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PlayStation 2



EmuMovies

EVIL DEAD A FISTFUL OF BOOMSTICK

INSTRUCTION MANUAL



**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 computer entertainment system, 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 computer entertainment system 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 computer entertainment system 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.

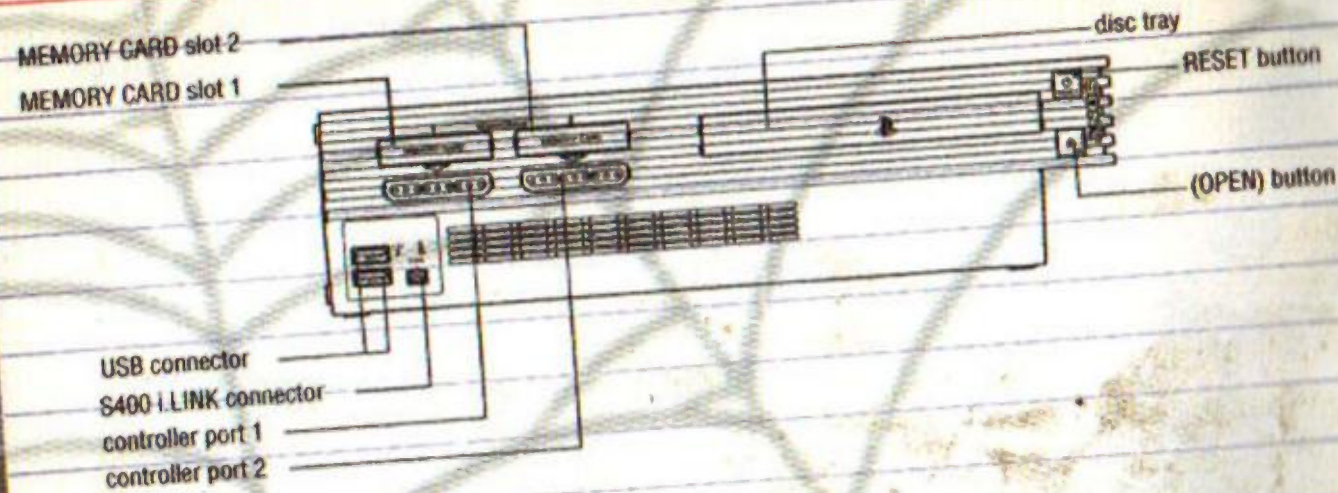
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Hello, my name is
1

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 in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the EVIL DEAD: A FISTFUL OF BOOMSTICK 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 Cards

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2. You can load saved game data from the same

card, or any Memory Card (8MB) (for PlayStation®2) containing previously saved EVIL DEAD: A FISTFUL OF BOOMSTICK games. For more information, see SAVING AND LOADING on page 17.

GAME CONTROLS

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



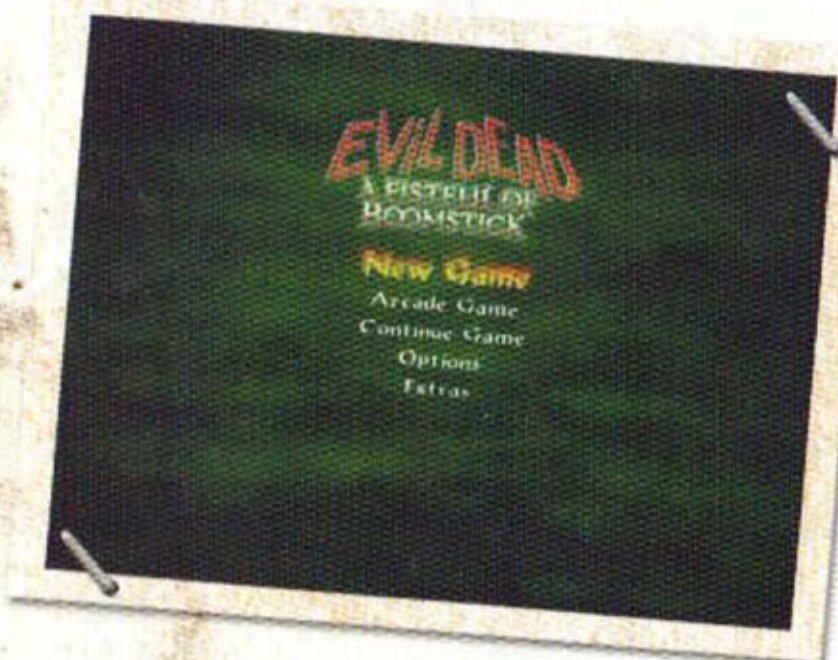
BUTTON	ACTION
Directional buttons	Show/Hide HUD/Scroll through inventory
Left analog stick	Control Ash/Scroll through inventory/left-hand weapons
Right analog stick	Control camera/Rotate items in inventory screen/Scroll through right-hand weapons

- ⊗ button Right-Hand Weapon Attack
- ⊙ button Block
- △ button Activates "?" for info to be given to Ash/Talk to characters/Taunts
- ⊠ button Left-Hand Weapon Attack/ Gets Ash out of holds when grabbed by Deadites
- L1 button Targets nearest Deadite
- L2 button Select Left-Hand Weapon
- R1 button Use the Spell Book/Discard possessed Deadite body
- R1 button (hold) + various combinations of ⊗, ⊙, △, ⊠ buttons Cast Spell
- R2 button Select Right-Hand Weapon/Enlarge items highlighted in inventory
- R3 button Center camera
- ▶ START Pause game
- SELECT Access inventory

PLAYING A GAME

In **EVIL DEAD: A FISTFUL OF BOOMSTICK** your goal is to kick some serious Deadite tail. Choose New Game from the Main Menu to get into the action.

Main Menu



- * **New Game**-Main Deadite-splattering storyline mode.
- * **Arcade Game**-Completed levels become available in Arcade Mode, where you will be pitted against Deadites in scenarios that must be completed within a certain time frame. See page 18 for more info.
- * **Continue Game**-Load a saved game. See page 17 for more information on Saving and Loading.

* **Options**-Customize the game with the following options:

* **Video** Turn widescreen on to take advantage of a 16x9 aspect ratio set.

* **Audio** Raise and lower the effects and music volume levels. Also toggle surround sound on/off.

* **Controller** There are three different control configurations to choose from. Pick the one that best suits your thumbs.

* **Vibration** Toggle vibration on/off.

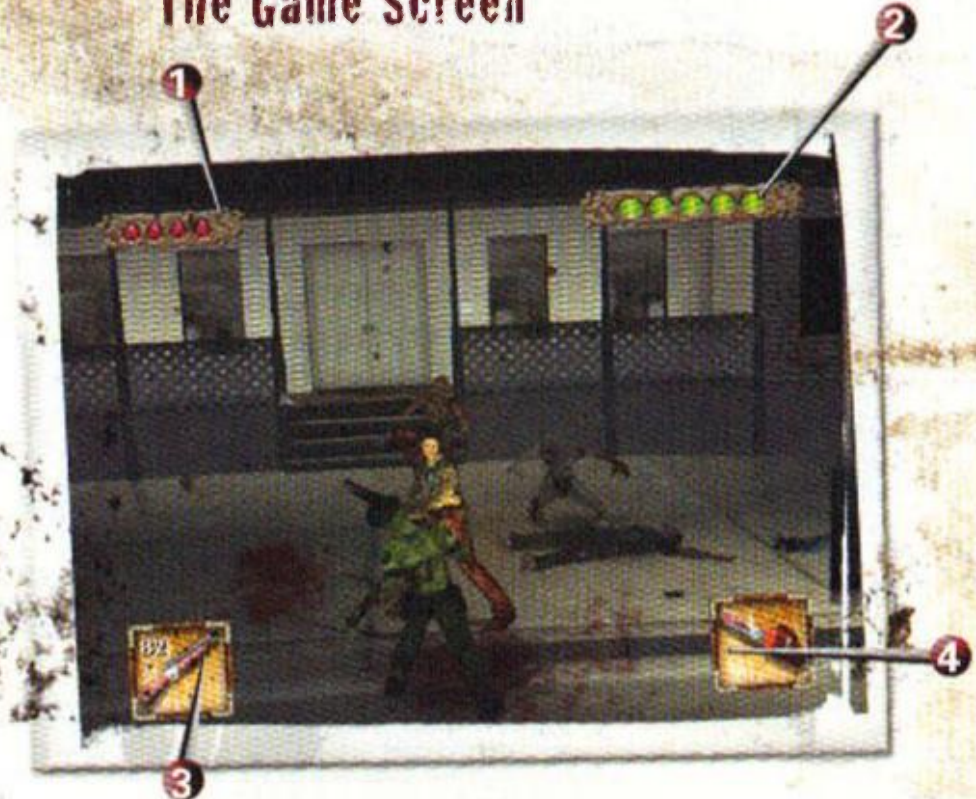
* **Extras**-Bonus content such as artwork and videos.

* **Gallery** View concept art from the making of the game. (The Gallery can only be opened after the game has been beaten.)

* **Credits** View game credits.

* **Bonus Video** Commentary from Bruce Campbell and THQ's development group about making EVIL DEAD: A FISTFUL OF BOOMSTICK.

The Game Screen



1. Health Meter Indicates how much health Ash has.

2. Magic Meter Indicates how much magic power has been collected to perform spells.

3. Left-Hand Weapon Indicator This icon indicates which weapon Ash has in his left hand and how much ammo it contains.

4. Right-Hand Weapon Indicator This icon indicates which weapon Ash has in his right hand.

Pausing the Game

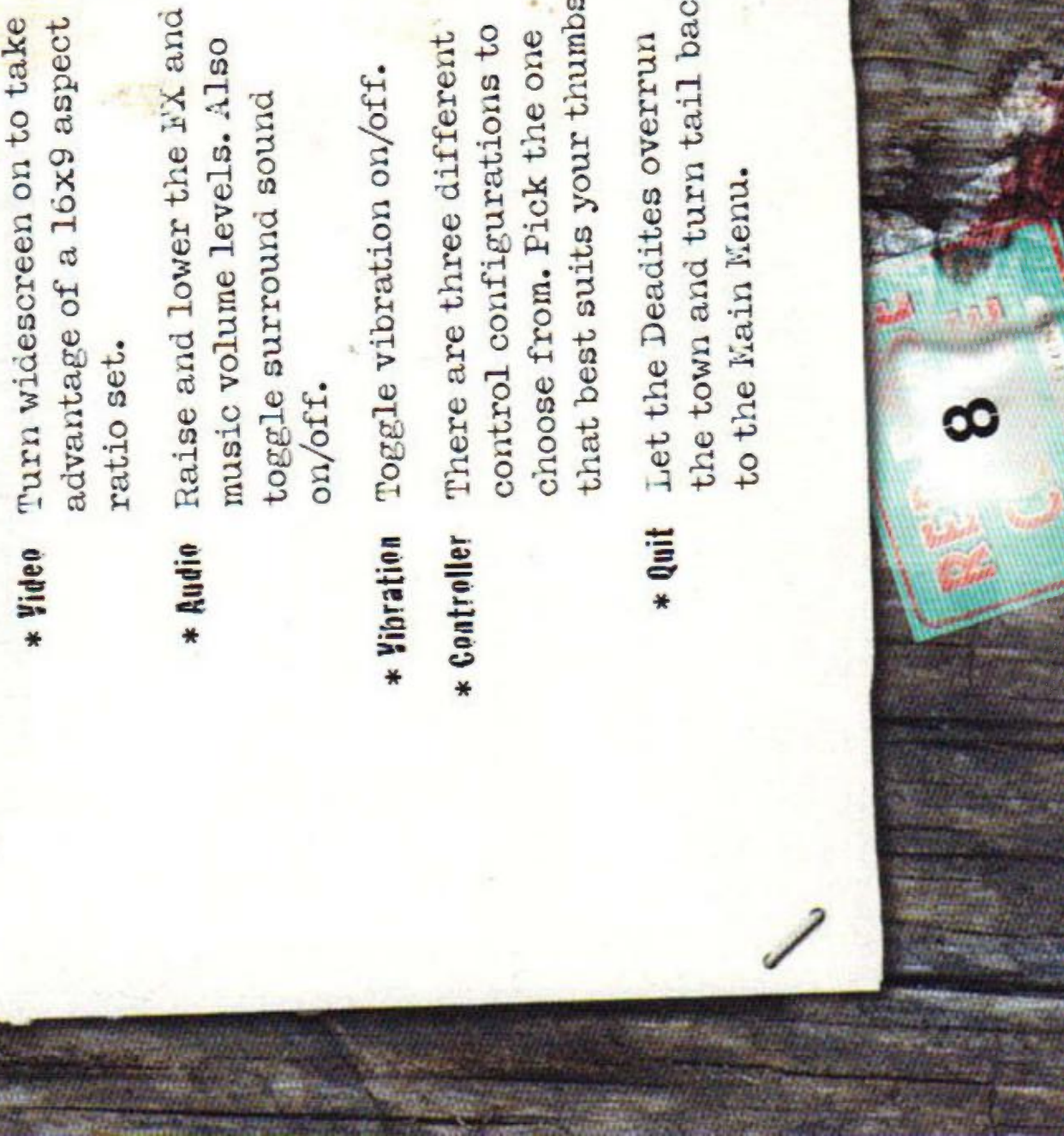
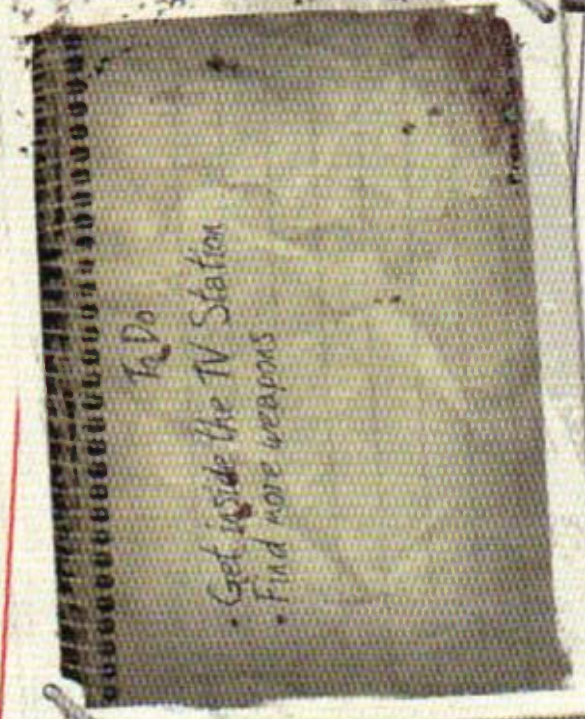


Press the **Start** button at any time to pause the game and access the following options:

- * **Video** Turn widescreen on to take advantage of a 16x9 aspect ratio set.
- * **Audio** Raise and lower the FX and music volume levels. Also toggle surround sound on/off.
- * **Vibration** Toggle vibration on/off.
- * **Controller** There are three different control configurations to choose from. Pick the one that best suits your thumbs.
- * **Quit** Let the Deadites overrun the town and turn tail back to the Main Menu.

"TO-DO" LIST

Ash has a lot to do and needs to keep track of his priorities. To view this list, press the **ABCT** button to gain access to the Inventory Screen and select the "To-Do" list icon. Keep an eye out for updates to your "To-Do" list; new tasks are added throughout each level.



ACTION/TALK/INFO ICONS

Ash will come across color-coded icons as he progresses through the game. These appear near areas, items, and/or people of interest. Depending on the color of the icon, Ash can take specific actions.



Talk Icons

When you see this icon, press the **△** button to talk to characters in the game.



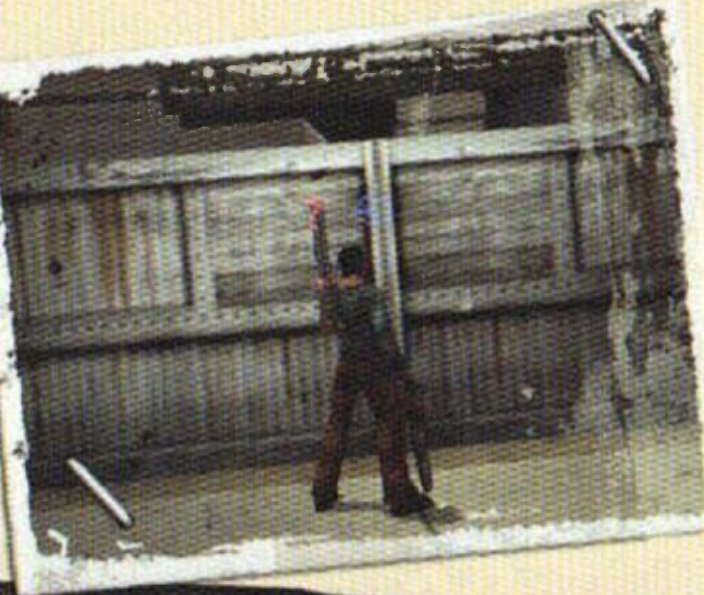
Info Icons

When you see this icon, press the **△** button to examine an object. Ash will then explain these objects and situations to you.



Action Icons

When you see this icon, you've come to an area that might require you to use items in your inventory.



INVENTORY SCREEN

Press the **□** button to bring up the Inventory Screen. Scroll through the items you've accumulated by pressing **LEFT/RIGHT** with the directional buttons or the left analog stick. To view the item better you can rotate it with the right analog stick or enlarge it by pressing the **R2** button. Press the **×** button to use an item.

In addition to items Ash has picked up, you'll also find the Spell Book here, which contains the spells you've collected and how to perform them.

Note: For more on Spells, see page 16.

WEAPONS/ITEMS

Various weapons, items, and spells are available to Ash throughout the game. To pick up an item, simply run over the object and it will be added to your inventory. To change weapons, press the **L2** (for left-hand weapons) or **R2** (for right-hand weapons) buttons. Use the left and right analog sticks to scroll through available weapons. Press the **L2** or **R2** or **△** buttons to select your chosen destruction tool. Some of the weapons and items are listed below.

Shotgun

This is your boomstick—a 12-gauge, double-barreled shotgun. Found in the sporting goods department, this sweet baby was made in Grand Rapids, Michigan. Retailing for about \$199.95, it's got walnut stock, cobalt blue steel, and a hair trigger. That's right...shop smart...shop S-Mart!



Chainsaw

With a variety of chain designs, the chainsaw fits snugly over Ash's right nub. It comes in "handy" for hacking up Deadite bodies and cutting right to the chase.

Health Pack

Fighting the undead can take a lot out of a guy. Find these health packs to replenish your Health Meter.

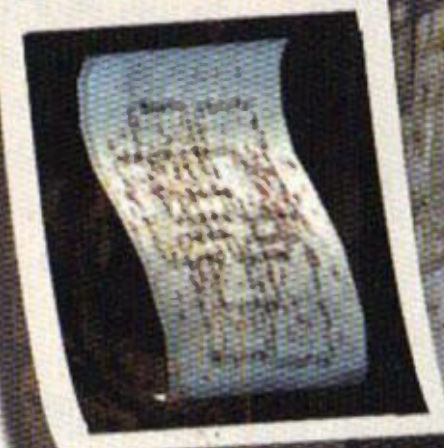
Spell Scrolls

Klaatu Verata Nichtu! Collect spell scrolls and the Book of the Dead will be more than just a flesh-bound book with pages written in blood. It will contain spells you can actually use against the Deadite hordes. For more on spells, see page 16.



Deadite Spirit

After you've dispatched a Deadite, it releases its spirit. Collect the green glow quickly before it disappears to add to your Magic Meter.



BASIC COMBAT

Attacking

Ash has many moves that will get him out of a jam, depending on the timing of attacks and which weapon he's holding. Press the **X** button to attack with Ash's right hand, the **□** button to attack with Ash's left. Pressing the **○** button blocks with Ash's right hand.

Targeting

Note: If Ash is locked onto an in-range target, you'll be able to attack until that target is dead, whether the Deadite is in front, beside, or even behind you.

Press and hold the **L1** button to lock on to the nearest Deadite on screen with your ranged weapon. If the targeting reticule is red, the target is within range of Ash's weapon. If it's blue, it's out of the range for the moment. If you keep holding the **L1** button once the Deadite you're attacking is dead, the targeting reticule will automatically switch to the next nearest target. To select targets manually, release the **L1** button once the target has been destroyed and press it again to obtain a new target.

Combo Attacks

Once Ash has found the chainsaw he will be able to perform certain combo type moves with it.

Chainsaw Impale:

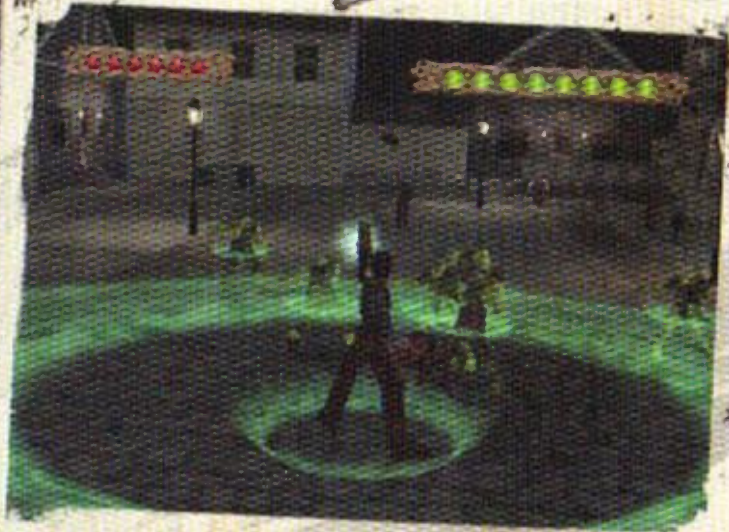
To impale a Deadite with the chainsaw and lift them off the ground, double tap the **X** button and release it while near a Deadite.

Ash can also use left handed weapons in conjunction with the chainsaw impale move. For instance, once a Deadite has been impaled try using the shotgun to shoot them. Different left hand weapons will have different effects when used with the chainsaw impale (it will be up to you to see what they do).

Backhand Slash:

Triple tapping the **X** button and then releasing it while near a Deadite will cause Ash to perform this deadly attack.

SPELLS



Several spell scrolls are scattered throughout the game. As you collect new spells, they will be added to the Spell Book. Once added, they will be available to use whenever you need to give Ash brief supernatural powers.

To cast a spell, press and hold the **R1** button then press the buttons a particular spell calls for. For example, if you've collected the Stun spell scroll and wish to perform a Stun spell, press and hold the **R1** button, then press **○** button, **○** button, **○** button. If

you get the timing right, your enemies will be dazed and you'll be able to escape to safety.

To learn what button combinations each particular spell requires, check your Spell Book within your inventory.

Note: Performing spells depletes the Magic Meter. Destroy Deadites to replenish it.

SAVING AND LOADING



To save your progress in EVIL DEAD: A FISTFUL OF BOOMSTICK, you'll need to locate save game tokens. Once you've picked up a save game token, you can use it to save the game. To use the token, access the Inventory Screen by pressing the **SELECT** button, scroll to the save game token, and then select it with the **X** button.

This takes you to the Save Game Screen. Select an empty slot and press the **X** button to save. If no empty slots are available, you'll have to overwrite a previously saved game. Do not remove the Memory Card or turn off your PlayStation®2 computer entertainment system while the game is saving or loading.

ARCADE GAME

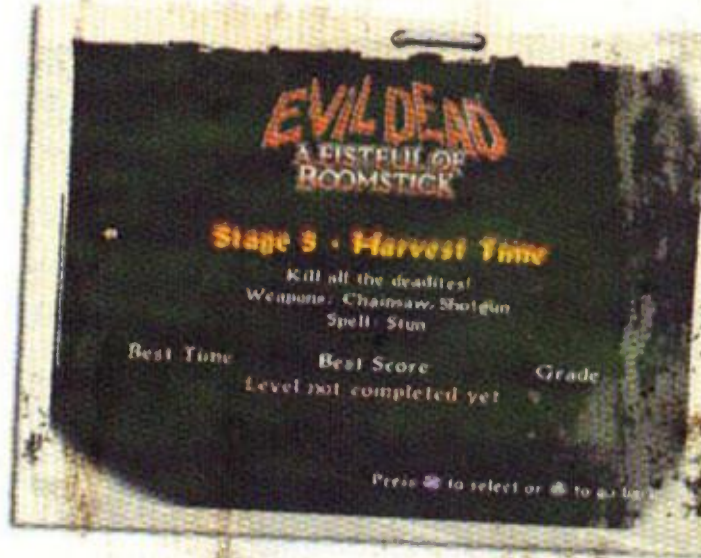
Arcade mode allows you to play an arcade version of any level you have completed in the main game.

A memory card (8MB) (for PlayStation®2) is required to play arcade mode. After selecting Arcade

Game from the Main Menu, select your map (Downtown Dearborn, Dearborn Outskirts, etc) and then select the stage by scrolling left or right. Your objective is to kill all of the Deadites with the weapons available for that stage. (Note: Not all weapons will be available. Each stage has its own pre-set weapon list.)

After killing all of the Deadites, you will be given a grade of A, B, or C depending on your statistics. There are bonuses for such items as time, health remaining, Deadites killed, best killing rampage, different body parts that are severed, and the amount of blood spilled.

Once the level is complete you can save your statistics by entering your initials and saving your Arcade Game.



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Many thanks to George Campbell at McGrigor Donald Solicitors and the rest of VIS Entertainment plc.

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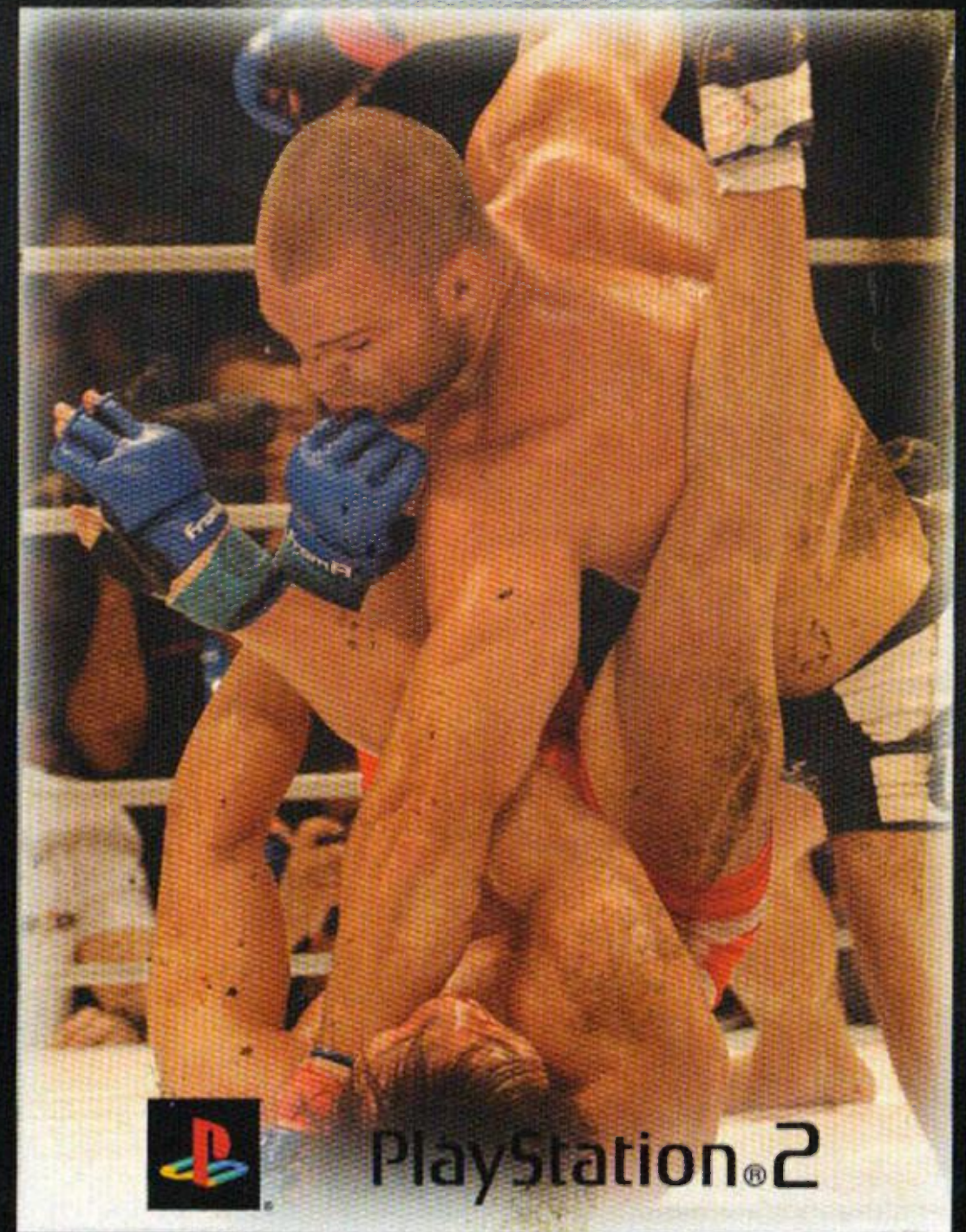


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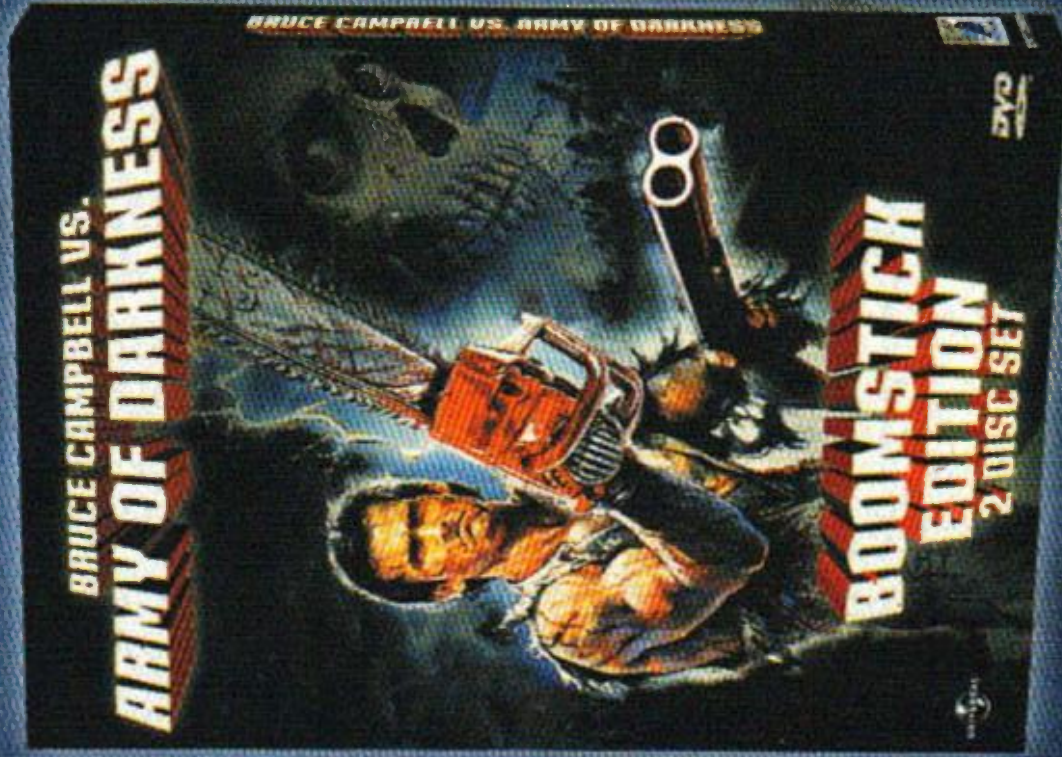
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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
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