

**Placeholder for Cover
Do Not Print This Page**

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

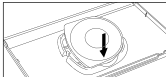
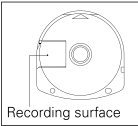
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

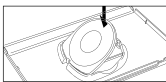
Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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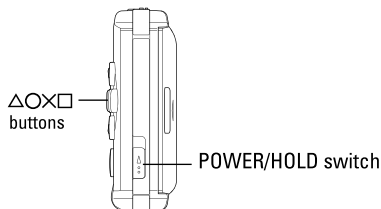
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Table of Contents

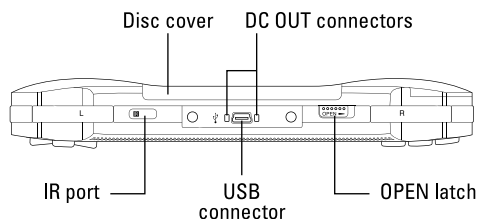
Getting Started	2
Starting Up	3
Introduction	4
Characters	4
The Game	6
Technical Support	16
Warranty	inside back cover

Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Beowulf™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the **×** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

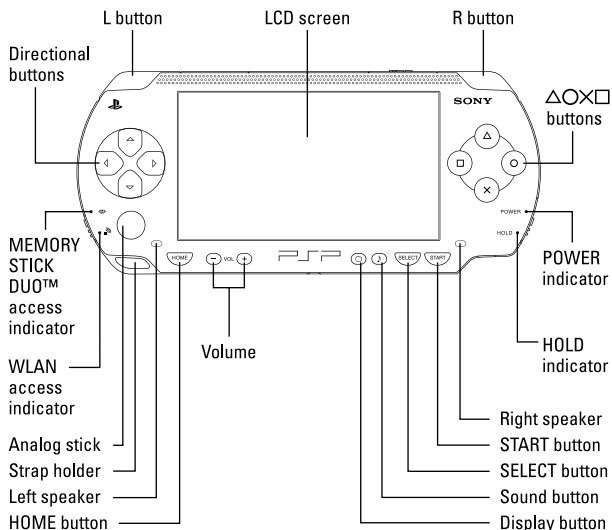
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

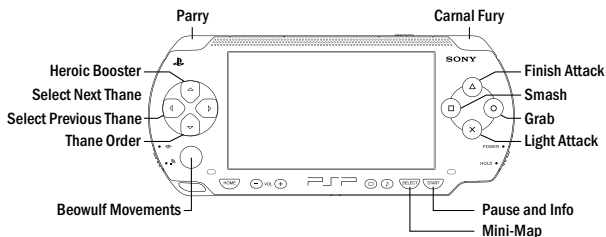
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Starting Up

PSP® (PlayStation®Portable) system configuration



Button Controls



Introduction

You are Beowulf, legendary Norse warrior with the strength of 30 men – arrogant, carnal, self-serving, and lustful for gold and glory. You journey to Denmark to destroy a bloodthirsty beast that is wreaking havoc on the frigid land. But evil persists, and you succumb to its promise of easy power, propelling yourself onto the Danish throne. As King, you must face the monstrous consequences of your actions...lead your Thanes into battle, crush your enemies, and slay the Titans of a dying age that threaten to annihilate your kingdom.

Only then, when you look your destiny in the eye, will you know for sure just what kind of hero you truly are...Monster Slayer or Hero King?

Characters



Beowulf

Beowulf is a young and arrogant Norse warrior who seeks to prove to his peers and to himself that he is the stuff of heroes.

For honor and glory, he braves stormy seas with his Thanes to succor the Danish King Hrothgar, whose lands

have been devastated by the monster Grendel for the past 11 winters.

For more than 50 years, Beowulf will pursue his heroic yet tragic destiny, vacillating between his carnal and destructive instincts and the temptations of easy power on the one hand, and the heavy responsibilities of a King, with its promise of honor and the adulation of his people, on the other.



King Hrothgar

Hrothgar is the Danes' king when Beowulf first shows up at Herot. He needs rescuing from the evil Grendel, a monster that terrorizes his kingdom and people.

He treats Beowulf as if he were his own kin, kindly giving him advice and

taking care of his men.

But Hrothgar also covers up a terrible secret that seems to have brought shame and terror upon himself and his kingdom.



Wiglaf

Wiglaf is Beowulf's closest friend and most loyal ally. Wiglaf reveres Beowulf and would follow him to the ends of the earth.

Empathetic, loyal to a fault, lighthearted, and comical, Wiglaf is

the symbol of loyalty, friendship, and commitment; he will be Beowulf's technical guide and captain of the Thanes.



The Thanes

The Thanes are Beowulf's faithful companions and fierce warriors.

Various Thanes will offer to follow Beowulf during his progression, but only three of them can be chosen.

From Geatland to Herot, the Thanes will help Beowulf defeat his enemies

by fighting on his side and performing Thanes' Actions.

The Thanes are the people who are closest to Beowulf and they will dynamically react to their King's actions.

The Game

Main Menu



New Game

Start a new game.

Game Data

Load game

Load a previously saved game.

Delete game

Erase a saved game's data.

Options

Game Settings

Turn the autosave feature on or off.

Audio Settings

Adjust the music and sound volume, or turn movie subtitles on or off.

Game Controls

Display the game controls.

Credits

See who created this game.

Herot

The Danish castle of Herot will serve as the hub of the game. Here you can view the status of your kingdom, get feedback on Beowulf's Legacy, and access all the major management features. There are five different hub environments you can interact with within Herot:

The Mead Hall

The grand dining room that offers an overall view of Herot's people, it's the starting point to navigate to all other hub pages using the L button and R button.



Wiglaf

Here you can choose the three Thanes that will follow Beowulf along his journey. Depending on your action, the list of available Thanes can increase considerably.

The Thanes are sorted into four professions:

- Fighter
- Engineer
- Defender
- Medic

Each Thane comes with his own favorite weapon.



Armory

Here you can view your weapon collection and choose Beowulf's favorite one to prepare for the adventure.

The weapons are sorted into four categories:

- One-handed
- Two-handed
- Shield
- Spear



King's Bedchamber

Here you can buy skills upgrades for Beowulf with the experience orbs accumulated during the game.

The different upgrades are unlocked depending on Beowulf's actions and are sorted into two categories: Heroic and Carnal.

Heroic:

- Heroic Booster
- Coordination
- Tactical Defense
- Mass Combat

Carnal:

- Carnal Fury
- Brutal Finish
- Resistance
- Weapon Mastery

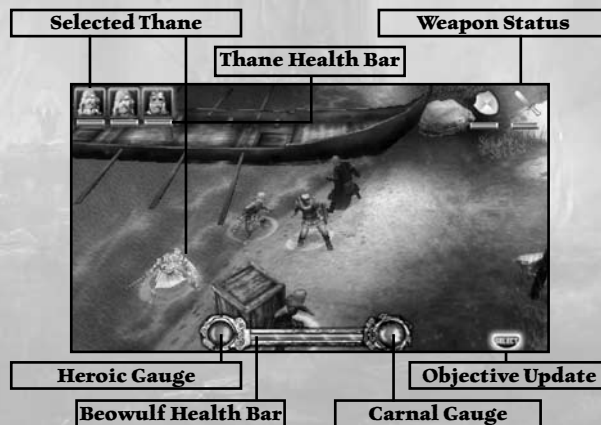


Balcony

Here you can interact with Wulfgar, who will guide you to the overview of the entire kingdom, where Beowulf will choose his next destination.



Interface



- **Beowulf Health Bar:** Indicates Beowulf's life status.
- **Thane Health Bar:** Indicates the life status of each Thane.
- **Selected Thane:** Indicates which Thane is selected to receive an order.
- **Weapon Status:** Turns red when your weapon is about to break.
- **Carnal Gauge:** Indicates Beowulf's Carnal level. If Beowulf has enough Carnal Power, he can trigger Carnal Fury.
- **Heroic Gauge:** Indicates Beowulf's Heroic level. If Beowulf has enough Heroic Power, he can trigger the Heroic Boost.



Weapons and Objects



As Beowulf, you have access to a vast gallery of weapons throughout the game. By pressing the **○** button, you can pick up a weapon on the floor and you'll automatically switch to this new weapon.

Similar to real Viking weapons, all in-game weaponry is graded. That's why it often breaks – even more so when Beowulf turns Carnal and inflicts more damage on his enemies. This means that in order to survive, you'll have to constantly

improvise during battles by picking up and mastering new weapons.

Each weapon category (one-handed, two-handed, shield, etc.) has its own set of unique characteristics (damage, speed, combos, etc.) and is more effective battling a specific category of enemy.

Bare Hands

With the strength of 30 men, even an unarmed Beowulf is lethal to many of the creatures of the Dark Ages. But beware: in most situations your fists alone will not suffice. Picking up weapons – or, better, stealing them from your enemies – is a condition of survival.

One-Handed Weapons (Sword, Axe, etc.)

Light and maneuverable, one-handed weapons allow a fast and precise series of hits. One-handed weapons can also be paired with a shield. This unlocks new possibilities, such as the parry.

Shield

The shield is one of Beowulf's weapons of choice. Shields are necessary to parry efficiently (by pressing the L button) and launch effective counter-attacks. Shields can be used alone or combined with one-handed weapons.

Two-Handed Weapons (War Hammer, Troll's Axe, Spear, etc.)

Slower but deadlier than one-handed weapons, two-handed weapons are ideal for striking blows against groups of enemies.

Objects

From pillars to stalagmites and boulders, Beowulf can pick up various objects and improvise weapons out of them.

Moves and Combat

Skilled Moves

Press the SELECT button to display a non-interactive global map with objectives.

Use the analog stick to make Beowulf run in any direction. Move the analog stick gently to make Beowulf walk.

Combat

Beowulf's combat system uses a combination of the **□** button (light attack) and the **△** button (finish attack). Depending on the sequence, Beowulf will trigger different combo finishes using these buttons. Combo finishes always inflict higher damage on enemies than regular combos.

For example, using a one-handed sword, a sequence of up to four button presses can give Beowulf four different finishes:

- | | |
|---|-----------------------------------|
| □ : | Basic strike |
| □ + □ : | Double strike |
| □ + □ + □ : | Triple strike |
| □ + □ + □ + □ : | Triple strike + pierce finish |
| □ + △ : | Single strike + snap finish |
| □ + □ + × + △ : | Triple strike + charge finish |
| □ + □ + □ + △ : | Triple strike + 360° swing finish |

Note: The weapon category will influence the type of combo and combo finishes you can perform.

Grab and Grab Finishes

The Grab is Beowulf's most brutal, barbaric, and Carnal combat action.

Grab an enemy by pressing the R button when at close range. Once you have him, win the struggle by bashing the **○** button, and finish him off by bashing one of the available buttons:

- | | |
|------------------|--------|
| ○ button: | Weaken |
| □ button: | Throw |
| △ button: | Crush |



Heroic Gauge

Filling up the Heroic Gauge

When the Heroic Gauge is not full, if you hold the Heroic button, the gauge fills itself as long as the button remains pressed.

During this time, Beowulf cannot perform any other action. If he is hurt, the pumping is stopped and you must press the button again to keep filling the gauge.

Note: When Beowulf is pumping and reaches the end of the gauge, the Heroic Boost is triggered.

If the Heroic Gauge is not empty and you are not using it, after five seconds, the gauge slowly decreases.

This can happen if you end a boost before it reaches its normal end, or if you do not fill the gauge completely.

Heroic Boost

If you hold the Heroic button when the Heroic Gauge is full, the Heroic Boost triggers, along with 2D and 3D visual effects (the Thanes are enlightened and glow with a blue aura).

Gameplay effects:

- The Thanes are invulnerable.
- The Thanes deal more damage. With each blow they knock out their opponent.
- Their actions are faster (mechanism, first aid, etc.).

During a Heroic Boost, every time Beowulf or a Thane kills an enemy, you get as many Heroic Points as the enemy's XP (and he also gets the XP, as usual).

During the boost, the gauge decreases according to the skill of Beowulf in this field (the more stars, the slower the gauge empties). The boost stops when:

- The gauge is empty.
- You press the Heroic button again.
- You start pumping the Carnal Gauge.

When the Heroic Boost ends, Beowulf and his Thanes are stunned for a short time.

Note: KO Thanes are not affected by the Heroic Boost.

Note: Some enemies can only be hurt while attacked using the Heroic Boost.

Carnal Gauge

Filling up the Carnal Gauge

When the Carnal Gauge is not full, if you hold the Carnal button, the gauge fills itself as long as the button remains pressed.

During this time, Beowulf cannot perform any other action. If he is hurt, the pumping is stopped and you must press the button again to keep on filling the gauge.

Note: When Beowulf is pumping and reaches the end of the gauge, the Carnal Fury is triggered.

If the Carnal Gauge is not empty and you are not using it, after five seconds, the gauge slowly decreases.

This can happen if you end a fury before it reaches its normal end, if you do not fill the gauge completely, or if the gauge is full but you do not trigger the fury.

Carnal Fury

If you hold the Carnal button when the Carnal Gauge is full, the Carnal Fury triggers, along with 2D and 3D visual effects (Beowulf is enlightened and glows with a red aura).

Gameplay effects:

- Beowulf is invulnerable.
- He deals more damage.
- Carnal Finishes are available.
- Beowulf can no longer give orders.
- Friendly fire: Beowulf can hurt the Thanes.

During a Carnal Fury, every time Beowulf kills an enemy, you get as many Carnal Points as the enemy's XP (and he also gets the XP, as usual).

During the fury, the Carnal Gauge decreases according to the skill of Beowulf in this field (the more stars, the slower the gauge empties). The fury stops when:

- The Carnal gauge is empty.
- You press the Carnal button again.
- You start pumping the Heroic Gauge.

When the Carnal Fury ends, Beowulf is stunned for a short time.

Note: Some enemies can only be hurt while attacked in Carnal Fury.



Thanes Management and Order

Thanes Management

After Beowulf discovers Herot Castle, he can choose the three companions, his Thanes, who will accompany and follow him. Thanes have different skills and experience. Each action's duration (combat, using a mechanism, first aid, etc.) depends on the proficiency of the acting Thane. Thanes are sorted into four different classes:

- Fighter
- Engineer
- Defender
- Medic

As the game progresses, new Thanes come to Herot to help Beowulf and reinforce his army. You can then choose them to be part of Beowulf's team.

Thanes Orders

Left side of the PSP® system:

Every companion is displayed on the screen with their health bar. The selected Thane is highlighted:

Change the selected Thane by pressing the Left or Right directional button.

Press Up directional button: Heroic Boost.

Press Down directional button: The game is slowed down and the Order selector appears.

Thane Order Selector



The order is given to the selected Thane.

The four available orders are:

- **Attack!** Engage a specified enemy.
- **Rescue!** Help a drowning companion.
- **Pick up!** Grab an item (weapon, object, etc.) and use it.
- **Action!** Use a specific device or mechanism (wheel, door, monolith, etc.)

Each order has specific targets. The game automatically selects the best-suited order with the best-suited target, depending on the situation. Only the targets on-screen are accessible.

You can use the Down directional button to switch between orders and/or targets if you want another command.

Once the choice is done, you can validate with the  button or cancel with the  button.

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Thanks,
The Ubisoft Team

Beowulf™

Proof-of-Purchase



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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

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<http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

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IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

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