



THE LEGACY OF KAIN SERIES

SOUL REAVER 2™



EIDOS
INTERACTIVE®

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

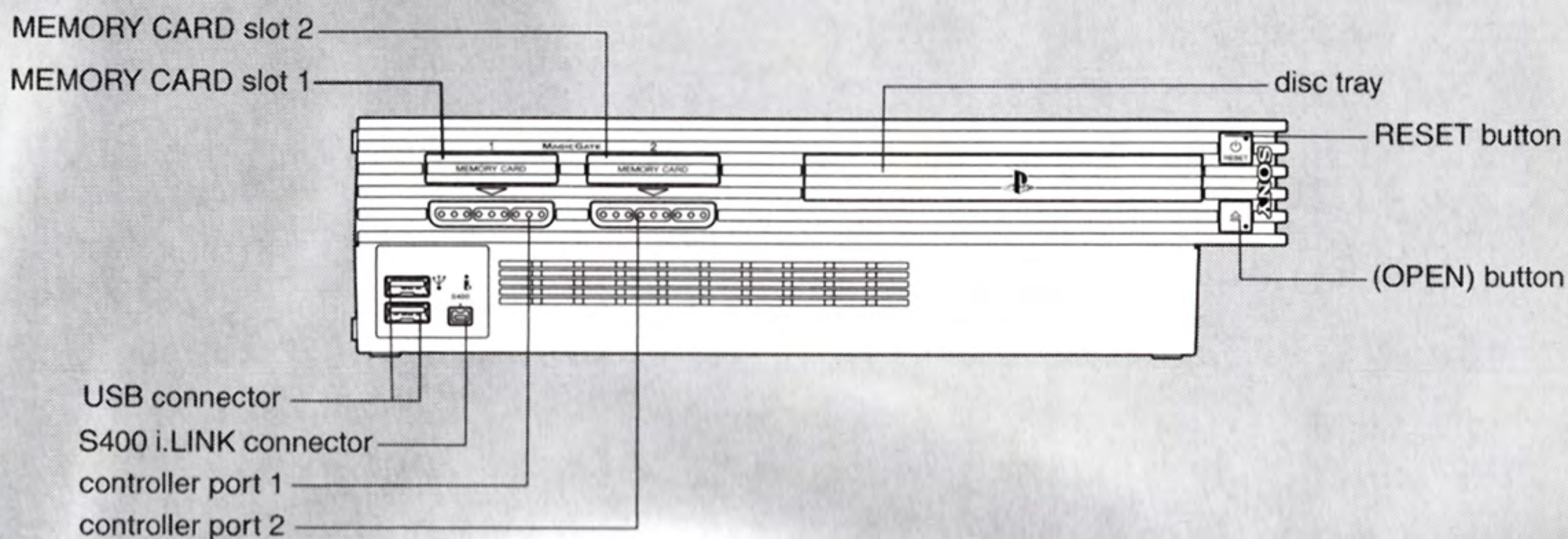
Setting Up	2	Swimming	23
PlayStation®2 Computer		Scaling Walls	24
Entertainment System	2	Firing Telekinetic	
DUALSHOCK®2 analog controller	3	Force Projectiles	24
Memory Cards	4	Collecting and Using Objects	25
General Controls	5	Weapon Objects	25
Gameplay Controls	5	Large Rotatable	
Getting Started	6	and Moveable Objects	26
Starting a Game	6	Contextual Objects	27
Saving a Game	6	Puzzle Objects	27
Setting Options	7	Combat	28
Bonus Materials Menu	8	Autofacing Enemies	28
The Dark Chronicle	8	Single and Combination Attacks	28
Map and Compass	9	Dodging and Ducking Attacks	29
The History Of Nosgoth	10	Blocking	29
Raziel's Health	16	Lunging Attacks	29
Checkpoints	17	Fatal Blows	30
Feeding on Souls	17	Using Projectiles	30
The Soul Reaver	18	The Spectral and Material Realms	31
The Soul Reaver in Combat	18	Shifting from Material	
Forging the Soul Reaver	19	to Spectral	32
Elemental Fonts	20	Shifting from Spectral	
The Soul Reaver's		to Material	32
Elemental Abilities	20	Time Travel	33
Raziel's Abilities	22	Nosgoth's Inhabitants	34
Gliding	22	The Legions of the Undead	38
Sneaking	22	Eidos Interactive Limited Warranty	
Crouching/Crawling	22	Product Return Procedure	
Phasing Through Gates	23		

PERISHING IN NOSGOTH?

Call the EIDOS Interactive Hint Line
U.S.: 1-900-77EIDOS (773-4367)
Canada: 1-900-64EIDOS (643-4367)

Cost of call: \$0.99/minute.
Must be 18 years of age or have parent's permission.
Touch-tone phone required.

SETTING UP



PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

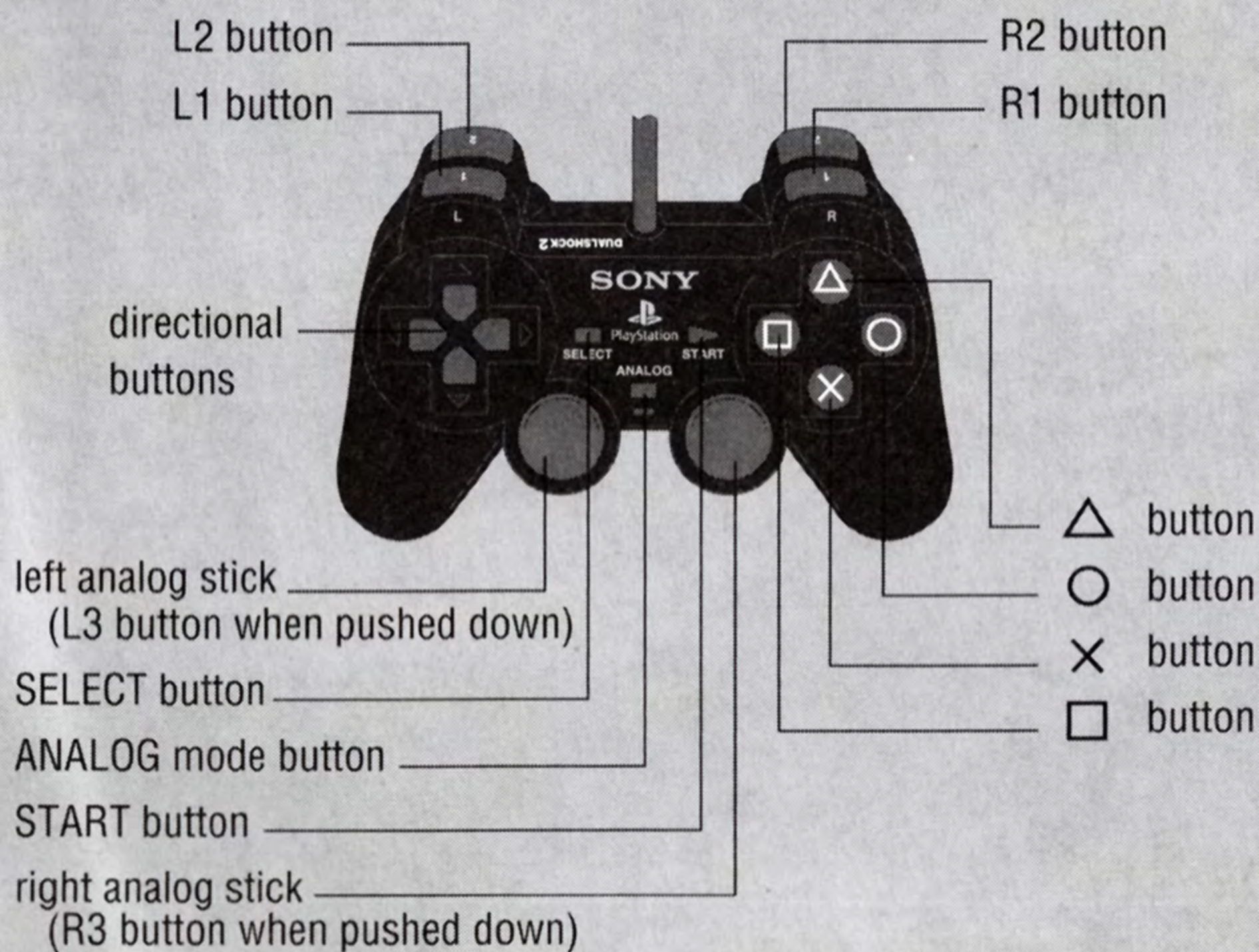
When the power indicator lights up, press the open button and the disc tray will open. Place the **SOUL REAVER™ 2** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach a game controller and other peripherals, as appropriate.

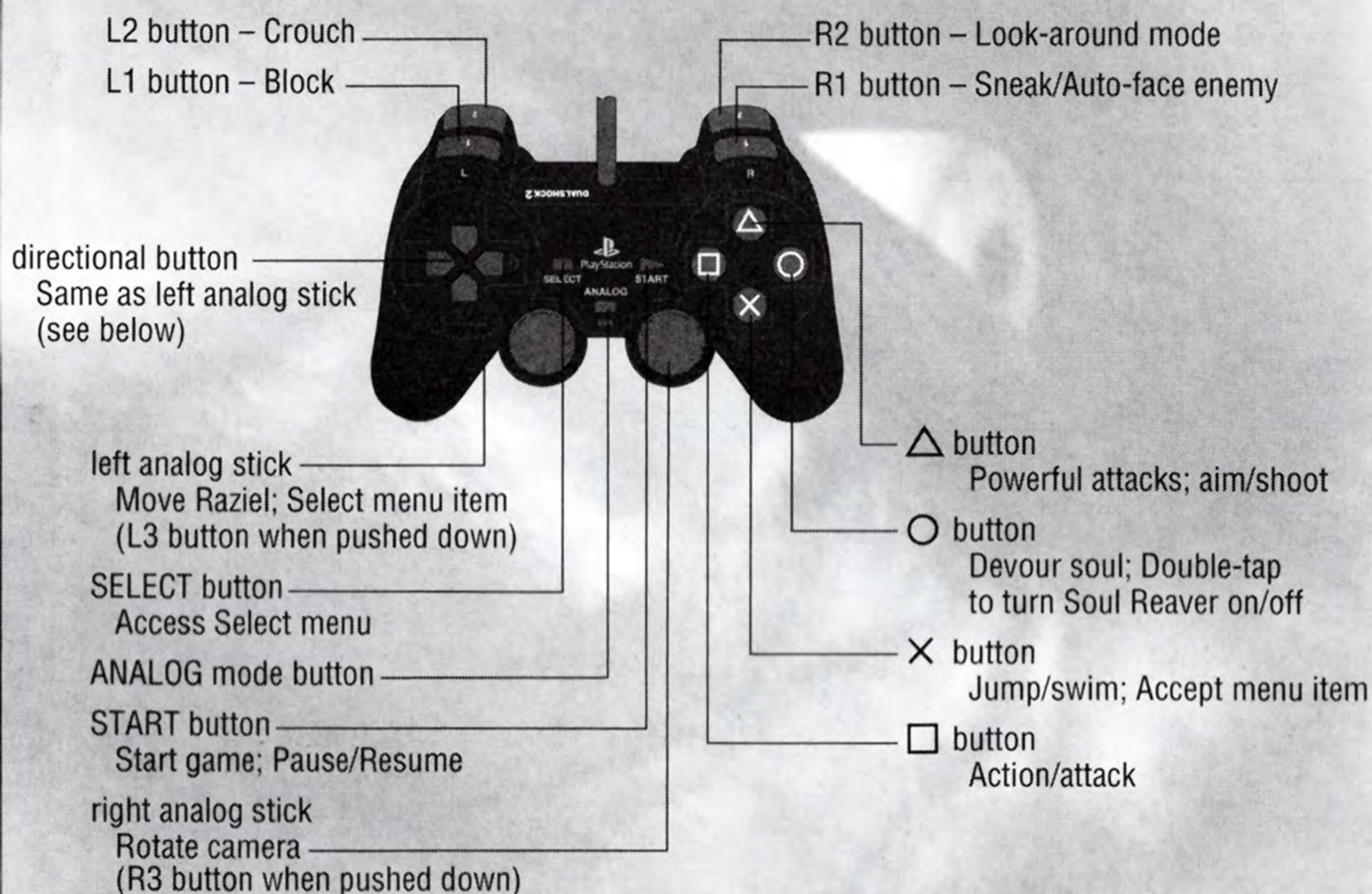
Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK™2

ANALOG CONTROLLER



- SOUL REAVER™ 2 is best played with the DUALSHOCK™2 analog controller. The controller should be connected to Controller Port 1. With this controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in analog mode.
- When Vibration is set to ON, the controller will vibrate in response to game events. You can turn Vibration ON/OFF from the Options menu.
- To reset the game and return to the title screen, press the START button to display the Pause menu and then select QUIT GAME.



MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved **SOUL REAVER™ 2** games.

At least 122k of free space must be available on the memory card in order to save game data. If less than 122k of free space exists, erase some older data before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

Note: This game is presented in Dolby Surround. Connect your Playstation®2 to a television or sound system with Dolby Surround Pro Logic* to experience the excitement of surround sound.*

*Dolby, Dolby Surround, Dolby Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

GENERAL CONTROLS

START button	Start game; Pause/Resume
left analog stick  	Select menu item
X button	Accept menu selection

GAMEPLAY CONTROLS

left analog stick	Move Raziél while running, gliding, climbing or swimming
right analog stick	Rotate the camera left or right
X button	Jump/Swim
L2 + X button	High jump/Speed-burst underwater
Jump + X button	Hold Raziél's wings to glide
 button	<i>Action button:</i> Light attacks with claws or weapons/Pick up objects or weapons/Operate switches/Push, pull or rotate objects
 button	Powerful attacks/Aim and shoot projectiles in look-around mode
 button	Devour soul/Double-tap to turn Soul Reaper on and off (<i>once the Reaper is enhanced</i>)
L1 button	Block attacks
L2 button	Crouch
L2 +  button	Drop object or weapon
R1 button	Hold to Sneak or Auto-face the nearest enemy (release and re-press button to switch enemies)
R2 button	Look-around mode
R2 +  button	Projectile mode – Aim and shoot projectiles
SELECT button	Access Select menu (to: Shift between spectral and material planes/Summon or dismiss Soul Reaper/Display map)

GETTING STARTED

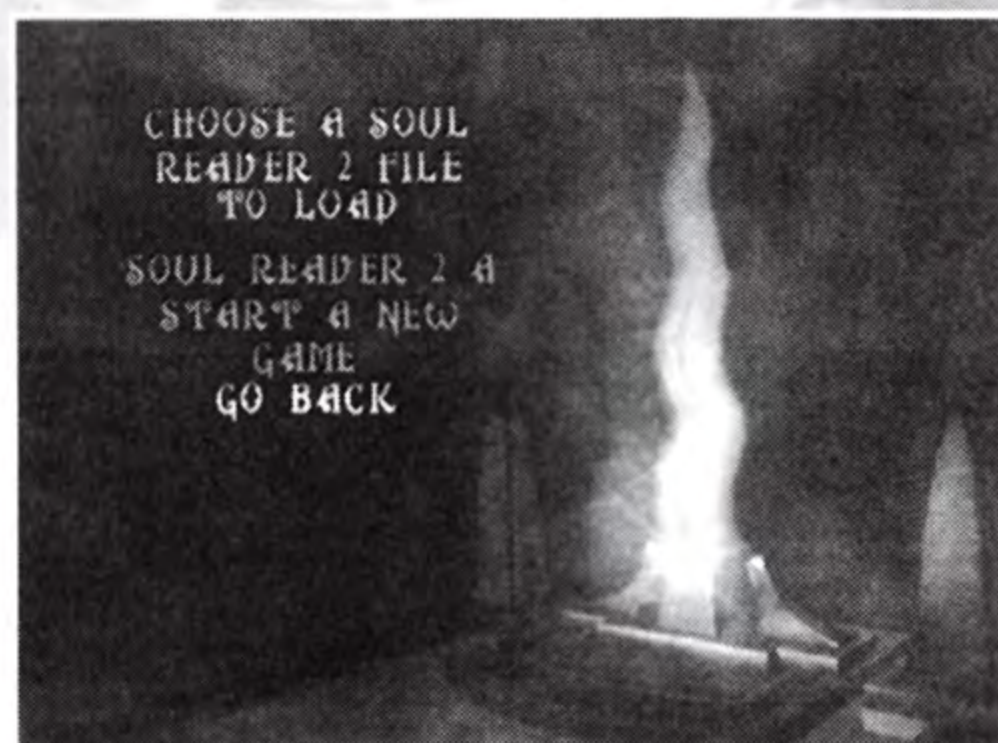
STARTING A GAME

1. From the title screen, select START GAME, and then press the **X** button.
2. The game will scan for a Memory Card (8MB) (for PlayStation®2) and check the data on it.

Note: If you don't have a memory card in MEMORY CARD slot 1, you will see a warning message. Follow the directions to play without a memory card.

3. Highlight START A NEW GAME for a new game or highlight the saved game you want to play and press the **X** button.

Note: You MUST have a memory card to save your progress as you explore the world of Nosgoth. SOUL REAVER™ 2 is an epic game. We recommend using a memory card.



SAVING A GAME

As Raziel explores the world of Nosgoth, he will discover ancient monoliths where he can save his current progress. These Save Points allow you to save the game to a memory card.

To save a game:

1. Stand Raziel on a Save Point platform, facing the central Reaver-shaped obelisk.
2. Press the **■** button. Raziel will place his hand into the symbol recessed into the obelisk.
3. The game will scan for a memory card in MEMORY CARD slot 1 and check the data on it.



4. If the memory card is unformatted, you will be given the option to format it or exit the save process.
5. If this is your first save, the game will be saved without any further prompts. For all future saves, you can choose either to overwrite the existing saved game, or to create a new save file.

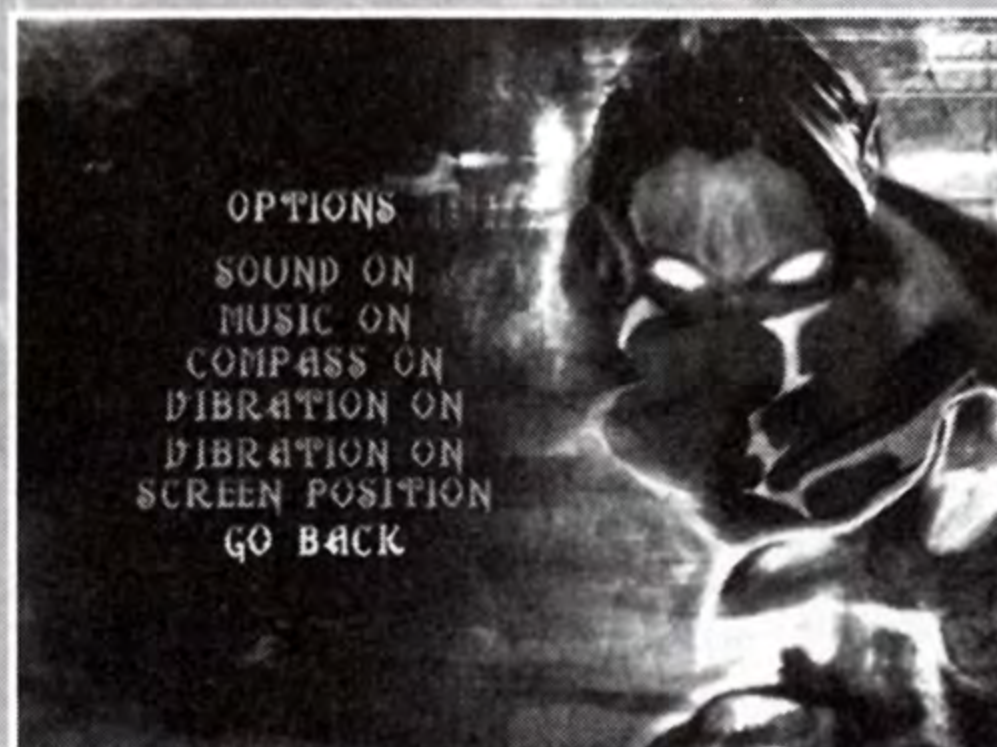
Note: You can save up to 4 SOUL REAVER 2 games per memory card. Each save requires 122k of space on a memory card.

6. To resume a saved game, use the steps in "Starting a Game" (above). When you resume a saved game, all of Raziel's progress is restored and he begins from the Save Point where the game was saved.

SETTING OPTIONS

To open the Options menu:

1. Select OPTIONS from the Main Menu; or press the START button to pause during a game, highlight OPTIONS and press the **X** button.
2. Highlight the SOUND or MUSIC option and move the left analog stick **◀/▶** to toggle them ON or OFF.



Note: This game is presented in Dolby Surround. Connect your Sony Playstation®2 computer entertainment system to a television or sound system with Dolby Surround Pro Logic* to experience the excitement of surround sound.*

*Dolby, Dolby Surround, Dolby Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

3. Highlight the COMPASS option and move the left analog stick **◀/▶** to toggle the display of the on-screen compass ON or OFF.
4. Highlight the VIBRATION option and move the left analog stick **◀/▶** to toggle the controller's vibration function ON or OFF.
5. Highlight the ADJUST SCREEN POSITION option and press the **X** button to display a submenu. Use the left analog stick to center the screen on your TV. Press the **X** button to exit back to the Options menu.
6. Highlight GO BACK and press the **X** button to exit the Options menu.

BONUS MATERIALS MENU

To access the bonus materials included on the SOUL REAVER 2 DVD:

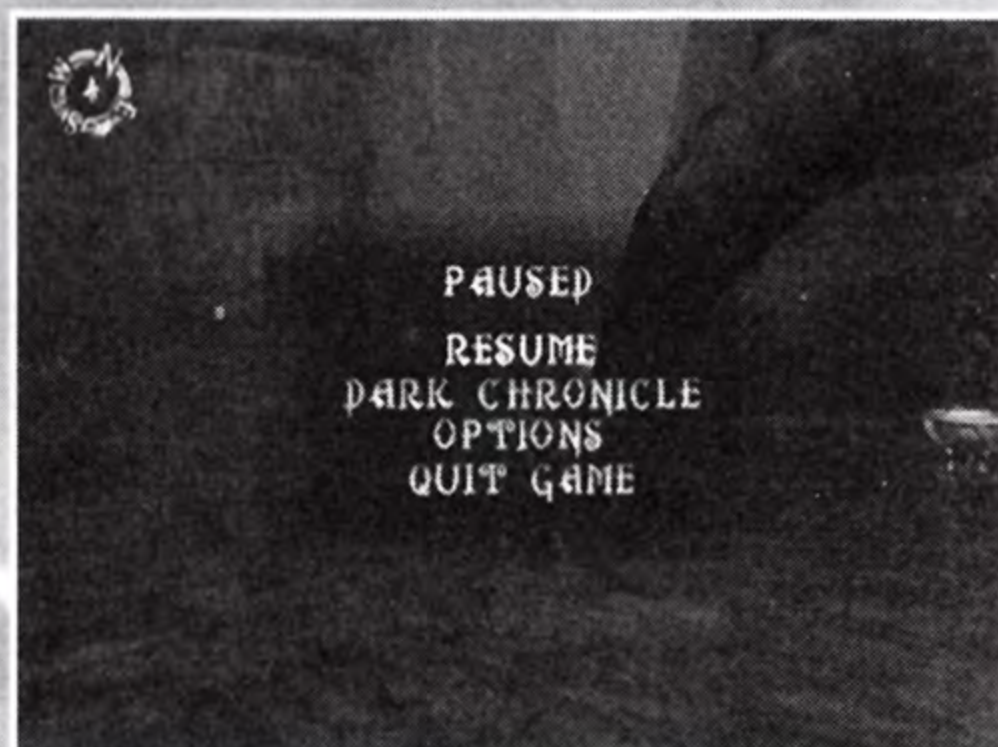
1. Select BONUS MATERIALS from the Main Menu.
2. Use the left analog stick to select a menu item and press the **X** button.
3. Press the **▲** button to cancel and return to the previous menu.

THE DARK CHRONICLE

Over the course of the game, SOUL REAVER 2's complex story unfolds through numerous cinematic events. After each major story event in the game, the dialogue script for that scene is unlocked and can thereafter be reviewed, using the Dark Chronicle.

To access the Dark Chronicle:

1. Press the START button to pause during a game, highlight DARK CHRONICLE and press the **X** button.
2. Use the left analog stick to select a dialogue script and press the **X** button.
3. Move the left analog stick **▶** to step forward through the script, or **◀** to step back through the script.
4. Press the **▲** button to exit a script and return to the Dark Chronicle menu.



MAP AND COMPASS

To aid navigation around Nosgoth, a map and compass can be displayed on-screen. The compass rotates to show you which direction Raziel is facing. The map shows Raziel's current location within Nosgoth and highlights his next goal.

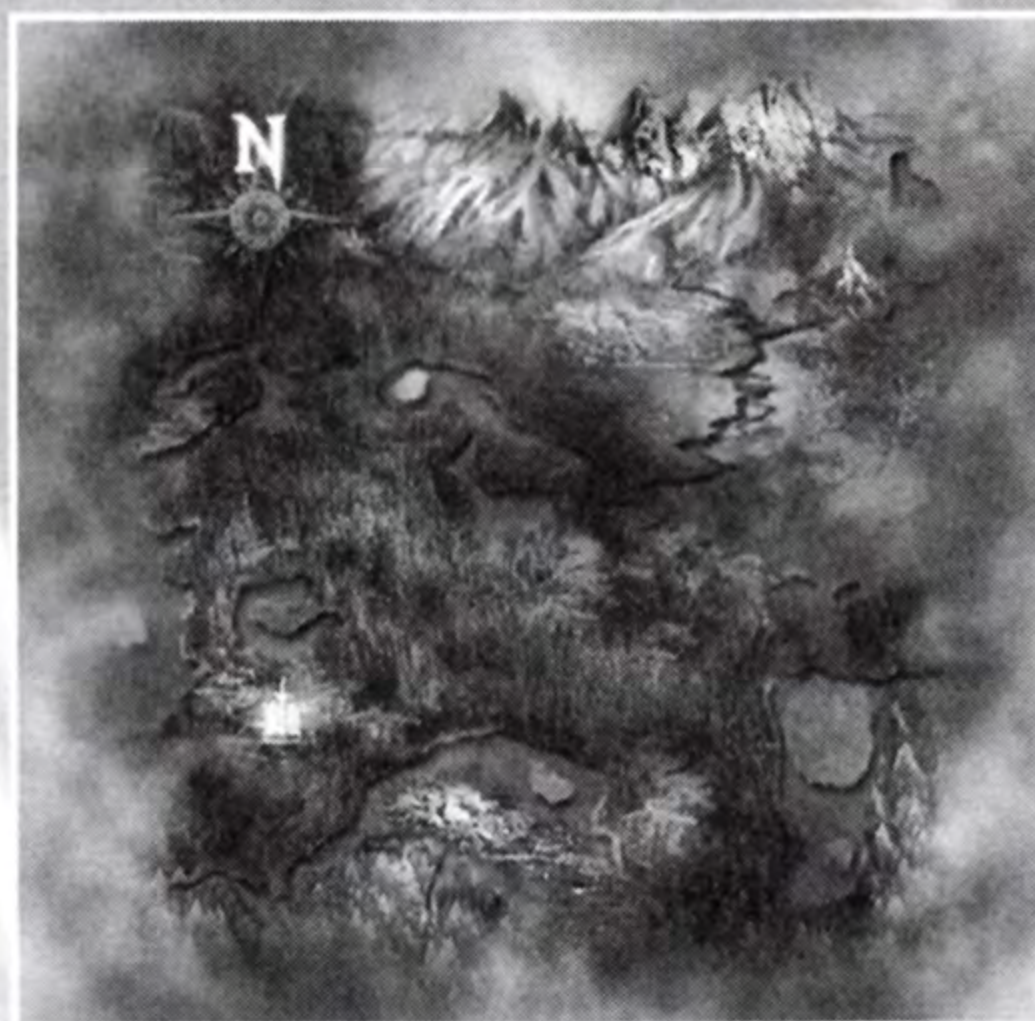
To display the compass:

1. Select OPTIONS from the Main Menu, or press the START button to pause during a game, highlight OPTIONS and press the **X** button.
2. From the OPTIONS menu, select COMPASS and move the left analog stick **◀/▶** to turn the compass ON or OFF. The compass is ON by default.



To display the map:

1. At any time during gameplay, press the SELECT button to display the Select Menu.
2. Move the left analog stick **◀/▶** to rotate the menu to the Map icon and press the **X** button.
3. On the map screen, use the left analog stick to highlight known or previously-explored locations within Nosgoth. The name of each location is displayed on-screen when highlighted.
4. To exit the map screen, press the **▲** button.



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 COVEΠΑΠΤ

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.

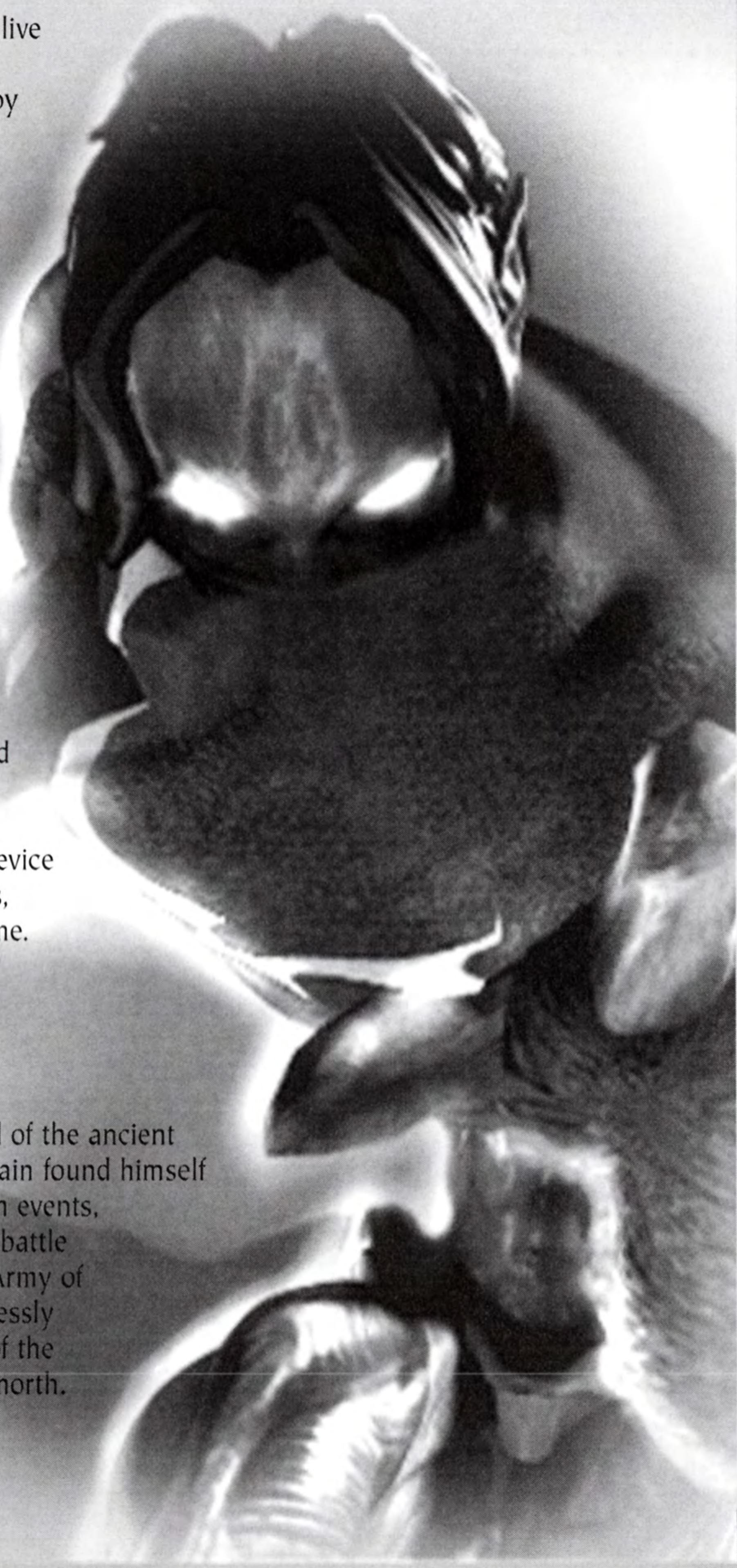
Kain quickly tracked down his assassins and exacted his bloody revenge. With his vengeance and hunger sated, he sought only a cure for the vampiric curse that afflicted him. Guided by Mortanius and the spectre Ariel – now bound helplessly to the decaying Pillars she once served – Kain hunted down each 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 humankind 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 Ottmar'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 50 years back into Nosgoth's past.

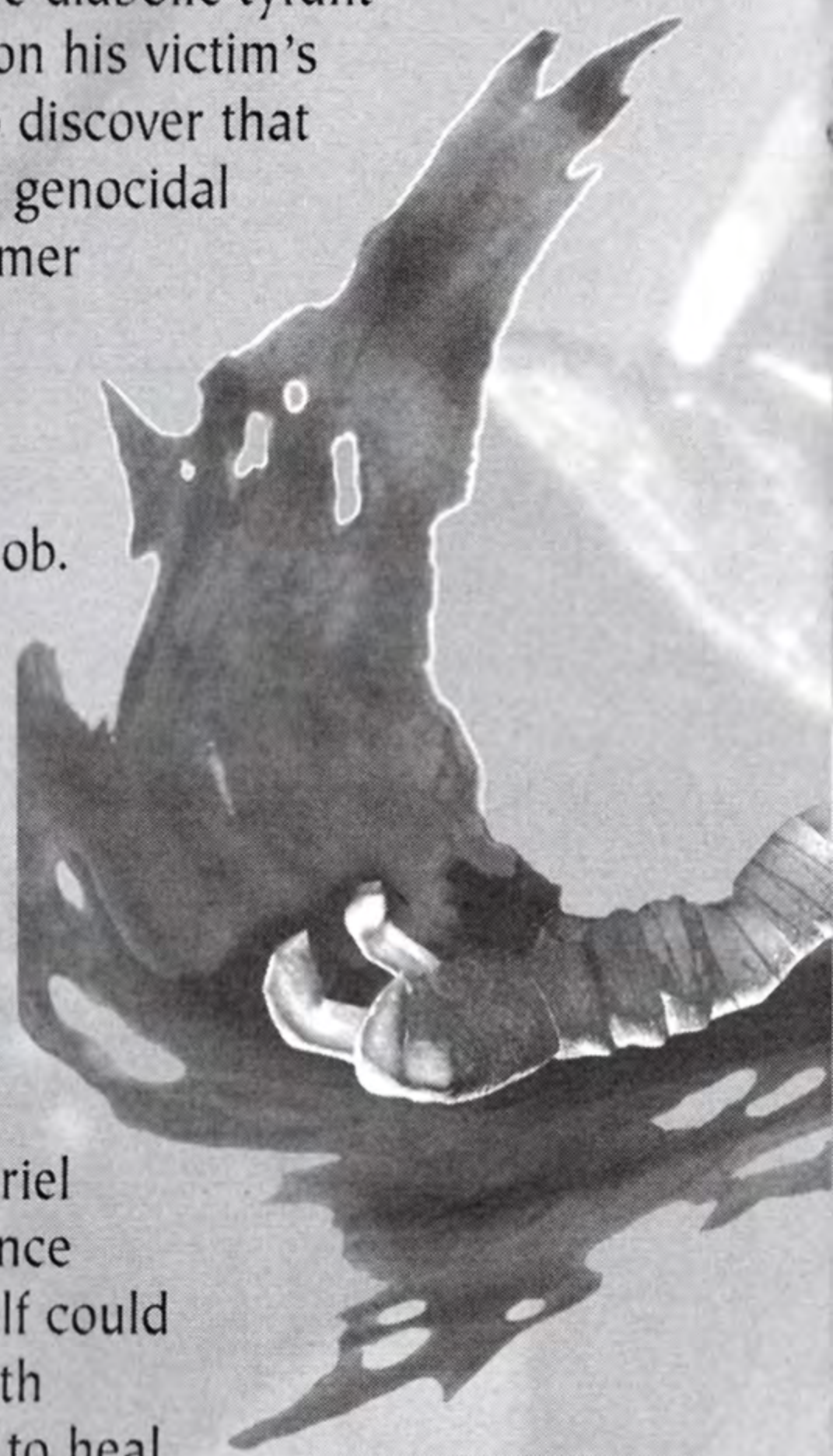
Hoping to alter the course of Nosgoth's history, Kain assassinated the young King William the Just, who would become the diabolic tyrant known as the Nemesis. After sating himself on his victim's blood, Kain returned to the present – only to discover that his murder of the beloved King had ignited a genocidal war against vampires, led by the Time-Streammer 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, is guillotined and his head held aloft for a cheering, bloodthirsty crowd – leaving Kain the sole surviving vampire in Nosgoth.

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.



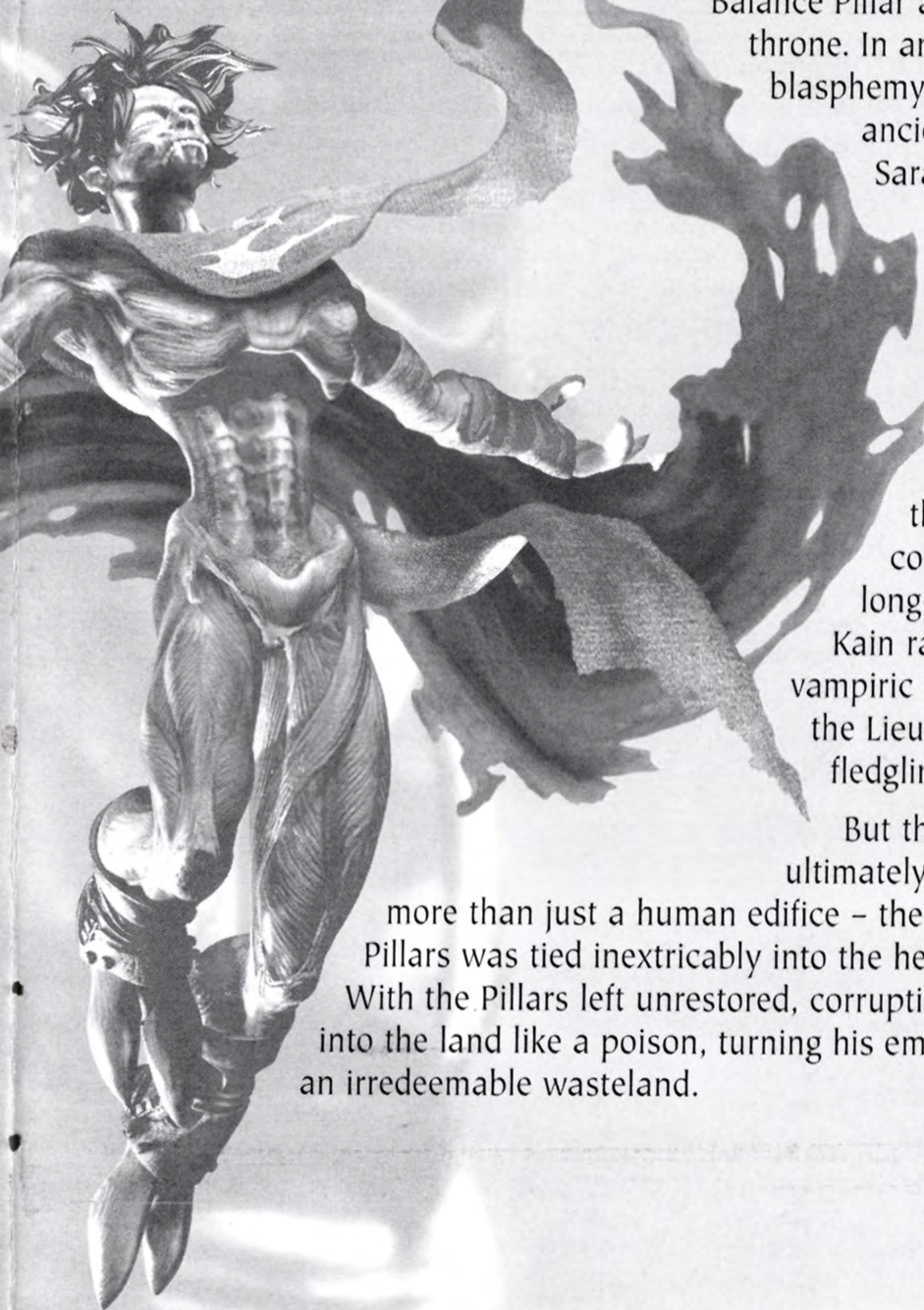
KAIN'S EMPIRE

Kain concluded with the epiphany 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 unrestored

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 roiling 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.

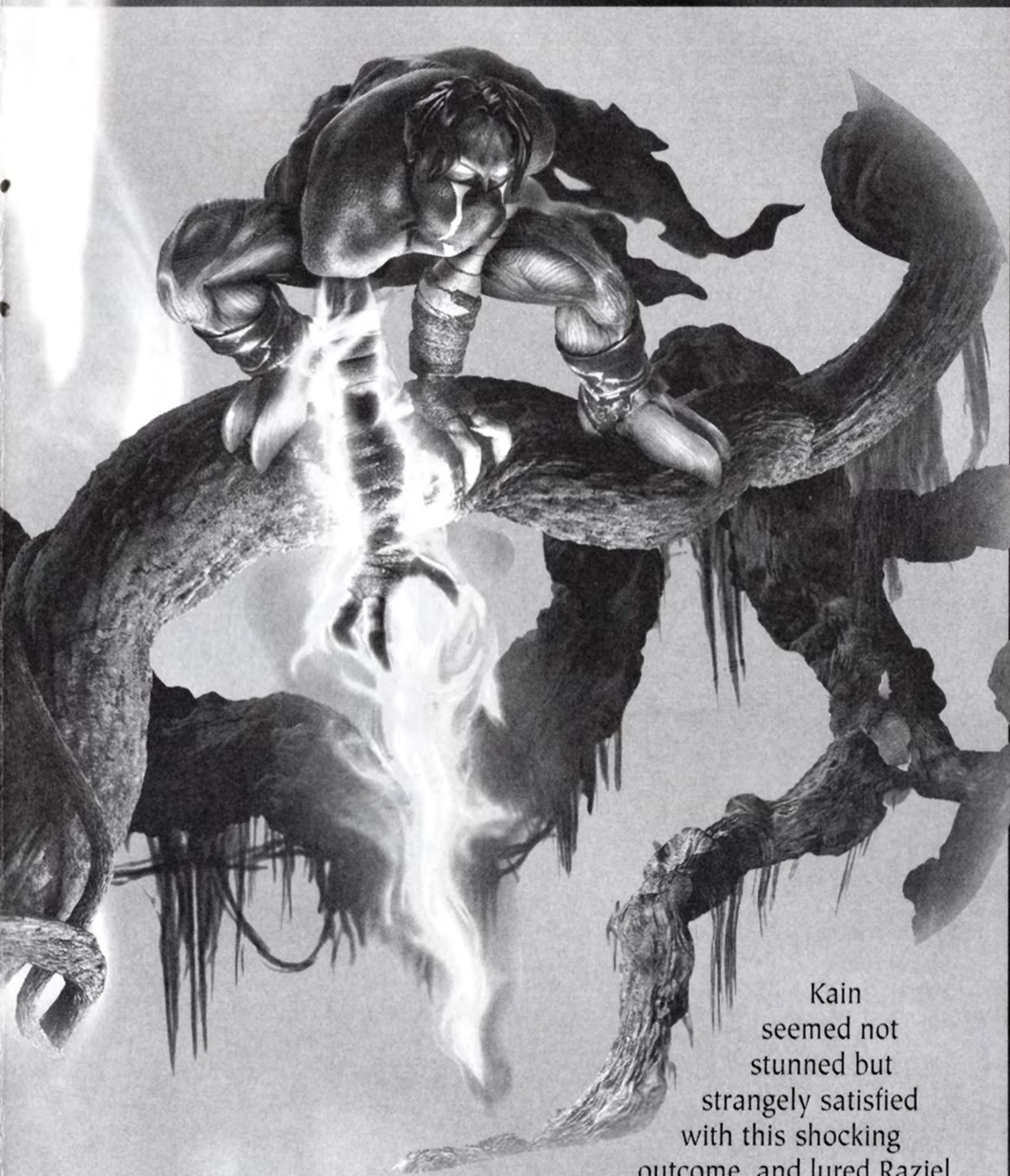
VENGEANCE

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 wraith-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.

THE STORY CONTINUES ...

Driven by the fatalistic visions revealed in Moebius's chambers, Kain activates the time-streaming portal that will propel him and Raziel centuries into Nosgoth's past. Free will, Kain argues, is an illusion. Their fates are intertwined in ways that Raziel has not yet begun to fathom...

RAZIEL'S HEALTH

As Nosgoth's newly-fledged reaper of souls, Raziel is immortal; he cannot be killed. He can, however, lose the spirit energy which sustains him – it is this energy which enables him to manifest in the Material Realm.

The Health Coil, displayed in the lower right corner of the screen, tracks Raziel's spiritual energy reserves. In the Material Plane, Raziel constantly consumes energy in order to maintain his physical form – thus, in Material, the Health Coil continuously drains. Damage from enemies further degrades his physical form, and hastens the loss of his spirit-energy. To replenish his energy and maintain his physical manifestation, Raziel must regularly feed on the souls of his enemies.

If his energy depletes completely in Material, Raziel's physical form evaporates and he is immediately shunted back into the Spectral Realm. In Spectral, Raziel slowly absorbs the spirit energy latent in his surroundings; his health will gradually recover. He can hasten his recovery by consuming the lost spirits of the underworld, and devouring the souls of spectral enemies.



MATERIAL REALM



SPECTRAL REALM

CHECKPOINTS

Throughout his journey, Raziel discovers arcane landmarks which are attuned to his spirit energy. When he passes these markers, a wisp of his energy is drawn into the ring, illuminating it – this creates a spiritual beacon.

When Raziel's energy is depleted in the Spectral Realm, his spirit is instantly drawn to the site of the most-recently activated beacon, and Raziel is restored.



FEEDING ON SOULS

To sustain his physical manifestation in the Material Realm, and to replenish his spirit-energy in the Spectral Plane, Raziel must consume the souls of his enemies. He can also feed on the energy of disincorporated spectral enemies.

When Raziel defeats an enemy in the Material Realm, its soul floats free from its body.

To consume a creature's soul:

- Press and hold the ● button to devour the liberated soul.

Unfettered souls only briefly remain in the Material Realm, before passing into the spirit world. Raziel must consume enemies' souls promptly, or else they may escape.

Lost souls can often be found floating freely in the Spectral Realm, and are easy prey. Spectral enemies become insubstantial when their energy is depleted; these translucent foes can also be devoured.



THE SOUL REAVER

As a wraith-blade, the Soul Reaper is symbiotically bound to Raziel – as such, it can never be dropped or lost.

The Soul Reaper is the only weapon that Raziel can carry with him between the Spectral and Material Realms – all other physical weapons are discarded when Raziel shifts into Spectral. The Reaper is Raziel's sole and constant weapon while in the Spectral Realm.

No longer a physical blade, the Soul Reaper's spectral appearance is its true form. But like Raziel, the Reaper can also manifest in the Material Realm, as an energy blade.

At the very beginning of the game, the Soul Reaper is relatively weak, and will only manifest in the Material Plane when Raziel's spirit-energy is full. But early on, an event transpires which permanently enhances the Reaper and alters its behavior. Once this event occurs, the Soul Reaper can be summoned at will.

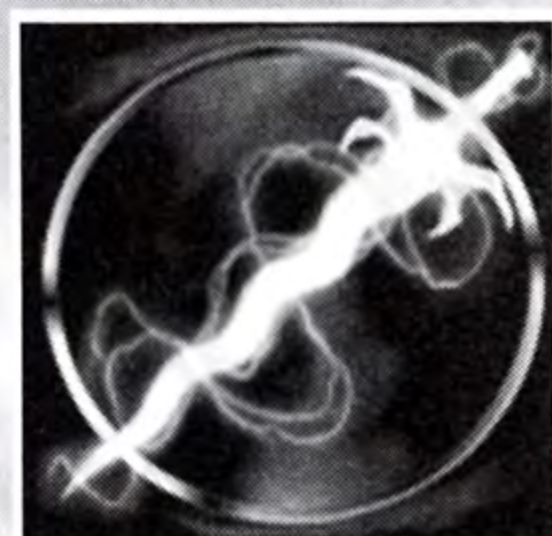
After this event, to summon or dismiss the Soul Reaper:

- Press the SELECT button to open the menu, highlight the Reaper icon, and press the **X** button; - OR -
- Double-tap the **●** button.

THE SOUL REAVER IN COMBAT

The Soul Reaper is a sentient weapon, and as such has a will and an appetite of its own. The blade is formidable, but its power comes at a cost.

- With each strike, the Reaper's soul-hunger becomes increasingly aroused, as represented by the circular meter surrounding Raziel's health coil.
- The Reaper devours the souls of its victims. Raziel is unable to feed on these disincorporated souls before they are absorbed by the Reaper.



- As it absorbs enemies' souls, the Reaver grows in power, and does increasingly more damage with each strike.
- If the Reaver is allowed to become over-aroused – indicated when the meter forms a full circle, surrounding Raziel's health coil completely – it will turn its hunger on Raziel, and parasitically drain his spirit energy.



Note: If the Soul Reaver is used to weaken an enemy, but the fatal blow is delivered with another weapon, that creature's soul will be released – but the soul will have been damaged by the Reaver, and will thus yield less energy for Raziel.

FORGING THE SOUL REAVER

Over the course of his journey, Raziel discovers a number of ancient Forges hidden throughout Nosgoth. Each Forge is attuned to a specific elemental power, and presents a challenge to Raziel – a central puzzle which must be solved before the Forge can be activated. Once a Forge is activated, Raziel can augment the Soul Reaver by plunging the blade into the Forge's central, elemental well –



these forging events transform the Reaver. Each elemental enhancement provides Raziel with new abilities, which enable him to overcome otherwise impassable obstacles, and reach areas that were previously inaccessible.

Note, however, that because the Reaver's physical manifestation is temporary, so are its elemental enhancements. When Raziel shifts into the Spectral Realm, the Soul Reaver returns to its wraith form – and when summoned again in Material, the blade will always assume its basic manifestation. When forged, the Reaver blade is permanently primed with the associated elemental power. And because the Soul Reaver retains that elemental potential, the blade can thereafter be re-imbued with that element at any time.

ELEMENTAL FONTS

Associated with each Forge are a number of elemental fonts, scattered throughout Nosgoth. These basins are dormant until the Soul Reaver is forged. When the Reaver is forged, all the fonts attuned to that element are instantaneously activated.

To re-imbue the Soul Reaver with an elemental power:

1. Summon the Soul Reaver.
2. Stand next to an activated elemental font and press the  button. Raziel will pass the Reaver through the font's elemental energy, and the blade will be elementally enhanced.

As long as Raziel remains in the Material Realm, the Soul Reaver will retain its most recent elemental imbuing. Even if the Reaver is deactivated, when summoned again it will resume its previous elemental state. The elemental imbuing is only lost when Raziel shifts into the Spectral Realm.

If the Reaver is currently elementally imbued – even if the blade has been dismissed – the current elemental state will be indicated by a symbol displayed in the lower left-hand corner of the screen.

Note that in the Spectral Realm, the Reaver always retains its basic wraith form. While in Spectral, the blade cannot be elementally imbued.

THE SOUL REAVER'S ELEMENTAL ABILITIES

Throughout his journey, Raziel will discover barriers and objects which are specially attuned to the various elemental Reavers. These objects – which are often inscribed with the elemental symbol to which they are attuned – are activated in a variety of ways.

To prepare to interact with Reaver-related objects:

1. Summon the Soul Reaver.
2. Imbue the Reaver with the required elemental power (if needed).

In Nosgoth's ancient places, the Reaver can often be used as a key to unlock sealed barriers. Some barriers are simply attuned to the Soul Reaver itself; others require a specific elemental Reaver.



To unlock a barrier with the Soul Reaver:

1. Summon and imbue the Reaver (if necessary), then stand in front of the barrier and press the **■** button to insert the Reaver into the symbol-keyhole. If the Soul Reaver is correctly imbued, the barrier will be unlocked.



Some elemental Reavers can be inserted into specially-marked platforms, to trigger events critical to the solution of puzzles.

To activate an elemental-Reaver platform:

1. Summon and imbue the Reaver (if necessary), then stand on the platform and press the **■** button to insert the Reaver downward into the symbol-keyhole.



Certain objects can be activated only when struck with a specific elemental Reaver projectile.

To shoot a target with the Soul Reaver projectile:

1. Summon and imbue the Reaver (if necessary).
2. Hold the **R2** button to enter look-around mode.
3. Hold the **▲** button to gather the Soul Reaver's power.
4. Use the left analog stick to aim the cursor at the target object.
5. Release the **▲** button to shoot the Reaver projectile.



RAZIEL'S ABILITIES

GLIDING

1. Press the **X** button to jump.
2. While in mid-air, press the **X** button again to grab hold of Raziel's wings, and continue holding the **X** button to glide.
3. Release the **X** button at any time to drop to the ground.
4. To slow Raziel's forward momentum and float straight downward, hold the **R1** button while gliding.



Raziel can gain additional lift by gliding over updrafts, where they occur. To get the maximum boost from an updraft, it may help to hold **R1** while gliding through it.

CROUCHING/CRAWLING

1. Hold the **L2** button to crouch.
2. Crawl by holding the **L2** button while moving Raziel.

Raziel cannot fall off ledges or platforms while crawling.



SNEAKING

By sneaking, Raziel can move carefully over otherwise precarious terrain. Sneaking also enables Raziel to move silently, potentially avoiding enemy detection.

To sneak:

1. Press and hold the **R1** button while moving Raziel.

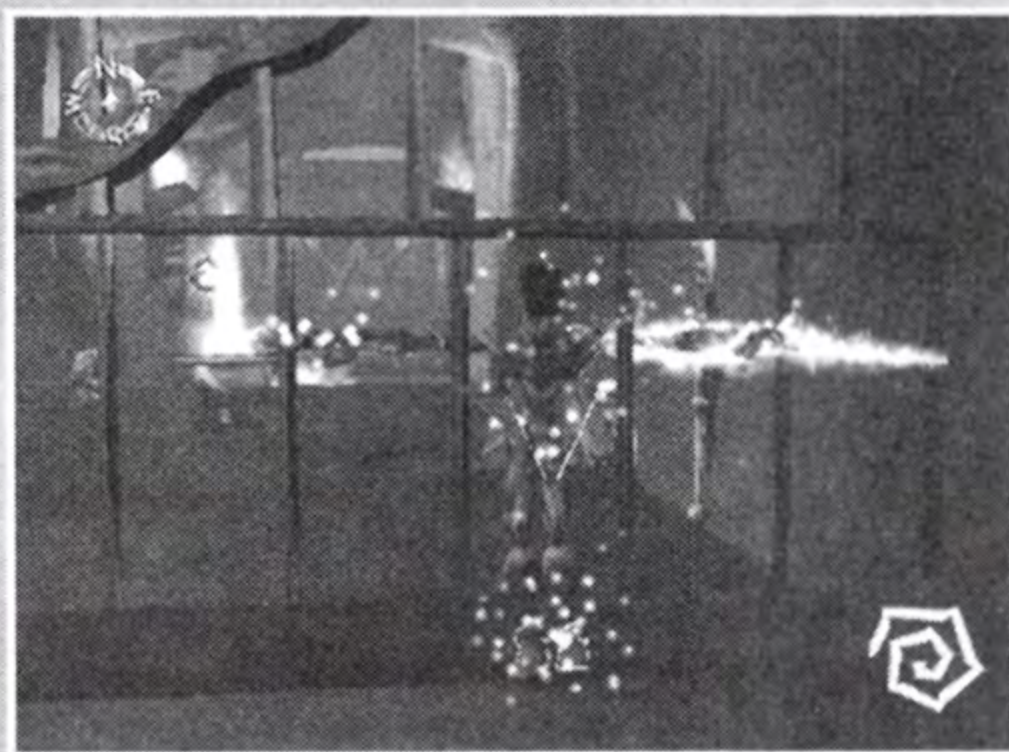
Raziel cannot fall off ledges or platforms while sneaking.

PHASING THROUGH GATES

In the Spectral Realm, Raziel is able to briefly dissolve his physical form and pass through certain permeable barriers – like gates and fences – which are otherwise impenetrable.

To phase through a gate or fence:

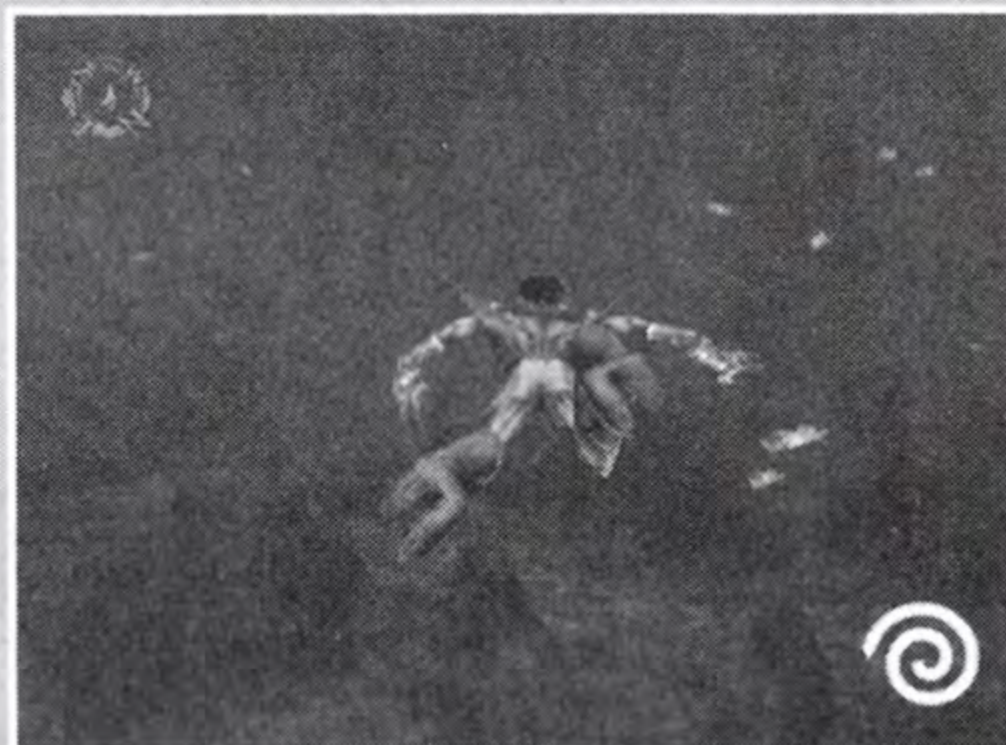
1. While in the Spectral Plane, push against the barrier. Raziel will dematerialize and pass through.



Note: Gates must be permeable from floor to ceiling in order for Raziel to phase through.

SWIMMING

Raziel can only swim while in the Material Realm. Water in the Spectral Realm has no buoyancy; it is as ephemeral as air. Therefore Raziel cannot swim while in Spectral, and is forced to walk along the bottom of flooded areas. While in Spectral, he will not be able to reach areas only accessible from the water's surface.



To swim in the Material Plane:

1. While in the water, tap the **X** button once to swim one stroke, or tap the **X** button repeatedly to swim with quick, successive strokes. (You can also hold the **X** button to swim at a constant speed.)
2. To swim more slowly, and turn with more precision, hold the **R1** button while using the **X** button to swim.

To jump out of the water, or propel Raziel with a burst of speed underwater:

1. Press and hold the **L2** button to coil back in the water.
2. Press the **X** button to propel Raziel out of or through the water.

To climb out of the water:

1. Swim to a low bank or ledge and move Raziel toward the edge to pull up onto it. (Some ledges are too high to pull up onto. To reach high ledges, propel Raziel up out of the water using the **L2** + **X** buttons.)

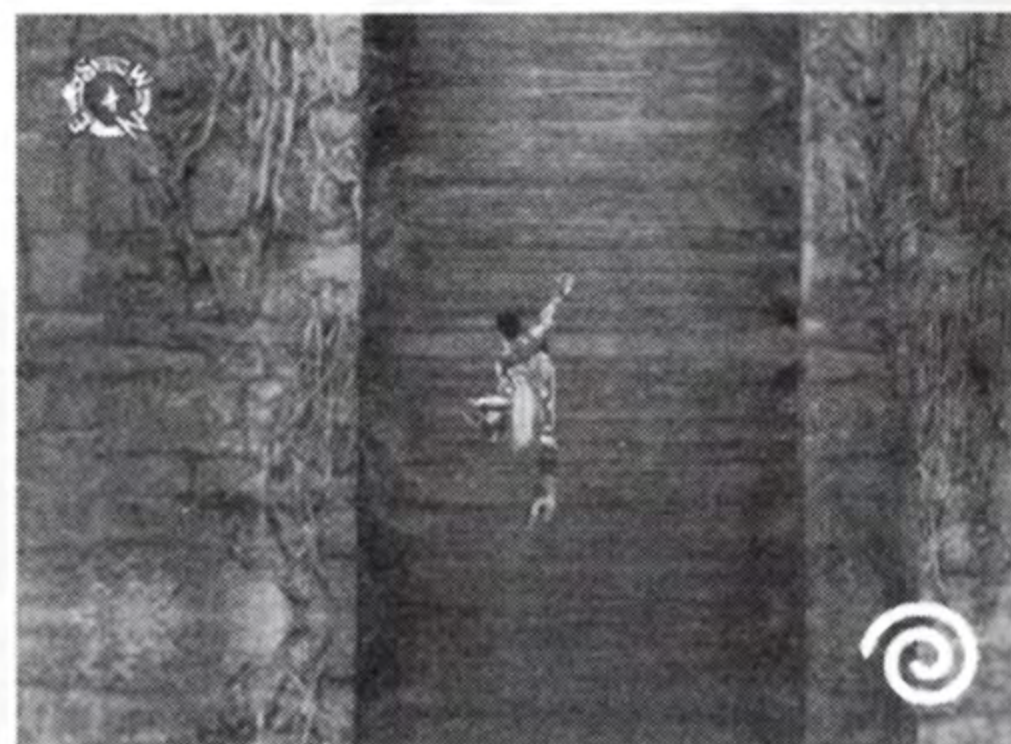
SCALING WALLS

Raziel is able to climb certain walls which are distinctively etched. Scaling walls is only possible while in the Material Realm. Raziel cannot grab onto scaleable walls in Spectral, and if he transitions to the Spectral Plane while climbing a wall, he will automatically drop to the ground.

Raziel cannot engage in combat while scaling a wall. If there are enemies present, it may be wise to dispatch them before climbing. This is particularly true for enemies that can shoot projectiles – if a missile strikes Raziel, he will be knocked off of the wall.

To scale walls:

1. Press the **X** button to jump onto a scaleable wall surface.
2. Move Raziel across, up or down the wall using the left analog stick. Raziel automatically pulls up onto ledges when he reaches the top of the wall.
3. Press the **X** button to drop off the wall.

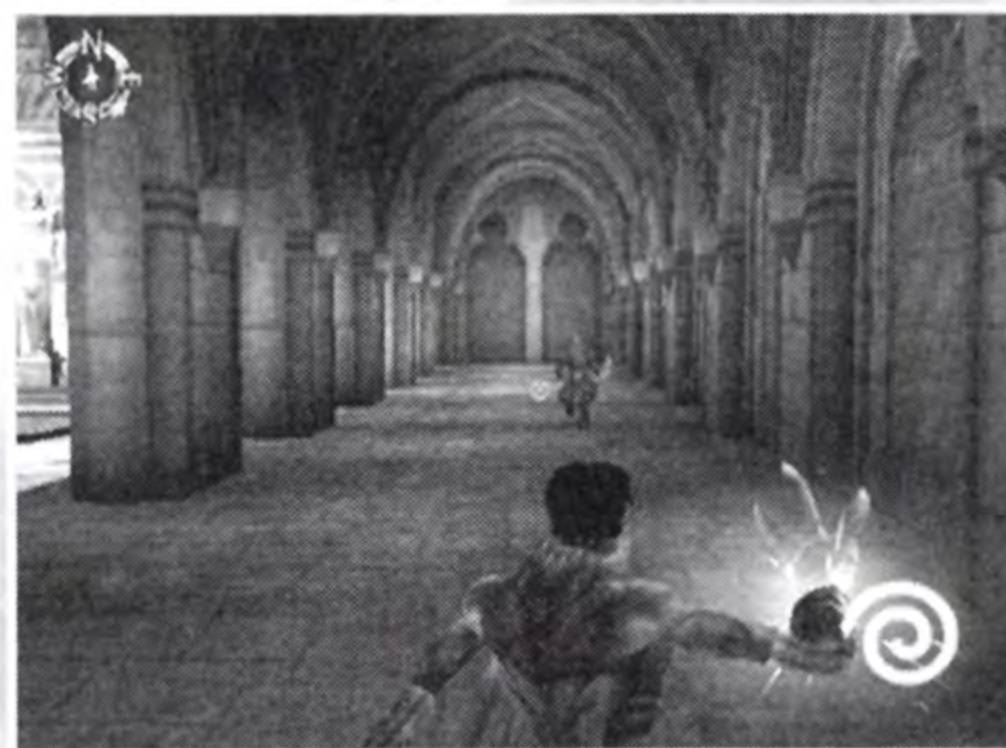


FIRING TELEKINETIC FORCE PROJECTILES

When not equipped with the Soul Reaver or carrying another weapon or item, Raziel can gather and fire a blast of telekinetic energy from his hand. Enemies struck by the sphere of force are propelled backward – and may be injured if they strike a wall or other damaging obstacle – but the projectile itself does little damage. You must aim the force projectile manually, like all other projectiles.

To cast a telekinetic force projectile:

1. Hold the **R2** button to enter look-around mode.
2. Hold the **▲** button to gather the projectile's power.
3. Use the left analog stick to aim the target cursor, and release the **▲** button to hurl the projectile.



COLLECTING AND USING OBJECTS

There are four basic types of objects found in SOUL REAVER 2:

- Weapon objects that can be picked up and carried.
- Large rotatable and moveable objects that can be reoriented or relocated.
- Contextual objects, such as doors and switches, which can be operated.
- Puzzle objects which can be picked up, carried, and placed.

Raziel can ONLY interact with objects while in the Material Realm!

In the Spectral Plane, physical objects are insubstantial and cannot be manipulated – therefore OBJECT INTERACTION IS IMPOSSIBLE WHILE IN SPECTRAL. Raziel cannot pick up weapons, move or rotate objects, open doors, or use puzzle objects. Any carried objects are automatically dropped when Raziel shifts into the Spectral Realm.

WEAPON OBJECTS

Throughout the game, Raziel discovers various weapon objects – either placed in the environment, or dropped by enemies – which he can pick up and arm himself with. These objects generally fall into 2 categories: one-handed weapons (such as swords and torches), and two-handed weapons (such as poleaxes and staves).

To pick up a weapon object:

1. Move Raziel near or over the object.
2. Press the  button to pick up the object.

To put down an object:

1. Hold the L2 button to crouch, and press the  button.



LARGE ROTATABLE AND MOVEABLE OBJECTS

As he explores the ruins of Nosgoth, Raziel will encounter a variety of moveable and rotatable objects, which he can reposition or reorient to solve puzzles.

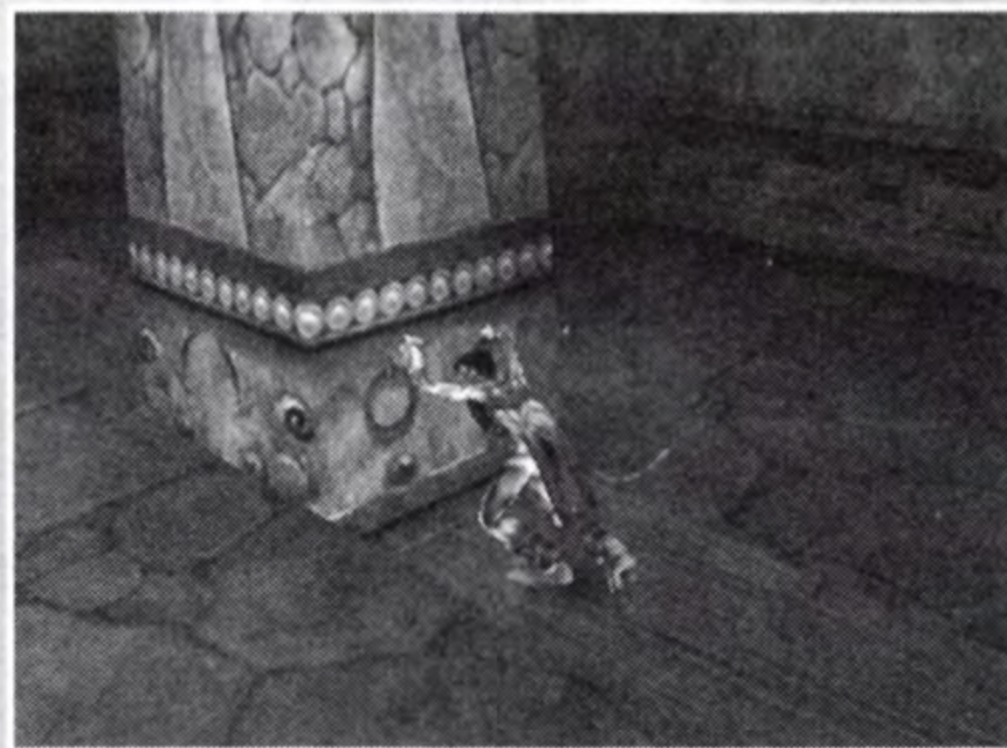
To turn a rotatable object:

1. Position Raziel next to the object.
2. Press and hold the  button to grab onto the object, and use the left analog stick to rotate the object clockwise or counterclockwise.
3. When the object is correctly oriented, release the  button to release the object.



To grab and reposition a moveable object:

1. Position Raziel next to the moveable object.
2. Press and hold the  button to embed Raziel's claws into the object.
3. While holding the  button, use the left analog stick to drag the object forward, backward, left or right.



Note: Moveable objects are often constrained by their surroundings – they cannot be dragged over rises or drops in the terrain.

4. Release the  button to disengage the object.

Note: Some free-standing moveable objects can also simply be shoved, by standing next to the object and tapping the  button. It is also possible to shove some objects using Raziel's Telekinetic Force projectile.

CONTEXTUAL OBJECTS

Raziel encounters a variety of interactive objects in the environment, including doors and switches.

To operate contextual objects:

1. Move Raziel next to the object and press the ■ button to interact with the object.

Note: Some lever-type switches require Raziel to hold the switch in the "on" position in order to unlock or open a gate. If he releases the mechanism too early, the barrier will close. To operate these switches, hold the ■ button to pull the lever until the gate audibly locks into the open position.

PUZZLE OBJECTS

Over the course of his journey, Raziel will discover a variety of puzzle objects. Like weapons, these objects can be picked up and carried, but each one serves a unique purpose in the solution of a specific puzzle. Because each has a distinct function, these objects can take various forms – from reflector disks which must be positioned to bounce sunlight onto targets, to emblem "keys" which trigger events or open doors.



Note that while carrying puzzle objects, Raziel's other mechanics are limited. For instance, he cannot engage in combat, open doors or manipulate other objects, climb scaleable walls, or open his cowl to devour souls.

To pick up a puzzle object:

1. Move Raziel next to the object and press the ■ button to pick up the object.

To use or place a carried puzzle object:

1. Move Raziel next to the receptacle for the puzzle object and press the ■ button to place the object in the receptacle.

To drop a carried puzzle object:

1. Crouch using the L2 button and press the ■ button to drop the object.

Note: Most puzzle objects are magical, and – once abandoned – will promptly disappear and reset to their point of origin. Consider carefully before dropping an important puzzle object!

COMBAT

SOUL REAVER 2's combat system encourages and rewards strategic maneuvers. Both Raziel and his opponents are able to deliver combinations of light and heavy blows, dodge, evade, and block attacks, and launch counterattacks.

AUTOFACING ENEMIES

The key to success in combat is the ability to engage your opponent face to face. **SOUL REAVER 2** features an autoface button to simplify this process. By autofacing, Raziel can more easily move laterally around enemies, making it possible to dodge blows and swiftly counter-attack.

To autoface:

1. When near an enemy, press and hold the R1 button to automatically face the closest opponent. The enemy that Raziel is currently facing will be highlighted.

To face a different enemy:

1. Release the R1 button, then re-press and hold the R1 button to automatically face the next closest enemy.

To exit autoface mode:

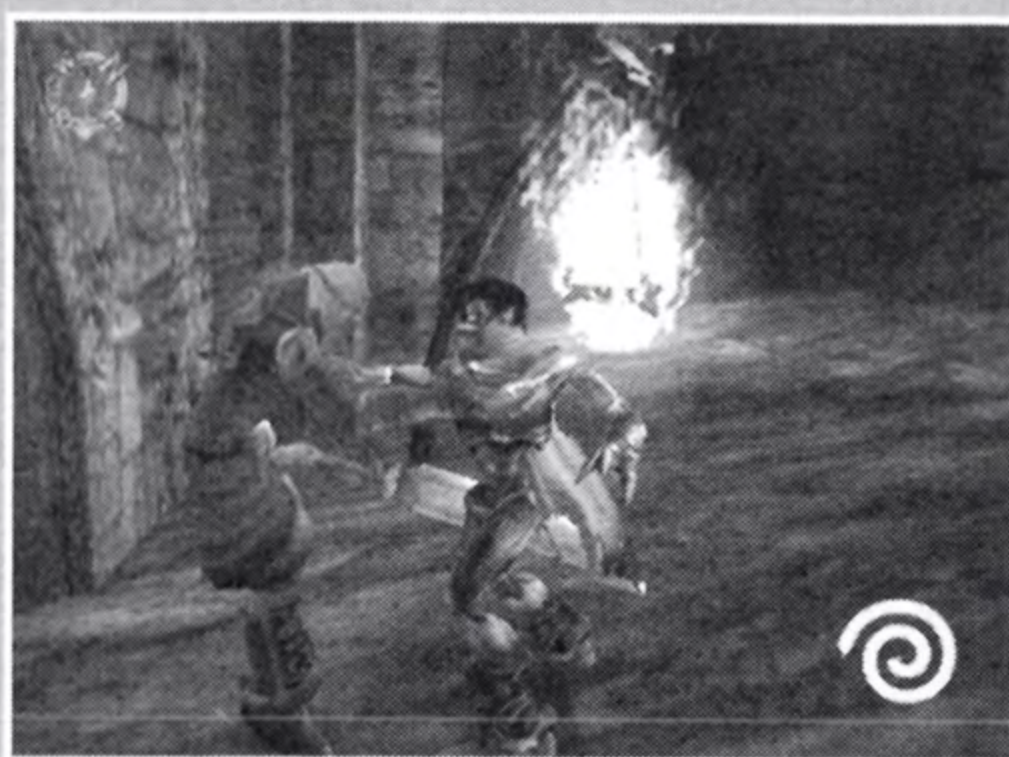
1. Release the R1 button.

SINGLE AND COMBINATION ATTACKS

Raziel can deliver a variety of light and heavy attacks. Light attacks are faster and more responsive than heavy attacks, but do less damage.

For light attacks:

1. Press the ■ button to deliver a light attack with Raziel's claws or the weapon he is currently holding.
2. Tap the ■ button repeatedly to execute a combination of light attacks.



For heavy attacks:

1. Press the **▲** button to execute a heavy attack on an enemy.
2. Tap the **▲** button repeatedly to execute a combination of heavy attacks.

DODGING AND DUCKING ATTACKS

Dodging enemies' attacks is one of the fundamental skills of combat. Against the most formidable enemies, dodging becomes almost essential to evade blows and effectively counter-attack.

To dodge:

1. In autoface mode, press the **X** button while moving Raziel away from, toward or to the side of the enemy.



Raziel can also crouch while in autoface mode, to duck enemies' high attacks. If this strategy is overused, though, enemies will respond by targeting Raziel with low attacks.

BLOCKING

Raziel can block enemy attacks using his arms or currently-equipped weapon. Blocking can be a powerful method of defense – but if Raziel relies too heavily on this strategy, enemies will respond by using heavy, unblockable attacks.

To block:

1. While autofacing an enemy, press the **L1** button to block an attack.

LUNGING ATTACKS

Lunging attacks cover more distance than any single combination attack, and generally do more damage, but are more difficult to execute.

To perform a lunge attack:

1. While autofacing, press the **X** button and move toward the enemy to lunge forward – then quickly press either the **■** or **▲** button to execute the attack.

Raziel can also execute a crouching lunge attack which, when performed properly, will trip up most enemies.

To perform a crouching lunge:

1. When autofacing an enemy, hold the L2 button to crouch, then tap the **X** button while pressing the left analog stick toward the enemy.

FATAL BLOWS

Once an enemy has been weakened into a stunned state by a combination of light and heavy attacks, Raziel can dispatch the enemy with a fatal blow.

To execute a fatal blow:

1. While near a stunned enemy, press either the **■** or **▲** button.



USING PROJECTILES

All of Raziel's weapons, including the Soul Reaper, can be utilized as projectiles. Projectiles must be manually-aimed while in look-around mode.

To switch to projectile-mode, and aim at target objects or enemies:

1. Press and hold the **▲** button while in look-around mode (holding the R2 button).
2. Use the left analog stick to aim the target cursor.
3. Release the **▲** button to shoot or throw the projectile.

To cancel without shooting or throwing the projectile:

1. Release the R2 button to exit look-around/aiming mode.

Note: Projectiles can be used not only for combat, but for puzzle-solving purposes as well.



THE SPECTRAL AND MATERIAL REALMS

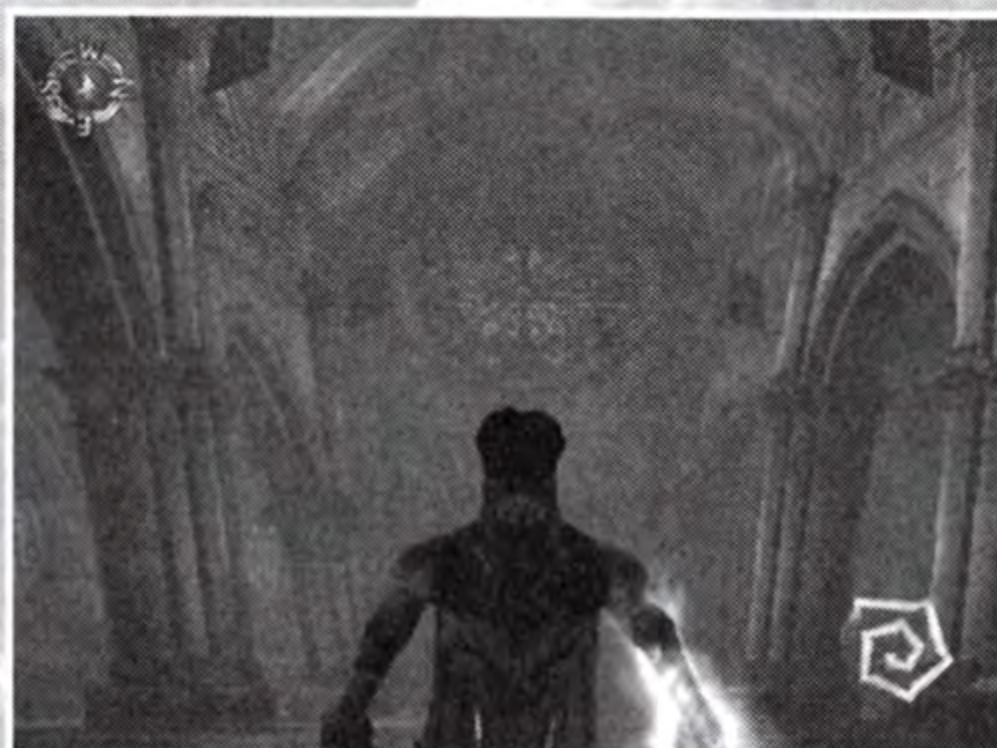
Following his execution, Raziel was transformed into a creature of the Spectral Plane, the realm of the dead. Through force of will, he is able to gather matter to his spirit-form, and make himself manifest in the world of the living, known as the Material Realm.

- The Spectral Realm is a darker, more twisted version of the Material Realm. As Raziel passes from one plane to the other, the world warps around him, distorting and reshaping itself. This terrain distortion may open a path in one plane which is otherwise impassable in the other.



MATERIAL REALM

- Some of Raziel's mechanics are only effective on one plane or the other. In general, physical actions that require interaction with objects or terrain are only functional in the Material Realm.



SPECTRAL REALM

- Different creatures inhabit the Material and Spectral Realms. But some creatures – like Shades and Demons – are able to shift planes to pursue Raziel.
- In the Spectral Realm, time is irrelevant. While Raziel is in the Spectral Plane, time stops in the Material Realm.
- While in the Material Plane, Raziel constantly burns spirit-energy in order to maintain his physical form. To sustain his existence in the Material Realm, Raziel must feed on the souls of his enemies to replenish his spirit-energy. If Raziel becomes too damaged or fails to feed, he will automatically be shunted back into the Spectral Realm.
- In the Spectral Plane, Raziel's spirit energy gradually recovers. He can accelerate his recovery by devouring the lost souls wandering the Spectral Realm, and consuming the souls of his spectral enemies.

- At any time, Razel can easily abandon his physical manifestation, and voluntarily shift from the Material Realm back to the Spectral Plane.
- In the Spectral Realm, Razel can only shift back to the Material Plane if his energy is fully restored, and he has a planar portal at his disposal.

SHIFTING FROM MATERIAL TO SPECTRAL

To shift from the Material to the Spectral Realm:

1. Press the SELECT button to open the Select menu.
2. Highlight the Shift icon.
3. Press the **X** button to shift into the spirit realm.



SHIFTING FROM SPECTRAL TO MATERIAL

To shift from the Spectral to the Material Realm:

1. Ensure that Razel is at full health, and locate a planar portal.
2. Stand in the center of the portal.
3. Press the SELECT button to open the Select menu.
4. Highlight the Shift icon and press the **X** button.



Note: If Razel's health coil is not full, the Shift icon will be disabled. Razel must regain full health (by feeding on souls and disincorporated enemies in the spectral realm) before he can use the portal.

TIME TRAVEL

Moebius the Time Streamer – an ancient human sorcerer gifted with the power to bend time – constructed Time Streaming Devices to travel to various ages of Nosgoth's history.

The success of Raziel's quest depends on his ability to find and unlock these chambers, to be delivered to the different eras in which his destiny unfolds.



NOSGOTH'S INHABITANTS

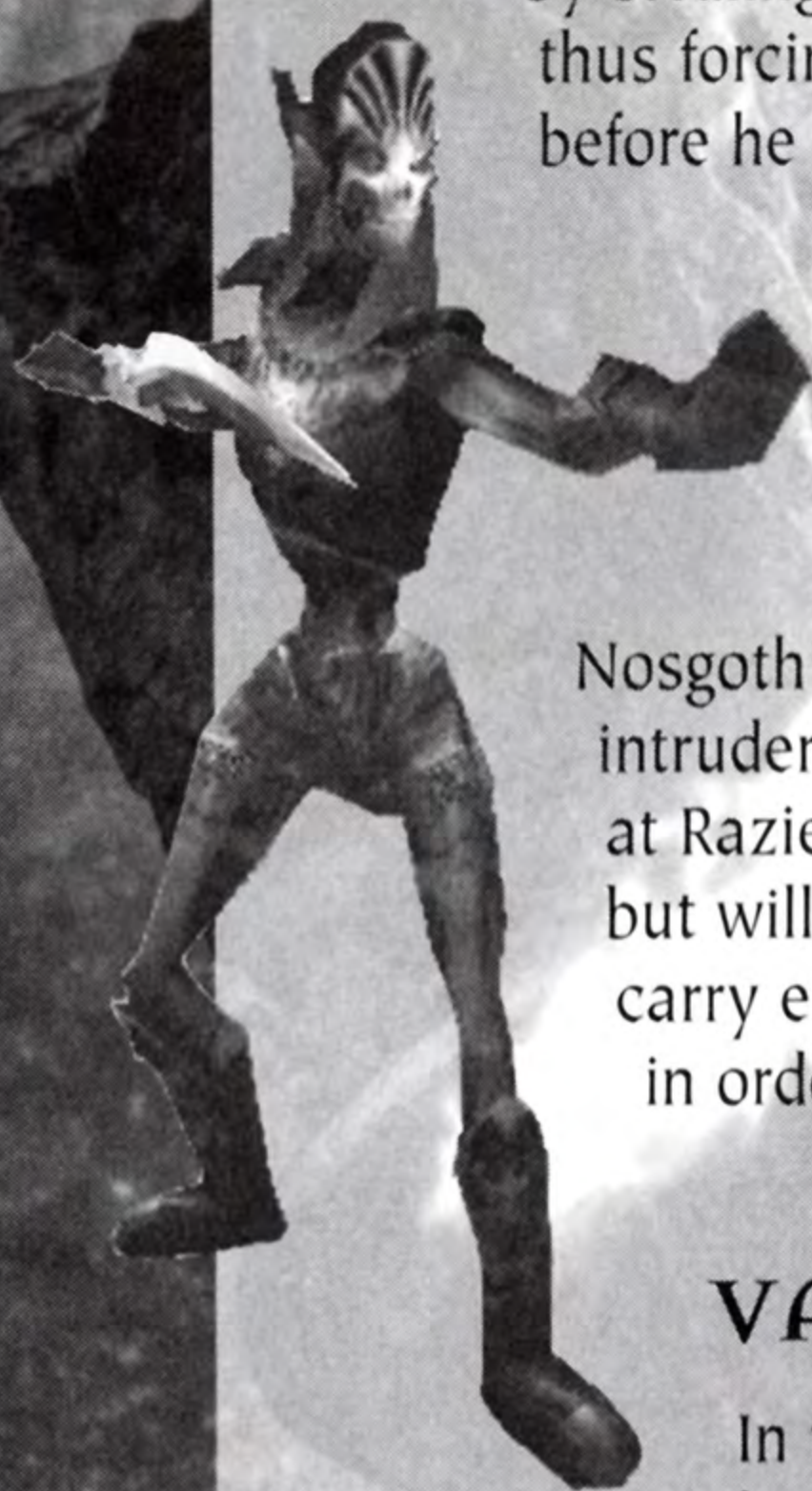
SLUAGH

These craven scavengers prowl the Spectral Realm, preying on the lost souls wandering in the spirit world. They tend to travel in packs in order to corner and overwhelm their prey. The smaller Sluagh are cagey and evasive in combat; their larger brethren are more swift and aggressive.



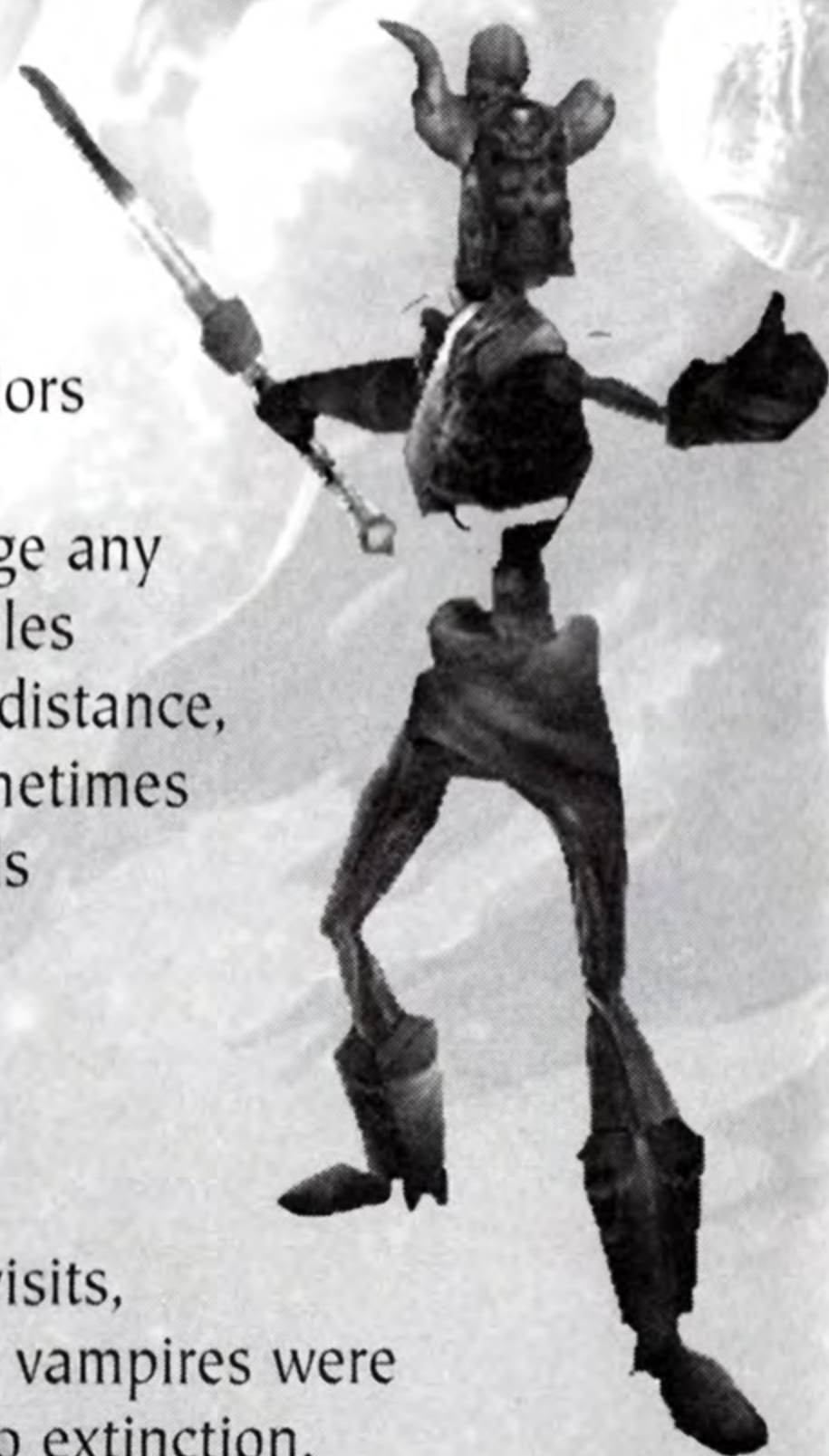
SHADES

These soulless shadow-creatures are able to manifest at will in either the Spectral or Material Realms. They are easy prey, but often confound Raziel by stealing the elemental energy from fonts and Reaver-barriers, thus forcing Raziel to confront them before he can proceed.



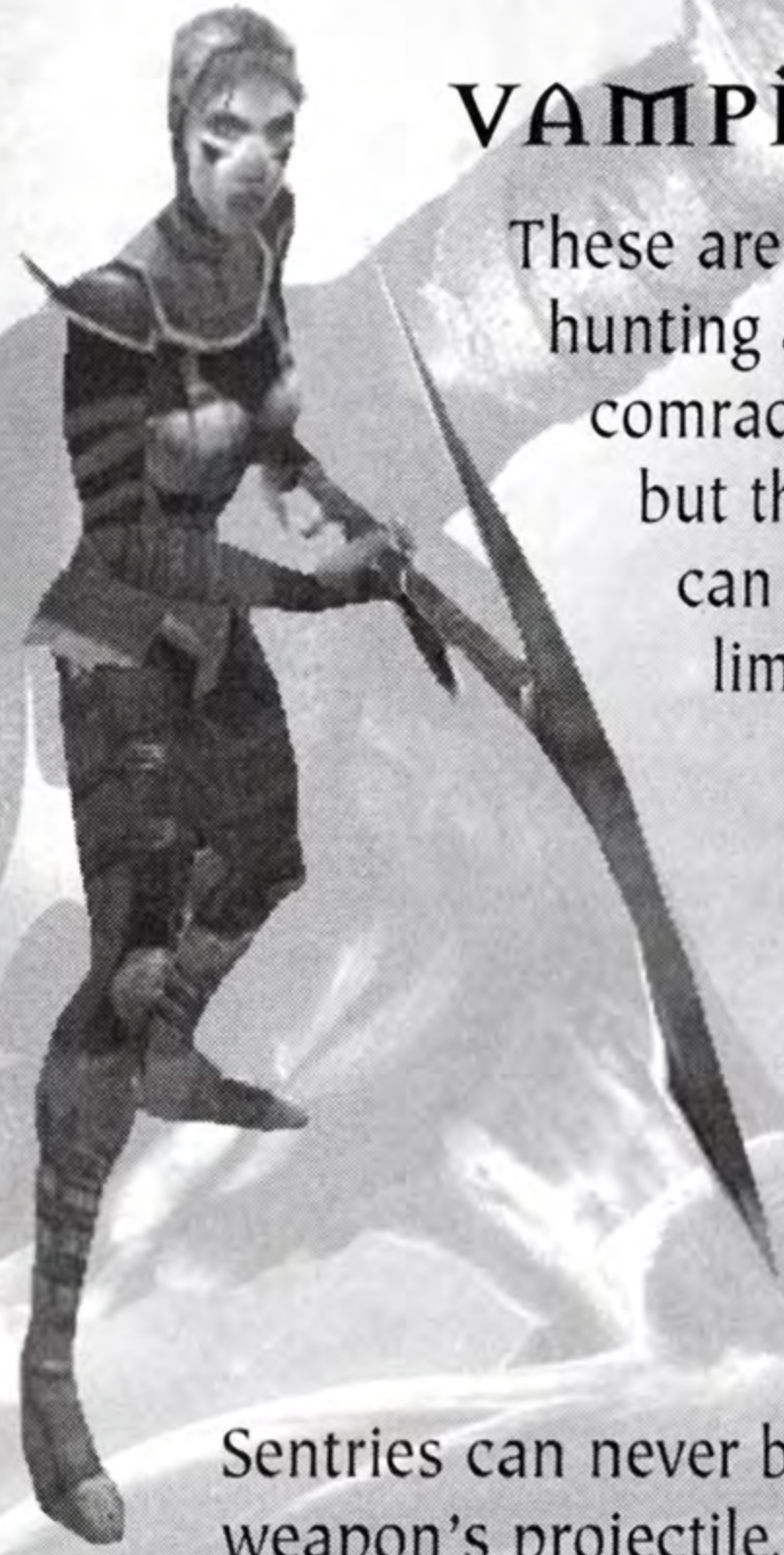
THRALLS

These ancient, undead warriors are charged to eternally guard Nosgoth's ancient shrines, and challenge any intruders. Some Thralls exhale projectiles at Raziel, and will strive to keep their distance, but will attack if cornered. Thralls sometimes carry emblem-keys which Raziel needs in order to progress.



VAMPIRES

In the historical eras that Raziel visits, he discovers that Nosgoth's early vampires were persecuted and eventually hunted to extinction. Out of self-preservation, the vampires have retreated from the world, and Raziel therefore encounters few of their kind.



VAMPIRE HUNTERS

These are the soldiers of Moebius's mercenary vampire-hunting army. Swordsmen are slower than their comrades, but more formidable. Pikemen are swift, but their attacks are not as powerful. Cannoneers can be fearsome from a distance, but have only limited close-range fighting ability.

SENTRIES

These guardians, often mounted above doorways and archways, will destroy any creature that tries to cross the threshold. A single blast from a Sentry will unerringly shunt Raziel into the Spectral Realm.

Sentries can never be destroyed, but can be disabled by a specific weapon's projectile.

DEMONS

The Demons plaguing Nosgoth are able to rip through from the Demon Realm into the physical world at will.

As the spiritual health of the land declines, the barriers between the Realms are weakened and become more easily permeated. Raziel has to contend with several forms of Demon, each armed with its own distinctive attacks. He will often find himself ambushed and trapped by impassable Demon barriers which force him into combat. Demons are also able to shift between Material and Spectral at will, and can thus pursue Raziel from one plane to the next.





DEMON HUNTERS

With the vampire threat exterminated, Moebius's mercenary army evolved and turned its attention to the Demons now menacing Nosgoth. These Hunters are more skilled and aggressive than their ancestors. As with the Vampire Hunters, the swordsmen tend to be slower but more powerful; the pikemen are swift but not as strong; and the cannons are formidable from a distance but have limited close-range fighting ability.



ATTACK DOGS

Both the Vampire Hunters and their descendants, the Demon Hunters, use attack dogs which they've outfitted with cruel-looking weapons. Dogs are able to sense Raziel from a longer range than most enemies.

MUTANTS

These degenerate creatures evolved in the decades following Kain's fateful decision at the Pillars. They shamble on one deformed limb while attacking with the atrophied claw of another.



SARAFAN WARRIORS

The Sarafan are a monastic sect of warrior-priests, made legendary by their holy war against the vampire menace in Nosgoth's early history. The Sarafan are formidable enemies, renowned both for their ruthlessness and a fanatical devotion to their crusade. Sarafan warriors are sometimes aided in combat by spell-casting sorceresses, who will attempt to flee if cornered.

THE LEGIONS OF THE UNDEAD

Director

Amy Hennig

Producer

Rosaura Sandoval

Executive Producer

Andrew Bennett

Lead Programmer

Marc David

Programming

Jason Bell

Scott Krotz

Hong Park

Audio Programming

Patrick Den Bekker

Additional Programming

Jurjen Katsman

Tim Van Klooster

Mikael Kalms

Programming Intern

Matt Smith

Lead Design

Riley Cooper

Richard Lemarchand

Design & Scripting

John Dumala

Samuel "Synner" Villanueva

Lead Animator

James Guilford

Animation

Brandon Fernández

Terri "don'tmakemeslapyou" Selting

Jeff Wilcox

Lead Artist

Dan "The Man" Cabuco

Environment Mesh Leads

Aaron Keller

Cory "Bandicoot" Stockton

Environment Mesh

Jesse "Flyin' J" Johansen

Mark Meier

Casto Vocal

Senior Environment Artist

Tim Linn

Texture & Lighting Artists

Jacob Wendler

Matthew Mocarski

Brian Morrisroe

Concept Art

Daniel Cabuco

Kory Heinzen

James Guilford

Jacob Wendler

Matthew Mocarski

John Hood

Creature & Character Modeling

James Guilford

Brandon Fernández

Terri Selting

Jeff Wilcox

Creature & Character Textures

Daniel Cabuco

Kory Heinzen

Junior Designer/Artists

Jennifer Fernández

Jeff "The Duk" Johnsrude

Additional Art

Don Martinez

Scott Baker

Special Effects Programming

Scott Krotz

Special Effects

Alberto "Showstopper" Forero

Additional Special Effects

Richard Lemarchand

Aaron Keller

Cory Stockton

Daniel Cabuco

James Guilford

Brandon Fernández

Terri Selting

Jon Guilford

Jon Guilford

Story Cinematic Scripting

Aaron Keller

Additional Cinematic Scripting

John Dumala

Richard Lemarchand

Samuel Villanueva

Cory Stockton

Story

Amy Hennig

Dialogue

Amy Hennig

Paul Jenkins

Kurt Harland

Richard Lemarchand

Recording Director

Gordon Hunt

Casting Director

Kris Zimmerman

Voice Talent

Raziel

Michael Bell

Kain

Simon Templeman

Moebius

Richard Doyle

Elder God

Tony Jay

Janos Audron

René Auberjonois

Vorador

Paul Lukather

Ariel

Anna Gunn

Recording Studios

SMS

Salami Studios AP

Full Motion Animation

GlyphX, Inc.

AV Manager

Greg Shaw

Sound Design & Music Composition

Kurt Harland

Jim Hedges

Adaptive Audio Programming

Jim Hedges

Sound Effects

Kurt Harland

Greg Shaw

Test Manager

Lead Tester – Crystal Dynamics

Testers – Crystal Dynamics

VP Marketing – Eidos US

Marketing Director – Eidos US

Product Manager – Eidos US

Marketing & Media Coordinator

PR Manager

PR Coordinator

Marketing Illustrations

Manual Design

Package Design

Production Manager

Special Thanks

Billy Mitchell

Jacob Rohrer

Brian Burke

Christopher “Chappy” Pappalardo

Christopher “Hippy” Butterfly

Kip Ernst

Gregg “ggg” Stephens

Nick “capt.tripz” Glory

Joseph “JoeKing” Greer

Winston “Shinobi Skillz” Ishigo

Mathew “matk” Kutaka

Reid Manchester

Mark Medeiros

Joe “bazooie” Quadara

Benny “Dioji” Ventura

Paul Baldwin

Chip Blundell

Matt Knoles

Randy Stukes

Michelle Seebach

Kjell Vistad

GlyphX, Inc.

Hanshaw Ink & Image

Price Design Team

Greg Wu

Nixxes Software, Crystal Test, John Kavanagh, Nick Earl, Rob Dyer, Dave Cox, Michael Minson, Matt Gorman, Sean Amann, Kevin Gill, Renee Pletka, Li Shen, Mike McGarvey, Glen Schofield, Sam Player, Paul Reiche, Patrick Cowan, Sean O'Connor, Rita Fovenyessy, Steve Goebel, Malachi Boyle, April Schilling, Andre Rodriguez, David Rhea, Robert Fitzpatrick, Brian Venturi, Christian Chatterjee, Suzanne Cooper

... and especially all of our friends
& family who have missed us

EIDOS INTERACTIVE LIMITED WARRANTY

EIDOS Interactive warrants to the original purchaser that this EIDOS Interactive disc is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS Interactive disc is sold "as is" without expressed or implied warranty of any kind, and EIDOS Interactive is not liable for any losses or damages of any kind resulting from use of this program. EIDOS Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS Interactive disc, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS Interactive disc has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate EIDOS Interactive. Any implied warranties of merchantability and fitness for a particular purpose are limited to the ninety (90) day period described above. In no event will EIDOS Interactive be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this disc.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we can contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Interactive Customer Services
651 Brannan Street, Suite 400
San Francisco, CA 94107
RMA# (include your authorization number here)

Note: You are responsible for postage for your game to our service center.

THE LEGACY OF KAIN SERIES

BLOOD OMEN 2TM

IN THE LATEST INSTALLMENT OF THE LEGACY OF KAIN SERIES,
FOLLOW KAIN - GAMING'S MOST EVIL BAD ASS - IN HIS
CONQUEST FOR BLOOD, POWER AND VENGEANCE.

For more information visit: www.legacyofkain.com



EIDOS
INTERACTIVE



Eidos Interactive, 651 Brannan St., San Francisco, CA 94107
© 2001 Crystal Dynamics. Crystal Dynamics, Legacy of Kain, Soul Reaver, Blood Omen and the related characters are trademarks of Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. All rights reserved. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The "ESRB" icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PSOU2SUS03