PlayStation®

NTSC U/C

PlayStation®

Tai Fu™

Wrath of the Tiger



TEEN

T™

CONTENT RATED BY ESRB

SLUS-00787
1000369.221.US

DREAMWORKS INTERACTIVE™

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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.

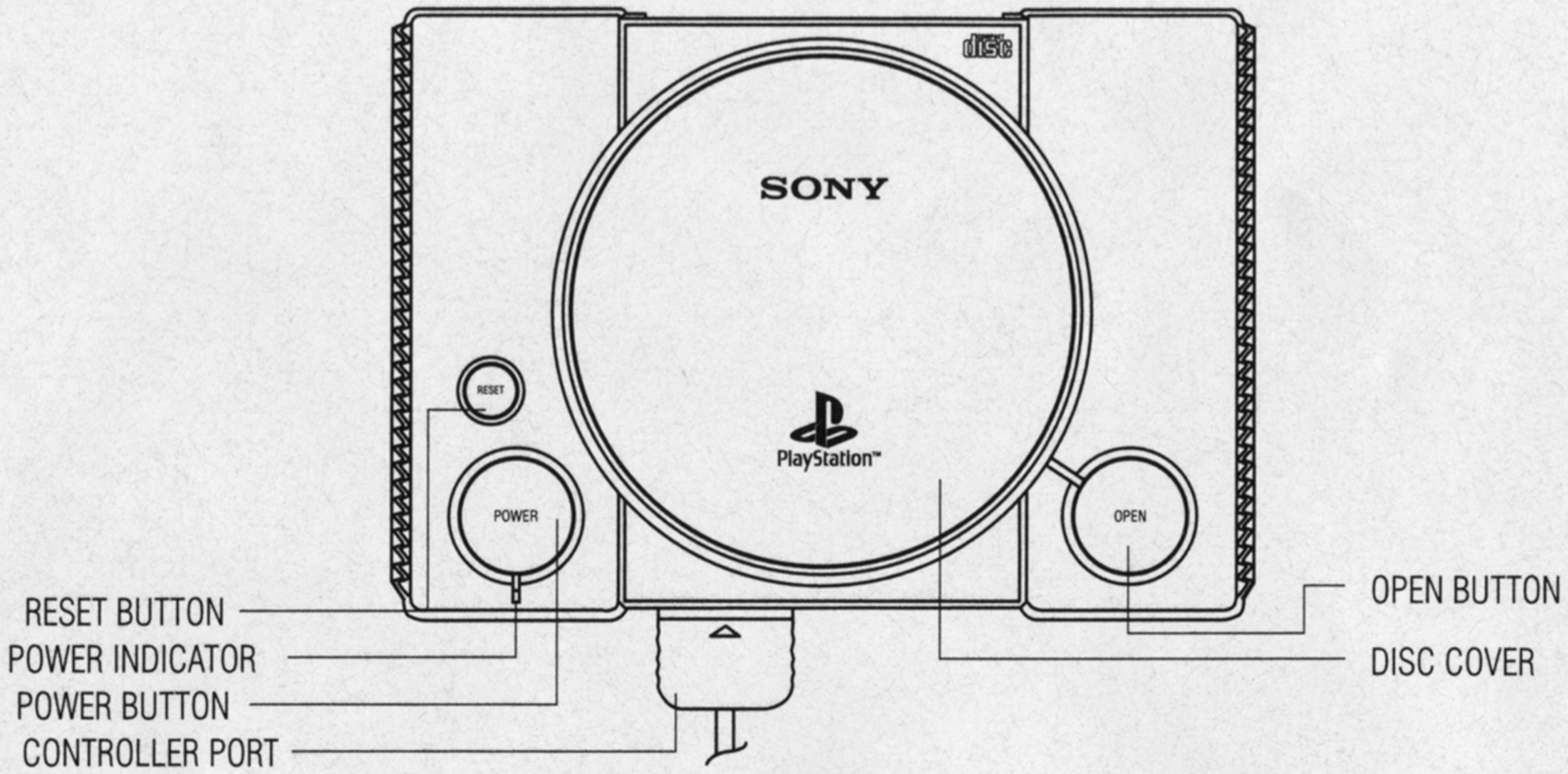
HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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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STARTING UP



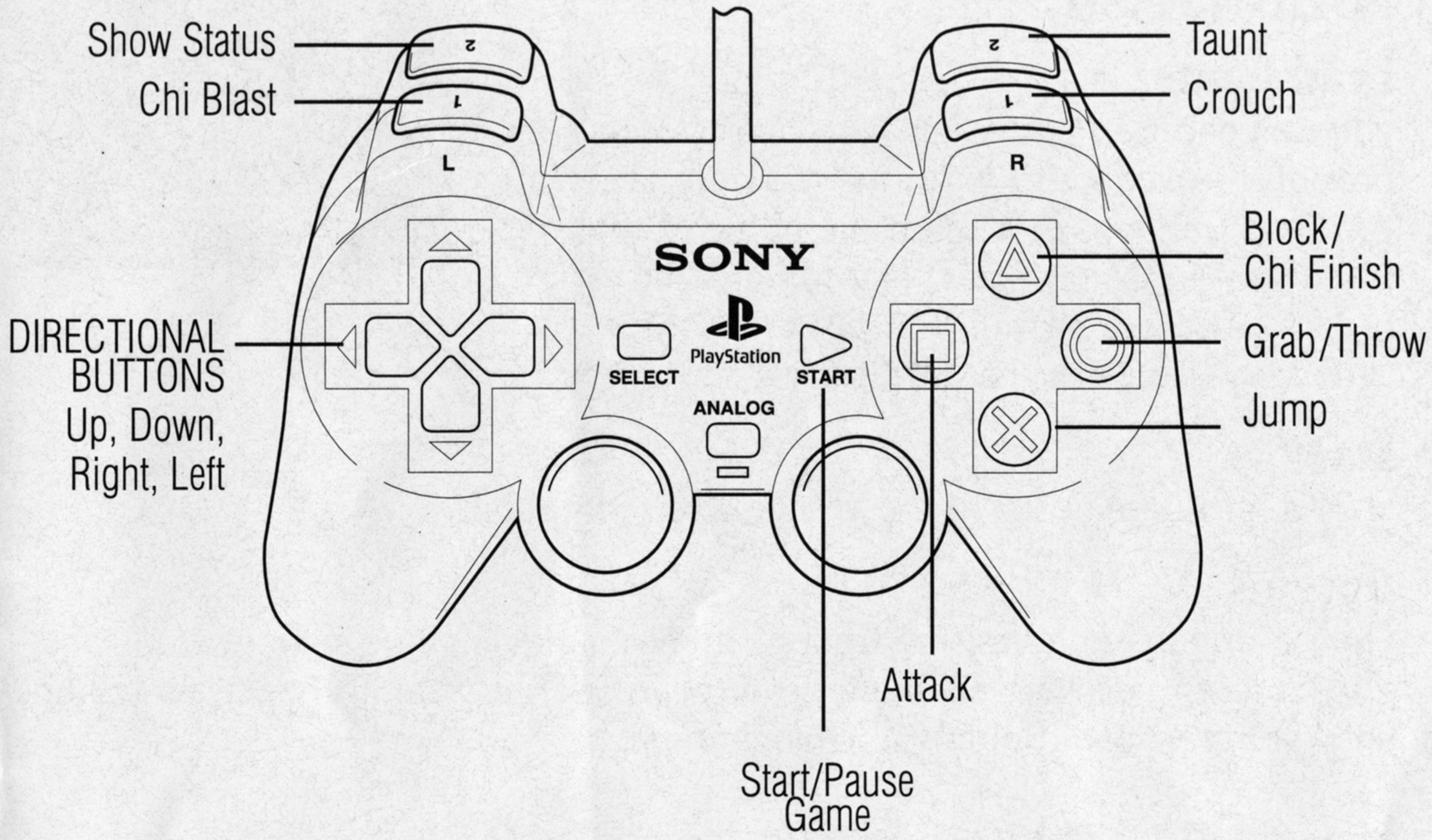
- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the T'ai Fu™ disc and close the disc cover.
- Insert game controllers and turn on the PlayStation® game console.
- Follow the on-screen instructions to start a game.

Game Controls

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration.

Directional Buttons

To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the × button to accept. Note: T'ai Fu supports a number of popular analog controllers. However, this section defines commands only for the standard PlayStation® controller. If you want to play with an analog controller (see page 5).



Game Reset

To abort a game in progress, press the Start button to pause the game. Choose Quit from the menu to return to the world map. From the map, press start to pause. Choose Quit from menu to return to Main menu.

MAIN MENU



Load Game

Choose Load Game at the Main menu to load a previously saved game from the memory card. In the Load Game screen, select the name of the saved game file you would like to load and press ×. The word Empty indicates that there is no saved game in that particular slot.

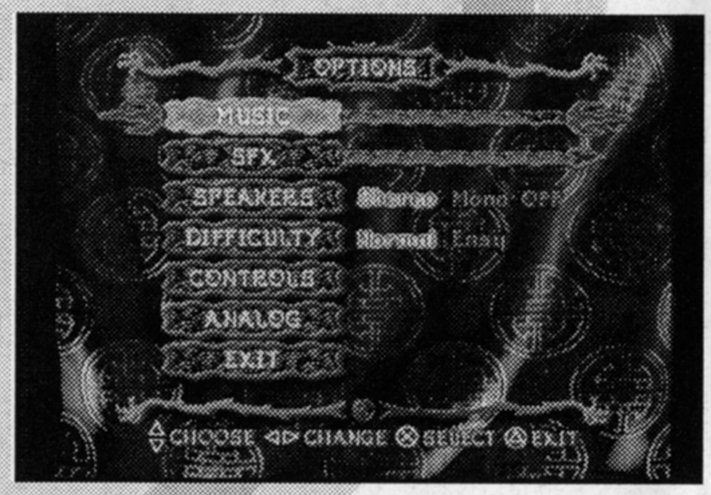
Start

Start a new game using the currently selected options.

Options

Choose Options to access the Options menu to adjust game settings. You can also choose to activate an analog controller. Use the × button to select options and the Directional Buttons to change them.

OPTIONS MENU



Music

Select Music to change the volume of the game's music. Raise or lower the music volume by pressing the left or right directional buttons.

SFX

Select SFX to change the volume of the game's sound effects. Raise or lower SFX volume by pressing the left or right directional buttons.

Speakers

Select Stereo or Mono depending on the capabilities of your television set.

Difficulty
Select between Normal and Easy.

Controls
Displays the control pad layout of the game.

Calibrate Analog Controller
T'ai Fu supports analog controllers. To calibrate an analog controller, follow the on-screen instructions. T'ai Fu supports the Dual Shock™ Analog Controller. The Dual Shock™ Analog Controller is auto-calibrating, therefore Calibrate Analog Controller will not appear as an option if a Dual Shock™ Analog Controller is plugged into port 1. Choose **Vibration On** if you want force feedback for a Dual Shock™ controller.

SAVE GAME
At the end of each level, you have the choice to save a game or continue. If you choose Save, you need to select one of three save slots. Once a slot is chosen, press × to execute the save.

INITIATION
It has been many long years since the Great Struggle when the Dragon Master ravaged the world of ancient China. This mystical land of bamboo and lotus had for generations known secrets of spirit and energy. It was populated by many Clans, extended families living with one another. The Clans lived in harmony, each valued by the others for its wisdom, respected for its strengths, and forgiven for its weaknesses. Many of the Clans had developed styles of Kung-Fu, an ancient martial art of mental skill and physical dexterity used for defense and to promote agility. Each style of Kung-Fu established by the Clans

had its own unique strengths and weaknesses, but to combine and master each of these different styles is to create unmatched strength, with no limit to the master's spiritual growth and physical power. It was required that each master prove himself by conquering a test of skills known only as the Shadow Gauntlet.

The Clans

Dragon Clan

The Dragons were once proud and mighty, feared for their power and magic, but infighting caused their destruction and left the Dragon Master its sole survivor. An old and shrewd creature, his thirst for power fueled his ambition to destroy the other Clans and assume power over them all. With the help of his army of Snake warriors, the Dragon Master is attempting to build a new Dragon Clan using the Chi Power of his defeated foes. His evil plans rely on the secrets of Kung-Fu locked within the Forbidden Palace he now calls his home.



Snake Clan

Despised for their guile and deception, the Snakes were themselves seduced by the offer of newfound power at the Dragon Master's side. They have assumed the role of his serpent army, using their stealth and lethal fighting skills to keep the other Clans under the Dragon's heel. The Snakes aspire one day to be elevated to the level of Dragon by the Master's evil magic.



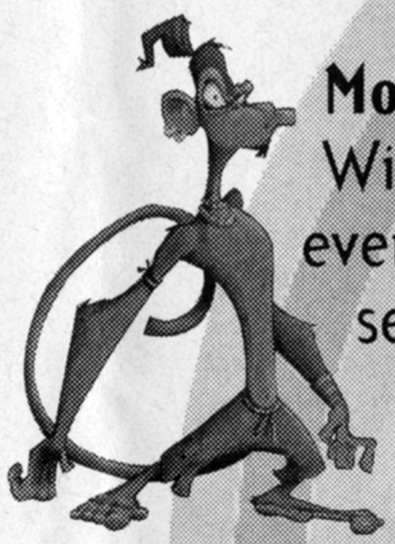
Mantis Clan

From the Praying Mantis came patience and discipline, and this mystical Clan of warriors perished in the fight against the Dragon and the Snakes. Only SiFu, their wise master, remains to watch over the next generation of Mantis deep within their cavern home. Ghosts of the Dragon's victims are rumored to haunt the underground waterways of the Mantis Caves.



Leopard Clan

The Leopards are fierce warriors of the jungle known for their speed and incredible leaping abilities. They view a battle as an opportunity to prove their courage. Leopards prefer high perches that enable them to pounce down on enemies. The Leopards fought so hard against the Dragon Master and his minions that their clan has been nearly wiped out.



Monkey Clan

With their acrobatics and mischievous antics, the Monkeys make everyone laugh. The Monkey's humor allowed them never to be taken seriously enough to be considered a threat, and they were spared for the Dragon's further amusement. Being social animals, Monkeys love to drink and have parties. Their strength lies in their speed and flexibility which allows them to travel very quickly through the trees.



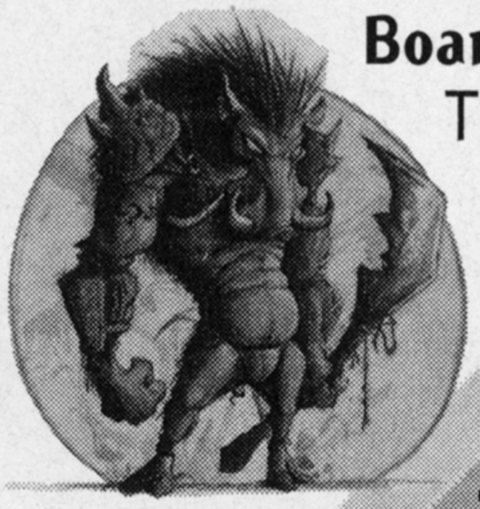
Crane Clan

In the Cranes there was beauty and spirit. Freedom was the price of their vanity as their Master was captured by the Dragon and given as a prize to the Rat Pirate. The Cranes' wisdom lies in accomplishments in the arts and their physical grace and agility.



Panda Clan

The Pandas are highly regarded teachers and scholars and the most peaceful of the clans. Unselfish and gentle, the Pandas live a very simple life aspiring only to attain wisdom and knowledge. Their Kung-Fu is purely defensive in nature, using the attacker's own energy against him.

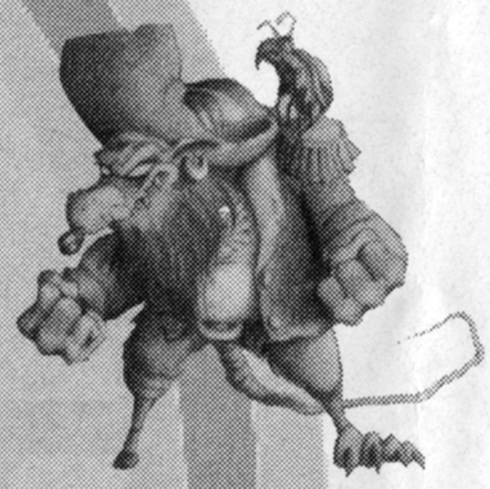


Boar Clan

The Boars have a history of being bullies, often working as bounty hunters or hired soldiers. They have formed an alliance with the Dragon Master to terrorize the remaining clans. Boars revel in fighting, eating, and getting rich. Their unabashed greed and crudeness is empowered by their brute strength and strong armor.

Rat Clan

Rats are dirty scoundrels, thieves, and pirates. They horde anything that is valuable and live in filth. They attack mainly in packs due to their minimal size and strength. They almost seem to resent the nobility of other creatures and therefore are willing subordinates in the Dragon Master's quest for domination, for a price, of course.



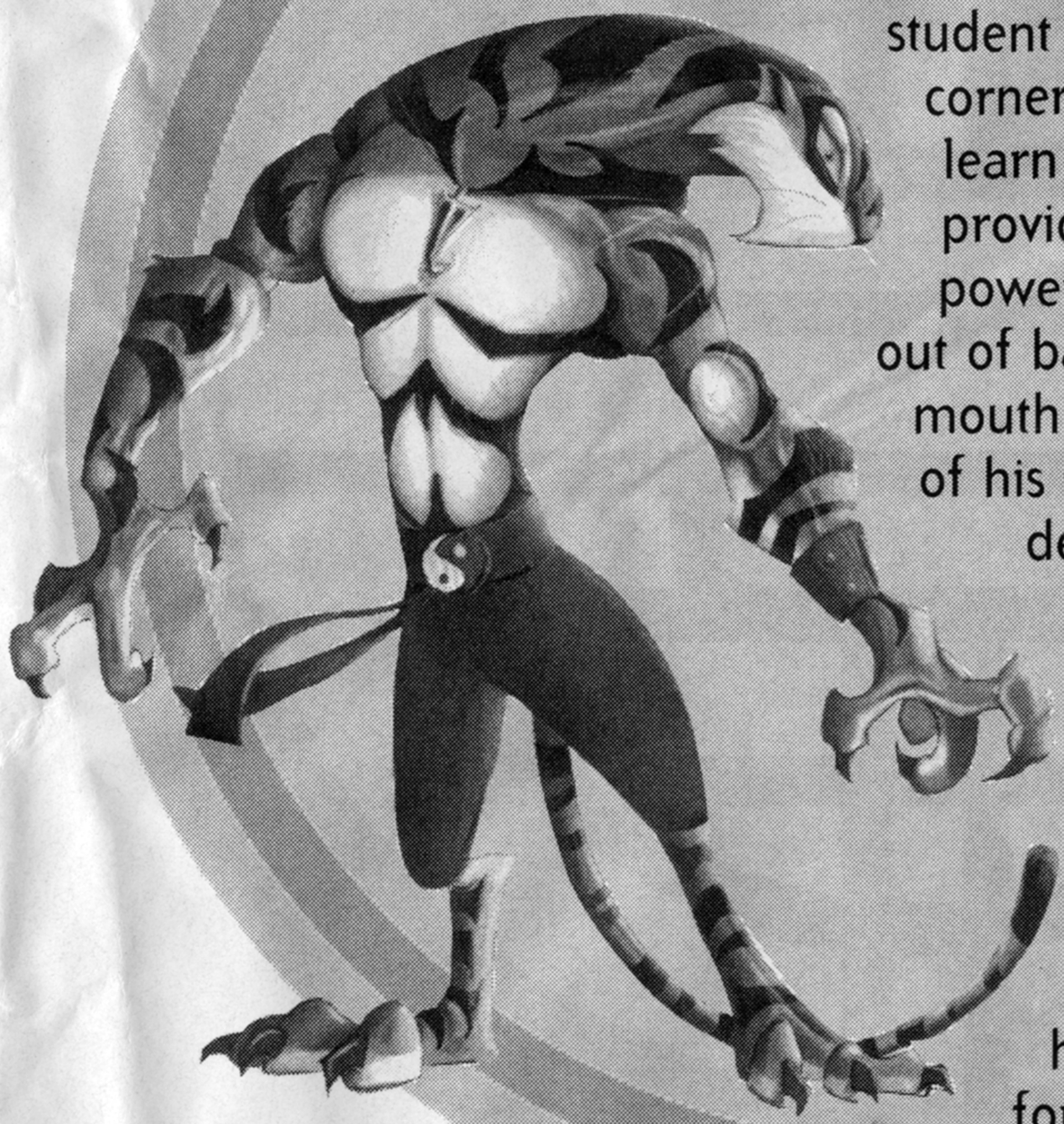


Tiger Clan

The other clans rallied to the strength and wisdom of the Tiger, whose prestige and influence spurred the Dragon's demand for their extinction. Feared by the Dragon as his greatest enemy, they were all hunted down and destroyed.

T'ai Fu

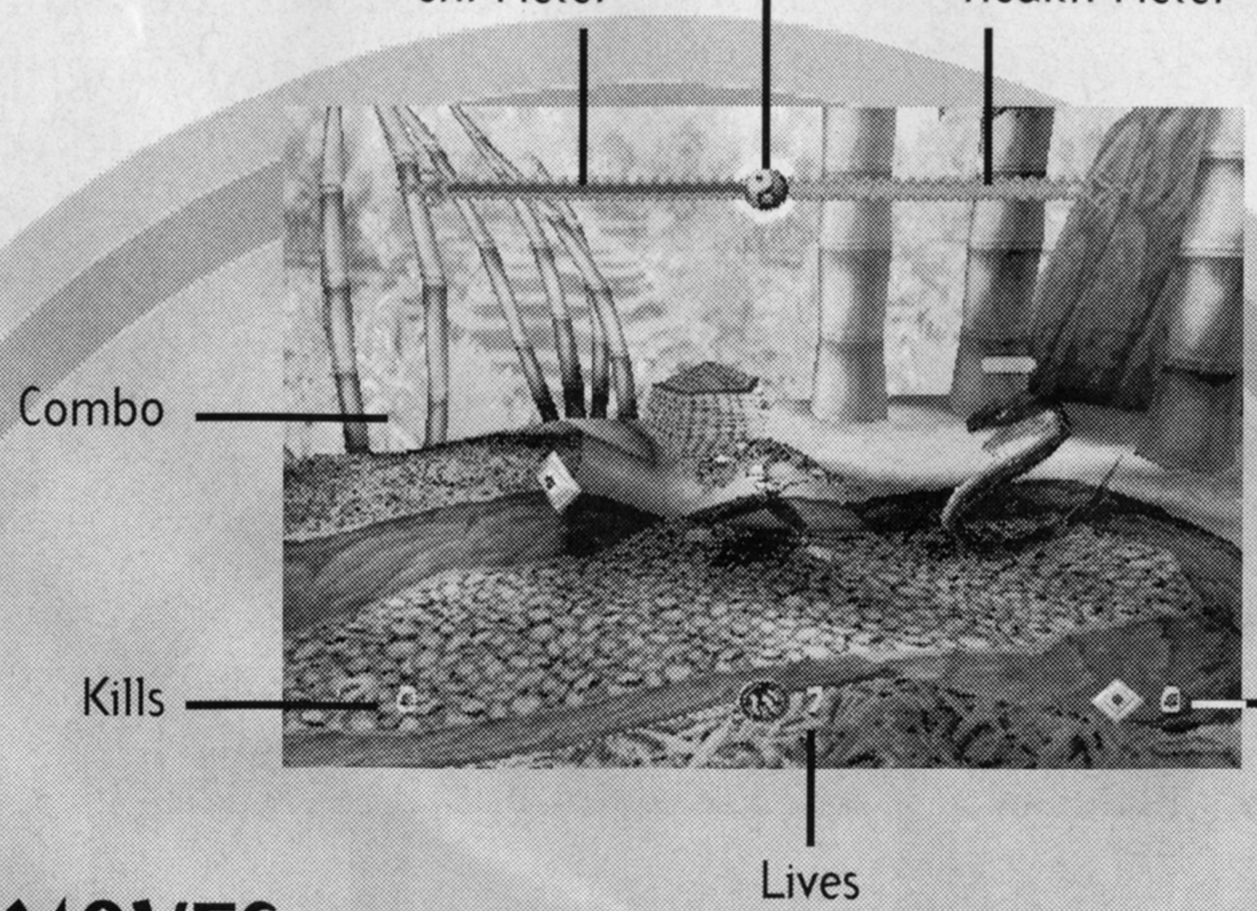
Orphaned as an infant with no recollection of his family or clan, T'ai Fu was raised by the gentle, spiritual Panda clan. He grew up learning the physical arts of defense as well as a strong connection and responsibility to others.
But he is still a teenager. He's got a full-grown tiger's body and the attitude of a rebel. He is a tiger with a fierce attitude, a guy who can fight his way out of any situation, and like most tigers, T'ai is solitary, stealthy, majestic, and completely deadly.



He is a talented but undisciplined student of Kung-Fu, wanting to cut corners to get to his goals rather than learn the lessons that a Master will provide. He usually trusts his physical power and his tiger strength to get him out of bad situations. He's got a smart mouth that sometimes brings the wrath of his superiors down on his head, but deep down, T'ai is a good kid. He embodies resourcefulness, tireless endurance, and the unyielding will to win. He fights for what is right and has a tendency to help out the used and abused.

T'ai swells with pride of his clan heritage and intends on revenge for their losses.

HUD



KUNG-FU MOVES

Jumping Spin Kick: Useful against multiple attackers. Press ×, then □.

Jumping Side Kick: A good combo starter. Press → and ×, then □.

Handspring: Stand up into combo from the ground. Press × (after being knocked down.)

Combo Jumper: Try jumping during a combo to add extra hits. Press × (during a combo).

Low Sweep Combo: For multiple low attacks. Hold R1, □, □, □, △

Turnaround Kick: For that sneaky enemy behind you. Press □, then away with D-Pad.

Jump Throw: Another way to abuse your held opponent. Press × (while holding enemy overhead.)

Taunt Strike: Press R2, then □.

Taunt Healthup: Press R2 after a successful five-hit combo or greater to gain some health.

Grab and Throw: Press the D-Pad towards an enemy and press O to grab and pick-up the enemy. Then press O again to send the enemy flying..

Block: Press Δ to block or press R1 to crouch and block .

ANIMAL STYLES

The moves below can be learned from the Kung-Fu masters T'ai encounters throughout the game.

TIGER
SPECIALS: Rising Tiger Claw (from crouch or roll) **R1** + □
COMBOS: Tiger Kick Combo □, □, □, Δ

MANTIS
SPECIALS: Chi Blast **L1**
Chi Shot → + Δ
COMBOS: Mantis Counter Combo (from successful block) □, □, □, Δ
Chi Shot Combo Finish (during combos) → + Δ

LEOPARD
SPECIALS: Leopard Dash → (→)
Leopard Leap (from dash) ×
Leaping Slamfist ×, Δ
COMBOS: Leopard Pounce Combo (from dash) □, □, □, Δ

MONKEY
SPECIALS: Monkey Roll **R1** + → (→)
Monkey Bounce **R1** + ×
COMBOS: Rolling Bounce Combo **R1**, bounce 5 times, Δ

CRANE
SPECIALS: Crane Hover × (×)
Hover Blades - Death from Above (from hover) **R1**
COMBOS: Hover Claw Combo (from hover) □, □, □, Δ

CHI POWER

- Early in T'ai's adventures, he will meet with SiFu, the wise Mantis Master. From SiFu, T'ai will learn Mantis Style and how to harness the power of his Chi. This Chi Power, shown as the blue bar at the top left side of the screen, will offer T'ai many new abilities and Kung-Fu moves. Below is a brief list.

  Chi Blast: Press **L1** to fire. This will knockdown and damage all enemies within the sphere of the blast. The Chi Blast typically uses most of the energy in the Chi Meter. It can also be powered-up with any of the Elemental Chi Scrolls.

  Chi Shot: Tap **D-pad** towards target and hit △. The Chi Shot uses considerably less energy than the Chi Blast. It can also be powered-up with any of the Elemental Chi Scrolls.

  Counter Combo: After successfully blocking an enemy's attack, counter with this combo. While blocking (hold △), hit □ 3 times followed by △ to finish the combo off with a double Chi Shot.
- The Chi Meter is affected by the combos T'ai performs. When T'ai can perform a combo finisher, the △ button will flash over the yin/yang symbol on the Chi Bar. As T'ai learns new Kung-Ku styles, he will have increasing chances to perform combo finishers.
- After T'ai learns the Chi Blast technique, he will find Elemental Chi Scrolls, which he can pick up, lying around the levels. These scrolls power-up his Chi and give T'ai control over the element of the scroll, including earth, wind, fire, water and lightning.
- The blue Chi Meter also functions as a countdown timer for the Power Tablets of Stealth and Invincibility. When T'ai picks up a Power Tablet, the Chi Meter is filled and begins to decrease in energy over time. Eventually it will run out and restore T'ai's previous Chi level and scroll, but T'ai may continuously replenish the meter by executing combos.
- The yin/yang centerpiece of the Status Bar will display the active Chi Scroll held by T'ai.
- Often Chi Power can be even more powerful than the arsenal of Kung-Fu attacks that T'ai can unleash.

POWER-UPS



1-Up – Adds an extra life to the current total.



Gold Coin – Find the spinning Gold Coin in each level to advance to the next area.



Jade – Collecting 50 Jade pieces will add an extra life to the current total.



Health-Up – Restores the Health Meter to full.



Chi Orb – Restores the Chi Meter to full.

Power Tablets



Invincibility – When T'ai is glowing with invincible Chi energy, he cannot be damaged by any enemy attacks. Invincibility remains in effect until the Chi Meter is empty.



Stealth – Picking up this tablet enables T'ai to sneak quietly around the environment, allowing him the opportunity to both surprise attack his unsuspecting foes or avoid a fight altogether. Stealth remains in effect until the Chi Meter is empty.

Chi Scrolls



Earth

Shot: Launches a giant boulder ahead of T'ai, turning its victims to stone upon impact.
Blast: All enemies within range are turned to stone in a hail of giant boulders and then shattered to pieces by the blast wave.



Lightning

Shot: Targets the nearest enemy to T'ai and discharges a bolt of lightning through it.
Blast: All enemies within range are fried with repeated bolts of chain lightning.



Wind

Shot: Creates a tornado in front of T'ai that he can guide around the environment.
Blast: All enemies within range are whisked away by two whirling twisters.



Fire

Shot: Shoots a ball of fire straight ahead of T'ai, torching its target upon impact.
Blast: All enemies within range are engulfed in flames.



Water

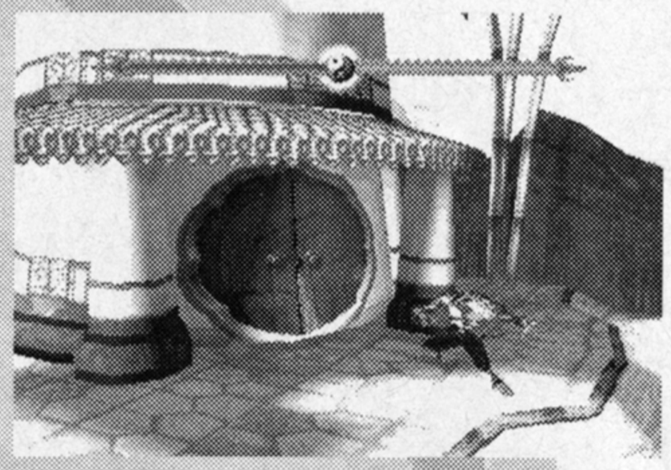
Shot: Shoots a constant wall of water ahead of T'ai, knocking back anything in its path.
Blast: All enemies within range are washed away in a tidal wave of water.

LEVELS

Panda Temple

The Dragon Master comes to destroy the sole remaining Tiger, leaving him for dead. The temple is nearly destroyed in the battle due to the violence of the fight and the Dragon's anger at the Pandas.

By some miracle or destiny T'ai survives and pulls himself hours later from the rubble. The Pandas can no longer provide shelter to T'ai Fu. The Dragon Master has already promised to punish them severely for hiding him. T'ai must go and find his way alone.



Bamboo Forest

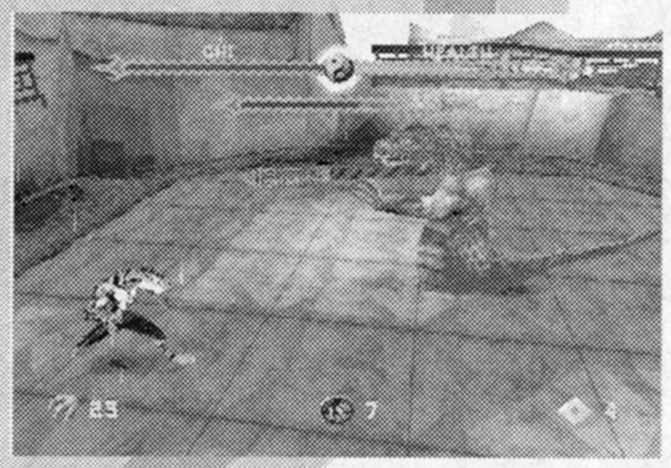
Enemies: Striker Python

Bamboo Hill

Enemies: Striker Python, Bruiser Python

Tiger Ruins/Boss

T'ai must defeat the Crusher Python before meeting the Mantis Master. T'ai must prove himself worthy of learning the secrets of the Mantis style.
Moves - Chi Blast and Counter Combo



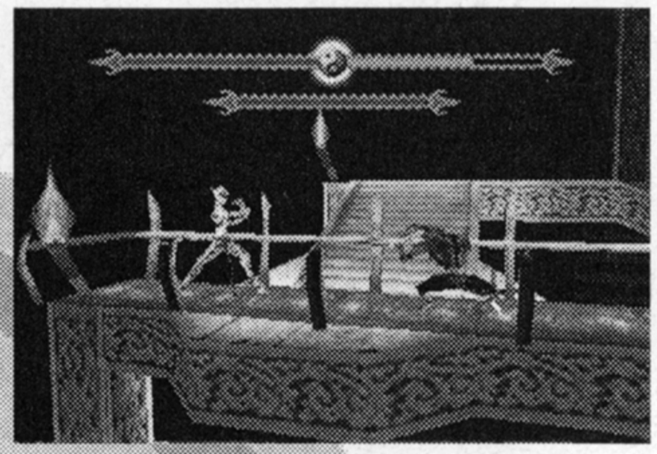
Leopard Jungle

Enemies: Bruiser Python, Leopard Guard

Leopard Fortress

Enemies: Leopard Guard, Leopard Captain

Leopard Lookout/Boss



T'ai encounters the remnants of the once-feared Leopard Clan. They have always been jealous of the mythical Tigers, yet they instinctively know that T'ai is somehow crucial to their survival.

T'ai must prove himself against Lotus Princess in the difficult arena of the Lookout. The Leopard Master and Lotus teach T'ai the Leopard style.
Moves - Leopard Dash, Leap, Pounce Combo, and Slamfist

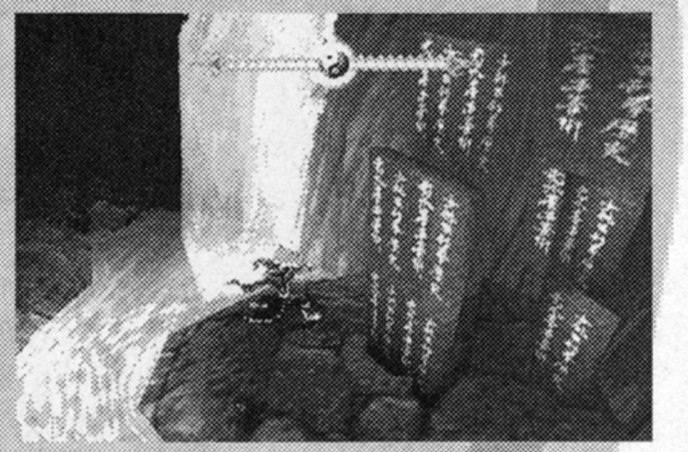
Temple Bridges

Enemies: Cobra Guard, Cobra Archer

Mantis Caves

Enemies: Shock Viper, Mantis Warrior

Mantis Lair/Boss



After T'ai has shown his newly learned styles and his greater wisdom and strength by battling the Statue Warriors, the Mantis Master teaches more Kung-Fu secrets.
Moves - Chi Shot & Fury Combo

Cavern of Spirits

Enemies: Shock Viper, Stealth Viper

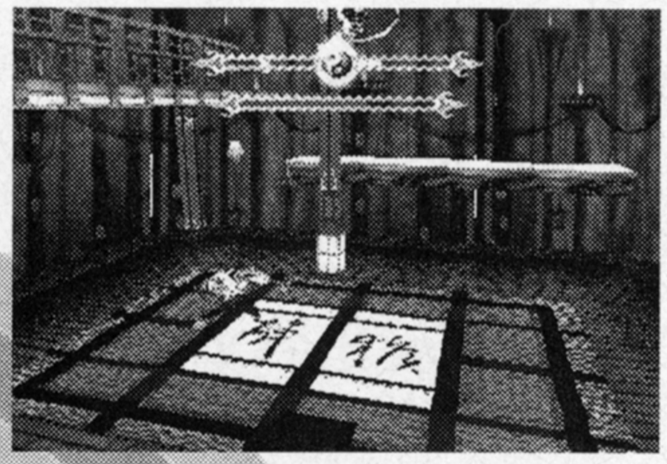
Crossroads

Enemies: Cobra Guard & Cobra Archer

Monkey Treetops

Enemies: Monkey Guard, Monkey Captain

Monkey Skybox/Boss

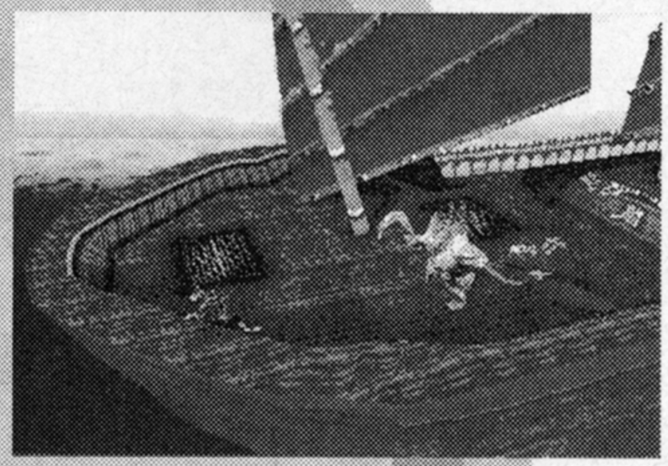


T'ai has succeeded in impressing even the Monkeys, who have a hard time keeping a straight face. The Monkey Master rewards the last Tiger with a new Kung-Fu move.
Moves - Monkey Roll & Bounce Combo.

Crane Harbor

Enemies: Crane Scout, Crane Captain

Pirate's Junk/Boss

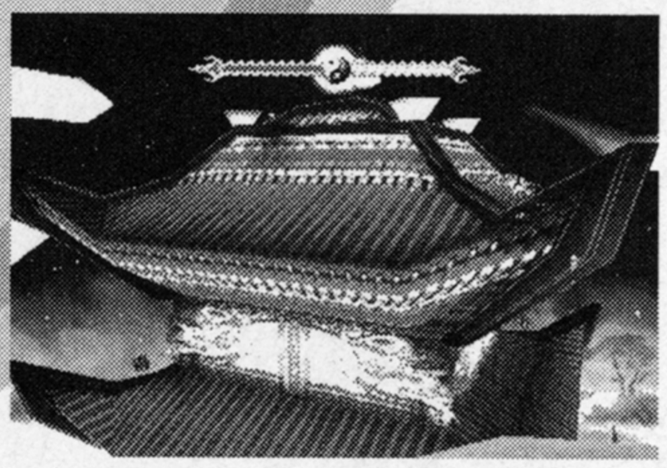


T'ai makes his way to the Rat's nest, the Junk where he has the unfortunate privilege of meeting the Rat Pirate.

T'ai defeats the Rat Pirate and releases the Crane Master from her captivity. The Crane Master rewards T'ai for his bravery with the gift of Crane style moves, Crane Hover and Death-from-Above Combo.



Discover what challenges and rewards await T'ai Fu beyond the north wall of the Crossroads...



Crossroads, Part 2
Great Wall
Tiger Mountains
Mountain Pass/Boss
Mountain Peak
Crossroads, Part 3
Shadow Gauntlet
Forbidden Palace/Boss

CHARACTERS



Lo Ping, the Panda Monk

Lo Ping has been T'ai's mentor while growing up in the Panda Temple. He has been responsible for T'ai's training, both mental and physical. He is a gentle instructor, quick to laugh both with you and at you. The Panda Monk has encouraged T'ai to find his place in the world and fulfill his destiny.

SiFu, the Mantis Master

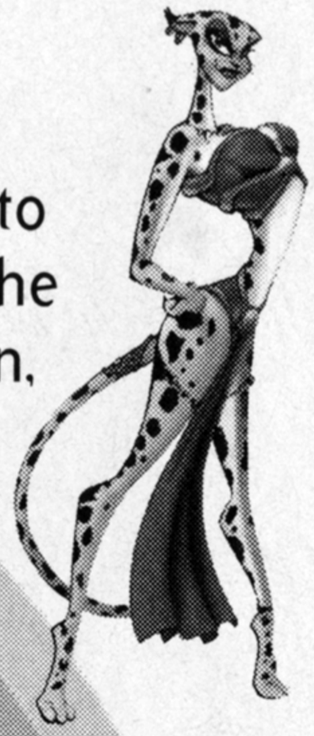


A legendary figure rumored to have mystical powers, SiFu offers his many years of experience and wisdom to the young Tiger. Not only does he give the gift of a personal background to T'ai, but the Mantis Master also provides a context of Clan history so that T'ai can understand all that has gone on before. SiFu is so wise and learned with such strong chi, that T'ai is well served by following his advice. The ancient Kung-Fu master teaches T'ai to use the powerful strength of chi to augment his fighting skills.



Leopard Master

The Leopard Master is a warrior king. He has seen his share of battles, but shows a willingness to think before fighting which sets him apart from most Leopards. The Leopard Master is willing to give T'ai a chance to prove himself due to T'ai's resemblance to his father, the Tiger Master.



Lotus, the Leopard Princess

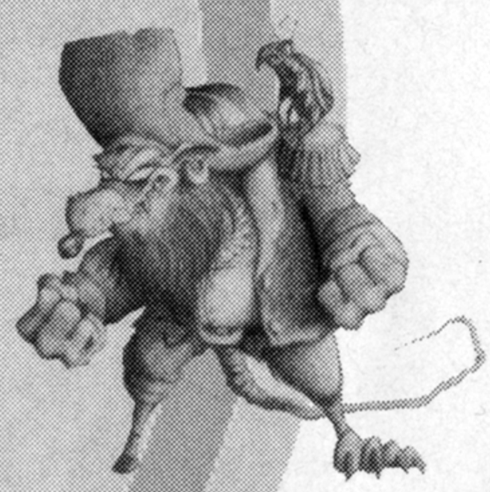
Initially the Princess has little respect for T'ai. She considers him to be an insolent trespasser who should be quickly ejected. Being the very feisty and arrogant daughter of the Master of the Leopard Clan, she's used to having her wishes obeyed.



Monkey Master

Often mistaken for a fool, the Monkey Master is actually a very wise and discerning leader. Monkeys are simply fun-loving and gregarious, as is the Monkey Master.

He is able to trick those who don't see beyond his antics into underestimating him.



Rat Pirate

Well fed and warm on his pirate ship, the Rat Pirate lazes about demanding food, drink, and entertainment. He has no scruples and is happy serving the Dragon Master. This powerful alliance has given the Rat Clan prestige that they never would have achieved on their own.



Fei Liu, the Crane Master

A simple and pure creature, the Crane Master is known for her artistic achievement and beauty. She stands on slender legs and is adorned only by the majestic beauty of her grand wings. Her looks have become a curse, however, because she has been caged for the pleasure of the Rat Pirate.

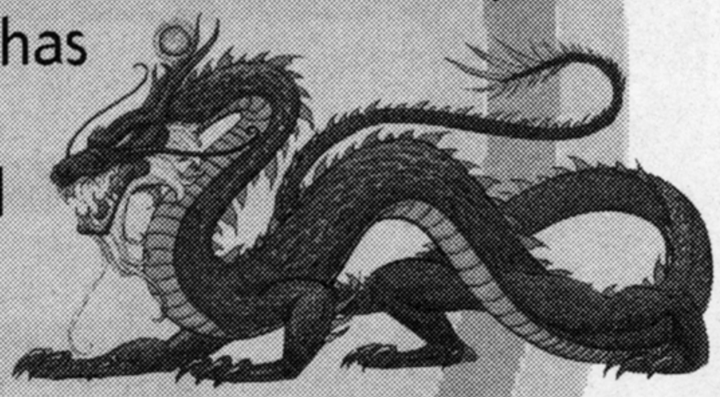


Lau Fu, the Tiger Spirit

An ethereal creature that appears almost as though in a dream, the Tiger Spirit knows the whole truth about the Tiger Clan.

Dragon Master

The last of the Dragons, the Dragon Master has begun rebuilding his clan by turning Snakes into Dragon warriors. He has conquered many of the clans and the others he has enslaved. It is in his nature to be ambitious and seek power, and these drives have turned evil. The Dragon Master has ancient knowledge of the workings of Chi and magic forces. He has become an even more powerful wizard by conquering the other clans, thus steeling their knowledge of Kung-Fu, and the power of Chi, their very life force.



ENEMIES

Striker Python

The Striker can often be found resting lazily in a warm sunbeam, but once awakened, he relies on a lightning fast head-strike and tail-swipe as his weapons. A quiet passerby can avoid a sleeping Striker.

Bruiser Python

The muscle-bound cousin to the speedy Striker, the slower-moving Bruiser uses brute force to send his opponents flying. Watch out for his Haymaker Combo as it usually ends in a nasty Knockdown Headbutt.

Leopard Guard

The Leopard Guards will defend their jungle fortress at all costs. Opponents who get within range of the Guards risk a takedown by the bone-crushing Leopard Pounce. If a Guard is forced into close combat, he will adopt an in-and-out boxing strategy punctuated with Leopard Style pressure strikes.

Leopard Captain

Elite watchmen of the upper areas of the Fortress, the Leopard Captains safeguard their Master and Princess Lotus. Faster and stronger than the Guards, a Leopard Captain devastates his enemies with the deadly Leaping Slam Fist.

Cobra Archer

Only an agile opponent can dodge the rain of arrows fired by the Cobra Archer, who cannot wait to pummel his prey with his Crossbow Combo.

Cobra Guard

The Cobra Guards form the Dragon Master's personal guard detail. Armed with a long-bladed staff and a short temper, these snakes can make short work of any opponent who does not dodge the Spinning Staff Combo.

Shock Viper

Lurking in the waters of the underground caves, the Shock Vipers appear at first to be a deadly water hazard, but even an opponent on solid ground is not safe from this amphibious force. These aquatic snakes can do serious damage with their high voltage Tongue Lash attack and Head Fin stomp.

Mantis Warrior

With the Mantis Master's power of Chi at their disposal, these frozen statue warriors come to life to defend their lair from any intruder.

Stealth Viper

Hidden in the darkness of long shadows, the Stealth Viper surprises his opponents with his Shadow Dance and Venom Blast attacks.

Monkey Guard

These mischief-making monkeys welcome any visitors to their treetops with a barrage of spiked fruit and then they roll in for a Monkey Bounce attack.

Monkey Captain

The Monkey Captains pack quite a punch. After spinning in with a Clothesline Combo, the big apes then land the Monkey Flip Stomp and thump their chest with pride.

Crane Scout

The Crane Scouts are the first line of defense at the stilted harbor town. Hovering in from across the pier, the Scouts can cut any opponent open with their Slicing Wing combo.

Crane Captain

From afar or in close, the Crane Captain is both desirable and deadly. She can nail you with her Wing Blades from any distance. In close combat, she can block repeated attacks before countering with the Sweeping Wing Combo.

Boar Grunt

Protected by plated armor and a thick skin, the Boar Grunts wield their huge axes with lethal precision. When on a ledge above their opponents, their explosives also come in quite handy.

Boar Beast

Like a mad bull, the Boar Beast stampedes relentlessly at his target, aiming to skewer a fresh tiger on his sharp tusks and toss it overhead.

Cobra Captain

One of the Dragon Master's failed attempts to transform the snakes into dragons, the Cobra Captain is a terrible mutation. Powered by the element of lightning, these snakes can appear out of thin air and unleash a furious Pressure Point Combo.

HINTS

- Enemies and objects make great projectiles.
- A handspring just before falling from knockdown greatly reduces time on the ground.
- Once acquired, Chi power can be as effective as your claws.
- Execute combos to fill your Chi Meter and extend the length of the Chi Scrolls and Power Tablets.
- Taunting after a big combo makes T'ai feel better.
- Look for ways to combine styles into Hybrid Combos.
- Why fight what you can burn?
- An attack can add a little travel distance to a jump.
- Try tapping during the Crane Hover to maximize flight distance.
- Don't forget to block!
- From the map screen you can press Start for the Options menu.

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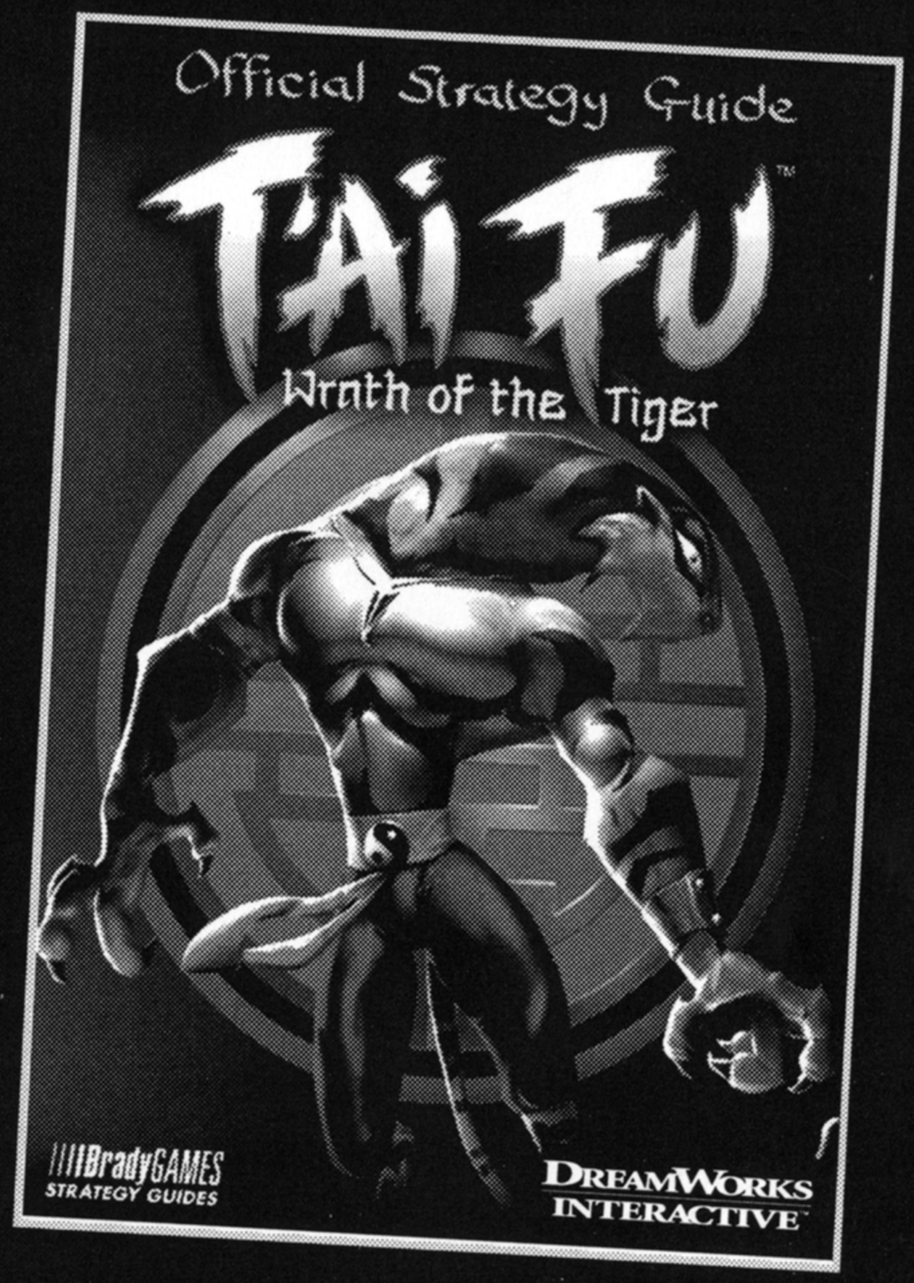
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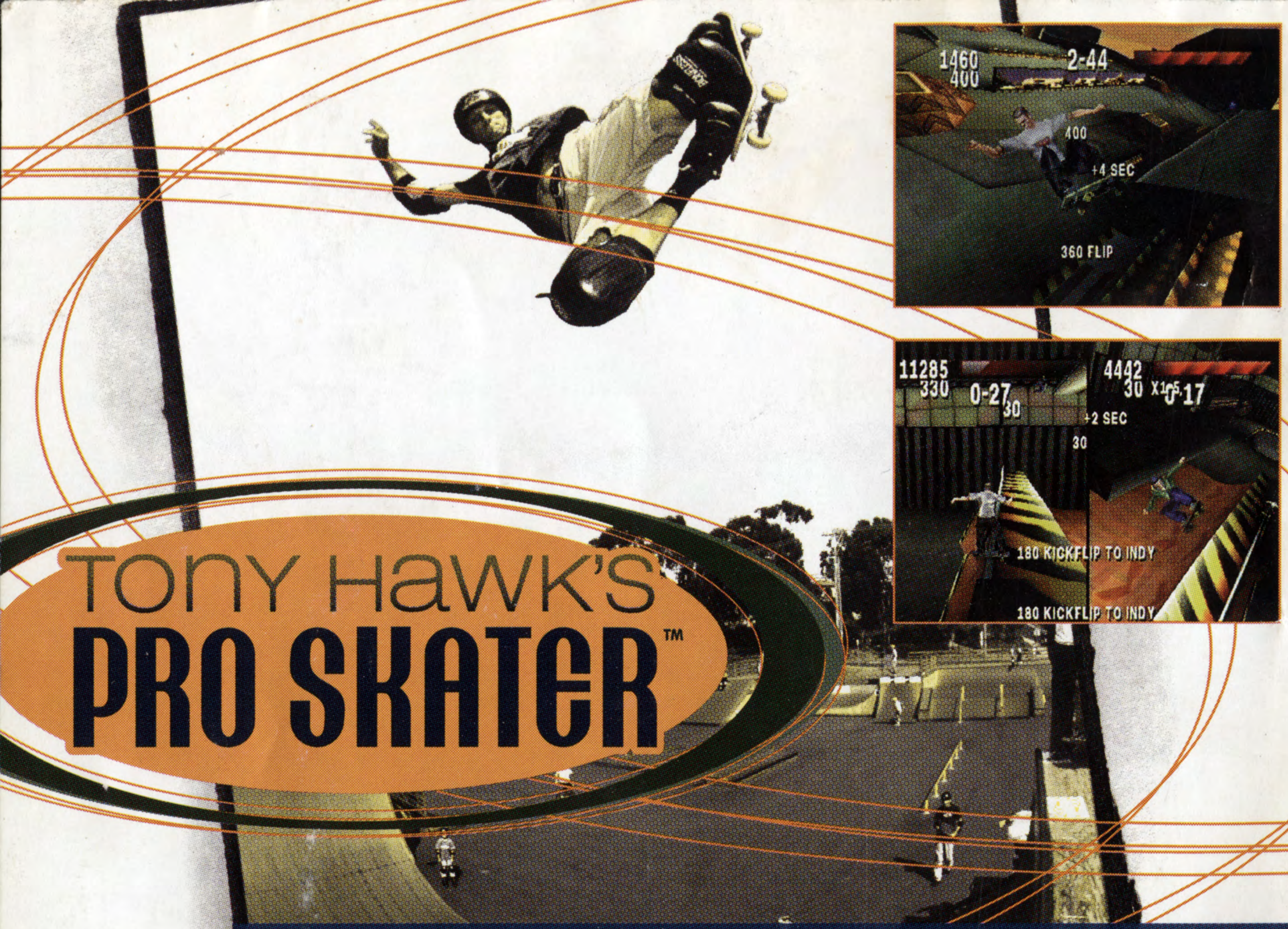


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