

# MAXIMO VS ARMY OF ZIN™

**CAPCOM**

[www.capcom.com/maximo](http://www.capcom.com/maximo)



**CAPCOM**

*Shinji Mikano*

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94085

© 2003 Capcom Co., Ltd. © 2003 Capcom U.S.A., Inc. ALL RIGHTS RESERVED. Character by © 2003 Susumu Matsushita Company/Master Licensor Dream Ranch Inc. CAPCOM and the CAPCOM LOGO are registered trademarks of Capcom Co., Ltd. MAXIMO VS ARMY OF ZIN is a trademark of Capcom Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

### 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 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.

#### CREDITS

Manual Design & Editing: Hanshaw Ink & Image;  
Marketing: Todd Thorson, Sean Mylett, Bonnie Scott Denoyer, Robert Johnson, Nate Williams and Rey Jimenez; Creative Services: Jennifer Deauville; Package Design: Michi Morita and Corey Tran; Translation: Nancy Ding; PR: Melinda Mongelluzzo, Carrie Root, Arne Cual and Alicia Kim; Customer Service: Philip Navidad

#### 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this DVD-ROM from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM  
Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94085

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

#### REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

#### WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

#### ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CAPCOM®

#### GIVE US YOUR OPINION!

Please fill out the Maximo survey questionnaire and you could win Capcom gear!

CAPCOM ONLINE <http://www.capcom.com>

Visit our web site to see all the great new CAPCOM products and to check out featured games online! You can also email us at [megamail@capcom.com](mailto:megamail@capcom.com) for technical help or to find out what's new at CAPCOM!

REGISTER ONLINE AT [WWW.CAPCOM.COM](http://WWW.CAPCOM.COM)

# CAPCOM®

## Calling all gamers!

You like Capcom games, huh? Now's your chance to get your hands on:

- Free stuff from Capcom
- Interviews & gossip from inside Capcom HQ
- Hot release news
- Competitions to win exclusive Capcom prizes



Sounds good? All you gotta do is sign up for the official Capcom newsletter at

[www.capcom.com/join](http://www.capcom.com/join)

My name's Cammy and I work at Capcom. Sign up and each month I'll send you email with all the goods.

Your girl on the inside,

*Cammy*

XOXO



©CAPCOM CO., LTD. 2003 ©CAPCOM U.S.A. INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM LTD.

## CONTENTS

Getting Started	2
Starting Up	3
The Quest	4
Who's Who?	5
Controls	6
Getting Into the Game	8
Options	9
Game Screen	10
Inventory	11
Maximo's Moves	12
More Moves	14
Treasure	15
Extras	16
Hints	18
Saving & End Game	19
<a href="http://www.capcom.com">www.capcom.com</a>	24
Limited Warranty	25

### A Special Message from CAPCOM®

Thank you for selecting MAXIMO vs ARMY OF ZIN™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

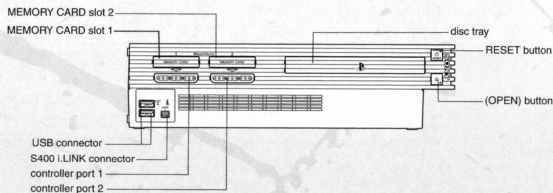
CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085

© CAPCOM CO., LTD. 2003. © CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. MAXIMO vs ARMY OF ZIN is a trademark of CAPCOM CO., LTD. Character by © 2003 Susumu Matsushita Company/ Master Licensor Dream Ranch Inc.

REGISTER ONLINE AT  
[WWW.CAPCOM.COM](http://WWW.CAPCOM.COM)



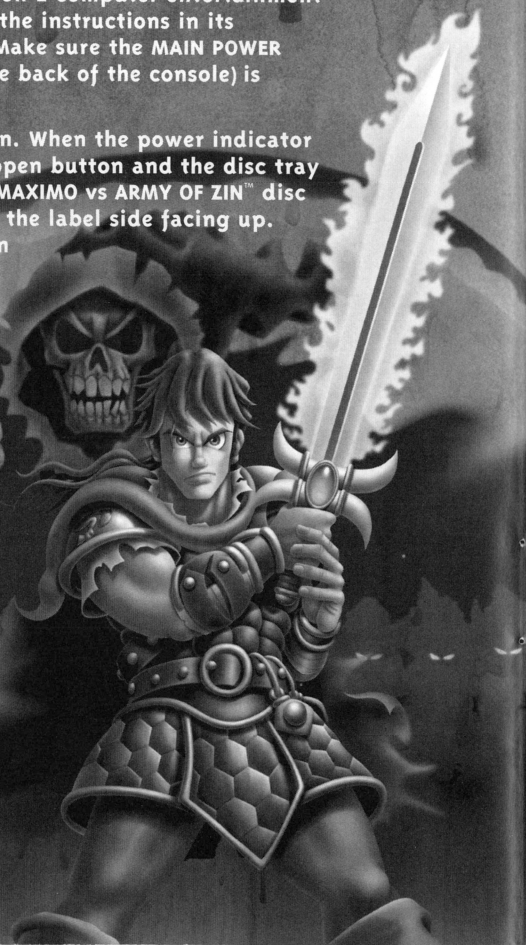
## GETTING STARTED



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 MAXIMO vs ARMY OF ZIN™ 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.



You've played the game.  
Now you can own the figures!

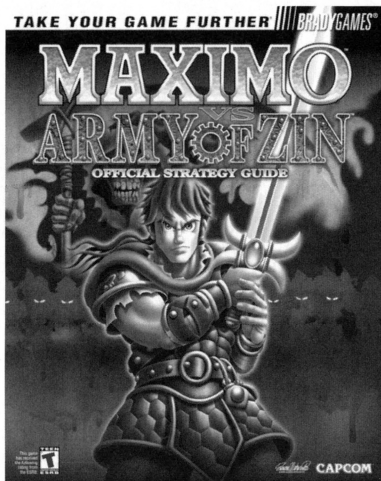
©2003 BUSHIAMI MANGA/SHO COMPANY

Available January 2004



BMA Toys  
[www.bmatoys.com](http://www.bmatoys.com)

# UNLOCK THE MYSTERY OF THE ZIN...



with the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough, Including Power-Up Management Tips and the Master's Corner to Earn 100% Completion of Every Level.
- Detailed Maps Reveal Locations of Important Items.
- Updated Knight School Covers All of Maximo's New Combo Attacks and Moves.
- Boss Strategies, Game Secrets, and More!

To purchase BradyGames' *Maximo™ vs Army of Zin™ Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at [bradygames.com](http://bradygames.com).

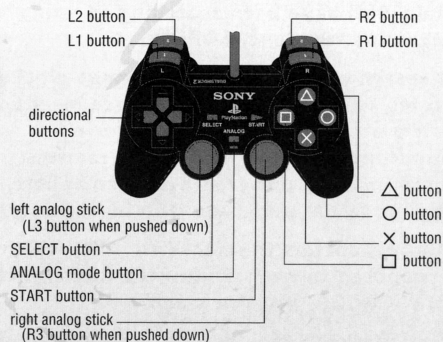
ISBN: 0-7440-0312-1  
 UPC: 7-52073-00312-8  
 PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK

**CAPCOM**  
 BRADYGAMES™  
 TAKE YOUR GAME FURTHER



## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

### MEMORY CARDS

To save games, insert a Memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before starting play.

You can save games at any time during play by pressing . You can resume saved games from the same card, or from any memory card containing saved MAXIMO vs ARMY OF ZIN game data.

- ▼ You need at least 332KB of free space available on the memory card in order to save game data. If less than 332KB exists, erase older or unwanted data to make room.
- ▼ Do not remove the memory card or turn off the power to the system while data is being saved or loaded. Your game data may be lost!
- ▼ See page 19 for more information on saving game data.

## THE QUEST

It's been eight months since MAXIMO rescued his kingdom from the evil sorcerer ACHILLE. He and GRIM have been searching in vain for Maximo's true love, SOPHIA.

Their search is interrupted by strange clockwork creatures falling from the sky. These mechanical monsters attack a village, slaughtering the innocent villagers. When Grim realizes the creatures are powered by stolen spirits, he returns to the Underworld to investigate.

Are these monsters the ARMY OF ZIN, which was supposed to be locked in the GREAT VAULT OF HAWKMOOR, 500 years ago?

Can Maximo stop their march of destruction?



TINKER

The Gearmaster of the Haunted Forest keeps herself profitably occupied. But just whose side is she on?



BARON

Once Maximo's friend, the Baron keeps watch over the Great Vault of Hawkmoor — a responsibility handed down to him from previous generations.

# BEAUTY IS ONLY SWORD DREAM... MAXIMO™



CAPCOM™

DREAMWAVEPROD.COM

MAXIMO is TM (c) CAPCOM CO., LTD. ALL RIGHTS RESERVED.



## NOTES

---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



## WHO'S WHO?



**GRIM**

Grim has been Maximo's companion since their last adventure. Though he likes to clown around, when he's called upon for help, a completely different side emerges!



**MAXIMO**

Maximo is now a hard-traveling hero. His quest to find his lost love, Sophia, is interrupted by the appearance of an ancient evil.



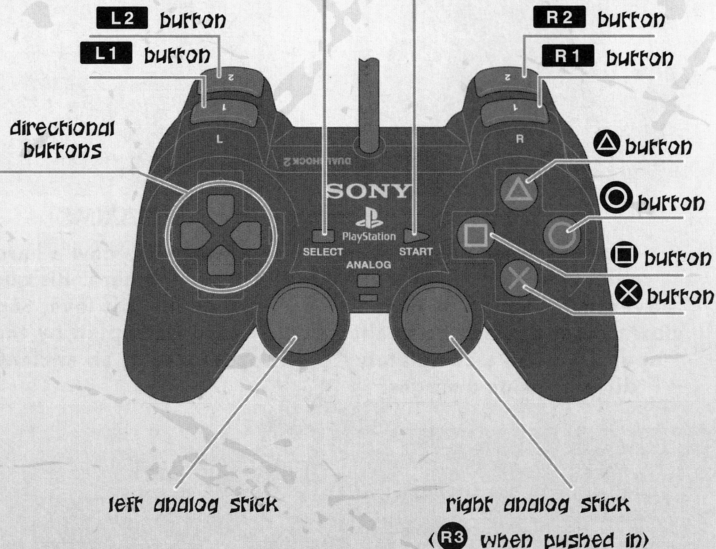
**LORD BANE AND THE ARMY OF ZIN**

While thought to have been imprisoned 500 years ago in the Great Vault of Hawkmoor, the Army of Zin is free again. Lord Bane, the mysterious armed warlord, leads them in terrorizing the land.



## CONTROLS

- SELECT button**
  - ▼ Skip movie
  - ▼ Access Inventory
- START button**
  - ▼ Start/Pause game



### MENU CONTROLS

- directional buttons Highlight options and Inventory items
- × button Confirm selection
- △ button Cancel selection

### CAMERA VIEWS

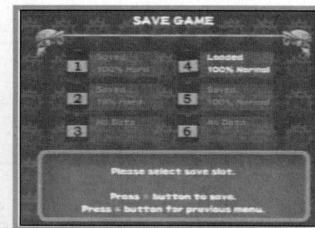
- ▼ Look around by rotating the right analog stick.
- ▼ For first person mode, press **R3** and rotate the right analog stick. You cannot fight or move while in first person mode. To exit the mode, press **R3** again.



## SAVING & END GAME

### SAVE

At any time during play, press **START** to save your progress. (On the Map screen, press **R1** to save.) Select a save slot on the Save Game screen and press **×**. (See below for additional information.)



### CONTINUE

You can continue as long as you have a Death Coin. You return to the last marked Checkpoint or the start of the level.

### GAME OVER

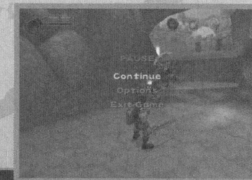
If you die and have no more Death Coins, the game's over.

### MORE ABOUT SAVING

- ▼ If you use a save slot that already contains a saved game, that game will be replaced by the new save. Be sure! Lost games cannot be recovered.
- ▼ You must have a memory card with at least 332KB of free space inserted into MEMORY CARD slot 1 in order to save game data.
- ▼ Do not remove the memory card or turn off the power to the system while data is being saved or loaded. Your game data may be lost!

### PAUSE

Having trouble defeating the Army of Zin? Take a break by pressing **START** to bring up the Pause screen. You can check your status while paused and reset your gameplay options.



- ▼ CONTINUE — Resume the game.
- ▼ OPTIONS — Access the Options Menu.
- ▼ SAVE AND EXIT — Save your progress and/or quit the game and return to the Title screen.

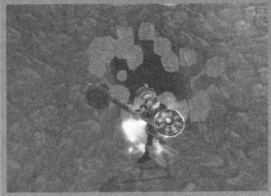
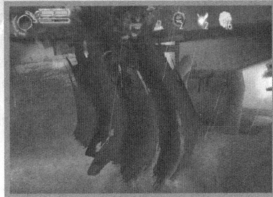




## HINTS

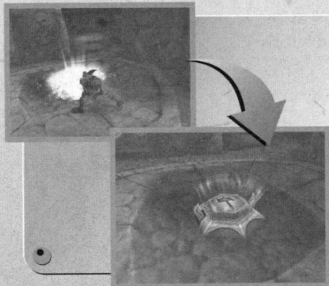
### Hint 1 USE GRIM

Don't forget Grim! Summon him by pressing **R1**. Use his variety of attacks to soften up or defeat stronger foes.



### Hint 2 SECRET PATH

Look for breakable walls that lead to secret areas. Some walls can only be broken by the Hammer.

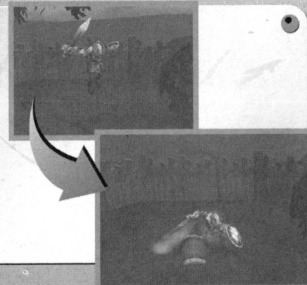


### Hint 3 HAMMER SWITCH

Activate this switch with the Hammer by pressing **X** and then pressing **△**.

### Hint 4 BURIED CHESTS

Hidden chests are buried around the world. Buy Treasure Seeking Boxes to help you find them. Uncover them with a jump.



**L1** button Re-orient camera

**R1** button Summon Grim

**L2** button Swap weapons in Inventory (see page 11)

**R2** button Shield block

**left analog stick** Move Maximo



**X** button Jump/Double jump (press twice)

**□** button   
 ▽ Horizontal Slash   
 ▽ Talk/Action (use when you see a green "I"; a red "?" means you need a key)

**△** button Overhead strike

**○** button Throw shield

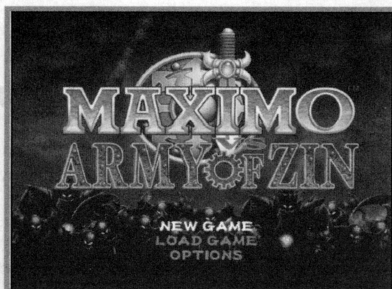
**right analog stick**   
 Re-orient, rotate and zoom camera

**R3** button First person mode/Rotate to look around



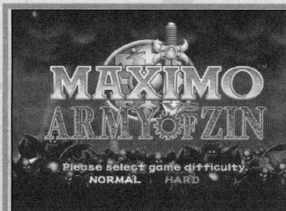


## GETTING INTO THE GAME



On the Title screen, press **START** to bring up the Main Menu. Use the Menu Controls to select your game mode.

### NEW GAME



Start a new game from the beginning. You'll choose a difficulty level, and then on to the game!

### LOAD

Resume a previously saved MAXIMO vs ARMY OF ZIN game. Use the left analog stick or directional buttons to select a saved game, and press **X** to load it. The game will resume from the Map screen of the last stage you played.

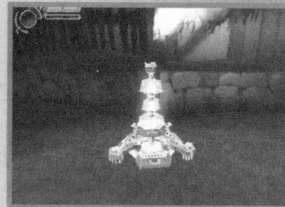
You must have a memory card containing at least one saved MAXIMO vs ARMY OF ZIN game inserted in MEMORY CARD slot 1 in order to resume saved game data.

### OPTIONS

Adjust various game settings. (See page 9.)

### CHECKPOINT

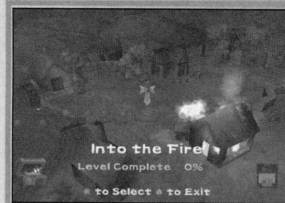
Attacking Zin come in for a landing near Zin probes. Smashing a probe disrupts the Zin's plans for conquest and becomes a Checkpoint. When Maximo is defeated, he will be resurrected at the last marked Checkpoint if he possesses a Death Coin. Checkpoints must be smashed to be marked.



### MAP SCREEN

While on the Map screen, you can check Mastery status or replay a level. Use the left analog stick or directional buttons to move Maximo's sword icon **←/→** and press **X** to select.

Press **L1** on the Map screen to see a list of Bonus Goodies you've acquired. Unlock more goodies by gaining Mastery when you finish a level. Press **△** to exit the Map screen.





## EXTRAS

### BUYING THINGS

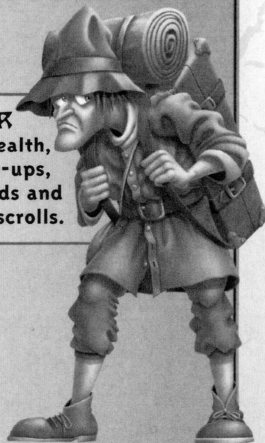
You can buy new items and attacks. Sometimes you'll encounter a Peddler or Old Guard threatened by the Zin! Save them or you'll lose a chance to buy something!



#### OLD GUARD

He teaches sword and hammer attack moves, and sells Grim and Super Meter upgrades.

**PEDDLER**  
He sells health, armor power-ups, boxers, shields and hint scrolls.



### INNOCENTS

As long as enemies are nearby, an Innocent will remain scared. You cannot talk to a scared Innocent.

When you rescue an Innocent, a green "!" appears. You can now talk by pressing . The Innocent will reward you with Treasure or tell you where to find secrets.

Be sure to talk to the same Innocent more than once in case he or she remembers something that didn't get mentioned the first time around.



## OPTIONS

Use the Options Menu to adjust various game settings. Press the left analog stick or directional buttons / to select an option, and / to change the setting.

### SOUND

Select STEREO or MONO depending on your speaker setup.

### MUSIC VOLUME

Adjust the game's music volume.

### EFFECTS VOLUME

Adjust the game's sound effects volume.

### VIBRATION

Turn controller vibration ON/OFF. When OFF, some play functions are disabled.

### SCREEN ADJUST

Adjust the position of the game screen on your TV.

### TV ADJUST

Adjust all the bars under the red line to black for optimum screen brightness, color and contrast.

### CONTROLS

Forgotten the game controls? Select this!

### DEFAULT

Restore the original options settings.



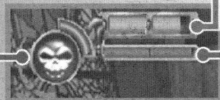
## GAME SCREEN

### GRIM METER

Collect Spirit to fill Maximo's Grim Meter. The skull icon will appear when you can summon Grim. Press **R1** to summon Grim.

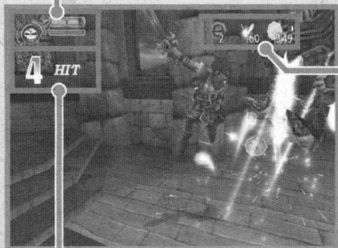
### HEALTH BAR

When Maximo loses a segment of health, he loses a piece of armor.



### SUPER METER

The Super Meter powers Maximo's advanced moves.



**COLLECTED ITEMS**  
Your total of collected Death Coins, Spirit, Koins and Keys.



### HIT COUNTER

As you attack enemies, your Hit Counter rises. As you defeat enemies, your Combat Rank improves. The higher the Combat Rank you attain, the greater your power!

## LEVEL END TALLY SCREEN

When you finish a level, the Tally screen appears. If you find all the Treasure, rescue all the Innocents, find all hidden items and destroy all enemies, you will achieve Mastery and unlock Bonus Materials.

The First Strike	
Enemies Defeated	22 (24)
Treasure Found	10 (21)
Innocents Rescued	9 (10)
Secrets Found	1 (7)
Level Complete	67%
Total Time	0:07:38

Press **△** button to continue.



## TREASURE

### SPIRIT

Collect Spirits to charge up your Grim Meter and earn Death Coins.



### DEATH COIN



As long as you have a Death Coin, you'll be resurrected at a checkpoint. Run out, and it's "game over."

### KOIN

Use Koins to buy items. Press **SELECT** to see your Koin count.



### IRON & GOLD KEYS

Iron keys open locked chests. You can carry up to nine within a level. Gold keys open locked gates. You can only carry one within a level. Keys do not carry over from one level to another.



### ARMOR

This adds one full Armor Bar.



### HEALTH TANKARD

This replenishes one Health Bar.



### SUPER METER CHARGE

This adds energy to your Super Meter.





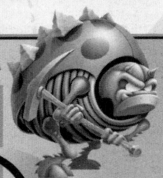
## MORE MOVES

### JUMP STRIKE - X, Δ

- Use this quick attack to smash items and fallen enemies.



### DOWNWARD STRIKE - X, X, Δ



- This combination of double jump and powerful attack finishes off fallen enemies!



### SHIELD THROW - ○

- When the Super Meter is charged, press ○ to throw Maximo's shield.
- When he's out of Super Meter power, Maximo does a Shield Smash when you press ○.



### SUMMON GRIM - R1



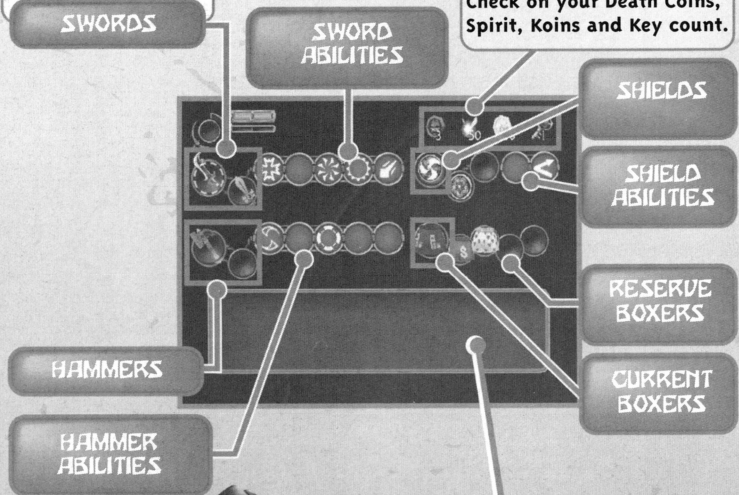
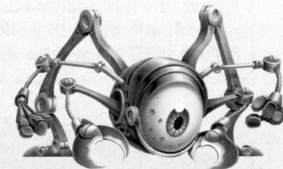
- Collect Spirit to fill the Grim Meter.
- Press R1 to transform into Grim.
- Transform back into Maximo at any time by pressing R1 again.



## INVENTORY

Press **SELECT** during game play to access your Inventory. Here you'll see the weapons and items you've collected. Use the left analog stick or directional buttons to move the cursor to select items. Press **SELECT** to return to the game.

To swap an item into or out of the equipped position, move the cursor to the item and press **X**. During gameplay, press **L2** to switch between the selected Sword and Hammer.



Check on your Death Coins, Spirit, Koins and Key count.

The text box tells you about the selected item.

Press **R1** to go to the Hint Scrolls screen. You can buy hints from the Peddler. (See page 16.)





## MAXIMO'S MOVES

### RUN/WALK

- ▼ Push the left analog stick half way in any direction to walk.
- ▼ Push it all the way to run.



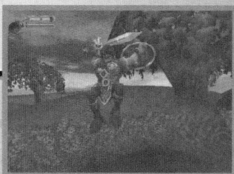
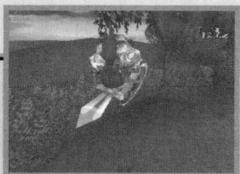
### JUMP - X



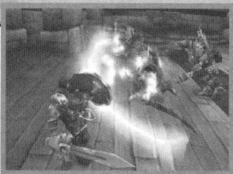
- ▼ Jump to reach higher elevations and clear obstacles.

### DOUBLE JUMP - X X

- ▼ Double jump to get across hazards and reach the highest places in a scene.
- ▼ Before landing, press **R2** to finish with a defensive roll.



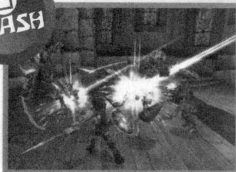
### SHIELD BLOCK - R2



- ▼ Hold down **R2** to block.
- ▼ Blocking is Maximo's best defense against most enemy attacks.

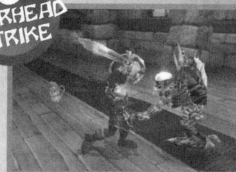
## SWORD ATTACKS

### SLASH



- ▼ Do a single horizontal slash.
- ▼ Press **□ □** for a quick one-two double slash attack.

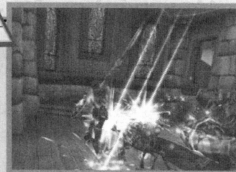
### OVERHEAD STRIKE



- ▼ Perfect for whacking a Zin Reaper right in the Soul Stone!

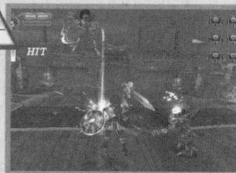
### UPPER CUT COMBO - □, ↑ + □

- ▼ On the second slash, press the left analog stick **↑ + □**.
- ▼ This powerful upward strike can knock most enemies on their backs!



### SMACK UP - ↑ + △

- ▼ Tap the left analog stick **↑** while pressing **△**.
- ▼ Juggle an enemy into the air!



### FOUR CUTS COMBO - □, □, □, □

- ▼ Without moving the left analog stick, start this flurry of sword strikes by pressing **□** quickly three times on Maximo's second slash attack.

