NUS-NNOE-USA

INSTRUCTION BOOKLET

NIGHTMARE CREATURES



Sold By

ACTIVISION.

Developed By

kalisto

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

NINTENDO 64

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The Legend

History is full of coincidences and often repeats itself. The Great Fire of London in 1666 and the Fire of 1834 at first did not appear related. And yet in London, a strange story is whispered...

A secret society known as the Brotherhood of Hecate sought to create a race of stronger, more powerful human beings with which to rule London and eventually, the world. Under the cover of scientific research and the study of natural phenomena, the Brotherhood experimented on stolen corpses and attempted to isolate an extremely virulent agent, a mixture of plague, rabies, and other unknown components which would have the power to transform a human being into an astonishingly powerful creature. The Brotherhood's initial experiments went horribly wrong, however, and instead of supermen, their test subjects transformed, almost immediately, into grotesque and ravenous monsters. Undaunted, the members of Hecate decided that the agent should be released into the city of London, turning all the infected citizens into horrific monsters over whom they would have complete control.

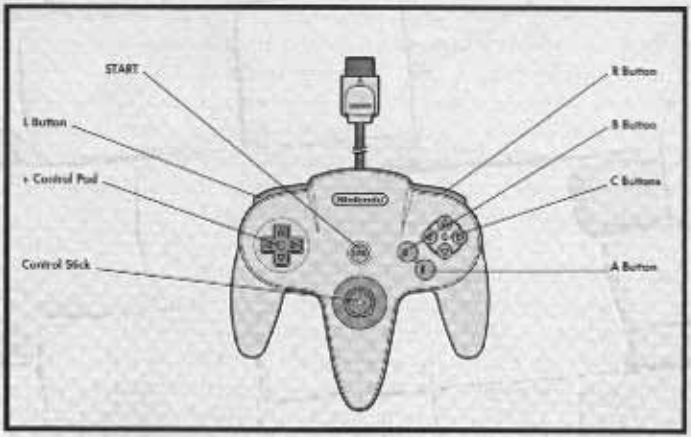
Their mad scheme might have succeeded but for Samuel Pepys, a writer who joined the Brotherhood in 1660. Pepys, growing increasingly alarmed by the escalating madness of his fellow members, decided to destroy Hecate and put a stop to their experiments forever. On a cold night in 1666, when the mad members of the secret society were convened in their secret crypt beneath a warehouse at St. Katharine's Dock, Samuel set fire to the warehouse, burning and destroying the Brotherhood of Hecate, its laboratory equipment and notes and all traces of its existence. The raging blaze quickly spread into the streets of London, resulting in the Great Fire of 1666.

All knowledge of the brotherhood would have died with them except that Pepys kept a fastidious account of all their activities in his diary...

Almost 170 years later, a bizarre plague has been spreading through the citizenry of London town. People infected by the plague experience grotesque mutations of their limbs and faces and disappear into the dark alleys and sewers of the city. An odd black tome is mysteriously left on the doorstep of the priest Ignatius Blackward, an expert in the occult and cabalistic writings. He is able to decipher a portion of the decaying book and determine that it is diary of a man named Samuel Pepys. An entry describing an arcane formula for creating organic mutations alarms Ignatius, leading him to mail the diary to his friend in New Orleans, Dr. Jean F., a world renowned authority in immunology. Upon receiving the diary and analyzing its formulas, Dr. F. immediately embarks on a voyage to London accompanied by his daughter, Nadia. Once in London, Dr. F. contacts Ignatius to relate his discoveries but before Ignatius is able to reach the hotel, Dr. F. is brutally murdered. The diary is missing. At the funeral for Dr. Jean F., a strange man in black robes hands Nadia a note which reads, "Know about Adam Crowley, Brotherhood of Hecate - HV" An address is written at the bottom of the note.

At dusk on October 17th, 1854, Nadia and Ignatius meet in the fading light of his church to set about hunting down Adam Crowley, his Brotherhood of Hecate, and the nightmare creatures which roam the streets. The quest has only begun...

Game Controls



Control Pad up	Dodge Left
Control Pad right	Dodge Right
R	Lives Remaining/Change Item
Control Pad left	Jump Up
Control Pad down	Block
A	Kick
B	Strike/Take Item
Start	Pause Menu
Control Stick right	Turn Right
Control Stick down	Move Backward
Control Stick left	Turn Left
Control Stick forward	Run Forward
R + Control Stick right or left	Rotate Inventory
Z	Use Item

Game Controls

To select menu items use the Control Stick or the Control Pad up/down to highlight the option you want to select and press the A button to accept.

Game Reset

To abort the game, press the Start button to pause the game and display the pause menu. Choose Quit from this menu, and then highlight and select Yes to return to the Main menu screen.

Starting Up

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument — make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

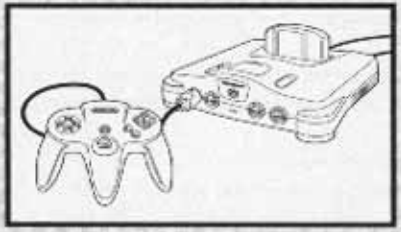
Holding the Nintendo® 64 Controller



While playing the Nightmare Creatures game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo® 64 Controller

To play Nightmare Creatures, connect a controller to socket one located on the front panel of the control deck.



If you change the connection during the game, you will need to turn the power OFF to make the connection active.

This game is designed for one player, so only one controller is needed.

Rumble Pak™/Controller Pak

The Nightmare Creatures game is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. The Controller Pak gives the player the option to save a game at the end of each level. You can swap the Rumble Pak and Controller Pak during the game, while on the pause screen. Press the Start button to pause the game.

Instructions

When you turn on the Nintendo you will see an introductory movie, which can be interrupted by pressing the Start button or A.

Main Menu



Use the Control Stick or the Control Pad up/down to highlight an option and then press **A** to select.

- Start Game
  Select this option to begin playing the game using the currently selected options. Choose which hero to play using the Control Stick or the Control Pad left/right to toggle between Igantius and Nadia. Press the **A** button to start the game with the currently select hero.
- Load Game
  Select this option to load a previously saved game from a Controller Pak. See Finishing a Level below for instructions on saving a game to the Controller Pak.
- Enter Password
  Use the Control Pad up, Control Pad down, Control Pad right and Control Pad left, along with the C Buttons to enter the password. The **B** button will delete entries and the **A** button starts the game.
- Options
  Select this option to change the Sound, Difficulty, and Brightness settings as well as toggling the View Combos, Adrenalin, and Rumble Pak options on and off. Selecting this option will bring up the Options Screen described below.

Options Screen

Use the Control Stick or the Control Pad up/down to highlight an option and press **A** to select. Press **B** to return to the Main menu.

- Sound Management
  Select this option to change the sound effects and music volume. Use the Control Stick or the Control Pad up/down to highlight either music volume or sound volume and the Control Stick or the Control Pad left/right to adjust volume up and down. Press **B** to return to the Options Screen.
- Light Management
  Select this option to change the brightness of the display. When this option is highlighted use the Control Stick or the Control Pad left/right to adjust the screen brightness level.
- View Combos
  Select this option to display a special move at the beginning of each level. Press **B** to return to the Options Screen.
- Adrenaline
  Select this option to enable or disable the adrenaline meter in the game.
- Difficulty
  Select this option to change the difficulty setting. While this option is selected, press left/right to toggle between "easy" and "hard." In the "easy" setting, monsters will have reduced hit points.
- Rumble Pak
  Select this option to activate your Rumble Pak.

Playing the Game



Health Meter

The character's health is indicated by the horizontal bar at the bottom of the screen. When the red bar disappears the character will die. You can earn a double strength health bar by picking up a weapon power-up during play. A double strength health bar is blue. When the blue health is exhausted then a red health bar will be displayed. The character will die when the red health bar is depleted.

Adrenaline Meter

The brotherhood of Hecate has released a virus that changes humans into monsters. A hero's resistance to the transmortification virus is dependent on the adrenaline level in their blood stream. If the adrenaline level reaches zero, a virus will attack and the character will continually suffer damage until they kill another monster or die. The adrenaline level will decline at a constant rate while the character explores a level and will go up each time a character kills a creature. (The character's adrenaline level is indicated by the blue vertical bar displayed on the left side of the screen.)

Inventory

The character's currently selected inventory item is shown in the lower right corner of the screen. Hold down the R button and press the Control Stick or the Control Pad right/left to scroll through the inventory. Press the L or Z buttons to use the currently selected inventory item.

Game Play

When the game is started your character will appear at the beginning of a level. Use the buttons described previously in Game Controls to maneuver your hero through the level, slaying the creatures that get in your way. As you explore the alleys and basements of London, you will find many different things to push, pull, topple, open, shove, and demolish. Many of these items are breakable. Striking or kicking while near them will smash them to bits, often revealing a power-up. Press the **B** button when standing directly in front of a power-up to pick it up.

Fighting

When a character attacks there can be three results—hit, block, or miss. A hit will happen when you perform an attack at the appropriate range and direction from a creature and that creature is not blocking. The character's attack animation is shown followed by an orange flash. In addition the creature will react appropriately; flying back, bleeding, or losing a body part if possible. A block will happen when a character attacks in range but the foe is blocking when the attack is performed. The character's attack animation is played followed by a blue flash and the defender will not take damage. A miss will happen when a character is not facing a foe or is too far away. In these situations the character's attack animation will be shown but nothing will happen; the monster will not react and there will be no flash.

Each attack does a certain amount of damage to enemy creatures. The amount of damage is determined by the particular attack performed, the type of weapon being used, and possibly any damage-enhancing power-ups that are in effect. Normally, a monster will die when it takes too much damage. The game will also keep track of where a strike hits. Enough damage in particular areas will cause amputation of various body parts. Monsters will inflict a variable amount of damage on characters depending on the creature attacking and what type of attack they use.

Nadia and Ignatius have many special combo moves that can do extreme damage, sever limbs, or even strike through a block. Experiment with different button sequences and combinations to discover new moves.

Note: Some extremely tough monsters will only be stunned by normal blows. Nadia and Ignatius will have to use one of their special combo attacks to slay these creatures while they are stunned.

Weapon Upgrades

From time to time you may discover additional, more powerful weapons hidden in various levels. Press the **B** button when standing next to one of these weapons to acquire the new weapon. Each weapon upgrade will increase the amount of damage you inflict when you successfully hit a foe and increase the chances of amputation. Weapon upgrades can also add power-ups to your inventory and can enable the double health bar.

Life Display

Pressing **R** will show the life display. The life display is a heart icon that appears with the number of lives remaining.

Pause Menu

Pressing the **Start** button during play will pause the game and bring up the Pause menu. Use the Control Stick or the Control Pad up/down to highlight an option and press **A** to select. Press **B** to resume.



- Resume Game
  Select this option to return to the game.
- Level Map
  The level map is a top down view of the character's current position. When the map is displayed use the C Button to scroll the map, c-up and c-right to rotate it, c-left and c-down to zoom. Press **B** to return to the Pause Menu.
- View Controls
  Select this option to display a list of controls and the combos you have seen so far. Press **B** to return to the Pause menu.
- Quit Game
  Select this option to quit a level. Use the Control Pad up/down to highlight **Yes** or **No** and press the **A** to select. Select **Yes** to return to the Main menu. Select **No** to return to the Pause menu.
- Options
  Select this option to adjust Music and Sound volumes. Use the Control Pad up/down to highlight an option and the Control Pad left/right to adjust the setting for the highlighted option.

Finishing a Level



When a level is complete a statistic screen will be displayed that indicates the percentage of monsters killed, percentage of items found, and the elapsed time. If you killed 100% of the monsters and found 100% of the items, a bonus item will be awarded. When you are finished admiring your handiwork use the Control Stick or the Control Pad up/down to highlight one of the two continue options and press **A** to select.

- Save Level And Continue
  Select this option if you want to save your progress to the Controller Pak. Saving to the Controller Pak will preserve all of the information about your game including lives, health, inventory, and weapon upgrades. To use this option place a Controller Pak with a least two free pages of memory into the slot in your game controller. Use the Load Game option on the Main menu to restore a saved game from a Controller Pak. Note: You can have only one saved game for Nightmare Creatures on a Controller Pak. Saving a game to a Controller Pak will overwrite any existing Nightmare Creatures saved game on that Pak.
- Password And Continue
  Select this option if you want to get a password that will allow you to skip completed levels. The password will be a series of button presses using the Control Pad left, Control Pad up, Control Pad right, Control Pad down, and the C Button up/down/left/right. Record this password and use the Enter Password option on the Main menu to restart your game on the next level. Note: health and inventory information are not encoded in a password so if you restore using a password you will start the next level with a preset inventory and full health.

Characters



Father Ignatius Blackward is a man of God who travels the world combating Evil. He is an expert on foreign languages, cabalistic writings, occult rituals, and shamanism. Ignatius has mastered the lost art of staff fighting which he has reluctantly used in several difficult situations.



Nadia F. is a student of the world. She has traveled to many lands with her father, a prominent doctor. She is a biologist by training and has become an expert in the brand new field of immunology, and knows much about microbes, viruses and their invisible world. She is also a fencer and gymnast and can fight her way out of a tight spot.



Adam Crowley is a former legitimate scientist who now masterminds the secret Brotherhood of Hecate. The discoverer of Samuel Pepy's mystical diary, Crowley wants to use its formulas to create "Supermen" and rule the world. To this end, Crowley enlists businessmen, bankers, doctors, and others to finance and participate in his mad schemes. So far, their experiments only produce hideous monsters.

Monsters



Zombies—These shambling former townsfolk come in two varieties and can be found nearly anywhere searching for their next meal: One is a weaker, less defensive-minded zombie and the other its older, tougher brother.

Werewolves can be seen in the streets of downtown London as food there is plentiful. Although common, they are extremely difficult to defeat because of their speed and intelligence. Werewolves can block even the best of blows and will dodge and counter-strike with their extremely sharp claws. The best attack against a Werewolf is a series of kicks and roundhouse leg sweeps.





Demons—With wings. Demons are flying reptilian creatures who are capable of shooting balls of flame from their mouths. Demons can be found almost anywhere in the city of London. They are known to be impervious to fire attacks.

The world's ugliest living organisms. **Pepys Monsters** stand about 9' tall, have three heads and three arms and can slice through flesh like nobody's business.



Docker—As big as a bulldozer and just about as tough. Its attack consists of a variety of extremely powerful punches and a two-handed overhead smash which causes the ground to quake. The best way to defeat a Docker is to cut off its arms and render it harmless.





Insects—Armor-plated and with pincers as sharp as razor blades. With their transparent wings, they can dodge and counter-strike with lightning-fast speed.

Jacques Cousteau's real nightmare. **Thames' Monsters** are rarely sighted six-armed giant octopi with enormous tentacles of unbelievable reach. The Thames' monsters are seen around the various London dock areas and have been known to smash through ancient wooden piers and boat moorings in order to get to their victims.



Harpies—Giant flying winged-women with a piercing cry that echoes through the night air. Absolutely merciless and very difficult to defeat.

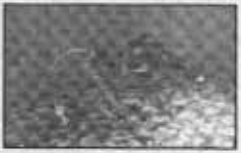




Mysterious long-coated figures often armed with knives. **The Faceless Men** are thought to be former members of the Brotherhood of Hecate who betrayed their cult and were punished by forcibly ingesting the virus.

The **Spider** competes with the Pepys Monsters for world's ugliest living organisms. Six-legged fiends with a penchant for leaving their webs all over the city. Spiders tend to inhabit dark tunnels and secret passageways.





Giant Rats—Rarely sighted, but have been seen running around the dock areas of London.

Gargoyles are well-camouflaged and have been known to shock citizens by impersonating statues and then springing to life, ready to attack. Gargoyles will always be found near large buildings where they can easily hide and surprise unsuspecting parties. They are extremely fast and will almost always attack in groups.





Definitely not the little doggie next door. **Hellhounds** are fire-breathing demon dogs which typically inhabit burning buildings. They are extremely agile and attack by either shooting giant billows of flame from their slavering maws or by shredding you with their razor-sharp claws.

Power-Ups

There are many different power-ups that a character can find hidden throughout the game. A power-up can be picked up by either moving over it or by pressing the B Button while standing directly in front of it. Once collected, select an item by holding **R** and using the Control Pad left/ right to scroll through an inventory of power-ups. Hit **L** or **Z** to use the selected item.



Proximity mines are dropped on the floor and will explode and damage any monster that gets too close.



Repulsive Smoke will keep the monsters at bay. It will leave a circle of smoke and form a protective barrier around the player until it slowly dissipates.



The **Freeze spell** will deep freeze all monsters in sight. Once frozen they may be shattered by the slightest touch.



Dynamite will damage and knock down all monsters in sight.



The **Flash** will confuse and blind all monsters in sight for 10 seconds.



The **Firebombs** will ignite nearby monsters who will burn for a while and then turn to ash.



The **Gun** can pick off a single opponent at long range.



The **Multi-Gun** can be used to simultaneously shoot several opponents.



Use the **Berzerker** to literally hack your opponents to pieces. However, the effect only lasts a short period of time.



Use **Healing** to restore some of a hero's health.



Use **Super-Healing** to restore most of a hero's health.



Use **Chaos** to turn enemies against each other. Enemies will fight each other for a short period of time or until one enemy is victorious.



The **Heart** will endow the player with one extra life.

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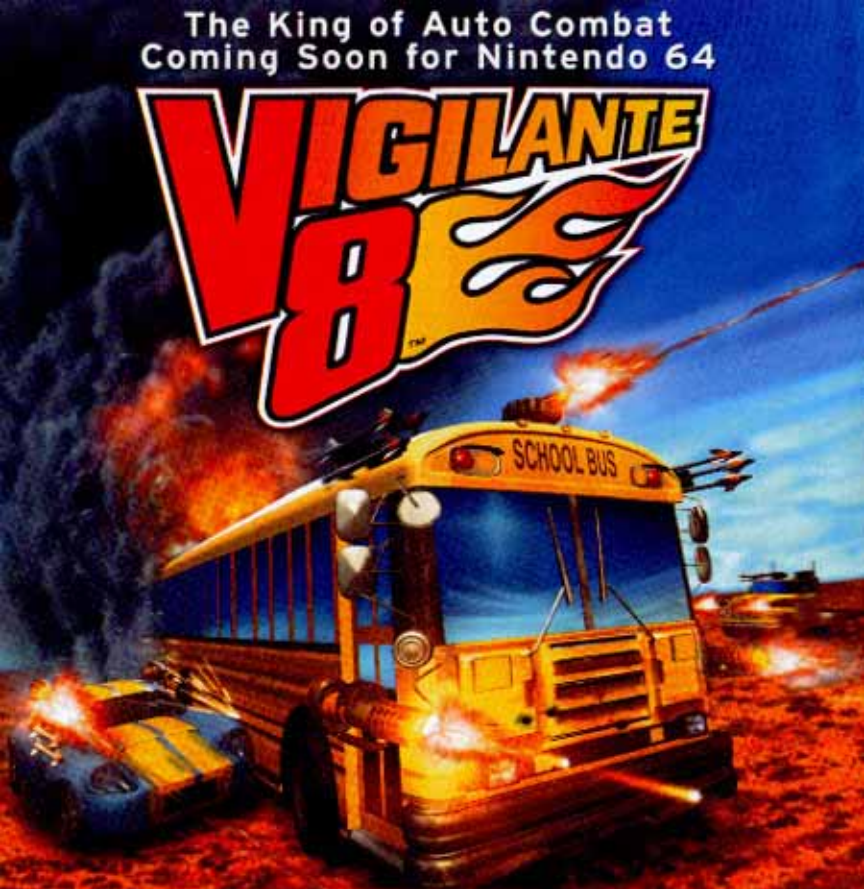
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