
PlayStation
NTSC | U/C
PlayStation
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB
SCUS-94156
94156
CARDINAL
SYN
989 STUDIOS

Kronos Digital Entertainment, Inc.

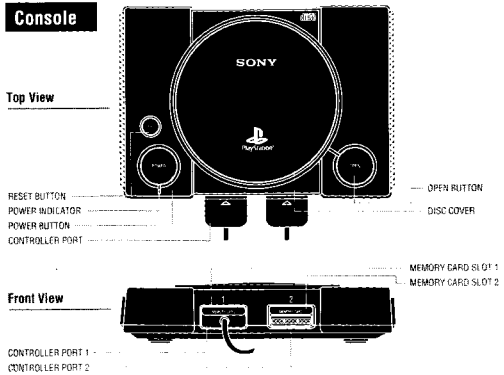
Executive Producers	Albert Co / Stan Liu
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Technical Director	Matt Arrington
Programmers	Kyle Riccio, Pravin Wagh, Feng Hu, Sam Cai, Max Reason, Jason Agolia, Joseph Lee, Kim Lien Hoang, Paul Lowrance
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Animators	Chuck Suong , Joan Igawa, Ted Warnock, Takashi Morishima
Modeling & Texture Mapping	Albert Co, Stan Liu, Joan Igawa, Steve Knotts, Darrin Krumweide Cinematic Team
Story/Biographies/Narration	Patricia Winters
Story Boards	John Paik, Takashi Morishima, Mike Michalopoulos
Modeling / Animation	Kee Suong, Louis Flores, Mike Winterbauer, Steve Knotts, Merrick Rustia, Darrin Krumweide, Joe Lampone, Yenson Soetanto, Albert Co
Cinematic Editing	Partricia Winters
Music Composition and Sound Effects	Brian Min
Additional Music	Albert Co
Voice Actors	Faustos Production (Narrator), Mari Devon (Syn), Shelly Futch (Nephra), Merrick Rustia (Mongwan), Darrin Krumweide (Moloch), Joan Igawa (Orion), Ted Warnock (Plague, Finkster, Mongoro), Stan Liu (Hecklar), Dana Taing (Juni), John Paik (Vodu), Chuck Suong (McKreig, Vanguard, Redemptor), Anthony Lagunzad (Kahn), Chad Okada, Yenson Soetanto, Joe Lampone, Louis Flores, Mike Winterbauer, Anthony Vasquez, Kee Suong, Joel Monleon, Patricia Winters
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Quality Assurance Team	Anthony Vasquez, Ali Huynh, Kronos Team
Special Thanks	Dana Taing / Anthony Lagunzad / Joel Monleon

Setting Up 2
Memory Cards 2
Basic Controls 3
Syn or Be Damned! 4
Starting Play 5
Main Menu 5
Pause Menu 8
Load/Save Menu 9
Playing the Game 10
Vs. Player 11
Tournament 11
Team Battle 12
Survival 12
On the Game Screen 13
Sorcery, Medicine & Deadly Powers 14
Clan Warriors 15
Mongoro 15
Nephra 16
Plague 17
McKrieg 18
Vanguard 19
Princess Orion 20
Finkster 21
Hecklar 22
Credits 23

ESRB RATING: This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

SETTING UP

Console



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the CARDINAL SYN disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start the game.

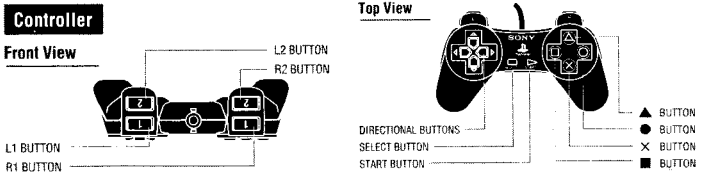
MEMORY CARDS

CARDINAL SYN lets you save games at their current level of play onto Memory Cards, and resume play on previously saved games. Insert a Memory Card(s) (sold separately) into the PlayStation game console BEFORE starting play.

Important: Do not remove a Memory Card while saving or loading games; doing so could damage the game data.

BASIC CONTROLS

Controller



BUTTONS	ACTIONS
Any button	Display Main Menu from intro video sequence
START button	Pause game play.
Directional buttons	Display or highlight menu selections. Move characters.
✕ button	Low attack. Activate chosen menu selection.
△ button	Overhead vertical attack. Cancel menu selection/exit menu.
□ button	Side attack.
○ button	Standing block.
○ button + ↓	Low block.
L2 button, ○ button + Directional buttons	Moving block.
○ button + toward opponent	Stun block.
○ button + ←	Stun throw.
R1 button	Jump.
R2 button	Not used.
L1 button	4-way directional shove.
L2 button + Directional buttons	3D roam.

Note: You can remap the controls on the Button Config menu. See "Main Menu - Options - Controls - Buttons Config."

THE LEGEND OF THE BLOODLAND

Endless warfare and slaughter -- that was all the Clans of the Bloodland ever knew. Since time immemorial, the Clans' hatred for each other had left the Bloodland littered with the wounded, the dying, and the dead.

But with time, a change occurred. One day, a mysterious being arrived amid the carnage. Summoning all clans, he read from his Book of Knowledge which spoke of the harmony they could achieve by uniting in peace. Then he displayed a strange amulet which, he said, would from now on be the symbol of Clan unity. The Clans came together without drawn swords for the first time. They venerated the strange visitor, who became known to them as the Wanderer.

For many years, the Clans enjoyed tranquility under the watchful eye of their kind master. Then, on a certain day when the fruits of the land were dying and the sky was more white than blue, the Wanderer decided his work was done. He divided the Book of Knowledge into scrolls and distributed them, one to each clan. Then – he vanished.



Almost instantly the Clans began to suffer their old suspicions. All wanted to possess The Book of Knowledge in its entirety. Strife reared its ugly head among the clans; the long peace weakened and crumbled. Soon, the old hatreds exploded in all out warfare. The screams of the injured and anguished began to echo across the land. Once again, dismembered corpses littered the Bloodland.

In the midst of one horrid battle, a magical woman appeared. She displayed the symbol of Clan unity brought by the Wanderer so long ago. Her name was Syn.

Peace and unity were not what Syn had in mind. She persuaded the Clan leaders to relinquish the scrolls bestowed by The Wanderer. Then she transformed the scrolls into a trio of inscribed battle swords which held the secrets of the Book of Knowledge.

Now, she declared, a tournament would be held. Each Clan must send its supreme warrior to engage in battles to the death. The victor and the victor's Clan would rule the Bloodland and gain access to the secrets of the swords.

Seven mighty warriors perished in these bloody contests. One stood victorious. When he arrived to claim his right, Syn destroyed him with a terrifying display of magical power.

Centuries have passed and the carnage drags on. Another tournament is near. Again, each clan will offer up its most prized soldier. Each fighter is willing to risk being hacked to pieces for a chance to learn the secrets held in those swords.

BEGINNING PLAY

MAIN MENU



Press the **Directional buttons** ➡ or ⬅ to display a selection, and press the ✕ button.

VS. PLAYER Two-player game. Both players can set handicaps by adjusting the power bar of their chosen fighter from 10% to 100% of normal. The game is best of three with a countdown for a rematch.

Note: The number of rounds is set in the Options Screen.

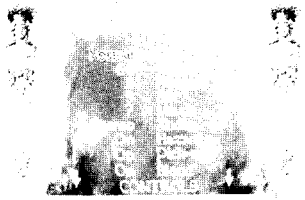
TOURNAMENT One player travels the Bloodland, battling each adversary on his or her home turf. The battles continue as long as the player wins, and until all the opponents are destroyed. Battles can be set to a "win-by" from 1 to 5 rounds (see "Options" below).

TEAM BATTLE Two-player duel with opposing teams. Each player selects five combatants, who then battle it out. When all members of one team are destroyed, the battle is over. The side with any members still standing is the winner.

SURVIVAL One player fights consecutive single-round battles with each character until defeated. Your health is NOT automatically replenished at the beginning of each new round; instead, you must pick up Health vials during battle to heal your wounds. When you are finally defeated, a gallery of the foes you destroyed is displayed, with a prowess rating for your skills.

TRAINING One- or two-player game that sharpens your fighting and dismembering skills.

OPTIONS MENU



Press the ✕ button to display the Options Menu. Press the **Directional buttons** ⬆ or ⬇ to select an option; press ➡ or ⬅ to adjust.

DIFFICULTY Set your skill level to EASY, NORMAL, HARD, or ULTRA-HARD.

TIMER Set the length of combat rounds to 45, 60, 90 seconds or Infinite Time. If either opponent has not defeated the other in that time, the winner of the round is determined by most remaining life force.

ROUNDS Set a number of rounds from 1 to 5. The first fighter to win that many rounds wins the battle. (With this option, you can play from a minimum "best of 1" to a maximum "best of 9" rounds per battle.)

SFX Adjust the sound effects volume.

MUSIC Adjust the music volume.

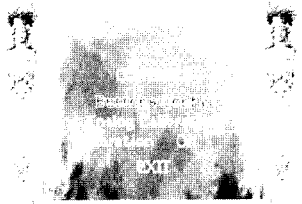
AUDIO Set to STEREO or MONO.

HAZARDS Turn battleground hazards ON or OFF. As pick-ups, hazards can be turned into weapons to use against foes; as obstacles, they can destroy you if you don't stay wary and avoid them.

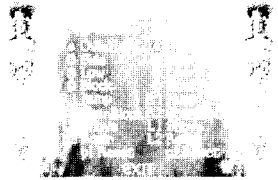
PICK-UPS Turn battleground collectibles such as swords and vials of magic and healing elixir ON or OFF.

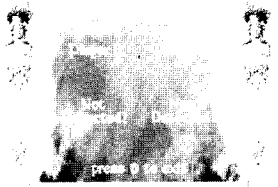
BLOOD Turn blood ON or OFF.

CONTROLS MENU



Press the ✕ button to display the Controls Menu.





BUTTONS CONFIG.

Press the ✕ button to display the Buttons Config Menu, where you can reassign the button controls. Press the **Directional buttons** ⬆ or ⬇ to move through the list to highlight actions; for each highlighted selection, press the button you want to assign. Each button can be mapped to only one action. Press the **Directional buttons** ➡ or ⬅ to switch between Player 1 and Player 2 controllers.

ANALOG CALIBRATION

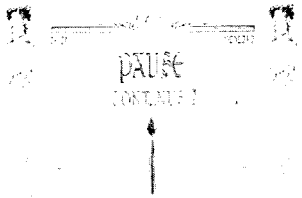
Press the ✕ button, and use the menu that appears to calibrate an Analog Controller.

LOAD/SAVE

Press the ✕ button, and use the menu that appears to load a previously saved game, or save the current game. You can also turn AUTO SAVE ON or OFF.
(See Load/Save Menu, below.)

PAUSE MENU

Press the START button during a fight to pause game play and view the Pause Menu with two selections:

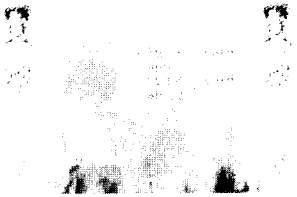


CONTINUE Highlight and press the ✕ button to resume current game play.

QUIT GAME Press the **Directional button** ↓ highlight and press the ✕ button; press ➡ or ⬅ to verify YES or NO, and press the ✕ button. If you choose YES, you'll exit the current game.



LOAD/SAVE MENU



Load/Save is one of the selections on the Options menu (see "Options" above). Highlight LOAD/SAVE and press the ✕ button to see menu.

When you save a game, options and hidden characters acquired during a tournament are saved. When you load a saved game, those options and hidden characters are available for a new tournament..

LOADING A SAVED GAME

1. On the Load/Save Menu, highlight LOAD.
2. Press the ✕ button or the ○ button to load the saved game, depending on which slot your Memory Card is inserted in. As the game loads, the prompt "Load OK!" will display.

SAVING A GAME

1. On the Main Menu, highlight OPTIONS and press the ✕ button.
2. On the Options Menu, highlight LOAD/SAVE and press the ✕ button.
3. Highlight SAVE (press the **Directional button** ↓). If you have a previous game saved, you will be asked if you want to overwrite it. Press the ✕ button for YES or ○ for NO.
4. If you choose to save, the phrases "Now Saving" and "Save OK!" will appear during the process.

AUTO SAVE

You can automatically save your progress after the completion of each tournament. On the Load/Save Menu, highlight AUTO SAVE and press the Directional button ➡ or ⬅ to set it to ON.

PLAYING THE GAME

In all gameplay modes, you choose one of the eight characters to take into combat. Each fighter carries a different type of weapon into battle, and has distinct skills and attributes which you must learn.

Once you have chosen a fighter, a map of the Bloodland appears, showing the flags and locations of the warriors. You may fight them on their own turf or be taken to a randomly selected neutral battleground. Each battleground has its own dangers beyond the barbarity of the fighter you will confront there.



During battle you must collect Magic Vials in order to cast fighting spells, and Healing Vials to replenish your health.

The number of rounds in a battle, and the time of each round, are predetermined on the Options Menu before the battle begins. In each round, the winner is determined in one of two ways:

- By destroying the other opponent.
- By having the most life force remaining when the time expires.

Much is hidden from view in the Bloodland. Stand victorious in a tournament and new forces reveal themselves. But first you must survive the early contests.

VS. PLAYER

1. On the Main Menu, display the VS. PLAYER selection and press the X button. (Player 1 or Player 2 can make the selection.)
2. At the Fighter Selection Menu, press the Directional buttons Æ or " to choose your character and press the X button.
3. After selecting your fighter, press the Directional buttons Æ or " again to adjust the Power Meter from Min (10%) to Maximum (100%) to establish your fighter's handicap. Press the X button.
4. After both players have made selections, the Bloodland Map appears. The Random flag indicates that the battle site will be chosen at random. Press the X button to select an arena.
5. Battle begins. The fighter who wins the majority of rounds is the victor. (The number of "win by" rounds is set in the Options Menu.)
6. The Rematch countdown screen will appear, giving you the option of fighting again with the same characters. Either player can press the START button to play again.

TOURNAMENT

1. On the Main Menu, display the TOURNAMENT selection and press the ✕ button. (Tournament is a one player mode.)
2. At the Fighter Selection Menu, press the **Directional buttons** ➡ or ⬅ to choose your character and press the ✕ button. A video bio of your character will appear.
3. Your opponents are chosen at random. Only when you see the Bloodland Map will you find out who your next assailant will be.
4. The fighter who wins the majority of rounds is the victor. (The number of "win-by" rounds is set in the Options Menu.) If your character wins, the tournament continues.

Hint: Unlock the secrets of Syn by winning Tournament Mode at Normal or higher difficulty.

TEAM BATTLE

Play Team Battle as a two player game or against the computer. Two teams battle for dominance.

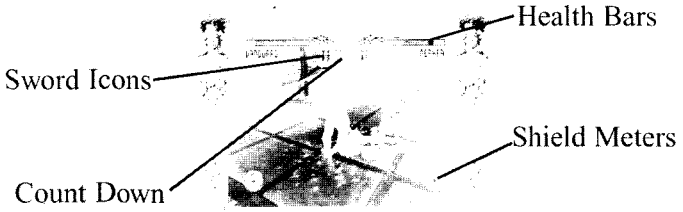
1. At Main Menu, display the TEAM BATTLE selection and press the ✕ button. (Player 1 or Player 2 can make the selection.)
2. Press the Directional buttons ➡ or ⬅ to select a fighter and press the ✕ button to add the fighter to your team.
3. Repeat the process until you've chosen as many fighters as you want (up to five), and then press the START button. (In two player games, both players must press the START button.)
4. The Bloodland Map appears, flying the Random flag. Press the ✕ button to begin the battle at a randomly selected site.
5. The battle rages until all members of one team or the other are destroyed.

SURVIVAL

Survival is a one player contest to see if a combatant can defeat all comers. Each battle is one round in length. Energy is NOT automatically replenished at the beginning of each new fight – you must survive on your original amount of energy topped off by any Health Vials you manage to collect during the fight.

1. At Main Menu, display the SURVIVAL selection and press the ✕ button.
2. Press the Directional buttons ➡ or ⬅ to select a fighter and press the ✕ button. You have 90 seconds to make your selection.
3. Begin the contest. Battles continue until you are defeated, or you destroy all comers.
4. When you win, (or are finally defeated), you'll receive a prowess rating for your performance.

THE BATTLE GAME SCREEN



COUNT DOWN Displays the time remaining in the round. The total time of a round is set in the Options Menu.

HEALTH BARS Display the health of each fighter. As damage increases, the fighter's red health meter diminishes. When it runs out, the fighter is defeated.

SWORD ICONS Under each fighter's Health Bar, displays the number of rounds to be won (from 1 to 5) for a match victory. Each round the fighter wins fills one of the blank icons. The first fighter to fill all his/her icons wins the match.

SHIELD METERS Show damage to the shield.

During battle, you can uncover needed medicine, magic and enhanced fighting powers by cracking open crates and chests. After exposing the treasures, move over them to benefit from their powers. Be quick: your opponent is after them too.



BLUE VIALS - MAGIC

Capture these to execute your magic attack skills.



YELLOW VIALS - HEALING ELIXIR

Take these to heal attack injuries or replenish health.



SWORD

Arming yourself with this weapon makes your attacks deadlier, more intense, and much more effective.

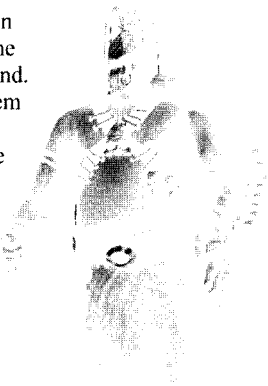


BOMBS

Bombs are a hazard released by breaking open crates and chests. They can injure you or your enemy.

MONGORO

CLAN OF THE CYCLOPS



BACKGROUND: As the result of a genetic defect, an entire race of enormous, brutal, one eyed cannibals haunts the Bloodland. Mongoro is the most bestial of them all.

GOAL: The Clan of the Cyclops wants the Book of Knowledge so they can discover how to ranch human beings like cattle for food.

WEAPON: Broad Sword

ARENA: Molten slag flows into a giant pool like lava seeping back into the volcano. Touch it and feel the torment of searing burns.

MONGORO'S SPECIAL MOVES	
Club Foot	✕ + ✕
Gut Buster	← + □
Cyclone	→ + △, □
Kindred Aroma	↓ + ✕
Slice & Dice	→ + □, □, ✕, □

GOAL: The Sethites think the Book of Knowledge is the word of the Clan's ancients. If they win it, they can return to being a great tradition as slavers.

WEAPON: Talon Hook

ARENA: Nephra's realm is an ancient regal tomb. Electricity arcs down from the heavens. You can die here from "natural causes" without Nephra ever laying her sword into your neck.

NEPHRA'S SPECIAL MOVES	
Pyramid	← + □, X
High 'O' Gliphics	← + △, X
Sphinx Lunge	△, □
Fiery Phoenix	↓, ↓ + R1
Queen of the Nile	→ + △, △, □, □

GOAL: The Clan of the Wretched believe that acquiring the Book of Knowledge will allow them to scour the earth, raising the dead into one invincible army.

WEAPON: Club

ARENA: Plague's domain is a castle from which a river of green ooze flows. Touch this slime and you begin to die.

PLAGUE'S SPECIAL MOVES	
Dead Walk	← + X, △, △, △
Dead Rising	X, X, △
Dead Dancing	← + △, △
Intestinal Release	↓ + □
Burial	△, □, □, X

NEPHRA

CLAN OF THE SETHITE

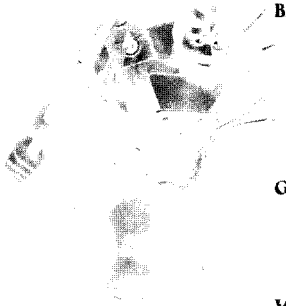
BACKGROUND: Warrior Princess Nephra is swift beyond belief. She can easily kill opponents without touching them, wielding her weapons with such dexterity that many hapless enemies have fallen victim to their fatal sting.

PLAGUE

CLAN OF THE WRETCHED

BACKGROUND: Plague is a revived corpse, restored to life by the ancient, secret practice of cell rejuvenation. Zombies like Plague are used as bodyguards by the Clan of the Wretched. Plague's quasi-comatose state can fool you. This nearly mindless

MCKRIEG
CLAN OF THE DWARVES



BACKGROUND: McKrieg is the most courageous and powerful fighter in the Clan of the Dwarves. He is forceful, well armored and agile. McKrieg can deliver deadly slashes while escaping untouched.

GOAL: Sadly, the peaceful Clan of the Dwarves sees no alternative to battle. They want only to avoid attack by more bloodthirsty clans.

WEAPON: Staff-Ax

ARENA: The Dwarfen home battleground is deep in a mine shaft. Battle to the death while trying to avoid runaway mining cars.

MCKRIEGS'S SPECIAL MOVES	
Triple Header	□, □, □
Gold Digger	← + X, X
Miner Headache	→ + X, □
Bombs Away	↑, ↑ + R2
Highland Fling	△, △, △, □

VANGUARD
CLAN OF THE DARK KNIGHTS

BACKGROUND: Vanguard is a skilled soldier who has dismembered numerous warriors. While not swift, he is decisive, brutal and bloodthirsty.

GOAL: The Clan of the Dark Knights once defended good against evil. They were the Wanderer's personal guard. But power corrupted them. Now they crave absolute control over all clans in the Bloodland and want the Book of Knowledge for that end.



WEAPON: Broad Sword

ARENA: Bowman surround the ring. They launch arrows through narrow slits in the castle walls, skewering unlucky souls who block their view.

VANGUARD'S SPECIAL MOVES	
Round Table	← + X, ← + X, ← + □
Royal Thrust	→ + △
The Knighting	← + △
Sovereign Honor	→, → + R1
Knight in Shining Armor	→ + □, □, □, □

PRINCESS ORION
CLAN OF THE ELVEN

BACKGROUND: Princess Orion is fast, athletic and murderous. Her weapon can slay an opponent twice her weight. While unfamiliar with battle and despising to hurt any living creature, Princess Orion knows she must take part in, and win, the Grand Tournament.

GOAL: The most peaceful clan in the Bloodland, the Elven have a long tradition of non-violence. But chaos threatens their very existence. If others acquire the Book of Knowledge, the clan will perish in the bloodbath.

WEAPON: Ax Bow

ARENA: Battle Princess Orion on a bridge next to an incredible waterfall. Bloodspattering combat is the perfect counterpart to such a setting.

PRINCESS ORION'S SPECIAL MOVES	
Lethal Cartwheel	← + △
Queen of Hearts	↑ + □, X, X
Thigh High	△, △
Heartbreaker	△, X
Her Majesty	↓, ↓ + △
Battle Royale	→ + △, → + △, □, □

FINKSTER
CLAN OF THE THIEVES

BACKGROUND: The Thieves live to steal, and Finkster is their best. He is sneaky, fast and as ferocious as a cornered wolverine.

GOAL: Once they control the Book of Knowledge, the Thieves intend to sell it to the highest bidder.

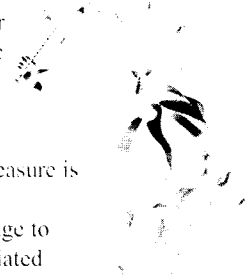
WEAPON: Daggers

ARENA: Finkster's realm is a hideout for himself and his fellow robbers.

FINKSTER'S SPECIAL MOVES	
The Heist	X, □
Bowl You Over	→ + X
Thief Dance	→ + □, □
Cutthroat	← + □, △
Stealth Elf	← + △, △
Dagger of Death	↑, ↑ + △
Wham Bam Thank You Ma'am	□, □, □, □, → + □, → + □

HECKLAR

CLAN OF THE JESTER



BACKGROUND: Once a Jester in Syn's court, Hecklar witnessed Syn's murder of a gigantic soldier and became terrified of her powers. Now degenerated into a raving psycho-killer, Hecklar is a sadistic adversary whose greatest pleasure is watching his victims suffer.

GOAL: Hecklar wants the Book of Knowledge to exact revenge against all who humiliated him.

WEAPON: Mace

ARENA: Hecklar's lair is appropriately designed a deranged carousel with Hecklar's head for a spinning centerpiece. Razor-sharp projectiles make for a very UN-merry-go-round.

HECKLAR'S SPECIAL MOVES	
Jester's Jig	← + □, □
Tumbling Act	← + □, ✕
Jumping Jester	← + △, ← + △
Leapin' Lizards	→ + △, → + △
Bubble Magic	↑, ↑ + R1
Joker's Wild	□, □, □, △, ↑ + △, ↑ + △

989 Studios / Sony Computer Entertainment America

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QA Manager	Mark Pentek
Lead Synner	Eric "Moloch" Molina
Assistant Lead Synner	Joe "Mongoro" Raposo, Jim "Hecklar" Harper

Synners

"Redemptor" Randy Blake, Andrew "Vanguard" Byrne, Ramon "2 Much Cologne" Concepcion, Lee "Feeble Grunt" Frohman, Anthony Gomez, Ashif "Da Beef" Hakik, Charles "Hazards On" Huenengardt, Chris Johnson, Chris Keith, "Unea" Dave Kinellyan Kougaenko, Victor QuimSYN, Corey "Slime Flow" Strock, Jesse "The Body" Wilson, Andrew "The Wanderer" Woodworth

Alternate Synners

Baladan "X Button" Atkins, Brand "Stygi" Inman, Jose "Common Combo" Cruz, Loren "Biscuit Head" Miller, Steve Dreo, Germaine Scott, Revera Gaston, Mark Valledor, Mike Madden "Hexy", Ben Briones, Ken Chan, Donovan Soto, Tobin Russell, Pete Mayberry, Conner Morlang, Henry Macairan, Chris Arrends, Dave Meagher, Ryan Joseph, Heather Meigs, Jason Torres, Raul Orozco, KevinSeiter, Jo Aragones, Andrew Patania

Special Thanks

Angus Guschwan, Buzz Burrowes, Kevin Horn, Chris Mayberry, Doris Johnson, Theresa Bottenhorn, Alexander Neff, Andrew House, Peter Dille, Molly Smith, Michelle Vercelli, Beeline Group, Hanshaw Inc., Three-8 Design Group, Alias-Wavefront, Donna Armentor, Jack Tretton, and Grace Kao