



WINDYBARKS[®]

PROJECT POSEIDON



**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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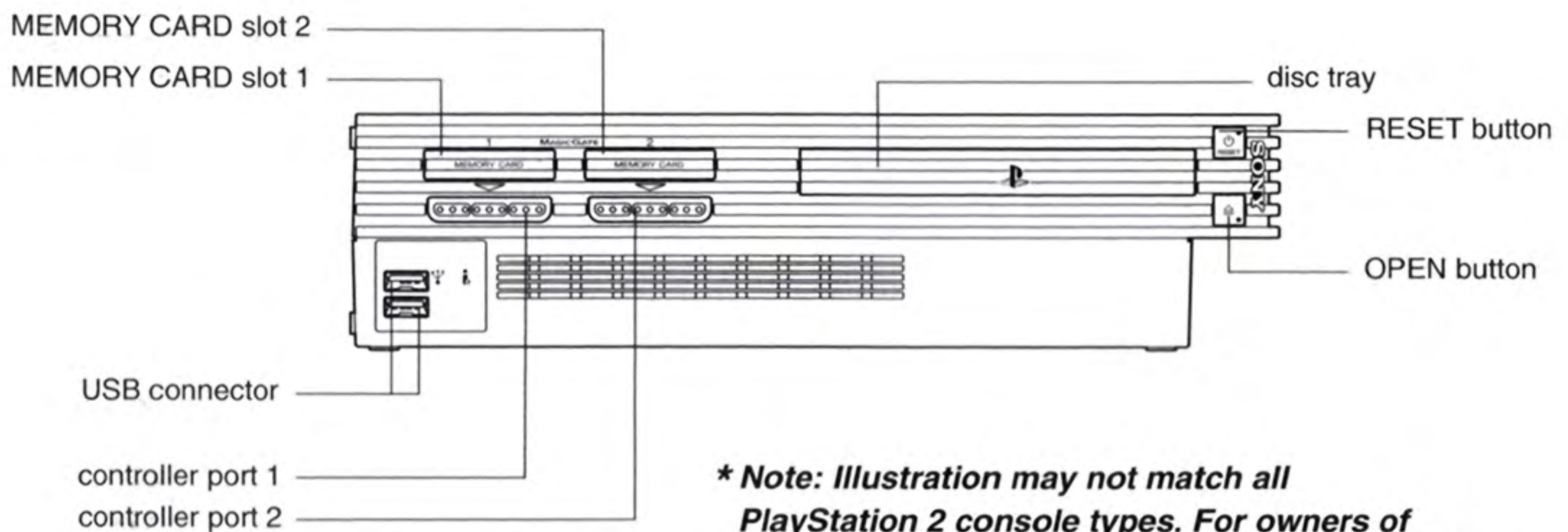
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* Manual Design: BIT PARK Corp.

GETTING STARTED

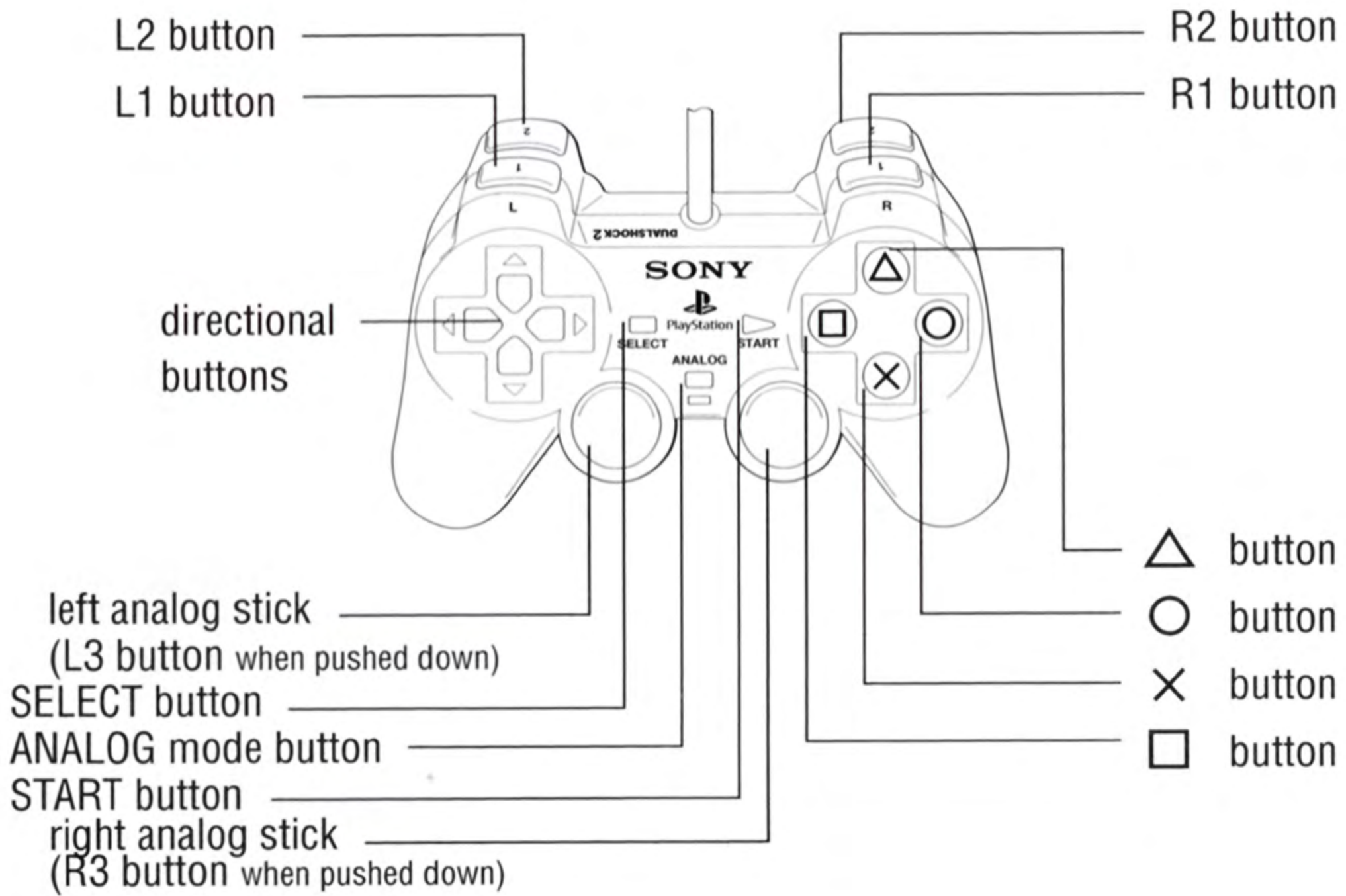


*** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

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 disc tray will open. Place WINBACK®2: PROJECT POSEIDON 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.

STARTING UP

DUALSHOCK®2 analog controller



CONTROLS

DUALSHOCK®2 analog controller

L1 button

Aim Weapon

+ right analog stick

Moves laser sight

+ left analog stick

Evasive roll while holding weapon

+ **R1** button

Fire

directional buttons

Select Weapons / Cursor Control
(on menu screens)

up

Select sub-weapon

down

Toggle between full and semi-automatic fire (assault rifle only)

left / right

Select primary weapon

left analog stick

Move / Cursor Control
(on menu screens)

+ **X** button

Execute an evasive roll (while moving)

(when in the back-to-wall position) left / right

Move from side-to-side along the wall

DUALSHOCK®2 analog controller

This game is specifically designed for play with the DUALSHOCK®2 analog controller. Ensure that this designation is indicated on your controller.

SELECT button

Not used.

LED Display

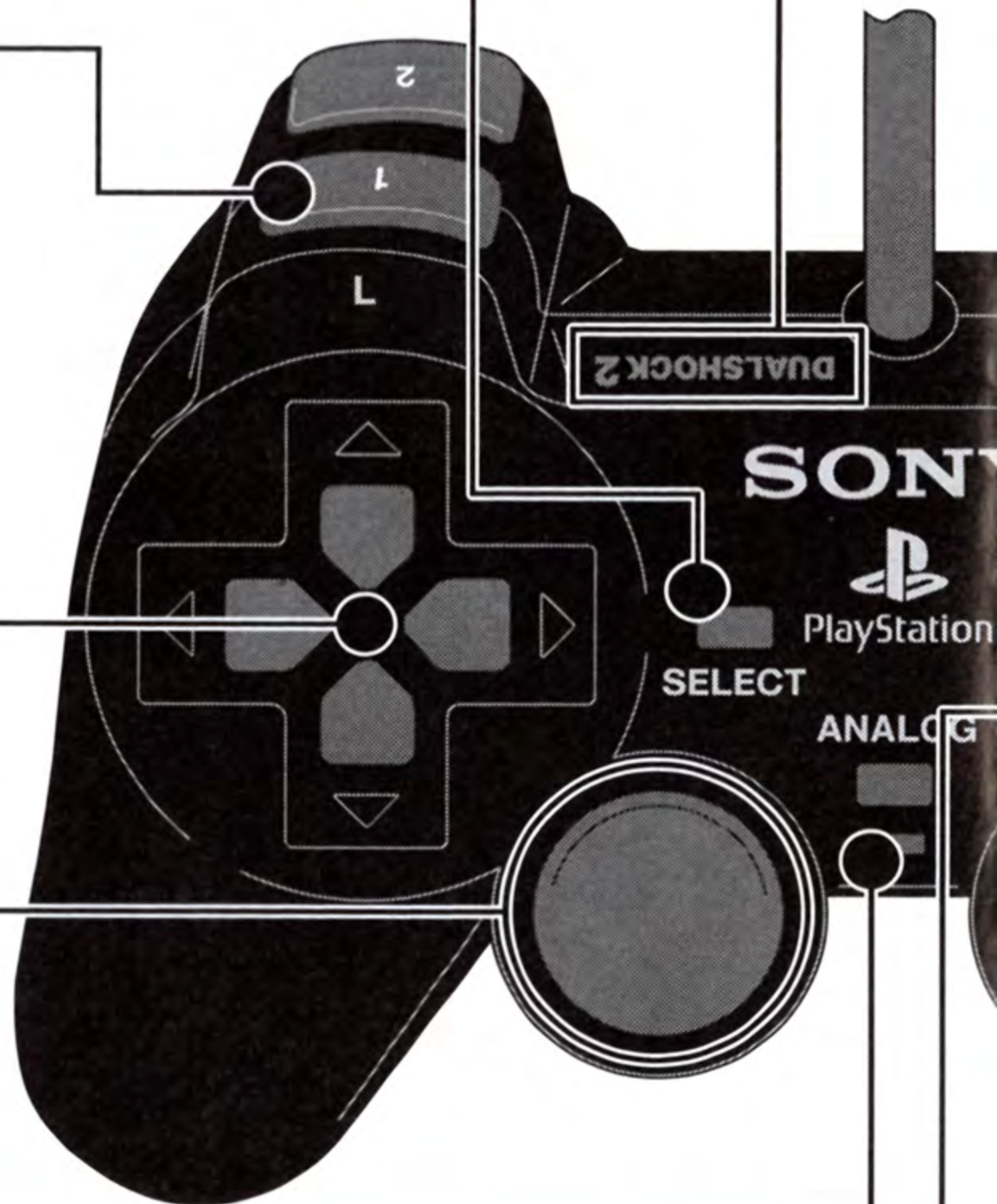
The red light should always be on.

START button

Pause game

R3 button

Quick camera reset



*WINBACK 2 is only compatible with the DUALSHOCK®2 analog controller.

*When only one person is playing, the controller must be connected to controller port 1.

R1 button

▶ **Fire** (while pressing the **L1** button)

If you are using a weapon capable of fully automatic fire:

Press and hold for rapid-fire

If you run out of bullets while firing:

You will automatically reload

△ button

▶ **Use/Throw Sub-Weapon / Cancel** (on menu screens)

With hand grenades or flashbangs equipped:

Throw

With C4 explosives equipped:

Set C4 explosive

After setting C4 (with C4 still equipped):

Push again to detonate

○ button

▶ **Crouch / Stand**

× button

▶ **Action / Throws / Confirm** (on menu screens)

When facing a wall:

Take cover by leaning against the wall / Press again to come back off the wall

When facing a door, switch, ladder, etc.:

Perform the appropriate action (Varies according to situation)

When in close-quarters to the enemy:

Throw the enemy down

□ button

▶ **Reload**

right analog stick

▶ **Camera** (point of view) / **Aiming Reticule**

While holding the **L1** button

Move aiming reticule (to where you want to shoot)

*The vibration function can be turned ON/OFF. See VIBRATION under the OPTIONS menu (p. 7).

*These descriptions refer to the default controller configuration. To customize the controller configuration, see CONTROLLER under the OPTIONS menu (p. 7).

STARTING THE GAME

STARTING UP

Place the game disc into your PlayStation®2 console and insert a memory card (8MB)(for PlayStation®2) into Memory Card slot 1.

Press the START button at the title screen or during the opening to display the main menu.

*A memory card (8MB)(for PlayStation®2) is needed to save game data. Saving data requires at least 75 KB of free space.

NOTE: This game may initially take some time to load. This is a normal process and is not indicative of a defect in the game. Please wait until the game loads.



LOAD	Return to a previously saved game and resume play.
NEW GAME	Start a new game. Select level of difficulty.
MULTIPLAYER	Engage in a multiplayer game (p. 14).
TUTORIAL	Overview on fundamental gameplay, actions, and more. TUTORIAL also allows you to practice various actions.
OPTIONS	Change the game settings (p. 7).

NEW GAME

To begin a new game, select a level of difficulty* and then continue to select a mission. The playable characters for each mission and route are predetermined. If you are playing the game for the first time, you can only select the first stage of the first episode. If previously saved game data is available, you can select from amongst already completed missions.

*A special difficulty level will be unlocked if you finish the game.



SAVE

You may save the game after seeing the mission results screen (p.10).

Saves can also be made from the main game menu. In-game (in-mission) data cannot be saved.




OPTIONS

VIBRATION	ON/OFF	Vibration function
SOUND	DOLBY DIGITAL PRO LOGIC II / DOLBY PRO LOGIC II / STEREO / MONO	Audio output format
VOICE VOLUME	—	Adjust voice volume
BGM VOLUME	—	Adjust music volume
SE VOLUME	—	Adjust sound effect volume
CONTROLLER	Switch between normal/reverse control for the sight & camera. Customize the button mapping for the L1 , R1 , △ , □ , ○ , and × buttons. Modify using the left and right directional buttons. Select DEFAULT to return to default settings.	
SCREEN ADJUST	Set positioning of screen display.	
DEFAULT	Restore OPTIONS settings to their default settings.	

Dolby® Sound Setup

When using an optical cable, DIGITAL OUT (OPTICAL) should be activated on the Console Configuration menu.

Setting up Dolby® Digital Pro Logic® II

If you have a sound system with Dolby Digital or Dolby Pro Logic IIx decoding, connect your game console to a sound system with a digital optical cable, and select "Dolby Digital Pro Logic II" from the sound options. The movie scenes will play back in Dolby Digital 5.1, and depending on the decoding features of your sound system, the sound during the gameplay will playback in Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic.

Setting up Dolby® Pro Logic® II



If you have a sound system with Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, connect your game console to a sound system with either a digital optical cable or an analog cable and select "Dolby Pro Logic II" from the sound options to experience the excitement of surround sound during gameplay, including movie scenes.

* This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others may not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

GAME CONTROLS


IN-GAME INTERFACE


- 1 Main Character:** The character controlled by you, the player. The character will vary by mission and route.
- 2 CRT Points Gauge:** Displays the status of your CRT points (p. 10). Your mission will end in failure if you run out of CRT points.
- 3 Main Weapon:** The weapon you currently have equipped. The numbers show the amount of ammunition remaining. Change weapons by using the left or right directional buttons.
- 4 Sub-Weapon:** The sub-weapon you currently have equipped. The number shows the amount remaining. Change sub-weapons by using the up directional button.
- 5 Mini-Map:** A basic map used during missions.

Position and direction of the player character.	
Door (locked)	



- 6 Time Limit**
- 7 Laser Sight:** Equipped only to your handgun and assault rifle. The sight allows for easier precision aiming. The handgun will allow for easier aiming of enemy body parts.
- 8 Aiming Reticule:** For use in shooting. When it is on an enemy, it locks on until moved.

Reticule when locked on	
-------------------------	---

- 9 Action Indicator:** The action indicator appears when you stand in front of an object for which an action can be taken. Take actions with the  button (p.13).

BASIC RULES

● Missions/Areas/Routes

Each mission consists of either 1 or 2 areas. Each area always consists of 2 routes: A and B. The player plays through both routes in order to complete an area.

● Mission Conditions

The conditions for completing a mission varies with each route and will be disclosed prior to the mission.

● Game Over

Game over (mission failure) occurs when you no longer have any CRT points remaining or if time runs out.

*Some missions feature hostages that require rescue. Your CRT points will be reduced if these hostages get hurt in any way.

*Upon game over, you can choose to retry either the current route (A or B) or the other route (A only). You may also retry boss battles should you happen to die during one. Return to the mission select screen by selecting QUIT MISSION.

● Enemy Actions

Enemies will react and adjust their actions based on your movements. If you show yourself, commence an attack, or make a loud noise within earshot of an enemy, they will take up guard and/or counterattack. Rather than rashly launching an attack, it may at times be more effective to engage in sneaking tactics (by approaching from behind or darting around an obstacle to attack).

ROUTE A AND ROUTE B

Missions are divided into Routes A and B and must be undertaken in order (first A, then B). The conditions that need to be satisfied to complete a mission differ for each route and will be disclosed prior to your mission.

Route A

In order to aid your Route B partner, you will be working primarily in a supporting role, opening locked doors and the such that will engage the Links. In other words, Route A is where you lay the groundwork for Route B.

Route B

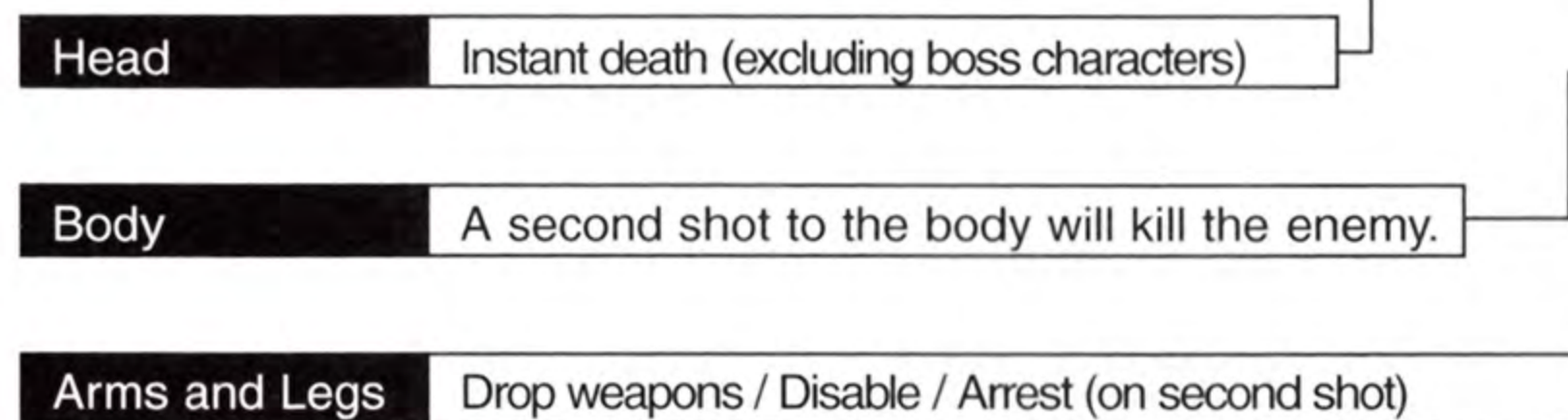
Proceed along the path that was cleared in Route A (via the Links) and fulfill the objectives of each mission.

● Links Between A and B

The actions of the leading character undertaken in Route A will be reflected in Route B. Some links are time sensitive; the faster you initiate them, the more beneficial it will be for the Route B character. Initiating links may also give you more CRT points (p. 10).

TARGETING THE ENEMY

All enemies (other than boss characters) are neutralized by hitting them with 2 bullets (or one bullet in the case of head shots or if the game is on easy difficulty). You can either kill or arrest the enemies. Arrests occur when your second shot hits either the arms or the legs. Hitting the right arm will cause the enemy to drop his weapon. The left arm will take away the enemy's ability to throw a hand grenade. Hitting him in the legs will prevent the enemy from moving.



*Targeting parts of the body is easiest with your handgun. Pick your spot using the right analog stick before firing.

*Some weapons and explosives will always neutralize the enemy in one hit.

ITEMS

Items can often be found in the course of carrying out your mission. Items include CRT point recovery items, ammo supplies for both primary and sub-weapons, new weapons, and various key items (important items within the context of given scenarios). Weapons and ammo can also be stocked by forcing the enemy to drop them (by targeting their right arm).



CRT Points

► CRT Points System

CRT points are analogous to health points. CRT points carry over from Route A to Route B. Points can be gained by fulfilling certain objectives, and points are lost if you sustain damage or commit errors. The gauge turns yellow and then red when you are low on points. If you run out of CRT points, you have failed your mission and your game will come to an end.

The number of points remaining after completing Route A will be carried over to the start of Route B. The number of CRT points given at the commencement of a mission will differ by mission. You can accumulate up to a maximum of 15 points by picking up certain items and satisfying various mission objectives.



CRT Point Recovery Item

Increase CRT Points

- Acquire CRT point recovery items
- Rescue hostages (applicable to both Routes A and B)
- Generate links (gained in Route B)
- Assessed as FAST with respect to time-sensitive links (gained in Route B)

Loss of CRT Points

- Sustain damage from firearms (-1)
- Sustain damage inflicted by an explosive ordnance (bazooka, grenade, C4, exploding oil drum, or an anti-personnel mine) (-2)
- A non-combatant sustains damage (-1 or -2 based on type of damage)
- You touch a red laser (immediate loss of all points)
- Failure to align panel switch colors (failure only = -5; failure resulting in non-combatant's death = loss of all points)
- Assessed as SLOW on time-sensitive links (-1) (lost on Route A). Additional points may be lost the longer it takes to initiate the link.



RESULTS UPON MISSION COMPLETION

The results screen is displayed after you complete a mission. Check your results and press the **X** button to proceed. Select Save to save (p.6).

TIME	Time it took to complete the mission. The faster the better.
ARREST	Number of enemies arrested. The more arrests the better.
CRT-P	Remaining number of CRT Points at the time of mission completion. The more the better.



* All assessments are made according to a five-grade scale: A, B, C, D, and F (note: there is no E grade.)

* Achieving good results may lead to various benefits in the Multiplayer Mode.

* Retrying a boss battle will have a negative effect on your results.

ACTIONS

ATTACKING Attacking enemies

Firing Your Weapon: Press the **R1** button while holding the **L1** button.

Fires your primary weapon at enemies or obstacles.



① **Aiming:** Bring your weapon to the ready-to-fire position by pressing the **L1** button



② **Adjusting Your Sight:** Adjust the sight (or aiming reticule) with the right analog stick

If an enemy is in view when you press the **L1** button, your weapon will auto-target that enemy. The shape of the sight will change when it is locked on to a target. When your reticule is locked on to an enemy, it will stay with the target even if he moves. (Use your right analog stick to pick off specific body parts as necessary)



③ **Fire:** Discharge your weapon with the **R1** button

Deliver automatic fire with any weapon capable of doing so by holding the **R1** button down.

Reload: **□** button

Reloads your weapon with ammo.

You can stock up on ammo by picking it up during combat. In the event that you run out of bullets while firing, holding down the **R1** button allows you to automatically reload. You will be defenseless while reloading, make sure you are in a safe spot before doing so.

Using Your Sub-Weapons (Explosives): **△** button

Throw grenades or flashbangs. Set and detonate C4.



① **Throw a hand grenade in the direction faced by the player character:** **△** button

You can also lob grenades from the back-to-wall position (p.12). Note that a hand grenade will bounce off obstacles or walls.



② **Blast:** The blast will occur a pre-determined number of seconds after throwing.

All enemies caught within the blast radius will sustain damage.



③ **Detonate (ensure you are at a safe distance):** **△** button

Certain doors can only be opened by using C4 explosives. C4 that has been set but not yet detonated can be picked up. Ensure that you are a safe distance away before detonating.

Throws: Approach an enemy and press the **×** button

Execute a throw move on the enemy.

MOVING

Move and evade enemy attacks

Move: left analog stick

Stand/Crouch: **○** button

Press the **○** button to toggle between standing and crouching.



You can move/attack while in the crouching position.

Move camera (point of view): right analog stick

The **R3** button (pushing down on the right analog stick) quickly resets the camera to a position behind the player character.

Back-to-Wall: Face wall and press **×** button

How to Fire Your Weapon From Behind Cover



1 Get up against a wall: Face a wall and press the **×** button

Press **×** again to detach. You can also detach using the left analog stick.



2 Shimmy: Keeping your back to the wall, shimmy along it using the left analog stick.



3 Aim: Upon reaching a position at the end of the wall, press the **L1** button to aim your weapon.

You can move the sight/reticule around normally with the right analog stick (p.11). The scope/zoom functions of the sniper rifle and rocket launcher are unavailable while in the back-to-wall position.

4 Pop Out And Shoot: While aiming your weapon (holding the **L1** button), press the **R1** button.

Release the **R1** button to return to your position against the wall.

Emergency Roll While Aiming: tilt the left analog stick while aiming with the **L1** button.


Allows for an emergency roll (forward, backwards, left, right) when you're aiming. Useful for dodging sudden attacks.

Evasive Roll: left analog stick + **×** button

Execute an evasive roll in the direction you are moving (i.e.. the direction you are tilting the left analog stick).

OTHER ACTIONS

Other in-game actions

Open/Examine doors:  button

Open and examine doors.



An action indicator will appear below your CRT points gauge when you stand in front of objects where a certain action can be taken.

Pick Up Items

Stand over items to pick them up.



Pause: START button

Pauses the game.



RETURN TO GAME

Return to your game.

ROUTE A RETRY

Retry Route A from the beginning.

ROUTE B RETRY

Retry Route B from the beginning (appears only during Route B play).

QUIT MISSION

Return to the Mission Selection Screen.

Change Weapons

directional buttons

- Change Weapons: left and right directional buttons
- Change Sub-Weapons: up directional button
- Toggle between full and semi-automatic firing modes: down directional button (only when armed with an assault rifle)

MULTIPLAYER

MULTIPLAYER MODES

Select a mode and the number of players before starting a multiplayer game. You can adjust the time limit (3, 5, or 10 minutes) and the handicap level for each player in the OPTIONS menu.



SELECTING CHARACTERS AND TEAMS

Select the characters to be used, and the team color. Players selecting the same color will be on the same team.

Computer Controlled Characters

If there are not enough players, the option is available to have the computer control the other characters.

Select Stage

There are six different stages available.

MULTIPLAYER GAME SCREEN




*Basic controls for firing and aiming your weapon are the same as during regular play (p.11).

*If any of the 4 players press the START button, the game will pause for all players. You can end the game while the game is paused.

BASIC RULES

- Whether a player wins or loses and their rank is determined by the number of kills (inflicted on others) minus the number of deaths (your own death) during the allotted time.
- If a player dies during multiplayer play, he/she will be revived and armed with the initial (default) weapons.
- Be wary of friendly fire. You are not immune to teammates' fire.
- Targeted body parts will not turn red.
- Head shots will result in instant death.
- Your CRT points gauge serves as your health /damage gauge.
- CRT points can only be recovered by picking up CRT point-recovery items.

 : Recovery item

RULES BY MODE

DEATHMATCH

Default Weapon: Assault Rifle
Usable Weapons: All

BLAST HAPPY

Default Weapon: Shotgun
Usable Weapons: Shotgun, Bazooka, Hand Grenades, C4 Explosives

SNIPER BATTLE

Default Weapon: Sniper Rifle
Usable Weapons: Sniper Rifle

SURVIVAL BATTLE

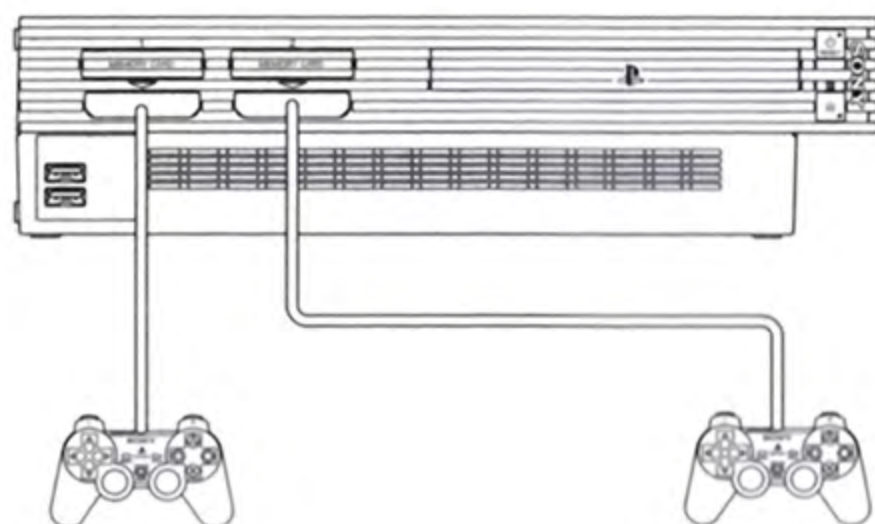
Default Weapon: Varies by character (unlimited ammo)
Usable Weapons: Only the default weapon is usable
Cannot engage in team play

MULTIPLAYER CONTROLLERS

In order to enjoy a multiplayer game, the following preparations need to be made:

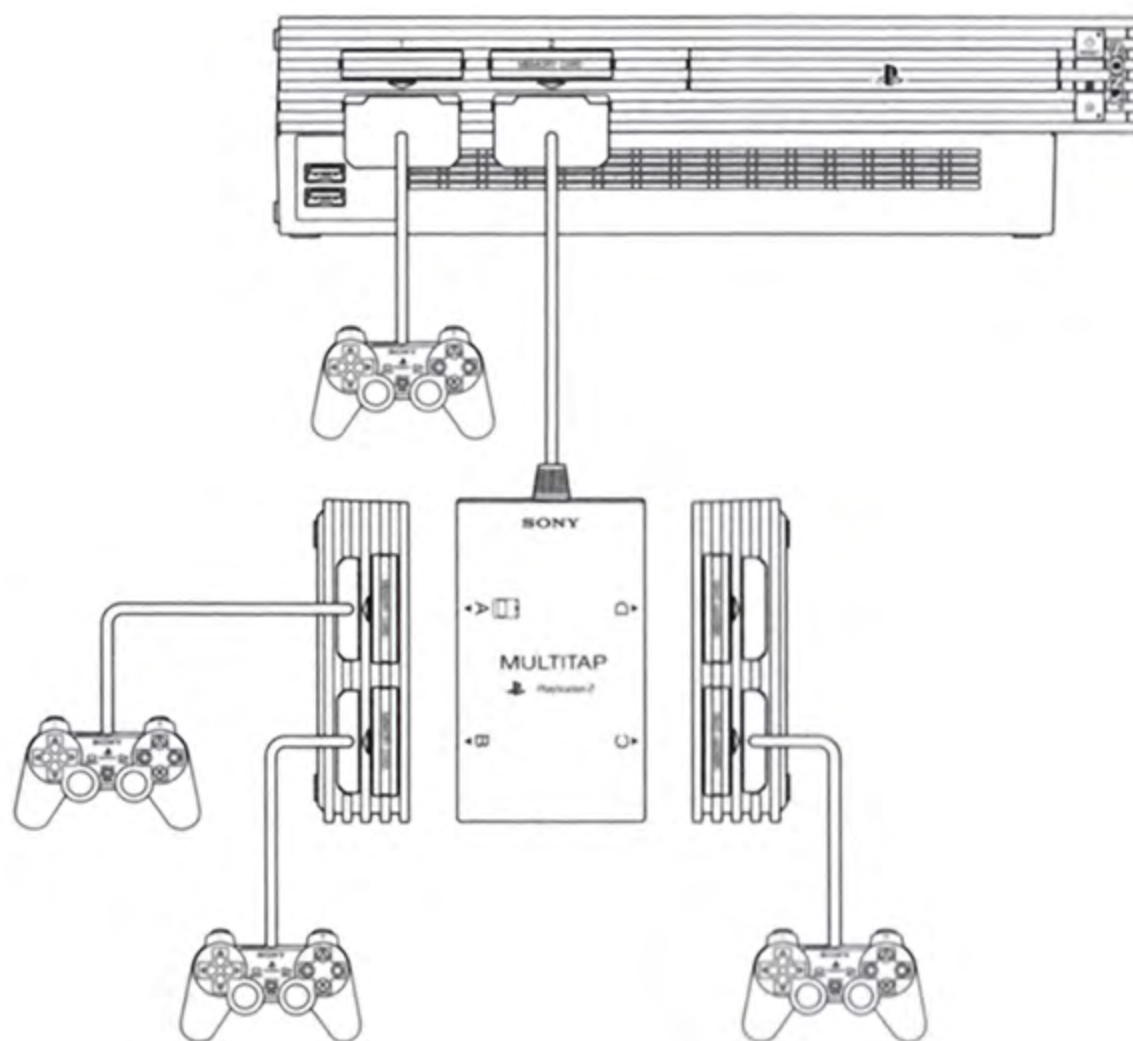
● 2-Person Play

You will need 2 DUALSHOCK®2 analog controllers. Connect to controller ports 1 and 2 on the console.



● 3 to 4 Person Play

You will need the Multitap (for PlayStation®2) (sold separately) and enough DUALSHOCK®2 analog controllers to accommodate the number of players who wish to play. Plug the Multitap for PlayStation®2 into controller port 2 on the console. Player 1 will use controller port 1, while players 2-4 use controller ports 2-A, 2-B, and 2-C respectively on the Multitap for PlayStation®2. Port 2-D is not used. The Multitap for PlayStation®2 cannot be used in controller port 1.



WEAPONS

PRIMARY WEAPONS (GUNS)

ARM4A1 Assault Rifle

Toggle between full and semi-automatic firing modes by pressing the down directional button. Versatile weapon that comes equipped with a laser sight that allows for quick and simple aiming.



LB45+S Silencer-Equipped Handgun

Lightweight weapon featuring a quick firing rate. While the clip capacity is small, this gun is equipped with a laser sight and is the weapon of choice for precision aiming, especially for the targeting of specific body parts.



MPFA4 Sub-Machine Gun

While capable of fully automatic fire, it is not nearly as precise as the assault rifle. However, aiming, reloading, and firing are all fairly quick, making this lightweight weapon easy to wield.



TS590 Shotgun

Incapable of automatic fire. The scatter covers a wide range, making it easy to hit your target. Not suitable for precision shooting, the shotgun is a low-capacity but relatively powerful weapon.



MGM60 Machine Gun

Extremely powerful but takes an inordinate amount of time to ready due its heavy weight. Boasts an impressive rate of fire, but aiming can imprecise.



SWS700 Sniper Rifle

Equipped with a powerful scope, the sniper rifle is useful for long-range precision shooting. Offers the greatest shooting range of all the weapons.



SMAW84 Bazooka

A rocket-launching device equipped with a scope. Rockets pack as much punch as a grenade. While it inflicts considerable damage on enemy units, its rate of fire is extremely low, making it somewhat cumbersome to wield.



SUB-WEAPONS (EXPLOSIVES)

M26LE-Hand Grenade

Conventional grenade that delivers fragmental damage over a wide area. Multiple enemies can be engulfed in the effects of a single grenade.



FLRG-Flashbangs

Emits a blinding flash of light that temporarily incapacitates enemies. While it does not inflict direct damage, flashbangs can be useful for escaping tight situations.



C4 Plastic Explosives

A type of portable explosive device that can be freely set and detonated. Only one C4 can be set and detonated at a time.



Online Product Registration

Register your games, get bonus downloads, and give your opinions on KOEI products at our official Product Registration site:
<http://registration.koei.com>

WARRANTY

90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this game DVD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game DVD, at its option, free of charge.

To receive this warranty service:

1. Send in the attached Registration Card or register your game online at <http://registration.koei.com>.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game DVD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at **(650) 692-9080**, between the hours of 9:30 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game DVD, enclose your name, address and phone number, and return the game DVD, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales receipt and the UPC code within the 90-day warranty period to:

KOEI Corporation
1818 Gilbreth Road, Suite 235
Burlingame, CA 94010

This warranty shall not apply if the game DVD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Online Support

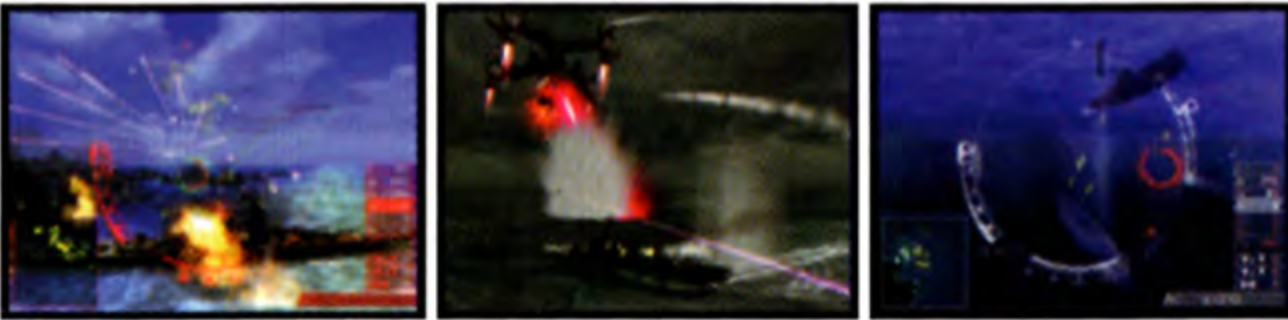
For information on other KOEI games, or to find hints on specific titles, please visit our website at: www.koei.com



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WARSHIP GUNNER 2

MARCH 2006

PlayStation 2

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Mild Language
Violence