

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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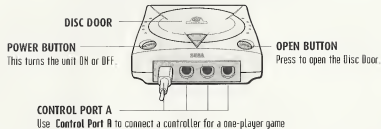


Dying for more LEGACY OF KAIN:
SOUL REAVER game hints?
Call the EIDOS Interactive Hint Lines

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years or have Parent's Permission/Touch Tone Phone
Required

For tech support or warranty information, call 1-415-
547-1244, available M-F 9:00 am - 5:00 pm PST.

Sega Dreamcast™



To save game setting and results, and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into slot 1 of the controller BEFORE turning on the Sega Dreamcast.

1. Insert the **LEGACY OF KAIN: SOUL REAVER** GD-ROM into the Sega Dreamcast and close the Disc Door. Press the Power Button to turn the unit ON.
2. From the title screen, use the **Analog Thumb Pad** to highlight **START NEW GAME**, and press the **A Button**.
3. To continue a saved game, highlight **LOAD GAME** and press the **A Button**. Then highlight the saved game you want to play and then press the **A Button**.

Note: When you load a saved game, the game will scan for a VMU and check its data. If you don't have a VMU inserted, follow the on-screen directions to play without a VMU.

Jump Pack

LEGACY OF KAIN: SOUL REAVER supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast Controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.



To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Controls (default)

General

- Start Button** — Pause/resume game.
- Analog Thumb Pad** — Select menu item.
- A Button** — Accept menu selection.

- Analog Thumb Pad** — X Button
- Directional Button (D-Button)** — Y Button
- B Button** — B Button
- A Button** — A Button
- Start Button** — Start Button

Gameplay

- Analog Thumb Pad** — Move Raziel while running/gliding/climbing/swimming.
- A Button** — Jump/swim.
- Left Trigger + A Button** — High jump/speed burst underwater.
- Jump + hold A Button** — Glide.
- X Button** — Action button (i.e. attack/pick up, use, move, grab, push or flip blocks/activate objects/shift planes from Glyph Spell menu/activate warp gate "menu").
- Y Button** — Execute a fatal move on a stunned enemy/aim and fire projectiles.
- B Button** — Devour soul.
- Left Trigger** — Crouch/crawl.
- Right Trigger** — Sneak/hold to autoface nearest enemy/re-press to face next enemy.
- Left Trigger + Right Trigger** — Look-Around mode.
- D-Button** — Rotate camera. Tap to swing camera into position behind Raziel.
- D-Button** — Access Glyph Spell menu.



- Notes:
- Connect your controller or other peripheral equipment before turning on the Sega Dreamcast.
 - Never touch the **Analog Thumb Pad** or **Left/Right Triggers** while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
 - While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.

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Setting Options



1. To open the Options menu, select **OPTIONS** from the Main Menu, or press the **Start Button** to pause during a game, use the **Analog Thumb Pad** to highlight **OPTIONS** and press the **A Button**.
2. Highlight the **SOUND**, **MUSIC** or **SPEECH** option and press the **Analog Thumb Pad** $\blacktriangleleft/\blacktriangleright$ to change its value.
3. Highlight the **VIBRATION** option and press the **Analog Thumb Pad** $\blacktriangleleft/\blacktriangleright$ to toggle the Jump Pack's vibration feature **ON** or **OFF** (only available if you have a Jump Pack inserted into Slot 2 of the controller). Highlight **DONE** and press the **A Button** to exit the menu.
4. Press the **Start Button** to exit the Pause menu.

Saving a Game



1. Press the **Start Button** to pause the game and access the Pause menu.
2. Use the **Analog Thumb Pad** to highlight **SAVE GAME** and press the **A Button**.
3. For your first save, just press the **A Button**. For all future saves, you can choose either to overwrite the existing saved game, or to create a new save file.
Note: You can save up to four **LEGACY OF KAIN: SOUL REAVER** games per DMC.
4. To resume a saved game, use the steps in "Starting a Game" on page 2. When you resume a saved game, all of Raziel's progress is restored, but he always begins from the Elder God's chamber.

Redemption

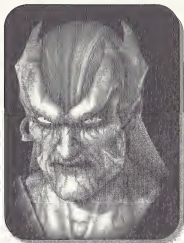
Dark Gods

A millennium has passed since Lord Kain set his capital in the ruins of the Pillars of Nosgoth and began his conquest of the world. His first act was to recruit a cadre. Dipping into the underworld, Kain snared six souls and thus birthed his Lieutenants, of which I, Raziel, was one. We, in turn, prowled the twilight of purgatory building six legions of vampires to pillage Nosgoth.

The destruction of the major human Kingdoms was inevitable. Within a hundred years, humanity had been thoroughly domesticated. To be sure, there remained some feral humans scattered across the hinterlands, clinging to their hopeless holy war to rid Nosgoth of "the vampire scourge." They were tolerated. They made existence for the fledglings more challenging.

After the taming of the humans, our real work began. Reshaping Nosgoth to our will. Around the Pillars, slaves constructed a shrine worthy of our new age, worthy of our dark renaissance. Huge furnaces were built to belch smoke into the sky, shielding the land from the poisonous effects of the sun. Never had the world known a time of such beauty. However, we grew bored.

We allowed the remains of the legions, the lesser vampires, to have their intrigues. They provided amusement and spice to an increasingly uninspired court. As faction fell against faction we bet upon the outcome. We helped and foiled plots at our whim. We were the Council and Lord Kain, our only master.



Raziel

The humans think it is a poison of the blood that makes us what we are. Fools. The blood only feeds the bodies we live in. To create a vampire, one must steal a soul from the abyss to reanimate the corpse. It is the body that demands the blood sacrifice; our souls gain their advantage from the powers of the underworld.

As we matured, our earthly bodies evolved into a higher form. We assumed the powers and nobility of the Dark Gods. With each change, the trivial affairs of vampire and man held less interest.

Always, it was Kain who would change first. After the master had experienced a new gift, one of us would follow in a decade or so. That is, until I had the audacity to evolve before my master. I was gifted with wings. And for my impertinence I was damned.

The Elder

To us the touch of water is agony; it burns our flesh like acid. My punishment was to be cast into The Lake of the Dead, our execution ground for traitors and weaklings. As my brethren heaved me into the air I could see the bemused expressions on their faces. The transitory thrill of something new. Then the pain. Melting, twisting, burning, falling. A new experience indeed. Time. I have no concept of how long I fell. Only that there was an end to the fall and through the pain I heard the voice. At first I thought it merely the echoes of my own tortured mind, but I grew to understand that it was more. Something primal. Something angry. Something righteous. Something ancient.

The Elder explained much to me. It told me of creation, of death, of souls and of hunger. For eons the Elder fed upon the souls of Nosgoth. Then Kain's vampire dynasty deprived the Elder of sustenance. For centuries his hunger grew and festered in this place.

The Elder offered me a solution to my sorry existence - if I would stalk the Material Plane, slaying my former brethren, then I would have the chance to avenge myself against Kain.

How could one refuse such an offer?

Living and Dying in Nosgoth

The Material Plane



Health Coil

The Spectral Plane



Health Coil

As Raziel, you are immortal. You cannot die. However, you can lose energy. The Health Coil tracks your energy reserves.

On the Material Plane, you constantly consume energy in order to maintain your physical form. For this reason, your Health Coil constantly drains. To replenish your energy and maintain your physical presence in the Material Plane, you must regularly feed on the souls of your enemies. (See page 10, "Feeding" for details on how to feed.)

If your energy depletes to nothing in the Material Plane, you will be forced to shift to the Spectral Plane. Here, your energy will slowly recover. You can hasten its restoration by devouring the lost souls of the underworld and the souls of spectral enemies.

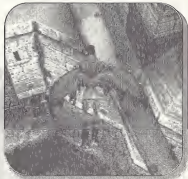
If you lose all your energy in the Spectral Plane, you return to the Elder's chamber.

Innate Abilities

Sliding

- Press the **A Button** to jump
- While in mid-air, press and hold the **A Button** to glide.
- Press and hold the **A Trigger** to glide straight down
- Release the **A Button** to drop to the ground.

Raziel can gain additional lift by gliding over updrafts or thermals of warm air where they occur.



Crouching/Crawling

- Hold the **Left Trigger** to crouch.
- Crawl by holding the **Left Trigger** while moving Raziel with the **Analog Thumb Pad**

Raziel cannot fall off ledges or platforms while crawling.

Collecting and Using Objects

There are three basic types of objects in Nosgoth:

- Weapon objects that can be picked up.
- Block objects that can be relocated or reoriented
- Contextual objects such as doors and switches.

Raziel can interact with objects in the Material Plane only. There is no object interaction in the Spectral Plane. Raziel cannot pick up weapons, move blocks or open doors in the Spectral Plane.

Weapon Objects

Raziel can pick up a variety of useful objects that can serve as weapons or for other purposes. These objects generally fall into the following classes: two-handed staff weapons, two-handed blunt objects and torches. Be on the lookout for "hidden" objects that can be broken off and used as weapons.

To pick up a weapon object:

- Move Raziel near or over the object
- Press the **X Button** to grab the object.

To put down an object:

- Hold down the **Left Trigger** and press the **X Button**



Block Objects

Throughout his explorations, Raziel will find opportunities to use block objects

To push blocks:

- Move Raziel next to a block object
- Press the **X Button** to push the object.

To grab blocks:

- Move Raziel next to a block object
- Press and hold the **X Button** to embed Raziel's claws into the block.

To move grabbed blocks:

- While grabbing the block (holding the **X Button**), press the **Analog Thumb Pad** to move it
- Release the **X Button** to disengage the block.

To flip block objects:

- Move Raziel next to a block object.
- Press and hold the **Left Trigger** and Raziel will crouch.
- Press the **X Button** and Raziel will flip the block. Blocks can be flipped in place, or flipped up onto adjacent blocks or terrain of the same height.



Contextual Objects

A variety of contextual objects such as doors and switches are scattered throughout Nosgoth.

To activate contextual objects:

- Move Raziel next to the object.
- Press the **X Button** to interact with the object.

Sneaking

By sneaking Raziel can grope his way over precarious terrain and creep up on enemies.

To sneak:

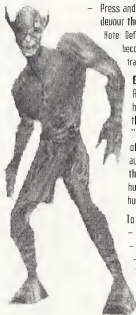
- Press and hold the **Right Trigger** while moving Raziel.

Raziel will not fall off ledges or platforms while sneaking.

Feeding

Feeding on Enemies

To sustain existence, Raziel must feed on the energy of creature's souls. He can also feed on the energy of disincorporated spectral enemies.



To feed on enemies:

- After Raziel defeats enemies in the Material Plane, their souls float free from their bodies.
- Press and hold the **B Button** to have Raziel devour the liberated soul.

Note: Defeated enemies in the Spectral Plane become translucent. Raziel can feed on translucent enemies.

Lightly Snacking on Humans

Raziel can "embrace" non-combatative humans and drain their souls without the need for combat. He can also "sip" at a human's soul, leaving some of it to recover. If he gets carried away and devours the entire soul, the human will die. Non-combatative humans are villagers and any vampire hunters who perceive Raziel as an ally.

To feed on a human soul:

- Move Raziel near a human.
- Press the **B Button**.
- Release the button before the soul is completely devoured to allow it to recover.

Earned Abilities

Raziel gains most of his earned abilities by devouring the souls of Clan Leaders. He can also gain abilities in other ways.

Phasing Through Gates

This earned ability allows Raziel to phase through otherwise impassable barriers such as fences, gates and grates.

To phase:

- While in the Spectral Plane, push against a gate. Raziel will dematerialize and phase through it.

Scaling Walls

Scaling walls is only possible in the Material Plane.

If Raziel transitions to the Spectral Plane while scaling a wall, he will automatically drop to the ground.

Raziel can't engage in combat while scaling a wall. Avoid enemies, or dispatch them before climbing. Only certain walls are scalable.

To scale walls:

- Press the **A Button** to jump onto a scalable wall surface.
- Press the **Analog Thumb Pad** to move along the wall. Raziel automatically pulls up onto ledges when he reaches the top of the wall.
- Press the **A Button** to drop off the wall.



Firing Telekinetic Force Projectiles

When not carrying the Soul Reaver or another item, Raziel can gather and throw a ball of telekinetic energy. Enemies and moveable objects are shoved backward when the sphere of force hits them. Fragile elements like windows can often be shattered by the impact of the force projectile.

The projectile itself does little damage, but enemies can be forced into damaging or fatal environmental elements. For example, they can be slammed into a wall or pushed into water, fire or sunlight.

You can aim the force projectile automatically or manually, like any other projectile. (See page 16 "Projectile Attacks" for details.)

To cast a telekinetic force projectile:

- Hold the **Y Button** to form the projectile.
- Release the **Y Button** to throw the projectile.

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Swimming

Raziel is unable to swim at the start of the game. Before he learns to swim, falling into water in the Material Plane immediately causes him to shift to the Spectral Plane.

Water in the Spectral Plane has no lift; instead, it is as ephemeral as air. Raziel can never swim in the Spectral Plane. He can walk on lakebeds and canal floors, but he cannot reach higher areas. Once he earns the ability to swim, Raziel can access previously unreachable areas in the Material Plane.

While swimming, Raziel is more vulnerable than normally. His combat abilities are limited, regular attacks are not available, use of projectiles is limited, and Raziel must rely more on evasive tactics than aggressive attacks when dealing with enemies.

Note: While Raziel is swimming, you cannot rotate the camera with the **Analog Thumb Pad**.

To swim in the Material Plane:

- While in the water, hold the **A Button** to swim at a constant speed.
- Tap the **A Button** once to swim one stroke.
- Tap the **A Button** repeatedly to swim quickly.
- Hold the **Right Trigger** while using the **A Button** to swim more slowly and turn with precision.
- Press the **Analog Thumb Pad** to orient Raziel.

To jump out of the water/speed burst in water:

- Press and hold the **Left Trigger** to coil back in the water.
- Press the **A Button** to propel Raziel out of or through the water.

To climb out of the water:

- Swim to a low bank or ledge.
- Press the **Analog Thumb Pad** toward the landing place to pull up onto it.

Constricting

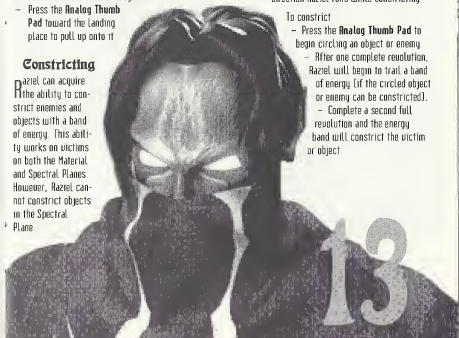
Raziel can acquire the ability to constrict enemies and objects with a band of energy. This ability works on victims on both the Material and Spectral Planes. However, Raziel cannot constrict objects in the Spectral Plane.

Once constricted, vampires can be reduced to a stunned state. Most humans are rendered lifeless when constricted.

You can rotate certain objects such as gears or statues by constricting them. Turn the objects either clockwise or counter-clockwise, depending on which direction Raziel runs while constricting.

To constrict:

- Press the **Analog Thumb Pad** to begin circling an object or enemy.
- After one complete revolution, Raziel will begin to trail a band of energy (if the circled object or enemy can be constricted).
- Complete a second full revolution and the energy band will constrict the victim or object.



Combat

Your goal in combat against vampires is to reduce them to a stunned or impaired state so you can grapple them or execute a fatal blow. To stun a vampire, slash at it until you pummel it into submission. Repeated blows reduce vampires to a groggy, swaying, zombie-like state.

When stunned or recovering from a stunned state, vampires are vulnerable to fatal moves. While they're still groggy and clearly losing blood, grapple them or deliver the *coup de grâce*. If you don't, they will soon revive and become invulnerable to extreme measures, so you must act immediately.

Surprise enemies by sneaking up on them or throwing a projectile before they see you. This will have the same effect as attacking a stunned target, i.e., you can fell the enemy with a fatal blow.

Autofacing Enemies

The key to success in combat is the ability to engage your opponent face to face. **LEGACY OF KAIN: SOUL REAVER** features an autoface button to simplify this process.

To autoface:

- When close to an enemy, press and hold the **Right Trigger** to automatically face the nearest enemy.

To face another enemy:

- Release the **Right Trigger**. Re-press and hold the **Right Trigger** to automatically face the next closest enemy.



Combination Attacks

- Tap the **X Button** to execute a short jab attack.
- A second rapid tap executes a slash attack.
- A third rapid tap executes a more powerful slash attack.

Dodging

- When autofacing, press the **A Button** while pressing the **Analog Thumb Pad** away from or to the side of the enemy.



Lunging Attacks

Lunging attacks cover more distance and deliver more damage than any single combination attack.

To lunge:

- When autofacing an enemy, press the **A Button** while pressing the **Analog Thumb Pad** toward the enemy.



Grappling and Throwing Enemies

Once an enemy is stunned or recovering from a stun, Raziel can grapple and throw his victim. Grappled enemies can be hurled into spikes, shafts of sunlight or other deadly environmental elements. Recovering enemies will struggle and may escape your grasp if you don't throw them quickly.

To grapple and throw an enemy:

- Press and hold the **Y Button** to grab a stunned enemy.
- Press the **Analog Thumb Pad** to orient Raziel.
- Release the **Y Button** to throw the enemy.

Fatal Blows

Impaling

When equipped with a staff-type weapon, Raziel can batter an enemy into a stunned/damaged state and then initiate an impale move to destroy his foe.

To impale:

- Press the **Y Button**.

Note: Make sure to devour the soul of the impaled enemy before collecting the weapon or the enemy will regain its soul and return to life.



Immolating

When equipped with a torch weapon, Raziel can set a stunned/damaged vampire on fire.

To immolate:

- Press the **Y Button**.



Projectile Attacks

Raziel can throw any weapon he is currently holding.

To auto-aim the weapon at the nearest enemy:

- Hold the **Y Button** to aim.
- Release the **Y Button** to throw the object.

To manually aim projectiles:

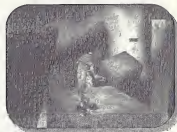
- Press the **Left Trigger + Right Trigger** to enter Look-Around mode while holding the **Y Button**.
- Press the **Analog Thumb Pad** to aim.
- Release the **Y Button** to throw the weapon.

The Spectral and Material Planes

Raziel dwells on two planes: the Material Plane – the realm of the living; and the Spectral Plane – the realm of the dead. After being executed by Kain, Raziel was transformed into a creature of the Spectral Plane.

- The Spectral Plane is a darker, more twisted version of the Material Plane. As Raziel passes from one plane to the other, the world around him twists and reshapes itself. Places and items which are unattainable to Raziel on one plane may be attainable on the other.
- Some mechanics are only effective on one plane. In general, "physical" actions that involve interacting with objects or terrain are only functional in the Material Plane.
- Different creatures inhabit the Material and Spectral Planes – vampires and humans exist in the Material Plane, enemies like the Sluagh and Vampire Wraiths exist only in the Spectral Plane. Clan Leaders have a limited ability to shift between planes, but only momentarily.
- In the Spectral Plane, time is irrelevant. While you're in the Spectral Plane, time stops in the Material Plane. Use this phenomenon to solve otherwise impossible puzzles.
- While in the Material Plane, Raziel's life energy is constantly drained to maintain his material form. Raziel must feed on the souls of his enemies to replenish his health and remain in the Material Plane. If he is damaged or does not feed, Raziel will be pulled back to the Spectral Plane.

Spectral Plane



Material Plane





- In the Spectral Plane, Raziel's energy begins recovering gradually. He can speed the recovery and regain total health by finding and feeding on lost souls wandering the Spectral Plane, and the souls of the various creatures that live off them
- Raziel can always easily abandon his physical form and shift from the Material back to the Spectral Plane
- In the Spectral Plane, if Raziel is at full health and has a planar portal at his disposal, he can voluntarily shift to the Material Plane.



Planar Portal

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Shifting from the Material to the Spectral Plane

- Press the **D-Button**  to open the Glyph Spell menu.
- With the **Analog Thumb Pad**, highlight the Shift glyph 
- Press the **X Button** to shift between planes

Shifting from the Spectral to the Material Plane

- While at full health, locate a planar portal
- Stand in the blue energy in the center of the portal.
- Press the **D-Button**  to open the Glyph Spell menu.
- Use the **Analog Thumb Pad** to highlight the Shift glyph and press the **X Button**.

Warp Gates



Warp gates allow Raziel to travel quickly through the world of Nosgoth. Raziel can only travel between active warp gates, and he must turn the gates "on" during visits to the rooms. Areas not yet visited are grayed out when viewed through a warp gate. Raziel must activate the associated warp gate before he can travel to those areas.

To activate a warp gate

- Move Raziel onto the circular symbol on either side of the warp gate.
- The symbols and the archway begin glowing as the warp gate becomes permanently active

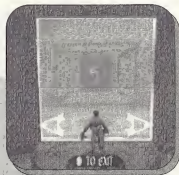
After activating multiple warp gates, you can select the area to which you want to warp.

To travel via warp gates:

- Move Raziel onto the glowing symbol on either side of an active warp gate
- Press the **X Button**. Raziel is automatically centered on the symbol and two glowing arrows appear to his left and right. The warp gate dissolves into a portal image, revealing another warp gate room elsewhere in Nosgoth.
- Press the **Analog Thumb Pad**  to look into all warp gate rooms, one after the other. Areas with active warp gates appear clearly. Areas with non-active warp gates are misty.
- Press the **Analog Thumb Pad**  to move Raziel through the warp gate into any "active" room. Raziel cannot warp to any "non-active" room until he visits that area and activates the warp gate.

To exit a warp gate without traveling to another location:

- Press the **X Button**. The portal image fades.
- Raziel can now move through the archway while remaining in the same area.



The Soul Reaver

The Soul Reaver is the only weapon that Raziel can carry between planes. It remains active when Raziel shifts from the Material to the Spectral Plane (unlike other weapons, which Raziel drops when shifting to the Spectral Plane)

Raziel must acquire the Soul Reaver during his quest. After he gains possession, the Soul Reaver becomes part of him. He will not drop it or lose it. However, he can lose (and regain) the use of it.

The Soul Reaver will only manifest in the Material Plane when Raziel is fully charged with energy. Once manifest, the Soul Reaver sustains Raziel's energy so that it no longer drains in order to maintain his physical form. So, Raziel will only take damage from combat. If Raziel takes damage, the Soul Reaver will disappear until his energy is once again fully charged.

As with other weapons, when handling the Soul Reaver, press the **H Button** for slashing attacks, and press the **Y Button** to execute a fatal blow on a stunned enemy.



Projectiles

After Raziel gains the Force Projectile ability, the Soul Reaver can shoot projectiles.

To shoot with the Soul Reaver, hold the **Y Button** to charge it, and release the **Y Button** to fire.



Fire Reaver

Hidden in Hosgoth is a fire forge. Baptizing the Soul Reaver in the forge imbues the weapon with fire. Later encounters with fire in the Material Plane allow you to transform the Soul Reaver into the Fire Reaver by passing the weapon through the flames.

The Fire Reaver continues as long as Raziel's energy is fully charged. When Raziel takes damage, the weapon disappears, true to its fundamental nature as the Soul Reaver. Raziel must fully recover his energy to regain the Soul Reaver. To recharge the Fire Reaver, pass the Soul Reaver through fire once again.

Glyphs

Six Glyph Altars are hidden throughout Hosgoth. Each ancient Altar is associated with an elemental glyph (or spell). Once Raziel solves the puzzle of the Glyph Altar, he is awarded an elemental glyph. Glyphs go permanently into your Glyph Spell menu. Except for the Shift Glyph, all glyphs are active in the Material Plane only.

Glyphs invoke powerful elemental energies that damage multiple enemies in the Material Plane. Glyphs have varying ranges and areas of effect.

Note: Being elemental in nature, glyphs are sensitive to the environment in which they're invoked. All glyphs operate in the Material Plane, except in water. When swimming in the Material Plane, Raziel can only invoke the Shift Glyph. Likewise, all glyphs except the Shift Glyph become inactive in the Spectral Plane.

Eldritch Energy

Casting a Glyph Spell consumes Eldritch energy. Raziel can find Eldritch energy scattered throughout the game. Destroyed enemies sometimes leave Eldritch energy behind. There are also secret locations that will fully charge Raziel with Eldritch energy.

An on-screen display reveals the amount of Eldritch energy Raziel currently holds. To the left, another number indicates the energy cost of the currently selected spell. This number changes as you highlight different spells in the Glyph Spell menu. If Raziel does not have enough energy to cast a particular spell, its glyph is grayed out.

Casting a Glyph Spell

- Press the **D-Button** to open the Glyph Spell menu.
- Press the **D-Button** or **Analog Thumb Pad** to highlight the Glyph Spell you want to cast (If you don't have enough Eldritch energy to use the spell, its glyph will be grayed out.)
- Press the **H Button** to cast the highlighted Glyph Spell and close the menu.
- Press the **D-Button** to close the Glyph Spell menu without casting a spell.

Note: "Pips" in the Glyph Spell menu are placeholders for glyphs that haven't been gathered yet.



Shift Glyph

When Raziel casts this glyph, he shifts from the Material to the Spectral Plane or vice versa



Force Glyph

Waves of telekinetic force stream from Raziel, throwing enemies backward. Telekinetically flung enemies may end up damaged or destroyed, depending on what they impact.



Stone Glyph

The spell creates a localized earthquake, with waves of petrifying energy radiating from Raziel. Affected enemies are temporarily solidified. Raziel can destroy petrified enemies by striking them with the Soul Beaver; otherwise, they will recover after a short period of stone-like immobility.



Sound Glyph

Deadly waves of sound emanate from this glyph's epicenter. The spell's frequency is deadly to vampires, who are reduced to a stunned/damaged state when impacted by the sound waves. Humans are unaffected.



Water Glyph

When released, this glyph's magic explodes into the room, burning all water-vulnerable vampires within its range and reducing them to a damaged state. Humans are unaffected. The spell has a wider range than the Sound Glyph.



Fire Glyph

This glyph's power expands outward in rings of fire, igniting all enemies within proximity. Vampires impacted by the wave of fire are immediately immolated and destroyed.



Sunlight Glyph

Raziel's most devastating spell, it allows him to gather all sunlight in an area into his body, then disperse it in a blinding flash that immediately reduces his vampire enemies to cinders. Humans remain unaffected.

Essential Items

Soul

Souls provide the energy Raziel needs to survive and progress through the quest. Acquire human and vampire souls by destroying the creatures' physical bodies. Find lost souls wandering in the Spectral Plane. Reduce spectral enemies to a vulnerable condition and devour them.

Eldritch Energy

These powerful sources of magical energy can be found on both the Material and Spectral Planes. This is the energy that allows Raziel to cast spells. Eldritch energy is rare, either hidden in the environment, or revealed when enemies are defeated. Use it wisely.

Eldritch Energy Power-Ups

By collecting these artifacts Raziel increases his capacity to store Eldritch energy. These are extremely rare. Raziel will find only five throughout Nosgoth.

Health Power-Ups

Fifteen of these power-ups are scattered throughout the world. They are very difficult to discover. Each time you collect five of them, you increase Raziel's capacity to hold energy in the Material Plane.

Health or Eldritch Energy Recharge

Several energized locations in Nosgoth will refill Raziel's Health coil or Eldritch energy. To use these founts, stand on the spot until all energy is restored.



Eldritch Energy



Eldritch Energy Power-Up



Health Power-Up



Nosgoth Dwellers

Vampire Brethren

The majority of your enemies are your former vampire brethren. At the time of your execution there were five other clans besides yours, each led by a lieutenant.

Within each clan there are several types of vampires. Vampires are susceptible in varying degrees to sunlight, water, sound, fire and being impaled.

- Fledgling vampires are newly turned vampires. These inexperienced creatures are susceptible to sunlight and are easily dispatched.
- Pupating vampires are in a quiescent state evolving from fledglings to adults. Do not disregard these, they can easily ambush you.
- Adult vampires, whose glowing red eyes burn eerily in the shadows, are generally immune to sunlight and are more difficult to destroy.
- Clan leaders are the most difficult of all to exterminate.

Note: Learn the weaknesses of different vampire types. Some may be immune to water or sunlight.

The Clans

Dumahim

Dumahim are the most common vampires in Nosgoth. These creatures wander the land in search of humans to devour.

Melchahim

Melchiah, the leader of the Melchahim, was the last lieutenant created. As such, his powers are the weakest of all the clan leaders – so much so that his flesh moldered.

Melchiah's vanity was such that he would search among the human slaves for the most stunning specimens. After feeding on them, he would skin them and don their flesh to cover his putrescence. His children, the Melchahim, also skin their victims to help hold their own rotting carcasses together.

Zephonim

The Zephonim vampires descend upon their victims from the dark recesses of the walls. These spider-like monsters use their stealth to ensnare their prey to satiate their hunger. Zephon is said to rule his empire from the spire of an incredible cathedral.



Rahabim

The Rahabim rule the waters of Nosgoth. These vampires have adapted to become immune to the destructive effects of water. These beasts are equally dangerous on land or sea. However they are very susceptible to sunlight's devastating effect.

Turelim

The most powerful vampires in Nosgoth, most of this clan have retreated into Nosgoth's hinterlands, but many independent rogues and bands linger in the area.

Spectral Enemies

Stuagh

These jackals prey on the lost souls wandering the Spectral Plane. They travel in packs to corner and overwhelm their prey. If an encounter goes badly, they will flee.

Vampire Wraiths

If a vampire's body is destroyed in the Material Plane and its soul is not consumed, a Vampire Wraith is born in the Spectral Plane. When a Vampire Wraith injures Raziel, it opens a wound from which it will continually draw off Raziel's energy. To halt the deadly drain, you must either slash the Vampire Wraith or flee.



These creatures grow in power the longer they dwell in the Spectral Plane. If for some reason its corpse in the Material Plane is healed, the Vampire Wraith will return to the Material Plane to re-inhabit its body, bringing its deadly ability with it. These reincarnated vampires are recognizable by the sparks of blue energy they exude.

As super vampires, Vampire Wraiths are deadly foes indeed.

Note: Spectral enemies' health level is evident in their auras: powerful enemies emit a blue aura, then the color degenerates through the spectrum as strength lessens, so that an enemy in the last stages of weakness will radiate a red aura.



HS

Humans

Villagers

The few humans that still exist have taken refuge in the fortified city to the north. They will occasionally venture out of the city, but only rarely. They are unarmed, and easy prey for either the vampires or Raziel.

They will modify their behavior toward Raziel depending on how he behaves - if Raziel preys on them, they will see him as a demon, and flee in terror. If he spares them, attacking the vampires that plague them instead, they will see him as a savior, an avenging angel, and worship him.

Humans' souls are not as deeply rooted as the vampires' - the humans do not have to be killed before Raziel can draw energy from their souls. If Raziel gets close enough, he can grasp a human and draw its soul energy directly from its body. If he chooses only to "sip" at a human's soul - recovering his health slightly, but not draining the victim completely - the human will faint, but recover. As long as Raziel does not drain his victim completely, he will not be unified by the humans.

Vampire Hunters

The warrior class of Nosgoth's remaining humans have become Vampire Hunters. There are two types: hunters armed with crossbows equipped with heavy, impaling bolts, and hunters armed with primitive flame-throwers. The hunters protect the city, and will venture outside its walls to engage in skirmishes with their vampire enemies.

Worshippers

There is another sub-class of humans, who have adapted to the vampire menace by serving their tormentors and worshipping them as gods. The worshippers fall into two classes: Mountians, who wield decorative but deadly staves, and Adepts, who use their sacrificial knives as weapons.

The worshippers, in their blind allegiance to their vampire masters, will always view Raziel as an enemy and cannot be swayed by Raziel's behavior. The worshippers are an insidious threat to the human population, since they kidnap victims for blood sacrifices. Considering no sacrifice too great, they will also gladly give their own blood, and lives, if necessary, to sustain their vampire masters.

Kain's Legion



LEGACY OF KAIN: SOUL REAPER
for Sega Dreamcast™ developed
for Crystal Dynamics by Nixxes Software

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All of our friends & family

who missed us during

the crunch



Music composed and performed by Kurt Markland of Information Society. Main theme song from Information Society's Don't Be Afraid. <http://www.info.org>

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