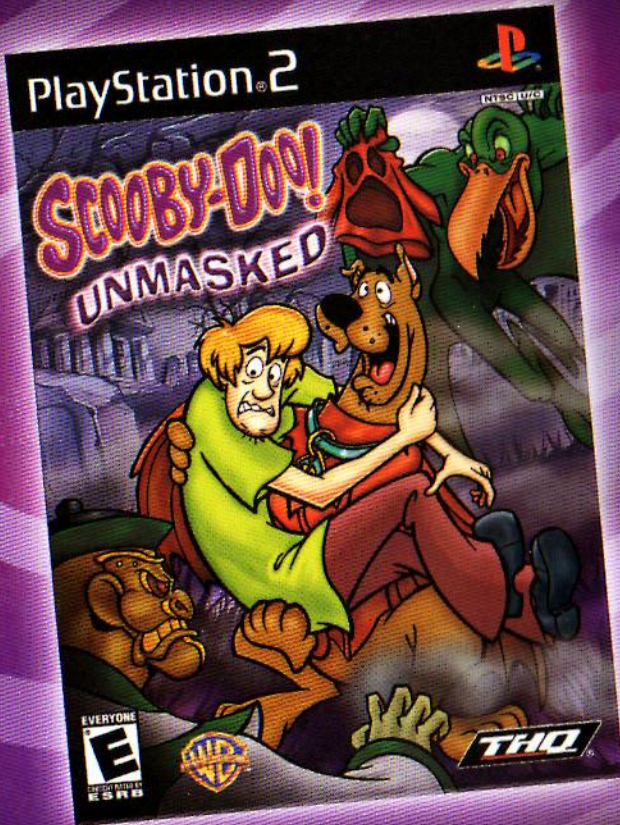


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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce a 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.

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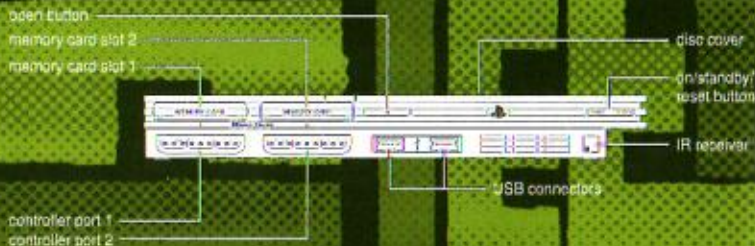
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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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 **Teen Titans** 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)

o 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



TEEN TITANS



CONTROLS

L1 button:

Pick Up/Throw
(use the left analog stick to direct your throw)

SELECT button:

Exit a multi-player
Story Mode game
(for players 2-4)

directional buttons

left/right:
Press to switch Titans

left analog stick:
Move Titan

START button:

Access Pause Menu/
Exit a multi-player
Story Mode game
(for players 2-4)

R1 button:

Tap and hold to
block attacks*

@ button:

Strong Attack
(tap or hold to charge)

Ⓞ button:

Special Attack
(tap or hold to charge)

ⓧ button:

Jump

Ⓞ button:

Fast Attack
(tap or hold to charge)

right analog stick:
Adjust Camera

Basic Combos



NOTE: Only the first combo is available at the start of the game. The others are unlocked through gameplay.



CALLING ALL TEEN TITANS!

An unexplained videogame has been sent to Titan Tower and it stars...the **Teen Titans**?! When they turn on the game, strange things begin to happen. Is the new game "playing" the Titans or has a mysterious villain breached their defenses and taken control of our heroes? Play as **Robin**, **Starfire**, **Beast Boy**, **Cyborg** and **Raven** in a thrilling adventure that threatens to wipe out the Titans for good!



MAIN MENU

Choose from the following at the Main Menu:

Story Mode

Start or continue your adventure here—either alone or with up to three friends—by choosing **New Game** or **Load Game**. If you choose **New Game**, you will be asked whether you want to **Create a New Save Game** file. Choose **Yes** or **No** to proceed. Then choose your **Difficulty Level**—**Easy**, **Medium** or **Hard**. Choosing **Load Game** will bring you to the memory card manager so you can pick your saved game file.

Master of Games

Battle it out against the computer or with up to three other players in Master of Games Mode! Choose who you fight as and who you fight against. On the Character Select screen, use the directional buttons to cycle through the character options and press the **X** button to make a choice. (Whoever selects a character first will play as that character, but no two players can play as the same character.) Make your arena choice next by pressing the **X** button. Remember, you can unlock additional characters and arenas by playing through the Story Mode!

Options

Choose from the following at the Options Menu:

Settings: Adjust Music Volume, SFX Volume, Voice Volume and controller Vibration ON/OFF.

Controls: Display complete controller diagram.

Extras: View bonus movies, unlocked artwork and other goodies!

Credits: Check out the super hero team that brought you Teen Titans!

PAUSE MENU

Press the **SELECT** button during play to bring up the Pause Menu where you can choose from:

- **Back to Game:** Return to the game in progress.
- **Auto Save:** Turn automatic save feature ON/OFF.
- **Load Game:** Load a previously saved game from the Memory Card (8MB) for PlayStation®2).
- **Restart:** Start playing from the beginning of the level.
- **Options:** Adjust Music Volume, SFX Volume, Voice Volume and the controller Vibration ON/OFF.
- **Controls:** Display complete controller diagram.
- **Quit:** Exit the game and return to the Main Menu.



ON-SCREEN DISPLAY

The On-Screen Display shows important information, so keep an eye on it as you play the game.

- **Character:** Shows the current Teen Titan you are playing. The character icon will change each time you change Titans. The icon will also change into a super-deformed face when your character is low on energy, charges up attacks or takes damage.
Note: Computer-controlled Titans do not appear on the display.
- **Energy Meter:** Shows available energy. When your energy meter is empty, your Titan is knocked out for a few seconds.
- **Charged Attack Meter:** The available charge for any charged attacks.
- **Boss Energy Meter:** Tells you how close you are to beating the boss.
- **Continues:** Shows how many character continues remain. Every time your Titan is knocked out, you lose a continue. When the meter shows zero, the next knockout means mission failure.
- **Player Indicator:** Designates current players (P1=Player 1, P2=Player 2, P3=Player 3 and P4=Player 4).



SAVING THE GAME

Teen Titans autosaves after every completed level. To make sure you can start playing again where you left off, make sure you **Create A Saved Game File** at the Main Menu. Teen Titans requires 50 KB on your Memory Card (8MB) (for PlayStation®2).

SWITCHING TITANS

You can swap Titans at any time by pressing left or right on the directional buttons. The team cycles in this order: Robin, Raven, Cyborg, Starfire and Beast Boy. The on-screen character icon will change to show each Titan as you cycle through. Whether you are playing alone or with friends, every Titan is playable so long as that character is not knocked out or being played by another player.

Note: If the next Titan in order is knocked out, you just skip to the Titan that follows.

Each Titan has a unique set of moves, abilities and strengths, so some Titans are more useful than others in certain situations. The Titans can also work together to perform team attacks, giving you five times the super hero power to defeat enemies! (See Team Attacks on page 18 for more information.)

JUMPING

Your Titan will jump when you press the \otimes button (unless he/she is knocked out). You can also attack and jump at the same time to launch even more combos! (See Combat on page 12 for more information.)

Note: When Beast Boy jumps, he transforms!

PICKING UP & THROWING OBJECTS

The \square button has two main functions: press it once to pick up a nearby object and press it again to throw the object. Use the left analog stick to hurl an enemy or object in a particular direction. The Titans can also walk with an object before throwing it. Some thrown objects will explode or spill on impact; when you discover these, be sure to use them to your advantage during combat!

Note: Hitting an enemy three times in quick succession will stun him. When an enemy is stunned, that's the perfect time to pick him up and hurl him into something to finish him off!



COMBAT

There are three main attack buttons in Teen Titans:

- = a fast but weaker attack
- △ = a strong but slower attack
- = a special attack that reflects each Titan's personality and powers

Tapping an attack button launches a quick, explosive attack. **Holding down** an attack button lets you unleash a spectacular charged attack. With the proper timing, these attacks can also be linked to create basic and advanced combos that build up your Charged Attack Meter and increase your point total. You can combine attacks with jumps to build more intricate combo strings too!

Titan Specific Attacks

Each Titan has a series of six attacks that are available at the start of the game, and a spectacular seventh attack you can unlock by finding the hidden full-screen attack power-up! In addition to the attacks listed on the following character pages, each character also has a wide range of additional combos you will earn through game play progress.

Robin™

The leader of the Teen Titans. With his martial arts, acrobatic speed and a utility belt full of gadgets, he can take down bad guys in a heartbeat! Robin's fast attacks and excellent melee skills let him pulverize enemies!

- △ Staff Spin
- Birdarang
- , □, △ Boy Wonder Barrage
- (hold to charge) Ninja Strike
- △ (hold to charge) Staff Swing
- (hold to charge) Triple Discs
- T Bye Eye Birdies



Raven™

Her telekinetic powers allow her to levitate, create force fields, and release projectiles at her foes. Raven's excellent ranged and charged attacks harness her magical power! Evil, don't get on her bad side!

△ Mystic Wave

○ Raven Attack

□, □, △ Mystic Storm

□ (hold to charge) Raven's Call

△ (hold to charge) Circle of Trigon

○ (hold to charge) Raven's Rush

ⓧ Prophecy of Doom



Cyborg™

Don't be fooled by that great smile—this hero can fire energy blasts, pound countless enemies and smash through the floor without breaking a sweat! Cyborg's powerful ranged and melee attacks make him a champion near and far!

△ Roundhouse Punch

○ Sonic Cannon

□, □, △ Cyber Stomper

□ (hold to charge) Power Punch

△ (hold to charge) Sonic Smash

○ (hold to charge) Sonic Beam

ⓧ Titan Smash

Starfire™

Powerful in the air as well as on the ground, Starfire's endless supply of energy bolts makes enemies think twice about crossing her path. Starfire's fast ranged and powerful melee attacks make her an excellent all rounder!

- ▲ Sun Blast
- Star Bolt
- , ●, ▲ Slugwhorf Slugfest
- (hold to charge) Koriandr's Kicks
- ▲ (hold to charge) Star Light
- (hold to charge) Star Beam
- ⓧ Tamaran Tempest



Beast Boy™

Baddies, beware his bite! Beast Boy will gladly transform into creatures that stop villains in their tracks. His access to different animal forms means Beast Boy always offers a unique experience!

- ▲ Titan Punch
- Bananas!
- , ●, ▲ Pachyderm Pound
- (hold to charge) Monkey Business
- ▲ (hold to charge) Elephant Quake
- (hold to charge) Ram Charge
- ⓧ Gorilla Pound

Team Attacks

Being a Titan means being part of a super hero team! Team attacks let you eliminate enemies together by taking advantage of your fellow Titans' strengths. You can perform team attacks at close range or from a distance.

Note: Team attacks must be unlocked through gameplay.

Close Range: When one Titan is holding an enemy, and a nearby Titan presses the **LT** button, they unleash a close-range team attack together as the second Titan blasts the baddie up and out.

From A Distance: When one Titan is holding an enemy and a distant Titan holds the **LT** button down, that's the signal for the first Titan to toss the enemy to the second teammate. The first Titan should look for the exclamation point over the other Titan's head, then throw the enemy and watch the second Titan take on the baddie! These team attacks can also be chained together, like a game of volleyball with the baddie as the ball!

Note: If multiple Titans want to receive an enemy, the enemy will be thrown to the nearest team member.

POWER-UPS & COLLECTIBLES

Pick up Teen Titans power-ups and collectibles to gain an advantage over your enemies or unlock hidden extras! Some will appear after you defeat enemies while others are hidden in certain environments.



Yellow Triangle Coins: 1 point



Orange Diamond Coins: 2 points



Red Hexagon Coins: 3 points



Charge: Instantly fills your Charged Attack Meter to 100%.

POWER-UPS & COLLECTIBLES (CONT.)



Speed Up: Increases a Titan's speed for a short time.



Slow Down: Slows down all enemies on screen for a short time.



Energy: Instantly fills your Energy Meter to 100%!



Full Screen Attack: Pick up this power up to perform a Titan specific full screen attack. (See Titan Specific Attacks on page 12.)



Extra Continue: Adds one extra continue to your current total.



Trigon Bird: Additional points and power ups.



The Source: Additional points and power ups.



Soto's Dog: Additional points and power ups.



Silkies: Additional points and power ups.



Larry the Titan: Pick up Larry the Titan to unlock goodies in the Extras menu. Larry pops up once in every level!

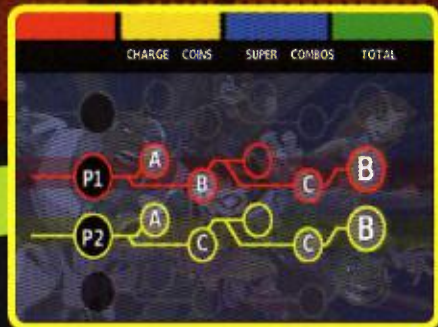
POINTS, UPGRADING TITANS & THE STATS SCREEN

As you play Teen Titans, you'll receive points for successfully attacking enemies and picking up certain collectibles, so you can compare your progress with that of your friends. You'll also unlock new and more powerful combos for each of the Titans.

At the end of every mission, a statistics screen shows you how you did:

- **Charge (Attacks)**
- **Coins**
- **Super (Titan Super Moves)**
- **Combos (Performed)**
- **Total**

For each category you will be graded on how you performed. Grades range from A (Excellent) to C (Average). Titans, Go!



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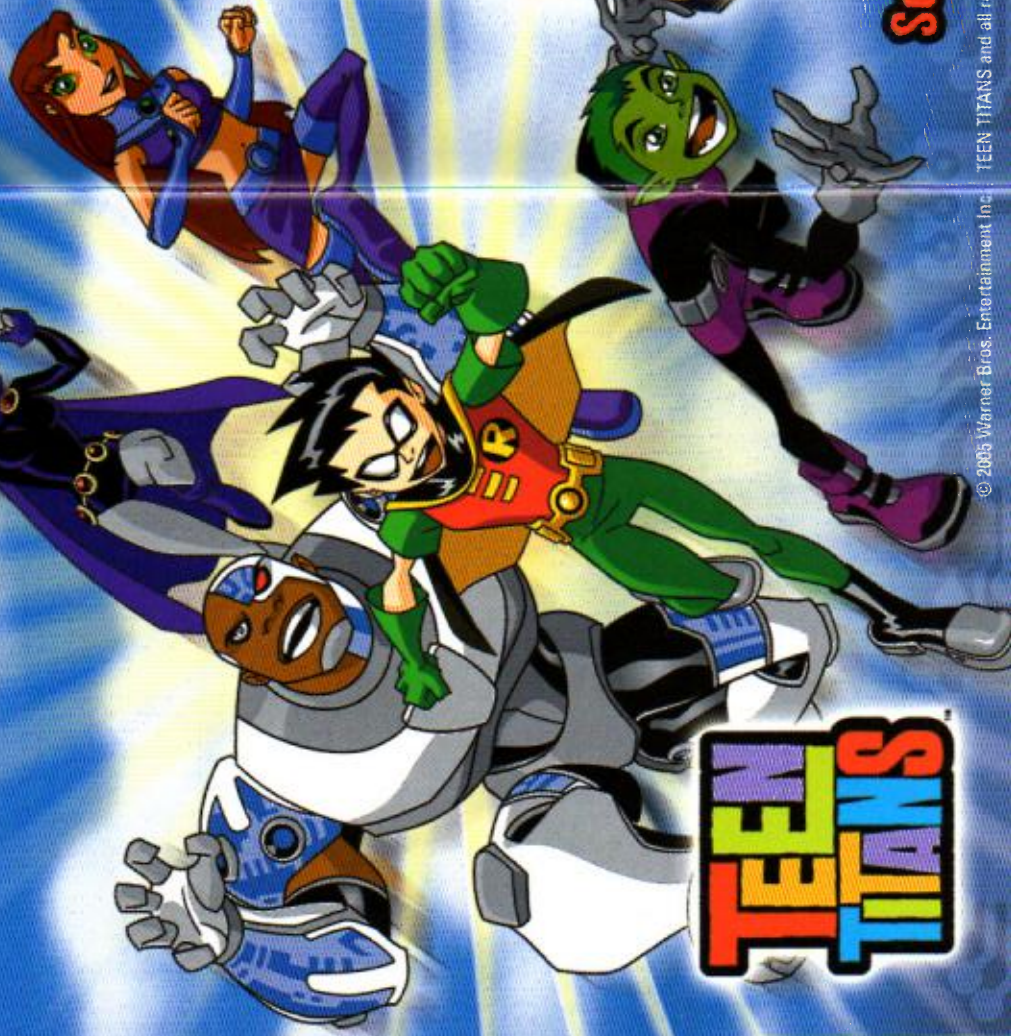
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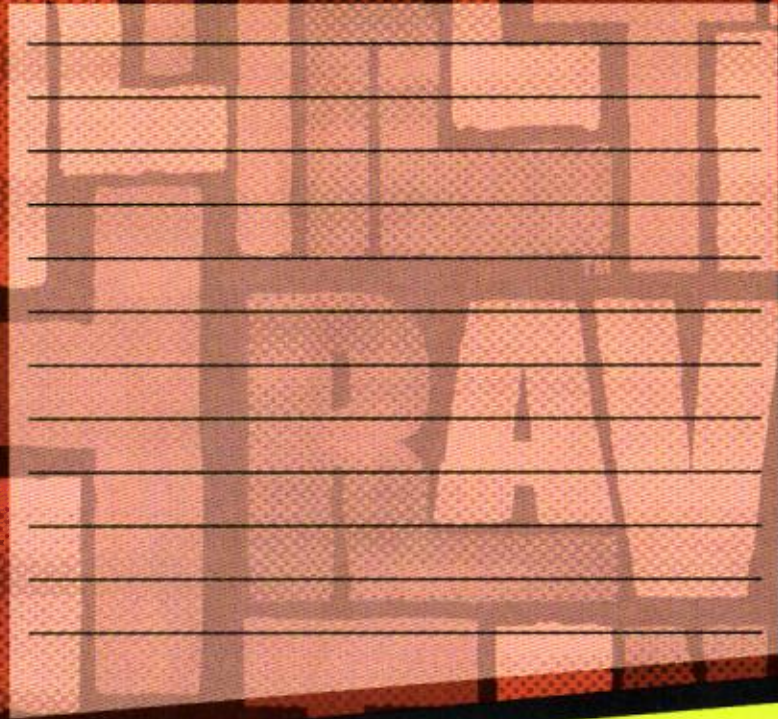


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