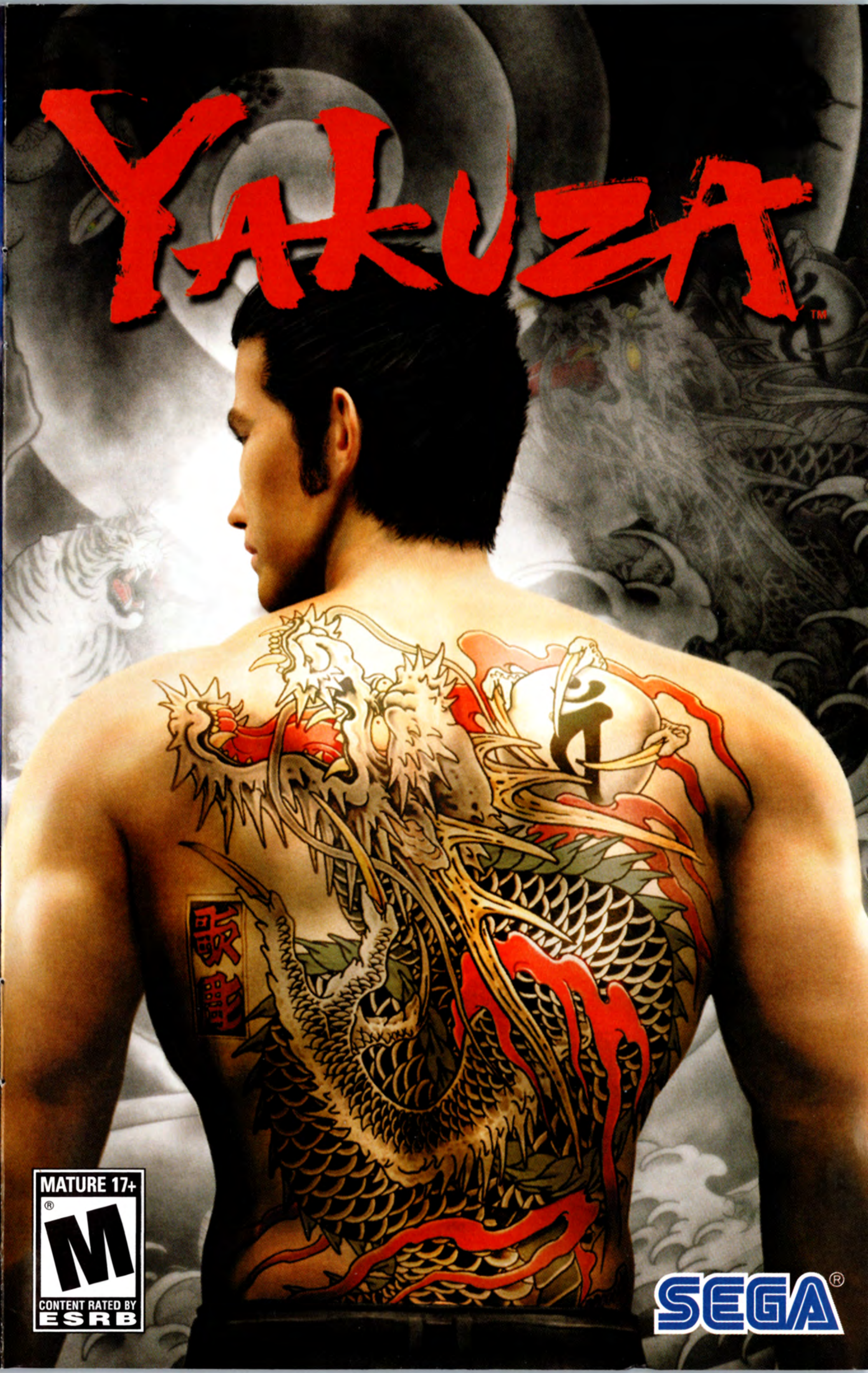
YAKUZA™



MATURE 17+

M

CONTENT RATED BY ESRB

SEGA®

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.

Thank you for purchasing YAKUZA™. Please note that this software is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing.

YAKUZA™

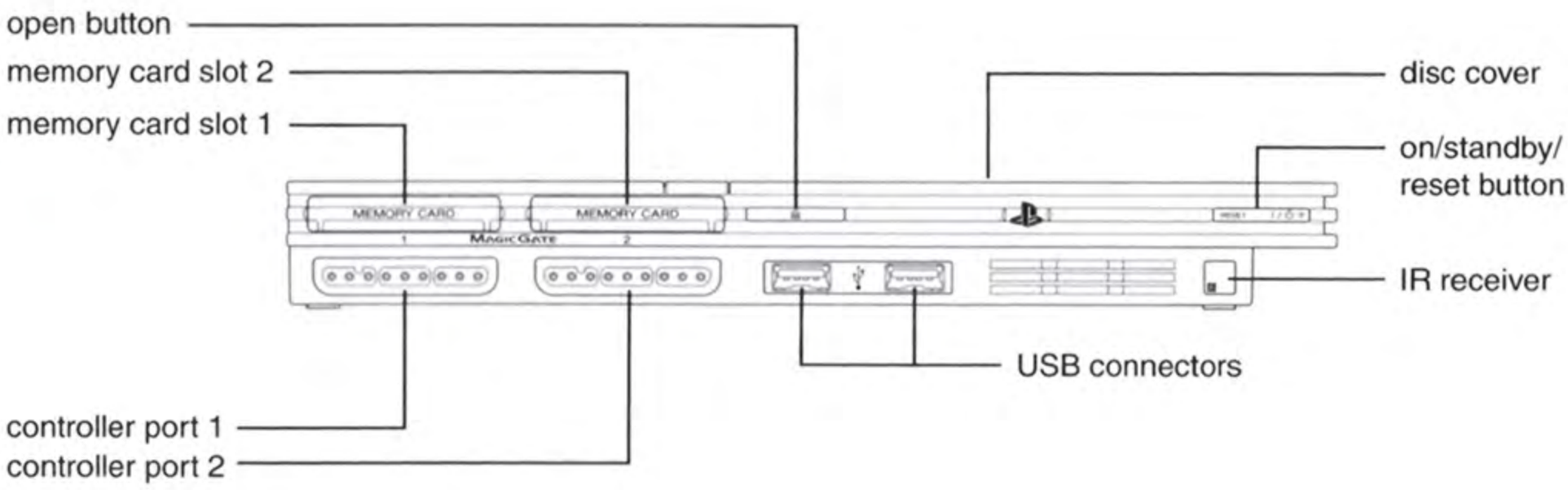
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CAUTION: THIS GAME CONTAINS INTENSE VIOLENCE AND STRONG LANGUAGE

* Although some actual store names and magazine titles appear in this game, the story, the settings, and all characters and organizations appearing in this game are fictional.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the YAKUZA™ 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)

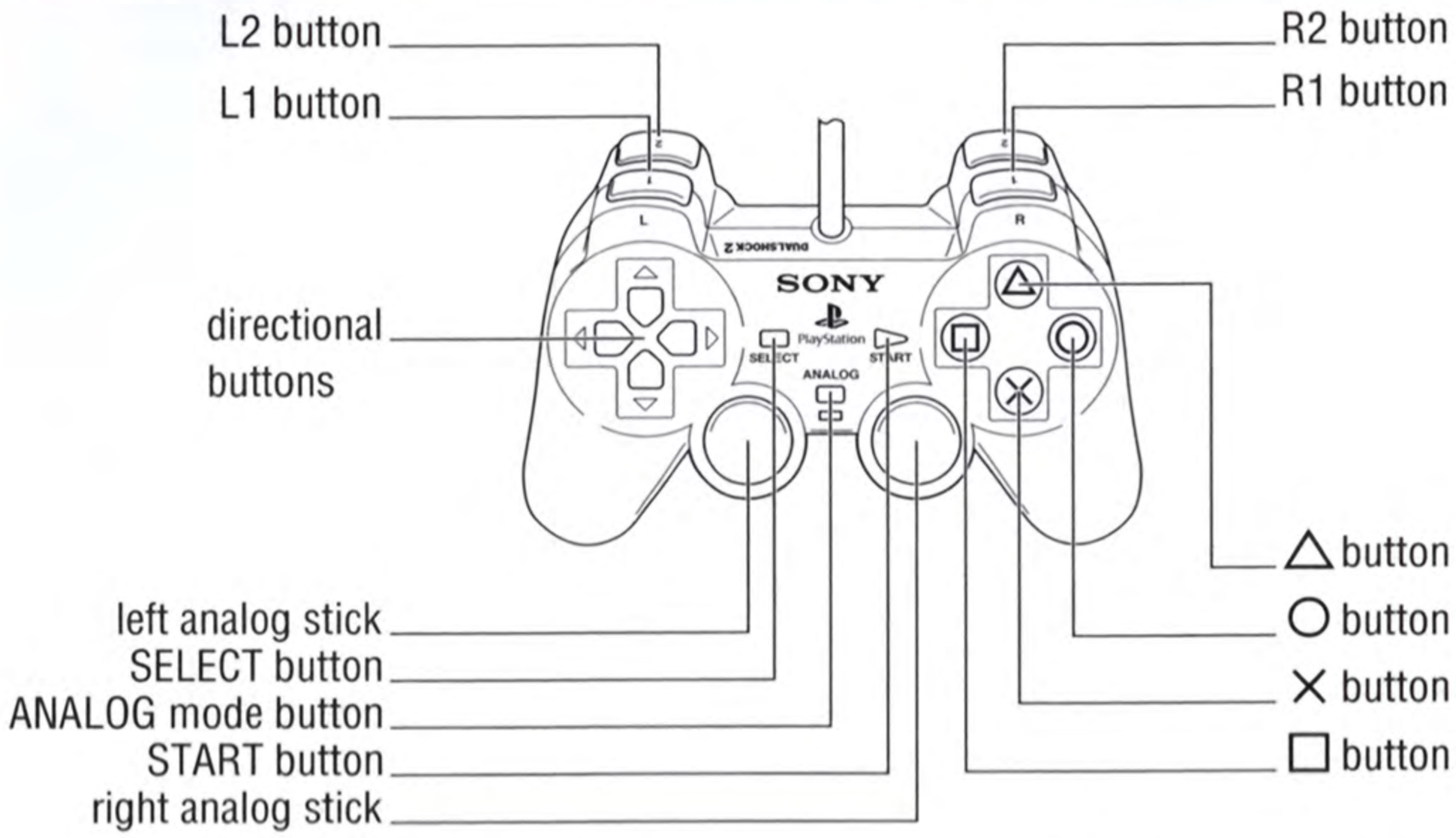
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

New game data will be created automatically the first time you play. A minimum of 135KB free space is required to create game data. Do not remove the memory card (8MB)(for PlayStation®2) while loading or saving is in progress.

Saving is performed manually in this game. You can save your game progress at a hideout or at a Save Point (p.12). You will also be prompted to save at the end of each chapter.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



YAKUZA is a one-player game compatible with the DUALSHOCK® and DUALSHOCK®2 analog controllers. Connect the controller to controller port 1.

- Controls are set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode by using the ANALOG mode button. The LED display is always lit in red.

- This game supports the vibration function present on the controller. This can be set ON/OFF from the Vibration option in the Options menu (p.7).

MENU CONTROLS	
Left analog stick/directional buttons	Select Menu Items
⊗ button	Enter Selection (Confirm)
△ button	Cancel/Return

PAUSING THE GAME	
START button	Open Pause Menu (p.30)
SELECT button	Pause without Pause Menu (p.11)

For other controls, please refer to p.10 for controls in the Adventure Mode and p.18 for controls in the Battle Mode.

STORY

A Legendary Man and a Girl Worth Ten Billion Yen

Kamurocho — a town filled with ambition and violence.

There was a legendary figure in the YAKUZA world known as "the Dragon of the Dojima Family." For the sake of his best friend and the woman he loved, he accepted responsibility for the death of his boss. His name is Kazuma Kiryu.

Ten years later...

Fate brings this man back to Kamurocho. What awaited him there was a dangerous trap, set up by the members of the YAKUZA family that had a grudge against him. Mysterious incidents occur and drive Kazuma into a situation that he cannot escape.

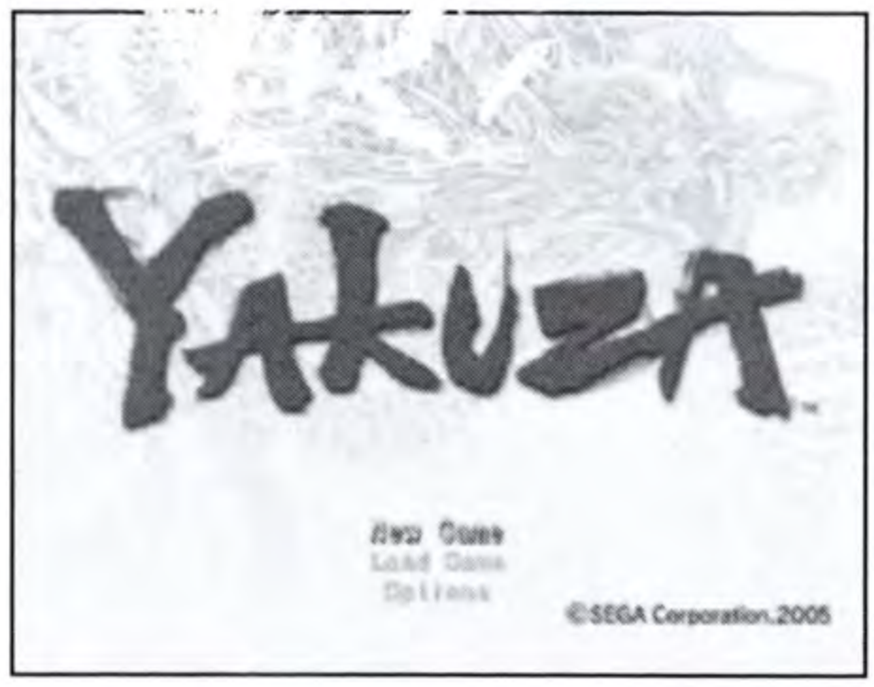
One day he meets a young girl, who was said to hold the key to ten billion yen. Kazuma swears to protect the girl in order to redeem himself and put the pieces of his life back together.

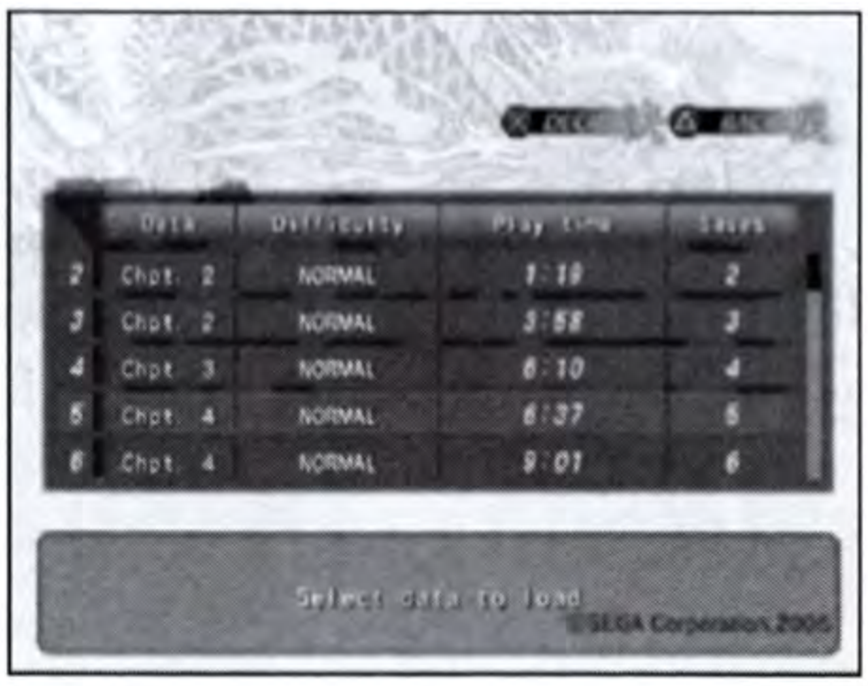
STARTING THE GAME

When you start the game, the opening demo movie will be played, followed by the Title Screen. Press the START button to bring up the Title Menu. Choose from the following menu items.

NEW GAME

Start the game from the beginning. The Chapter One Title Screen will be displayed, and the story will begin.





LOAD GAME

Load the Game Data, and continue the game. When this is selected, the game verifies the data, and a list of saved data will be displayed. Select data, and press the ⊗ button to load.

Data

The Chapter where the game was saved.

Difficulty

The Difficulty Level of the game. Please also see GAME OVER on p.8 for details on the Difficulty Level of this game.

Play time

The elapsed time of the game.

Saves

Indicates the number of saves made since the beginning.

OPTIONS

Change various game settings. When the Options Screen is displayed, use the directional buttons/left analog stick ↑/↓ to select the Menu Item, and press the ⊗ button. The Options Menu Items can also be selected from Settings in the Pause Menu (p.30).



Screen Size

Selects the screen size between **Wide (16:9)** and **Normal (4:3)**. By default, this is set to Normal.

Vibration

Toggles **ON/OFF** the vibration function of the game.

Subtitles

Toggles **ON/OFF** the display of the captions. By default, this is set to ON.

Sound

Selects the sound output of the game from **Stereo/Mono/Dolby Digital**.

Color Bars

Displays Color Bars. Use this as a guide to manually adjust your TV settings.

Skip Event

If this is set to ON, you can cut scenes by pressing the START button.

Back

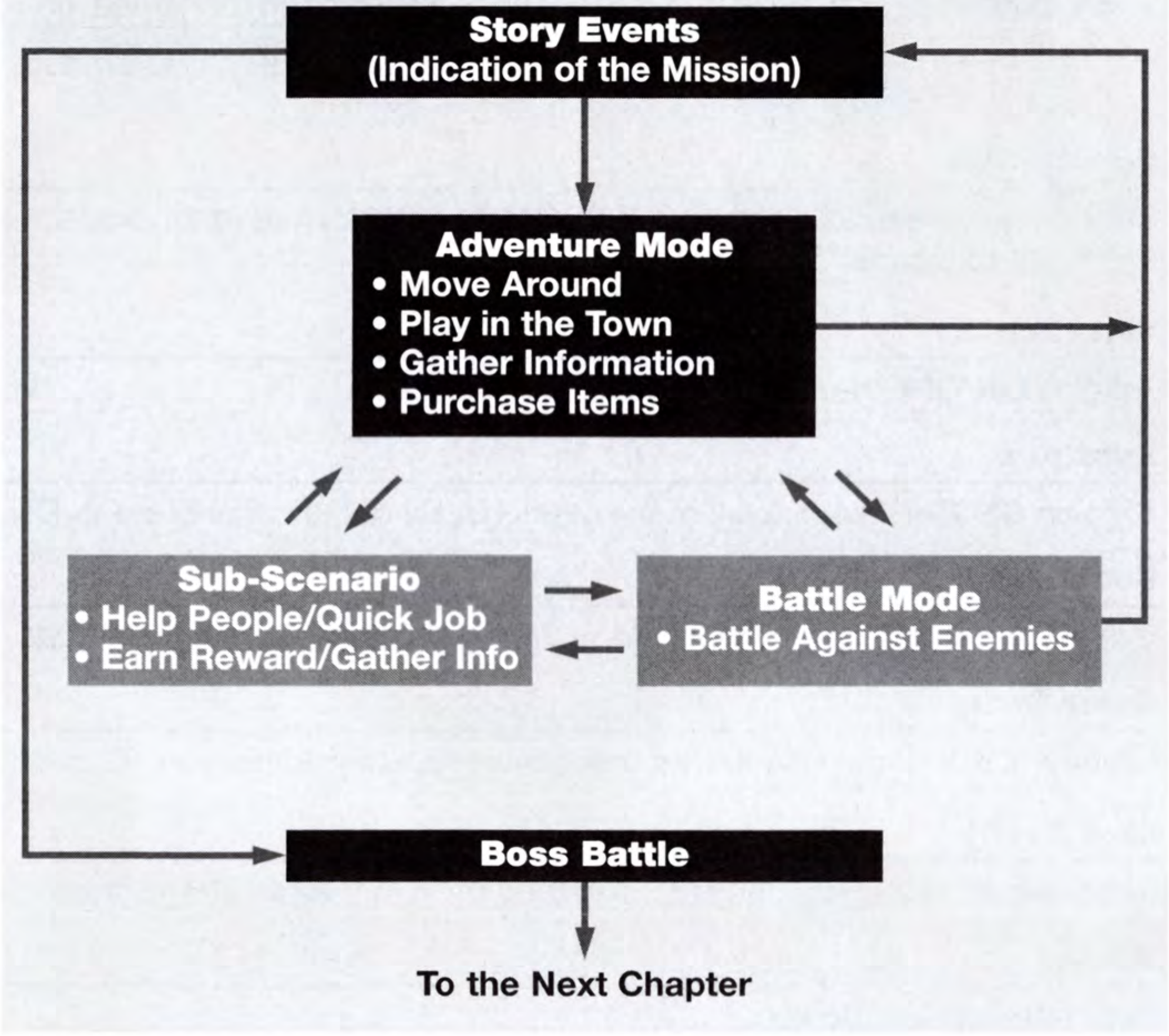
Return to the Title Screen.

For Dolby Digital surround sound during select movie scenes:

This game also contains Dolby® Digital surround sound during select movie scenes. Connect your PlayStation®2 to a sound system with Dolby Digital surround sound using a digital optical cable. Your sound system will automatically detect Dolby Digital during select movie scenes, and Dolby Pro Logic® II during gameplay. If it does not, please refer to your sound system's instruction manual. You may need to enable Dolby Digital and/or Dolby Pro Logic II in the audio options menu of the game. The audio from the analog stereo cables of the PlayStation®2 may be disabled during Dolby Digital.

FLOW OF THE GAME

The game is divided into several chapters. In each chapter, your primary missions will be indicated; by accomplishing missions, the story advances. At the end of each chapter, you will battle against a boss. If you defeat the boss, you will move on to the next chapter.





GAME OVER

During the battle, if your HP Gauge is depleted, a Game Over Menu will be displayed. Select **Retry** to retry the battle; **Load data and Retry** to load the saved data; **Exit the game** to return to the Title Screen. Also, if you retry the same battle, on every third time the game asks you whether to set the difficulty level to EASY. Select **Yes** and the game will be played in EASY for the rest of the game.

ADVENTURE MODE SCREEN



PLACE NAME

The name of the location will be displayed here, usually when the screen switches.

ACTION DISPLAY

Displayed whenever an action (Talk/ Check/Enter/etc.) is available. The name of the action and the button icon will be displayed.

MINI MAP

A map of the area is displayed here. It will also indicate your current destination(s) if any (as an arrow if off the area). You can move the position of the display inside using the right analog stick. You can also click the right analog stick to zoom in or hide the Mini Map.

* For colors of the buildings and icons displayed on the Mini Map, please refer to p.31.

BATTLE MODE SCREEN



EXPERIENCE GAUGE

Indicates your current Experience Points (p.28).

HP GAUGE

Indicates your physical health (hit points). The game will be over if your HP gauge is depleted.

HEAT GAUGE

Indicates your mental spirit. When it reaches a given amount, you can use various HEAT Actions (p.23).

ACTION DISPLAY

Displayed whenever an action (pick up item/hold enemy/ heat action/special action) is available. The name of the action and the button icon will be displayed.

MINI MAP

A map of the area is displayed here. The controls are the same as in Adventure Mode.

ENEMY'S HP GAUGE

Name of the enemy and his HP Gauge will be displayed here.



ITEMS THAT CAN BE USED AS WEAPONS

In Battle Mode, you can grab various objects off the ground and use them as weapons (see p.15). When you approach an object that can be picked up, a green marker will be displayed over it. Use them to your advantage. Also, there are some items, such as oil drums, that you cannot pick up, but you can kick to attack with.

ADVENTURE MODE

In Adventure Mode, the player will move towards the destination or gather information. Also, various events unfold, such as getting involved in an incident or accepting requests.

MOVE (Left analog stick)

To move around in the area, use the left analog stick. Depending on the amount you push the left analog stick, the player will either walk or run. You may not, however, run inside the shops.



ZOOM/RESET CAMERA (R2 button/L2 button)

Press the R2 button to close the camera in on the character, enlarging the view. Also, during situations where the camera movement becomes free such as inside a shop, press the L2 button to bring the camera viewpoint to the direction the player is facing. In places where this is not possible, an icon will be displayed at the bottom right of the screen to indicate such.

TALK/HEAR (⊗ button)

When a green marker appears over a specific character on the screen, you can talk to him/her (or in some cases, listen to what people are saying). Approach the person until the Action Display for **TALK** or **HEAR** is displayed, then press the ⊗ button.





LISTEN TO RUMORS

There are many rumors spread in Kamurocho. Listen to various people. Some information may have nothing to do with your missions, but may come in handy in unexpected places.



CHECK (⊗ button)

Certain places in the town can be checked. When an Action Display for **CHECK** is displayed, press the ⊗ button. You can either pick up an item or check the area.

RIDE (⊗ button)

There are three taxi stands in Kamurocho, and the taxi allows you to travel from one taxi stand to another. Just approach the taxicab until the Action Display for **RIDE** is displayed, then press the ⊗ button. Tell the driver your destination, and you'll be there in no time.

ENTER/OUT (⊗ button)



Whenever you approach an entrance to a shop/building or a room, the Action Display for **ENTER** will be displayed. Press the ⊗ button to enter. Likewise, when you approach an exit, the Action Display for **OUT** will be displayed. Press the ⊗ button to leave.

BUYING ITEMS



You can buy items in shops, such as Kotobuki Drug and Don Quijote. Talk to the clerk — a list of merchandise will be displayed. Move the cursor over to the item you wish to buy, and use the left analog stick ⬅/➡ to select the amount. Items that cannot be purchased will be displayed in red. After you select the amount for all items you are buying, select **Payment** (or simply press the ⊗ button) to buy all of the items at once.

❶ Name of the Item
❷ Price of the Item
❸ Amount to Buy
❹ Total Price for the Items to Buy
❺ Total Amount of Items to Buy
❻ Amount of Money You Have
❼ Payment — Select to Buy Items
❽ Cancel — Quit without Buying



SELLING ITEMS

Some shops, such as Ebisu Pawn, will buy items you no longer need. Talk to the clerk. After you make the selection to sell items, a list of items you have, including those in the Item Box (p.12), will be displayed. Select the item to sell and press the ⊗ button.



QUITTING THE GAME

Press the SELECT button to display the Pause Screen. If you select Quit, the game ends and returns to the Title Screen. Please note that in this case the game will not be saved.

PLACES OF INTEREST IN KAMUROCHO

There are various shops, such as restaurants, a drugstore, a pawn shop, amusement facilities, and a hidden armory in Kamurocho. Some of these shops are explained here.

HIDEOUT (SERENA)



The Serena Bar can be used as your Hideout. By spending time here, you can gradually recover your HP gauge. While in the Hideout, the following actions can be taken:

Save : Save your game. Select a location to save and press the ⊗ button. You may save game data in up to eight slots.

Transfer Items : Store items you have in your possession in the Item Box (see below). You can exchange items you stored at other Hideouts or through Item Boxes.

Replay : You can view cut scenes you have already seen in the game.



Transferring Items

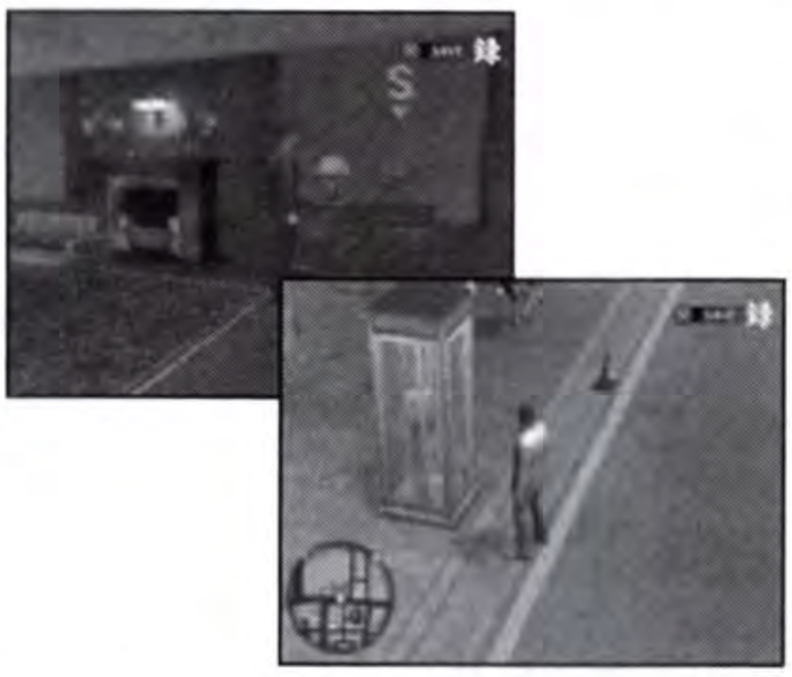
To transfer items to or from the Item Box, select an item (or open space) from both item lists displayed on the screen. If an item is selected in both lists, they will replace each other. Note that weapons can be transferred only to the top row of your list, and other items to the remaining rows. Please also see ITEMS, under PAUSE MENU, on p.30.

CONVENIENT SPOTS IN TOWN

ITEM BOX

Not only can you transfer items at the Hideout, but you can also store items there as well. Exchange items you stored at the Hideout or through Item Boxes at any time.





TELEPHONE BOX/TELEPHONE (Save Point)

You can save your game progress at telephone boxes located throughout the town, or at telephones inside buildings. It's a good idea to save often, once you find a telephone.

RESTAURANTS

There are many restaurants throughout the town. You can regain HP gauge by eating, so you should stop by if you have taken any damage from battles. Restaurants are eat-in only — no take-out service is available.



Akagyu

A fast food chain, specializing in Beef Bowl. The stores are always packed with people, located on the ever-crowded Tenkaichi St., and on Taihei Blvd. which crosses through the heart of Kamurocho. Though they only sell Beef Bowl, it comes in three sizes: Regular, Large, and Extra Large.



Good Cafe

A coffee shop located on Nakamichi St. Though they sell mostly drinks, they also have "Mille Crepe Cake," a cake with several layers of fresh cream and thin pancakes. Our recommendation: "Coffee of the Day." You can enjoy several kinds of house-blended coffee which is changed on a daily basis for ¥400.



Gelato Shop

An ice cream parlor located on Tenkaichi St. which is very popular among young ladies. They sell single scoops of three different flavors (vanilla, strawberry, and chocolate), and a triple that includes all three. At ¥430, a triple is very economical compared to a single which sells for ¥280.



Smile Burger

A fast food shop located on Nakamichi St. that sells hamburgers. The prices are very reasonable with various food items on the menu. They also have combos, which are more economical then ordering one-by-one.



Kyushu No.1 Star

A noodle shop that sells ramen, located on Pink Alley. Despite their reputation for bad tasting food, they are always crowded. They have three kinds of ramen, and each is quite filling. Rumor has it that people sometimes come with unusual requests.

To order food or drink, first talk to the clerk. Select food or drink from the menu, and press the ⊗ button. You can only make one selection per order.

ITEM SHOPS

There are various stores in Kamurocho where you can buy items. The items vary between the stores, but you can carry these around. Some items are key to the story and can be found in the stores as well, so visit them often.



Kotobuki Drug

A drugstore located on Taihei St. They sell Staminan X, a supplement that recovers your HP and spirit, and Tauriner, which recovers your spirit. Kamurocho is a dangerous town, so you should carry a few of these, just in case.



Poppo / M Store

Convenience stores located throughout Kamurocho. Poppo has its stores on Tenkaichi St., Showa St. and Nakamichi Alley, while M Store has its store on Shichifuku St. They sell light meals such as oden (Japanese Stew), rice balls, soft drinks and alcoholic drinks.



Don Quijote

A discount store located on Showa St. They sell a wide variety of items, from Staminan X and beverages, to perfumes, bags and necklaces. When they say they have the lowest prices in town, they mean it. Some items may be sold cheaper than at convenience stores or drugstores.

HARUKA'S REQUESTS

When moving around the town with Haruka, she may ask you to buy something as you pass in front of a store. If you buy it for her, the degree of her trust increases. When her trust in you reaches a given level, she will give you a special item.





OTHER SHOPS

There are several other mysterious shops in Kamurocho which are unknown to the public. They exist in dark alleys or in underground floors of the normal shops.



Hidden Armory

It is rumored to be a secret room behind a shop on N. Pink St. Apparently they do not do business with ordinary people, as you will not even get to see the merchandise if you do not know the password. They sell powerful weapons that you cannot obtain elsewhere. They will also buy weapons and armor that you do not need.



Ebisu Pawn

A pawn shop located on Nakamichi Alley. They will buy items you obtained, so it's a good idea to go there when you are short on money. They also sell items that are expensive but very reliable. If you have a few extra in your pocket, take a visit.



Mysterious Goods Shop

Some of the homeless in town make their living by gathering and selling strange items found on the streets. The items include those found elsewhere, and those with a strange story behind them. Will they be of any use to you? Find out for yourself.



Super Lotto Stand

The Super Lotto Stand is located on Taihei St., just next to Millennium Tower. But lotto always seems to be sold out. Will there be a day when you will be able to buy one? Or are they doing some other business?



WHERE ARE THE KEYS TO THE COIN LOCKERS?

On the street or inside buildings, you may at times find a key to a coin locker. The coin lockers are found next to the Super Lotto Stand. If you open the locker with the same number inscribed on the key, you will obtain the item found inside.

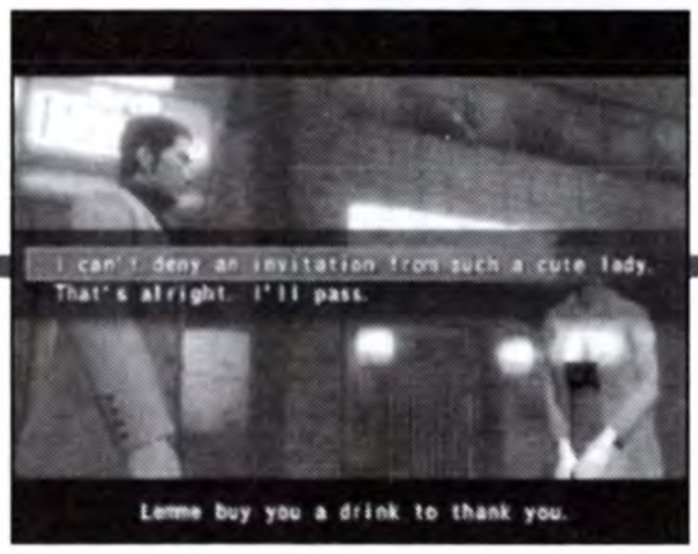
SUB-SCENARIOS

In Kamurocho, various incidents occur every day. You could easily get yourself involved in one without warning.

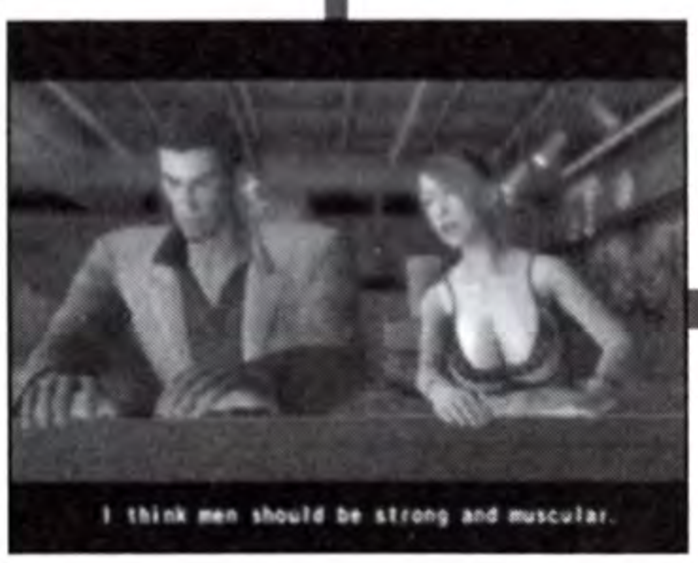
CAUGHT UP IN AN INCIDENT



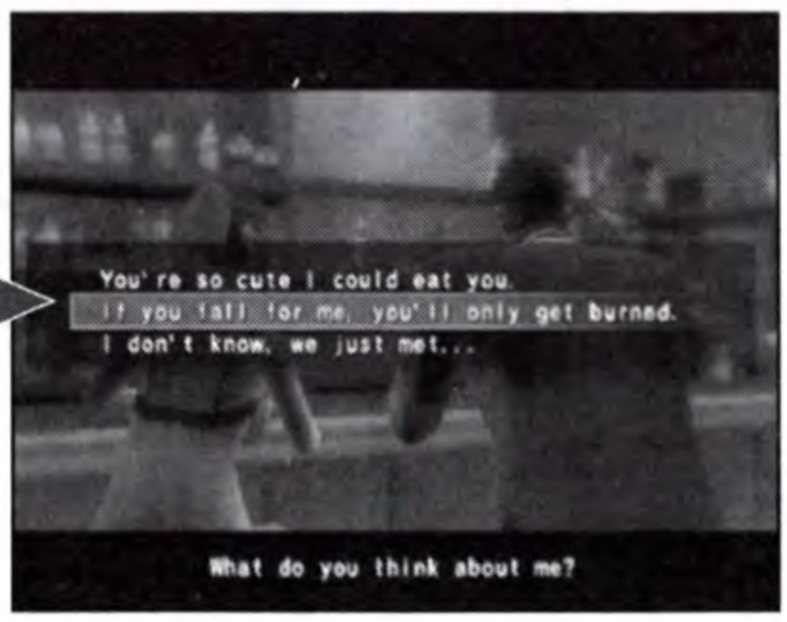
Walking down the street, a lady approaches, asking for help. Looks like a drunkard is annoying her.



You chased the drunkard away. She shows her gratitude by offering to buy you a drink.

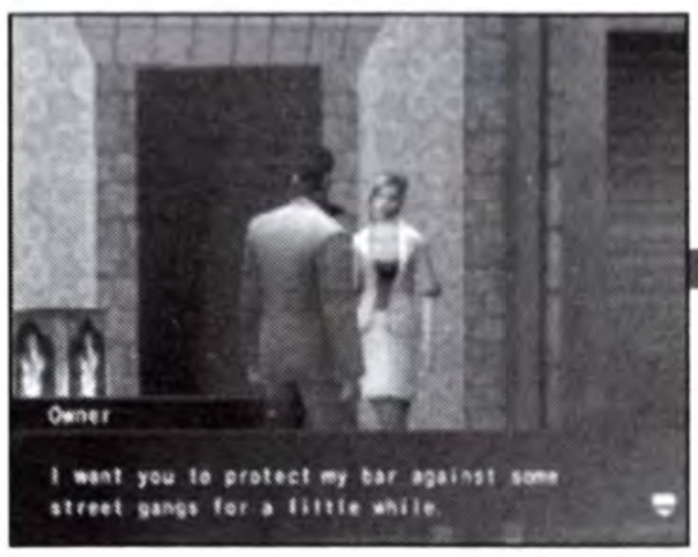


You both enter the bar. Thanks to the incident, she has a good impression of you.



The two of you are getting along well. What's your next move...?

HIRED TO DO A LITTLE JOB



You find a lady who seems to be in trouble. Talk to her, and she asks you to drive away a very rude punk who has been harassing her bar lately.



You drove the punk away. Mission accomplished. You receive a handsome reward.

SPENDING YOUR MONEY

This is a town of desire. You can enjoy various kinds of entertainment, if you have enough money. Here are few of the things you can do with the money you have earned.



Buy Items

Powering yourself up with the money you earned is fundamental. Go to Ebisu Pawn or Hidden Armory to buy weapons and items. Go to Kotobuki Drug and buy yourself Staminan X. You will feel more confident walking the dangerous streets at night.



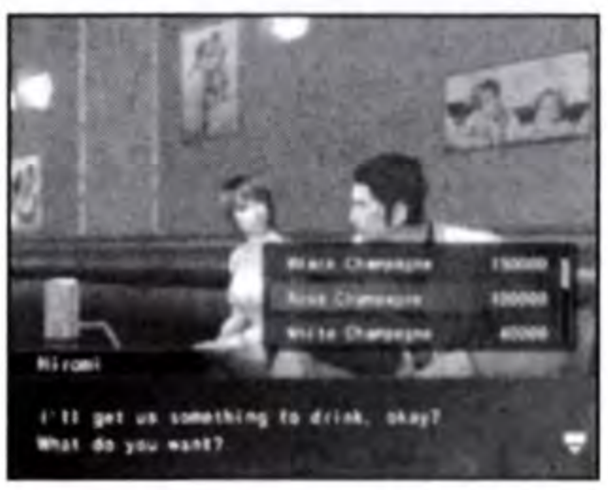
Eat

Recover your HP gauge by eating. When you receive damage from battles, go to a nearby restaurant to recuperate. By eating, you will also earn experience points.



Get a Massage

There are various recreational spots for adults on Senryo Ave. Go to Asian Massage Parlor and soothe your body and soul. Going to Show Pub may also be a pleasant change.



Flirt with Hostesses

How about going to a hostess bar and spending your time with the ladies? You can give expensive brand items as gifts.



IF YOU MAKE FRIENDS WITH HOSTESSES...

Go to a hostess bar and successfully charm the ladies, and they may send you text messages (see p.33). If you become really friendly with the ladies, you may be able to win their heart.

BATTLE MODE

In Battle Mode, you fight against enemies. Learn how to attack, guard, and use other techniques to defeat the enemies.

MOVE (Left analog stick)

To move around in the area, use the left analog stick. Depending on the amount you push the left analog stick, the player will either walk or run. Always grasp where the enemies are, and position yourself advantageously.





GUARD (L1 button)

Take a defensive stance and guard yourself from enemy attacks. However, you can only guard against attacks from the front. Take care as you cannot guard against attacks from behind, or weapon attacks such as guns and daggers.

RESET CAMERA (L2 button)

Press the L2 button to position the camera in the direction you are facing. During the battle, there are places where you cannot reset the camera. In such cases, an icon will appear at the bottom right of the screen to indicate this.

SHIFTING (R1 button + left analog stick)

Move around (left analog stick) while pressing the R1 button to move facing the enemy.

SPECIAL ACTIONS (⊗ button)

During the Battle Mode, there are places where special actions, such as jumping from the top of a building to another, are possible. When you see an Action Display for **JUMP**, press the ⊗ button.



PUNCH/KICK (RUSH) (● button)

Attack the enemy with punches and kicks. Though each attack is not so powerful by itself, you can make three attacks in succession. The number of successive attacks increases with your level of ability.





PUNCH/KICK (FINISHING BLOW) (▲ button)

Attack the enemy with punches and kicks. It is more powerful than ● button attacks, but you will be off guard before and after the attack. Also you cannot attack in succession. Careful timing is the key.

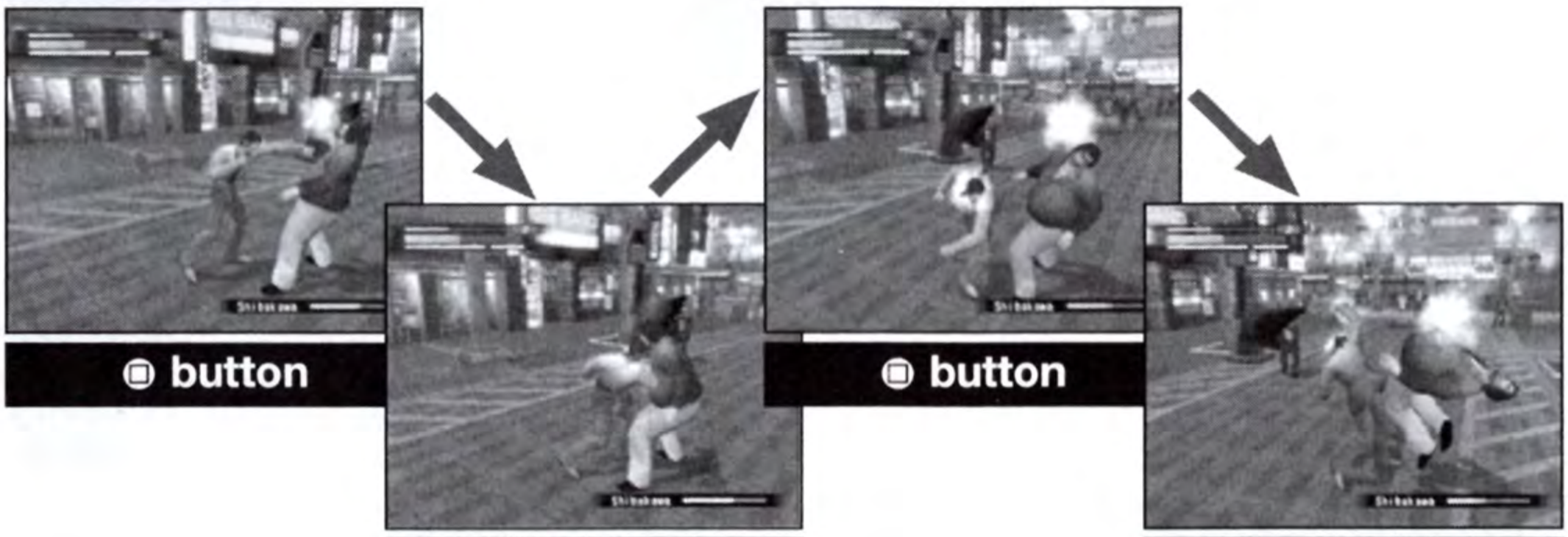




COMBO ATTACKS

You can make various combo attacks with the number of ● button presses plus the ▲ button. Early in the game, you can only make a four-hit combo (●●●▲). It is very effective for overpowering the enemy with rushes, then finishing him off.

EXAMPLE





POWER UP TO INCREASE YOUR TECHNIQUES

Distribute your Experience Points to raise your levels in different categories, and you will be able to learn various techniques. Some techniques increase the total number of combo hits. By raising levels, you will be able to use more varied actions. See Experience Points (p.28) for more.

GRAB ENEMY (◉ button)

When you approach an enemy, the Action Display for **HOLD** will be displayed. Press the ◉ button to grab and hold him. In this state, you can move around, dragging him, using the left analog stick.





ACT SWIFTLY

Some enemies, such as bosses, will escape from your hold. Also, in a situation where there are other enemies around, you will be forced to release them if you take damage from another.

GRABBING ATTACKS (▣ button/△ button)

While holding the enemy, press the ▣ button to head butt (up to three times in succession), or △ button to punch.



▣ button



△ button

THROW ENEMY (◎ button)

While holding the enemy, press the ◉ button to throw them. This is very effective in a situation where there are multiple enemies, as you will be able to damage other enemies if you throw enemies at them.





THROWING HEAVY ENEMIES

You cannot throw large enemies just by pressing the ◉ button once. Press the ◉ button repeatedly. If you fail to throw him, you will be crushed by his weight, taking damage to yourself.

PICK UP WEAPON (◉ button)

A green marker will be displayed above items that can be used as a weapon upon approaching them. When the Action Display for **PICK** appears, press the ◉ button to pick it up.





ATTACK USING WEAPON (▣ button/△ button)

Attacking is performed with either ▣ button or △ button, depending on the weapon, but basically ▣ button is for normal (and successive) attacks, and △ button is for a finishing blow (or in case of guns, shoot at enemy). Some weapons allow a charged attack by holding down the △ button.



▣ button



△ button

THROW WEAPON (◎ button)

Press the ◉ button to throw the weapon you are holding. You will be able to damage the enemy if it hits him. Since you are throwing the weapon away, you cannot throw successively, but you will be able to damage enemies who are out of your attacking range.





NUMBER OF USES FOR WEAPONS

Each weapon has a fixed number of times it can be used. This will be indicated at the top right of the screen, and the number decreases as you use it. When this number reaches zero, the weapon breaks, becoming unusable. Thus, a higher number of uses may be one of the conditions for superior items.

STOMP ON FALLEN ENEMY (● button/▲ button)

Approach the fallen enemy and press either the ● button or ▲ button to stomp on him. Stomp your enemy after the finishing blow (▲ button) or the throw.





TAUNT (R2 button)

Press the R2 button to taunt the enemy. While taunting, you will be off guard, but this lessens the amount of spirit that is reduced. If you master Taunt Grade 2 (p.26), it becomes more effective.

DODGE (⊗ button while Shifting)

Press the ⊗ button while shifting to make a quick evasive move. It is very effective for dodging enemy attacks.



EFFECTIVE USES OF DODGING

Keeping the Enemy in Front

Often the enemies attack in a straight line, so it should be fairly easy to dodge them if you keep your distance. At this point, use shifting to keep yourself facing the enemy. You can also counterattack the enemy when they are off guard.



Taking the Enemy's Back

Dodge the enemy attack, then shift diagonally forward. If you succeed, you can attack the enemy from the back. This strategy is especially effective against the bosses that guard often.



HEAT MODE

The player has a HEAT Gauge that increases with successful hits. If it exceeds a given amount, you will enter HEAT Mode, allowing you to perform HEAT Actions. Note, however that the HEAT Gauge decreases when you take damage or after a given amount of time passes.



HEAT ACTION (△ button)

HEAT Actions can only be performed while in HEAT Mode. The actual actions vary according to the situation, but each enables you to inflict great damage on the enemy.





By using an item or attacking enemies, the HEAT Gauge accumulates.



Grab the enemy. Look out for the enemy attacks. The HEAT Gauge decreases if you take damage.



Drag the enemy to the location where the Action Display for the **SPECIAL** appears.



Press the △ button to perform HEAT Action, inflicting great damage to the enemy.



HEAT ACTIONS FOR WEAPONS & DOWN ATTACKS

If you raise your level enough to master "Ultimate Weapon" or "Hunt and Kill" (p.26), you will be able to perform HEAT Actions with weapon attacks or attacks on fallen enemies. Press the △ button during the applicable situation.

LESSONS ON FIGHTING SKILLS

Whether you have just finished a mission or are just walking on the streets of Kamurocho, fights occur. Prepare yourself by honing your fighting skills.

USEFUL TECHNIQUES



Use Finishing Attack to Break Guard

Some enemies will guard to defend themselves from your attacks. In such cases, attack with △ button. Although it will not damage the guarding enemy, it will break his guard and put him in a defenseless position.

Take Enemies Back

You can only guard against attacks from the front. Against the bosses, who guard more often, utilize the dodging maneuver to slip across to the side or behind the enemy, then attack.





When You Are Grappled

Whenever an enemy approaches you, he may grapple you. When the Action Display for ⊗ button appears, tap on the ⊗ button repeatedly. If you succeed, you may escape and repel the enemy.



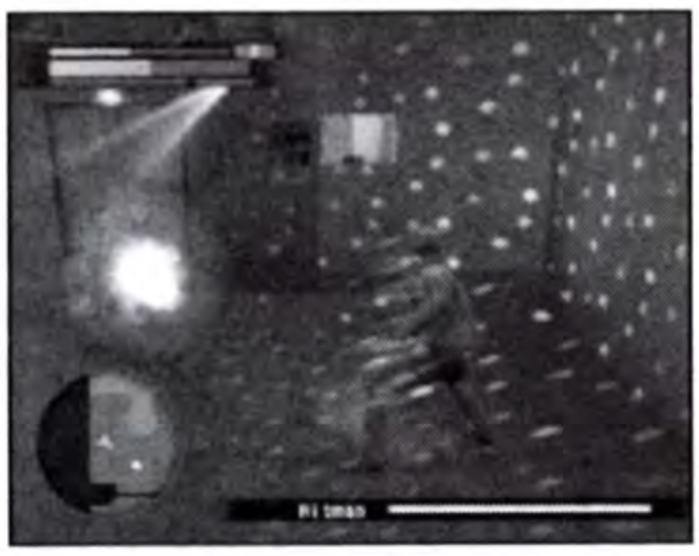
Successful Escape



⊗ button Repeatedly



You Are Thrown...



DODGE BULLETS

Guarding yourself will not protect you from guns. Move around to look for your chances, or dodge when the enemy is about to fire at you. Also, look around you. You may find something to protect you from the bullets.

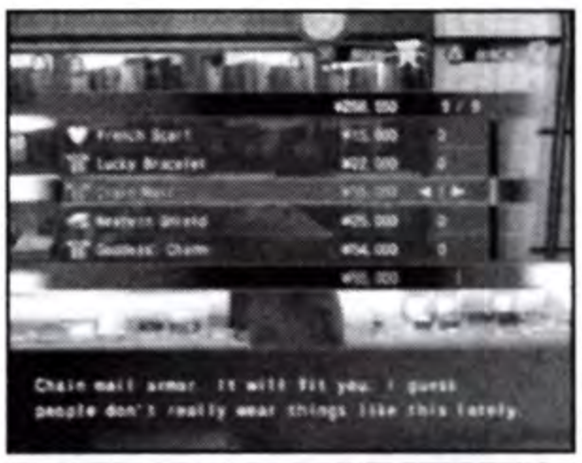
ALWAYS BE PREPARED FOR BATTLE

Equip Yourself

Some shops in Kamurocho sell items that can be used as weapons. Obtain and equip yourself with these. You can begin a fight with a weapon in your hand. Also, if you are equipped with armor, you will be a little safer.



WEAPONS



ARMOR



RECOVERY ITEMS

Drink to Raise HEAT Gauge

When you are drunk, it becomes easier to fill your HEAT gauge. On the other hand, it also becomes easier for you to get entangled in trouble on the street.





HONE YOUR TECHNIQUES



Raising Levels to Learn New Skills

When you accumulate Experience Points from battles, access **Power-Up** from the Pause Menu (p.32) to raise levels of different abilities. Depending on your level of ability, you can either raise your maximum HP or learn a new technique.



Eat at Restaurants

You can recover your HP by returning to your hideout, using recovery items, visiting an Asian Massage Parlor, or eating in a restaurant. You will also gain Experience Points by eating. If you take damage from the battle, go to a nearby restaurant and eat.

TECHNIQUES YOU LEARN

SOUL

TECHNIQUES	LEVELS NEEDED	DESCRIPTIONS
Dragon Heart	2	With the spirit of the dragon, when your HP is low, the time it takes to fill up the HEAT gauge is reduced.
Ultimate Weapon	3	The weapon attack used by pressing △ button becomes a HEAT action.
Rigid Knowledge	4	Using an ancient technique, it becomes harder to be knocked down during HEAT Mode.
Iron Mind	5	It takes longer to deplete the HEAT gauge.
Hunt and Kill	6	When an enemy is down, press △ to initiate a HEAT action. When your HP is low, the HEAT action changes so that you hit them repeatedly while straddling them.
Taunt Grade 2	7	When you taunt an enemy, you feel a surge of adrenaline rush through your body. Every time you taunt, your HEAT gauge goes up.
Iron Knowledge	8	With your energy focused, your guard against weapon attacks becomes harder to break.
Steel Mind	9	It takes even longer to deplete the HEAT gauge.
True Rigid Knowledge	10	Using an ancient technique, it becomes even harder to be knocked down during HEAT Mode.

TECHNIQUE

TECHNIQUES	LEVELS NEEDED	DESCRIPTIONS
Charge Kick	2	Focus your energy when squatting down, to release a powerful kick. You can even kick heavy objects.
Kick Combo	3	The fourth attack in the combo is a defense shattering high kick followed by a roaring strong kick.
Escape Grade 2	3	Escape an enemy's hold by pressing ⊗ repeatedly, fewer times than Escape Grade 1.
Heat Hold Combo	4	During HEAT Mode, this powerful grab attack starts off a 3 hit combo that includes a head butt, a knee kick and spectacular hook as the coup de grace.
Hold Grade 2	5	It becomes harder for an enemy to get out of your hold.
Escape Grade 3	6	Escape an enemy's hold by pressing ⊗ repeatedly, fewer times than Escape Grade 2.
Dropkick	7	With a running start, plunge your whole body into the air, feet first to deliver the unguarded enemy a powerful dropkick.
Heat Hold Kick	8	During HEAT Mode, grab the enemy and deliver them a hate-filled kick.
Hold Grade 3	8	It becomes even harder for the enemy to escape your hold.
Giant Swing	9	During HEAT Mode, grab the enemy by their legs, spin them around and throw them.
Finishing Hold	10	During HEAT Mode, in addition to the finishing blow, you can grab and throw the enemy. The action varies depending on the number of times ◉ is pressed.

BODY

TECHNIQUES	LEVELS NEEDED	DESCRIPTIONS
Heat Force	2	During HEAT Mode, all your attack power increases.
Strength Reinforcement 1	2	The max capacity of your HP gauge increases.
Strength Reinforcement 2	3	The max capacity of your HP gauge increases.
Dodge Grade 2	4	Your dodge distance increases. Instant evasion is possible according to the speed at which you start moving.
Strength Reinforcement 3	4	The max capacity of your HP gauge increases.
Strength Reinforcement 4	5	The max capacity of your HP gauge increases.
Quick Stand	5	By repeatedly pressing all 4 buttons and the left analog stick, the time it takes to recover from a down becomes shorter.
Strength Reinforcement 5	6	The max capacity of your HP gauge increases.
Dodge Grade 3	7	Your dodge distance increases even more. Instant evasion is possible according to the speed at which you start moving.
Strength Reinforcement 6	7	The max capacity of your HP gauge increases.
Heat Force 2	8	During HEAT Mode, all your attack power increases even more.
Strength Reinforcement 7	8	The max capacity of your HP gauge increases.
Strength Reinforcement 8	9	The max capacity of your HP gauge increases.
Strength Reinforcement 9	10	The max capacity of your HP gauge increases.

SP

TECHNIQUES	DESCRIPTIONS
Komaki School Battojutsu	By wandering around town, you will experience various encounters and you might be able to learn some of these moves...
Roundhouse Kick	
Komaki School Reverse Strike	
Komaki School Dodge Attack	
Komaki School Ukemi	
Komaki School Parry	
Komaki School Counter Attack	
Komaki School Ukenagashi	

* To learn SP Techniques, you must fulfill certain condition(s), in addition to the required level in certain abilities.

EXPERIENCE POINTS

Experience Points are required to increase Kazuma's level. Fighting, clearing sub-scenarios, eating, and various other kinds of experience will all have an effect on Kazuma's growth.

EARNING EXPERIENCE POINTS

You can earn Experience Points by performing specific actions. Actions that award experience are divided into Adventure Modes and Battle Modes.

ADVENTURE MODES

Eat at restaurants and clear sub-scenarios to gain Experience Points.



1. Eating

By eating at restaurants, you can not only revive your health but also gain Experience Points. With diligence, you can accumulate Experience Points surprisingly quickly.



2. Sub-Scenario

Clear sub-scenarios to receive a reward and additional Experience Points. The amount of Experience Points awarded varies depending on the sub-scenario.

BATTLE MODES

Increase your Experience Points by knocking out enemies and engaging HEAT Actions. Most of your Experience Points will come from Battle Modes, so make the most of each opportunity.



1. Knock Out Enemies

Experience Points are added when you win a fight. The more fights you win, the greater the Experience Points you can receive. If you need Experience Points in a hurry, a walk through Kamurocho should bring you plenty of action.



2. Attack with HEAT Actions

Experience Points increase when you employ HEAT Actions. Kazuma must be in HEAT Mode to engage a HEAT Action, and while these can't be used consecutively, there will be plenty of opportunities which you should try to take advantage of.

CHARACTER GROWTH

Increase Kazuma's skills by selecting **Power-Up** from the Pause menu (p.32). There are 3 meters that can be increased in exchange for Experience Points. Higher levels require a greater amount of Experience Points to attain.

POWER-UP PROCESS

1. Accumulate Experience Points

Gain the required Experience Points to Power-Up in both Adventure and Battle Modes.

2. Choose Power-Up Meter

Select **Power-Up** from the Pause menu, and choose a meter to allot Experience Points to. The meters are Soul, Technique and Body.

3. Reach the Required Level

When the required amount of Experience Points have been allotted to a given meter, Kazuma will Power-Up to the next level. If there are insufficient Experience Points to raise the level, the meter will return to zero, and no Experience Points will be allotted.

4. Power-Up!

New techniques are earned according to the meter, and are displayed here. You can view the List of Acquired Techniques (p.32).



SOTARO KOMAKI

A renowned martial artist living in Kamurocho. Pupils of the original Komaki style learn powerful fighting techniques. Try to find Komaki to increase Kazuma's skill set.

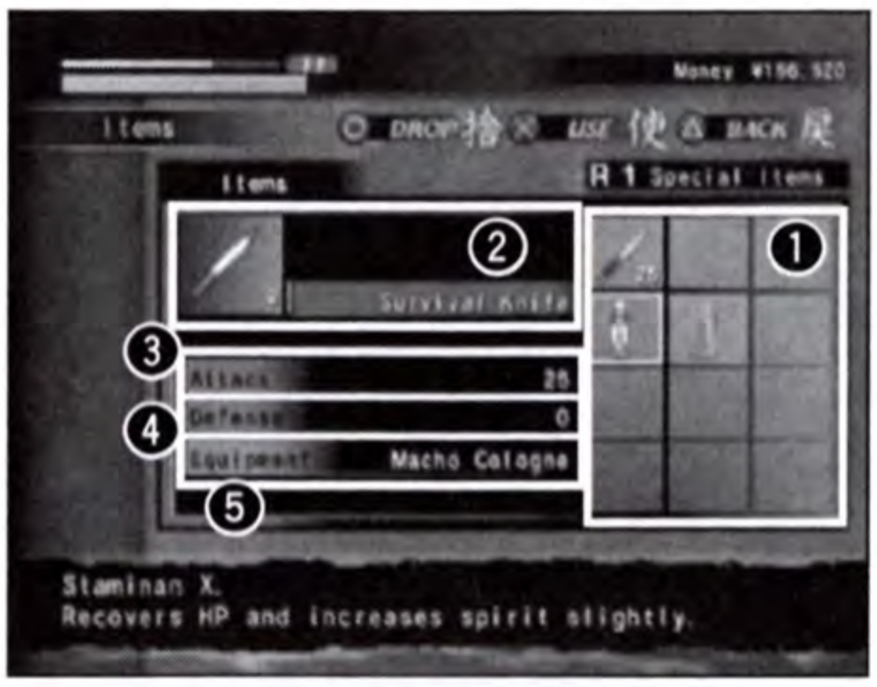
PAUSE MENU

Press the START button during gameplay to access the Pause menu. Here you can manage items and increase Kazuma's power. Choose a menu item with the left analog stick and press the ⊗ button to select, or the △ button to cancel.



ITEMS

Here you can use items, and equip/remove weapons. Kazuma can hold up to 3 weapons and 9 items.



❶ **Item Display**: The highest row is for weapons, and the lower rows are for regular items.
❷ **Equipped Weapon**: The weapon currently equipped is displayed here.
❸ **Attack**: This level changes depending on the equipped weapon.
❹ **Defense**: This level changes depending on equipped defense item.
❺ **Equipment**: When armor or a talisman is equipped the name is displayed here.

Using and Equipping Items

To equip or use an item, select with the item cursor and press the ⊗ button. To remove an equipped item, either select a weapon from the Equipped panel, or a regular item from the item list panel, and press the ⊗ button.



Look at Items

Some items can be viewed. Select one of these items and press the ⊗ button to look at it.

Discarding Items

Select an item and press the ◎ button. Discarded items cannot be re-attained.

SPECIAL ITEMS

Select the item list and press the R1 button to display a list of currently held Special Items. Use the left analog stick or directional buttons to select an item and press the ⊗ button to look at the item. Looking may not be available for some items.



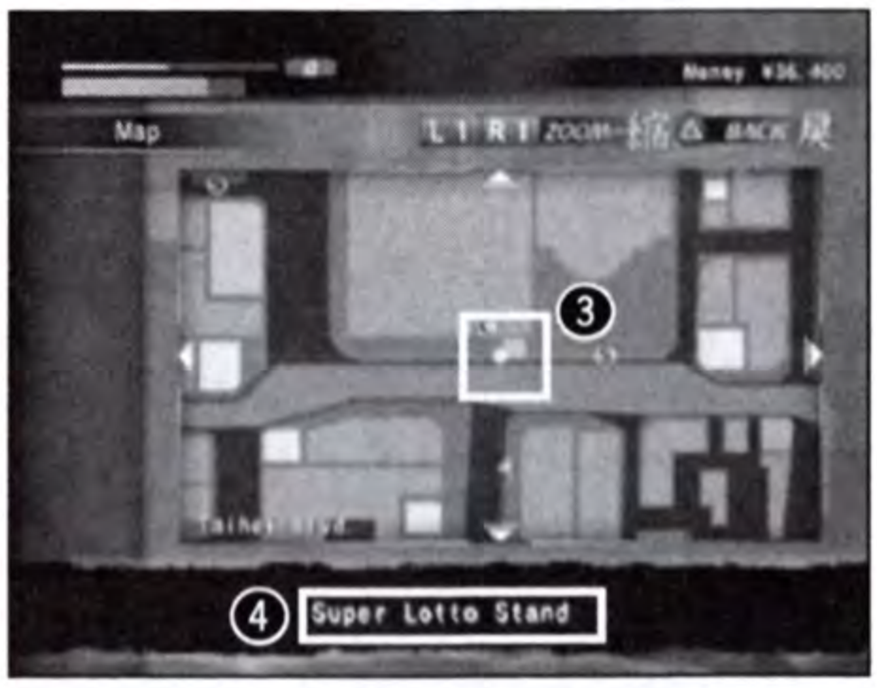
MAP

A map of Kamurocho. Press the L1 or R1 button to switch between wide and magnified views. In magnified view, align the yellow cursor with a street or shop to display the name.

MAP CONTROLS	
L1/R1 button	Switch between wide and magnified map views
Left analog stick/directional buttons	Move map during magnified view
△ button	Return



WIDE VIEW



MAGNIFIED VIEW

❶ Current location and direction.
❷ Name of current location.
❸ The screen center. Align with roads or shops to display names.
❹ Highlighted road or shop name.

Color Guide to the Buildings

Red . . . . . Objective for the mission
Green . . . . . Objective for the sub-scenario
Purple . . . . . Play Spot (Nightlife Entertainment)
Blue . . . . . Bar
Yellow . . . . . Restaurant
Light Red . . . . . Item Stores
Light Blue . . . . Play Spot (Amusement)
White . . . . . Places you must visit during the story.



Coin Locker



Taxi Stand



Telephone Box/ Telephone (Save Point)



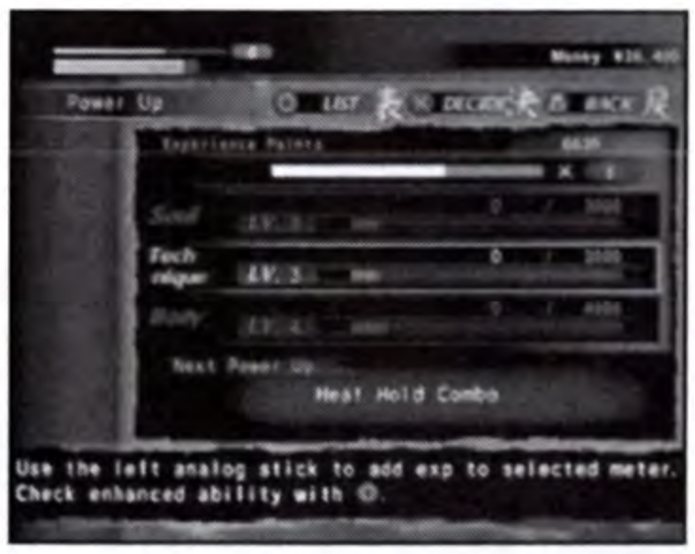
No Entry



Current Position

POWER-UP

Use accumulated Experience Points to strengthen Kazuma's Soul, Technique and Body. Choose the meter you wish to enhance and hold the ⊗ button or left analog stick/ directional button ➡ to allocate Experience Points. When these reach the required level, Kazuma will increase in level.



ABILITIES

SOUL

Affects Kazuma's spiritual growth, and causes the HEAT Gauge to deplete at a reduced rate.

TECHNIQUE

Affects Kazuma's technical abilities, and allows the addition of new combo moves and counter throws.

BODY

Affects Kazuma's physical strength, and increases the Maximum HP Gauge and ability to dodge blows.

SPECIAL

There is no Experience Points meter for this ability. By developing certain abilities and clearing certain events, Kazuma can acquire special new techniques.



List of Acquired Techniques

Press the ◉ button at the Power Up menu to display a list of acquired techniques. Use the left analog stick to select a technique and view details and controls.



BENEFITS OF POWERING UP

The main benefit of powering up is the acquisition of new techniques. Attack techniques are very useful, but dodges, holds and escapes will also prove their value in battle.

TEXT MESSAGES (Available once a cell phone is acquired)

Lists incoming text messages on Kazuma's cell phone. Select a message with the left analog stick or directional buttons and press the ⊗ button to read. When finished, press the △ button to return to the inbox.





RECEIVING MAIL

When you exchange mail addresses with another character, you may start to receive mail. When mail is received, the Text Message icon appears at the top left of the screen, and can be accessed via the Text Messages option.

PROFILES

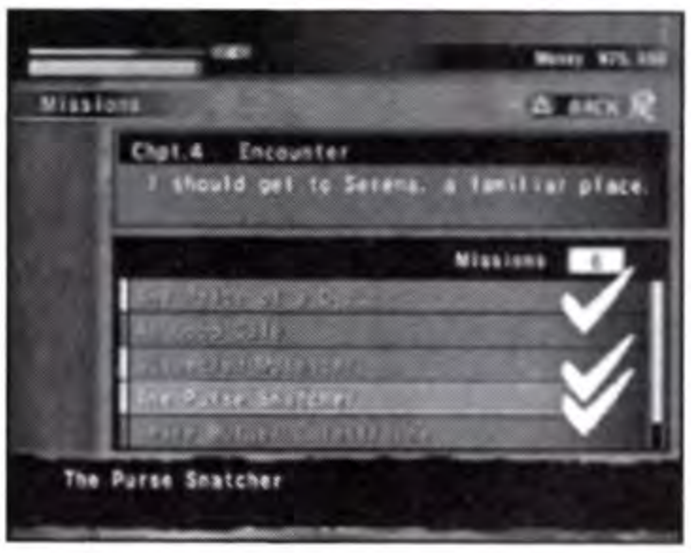
Profiles of characters and organizations that appear in the story are displayed for your reference. Select Profiles from the Pause menu and a list of organizations will be displayed. Choose one using the left analog stick or directional buttons and press the ⊗ button to show a list of affiliated characters. Align the cursor with a character to display their profile at the bottom of the screen.



MISSIONS

Displays details of your current Mission and any sub-scenarios encountered. This is a handy reference when you need to check the Mission goal. The titles of sub-scenario missions are listed, and those that have been completed will display the ✔ mark.

NOTE: Sub-scenarios that you fail or time-out will also be marked with ✔.



SETTINGS

Change various game settings. See OPTIONS on p.7 for details.

ENTERTAINMENT DISTRICT

Around Kamurocho are a variety of arcades and casinos where you can enjoy mini-games. You can also acquire rare items and useful information.

AMUSEMENT SPOTS

CRANE MACHINES

Found at the amusement arcade Club Sega. Operate the crane to pick up a toy.





CONTROLS			
⊗ button	Move crane	SELECT button	Menu
Left analog stick	Change view	START button	View controls

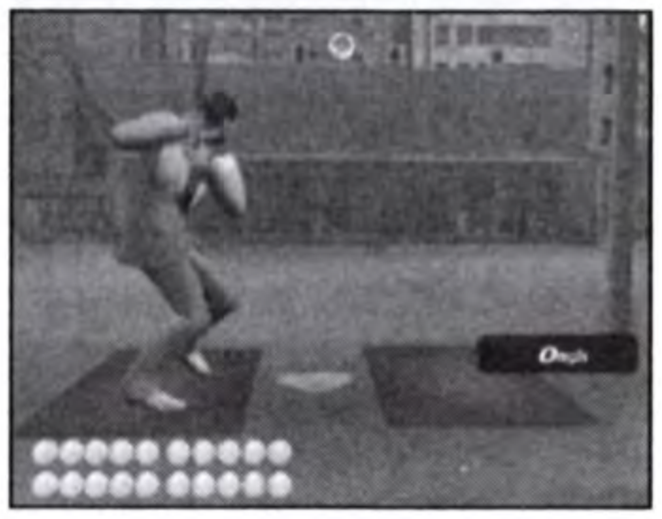
Operating the Crane

The crane is controlled as a single sideways motion and a single forward motion. Holding down the ⊗ button will move the crane until you release the button. Aim to position the crane directly above the toy you wish to pick up.



BATTING CAGE

The Batting Cage is the large building in the northwest region of Kamurocho. A machine throws a ball to you, and you try to hit it out of the park. One try gets you 20 balls, and if you hit 10 homeruns you will receive a prize.



CONTROLS			
⊗ button	Swing Bat	SELECT button	Menu
Left analog stick	Move	START button	View controls

Timing Your Swing

Successful batting is all in the timing. Watch the ball closely and swing the bat to hit it. You hit a homerun if the ball hits the yellow target mark at the top.



SLOT MACHINES

Slot Machines can be found in Volcano near Theatre Avenue. Enter the shop, choose a machine, and press the ⊗ button to try your luck.



CONTROLS

Directional button ↓	Pull lever	**Left analog stick**	Change view
⊙ button	Stop right reel	**R1 button**	Insert medal
⊗ button	Stop center reel	**R2 button**	Max Bet
▣ button	Stop left reel	**SELECT button**	Menu
		START button	View controls

Match the Symbols to Win

First insert 3 medals for 1 play. Press the ⊙, ⊗ and ▣ buttons to stop each reel, and match 3 symbols to win. How much you win is dependent on the symbol displayed.



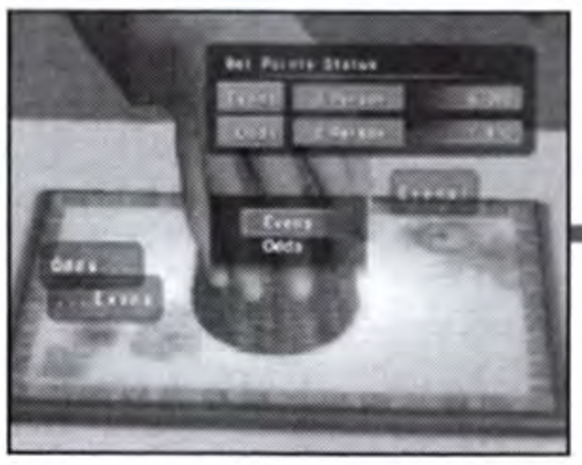
ODDS & EVENS

Played at a little known room in Kamurocho, a traditional gathering place for thugs and hoodlums. Odds & Evens is a simple betting game where 2 dice are thrown, and players gamble over whether the resulting number will be odd or even. Betting is done with points rather than money.



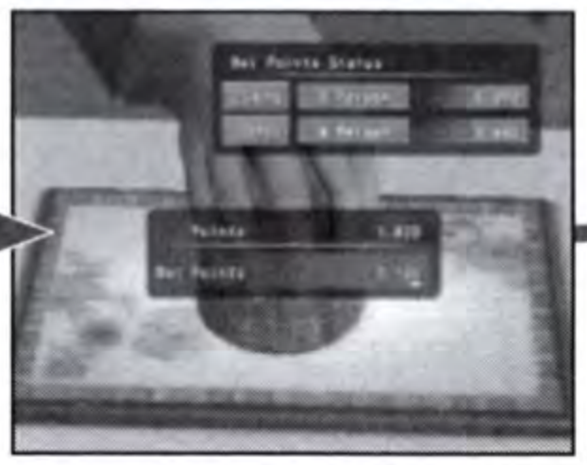
Flow of Odds & Evens

DECIDE ODD OR EVEN



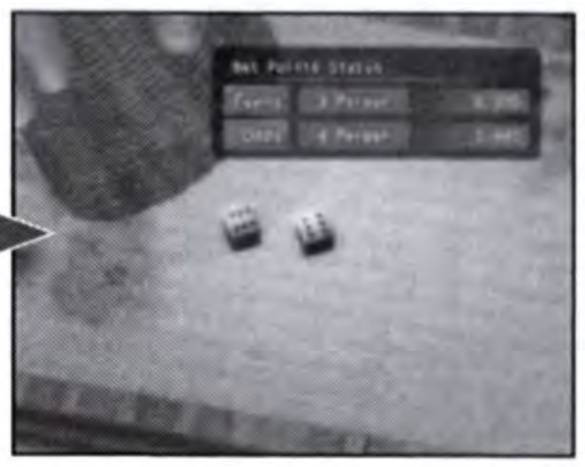
Throw the dice, and add up the total.

SET BET AMOUNT



Use the directional buttons to set the betting amount. The maximum bet is 1000 points.

ROLL THE DICE!



Press the ⊗ button to play.

Exchanging Points for Prizes

Medals won at the slot machines and points won at Odds & Evens cannot be exchanged for money. They can however be traded in for items, or held onto for the next time you play. Some items are rare and valuable, and may not be available elsewhere.

CASINO

There's a secret underground casino in Kamurocho, only known about by those in the know. Here you can enjoy Roulette, Blackjack and Baccarat. Purchase chips, and proceed to the table of your choice.

Roulette

A ball is launched into the Roulette Wheel and players bet on the number it will land on. Depending on where you place your chips, your winnings can be between 2 and 36 times your original bet.



CONTROLS			
⊗ button	Select	R1 button	Move table to right
△ button	Cancel	L1 button	Move table to left
Directional buttons	Change bet value and position	SELECT button	Quit
		START button	View controls

Blackjack

Draw cards totaling closest to 21 to win. Exceed 21 and you will lose (bust). An Ace together with any single card over 10 is Blackjack.



CONTROLS			
⊗ button	Select	L1/R1 button	Move camera
△ button	Cancel	SELECT button	Quit
Directional buttons	Change bet amount	START button	View controls

Stand : Take no more cards.
Hit : Take another card.
Double Down : Take one more card and double the wager.
Surrender : Forfeit half the bet and give up the hand.
Split : When the first two cards have the same value, use each as the first card in a new hand.

Baccarat

Add the value of two cards to get as close to 9 as possible. Players bet chips on the player they think has the winning hand. The tens' unit of added up cards is ignored, e.g. cards totaling 15 would be counted as 5. When two players' cards tie, the bets are returned. You can place bets on a tie, but the odds of winning are low.



CONTROLS			
⊗ button	Select	R1 button	Move results to right
△ button	Cancel	L1 button	Move results to left
Directional buttons	Change bet value	SELECT button	Quit
		START button	View controls

NIGHTLIFE ENTERTAINMENT

HOSTESS BAR

Private lounge bars where you pay to enjoy drinks and conversation with cute young ladies. Kamurocho has two hostess bars called Shine and Jewel. Both of these are very expensive, so make sure you have funds to spare.





When Entering a Hostess Bar

First choose the lady you would like to speak with. Try to appeal to the lady's sensitivity by carefully choosing responses. If you become close, she may exchange email addresses with you, and later send useful information.



GATHERING INFORMATION AT MEB

MEB found along Shichifuku St. is the perfect spot for gathering information on the hostess bar area. When you decide to visit a hostess bar, drop by MEB first and listen to what they have to say about the different girls' interests, likes and dislikes etc. to make the experience more profitable.

ASIAN MASSAGE PARLOR

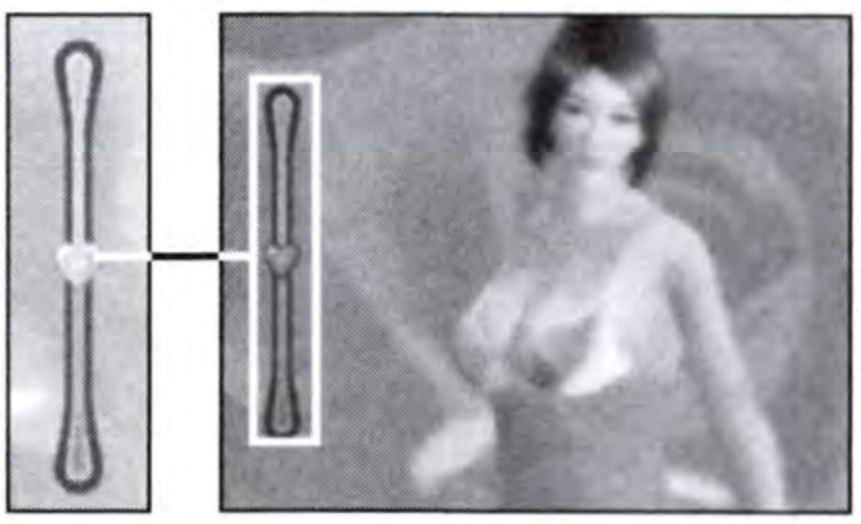
Various shops along Senryo Ave offer massages by beautiful Asian ladies. Their professional massage techniques are guaranteed to revive both body and soul.



CONTROLS			
◎ button	Increase	START button	View controls
⊗ button	Decrease		

Enjoying a Massage

When the massage starts, the gauge on the left will move up and down. Press the ⊗ button when it goes up, and ◎ button when it goes down, aiming to keep the pointer at the center. You may just glimpse nirvana.



ITEMS

A variety of items ranging from weapons and armor to curiosities you don't know what to do with will become available as you progress through the story. A selection of these are introduced below.

RECOVERY ITEMS

ITEMS	DESCRIPTIONS
Tauriner	You can sustain HEAT Mode for a short while.
Tauriner +	You can sustain HEAT Mode for a fair while.
Tauriner ++	You can sustain HEAT Mode for a long time.
Staminan X	Recovers HP and increases spirit slightly.
Staminan XX	Recovers HP and increases spirit moderately.
Staminan Royal	Recovers HP and increases spirit greatly.
Assorted Oden	Filling and tasty convenience store stew.
Clubhouse Sandwich	Not so filling, but good, even when cold.
Special Fried Noodles	Delicious hot or cold.
Makunouchi Bento	A perfect sized meal in a lunch box.

WEAPONS

ITEMS	DESCRIPTIONS
Crowbar	So-called nail claw. Extremely effective as a weapon.
Mace	Spray in somebody's eyes to temporarily obstruct their vision.
Brass Knuckles	A weapon you wear on your hand and use to punch.
Tactical Baton	A striking type weapon.
Tonfa	Can inflict heavier blows than bare hands.
Stun Gun	Renders the enemy powerless with a high power voltage.
Chinese Sword	A well known Chinese weapon.
Survival Knife	A perfect knife for combat.
Long Dagger	Long reach and advantageous in a fight.
Unengraved Sword	Gleams and has a good blade.

ARMOR

ITEMS	DESCRIPTIONS
Cloth	Partially protects the stomach, which is a weak spot.
Chain Mail	Chains linked together to create armor.
Bulletproof Vest	Defensive equipment made from special materials.

OTHERS

ITEMS	DESCRIPTIONS
Japanese Sake	Mass produced cheap sake.
Cat Food	Pet food for cats.
Dog Food	Dogs will come jumping over the fence for it.
Gold Plate	Expensive looking antique plate.
Macho Cologne	Contains male pheromones.
Italian Perfume	Alluring fragrance from Italy.
French Perfume	Delicate fragrance from France.
Goddess of Children Charm	Helps stop the enemy from surrounding you in battle.

Restaurant Menu

A large variety of meals and snacks are available. Menus vary depending on the restaurant.

FOOD

ITEMS	DESCRIPTIONS
Strawberry Single	Strawberry ice cream.
Chocolate Single	Chocolate ice cream.
Vanilla Single	Vanilla ice cream.
Beef Bowl (Regular)	Rice with a beef topping.
Beef Bowl (Large)	Rice with a beef topping.
Beef Bowl (Extra Large)	Rice with a beef topping.
Ramen	Tokyo style soy sauce noodle soup.
Char Siu Ramen	Noodle soup with stewed pork topping.
Hamburger	Synonymous with fast food.
Fish Burger	Slightly healthier burger made with fish.

BEVERAGES

ITEMS	DESCRIPTIONS
Herradura Silver	High quality drink made from silver tequila.
Suntory Old	A deep and full bodied whiskey.
Skyy	A well respected Vodka, with a fashionable label.
Beefeater	The cornerstone of good gin, popular in martinis.
V.O	A fragrant and fruity brandy.
Lemon Hart Demerara	A powerful rum at 151 proof.
Hakushu Aged 10 Years	A dry whiskey well suited to Japanese dining.
V.S.O.P	A blend of four rich brandies.
Yamazaki Aged 12 Years	The original mellow Japanese single malt whiskey
Bowmore 40 Years Old	Vintage malt known as the "Queen of Islay."

* Restaurant items must be consumed at the shop premises.

CHARACTERS

A number of characters appear in the story that have a connection to the incident which occurred ten years ago. And they will all be involved, in some way, with the strife over ten billion yen. Here are some of the characters that appear in the story.

Kazuma Kiryu



Former member of the Dojima Family, an affiliate of the Tojo Clan. He was known as "the Dragon of the Dojima Family" because of the tattoo on his back. He grew up at the Sunflower Orphanage with his best friends, Nishiki and Yumi, but has served ten years in prison, taking blame for the crime Nishiki committed. And in 2005, after serving his term, he returned to Kamurocho.



Haruka

A mysterious girl who meets Kazuma after his release from prison. Once she begins to trust him, she will reveal her secret little by little. She searches for Mizuki, her mother who has gone missing.

Akira Nishiki



A member of the Dojima Family, an affiliate of the Tojo Clan. He grew up at the Sunflower Orphanage. He joined the Dojima Family at the same time as Kazuma, yet he's always had an inferiority complex. During the ten years since the incident, Nishiki changed greatly.



Yumi Sawamura

She grew up at the Sunflower Orphanage like a little sister to Kazuma and Nishiki. After Kazuma and Nishiki joined the Dojima Family, she came to Kamurocho, working as a hostess at Serena. Her life was in order, until one incident shattered it all.

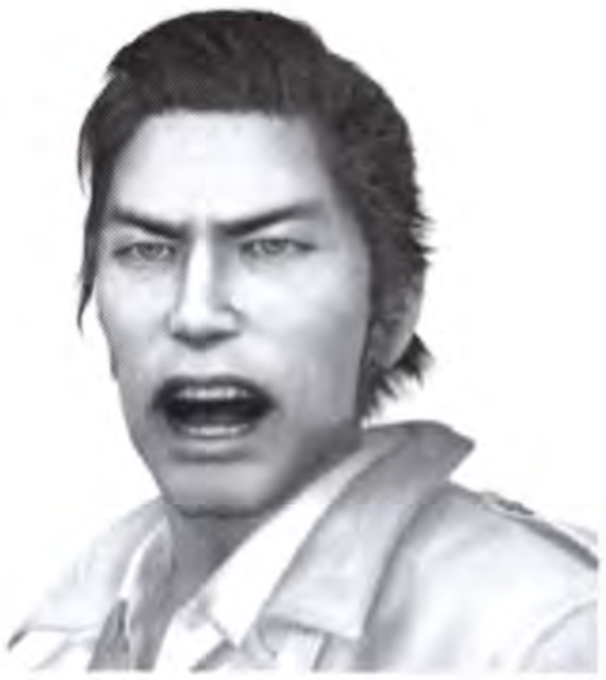


Reina

She runs Serena, a bar located on the second floor of a building on a busy street. She has known both Kazuma and Nishiki for ten years, and is also good friends with Yumi, whom she employs. Due to the incident, several friends have disappeared from her life. Even after ten years, she still awaits their return.

Mako Date

Former Homicide Division detective. He realizes that Kazuma is defending someone in the case of Sohei Dojima's murder, and decides to look deeper into the case. But, because of his aggressiveness, he was disliked in the force, and was eventually transferred to Section 4, the Organized Crime Unit.





Shintaro Fuma

A Lieutenant of the Dojima Family, an affiliate of the Tojo Clan, and the captain of the Fuma Family. He has been providing financial support for the Sunflower Orphanage, and is like a godfather to Kazuma and Nishiki. He also led the two into the world of the Yakuza. A stern and honorable person, he is trusted and followed by many.

Futo Shimano

The captain of the Shimano Family, an affiliate of the Tojo Clan. Like his sworn brother Sohei Dojima, he is wild and violent, and has gotten on in the world by means of brute force. He has a grudge against Kazuma for the killing of Dojima, and has sworn revenge.





Goro Majima

A lieutenant of the Shimano Family, an affiliate of the Tojo Clan and the captain of the Majima Family. He is a cutthroat member of the notoriously violent Shimano Family. He is known to have no mercy and a quick temper, winning him the nickname "the Madman of the Shimano Family."



Masa Sera

The third chairman of the Tojo Clan. Known as a phenomenon for reaching the rank of chairman while just in his 40's. An intelligent man, he also has many young followers. After the murder of Sohei Dojima, he has rebuilt the almost-shattered organization, and is still in power after ten years.

Shinji Tanaka

A member of the Dojima Family, an affiliate of the Tojo Clan. He entered this world out of admiration towards the Dragon of the Dojima Family, becoming the faithful "younger brother" of Kazuma.



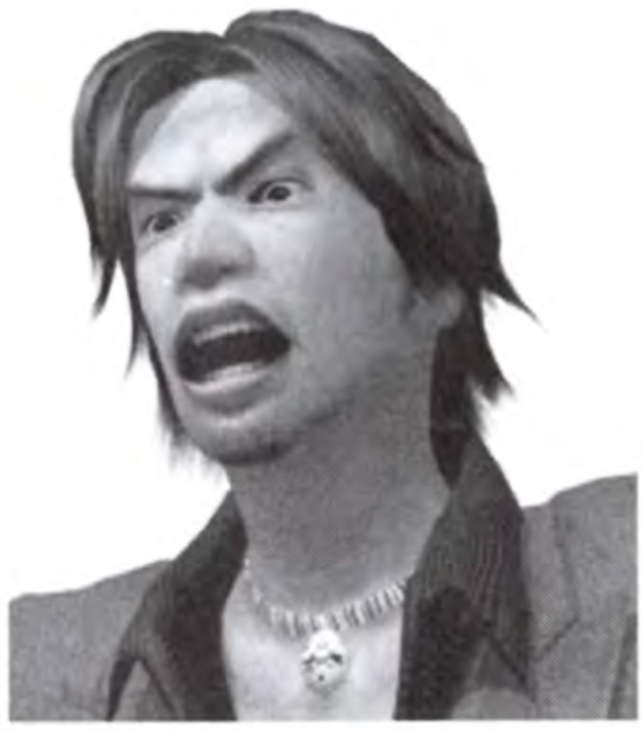


Kazuki

The young owner of "Stardust," the most popular host club in town. He is indebted to Fuma, and will be more than happy to help Kazuma out.

Yuya

A host at Stardust, and right-hand man to Kazuki. He considers Kazuki his master, and is more than willing to lay his life on the line for the club.





Saya

A girl who makes Kazuma a suspicious proposition. A friend reveals to Kazuma that she is in fact the daughter of Date.

VOICE CAST

Kazuma
Darryl Kurrylo

Nishiki
Michael Rosenbaum

Yumi
Eliza Dushku

Shimano
Michael Madsen

Reina
Rachael Leigh Cook

Majima
Mark Hamill

Sera
Alan Dale

Kage
Dwight Schultz

Haruka
Debi Derryberry

Date
Bill Farmer

Fuma
Roger L Jackson

Jingu
Robin Atkin Downes

Shinji
Daniel Capellaro

Lau Ka Long
James Horan

Saya
Nan McNamara

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Andrew Bowen
Brian Bloom
Cam Clarke
Chris Edgerly
Collette Whitaker
Dave Boat
Dave Foquette
Dave Wittenberg
Fred Tatascoire
Gary Anthony Williams
Gregg Berger
John DiMaggio
Kari Wahlgren
Keith Ferguson
Kim Mai Guest
Nolan North
Peter Lurie
Quinton Flynn
Skyler Stone
Zane Lamprey



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