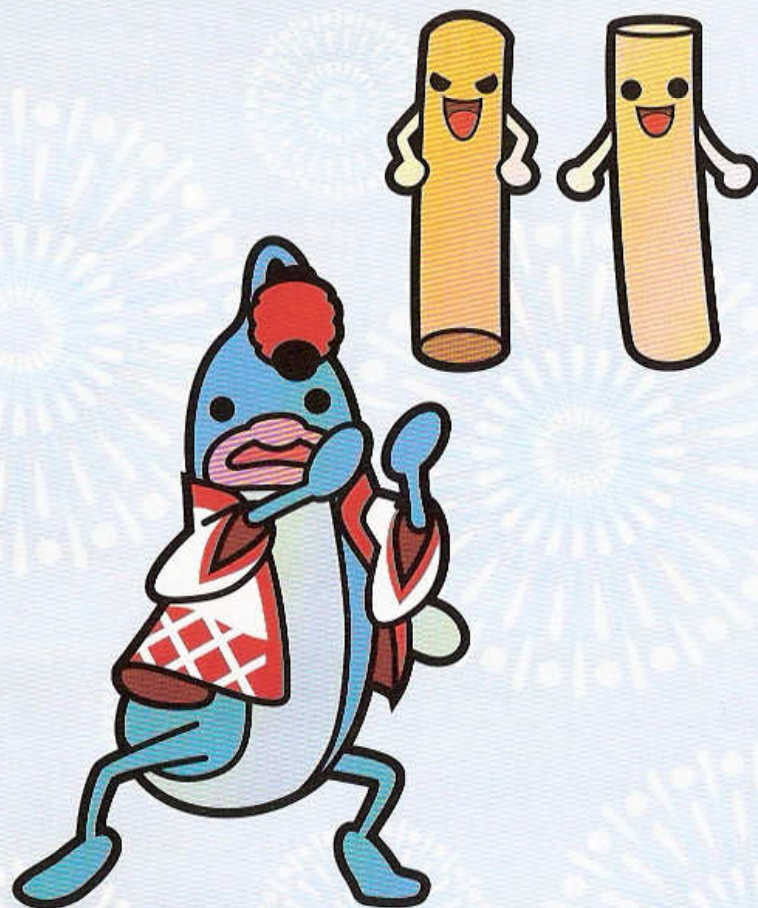
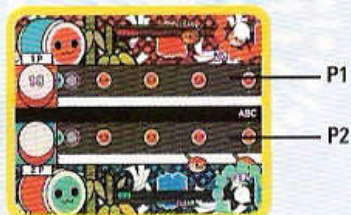


## STRIKING THE TAIKO

When playing Taiko Mode or Mini Games (see p. 13) with two players, a Taiko Controller or analog controller must be connected to each controller port.

### TAIKO MODE

Strike Player 2's Taiko Controller at any time during the Song Select Screen or Difficulty Level Selection Screen to enter. If playing with an analog controller, press the  $\times$  button. The Taiko Mode screen is divided in two halves (top and bottom) when two players play.



## TAIKO MODE

This section explains how to play Taiko Mode, in which players play songs by striking the Taiko Controller. Select a song and choose a difficulty level.

### Rules

- 1 Choose a difficulty level and drum away! Try to get as many points as possible.
- 2 Time your strikes well to increase the Tamashi Gauge.
- 3 Pass the Clear mark by the end of the song to clear the level.
- 4 Aim for a perfect combo—without missing a beat!

### Selection Screen Controls

	Taiko Controller	Analog Controller
Enter selection	Strike surface	$\times$ button
Select an item	Strike left/right edge	$\leftarrow$ / $\rightarrow$ directional button

## TAIKO MODE

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When the cursor is moved to the title of a song, the song's difficulty level is displayed along as stars. The number of stars indicates the difficulty of the song within its difficulty level. The more stars there are, the more difficult the song is. Songs that have already been cleared are marked with silver crowns by their titles. Titles with gold crowns have been cleared with perfect combos. Enter a selection to proceed to the Difficulty Level Select Screen. Choose from three difficulty levels: Easy, Normal and Hard. Enter your selection to begin the performance.



The Results Screen appears when the performance is over. The number of points earned during the performance, the Max Combo number and the Success rate are shown. Strike the surface of the Taiko Controller to continue to the Name Entry screen.



### NAME ENTRY SCREEN

After completing a song, the player's name can be entered to save along with the scores. Select and enter letters one at a time, then select "End" to proceed to the Song Select Screen. The high scores for each song can be viewed at any time in Ranking Mode.



## MINI GAMES

13

Select a mini game to play from the Mini Game Select Screen.

After a game is finished, the results are assessed on the Appraisal Screen.



This mode offers non-performance play using the Taiko Controller for 1 or 2 players. Choose "Mini Games" on the Mode Select Screen.

### Selection Screen Controls

	Taiko Controller	Analog Controller
Enter selection	Strike surface	⊗ button
Select an item	Strike left/right edge	◀/▶ directional button

### WATERMELON EATING CONTEST

Perform drum rolls on the Taiko Controller to wolf down four watermelon slices in this eating competition.

### Analog controller controls during game play

Watermelon Eating Contest!	
Eat watermelon/Spit out seed	⊙ button / ◀ directional button
Dodge bat	L1 button
Dodge bat	R1 button



## MINI GAMES

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In this game, players must scarf down four watermelon slices within the time limit while dodging Tetsuo's watermelon-splitting bat.

Perform a drum roll on the Taiko Controller's surface to eat a watermelon and spit out its seeds after it's eaten. After all the seeds are spit out, begin eating the next watermelon slice. When playing against another player, the first player to eat all the watermelons wins.



### WATCH OUT FOR THE BAT!

When Tetsuo approaches and raises his bat, strike the edge of the Taiko Controller in proper timing to dodge his swing. If the bat hits you, you won't be able to move for a few seconds.

### FIREWORKS FESTIVAL

Launch fireworks that Kame brings, being careful to sort out the bombs.

Try to launch as many fireworks as possible within the time limit. Light the fireworks that Kame brings and launch them by striking the Taiko Controller's surface when he places them in the pipe. If Kame mistakenly places a bomb in the pipe, strike the Taiko Controller's edge to discard it.



**Firework**—Strike the Taiko Controller's surface to launch it!



**Bomb**—Strike the Taiko Controller's edge to discard it!

### Analog controller controls during game play

Launch firework	⊙ button / ◀ directional button
Discard	LT button
Discard	RT button



**Playing with two players**—When playing against another player, the left side of the screen is P1, and the right side P2. The player who launches the largest amount of fireworks within the time limit wins.

## MINI GAMES

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### REACH THE HELICOPTER

Stack Inus (Johns for P2) on top of each other, maintaining their balance until they can grab onto the rescue copter that flies overhead to clear the stage. The stack of Inu continues to move

left or right, so be careful they don't topple over. If you can maintain their balance for a certain period of time, another Inu will appear and climb up the stack. Once eight Inus are in the stack, a rescue helicopter will appear. When Granpa shows his face, time your jump well to grab onto the helicopter. When playing with two players, the first player to grab the helicopter clears the stage, and the first player to clear two out of three stages wins.

### Analog controller controls during game play

Jump	⊙ button / ◀ directional button
Walk left	LT button
Walk right	RT button



#### Rescue Helicopter

Grab the helicopter when Granpa sticks out his head.

#### Inus

P1 controls the movement of the bottom Inu (John for P2).

#### Points

When a stage is cleared, the remaining time is converted to points. If playing with two players, the number of victories is displayed instead.

#### Time Limit

The game ends when the time runs out.



### CONTROLLING THE INU

When striking the Taiko Controller's left edge, Inu walks left. When striking the right edge, he walks right. To increase Inu's speed, continue to strike the edge in the direction he is walking. To decrease his speed, strike the opposite edge. Strike the Taiko Controller's surface to make him jump straight up.



### WATCH OUT FOR THE WIND!

When the wind blows, the column loses its balance. To avoid being blown over, move left and right to counter the wind. The wind's direction can be discerned by the way clouds move and leaves from the tree fly.

## GAME SETTINGS

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Various game settings can be configured here. Game data can also be saved and loaded.

### Selection Screen Controls

	Taiko Controller	Analog Controller
Enter selection	Strike surface	⊗ button
Select an item	Strike left/right edge	◀/▶ directional button

Various sound adjustments can be made. Volume Balance adjusts the balance of music and sound effects. Sound Output toggles the output between stereo and monaural.



In addition to saving and loading data, the Auto Save feature (see p. 6) can be turned on/off.

## GAME SETTINGS

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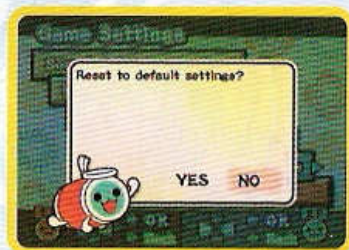
The analog controller's settings can be changed. Choose one of four types of button configurations, and turn the vibration feature on/off. Use Test Configuration to try out the controls.



The screen position can be adjusted. Strike the Taiko Controller's edge to select an item, and strike its surface to enter the selection. In Vertical Adjustment, strike the left edge to shift the screen upward, and strike the right edge to shift the screen downward. The screen can be shifted vertically with an analog controller using the ▲ / ▼ directional button. In Horizontal Adjustment, strike the right edge to shift the screen to the right, and strike the left edge to shift the screen to the left. The screen can be shifted horizontally with an analog controller using the ◀ / ▶ directional button. Select Default Setting to return the screen to its default position.



All settings can be returned to their default settings. Upon selecting this item, a confirmation message will appear. Select "Yes" to return all settings to their defaults.



Close the settings and return to the Mode Select Screen.



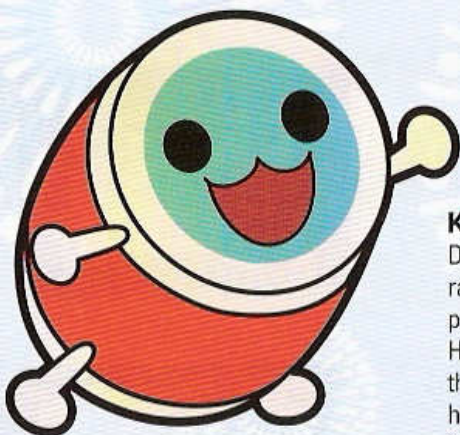
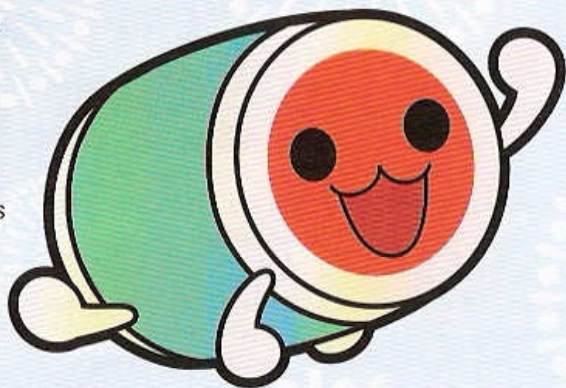
## CAST OF CHARACTERS

18

This section introduces the unique characters that appear in this game.

### DON

The star of TAIKO: Drum Master. Don's dream is to share the beauty of Taiko with the world. Three years have passed since he moved into the Wada House, and he's become quite popular around town. With his monstrous appetite, shopping expenses at the Wada House have taken a turn for the worse.

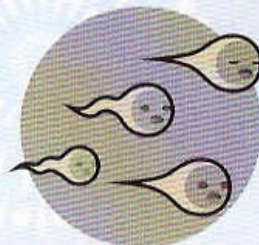


### KATSU

Don's twin brother. Katsu is every bit as rambunctious as Don. Three years have passed since he moved into the Wada House. He only recently realized he's not the main character. He also eats like a hog, but tends to hold back more than his brother.

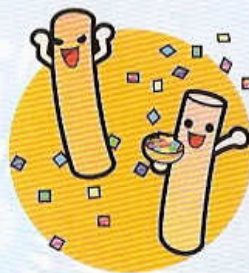
## CAST OF CHARACTERS

19



### TAMASHI

These are the very souls of Taiko. Upon entering two flawlessly designed Taiko drums, the Tamashi gave life to Don and Katsu. Without the Tamashi, Don and Katsu would be mere drums. Various types of Tamashi exist. When Don and Katsu make a mistake in Taiko Mode, they exhale "Dispirited" Tamashis.



### MASTER BACHIO

Master Bachio is a mysterious character who is two, yet one. He teaches how to strike the Taiko, and prides himself on his grace and agility. He is actually quite big in the world of water treading.



### INU

The Wada household's kind and courteous dog. He loves to wear a hood. Inu risks his life performing death-defying balancing acts in the Reach the Helicopter! mini game.



### JOHN

Inu's younger brother, John is a festival dancer. Exactly what motivates him to perform the stunts he does in the Reach the Helicopter! mini game is anyone's guess...

## CAST OF CHARACTERS

20

These are the people who live in the Wada House and the surrounding neighborhood.



### TETSUO

The youngest son in the Wada household. At six years of age, he's already too much for anyone to handle. He attends a Taiko class, but often skips it to go to festivals. In the Watermelon Eating Contest! mini game, it almost seems he enjoys hitting Don and Katsu...



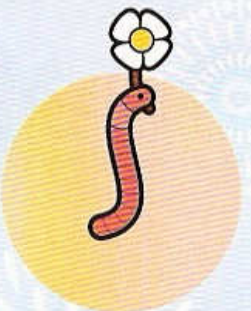
### GRANPA

The 75-year old grandfather of the Wada household. Retired from work, he spends most his time looking after his grandson Tetsuo. He asked Unagi to take everyone to the beach so he could recover from back pains.



### HANA

Hana lives next door to the Wada House. She is one year older than Tetsuo, and acts like his older sister. She became friends with the Wada family when they were talking about Ms. Mariko and Katsu at the beach.



### MIMIZU

Don's pet worm. She sleeps in a flowerpot. She can't speak, but expresses her feelings with body language. She is an excellent advisor when it comes to romance. This veritable doctor of love single-handedly manages all of Donko and Ms. Mariko's relationship troubles.

## CAST OF CHARACTERS

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### NEKO AND SHAXY

Neko and Shaxy are like two peas in a pod. They're inseparable and share everything 50-50. Neko doesn't like to swim, so they always stay at the beach hut.



**NEKO** The pet cat of Hana, who lives next door to the Wada House.

**SHAXY** Hailing from Miyajima, this ladle was given to Hana as a souvenir. The Japanese characters for "Victory" are written on the back.

These friends of the Wada household liven up the festivities by dancing poetically to musical performances in the game.



### UNAGI

This mysterious creature has a lantern on his head. He travels throughout the country, running a stand at various festivals across the land. He puts on a beautiful fireworks performance in the Fireworks Festival! mini game. A very dependable figure, Unagi takes everyone to the beach.



### DONKO

This lovely maiden was brought to life at the same Taiko factory Don & Katsu came from, and later followed them to Tokyo. She took too long getting ready for this game, so she wasn't included. Too bad.



### KAME

This turtle can be spotted a mile away by the apron he wears. He helps out in the mini game Fireworks Festival! Kame greatly admires Unagi, who he calls "Bass" (meaning "Boss").

## CAST OF CHARACTERS

22



### KABUKI KIDS

These kids wear a fox, man, and woman mask, but they're really three teddy bears. Extremely shy, these dancers never remove their masks. They recently decided to attempt more aggressive dances.



### IKA

Ever since seeing how scrumptious the Takoyaki looked, these silly squid began worrying if they'll look just as appetizing as calamari. Skilled swimmers, the Ika have labeled themselves "Children of the Sea."



### DANCING LION

Chomping his teeth as he moves, the Dancing Lion performs hypnotic dances to music. No one knows what sort of creature lies underneath the costume. A rival of the Kabuki Kids, the Dancing Lion is continuously striving to improve his dances.



### NAMAHAGE

Although he has an intimidating appearance, Namahage is actually a good person at heart. No one knows what sort of creature lies underneath the costume. It's also unclear exactly how good a person he is too...

## CAST OF CHARACTERS

23

These characters work for Unagi at his festival stand. They liven up performances in the game!



### SUZUDON

These bells chime off prayers of thanks at shrines. They've been a part of Unagi's family for as long as they can remember.



### TAKOYAKI

These 10 brothers are from Osaka. They apparently enjoy being pricked with toothpicks. Rumor has it there were originally 11, but that's never been verified.



### CHICK

Colored festival chicks. Unagi always hollers, "Don't dirty your colors!" but takes good care of them.



### GOLDFISH

Goldfish from a goldfish-scooping game stall. They swim around excitedly even after being scooped up. All of them are ecstatic over their spot in the limelight this season.



### LANTERN

These unsung heroes light up the streets and booths at festivals. Their faces may not show any emotions, but these lanterns are very diligent workers. Unagi always hollers, "It isn't enough just to provide light!" but takes good care of them.

## CAST OF CHARACTERS

24



### COTTON CANDY

Sweet, fluffy cotton candy. Unagi always hollers, "It isn't enough just to be sweet!" but takes good care of them.

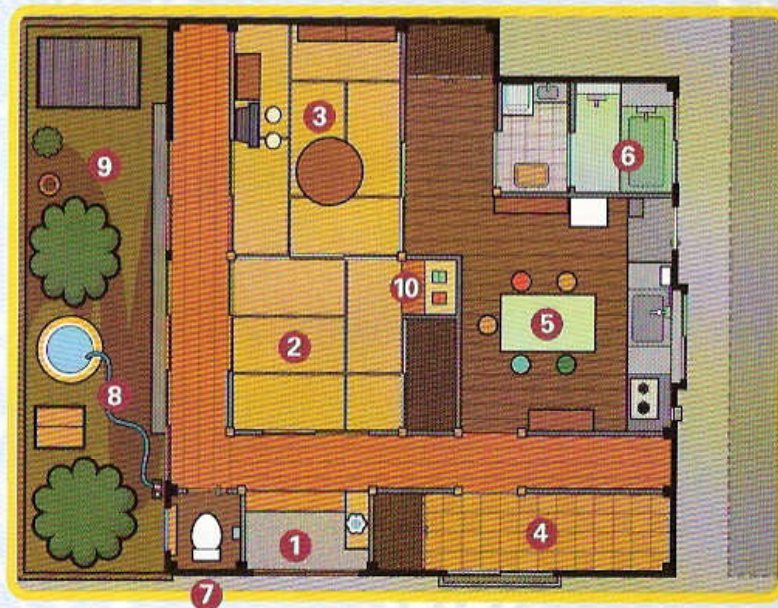


### MS. MARIKO

A colored water balloon. Her tear-filled smile is adorable. She became friends with Hana at the beach. She has a crush on Katsu.

## TETSUO'S TOUR OF THE WADA HOUSE

25



- 1 Entrance**  
There are goldfish on top of the shoebox.
- 2 Bedroom**  
This is where I sleep at night. Everyone plays here too. Lately I feel like something's watching me here...
- 3 Living Room**  
I come here often. The TV's here, as is TAIKO: Drum Master. Everyone relaxes here.
- 4 Storage Room**  
Things are stored here now, but apparently this'll soon be Tetsuo's room.
- 5 Kitchen**  
I spend half my time here. This is where I eat. I love watermelon!
- 6 Bath**  
Katsu and I don't use this room. Tetsuo and Granpa seem to enjoy taking baths.
- 7 Bathroom**  
We got a new toilet two years ago, around summertime.
- 8 Yard 1**  
Inu's old house is still here. So is Ms. Mariko's pool.
- 9 Yard 2**  
This is where Mimizu lives.
- 10 Alcove**  
The "Song" box is on display here.

## HAVE YOU GOTTEN ALL YOUR REWARDS?

26

Did you know you can collect various rewards as you play? This section offers tips on how to reveal them.



### SONGS

Play various songs in Taiko Mode to unlock hidden songs.

### DIFFICULTY LEVEL

Rewards will appear once you start playing like a true Taiko Master. The road is long, but hang in there and you'll be rewarded!



## LIST OF SONGS

27

### LICENSED ROCK/POP

ABC  
American Girls  
Are You Gonna Be My Girl  
Bowling for Soup - Jimmy Neutron Theme  
Girls & Boys  
I'm A Believer  
Killer Queen  
Lady Marmalade  
Love Shack  
Material Girl  
My Sharona  
Rock the Dragon - Dragon Ball Z Theme  
Slide  
That's the Way (I Like It)  
The Impression That I Get  
Toxic  
Tubthumping  
Walking on Sunshine

### CLASSICAL

Beethoven's Symphony No.5  
Carmen Prelude  
Foster's Medley  
Hungarian Dances No.5  
Symphony No.25 in G Minor  
William Tell Overture

### NAMCO ORIGINAL

Don Rangers  
Dragon Spirit  
Katamari On The Rocks  
Ridge Racer  
SOULCALIBUR II Brave Sword, Braver Soul  
Taiko March  
The Genji and The Heike Clans

## CREDITS

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### DEVELOPED BY NAMCO LTD.

**Producer**  
Masuya Oishi

**Process Manager**  
Mio Ishida

**Game Designers**  
Kazuyuki Oda  
Kohsuke Takahashi  
Shinya Satake  
Takeharu Kijima  
Ken Nakadate  
Yukie Nakamura  
Takuya Ojima

**Programmers**  
Kazuki Sakamoto  
Hiroko Kamimura

**Library Programmers**  
Kazushige Watanabe  
Shigeki Tomisawa  
Jun Nagase  
Takahiro Yamase  
Kazuki Sakamoto  
Kenji Saito  
Naoya Sasaki  
Kazuhiro Nishizawa

**Graphic Designers**  
Yukiko Yoko  
Takehito Sasaoka  
Satoshi Ida  
Maki Ono

**Sound**  
Yuri Misumi  
Yuji Masubuchi  
Yoshihito Yano  
Tomoko Tatsuta  
Go Shiina  
Ryuichi Takada  
Tomomitsu Kaneko  
Yu Miyake  
Keiichi Okabe

**Taiko Controller Mechanical Designer**  
Tsutomu Kiyono

**Taiko Controller Electrical Designer**  
Masatoshi Takai

**Taiko Controller Designer**  
Toru Yano

**Taiko Controller Coordinator**  
Yoshinori Sato

**Manual Designer**  
Katsushi Obi

**Localization Producer**  
Michael Murray

**Localization Director**  
Takashi Akiyama

**Localization Staff**  
Masanori Kato  
Shoko Doi

**Special Thanks**  
Takashi Kohara  
Jesahm  
Tatsuhisa Yabushita  
Akio Koyama  
Takashi Fukawa  
Takehiko Okubo  
Masao Kasamatsu  
Toshio Natsui  
Koji Takahashi  
Tatsuya Imada  
Keita Kiso  
Jun Omata  
Rika Kizu  
Manabu Sugiyama  
Hiroyuki Akamatsu  
Satoshi Imashiro  
Masayuki Tanaka

Katamari Damacy Development Team  
SOULCALIBURII Development Team

**Executive Producers**  
Masahiro Tachibana  
Yoichi Haraguchi  
Shigeru Yokoyama

**Voice Actors**  
Rumiko Varnes  
Eric Kelso

## CREDITS

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**Studio Engineer**  
Masanobu Murakami

**Development Support**  
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Yoko Nakao

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Mika Kelly  
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**QA & Customer Support Manager**  
Glen A. Cureton

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Daryle Tumacder

**Lead Tester**  
Dan Tovar

**Testers**  
Brian Myers  
David Rhea  
Halbert Nakagawa  
Terence Ramos

**Special Thanks**  
Nobuhiro Kasahara  
Robert Ennis  
Garry Cole  
Rod Nakamoto  
Jeff Lujan  
Ross Borden  
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