

MAD MAESTRO!

TM



EVERYONE
E
CONTENT RATED BY
ESRB

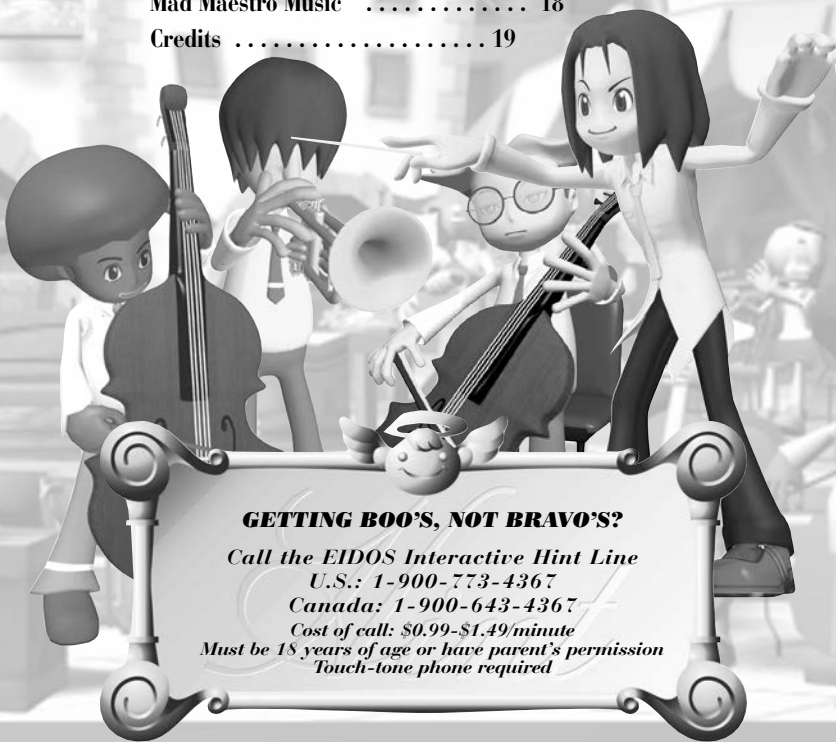
EmuMovies

FRESH
GAMES
BY EIDOS
INTERACTIVE



CONTENTS

Getting Started	2
Starting Up	3
Bravo! for Bravo Town	4
Controls	6
Starting the Game	7
Room Menu	8
How to Play	9
Performance Basics	11
Showtime!	13
Child Mode	14
Bravo Town	15
Master the Music!	16
Mad Maestro Music	18
Credits	19



GETTING BOO'S, NOT BRAVO'S?

Call the EIDOS Interactive Hint Line

U.S.: 1-900-773-4367

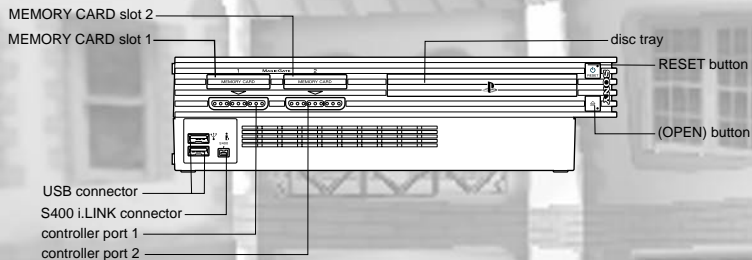
Canada: 1-900-643-4367

Cost of call: \$0.99-\$1.49/minute

*Must be 18 years of age or have parent's permission
Touch-tone phone required*



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the 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 MAD MAESTRO!™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

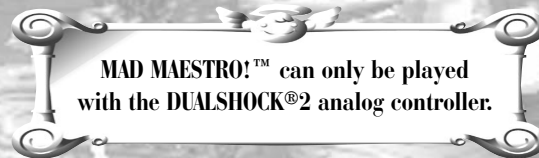
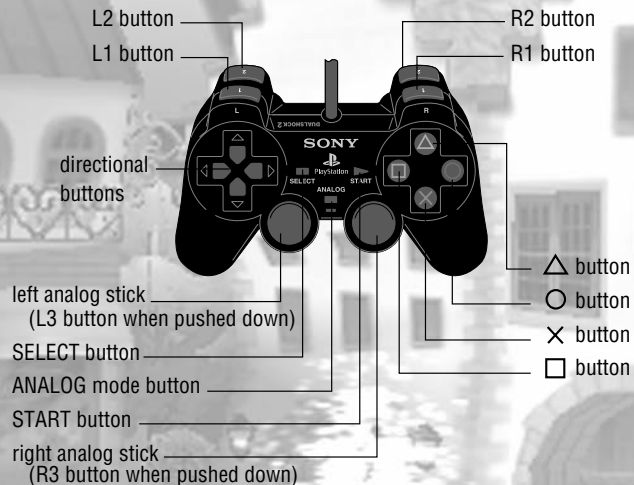
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

2



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



- The controller should be connected to controller port 1.
- The DUALSHOCK 2 analog controller ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in analog mode.
- This game does not support the controller vibration function.
- To reset the game and return to the MAIN MENU, press the SELECT button to pause the performance and then select RETURN TO MENU.

CONTROLLERS/ACCESSORIES

Do not insert or remove controllers or accessories once the power is turned on.

3





BRAVO! FOR BRAVO TOWN

In the musical city of Bravo Town stands an old Concert Hall.

Preserved in the hall is the history of Bravo Town going back many generations.

Once, long ago, the townsfolk began an improvement project. To make Bravo Town more modern-looking, they decided that the Concert Hall and all of its history should be torn down.

Unknown to the townsfolk, one of the statues in the Concert Hall wasn't quite as it appeared.

One of the statues was, in fact, a fairy ...

... a fairy in disguise ...

... a fairy who had protected the Concert Hall throughout the ages.

The fairy's name was Symphony.

On hearing of the destruction plans, Symphony transformed into her true form ...

And flew out into the town to look for help

SYMPHONY

Disguised as a statue, Symphony has guarded the Concert Hall for many years. She's a fairy who loves music and Bravo Town. She is eagerly determined to keep the Concert Hall standing.

TAKT

Takt conducts the local Bravo Youth Orchestra. He may be a young conductor, but he is something of a musical prodigy. Until now, he's kept his talents well hidden.

YOU'RE THE CONDUCTOR!

You play the role of Takt, the conductor of the Bravo Youth Orchestra. Your crusade is to save the Concert Hall from destruction.

To do that, you have to impress the people of Bravo Town with your musical talent. With each performance, you have to make them want even more!

Your story unfolds with each successive stage. You advance to the next stage by conducting your orchestra with energetic skill and virtuoso talent.

Symphony will help you in many ways ...

Do you have what it takes to save the Concert Hall?





CONTROLS

MENU CONTROLS

directional buttons – select menu item

⊗ button – confirm menu selection

△ button – cancel menu selection/return to previous screen

PLAY CONTROLS

L2 button* - not used

L1 button - scroll backward through pages in the Extra Fun options

directional buttons – Part buttons/move cursor

left analog stick - not used

SELECT button - stop performance

START button - skip

right analog stick - not used



R2 button* - not used

R1 button - scroll forward through pages in the Extra Fun options

△ button* - baton

○ button - baton

⊗ button - baton

□ button - baton

*From Child Mode, press the L2 + R2 + △ buttons simultaneously to return to the Main Menu.



STARTING THE GAME

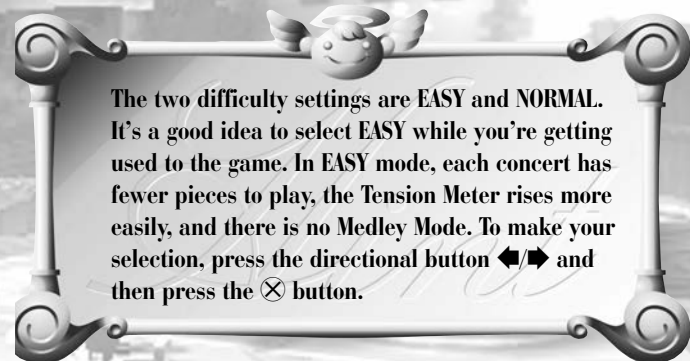
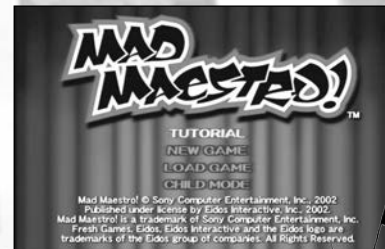
TITLE SCREEN

The TITLE SCREEN appears when you start the game. Press the START button to advance to the MAIN MENU.

MAIN MENU

Select from the following options. Use the directional buttons to make your selection and press the ⊗ button to confirm your choice.

- TUTORIAL – Learn how to conduct.



- NEW GAME – Start a new game by first selecting the game difficulty. After either the Tutorial or a movie is displayed, you advance to the ROOM MENU (see page 8).
- LOAD GAME – Load a previously saved game from a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 to resume game play. After selecting a game file, you advance to the ROOM MENU.
- CHILD MODE – Youngsters can enjoy playing MAD MAESTRO! with simplified rules (see page 14).





ROOM MENU

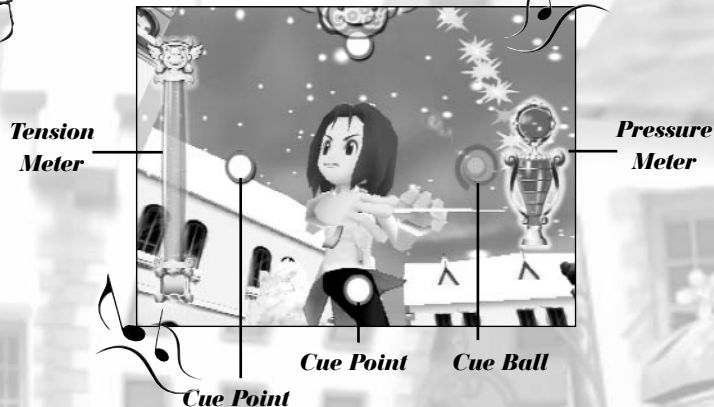
To enter the ROOM MENU, select your game difficulty by pressing the directional button ◀/▶ and then press the ⊗ button. (Press the △ button from the ROOM MENU to return to the difficulty selection.) You can make the following selections from the ROOM MENU:



- **STORY** – Play the game stages.
- **EXTRA FUN** – Choose from these options:
 - **FREE PLAY** – Play pieces you have already cleared, using your own settings.
 - **MUSIC ROOM** – Listen to the pieces you have already cleared.
 - **BONUS GAME** – Play Bonus Games you have already cleared.
 - **REPLAY** – Watch replays that have been saved in a memory card inserted in MEMORY CARD slot 1. You can only save replays after playing FREE PLAY or after clearing all the stages the first time around. (See page 13 for more details about playing a second time around.)
- **GAME SETTINGS** – Choose from these options:
 - **PERFORMANCE EVALUATION VOLUME** – Adjust the volume of performance evaluation in the stages.
 - **ADJUST BATON BUTTONS** – Adjust the Strength settings of the Baton buttons. When finished, select CHECK to return to the game to check your new control settings.
- **SAVE** – Save your present position to a memory card inserted in MEMORY CARD slot 1. You need at least 92KB of free space to save a game.
- **EXIT** – Return to the TITLE SCREEN.



HOW TO PLAY



TEMPO NAVIGATOR

The Tempo Navigator is made up of the four Cue Points on screen. It expands and contracts depending on the Tempo of the music. At the start of each stage, the Cue Points are displayed in gray and you are given a two-bar intro (the Cue Ball goes around twice) to get used to the Tempo.

As soon as the piece starts, the Cue Points are displayed in color corresponding to the pressure on the Baton button. Press a Baton button when the Cue Ball hits a Cue Point to conduct the orchestra. Use light pressure for blue Cue Points, medium pressure for green Cue Points and heavy pressure for red Cue Points.

When an ARROW is displayed in a Cue Point, press the Part button (the directional button) in the direction indicated while pressing a Baton button with the correct pressure. Doing this brings in an instrument.

You can sustain a beat whenever a STAR is displayed in a Cue Point. Hold a Baton button for a short while and the music will be held briefly when it reaches the next note. Press the button again to continue the performance. Don't hold the note too long, as the Tension Meter will drop.



TENSION METER AND CLEARING A STAGE

The Tension Meter rises and falls, depending on your performance, every time the Cue Ball goes around once (every bar of music).

BRAVO – When you conduct one bar with all perfect double circle marks.

GOOD – When you conduct one bar with all single circle marks or a mixture of single circle and perfect double circle marks.

BAD – When you conduct one bar with even one X mark.

BAAAD – When you conduct a bar with less than one single or double circle mark.

You enter Angel Mode when the Tension Meter is full. Continue playing in Angel Mode until the end of the stage and you will clear the stage. In contrast, if the Tension Meter drops too low, your performance suddenly ends. If you conduct a BAAAD bar in Angel Mode, you enter Devil Mode, when it is easy for the Tension Meter to fall. You can escape from Devil Mode by playing a BRAVO bar.

MEDLEY MODE

If you continue your performance with a high evaluation and good timing, you gain the ability to switch to a separate piece. This is called Medley Mode. Here, attempt to conduct the piece using the feeling it induces. You receive a Bravo evaluation if you manage to conduct with the true feeling of the piece.

If you make a mistake in the first bar, Medley Mode will end.

BONUS GAMES

When you keep the Tension Meter full in Medley Mode, you're rewarded at the end of the piece with a Bonus Game. You can select any Bonus Games that you unlock by going into the EXTRA FUN option in the ROOM MENU.

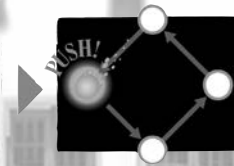
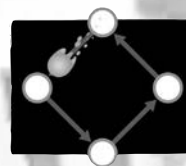


PERFORMANCE BASICS

As a beginning conductor, the elements you should pay the most attention to are **TEMPO DIRECTIONS**, **VOLUME DIRECTIONS** and **PART DIRECTIONS**.

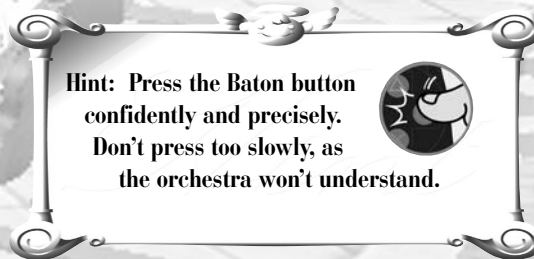
KEEP THE TEMPO

Press any Baton button with correct timing to control the Tempo of the performance. Press the button at the same time that the Cue Ball hits a Cue Point.



STRENGTH

The color of the Cue Points corresponds to the pressure you should use when pressing the Baton button. Blue is light, green is medium and red is heavy. Check your pressure on the button by glancing at the Pressure Meter on the right of the screen.



DIRECT THE PARTS

There are points in every piece when you must bring in certain Parts (instruments). At these moments, an ARROW appears in the Cue Point. Press the Part button (the directional button) indicated by the ARROW at the same time you press the Baton button.



Hint: To make the performance easier, press the Part button before pressing the Baton button.

PERFORM WELL!

Your performance evaluation is displayed in the Tension Meter on the left of the screen. The Tension Meter rises or falls every time the Cue Ball completes one lap (every bar).

You will clear the stage if the meter is full in Angel Mode at the end of the piece.

The meter rises when ...

You play one bar of music (the time for the Cue Ball to do a full lap) with no Tempo, Strength or Part errors. Depending on how well you are conducting, the meter will rise a lot (Bravo) or a little (Good).

The meter falls when ...

You play one bar of music (the time for the Cue Ball to do a full lap) with more than one Tempo, Strength or Part error. Depending on the number of errors, the meter will fall a little (Bad) or a lot (Baaad).



SHOWTIME!



YOUR CONCERT PERFORMANCE

Clear the stages and you will eventually be able to hold a real concert! Concerts have no Tension Meter and you must conduct several pieces of music.

You will be evaluated on your performance when you've completed all the pieces. If the audience loves your music, you will play an encore to finish the concert.



CLEARING ALL THE STAGES (FOR THE SECOND TIME)

You can start again a second time once you clear the concert. In the ROOM MENU, the STORY option will change to MEMORY the second time you play.

You can now attempt any stage. The name of the piece and your best evaluation so far will be displayed when you select a stage from MEMORY. Press the ⊗ button at the Stage Introduction to display a window. Confirm or change the difficulty, move the cursor to START and press the ⊗ button to start the stage.

Hint: Concentrate on those stages where you were unable to play in Medley Mode or unlock the Bonus Game the first time around.

The following menu is displayed when you clear a stage.

- RETURN TO MENU – Return to the MEMORY MENU.
- VIEW REPLAY – View a replay of the stage that you just cleared.
- SAVE REPLAY – Save the replay to a memory card inserted in MEMORY CARD slot 1. You can then watch any saved replays from the EXTRA FUN option in the ROOM MENU.

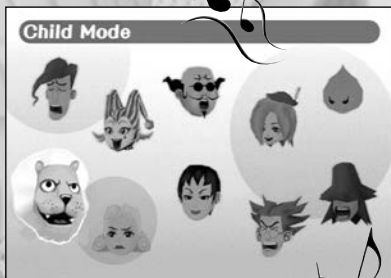




CHILD MODE

CHILD MODE is geared toward youngsters. In this mode:

- No matter how you conduct, you will always be able to play through to the end of the piece.
- You can conduct at any Strength, since no pressure variation is required.
- Your performance will not affect the development of the story or saved data.



Select CHILD MODE from the MAIN MENU. Use the directional button to select one of the Bravo Town characters and press the ⊗ button to start a stage. You can return to the MAIN MENU again by simultaneously pressing the L2, R2 and △ buttons.

When you clear a stage, the game keeps its stage clear status until you switch off the power.



BRAVO TOWN

BRAVOES

The Bravoes are the youth orchestra of Bravo Town. Though the orchestra has history, its membership has dwindled in recent years. Can you revive their interest?

PARK

Fountain Park is the main sightseeing spot of Bravo Town. Couples often come here to relax and they expect you to give them an entertaining evening!

CIRCUS

The circus brings a lively feel to a grassy meadow near Bravo Town. Can you supply the perfect music?



FASHION SHOW

In the fabulous mansion of the internationally acclaimed designer, Neostyle, you must make sure this stage show comes off with style.



OLD CASTLE

Migrating birds flock to the old castle dozing peacefully by the lake. What can you do to shake it up?

UFO

A spaceship has landed on a hill in the suburbs. The aliens are getting impatient! How fast can you calm them down with music?





MASTER THE MUSIC!

PLAY IT LOUD!

You'll get the most out of MAD MAESTRO! when you play with the volume as high as possible. Don't forget about other people when you play. You can also use headphones if you:

- Make sure the volume is not too high.
- Remember that sustained use of headphones at a loud volume may damage your hearing.

WATCH FOR MISTAKE ICONS

Several icons may be displayed in the Tempo Navigator if you make a Tempo or Strength mistake while conducting. Study the icons and think about how you are making mistakes. Are you conducting too fast? Too slow? The more you know about how you conduct, the better your skills will become.



Your Tempo is too fast.

Your Tempo is too slow.



Your Baton button pressure is wrong.

You made a Part mistake.



LEARN THE PIECES

The first time you play a piece, it's likely that you won't know the feeling and changes in Tempo and your performance may be stopped. If this happens, you can listen to the piece by selecting it in MUSIC ROOM in EXTRA FUN in the ROOM MENU. You can listen to any piece you have already attempted. You can also select from any of the stages in CHILD MODE, so this is a useful way to practice.

WHEN YOU CAN'T GET THE BATON STRENGTH RIGHT ...

Try the following methods if you have difficulty pressing the Baton buttons at the correct Strength:

- **THINK OF IT AS QUICK/SLOW** – When you press a Baton button slowly, it is as if you are pressing it lightly. Press quickly when you want to press hard and press slowly when you want to press lightly. This will really improve your conducting.
- **ADJUST THE STRENGTH SETTINGS** – If you cannot get the Strength right, you can adjust the settings by selecting ADJUST BATON BUTTONS in GAME SETTINGS in the ROOM MENU. Select CHECK after making adjustments and see the difference.

IN CONCERTS, PAY ATTENTION TO AUDIENCE REACTION

Concerts do not have a Tension Meter, but you will know when you are doing well by the response you get from the audience. Your overall evaluation will improve if you use the reaction of the audience as your yardstick for the next time around.

WHAT TO DO THE SECOND TIME AROUND

You will be able to play again for the second time by clearing all the stages and the final concert. Concentrate on the stages where you were unable to play in Medley Mode or unlock the Bonus Game the first time round. Aim to clear every stage with an "A" evaluation or, for fun, play badly on purpose and watch the background change.



MAD MAESTRO MUSIC

Hungarian Dance No. 6 in D Major
Hungarian Dance No. 5 in G Minor

Slavic Dance No. 7

Thunder and Lightning

Finale from Carnival of the Animals

The Marriage of Figaro

Scene from Swan Lake

Toreador Song from Carmen

Baba Yaga's Hut from Pictures at an Exhibition

9th Symphony – 4th Movement

Entry of the Gladiators

Marche Militaire

March from The Nutcracker

Trepak from The Nutcracker

40th Symphony K550 – 1st Movement

Orpheus in the Underworld Overture

Flight of the Valkyries from The Valkyrie

Night on Bald Mountain

Dance of the Four Swans from Swan Lake

Morning from The Pier Gynt Suite

William Tell Overture

Rakoczi March

5th Symphony – 1st Movement

Radetsky March

Csikos Post

Toy Symphony

Eine Kleine Nacht Musik

Dance of the Reed Flutes from The Nutcracker

Algerian Suite from French Military March Music

Flight of the Bumblebee

Ballet of the Unhatched Chicks
from *Pictures at an Exhibition*

Divertimento No. 1 in E flat Major K113

L'Arlésienne suite no. 2 from Farandole

Hall of the Mountain King from The Pier Gynt Suite

18



Johannes Brahms
Johannes Brahms
Antonin Dvorak
Johann Strauss II
Camille Saint-Saëns
Wolfgang Amadeus Mozart
Piotr Tchaikovsky
George Bizet
Modeste Mussorgsky
Ludwig van Beethoven
Julius Fucik
Franz Schubert
Piotr Tchaikovsky
Piotr Tchaikovsky
Wolfgang Amadeus Mozart
Jacques Offenbach
Richard Wagner
Modeste Mussorgsky
Piotr Tchaikovsky
Edvard Grieg
Gioachino Rossini
Hector Berlioz
Ludwig van Beethoven
Johann Strauss I
Hermann Necke
Leopold Mozart
Wolfgang Amadeus Mozart
Piotr Tchaikovsky
Camille Saint-Saëns
Nikolai Rimsky-Korsakov

Modeste Mussorgsky
Wolfgang Amadeus Mozart
George Bizet
Edvard Grieg

CREDITS

Development
and Planning

Game Design

Lead Programmer

Programmers

Character Design

Story

3D Graphics

2D Graphics

Motion & Camera Design

Music Production

Sound Effects

Support

Team Support

Movie

Voice Recording Management

Voice Talents

Japanese Packaging
Management

Japanese Packaging
& Manual Design

Desert Productions,
Inc.

Jun Chuma
Junichi Suehiro
Junichi Suehiro

Kakushi Ohara
Takahiro Tanaka
Kouji Yamaguchi

Kazuya Hattori
Toshiyuki Onishi
Yukiko Shiba

Kazuya Hattori
Toshiyuki Onishi
Satoko Fukui
Keisuke Sasaki

Toshiyuki Onishi
Yukiko Shiba

Katsumi Yamashita
Tatsumasa Hori
Keisuke Sasaki

Jun Chuma
Yuji Takenouchi
Mayuko Kageshita

Hideyuki Eto

Koutki Yamashita

Tomomi Mizutani

Kazumori Hanada
(CG PARADISE)

Akihiro Miura
Shinichi Ogata
Shinya Shimada
Yuusuke Tsurumi
Motonobu Kitamura

Hisashi Koshimizu

Josh Hulaton
Janette
Patricia
Iain Gibb

Hironori Komiya
Hiroe Suzuki (SMC)

Hitoshi Murakami
(ALVION)
Keisuke Miyajima
(ALVION)
Ichiro Hiraoka
(ALVION)

Lead Package
& Manual CG Design

Japanese Manual Copywriter

Japanese Sales

Japanese Promotion

Japanese QA Manager

QA Team

Special Thanks

Assistant Director

Director

Producer

Executive Producers

EIDOS INTERACTIVE K.K. (JAPAN)

Executive Producer

Producer

Koji Yamaguchi
(ALVION)

Takeshi Ozaki
(ALVION)

Tetsuya Okuda
(ALVION)

Koji Hatta (ALVION)
Naoki Komatsu
(ALVION)

Hiroaki Fukuda
(ALVION)

Kenichiroh Yasuhara
(TOYOTAMA-YA)

Atsushi Watanabe
Tetsuro Asakawa

Kazuaki Komiya
Taku Nishijima
Hiroko Wakumaga

Shin-ichi Yoshida

Satoshi Uchida
Tomoe Hashiguchi

Norihiro Yoshinari
Naoko Yamashita
Miki Nakajo
Keichi Yamashita

Noriko Bando
Kunihiko Nakata
Masayuki Kaji

Yoshinori Kotsugai

Hiroyuki Kotani

Tomikazu Kiritani

Akira Sato
Fumiya Takeno
Masatsuka Saeki

Takashi Yamaguchi
Shin Tanaka

19



EIDOS INTERACTIVE, LTD. (U.S.)

VP of Development

John Miller

Producer

Clayton Palma

QA Manager

Brian King

QA Assistant Manager/
Lead Conductor

Colby McCracken

QA Technicians

Stephen Cavoretto

Ralph Ortiz

Andy Tully

Jeffrey Lowe

Marketing Director

Sean Amann

Senior Product Manager

Kevin Gill

PR Manager

Michelle Seebach

PR Specialist

Kjell Vistad

PR Coordinator

Denny Chiu

Manual Design

Hanshaw Ink & Image

Special Thanks

Yota Wada

Luke Valentine

Tom Marx

Mike Schmitt

Mike Orenich

Paul Baldwin

Matt Gorman

Renee Pletka

Matt Knoles

Randy Stukes

Li Shen

Kim Pendleton

Chip Blundell

Rob Fitzpatrick

Rob Dyer

Dee Fleming

Dennis, Kevin and

Maria @ Vehicle-Sf

