
PlayStation
PAL
BLOOD OMEN
LEGACY
OF
KAIN
TM
CRYSTAL
DYNAMICS

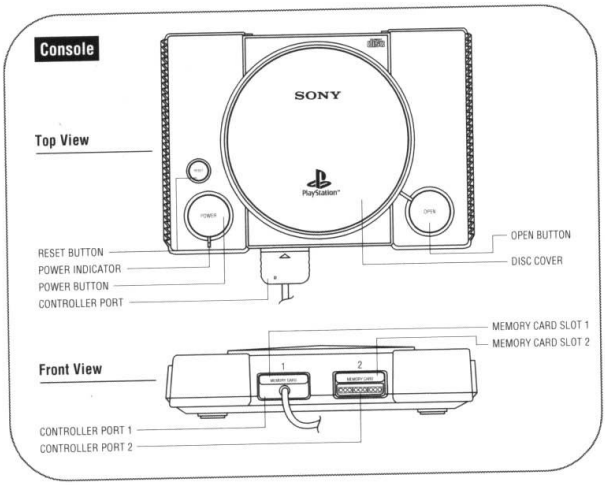
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SETTING UP

1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *BLOOD OMEN: LEGACY OF KAIN* disc and close the Disc cover.
4. Insert game controllers and turn ON the PlayStation™ game console.
5. Follow on-screen instructions to start a game.



It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

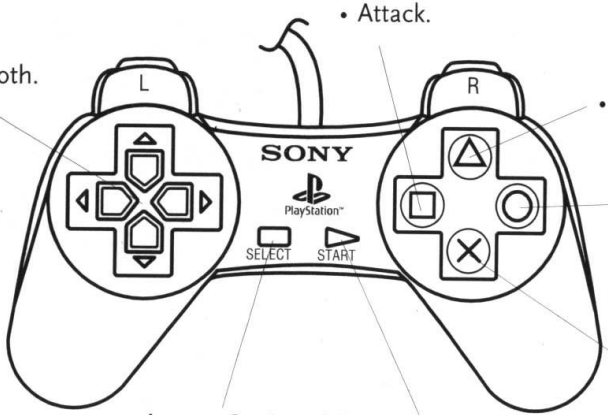
Memory Cards

If you want to save your games, connect one or two memory cards before turning on the PlayStation™ game console. If a memory card is full, you will not be able to save games to it. Delete some data before starting play. (See the hardware manual for instructions.) You can continue previously saved *BLOOD OMEN: LEGACY OF KAIN* games by loading them from the Main Menu (pg. 6).

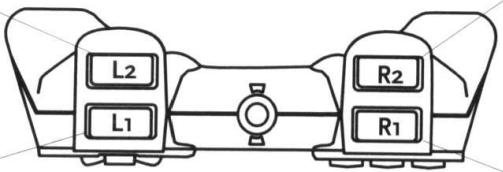
Warning – when using Memory cards containing multi-slot save games, always check that you have enough free blocks using the Internal Memory card manager before commencing gameplay

CONTROLS

Note – Use the CONTROLS option (pg. 7) to change the default controls.

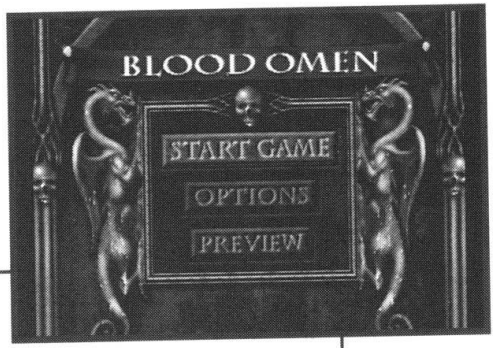


- Navigate Kain through Nosgoth.
- Attack.
- Access Forms Menu.
- Action.
- Feed.
- Talk to people.
- Cast a spell.
- Use an object.
- Jump (in Wolf form).
- Skip through FMA.
- Access Options Menu.
- Access Inventory Menu.



- Access overhead map.
- Access Quick Objects Menu.
- Zoom in/out.
- Access Quick Spells Menu.

STARTING THE GAME



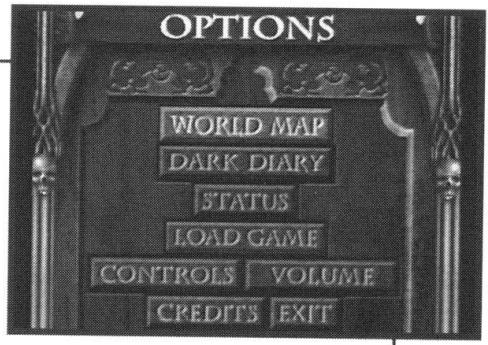
Main Menu

- Press the **Directional buttons up/down** to highlight START GAME, OPTIONS, or Preview.
- Press X to confirm your selection.

ITEM	USE
START GAME	Begin a new game.
OPTIONS	Go to the Options Menu to view make further selections and game adjustments.
PREVIEW	Check out the next big hit from Crystal Dynamics.

Options Menu

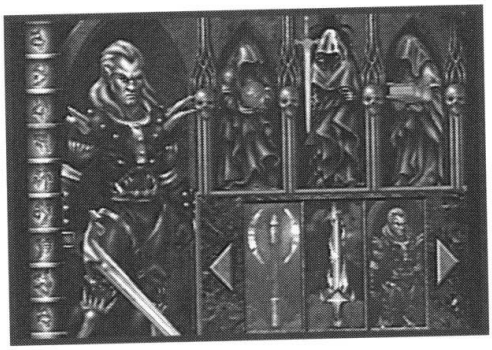
1. Highlight OPTIONS on the Main Menu and press X. During a game, press **Select** to pause and display the Options Menu.
2. Press the **Directional buttons left/right** to highlight options.
3. Press X to display submenus.
4. Press the **Directional buttons left/right** to change settings.
5. Highlight EXIT and press X to confirm selections and return to the Options Menu. If no EXIT option is available, just press X.



OPTION	USE
WORLD MAP	Examine the areas of Nosgoth that you've explored.
DARK DIARY	Review the full motion animations you've experienced.
STATUS	Check your body count, meals, mutilations and other appetizing activities.
CONTROLS	Remap the controller by selecting an action and then pressing a controller button to link it to that action.
VOLUME	Adjust the SOUND and MUSIC volume by pressing the **Directional buttons left/right** to move the slider.
CREDITS	Stroll the Hall of Shame.
LOAD GAME	Continue a saved game by selecting a memory card port on the Load Game Menu, and then selecting a previously saved game (see pg. 23, "Saving a Game").
EXIT	Return to the game.



INVENTORY



1. During a game, press **Start** to access the Inventory Menu.
2. Press the **Directional buttons left/right** to highlight an area: OBJECTS, ARMORY or SPELLS.
3. Press the **Directional button down** to display the highlighted area.
4. Press the **Directional buttons left/right** to scroll through the items.
5. Press ● to hear a description of a highlighted item.
6. Press ■ or **Directional button up** to return to the Inventory Menu; press **Start** to return to the game.

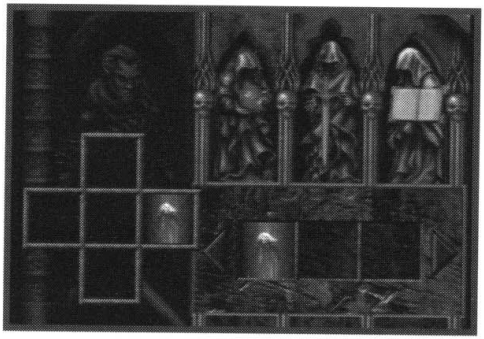
QUICK MENUS

Both Spells and Objects have Quick Menus, which allow you to load your four favorite spells and objects into fast-access menus.

To Load a Quick Menu:

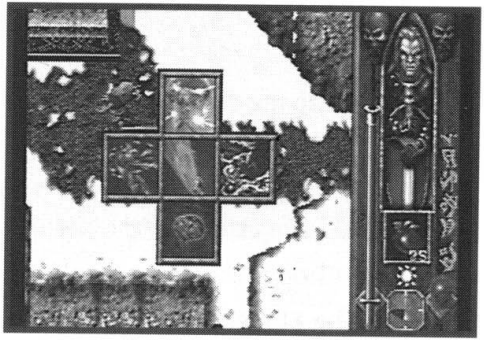
1. Press **Start** to access the Inventory Menu.
2. Highlight SPELLS or OBJECTS and press the **Directional button down** to enter the area.

3. Highlight a spell or object.
4. Press X to create a target box on the Quick Menu, use the **Directional buttons** to select an area on the Quick Menu, and press X again to load the item.
5. Press **Start** to return to the game.



To Use a Quick Menu:

1. Press **R1** (spells) or **R2** (objects) to access the Quick Menu.
2. Highlight the item you wish to load into the Spell Box, where it will be ready to use.
3. Press X to load the item and return to the game.



To Cast a Spell or Use an Object:

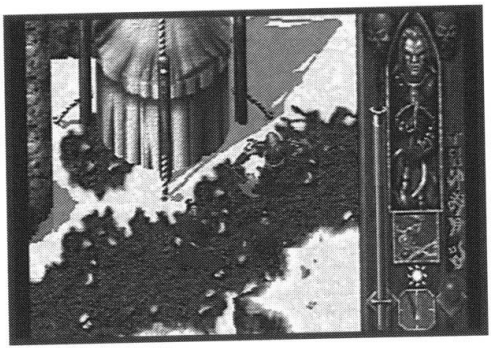
During the game, press X to cast the spell or use the item loaded in the Spell Box.

- You can only cast spells loaded in the Spell Box.
- You cannot use spells or objects when Kain is equipped with a two-handed weapon such as Axes or Soul Reaver, or is in any form other than Vampire.
- When the Spell Box icon is gray, you cannot cast that spell or use that object (for example, when Kain is equipped with a two-handed weapon).

WELCOME TO NOSGOTH

Steel yourself for a grim experience. As a vampire, you have to hack and think your way through a vast, unfriendly world. And the rules have changed. Things that are harmless to mortals can be deadly to a vampire. Study and learn.

Note – White puffs and "oof" sound effects indicate that Kain is taking damage.



Terrain

Water: Causes damage. In Wolf form, Kain can jump over small streams without damage. In Mist form, he can cross water with no damage.

Swamp: Like water, causes damage if crossed unless Kain is in Mist form.

Lava: Causes damage when touched, crossed or jumped over in any form.

Trees: Chop these down with Axes.

Standing Stones: Destroy these by using the Mace.

Boulders: Push these aside. As a fledgling vampire, Kain has the strength to push only small boulders.

Note – Drinking from certain Blood Fountains will increase Kain's strength, allowing him to push larger and heavier boulders.

Weather

Rain: Causes slight damage.

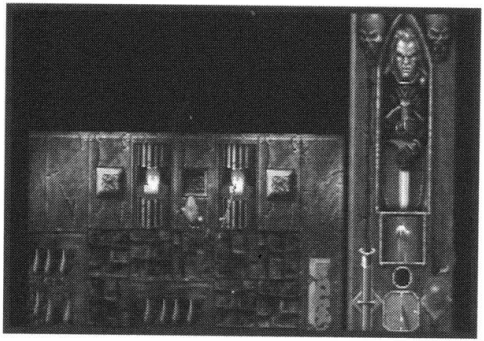
Snow: Causes slight damage.

Items

Barrels: Can be smashed open, often revealing power-ups.

Chests: Wooden chests open automatically. Iron chests must be smashed open with the Mace. Opened chests reveal power-ups.

Buttons, Switches & Levers: Throughout the game, Kain encounters wall buttons, floor levers and floor buttons. They are activated automatically by approaching them. Sometimes these devices must be activated in a specific sequence to trigger an event.



Vista Markers: Kain can trigger these red, glowing, triangular markers by walking over them. Some yield a descriptive voice-over, others a view to some significant location. Visual Vistas marked with a Bat Form icon indicate that Kain can fly to that location in Bat form. Vista markers in front of signposts and hanging signs yield a magnified image of the sign triggered.

Note – To replay Audio or Video Vistas, walk over the triangular marker again and press ●.

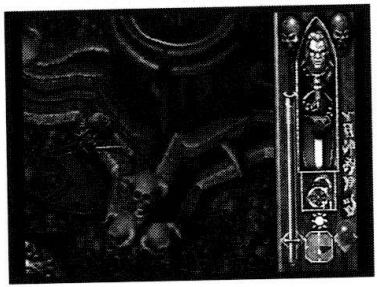
Teleporters: Pads marked with runes. When Kain stands on one, he is teleported to a "receiving" pad.

Humans

Villagers: In Disguise or Beguile form, you can "talk" to villagers by pressing ● when near them.

Chained Prisoners and Sleeping Villagers: Fast food. These "meals" don't have to be placed in Waver state before feeding.

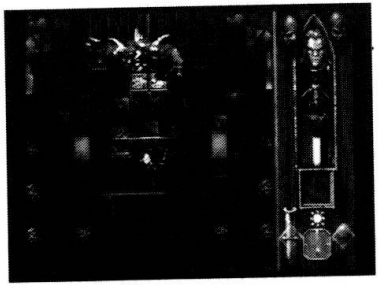
Blood Fountains



Scattered throughout Nosgoth, Blood Fountains bestow various powers when you drink from them. You may drink once only from each fountain.

- Three fountains bestow extra strength.
- Three speed your Magic recovery.
- One bestows protection from rain.
- One bestows protection from snow.
- One bestows an enhanced Disguise form, Beguile, which allows Kain to retain his Vampire form while appearing as a nobleman to humans.

Spirit Forges



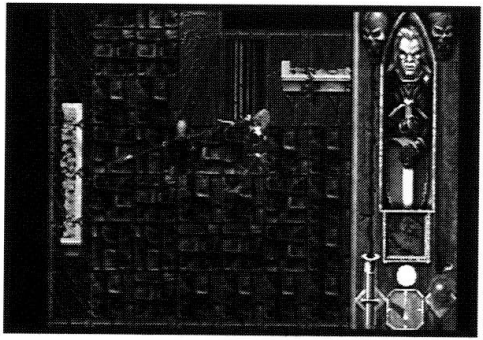
Hidden throughout Nosgoth are Spirit Forges, where you can sacrifice some of your blood for important artifacts.

FEEDING

Vampires must drink blood to survive. As you explore Nosgoth and gain experience as a vampire, your capacity to hold blood increases. Blood is consumed slowly to maintain your existence. It's also lost when you take damage.

How to Feed

1. Attack enemies. One hit before enemies die, they sway about the screen in a Waver state.
2. Approach an enemy while it's in a Waver state, and press ● to feed.



Note – You can also feed by using the Blood Gout and Blood Shower spells or by equipping Flesh Armor.

Blood Types

The four types of blood each have a different effect:

Red Blood: Increases the Kain's Blood Vial (Health Meter).

Black Blood: Decreases Kain's Blood Vial (Health Meter).

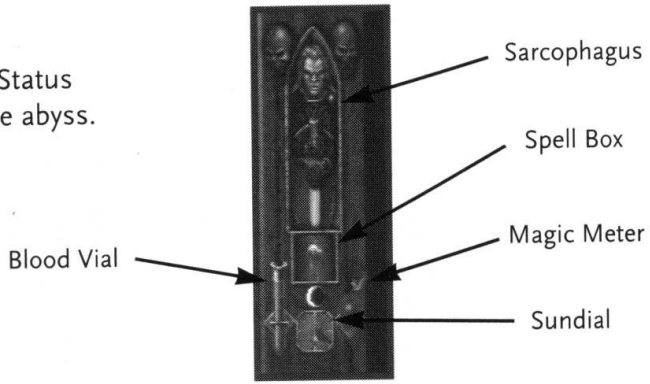
Blue Blood: Ghost/magic blood. Drinking blue blood increases Kain's Magic Meter.

Green Blood: Poison. If Kain absorbs any green blood, his Blood Vial turns green and blood loss accelerates until Kain heals himself with Anti-Toxin.

Note – Green blood wears off in time, if Kain has enough blood in his Blood Vial to wait it out.

STATUS BOX

Keep a watchful eye on your Status Box to avoid an eternity in the abyss.



INDICATOR	USE
SARCOPHAGUS	Depicts Kain's current weapon and armor configuration.
SPELL BOX	Shows spell or object currently loaded.
SUNDIAL	Shows time of day (sun) or night (moon). During the day, the strength of Kain's attack decreases; during the night, it increases. Every 15 minutes, an entire day cycle is completed (7.5 minutes of daylight, 7.5 of night).
MAGIC METER	Indicates Kain's current level of Magic.
BLOOD VIAL	Indicates Kain's current Health.

ARMORY

For times when the sword is mightier than the pen.

To Equip Armor & Weapons:

1. From the Inventory Menu, select the Armory area and press the **Directional button down**.
2. Highlight an item and press ● to hear a description of it.
3. Press X to equip the item.

ARMOR	USE
IRON	Standard armor, and your best all-round protection.
BONE	Causes weaker undead (Skeletons, Zombies, Shadows) to ignore Kain.
CHAOS	Enemies who attack Kain will suffer the same amount of damage as they wreak.
FLESH	Drains an enemy's blood, allowing Kain to concentrate on killing.
WRAITH	When Kain is wearing Wraith Armor, any enemy damage he takes is evenly divided between his Magic Meter and Blood Vial.

WEAPON	USE
IRON SWORD	An heirloom-quality weapon equally good for hacking open barrels and enemies.
MACE	Stuns human enemies and destroys breakable obstacles.
AXES	A brutal two-handed weapon perfect for cutting bloody swaths through multiple enemies. As with all two-handed weapons, Kain cannot cast spells or use objects while equipped with Axes.
FLAME SWORD	Burns enemies.
SOUL REAVER	This two-handed death dealer explodes enemies with one hit. However, it uses Kain's Magic Energy and prevents him from casting spells or using objects.

MAGIC

As Kain explores the world of Nosgoth, he will discover spells. Spells are automatically entered in Kain's Inventory when they are picked up. Spells must be loaded into the Quick Spell Menu and then into the Spell Box before they can be cast. Kain can only cast spells when he has Magic Energy. Each time a spell is cast, some of Kain's Magic Energy is used. As Kain collects pyramids, his Magic Energy capacity increases. Magic Energy is replenished slowly over time.

Note – See "Quick Menus," pg. 8-9, for information on loading and using spells.

SPELL	USE
SANCTUARY	Returns Kain to his crypt.
CONTROL MIND	Gives Kain mind possession over human enemies until the body of the possessed person is killed or until Kain chooses to "unpossess" the person.
SPIRIT WRACK	Gives Kain control over ANY enemy, except bosses.
ENERGY BOLT	Destroys enemies with a bolt of energy. Can be used to trigger switches.
LIGHT	Illuminates dark areas.
INCAPACITATE	Stops enemies.
STUN	Sends human enemies into a Waver state, allowing Kain to feed on them at his leisure.
BLOOD GOUT	A magical projectile that drains the target's blood into Kain's gullet.
BLOOD SHOWER	Blood-gouts all enemies in its area of effect.
REPEL	Shields Kain from all enemy attacks and deflects projectiles.
INSPIRE HATE	All enemies in the area of effect go insane with hate and attack each other for the duration of this spell.
SPIRIT DEATH	Causes immediate death to most enemies (except bosses).
LIGHTNING	Calls a rain of lightning upon all enemies on screen. Can only be used outdoors.

FORMS

As Kain's vampiric powers grow, he becomes able to assume different forms.

To Assume a Form:

1. Press ▲ to access the Forms Menu.
2. Use the **Directional buttons** to highlight the form you want to assume.
3. Press ✕ to morph.
4. Press ▲ when you're ready to return to Vampire form.

Note – You must obtain the appropriate form before you can assume its shape.

FORM	USE
VAMPIRE	Kain's natural form.
WOLF	Allows Kain to jump over otherwise impassable obstacles and ledges, move faster, and rip open throats. Press ■ to attack in Wolf form, and press ✕ to jump.
BAT	Allows Kain to fly to areas marked by Beacons and Boss Levels on the Bat Form Map. (Kain can assume Bat form only when outdoors.)
MIST	Allows Kain to pass through impassable areas such as doors, walls, and so on. Beware the Mist Vortex trap.
DISGUISE	Allows Kain to pass unnoticed among humans.
BEGUILE	Allows Kain to retain his Vampire form while appearing as a nobleman to humans. However, once Kain attacks, he reverts to Vampire form.

MAPS & AREAS

MAP	USE
WORLD MAP	Press **Select** to access. Highlighted areas show where Kain has already travelled.
AREA MAP	Press **L2** to access. Shows the overland or dungeon area Kain is currently occupying.
BAT FORM	Morph into Bat form to access this map.

MAP AREAS	USE
OVERLAND	All unspecified non-dungeon areas on the map.
VILLAGES	Village names and directions are usually given at Visual Vista Points.
BAT BEACONS	Large, rune-covered, antenna-like towers in the overland. These beacons appear as markers on the World Map, showing areas accessible by Bat flight.
BLOOD FOUNTAINS	Provide Kain with different power-ups. Don't get greedy because fountains harm Kain after the initial use.
SPIRIT FORGES	Supernatural spots where Kain can trade blood for objects.
TELEPORTERS	Teleport Kain to different areas.
AUDIO VISTA POINTS	Activate Kain and enemy dialogue. To re-activate, place Kain on the point again and press ●.
VISUAL VISTA POINTS	Activate still shots of various areas of the land. To re-activate, place Kain on the point again and press ●.
SAVE POINTS	Large, rune-covered, antenna-like towers in the dungeons. To save, step on the base. (See "Saving a Game," pg. 23.)

OBJECTS & POWER-UPS

OBJECT	USE
HEART OF DARKNESS	Resurrects Kain or restores health.
ANTI-TOXIN	Counteracts the effects of poison.
FLAY	This slow tracking projectile rips the flesh from its target.
PENTALICHE TAROT	Causes random death to multiple enemies.
IMPLODE	Projectile that implodes on contact.
PUTRESCE	This projectile melts the target in a boiling pool of green slime. Enemies that touch the pool also melt.
ENERGY BANK	Fills Kain's Magic Meter and allows him to cast spells without depleting his power. When the effects of the spell end, all of Kain's Magic Energy is consumed.
SLOW TIME	Slows everything to quarter speed for the duration of the spell.

OBJECT	USE
BLOOD VIAL	Increases Kain's Health Meter capacity.
BLOOD BEAKER	Restores Kain's Health points. Blood beakers come in three sizes: small, medium and large.
RUNE TRIANGLE	Increases Kain's Magic capacity.
MAGIC SPHERE	Restores Kain's Magic points.
ICON CARDS	All objects, weapons, armor, spells and forms are pictured on cards. Pick up cards to acquire whatever is depicted.

TOKENS

TOKEN	USE
NUPRAPTOR'S HEAD	Repairs the Pillar of the Mind.
VORADOR'S RING	Summons Vorador.
TIME STREAMING DEVICE	For trips down memory lane (1 time use).
DOLLMAKER'S DOLL	Holds the soul of King Ottmar's daughter.
DEJOULE'S INSULATING CLOAK	Repairs the Pillar of Energy.
BANE'S ANTLER HEADDRESS	Repairs the Pillar of Nature.
MALEK'S HELMET	Repairs the Pillar of Conflict.
AZIMUTH'S EYE	Repairs the Pillar of Dimension.
MOEBIUS' HOURGLASS	Repairs the Pillar of Time.
ANACROTHE'S SCALES	Repairs the Pillar of States.
MORTANIUS' DEATH ORB	Repairs the Pillar of Death.

HINTS IN A VEIN OF TERROR

- If you get stuck, try backtracking. You may have missed a switch or a trigger.
- Sometimes you need the help of others to accomplish a task. Control Mind is a must.
- Equip a new spell. You may need it to complete the section you're in.
- Wait until night to enter villages for easy feeding.
- Try moving non-stationary objects around. You might unlock something.
- Save smart, save often.
- If you get stuck - or lost, try using the zoom-out view.
- Watch the animations and listen for hints.
- Experiment with armor and weapons. Different combinations can be deadly.
- Certain enemies have weaknesses that can be exploited. Undead are susceptible to fire.
- You know you've backtracked if you see the ghosts of your vanquished foes.
- Certain forms have more than one use. Experiment.
- Sometimes it's better to blend in than to stand out. People will talk to you (or leave you alone) as long as you know how to look.
- Kain is more powerful at night. This is a good time to confront stronger foes.
- Feed well, but do not over graze the pasture..

- Blood Fountains offer Kain much more than a free meal. Listen to the Spirits.
- Once you pass through a land, you're far from through with it. Return there with new powers and you'll find that your patience yields great rewards.
- Don't just wait to use the Heart of Darkness until you need to be resurrected. Use it to add blood to your Blood Vial while you're alive.
- Don't rush. Take time to enjoy the sights of Nosgoth. You have eternity to exact your revenge. Use it!

Note – After you clear an area of foes, some will return as ghosts, Ghosts do damage to your Magic Meter. Ghosts' blood adds to your Magic Energy. Game play begins (in Mausoleum) on day 4 hour 17

SAVING A GAME

1. Walk to a Save Point in a dungeon and step on the base.
2. The screen will ask if you want to save the game. Select YES and press X.
3. The Memory Card Menu appears. Use the **Directional buttons** to select a memory slot.
4. Press X to save the game to that slot and automatically return to the game.



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Manual
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Thanks
Karyn DePetris
Ross Lillo

Special Thanks
Tom Carey
John Mitterer
Lyle Hall
All the "digital widows"
"The Coffee Guy"