PlayStation

NTSC U/C

PlayStation

VAMPIRES

COUNTDOWN



MATURE

M

CONTENT RATED BY ESRB

SLUS-00898/01199
Item# 8853

2 DISCS

BANDAI

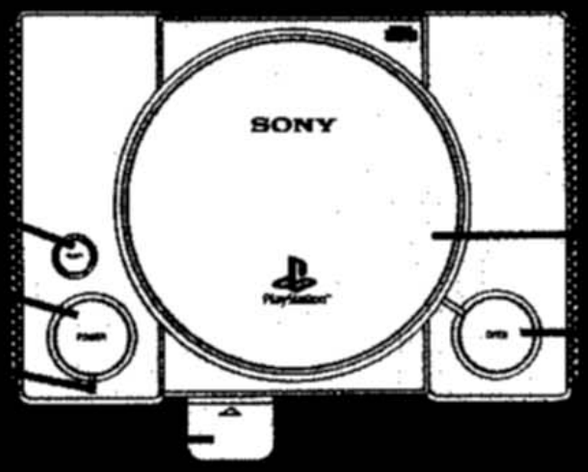


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GAME START

MAIN UNIT



(Top View)

RESET BUTTON

POWER BUTTON

POWER INDICATOR

CONTROLLER PORT

DISC COVER

OPEN BUTTON



(Front View)

MEMORY CARD SLOT 1

CONTROLLER PORT 1

MEMORY CARD SLOT 2

CONTROLLER PORT 2

Press the OPEN button on the main unit to open the cover, then place CD-ROM Disc 1 into the drive. Turn the unit ON. You will see an opening demo, then a TITLE screen. (To skip the opening demo, press the START button on controller.)

TO START A NEW GAME: Select "NEW GAME", press ⊗ button to confirm. MODE SELECTION screen appears. Select NORMAL or EASY (for beginners) and press ⊗ button to confirm.

TO CONTINUE A SAVED GAME: Select "LOAD GAME", press ⊗ button to confirm.

DISC CHANGE: You may need to change discs during the game. Replace Disc 1 with Disc 2 according to the instructions on screen.

Don't forget to insert a Memory Card. If you don't use a Memory Card, you will not be able to save your game. Do not attempt to remove a Memory Card from the unit during a game. This game uses a 3 block memory card.

CONTROLS

PERSONAL DATA INPUT

When the game starts, PERSONAL DATA INPUT screen appears. Please input your name and blood type. If you input a secret password, you may choose a special photo and game.







L1 Button	Switch Target	Press when in Attack Stance to target another enemy.
L2 Button	Reload Bullets	Press with R1 Button to load bullets (if available).
Directional Pad	Move	UP=Forward, DOWN=Back, LEFT=go Left, RIGHT=go Right
Select		Display Option Screen.
Start		Display Status Screen / Cancel CG movie.
R1 Button	Attack Stance	Hold down to target enemy, press ✕ to attack. (Available only when player is equipped with weapons)
R2 Button	MAP Display	Displays MAP. (Available only when MAP is obtained.)
○ Button	Switch Weapon	Hold R1, press to switch current weapon to another weapon.
✕ Button	Enter / Action	Check, use, select, open door, climb, enter, attack, zoom MAP in/out, etc.
□ Button	Dash	Hold down and press UP on Directional Pad to spring forward. / Hold down and press DOWN to turn 180°
△ Button	Cancel	Cancel.

Default button configuration can be changed in OPTION screen.

PROLOGUE



In Casino City Plata Losa... On the eve of a grand opening party for Desert Moon – a new hotel casino with a horror theme – Detective Keith J. Snyder, assigned to VIP security, is unexpectedly drawn into a horrific nightmare. At the height of the party festivities, a fire breaks out. Emergency sprinklers extinguish the fire, but they also spray some revelers with a mysterious black liquid that suddenly transforms them into vicious vampires! An ominous warning declares that the casino doors will be sealed shut in three minutes. Keith is desperate! But, carrying out his duty to search for VIP guests and risking his own survival, he opens new doors to "Desert Moon."

OBJECTIVE

THE PRIMARY OBJECTIVES OF THE GAME ARE:

1) To put to sleep all vampires that were formerly humans by shooting them with an anesthetic gun, and to rescue them by changing them back into humans with "White Water."
2) To defeat the true vampires. However, there is a hidden purpose... Discover it yourself!



RESCUE METHOD

If you shoot vampires that were formerly humans with the anesthetic gun, they will go to sleep. By getting close and sprinkling "White Water" on them, you can rescue them. (Even if they go down once, they may get up again. Make sure they are fully asleep before you attempt to rescue them.)



GAME OVER

A player is wounded whenever attacked by the enemy. Player's movement will change when injured. The degree of injury can be checked with Condition Gauge. If wounds accumulate to a certain degree, the player dies and the game is over.







Condition with no wound



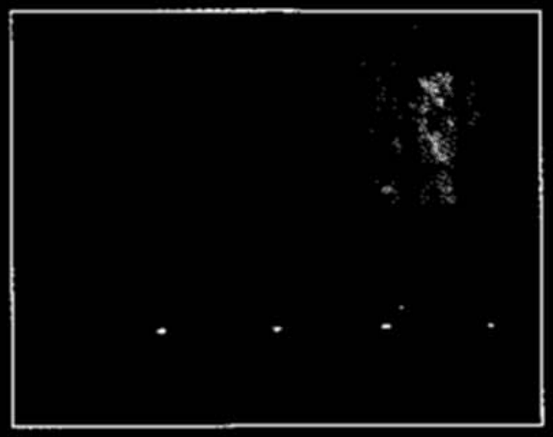
Condition wounded



Seriously wounded and dying

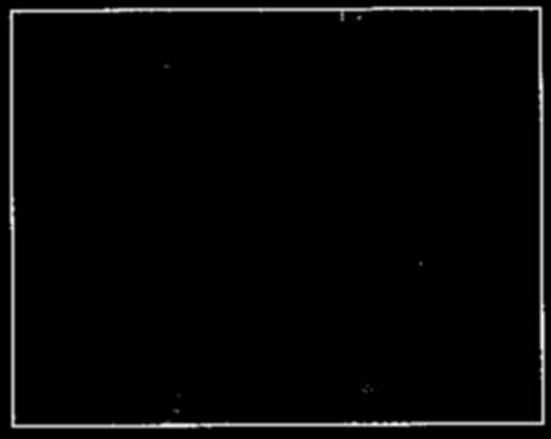
ACTION

ATTACK
When equipped with weapons, a player can attack by pushing the ⊗ Button while pushing R1 Button.





CLIMBING UP AND DOWN
When stairs or ladders are present, the player can climb up or down by pushing the UP Directional Pad and the ⊗ Button.



180° TURN
A player can turn 180° by pushing the DOWN Directional Pad and the ▣ Button.

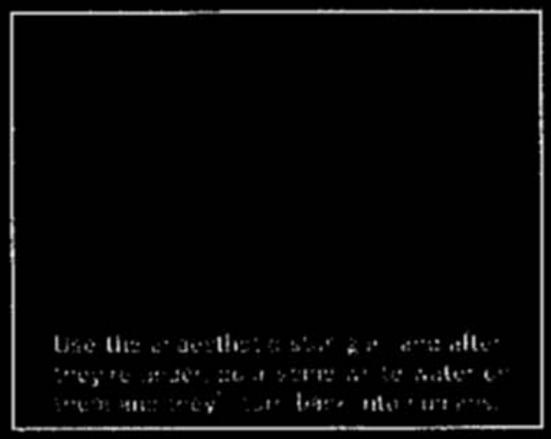




RESCUE

After putting vampires that were formerly human to sleep with the anesthetic gun, a player can rescue them by splashing "White Water" over them. Push the ⊗ Button near sleeping vampires to splash them with "White Water" and win a bonus.





SWITCHING WEAPONS

The player can equip himself with two weapons at a time, but one has to be the anesthetic gun. If the player pushes ○ Button while pushing R1 Button, the weapon can be switched.





EMERGENCY EVASION

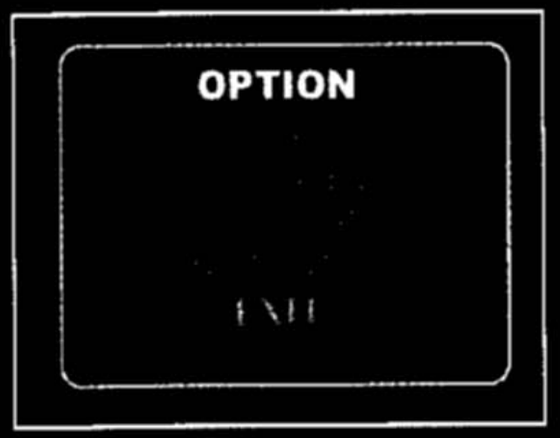
When a player is trapped by being grabbed or bitten, the player can quickly evade the situation by continuously hitting a Directional Pad and any of the ○, □, ⊗, or △ Buttons.





OPTION

If a player selects Option on the Title screen, or during the game, the Option menu appears.



KEY CONFIG.
Player can reconfigure the arrangement of buttons on the controller.





VIBRATION
Player can switch the vibration function of the analog controller ON or OFF. If the analog controller is not connected to the main unit of the Play Station, vibration will not function. If a player sets SE (Sound Effect) Volume at 0, vibration will not function.



SOUND

Volume can be set for BGM (Back Ground Music) and SE (Sound Effect). Sound can be switched to stereo or monaural. If the main unit of the Play Station is connected to a TV with monaural output, the sound may be unclear unless it is set to monaural. Please set according to the TV in use.



DISPLAY TUNING

If the TV in use has controls to adjust brightness, contrast and color, use the color bars provided to get the best picture.



SAVE / CONTINUE

By using the Network PC (which is located somewhere in certain Stages) a player can save the current game data. The **maximum** number of times a particular game file can be **saved until** "GAME CLEAR" is 150.



When a player stands in front of a Network PC and presses the ⊗ Button, the Menu opens. If the player selects "SAVE," the data from the current game can be saved. Follow the directions on screen when saving a game.



NOTES:

- Be careful. If new data is saved over old data, the old data will be erased.
- To save data, a separately sold memory card is needed.
- With each empty 3 block set, you can save up to 15 game files.
- Be careful. During recording or loading of game data, if player presses either the Power of Reset Buttons, or takes out the memory card, the data may be destroyed.

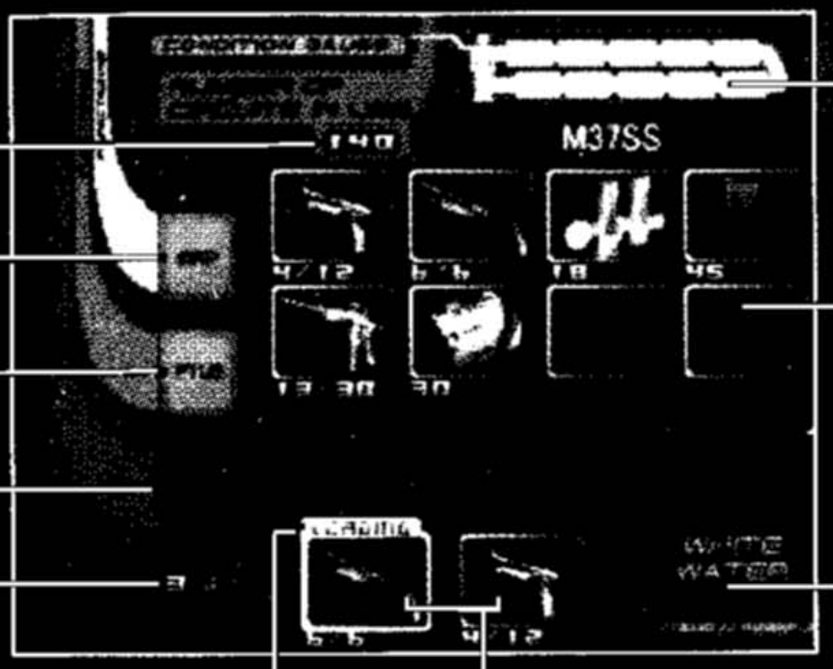
CONTINUE

When the game is over, the Continue/Exit screen appears. If a player selects "CONTINUE," play will resume at the last saved game. Play will begin in front of the Network PC, where the last save took place. If "EXIT" is selected, it returns to the Start screen.





STATUS



COIN SYSTEM

In this game, money is counted in J Units. J Units can be used in various places on certain Stages. For example, you use J units to play the slot machines and roulette wheels in the casino. With enough money, you can recover your health by buying food from vending machines or you can buy Stage maps from Map machines to find your way.



ITEM

USING ITEMS

Open Status screen and move cursor to select an Item from list. Press ⊗ Button once to hold the Item, then press a second time to use the Item. Player can hold up to 12 Items. Some Items can be used without opening Status screen.





EQUIPPING WEAPONS

Open Status screen and move cursor to select a weapon. Press ⊗ Button once to grab the weapon, then press a second time to activate the weapon. Weapons appear at the bottom of the Status screen.





CHECKING ITEMS

When a player opens the Status screen and holds down the ⊗ Button after selecting an Item, information about the Item is displayed. The player may get tips about how Items are used. Learn as much as you can.





HOW TO COMBINE ITEMS

The player can combine Items. For example, the player can load bullets into weapons by selecting each of them with the ⊗ Button.





NETWORK PC

The Network PC, in addition to saving game data (see p. 10), can be used to keep track of Stored Items and to receive and read e-mail (see p. 14).





TO ENTER / WITHDRAW ITEMS

Stand in front of the Network PC and press the ⊗ Button and the Maintenance screen appears. Select "ITEM" and the Item Storage screen appears. Select the Item you want to enter or withdraw with the cursor. To withdraw a Storage Item, use Directional Pad to select it and choose it with the ⊗ Button. Then move to an "EMPTY" box with Directional Pad and press the ⊗ Button. Item is withdrawn. To enter an Item into Storage, use Directional Pad to select a "NO ITEM" Box and choose it with the ⊗ Button. Select Item with Directional Pad and press the ⊗ Button. Item will be Stored.

MAP / FILE / MAIL

MAP

When a player buys a map from a Map machine within a Stage, a Map appears. Selecting "MAP" from Status screen displays the Map screen. (From Play screen, pressing R2 Button will also display Map screen). Pressing the ⊗ Button will enlarge the map, centering on player's current position.



FILE

Selecting "FILE" from Status screen displays a File List. Selecting a file from the list displays details of that file. Player may obtain useful hints from this information.





MAIL

With Network PC, a player can read their own e-mail or the e-mail of the PC's owner. When standing in front of the Network PC and pressing the ⊗ Button, the Maintenance screen appears. When the player selects "MAIL," mail received is displayed. Use the cursor to select mail you want to read.



FIRST ROUND STRATEGY

Point 1: Focus on Making Rescues
When a player rescues vampires that were formerly human, the monetary reward is not the only benefit. Depending on the number of people rescued, a new story will start.

Point 2: Don't Waste Bullets
Keep track of how much ammunition you need to kill certain vampires. Use the appropriate amount of ammo (bullets, grenades, etc.) to kill vampires of differing strength. Try to avoid overkill. The efficiency of battles is evaluated.

Point 3: Keep Searching – Stay in Action
Keep searching and stay in action by working through the files and memos you find. You'll find clues that give you access to unexpected Items that can even open up new Stages.

CAN YOU MAKE IT TO THE SECOND ROUND?

Keith Transforming! What's happening to him...?



