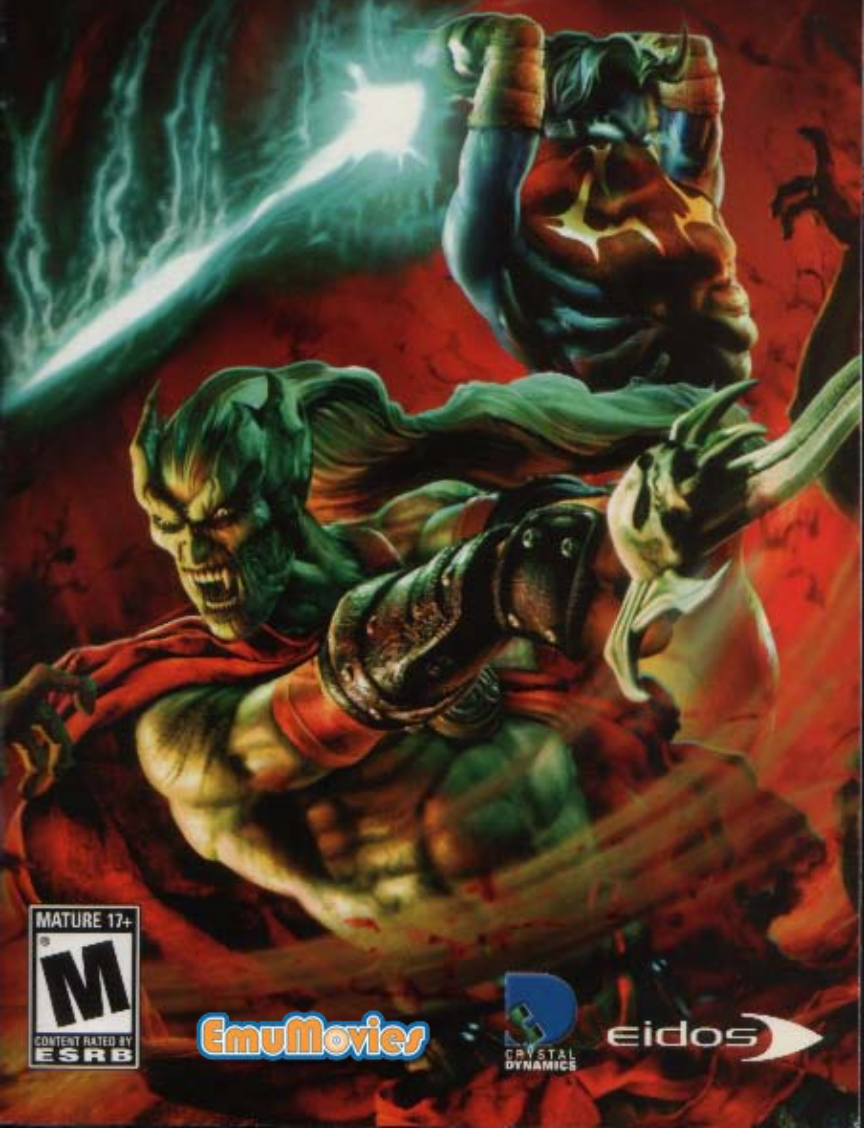


LEGACY OF KAIN

— D E F I A N C E —

TM



MATURE 17+



EmuMovies



eidos

**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 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.

CONTENTS

<i>Getting Started</i>	2
<i>Starting Up</i>	3
<i>Controls</i>	4
<i>Getting Into the Game</i>	6
<i>The History of Nosgoth</i>	8
<i>Kain</i>	10
<i>Raziel</i>	11
<i>Game Progress</i>	12
<i>Telekinesis (TK)</i>	13
<i>Kain's Unique Abilities</i>	14
<i>Raziel's Unique Abilities</i>	16
<i>The Reaver</i>	18
<i>Health and Feeding</i>	20
<i>Status Screen</i>	21
<i>Combat</i>	22
<i>Bonus Items</i>	25
<i>Enemies and Strategies</i>	26
<i>Credits</i>	27

STUCK?

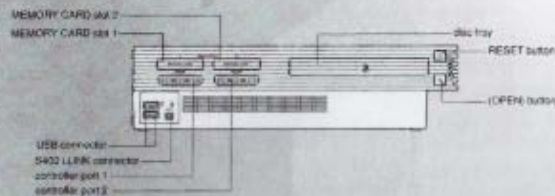
Call the EIDOS Gameplay Helpline

1-900-285-4500

Up to \$1.99/minute

Please be 18 or have parental permission
or call 800-295-5870 with a major credit card

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 *Legacy of Kain: Defiance*™ 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 onscreen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play.

- ▼ When vibration is **On**, the DUALSHOCK®2 analog controller will vibrate in response to game events. You can turn vibration **On/Off** in the Options Menu. [See page 7.]
- ▼ To reset the game and return to the Title screen, press  to display the Pause menu and then select **Quit Game**.

ABOUT SAVING GAMES

To save game settings and progress, insert a Memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.






- ▼ The memory card must have at least 170KB of free space available in order to save games. If not enough free space exists, it's recommended that you erase older game data before starting the game.

DOLBY® PRO LOGIC® II

This game is presented in Dolby Pro Logic II. Connect your PlayStation 2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.

CONTROLS

MENU CONTROLS






 button	Game start: display Title Menu. In game: Pause/open Pause Menu.
 button	Open/close Status Screen.
 buttons	Shuffle Status Screens.
left analog stick/directional buttons	Highlight (select) menu item.
X or  button	Confirm selection.
 button	Cancel selection.

GAMEPLAY CONTROLS

left analog stick	Move character, climb, swim (Raziel only). Aim Telekinesis sight.
 button	Action: interact with objects/environment, pick up/use artifacts, push/rotate, grab/drag object. Dive while swimming (Raziel only).
 button	Tap to fire Telekinesis blast. Hold to lift enemies off ground, aim with left analog stick and release to throw (see page 13).
X button	Jump up, jump on/off climbable walls. Running jump (with left analog stick). Slow descent/long jump (Kain; press and hold). Glide (Raziel; press and hold).
directional buttons	 : Select Reaver enhancement.  : (Raziel only), shift between Spectral/Material planes, press  button to confirm (see page 16).
 button	Hold to aim Telekinesis, release to launch.
right analog stick	Camera (nudge to look around environment).
 button	Enter/exit first person look-around mode.

▼ See **Common Abilities** on page 12 for more explanation on character moves.

COMBAT CONTROLS

 button	Lift attack (ground), slam attack (air). Fatal blow (feed Reaver). Special attack (with left analog stick; see page 24).
 button	Slash attack. Reaver Spell (hold/release). Special Attack (with left analog stick; see page 24).
 button	Tap to fire Telekinesis blast. Hold to lift enemies off ground, aim with left analog stick and release to throw (see page 13). Special Attack (with left analog stick; see page 24).
X button	Jump up (double-tap in combat mode). Dodge (with left analog stick; see page 23).
 button	Hold to manually enter combat mode (if desired). Tap to manually exit combat mode (before battle ends).
 button	Hold to feed: Kain – drink blood, Raziel – devour soul (see page 20).

▼ See **Combat** starting on page 22 for full explanations on combat moves.

GETTING INTO THE GAME

TITLE MENU



1. At start-up, the game will scan for a memory card and check the data on it. If you are not using a memory card, the game will allow you to play without saving game data.

Note: You **MUST** use a memory card to save your progress as you explore the world of Nosgoth.

Legacy of Kain: Defiance™ is an epic game. We recommend using a memory card, saving your progress frequently and continuing your saved games for the most satisfying game experience.

2. On the Title Menu, highlight **Start Game** and press the **X** button to begin. If you are not using a memory card, select **Start a New Game** to begin the game. If you are using a memory card containing a **Legacy of Kain: Defiance™** save, you will have the option to either select **Start a New Game** or load a saved game. Highlight the saved game you want to play and press the **X** button. You will return to the game at the last checkpoint you reached prior to saving. (For information on saving, see page 7.)

3. The Title Menu also offers the following options. Highlight your selection and press the **X** button:
 - ▼ **Options** – Adjust the in-game settings. (See page 7 for details.)
 - ▼ **Dark Chronicle** – Replay storyline cinematics you've revealed during your progress through the game.
 - ▼ **Bonus Materials** – Review and select Bonus Materials you've unlocked by your successes in the game.

PAUSE MENU



During play, press **Start** to pause the game and display the Pause Menu. From here you can save your game progress and modify game options.

SAVING GAMES



To save your game progress, insert a memory card into MEMORY CARD slot 1 before power-up.

You can save at any time during the game. Press **Start** to pause, and select **Save Game** from the Pause Menu. Highlight a save slot and press the **X** button. All your progress to your current point will be saved. Your location at your last checkpoint is also saved.

If older **Legacy of Kain: Defiance™** game data exists in the slot you selected, it will be overwritten during the save. **Be careful: once data is overwritten, it cannot be recovered.**

- ▼ Each save uses 170KB of space on the memory card.
- ▼ To resume a saved game, select the save file from the Title Menu. You will return to the game at the last checkpoint you reached prior to saving.
- ▼ Do not turn off the power or remove the memory card while saving. Doing so could damage or destroy the saved data.

OPTIONS



Move the left analog stick/directional buttons **↑/↓** to highlight an option, and **←/→** to adjust the setting. Press the **X** button to see a submenu, if available.

- ▼ **Sound** – Turn sound effects **On/Off**.
- ▼ **Music** – Turn music **On/Off**.
- ▼ **Subtitles** – Turn the subtitle display **On/Off**.
- ▼ **Vibration** – Turn the controller's vibration function **On/Off**. When vibration is **On**, the controller will vibrate in response to game events.
- ▼ **Brightness** – Adjust your TV's brightness to your comfort level.
- ▼ **Screen Position** – Use the left analog stick/directional buttons to center the game screen on your TV.
- ▼ **Hints** – Turn on-screen hints **On/Off**.
- ▼ **Go Back** – Return to the game.

THE HISTORY OF NOSGOTH

THE PILLARS

In the centuries before Kain's birth, the land was protected by an oligarchy of sorcerers known as the Circle of Nine. These guardians were sworn to serve and protect the Pillars of Nosgoth, the ancient edifice towering over the earth as a manifestation of the mysterious power that preserved and gave life to the land.

But the Circle was infiltrated by dark forces, and Ariel — the Balance Guardian — was cruelly murdered. Her assassination sent psychic shockwaves throughout the Circle, and in their derangement the remaining sorcerers turned their powers to dark purposes, poisoning the land with their sorcery and abandoning the Pillars to stand like silent, decaying sentries.

DESTINY

Into this dying world Kain was born. The son of an aristocratic Nosgoth family, he lived the privileged life of a nobleman, never realizing his undiscovered destiny — that he was marked from birth as Ariel's successor, fated to take her place as the Guardian of Balance.

Ignorant of his destiny, the ambitious but directionless Kain roamed the land — during one fateful journey, he was ambushed by brigands and murdered, cruelly impaled on his assassin's sword.

A DARK COVENANT

Plucked from the brink of oblivion by the Necromancer Mortanius, Kain awakened in the underworld, still transfixed by his enemy's blade. Tormented by his hunger for vengeance, and heedless of the spiritual cost, Kain recklessly accepted the Necromancer's offer of revenge — and rose from his tomb to discover that he had been resurrected as a vampire.

Kain quickly tracked down his assassins and exacted his bloody revenge. With his vengeance and hunger sated, he sought only a cure for the vampiric curse that afflicted him. Guided by Mortanius and the specter Ariel — now bound helplessly to the decaying Pillars she once served — Kain hunted down each of the corrupt sorcerers now poisoning Nosgoth. Only with their deaths could the Pillars be healed — and only by restoring Balance would Kain be released from his vampiric curse.

At first reluctant to live the horror of an existence blighted by a thirst for human blood, Kain soon adapted and discovered, within his darkened soul, a growing disaffection for human kind as he embraced his newfound immortality.

During his journey, Kain discovered and claimed the Soul Reaver, an ancient soul-devouring blade, and stumbled across — not so coincidentally — a time-streaming device created by Moebius, the Guardian of Time.

FRAGILE HISTORY

Against the counsel of the ancient vampire Vorador, Kain found himself embroiled in human events, caught in a bloody battle between Diltmar's Army of Hope and the ruthlessly advancing armies of the Nemesis, from the north. As the tide of the battle turned, Kain used his only means of escape — the time-streaming device, which swept him nearly fifty years back into Nosgoth's past.

Hoping to alter the course of Nosgoth's history, Kain assassinated the young King William the Just, who would become the diabolic tyrant known as the Nemesis. After sating himself on his victim's blood, Kain returned to the present — only to discover that his murder of the beloved King had ignited a genocidal war against vampires, led by the time-streamer, Moebius, himself.

Upon his return, Kain witnessed the future that he had wrought — and the final, triumphant act of Moebius's cold-blooded mob, Vorador, the last of the era's vampires, was guillotined and his head held aloft for a cheering, bloodthirsty crowd — leaving Kain the sole surviving vampire in Nosgoth.

THE FATEFUL DILEMMA

As his quest brought him full-circle, Kain confronted the destiny that Mortanius and Ariel had hidden from him — that he was the Balance Guardian, and that only by sacrificing himself could he restore the Pillars. Ariel presented him with a final, climactic decision — sacrifice himself to heal the land, but ensure the extinction of the vampires; or refuse the sacrifice, and seal the world's corruption.

Revolted by the machinations of the human sorcerers and alienated from his former humanity, Kain chose the latter path — opting to rule the world in its damnation rather than commit himself to oblivion. This apocalyptic act completed the Pillars' destruction — the mighty columns toppled as Kain sealed their ruinous fate — and damned Ariel to ceaselessly haunt the dilapidated Pillars she once served. Until the Balance is restored, she can never be released.

KAIN'S EMPIRE

Kain concluded with the realization that Vorador was right — that vampirism is not a curse but a blessing... that vampires are dark gods whose duty it is to thin the human herd.

With intentional irony, Kain established the ruined Pillars as the symbolic seat of his new empire, and the shattered Balance Pillar as the base of his throne. In an act of calculated blasphemy, Kain raided the ancient tomb of the Sarafan, a fanatical order of warrior-priests once sworn to eradicate the vampires plaguing Nosgoth. From the desiccated corpses of these long-dead knights, Kain raised his six vampiric "sons" to become the Lieutenants of his fledgling empire.

But the Pillars, Kain ultimately realized, were more than just a human edifice — the health of the Pillars was tied inextricably into the health of the land. With the Pillars left unrestored, corruption seeped slowly into the land like a poison, turning his empire into an irredeemable wasteland.

CONDEMNED

Rather than evolving slowly over time, vampires experience periods of accelerated metamorphosis, entering dormant states from which they emerge transformed.

When Raziel, first among Kain's Lieutenants, revealed his latest evolution — a pair of bat-like wings — Kain responded with an act of seemingly egotistical sadism. Tearing Raziel's newly fledged wings from his back, he ordered Raziel to be cast into the Lake of the Dead, where he would burn forever in the rolling Abyss.

Raziel tumbled endlessly into the murky depths, his flesh dissolving as he burned with white-hot fire. After an eternity of torment, Raziel's ruined body came to rest — and as the pain receded, he realized that he had not only survived the descent, but had been delivered to the very seat of the Underworld.

Like Kain before him, Raziel was saved from the brink of oblivion by a mysterious benefactor — a preternaturally ancient god dwelling in the depths of the Abyss, who transformed Raziel into a devourer of souls, and released him back into the world to take his revenge.

VENGEANCE

Raziel, now the Elder God's fledgling angel of death, resurfaced to discover that centuries had inexplicably passed since his execution. Kain's empire lay in ruin, and Raziel found himself

assailed by the degenerate offspring of his former brethren, who had long since devolved into monstrous forms.

Undeterred by these revelations, Raziel pursued Kain across Nosgoth's blasted landscape, galvanized by a hunger for revenge, and a relentless new thirst — not for the blood of humans, but for the vampires' apostate souls.

Kain, however, had other plans for Raziel. Seemingly unsurprised by Raziel's miraculous return, Kain baited Raziel along the course of his single-minded vendetta, channeling him into battle with his mutated brethren, and into a fateful confrontation at the Pillars, wherein Kain raised the Soul Reaver against Raziel.

The ancient blade, believed to be indestructible, shattered when Kain attempted to strike Raziel down. The soul-devouring sentience captive in the blade was thus released, and binding itself to Raziel as a wrath-blade, became his symbiotic weapon.

Kain seemed not stunned but strangely satisfied with this shocking outcome, and lured Raziel further into Nosgoth's northern wastes, leading to their final confrontation in Moebius's long-abandoned Chronoplast chamber.

Driven by the fatalistic visions revealed by Moebius's devices, Kain activated the time-streaming portal that would propel him and Raziel centuries into Nosgoth's past. Free will, Kain feared, might only be an illusion — but he knew their fates were intertwined in ways that Raziel had not begun to fathom.

REVELATIONS

Swept back into Nosgoth's early history, Raziel began to unearth the secrets of his past...

... how his coming was foretold by an ancient race, Nosgoth's original Vampires, who forged the Reaver for their champion, as the weapon of their salvation.

... how he himself slaughtered the Sarafan Lieutenants, and was his own murderer, and how he thus became the catalyst not only of Kain's future empire, but of his own dark destiny

... and finally, how he was fated to become the ravenous spirit imprisoned in the Soul Reaver blade — that this was, and always had been, the purgatorial cycle of his destiny. The wrath-blade, he finally understood, was his own soul, twinned and bound eternally to him.

His motives still a mystery, Kain sought to change history by preventing the blade from consuming Raziel's soul. But Raziel, nearly obliterated by the Reaver, realized that he could never escape this terrible destiny — Kain had merely postponed it.



KAIN

Cunning and relentless, the vampire Kain battles the oppressive agents of Fate that seek to destroy him. For centuries, he has ruthlessly pursued a singular ambition — to take his rightful place as Balance Guardian, thus returning Nosgoth to vampire rule. And Raziel, he believes, is the key to fulfilling this goal. Armed with the legendary Reaver blade — the weapon fated to become Raziel's eternal prison — Kain seeks to reclaim their true destinies from the wreckage of history.

Kain wields the Reaver in its physical form, a blood-drinking blade forged by Nosgoth's ancient Vampires as the weapon of their prophesied hero.



KAIN'S ON-SCREEN DISPLAY

TK Meter — Holds energy in its green Runes for performing Telekinesis. Each TK use expends some energy, and overuse depletes the reserves. The meter gradually refills when not in use. You can extend your TK power by finding TK Runes, which increase the meter's capacity. (See *Telekinesis (TK)* on page 13 for expanded information.)

Health Gauge — Holds Kain's health. This gauge is a globe of blood, which is depleted when Kain is wounded or as his hunger grows. The gauge is filled by drinking enemies' blood, and drains even as Kain searches for more victims. You can increase your health capacity by finding Health Talismans, allowing Kain to build up a greater supply of health to meet increasing game dangers. To drink blood, press and hold the **R1** button on a vulnerable enemy. The longer you hold down the button, the more blood you'll drink. (See page 19 for more details.)

Reaver Gauge — Holds the Reaver's energy charge. With each strike, the Reaver absorbs some of its victim's energy, adding to gauge amount. When the gauge is full, the Reaver becomes charged and a Reaver Spell is armed. The amount decays over time, so Kain must continually seek out and battle enemies to maintain the Reaver's energy. Press the **△** button near a stunned or vulnerable enemy to feed the Reaver with the victim's life energy and fill the gauge. (See *The Reaver* beginning on page 18 for more information.)

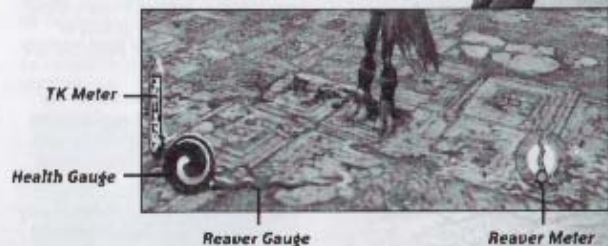
Balance Emblem Menu — Holds the Balance Emblem fragments Kain has discovered. Each shard empowers the Reaver with a different combat effect. Use the directional buttons to select and activate any available segment of the Balance Emblem. (See page 19 for additional information about the Balance Emblem.)

RAZIEL



Once the greatest of Kain's vampire lieutenants, Raziel is now only a ruined specter of his former glory. Armed with the wraith-blade of the Soul Reaver, he strives to unravel the truth behind his enigmatic fate, a destiny apparently foretold in the earliest centuries of Nosgoth's history. Raziel seeks only to escape the bonds of his one-time benefactor, now turned adversary — the mysterious Elder God that resurrected him as a reaper of souls — and to somehow avert the terrible destiny appointed for him when the Reaver was forged.

As his weapon, Raziel bears the sword that the Reaver is fated to become — a soul-devouring wraith-blade.



RAZIEL'S ON-SCREEN DISPLAY

TK Meter — Stores energy in its green Runes for performing Telekinesis. (See pages 10 and 13 for more details.)

Health Gauge — Holds Raziel's health. This gauge is a coiled spiral, which unwinds as Raziel is damaged or loses energy. The gauge is filled by devouring victims' souls. While in the Material Realm, Raziel gradually tires and must regularly restore his energy. In the Spectral Realm, his health declines only when he takes damage. Increase your health capacity by finding Health Talismans, which allow Raziel to build up a larger supply of energy to counter increasing dangers. To devour souls, press and hold the **R1** button with an enemy in your grasp, or to draw the soul from the body at a distance. If you release the button too early, the soul may escape. (See page 17 for more details.)

Reaver Gauge — Holds the Reaver's energy charge. (See pages 10 and 18 for more details.)

Reaver Menu — Displays various Elemental Reaver empowerments Raziel has gained at Elemental Forges. The colored pips next to the menu show which elemental Reavers Raziel has acquired so far. Press the directional buttons **←/→** to select and activate any available enhancement. (See page 19 for more information on Elemental Forges.)

Shift Menu — Press the directional buttons **↑/↓** to display the Shift icons, which Raziel uses to shift between the Material and Spectral Realms. If Raziel is in the Material Realm, he can shift into the spectral plane at any time; if he is in the Spectral Realm, he must be near a host-creature in order to shift. (See page 16 for expanded information on realm-shifting.)

GAME PROGRESS

TWO HEROES

The game's plot unfolds through chapters, focusing alternately on Kain and Raziel as they pursue their separate quests. Whether their paths converge or veer in opposite directions, their destinies are ultimately intertwined.

While both heroes move through the same worlds (though often on different planes) and share moves in common, each has a unique way of dealing with puzzles, hazards and enemies, and surviving.

COMMON ABILITIES

Use the left analog stick to move both Kain and Raziel through the worlds. Use their common abilities (on this page) or see pages 14-17 for each character's unique abilities.

Jumping

- ▼ Press the **X** button to jump up.
- ▼ Press the **X** button and move the left analog stick for a running jump.

Climbing

- ▼ Jump (**X** button) onto a climbable wall surface to grab on.
- ▼ Use the left analog stick to maneuver up or down.
- ▼ Either climb to the top, or kick jump (**X** button) off the wall.

Manipulating Objects

- ▼ Press the **□** button to pick up objects and interact with them. Some objects can be shoved; other rotated; still others can be broken.
- ▼ You can also grab onto moveable objects and drag them with the left analog stick.

ARTIFACTS



Throughout their journeys, Kain and Raziel encounter obstacles where their progress is blocked without the aid of some object or artifact. These missing emblems and relics act as keys to trigger events and open paths that are otherwise sealed.

- ▼ To pick up an artifact, stand near the object and press the **□** button. **Note:** Raziel can only pick up and use artifacts while in the Material Realm (see page 16).
- ▼ Collected artifacts are automatically inventoried, and can be viewed at any time in the Status Screen (see page 21).
- ▼ To use an artifact, stand in the desired location, and press the **□** button. If the artifact is in the character's inventory, it will automatically be used.

CHECKPOINTS

During your journey, you will pass landmarks serving as checkpoints to your progress. Checkpoints reveal themselves as a glowing symbol appearing on the ground as you cross the checkpoint spot. Checkpoints mark the location you'll be set back to if your health is depleted, and where you'll resume the game when you continue it from the Title Menu.

When you resume a saved game, you possess all the progress up to your last saved point. Your location, however, is at the last checkpoint you passed before saving.

TELEKINESIS (TK)

TK USE

Both Kain and Raziel employ Telekinetic force to hurl enemies away or shatter obstacles.

Initially, Kain's TK powers are much more developed than Raziel's. From the beginning, Kain can swiftly blast enemies away, or lift them into the air and hurl them in any direction. Early on, he acquires the ability to ignite or douse certain flammable objects using TK.

Raziel's telekinetic powers are much weaker than Kain's at first. Though he can fire quick TK bursts to hurl enemies away or shatter obstacles, he cannot lift and throw enemies until later on.



MANUALLY AIMING TK

You can manually aim your TK to target specific objects and solve puzzles.



- ▼ Hold down the **R2** button to display the targeting sight. While holding the button, move the left analog stick to position the sight over the target object. Release the button to launch the TK blast.
- ▼ Use TK to clear obstacles, shatter breakable objects, strike distant switches, and ignite or douse certain flammable objects.

THE TK METER



- ▼ Tap the **○** button to fire a quick blast of TK.
- ▼ Use the environments to inflict damage. Blast enemies into hurtful or potentially deadly obstacles. Propel enemies into fire, breakable objects and solid terrain obstacles. Throw enemies onto spikes or hurl them from ledges for instant kills.
- ▼ Hold down the **○** button to lift an enemy, use the left analog stick to aim, and release the **○** button to complete the throw.

Each TK use expends some TK energy, shown by green Runes in the TK Meter. TK power regenerates gradually over time, but overuse depletes your energy reserves. You can augment your TK power by finding TK Runes to increase the capacity of the TK Meter. (See page 25 for more information.)

KAIN'S UNIQUE ABILITIES

BLOOD-DRINKING



Kain's ceaseless blood-hunger causes his Health Gauge to drain slowly over time, requiring him to feed frequently to sustain his energy and heal his wounds. When an enemy is vulnerable (either stunned or otherwise incapacitated), Kain can consume its blood to restore his health.

- ▼ Hold the **L1** button near a vulnerable enemy to bite into the victim or drain its blood from a distance.
- ▼ The longer the button is held, the greater the health benefit.

MIST FORM



Kain can dissolve briefly into mist to pass through permeable barriers (such as bars and gates). He also employs his mist form to dodge with supernatural speed in combat.

- ▼ To breach a gated barrier, use the left analog stick to maneuver Kain into the grate. He will automatically employ mist form to pass through.

SUPERHUMAN LEAP



In some areas, Kain can use his vampiric strength to leap across wide gaps.

- ▼ Animated markers indicate ledges that Kain can use as jump-off points.
- ▼ While standing on a leap marker, hold down the **X** button to tense for the jump.
- ▼ Release the button to launch Kain across the gap.

FLOATING DESCENT

When jumping or falling, Kain can slow his descent to land silently and with greater accuracy.

- ▼ While in mid-air, hold down the **X** button to slow your descent.
- ▼ Release the button to resume a normal descent.

BAT FLIGHT



Kain can fly rapidly between distant locations by transforming into a swarm of bats. He must first concentrate his energy and mentally project himself toward his destination, visible on the horizon. For this reason, he can only employ bat flight from specific sites indicated by animated markers.

- ▼ While standing on a bat-flight marker, hold down the **X** button to gather Kain's energy.
- ▼ Release the button to transform into a flock of bats.
- ▼ Kain also disperses into bats when his health is depleted, coalescing again at the last checkpoint he passed.

WATER VULNERABILITY

For vampires, immersion in water is deadly. Kain must be cautious around water obstacles. If he falls in, his health will be immediately depleted, and he will be reset to his last checkpoint.

RAZIEL'S UNIQUE ABILITIES

SPECTRAL AND MATERIAL REALMS

Raziel is a denizen of the Spectral Realm, a shadowy underworld populated by nightmarish creatures and lost souls. To escape the spirit world, he must first find a host creature. Early in the game, he discovers spirit-gases rising from burial sites, and learns that he can employ the corpses within as conduits to enter the Material Realm.

Once in the physical world, Raziel transforms the host's flesh into his own image, but his energy is continuously depleted to maintain this physical manifestation. To restore his energy and remain in the Material Realm, Raziel must feed on the souls of his victims. When his energy is exhausted, Raziel loses his physical form and is swept back into the spectral realm, to his last checkpoint.

By shifting between realms, Raziel can take advantage of the unique properties of each realm.

- ▼ Raziel must be in the Material Realm to open doors, pick up or use artifacts, move objects, or break barriers. In the spirit world, physical objects are like shadows, and cannot be manipulated.
- ▼ In the Spectral Realm, Raziel can dematerialize to pass through gated barriers, which are impassable in the physical world.
- ▼ Some climbable wall surfaces appear only in either the Spectral or Material Realm, requiring Raziel to shift before he can use them.
- ▼ The Spectral Realm is a darker, more twisted version of the physical world. In some instances, the distortion of the terrain may open a path that is not accessible in the Material Realm.
- ▼ Water in the spirit world has no buoyancy. To swim, Raziel must enter the Material Realm.

Shifting from Spectral to Material



In the Spectral Realm, spirit gases indicate where a corpse is buried, which Raziel can use as a conduit to enter the physical world.

To shift from the Spectral Realm into the material world,

- ▼ Stand on or near a site where spirit gases are rising. Press and hold the directional button \uparrow or \downarrow to display the Material Icon (the Reaver symbol). If no host is available, the symbol will not be displayed.
- ▼ Press the \times , \triangle , \circ or \square button to confirm your intention. Raziel will project his energy into the buried corpse, rise and transform the flesh into his own image as he enters the Material Realm.

Shifting from Material to Spectral



Raziel can abandon his physical manifestation at any time and return to the Spectral Realm.

To shift from the Material Realm back to the spirit world:

- ▼ Press and hold the directional buttons \uparrow or \downarrow to display on the Spectral Icon.
- ▼ Press the \times , \triangle , \circ or \square button to confirm your intention and shift into the Spectral Realm.

DEVOURING SOULS



Raziel sustains his energy not by drinking his victims' blood, but by consuming their very souls. When an enemy is vulnerable (stunned or otherwise incapacitated), Raziel can draw the soul from its body and devour it to restore his health.

While in the Material Realm, Raziel's energy constantly decays and must be restored. In the spirit world, his health only declines when he is wounded by spectral enemies.

To devour a soul:

- ▼ Press and hold the **R1** button near a vulnerable enemy to tear the victim's soul out, or draw it from the body at a distance, until the soul is devoured.
- ▼ If you release the button too early, the soul may escape.

GLIDING

Raziel can no longer fly, but he can use his ruined wings to glide across otherwise-impassable gaps.

- ▼ Press the \times button to jump.
- ▼ While in mid-air, press and hold the \times button again to grab your wings and glide.
- ▼ Release the button at any time to drop back down to earth.

PHASING THROUGH BARRIERS

In the Spectral Realm, Raziel can dematerialize to pass through permeable barriers like gates and fences, which are impenetrable to him in the physical world.

- ▼ While in the Spectral Realm, use the left analog stick to maneuver Raziel through the barrier. He will automatically dematerialize and pass through.

SWIMMING



In the spirit world, water has no buoyancy, but in the Material Realm, Raziel can swim through flooded areas to reach otherwise inaccessible goals.

- ▼ To swim at the surface, use the left analog stick to orient and propel Raziel.
- ▼ Press the \square button to dive beneath the surface.
- ▼ While underwater, use the left analog stick to orient Raziel, and press or hold the \times or \square button to propel him through the water.
- ▼ To exit the water, either swim toward a low ledge, or press the \times button to jump up from the water's surface.
- ▼ Raziel cannot engage in combat, manipulate objects, or use TK while swimming.

THE REAVER



Both Kain and Raziel are armed with different incarnations of the same weapon — the legendary Reaver blade. Kain wields the sword in its physical form, a blood-drinking blade forged by Nosgoth's ancient Vampires as the weapon of their prophesied hero. Raziel bears the sword that the Reaver is fated to become — a soul-devouring wraith blade.

Each bears the Reaver as his sole weapon, and both Kain and Raziel earn enhancements for the blade over the course of the game, enabling them to employ elemental sorcery in their attacks. Like Raziel, the wraith-blade is a spectral entity; but Raziel can summon the wraith-blade into the Material Realm to wield it in combat.

FEEDING THE REAVER

Like Kain and Raziel, the Reaver has an insatiable appetite for its enemies' life-force. With each strike, the Reaver absorbs a little of its victim's energy, and the Reaver Gauge begins to fill. Because the energy in the Reaver Gauge decays over time, Kain and Raziel must maintain an intense assault to build the Reaver to a full charge.



When an enemy is reduced to a vulnerable state, Kain and Raziel may forego drinking the victim's blood or devouring its soul, and instead feed the victim's life energy to the Reaver blade, increasing its power temporarily.



- ▼ Press the Δ button near a stunned or vulnerable enemy to finish it with the Reaver, feeding its life energy to the blade.

More elaborate combos and finishing moves will fill the Reaver Gauge more rapidly. (See **Combat** starting on page 22.)

REAVER CHARGE

When the Reaver Gauge is full, the Reaver becomes charged and its combat performance is temporarily augmented. The effect varies based on the current Reaver enhancement. For instance, the Reaver may temporarily deal more damage, or inflict paralyzing or stunning force upon its victims.

When the Reaver Charge ends, the gauge is completely depleted.



REAVER CHARGE STONES

These arcane stones enable you to build the Reaver to a charge by striking the stone with multiple attacks.



REAVER SPELL

A second effect occurs when the Reaver Gauge is full. A Reaver Spell is armed, indicated by a glow around the Reaver Gauge. The spell can be triggered at any time.

- ▼ Hold down the \square button to gather the spell's energy.
- ▼ Release the \square button to launch the spell.

The effect of the Reaver Spell depends on the current Reaver enhancement.

- ▼ Some spells inflict damage to all enemies in the area.

- ▼ Other spells affect Raziel or Kain, enabling them to turn invisible temporarily or unleash a flurry of extra-dimensional attacks.
- ▼ Some Reaver Spells are useful for solving puzzles.

REAVER ENHANCEMENTS

You can unearth ancient Vampire enchantments that increase the Reaver's effectiveness in combat, and may help you solve puzzles or defeat obstacles. These are Balance Emblems and Elemental Forges.

BALANCE EMBLEM



Kain discovers fragments of the Vampires' Balance Emblem. Each shard of the talisman represents a different principle that enhances the Reaver. Kain's Balance Emblem appears on and can be activated from his on-screen display (see page 10).

ELEMENTAL FORGES



Within the ancient ruins of the Vampire Citadel, Raziel discovers arcane forges that permanently enhance the Reaver with elemental powers. Raziel's Elemental Reavers appear on and can be activated from his on-screen display (see page 16).

HEALTH AND FEEDING

RESTORING HEALTH BY FEEDING



Because they are vampiric creatures, Kain and Raziel's health drains continuously and must be replenished by the blood and souls of their victims. **Note:** Though Raziel's energy does not drain in the Spectral Realm, it decays constantly while he remains in the physical world.

- ▼ To feed, hold down the **R1** button while near a stunned or vulnerable creature.
- ▼ As Kain, the longer you hold down the button, the more blood Kain will receive.

Kain and Raziel can also forego the health benefit in order to feed the Reaver instead, temporarily augmenting its power in combat.

- ▼ To feed the Reaver, press the **△** button near a stunned or vulnerable enemy.

RESTORING HEALTH WITHOUT COMBAT

Kain and Raziel have a few means to recover their health without engaging in combat or feeding on enemies.



- ▼ Blood and Soul Basins can be drained to recover health.



- ▼ Kain and Raziel can feed from chained captives without risk of injury.



- ▼ Raziel can also feed on the lost souls of the Spectral Realm to replenish his spirit energy.

SETBACKS

Both Raziel and Kain are immortal, and cannot be killed by ordinary means. But if they fail to feed, or are wounded too grievously, they are forced to dematerialize and suffer a setback.

- ▼ Kain bursts into a swarm of bats, re-forming at his last checkpoint.
- ▼ Raziel becomes dissolute and is swept back to his last checkpoint in the Spectral Realm.

STATUS SCREEN



Primary Goal

Immediate Task

MAIN STATUS SCREEN

During gameplay, press **SELECT** to open the Status Screen. Here you can assess each character's progress and current condition.

- ▼ Use the left analog stick or directional buttons to highlight various items and display more information about them.
- ▼ When an item is highlighted, its larger image and name are displayed in the Main Screen.

The Main Screen displays:

- ▼ Character's **primary goal**.
- ▼ Character's **immediate task**.

- ▼ Current **artifacts** in the character's possession.
- ▼ **Reaver Enhancements** earned. Kain's screen displays the fragments of the Balance Emblem he has acquired. Raziel's screen shows the Elemental Forges he has completed.
- ▼ The **Reaver Meter** represents the character's current combat experience, and his progress toward acquiring the next Special Attack. The colored pips indicate attacks already earned, and the Reaver Meter shows the experience earned toward the next attack. (For more information on Special Attacks, see page 24.)

BONUS ITEMS SUBSCREEN

Press the **LT** button to open the Bonus Items subscreen, which shows:

- ▼ Health Talismans collected so far.
- ▼ Telekinetic Runes accumulated.
- ▼ Arcane Tomes collected so far.



SPECIAL ATTACKS SUBSCREEN

Press the **RT** button to open the Special Attacks subscreen, which shows:

- ▼ Special Attacks acquired. Highlight any Attack Icon to display it in the main window, along with instructions for performing it.



COMBAT

COMBAT MODE



The combat system encourages the creative use of the characters' core attacks — slashes, lifts, slams, TK and dodging — enabling you to choreograph your own combo attacks and develop your own unique combat style.

Kain and Raziel automatically enter combat mode when you press any attack button while enemies are present. While in combat mode, the character draws his weapon and adopts a combat stance while he moves. He remains in combat mode until all nearby enemies have been destroyed, or you manually exit combat mode by pressing the **L1** button. You can also manually enter combat mode by holding down the **L1** button (though this is not required). The character remains in combat mode until you release the button.

TARGETING ENEMIES

Kain and Raziel do not lock onto a single enemy during combat. Instead they automatically turn to attack the nearest threat, unless you indicate a different attack direction. To target a specific enemy, maneuver Kain or Raziel in that enemy's direction.

ATTACK TYPES

Single and Combination Attacks

Use the **□**, **△** and **○** buttons to perform single attacks. Create combos by linking different button presses in sequence.

Slashing Attacks



Use the **□** button for slashing attacks, which you can link in sequence to execute a three-attack combo on the ground or in mid-air.

Lift and Slam Attacks



Use the **△** button for lift attacks from the ground.

- ▼ Tap the **△** button to lift an enemy into the air.
- ▼ Hold down the button to lift the enemy and jump up to follow it.
- ▼ While in mid-air, press the button again for a powerful downward slam.
- ▼ Use lift attacks to set enemies up for a TK blast (**○** button) or mid-air slashing combos (**□** button).

TK IN COMBAT



Use the **○** button to launch Telekinetic assaults during combat.

- ▼ Tap the button to quickly blast away an enemy. You can use Telekinesis as long as energy remains in the TK Meter.
- ▼ When playing as Kain, hold down the button to lift the enemy off the ground, then release it to throw the enemy. Use the left analog stick before releasing the button to hurl the enemy into deadly or damaging obstacles, or to pull the enemy toward Kain to set up a combo attack. Kain will lose his TK hold after a short time if he doesn't throw the enemy.
- ▼ You can throw enemies onto spikes, into fire, into breakable objects, over ledges, and into architectural obstacles. Some of these targets will be fatal, others will inflict varying degrees of damage.
- ▼ Some enemies are invulnerable to TK attacks.

DODGING

Use the **X** button to evade and maneuver around enemies.

- ▼ Use the left analog stick to set a direction and press the **X** button to dodge.
- ▼ To jump up while in combat mode, press the **X** button while standing still, or double-tap the **X** button.

FINISHING MOVES

When an enemy has been reduced to a vulnerable state (stunned or otherwise incapacitated), Kain and Raziel can feed to recover their health, or finish the victim with the Beaver to enhance the blade's combat function.

- ▼ To drink the victim's blood or devour its soul, hold down the **R1** button while near a vulnerable enemy.
- ▼ To perform a finishing move with the Beaver, press the **△** button near the victim.

REAVER ENHANCEMENTS AND SPELLS



Use the various Reaver enhancements you've collected for different combat effects. When the Reaver is fully charged with its victims' energy, its potency is temporarily boosted.

When the Reaver Gauge is completely full, it glows to indicate that a Reaver Spell has been armed. The spell's effect is determined by the selected Reaver enhancement, either inflicting damage on multiple enemies or temporarily embellishing the character's combat attributes in some way.

- ▼ To launch a Reaver Spell, hold down and then release the **□** button.

SPECIAL ATTACKS



Over the course of the game, Kain and Raziel earn experience based on how well they perform in combat. Their progress is tallied by the Reaver Meter on the Status Screen, and is accelerated based on the complexity of the combos performed and how often the Reaver Gauge is built to a full charge.

As Kain and Raziel reach each of the five combat experience levels, they are awarded a new Special Attack. Each attack earned is shown by a colored pip next to the Reaver Meter on the Status Screen.

Press the **RR** button on the Status Screen to open the subscreen where the Special Attacks are stored, along with descriptions and controls instructions (see page 21).

PERFORMING SPECIAL ATTACKS

Pulling off Special Attacks requires timing, skill and practice.

- ▼ To execute a Special Attack, tap the left analog stick in the attack direction, and simultaneously press the appropriate attack button — slash (**□** button), slam (**△** button) or TK (**○** button) — for the desired attack.

There are five types of Special Attacks:

Devastating Strike

A powerful slam attack that bounces the enemy off the ground, setting it up for a follow-up attack.

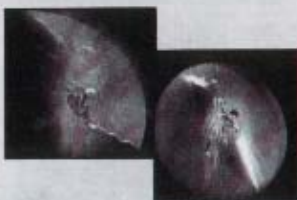
- ▼ Tap the left analog stick in the attack direction and simultaneously press the **△** button.

Rapid Attack

A vicious flurry of attacks unleashed by rapid button presses.

- ▼ Tap the left analog stick in the attack direction and repeatedly press the **□** button.

Air Strike



A powerful mid-air slam attack that bounces the enemy high off the ground.

- ▼ While in mid-air, tap the left analog stick in the attack direction and simultaneously press the **△** button.

Rapid Air Attack

A vicious mid-air flurry of attacks unleashed by rapid button presses.

- ▼ While in mid-air, tap the left analog stick in the attack direction and repeatedly press the **□** button.

Telekinetic Stasis

Briefly locks an enemy in mid-air with TK while still leaving Kain or Raziel free to attack.

- ▼ Tap the left analog stick in the attack direction and simultaneously press the **○** button.

BONUS ITEMS

COLLECTABLES



During your journey you can collect Bonus Items that increase your health capacity and TK power. Some items are hidden in arcane containers that must be shattered with the Reaver to release the treasures within. You can collect Health Talismans, Telekinetic Runes and Arcane Tomes.

HEALTH TALISMANS



Each Talisman is broken into three fragments. The character's health capacity increases one level each time he completes a Talisman by collecting its three fragments. Each character can find a total of 12 shards, for a potential total of four complete health upgrades.

TELEKINETIC RUNES



Each Rune enlarges the character's TK Meter, increasing his capacity to use Telekinesis. Each character can find a total of 8 TK Runes.

ARCANE TOMES



You can unlock special bonus materials by finding Arcane Tomes hidden throughout the game. When you find a Tome, approach it to collect it. Each character can find a total of 10 Arcane Tomes.

ENEMIES AND STRATEGIES

COMBAT BARRIERS



You may find yourself trapped in combat by physical obstacles or magical forcefields that block your exit. You must destroy all the enemies in the area before the barriers will be lifted.

SPELL CASTERS

Some enemies cast offensive or defensive spells on themselves and their comrades. It's often wise to take out the spell casters in a group first to prevent them from aiding their allies. Some spells you will encounter are:

- ▼ **Amplify Damage** — Used by the Sarafan and Vampire Hunters to increase the damage caused by their comrades. Indicated by a red glow on the enemy's weapon.
- ▼ **TK Shield** — Used by Vampire Hunters and Revenants to protect themselves from telekinetic assaults. Indicated by a purplish-blue glow on the affected enemy.
- ▼ **Regeneration** — Used by the Sarafan and Vampire Hunters to heal their comrades during battle. Indicated by a whitish glow around the healed enemy.
- ▼ **Berserk** — Used by the Sarafan (and occasionally Revenants) to amplify their battle fury, turning the affected enemy into a ruthless opponent. Indicated by a reddish-orange effect on the enemy.
- ▼ **Glyph Shield** — Used by the Sarafan, Vampire Hunters and Cenobites as a protective shield that

repels attacks. Indicated by a ring of glowing Runes around the affected enemy. You must destroy the shield before you can damage your opponent.

- ▼ **Fire Shield** — Employed by some animated Statues, the shield inflicts massive damage on an attacker who strikes the enemy while it is active. Indicated by a fiery orange forcefield around the enemy.
- ▼ **Summoning** — Some enemies can summon other creatures to do their bidding. Summoners' sorcery fails when they become too wounded.

ARCHONS



These spectral foes latch onto Razeel when they attack, siphoning his energy through a spirit-tether. Razeel must counter-attack or retreat to escape being completely drained.

TENTACLES

These minions of the Elder God strive to ensnare the characters. Kain and Razeel must attack rapidly to escape their grasp. When Razeel is in the material realm, Tentacles will try to drag him back into the spirit world.

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