



KULA[®]

DARK LINEAGE



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.

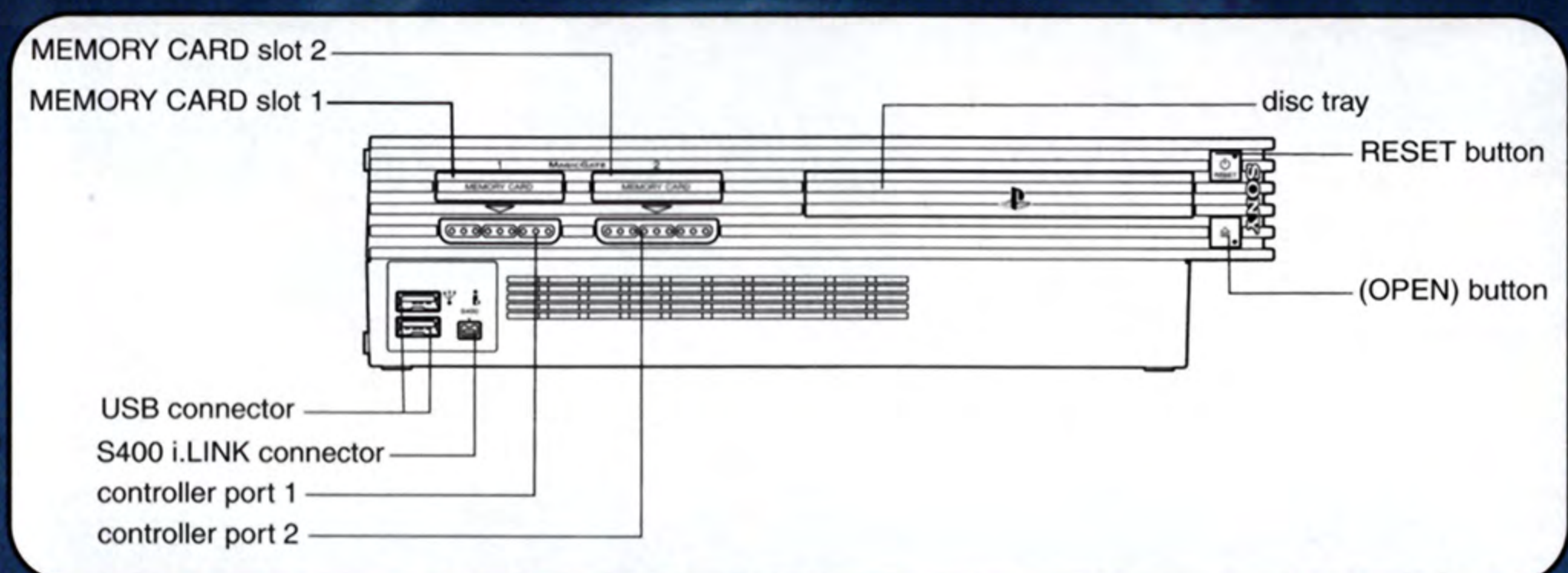
HANDLING YOUR PlayStation 2 FORMAT DISC:

- 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.

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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 *Kya[®]: Dark Lineage* 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.

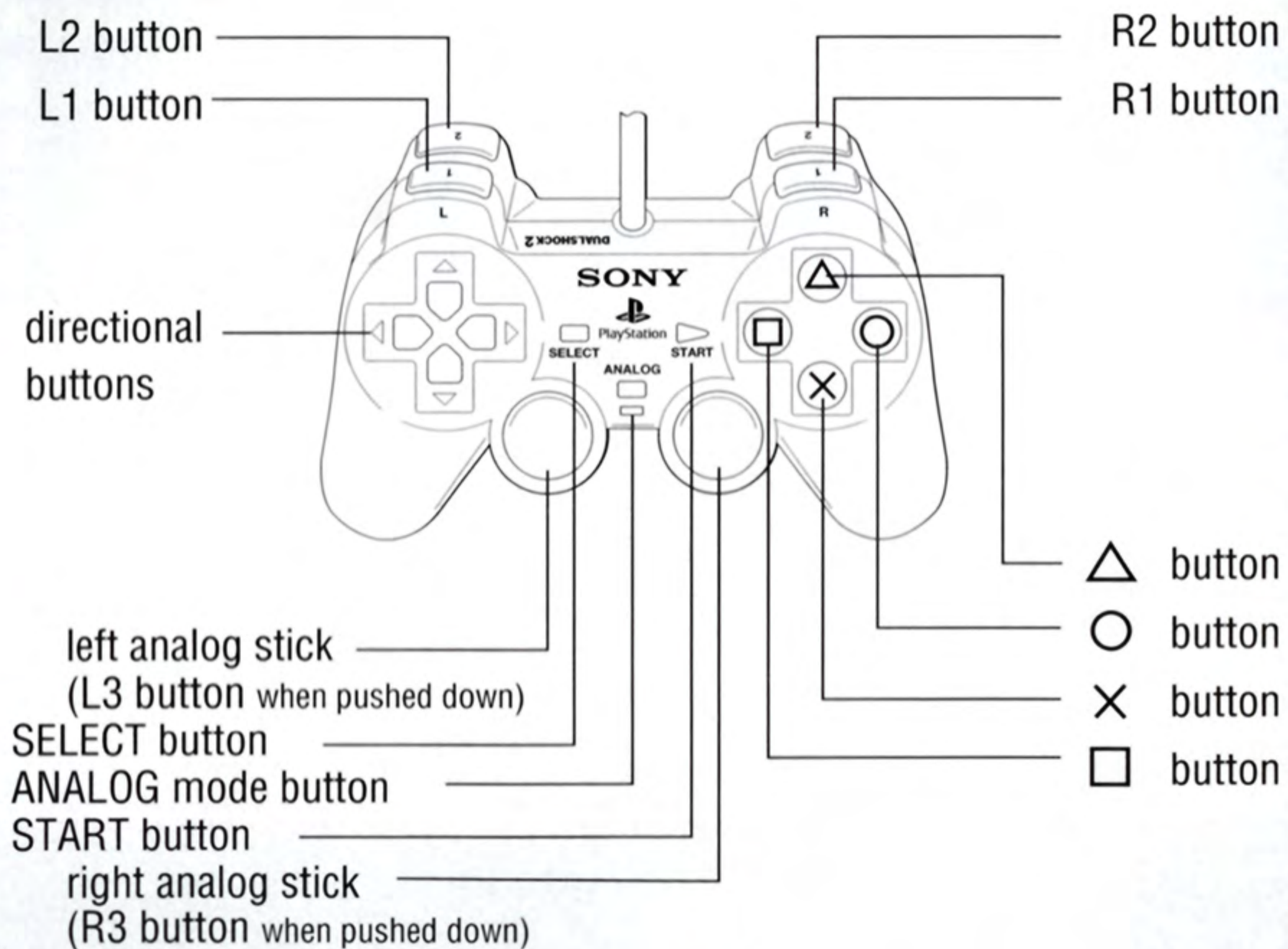
Insert a memory card (8MB) (for PlayStation[®] 2) with 323KB of free space in MEMORY CARD slot 1 of the console to save your progress and game settings. You may load saved game data from this memory card.

Note: *Kya: Dark Lineage* supports the DUALSHOCK[®] 2 analog controller in controller port 1. Digital controllers are not supported. Only MEMORY CARD slot 1 of the console is supported.

Note: This game is presented in Dolby[®] Surround. Connect your game console to a television or sound system with Dolby Pro Logic or Dolby Pro Logic II support, select Audio Mode from the Options menu of the game and choose Surround to experience the excitement of surround sound. See Options on page 9.

CONTROLS

DUALSHOCK®2 analog controller



Main Controls

left analog stick	Walk / Run
✕ button	Jump
L2 button	Crouch
● button	Call Stuff (see page 8 for details)
■ button	Main action button
Select button	Equipment page (see Help Screen on page 11)
L2 button + left analog stick	Sneak (press the ✕ button while sneaking to roll)
R3 button	Center camera behind Kya
R1 button + left analog stick	First-person view camera control
R2 button (press and hold)	Inventory
L1 button	Map
START button	Pause Menu



Jamgut Riding

The Jamgut is a wild savage creature. Through a Nativ-made whistle you can buy in a shop, you can tame the Jamgut and ride it like a horse. While riding the Jamgut, you can jump high and large distances, accelerate at great speeds and you can even stand up on its back and use your boomy while it's running!

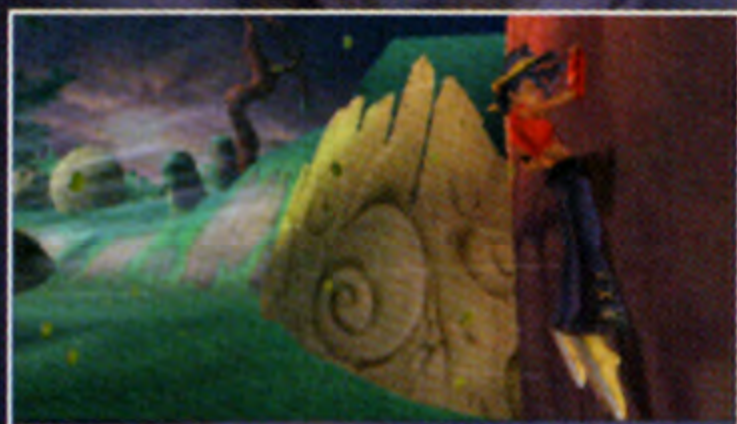
■ button	Mount / Throw boomy (while standing)
■ button (press and hold)	Accelerate (only while riding Royal Jamgut)
L2 button	Stand on Jamgut's back
L2 button + ✖ button	Jump off Jamgut
▲ button	Use Boomy while riding
✖ button	Jump with the Jamgut
left analog stick	Steer Jamgut



Fighting

You will have to face, through hand-to-hand combat, a whole army of dangerous Wolfens, from savage Scrawnies to redoubtable and powerful Kronos. You can increase your arsenal of attacks, combos and magical strikes through a series of colored bracelets you can buy at Nativ City. Some attacks allow you to spin a Wolfen by the tail or ride on a Wolfen's back and blast through other Wolfens like a bulldozer! You can learn more about the different attacks available through bracelets through the Help Menu in the game.

■ button	Punch
▲ button	Kick
● button	Grip tail or grab Wolfen in front
R2 button	Defend
✖ button	Jump on Wolfen and ride (steer with left analog stick)



Wind and Freefall

Throughout her adventure, Kya must travel to different locations by using strong wind currents that can propel her to towering heights or plunge her into death-defying free-falls. She must use her body to control her descent (see controls below). When freefalling or leaving vertical wind currents, aim for an Amortos to cushion Kya's fall for a safe landing (see page 12 for a description of the Amortos).

X button

Dive

left analog stick

Steer

In Horizontal Winds:

left analog stick

Steer left / right

When Thrown Against Walls:

left analog stick

Move with precision

X button + left analog stick

Thrust



Sliding with Boards

Refer to Help screen in game for details on each board's abilities.

left analog stick

Right / Left / Accelerate / Brake



Weapons

Kya has access to a variety of boomies with different attack powers (see Items on page 15 for more information). To throw a boomy, press the **■ button**.

You will occasionally come across a Wolfen bomb cannon. To use this weapon, jump onto it and press the **■ button** to activate it. Aim using the left analog stick and fire by pressing the **■ button**. Press the **▲ button** to leave the cannon.



Soccer

Kya can kick some objects (including bombs, fruit, and some animals, such as mickens) like a soccer ball. To do this, put Kya behind the object and advance. Press the

■ button to kick the object — the longer you press, the farther Kya will kick it.



Magic Spells

Thanks to Mana Balls you collect, you can cast spells to exorcise a Wolfen back into their original Nativ forms, open shell elevators and magical gates, and regenerate your life health. If there is a green number hanging above an object, such as a knocked-out Wolfen, then you can use your magic energy on it.

▲ **button**

Regeneration / Exorcism / Open shell elevators and magic gates.

SAVING AND LOADING

To save your game settings and progress, you must have a memory card (8 MB) (for PlayStation[®] 2) with 323KB of free space in MEMORY CARD slot 1 of your PlayStation[®] 2 computer entertainment system.

You can play up to four different adventures or save multiple progressions of the same adventure. When you start a new game, your game progress is saved automatically at certain points. During the AutoSave process, an AutoSave icon is displayed on screen. Do not remove the memory card or turn OFF your console while this icon is shown.

You can also save your game progress at any time while playing by first pressing the **START button**, and then selecting Save from the Pause Menu (see Pause Menu on page 10).

You can load a previously saved game by selecting Load Game from the Main Menu and then choosing one of the four save game slots. You can also load a game by selecting Load from the Pause Menu.

STORY

Kya and her brother Frank are unexpectedly transported to a mysterious world and immediately separated from each other. As she begins her search for her brother, Kya meets the gentle Nativs, who befriend and help her in her quest. Kya soon discovers that the peaceful Nativs are brutally oppressed by the Wolfens. Worse yet, the Wolfens are former Nativs, mutated into an evil army by the wicked ruler Brazul.

Kya realizes that the only way to find Frank and return home is to lead a rebellion to defeat Brazul and liberate the Nativs. To do this, she must free the

Wolfens from their magical imprisonment and restore their Nativ identity. Join Kya on a magical adventure through a strange and mysterious world and discover the secret of the dark lineage.



Kya

She may be a babe from the city, but don't be fooled — nothing stops this girl; not inter-dimensional travel to a mysterious realm, not even the threat of world destruction. She may not know it yet, but she is the One...

Kya, a young woman adapting to this challenging and somewhat strange situation, has found the hero within. She combines that newfound strength and purpose with her own personality and attitude to right what has gone wrong, but in her own way and style.



Brazul

This dark presence is ruler of the parallel world, and creator of the evil Wolfens. He possesses terrifying magical knowledge and conquered the realm by perfecting a process for transforming Nativs into his Wolfen army. Brazul is a madman bent on domination and destruction. He is a powerful, brilliant and unstoppable foe. He is the reason that Kya is on this parallel world — and this is why Kya must confront Brazul in order to rescue her brother, save the Nativs and find a way home.



Nativs

They are the gentle tribe transformed and persecuted by Brazul. They live in Nativ City and pass most of their time building shops and selling you objects, or inticing you to win money in challenges! At first, there are few Nativs in the village, but when you exorcise Wolfens, the freed Nativs head back to the village and build more shops, selling even more new objects! Free the Nativs from their wicked spell to progress in the game.



Wolfens

They are the terrible army of Brazul, former Nativs mutated by evil. There are three types of Wolfens: the savage Scrawnies, the brutal Grunts and the clever Kronos. Each type of Wolfen is different in its role and abilities. The only way to transform Wolfens back to Nativs is to fight them and knock them out! Once they're KO, you can use your magic energy to exorcise them.



Stuff

This crazy furry animal is a Galbo, a very rare species that allows Atea to contact Kya through telepathy. Stuff knows the environment very well and will help you by giving tips and useful information throughout the game.

MAIN MENU

Press the **START button** on the title screen to proceed to the Main Menu. For all menus, use the **directional buttons** or the **left analog stick** to highlight an option and press the **✕ button** to select it. To go back to the previous menu or cancel the previous selection, press the **▲ button**.

New Game

Start a new Kya adventure. Select one of the four save slots to begin the adventure. **Note:** If you select a slot that has a previously saved game, you will overwrite that saved game.

Load Game

Resume a previously saved adventure. Progress information on each saved game is displayed on this screen.

Options

This menu allows you to adjust the following game settings:

Vibration: Turn controller vibration ON / OFF.

Subtitles: Turn dialog subtitles during cutscenes ON / OFF.

Screen Adjustment: Center the game display screen.

Picture Format: Choose between 4:3 (normal) or 16:9 (wide screen) screen format options.

Audio Mode: Select stereo, mono or surround (Dolby Pro Logic) sound format.

Music Volume: Adjust the in-game music volume.

Sound Effects Volume: Adjust the in-game sound effects volume.

PAUSE MENU



Press the **START button** at any time while playing to pause the game and display the following menu options:

Back to Game: Return to the game.

Save: Save the game.

Load: Load a previously saved game.

Options: Change the game options.

Exit game: Quit the current game and return to the Main Menu.

Use the **left** and **right directional buttons** or the **left analog stick** to see the different zones, and the number of Wolfens left to exorcise in the current zone. You will also see the current status of the total number of Nativs already exorcised in the game, the total number of Wolfen left to exorcise in the game, and the percentage of the game that you have completed. The current status of the Health meter, Mana meter and Nooties counter will also be available.

PLAYING THE GAME

Main Display



Health Meter: Indicates Kya's health status. You can increase Kya's health capacity by buying new life bars.

Mana Meter: Indicates the amount of mana Kya currently has. Mana is a special energy source used to cast magic, and can be replenished by collecting Mana Balls. Each time you collect a Rune, your Mana Meter's capacity to hold mana balls increases.

Nooties Counter: Indicates how many Nooties (the local currency) Kya is carrying.

Enemy Health Meters: These meters indicate the health levels of your current opponents. When an enemy health meter empties, that enemy is defeated.



Inventory

Kya can carry numerous objects in her Inventory. You can display Kya's Inventory at any time while playing by pressing and holding the **R2 button**. Press either the **■ button** on the left side to select a bomb or the **● button** on the right side to select a fruit. Press either button several times to select another object in the list. Release the **R2 button** to use the selected object.



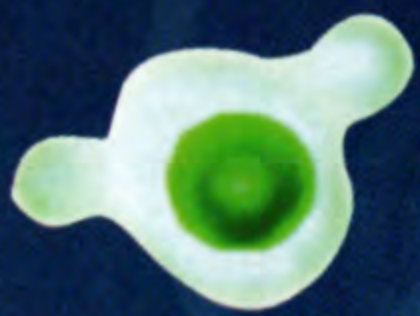
Map Display

You can display the detailed map of the world you're in at any given time by pressing the **L1 button**. Your current position and your current mission objective are indicated on the map. Please refer to the legend in the game for more details.



Help Screen

Access the in-game help at any time by pressing the **SELECT button**. You will be able to know at that moment the current abilities possessed. Press the **directional buttons** to select an item and then press the **✕ button** to get more information about it.



Mana Balls

The Mana Meter, located on the left side of your screen, indicates the amount of magical energy Kya has to cast spells. Look for Mana Balls throughout the world to increase your mana supply. Some Mana Balls are more difficult to get, but provide more mana power. The amount of mana that a task (such as opening an elevator) requires is indicated by a number above the object.



Nooties

The Nooty is the local currency, which you can use to buy new abilities and items, and participate in challenges in Nativ City. Collect as many as you can find.

Runes

The Runes are ancient artifacts made of pure energy. You will need the receptacle to be able to collect them. Once grouped together in the receptacle, they form the mystic medallion that Kya hopes will open the passage to bring her back home. You must collect seven Runes in order to complete your quest. Each Rune collected increases Kya's mana capacity.



Amortos

The Amortos are mushroom-like plants filled with air. You can use them to cushion Kya's landing during a freefall. Kya can also throw her boomy at an Amortos to make it explode, damaging nearby enemies or opening a blocked passage.

Amber

Scattered in all the worlds, these Amber stones contain mystical energy that allow you to regenerate Kya's health meter by using the mana balls you have collected. Kya must obtain this ability from the Nativs.

Note: The green numbers that let you know Kya can use her magical energy on an item do not appear above Amber stones.

NATIV CITY



Shops

When Kya defeats a Wolfen and performs an exorcism, the freed Nativ will return to Nativ City and possibly build a shop. Nativ City shops offer a range of power-ups and abilities that Kya can purchase using Nooties.



To buy an object, enter the shop, stand on the stool in front of the Nativ seller and press the **■ button**. Select the object using the **left analog stick** or **directional buttons**. The color of the price indicates whether you have enough Nooties

to buy the object (green means you can afford it, red means you can't). Press the **✕ button** to buy the item. Press the **▲ button** to leave the shop.



Challenges

Some Nativs return to Nativ City to open buildings that contain challenges instead of shops. You can play any challenge in one of three modes: Betting, Training or Multiplayer. One to eight

players can compete in challenges. All players must share the controller in controller port 1.



To take a challenge, enter the building, stand on the stool in front of the Nativ and press the **■ button**. Choose the type of challenge you wish to participate in and which mode you wish

to play by using the **left analog stick** or **directional buttons**. Before you begin, you will see the current high score and an explanation of the challenge objective.

Bet: Choose the number of Nooties you wish to bet using the **left analog stick** or **directional buttons**, and press the **✕ button** to place your bet and start the challenge.

Training: Press the **✕ button** to start the challenge.

Multiplayer: Choose the number of players using the **left analog stick** or **directional buttons**. Each player is assigned a code color. Press the **✕ button** to start the challenge. As soon as one player has finished, his or her score will be announced, and then it's the next player's turn.

High scores: High scores achieved in Bet, Training and Multiplayer modes are saved separately.

ELEVATORS

Kya can travel throughout the different worlds using a system of air currents controlled through elevators.



Shell Elevators

Shell elevators are dispersed in all of the worlds and allow access to Nativ City and other shell elevators in the same world. They have been closed by Brazul's evil magic, and Kya must use Mana Balls to open them.



Once she has opened a shell elevator, Kya can jump on one of the highlighted round stones to activate an air current to a destination she has already opened. (Kya must open a shell elevator before she is able to travel to or from it.) An image of the destination, as well as the number of Wolfens in the area, are shown. Once you have selected a destination, Kya can travel to it by jumping into the air current.



Elevator Room

Inside a gigantic tree in Nativ City is a system of huge tubes, each of which allows access to the opened shell elevators in another world. To open a link to a world, you must first open a shell elevator in that world. To ride on an elevator to another world that Kya has already opened, simply step on the highlighted stone to activate the open elevator path and then jump in.

ITEMS



Special Items

Kya can purchase special items in Nativ City that provide her with new abilities. Below are some examples of the items you will find — check the shops to discover more!

Jamgut Whistles: Let Kya ride and control the Jamgut.

Magic Boards: Provide Kya with additional sliding abilities.

Climbing Gloves: Allow Kya to climb on slippery materials.



Boomies

Boomies are weapons that Kya can throw with various results. You will find a variety of powerful Boomies in Nativ City — some examples are:

Basic Boomy: Use to cut cords, and destroy objects and some enemies.

Silver Boomy: Use to aim at objects or enemies with precision. Press and hold the **R1 button** + the **■ button** to target. Release the **■ button** to throw.

Golden Boomy: Control the direction and speed of this boomy. Press and hold the **■ button** + the **left analog stick** to control.



Fighting Bracelets

Bracelets give Kya new fighting abilities. Each colored bracelet grants Kya new attacks and combos. Once you buy a bracelet, check the Help Menu to discover what powers it provides.



Power-Ups

You can find or buy many other items during the adventure:

Fruit: Provide limited special abilities, such as health regeneration or increased strength.

Health Power-Ups: Increase Kya's health capacity.

Bombs: Generate different effects, including explosions and electrical attacks.

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ATARI WEB SITES

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Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's

Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

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Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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