
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00708
LEGACY of KAIN
SOUL REAVER
TM
CRYSTAL DYNAMICS
EIDOS
INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

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 game 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 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 game 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.

HANDLING YOUR PLAYSTATION® DISC

- This compact disc is intended for use only with the PlayStation game console.
- 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 the outer edge. Never use solvents or abrasive cleaners.

Want more LEGACY OF KAIN: SOUL REAVER game hints?
Call the EIDOS Interactive Hint Lines

1-900-77EIDOS (773-4367) U.S. Only
Cost of Call Automated: $0.99/minute/Must be 18 years or have Parent's Permission/Touch Tone Phone Required

1-900-64EIDOS (643-4367) Canada Only
Cost of Call Automated: $1.50CD/minute/Must be 18 years or have Parent's Permission/Touch Tone Phone Required

For tech support or warranty information, call 1-415-547-1244, available M-F 9:00 am – 5:00 pm PST.

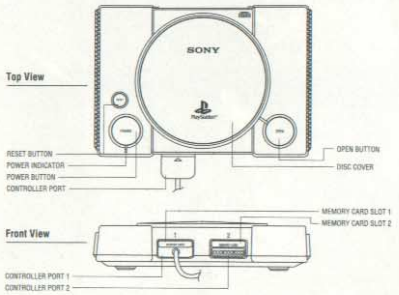
Getting Started 2
Controls 3
Setting Options 4
Saving a Game 4
Redemption 5

Living and Dying in Nosgoth 7
Innate Abilities 8
Earned Abilities 11
Combat 14

The Spectral and Material Planes 17
Warp Gates 19
The Soul Reaver 20
Glyphs 21
Essential Items 23
Nosgoth Dwellers 24
Kain's Legion 27



Getting Started



Setting Up

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the game disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

Memory Cards

To save game settings and results and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play.



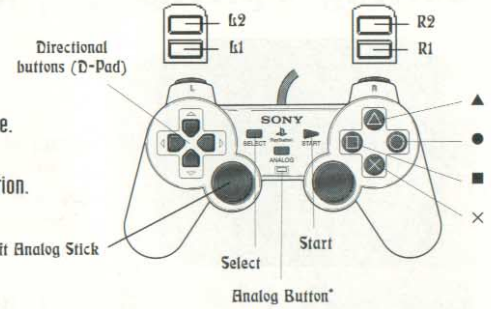
Starting a Game

1. From the title screen, press the D-Pad to highlight START GAME, and then press the × button.
2. The game will scan for a Memory Card and check the data on it.

   Note: If you don't have a Memory Card in Slot 1, you will see a warning message. Follow the directions to play without a Memory Card.
3. Highlight an empty slot for a new game or highlight the saved game you want to play and press the × button.
4. Highlight LOAD GAME and press the × button to load the game

   Note: You MUST have a Memory Card to save your progress as you explore the world of Nosgoth. LEGACY OF KAIN: SOUL REAVER is an epic game. We recommend using a Memory Card.

Controls



General

START button ..... Pause/resume game.
Directional buttons ..... Select menu item.
× button ..... Accept menu selection.

Gameplay

Directional buttons (D-Pad)
or Left Analog Stick ..... Move Raziel while running, gliding, climbing or swimming.
× button ..... Jump/swim.
L1 button + × button ..... High jump/speed burst underwater.
Jump + hold × button ..... Glide.
■ button ..... Action button (i.e. attack/pick up, use, move, grab, push or flip blocks/activate objects/shift planes from Glyph Spell menu/ activate warp gate "menu").
▲ button ..... Execute a fatal move on a stunned enemy/aim and fire projectiles.
● button ..... Devour soul.
L1 button ..... Crouch/crawl.
R1 button ..... Sneak/hold to autoface nearest enemy/re-press to face next enemy.
L2 button + R2 button ..... Look-Around mode.
L2 button or R2 button ..... Rotate camera. Tap L2 or R2 to swing camera into position behind Raziel.
SELECT button ..... Access Glyph Spell menu.

You can turn the Dual Shock™ Analog Controller's VIBRATION feature on/off from the Options Menu. See page 4.
* Make sure the Analog button is ON (glowing red) in order to use the Left Analog Stick.

Setting Options



1. To open the Options menu:
   - Select OPTIONS from the Main Menu, or
   - Press the START button to pause during a game, use the D-Pad to highlight OPTIONS and press the ✕ button.
2. Highlight the SOUND, MUSIC or SPEECH option and press the D-Pad left/right to change its value.
3. Highlight the VIBRATION option and press the D-Pad left/right to toggle the controller's vibration feature ON or OFF (Dual Shock™ Analog Controller only).
4. Highlight DONE and press the ✕ button to exit the menu.

Saving a Game



1. Press the START button to pause the game and access the Pause menu.
2. Use the D-Pad to highlight SAVE GAME and press the ✕ button.
3. For your first save, just press the ✕ button. 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 three LEGACY OF KAIN: SOUL REAVER games per Memory Card.
4. To resume a saved game, use the steps in "Starting a Game" on page 2. When you resume a saved game, all of Raziel's progress is restored, but he always begins from the Elder God's chamber.

Redemption



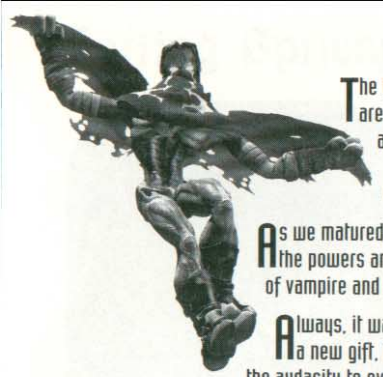
Dark Gods

A millennium has passed since Lord Kain set his capital in the ruins of the Pillars of Nosgoth and began his conquest of the world. His first act was to recruit a cadre. Dipping into the underworld, Kain snared six souls and thus birthed his lieutenants, of which I, Raziel was one. We, in turn, prowled the twilight of purgatory building six legions of vampires to pillage Nosgoth.

The destruction of the major human Kingdoms was inevitable. Within a hundred years, humanity had been thoroughly domesticated. To be sure, there remained some feral humans scattered across the hinterlands, clinging to their hopeless holy war to rid Nosgoth of "the vampire scourge." They were tolerated. They made existence for the fledglings more challenging.

After the taming of the humans, our real work began: shaping Nosgoth to our will. Around the Pillars, slaves constructed a shrine worthy of our new age, worthy of our dark renaissance. Huge furnaces were built to belch smoke into the sky, shielding the land from the poisonous effects of the sun. Never had the world known a time of such beauty. However, we grew bored.

We allowed the remains of the legions, the lesser vampires, to have their intrigues. They provided amusement and spice to an increasingly uninspired court. As faction fell against faction we bet upon the outcome. We helped and foiled plots at our whim. We were the Council and Lord Kain, our only master.



Raziel

The humans think it is a poison of the blood that makes us what we are. Fools, the blood only feeds the bodies we live in. To create a vampire, one must steal a soul from the abyss to reanimate the corpse. It is the body that demands the blood sacrifice; our souls gain their advantage from the powers of the underworld.

As we matured, our earthly bodies evolved into a higher form. We assumed the powers and nobility of the Dark Gods. With each change, the trivial affairs of vampire and man held less interest.

Always, it was Kain who would change first. After the master had experienced a new gift, one of us would follow in a decade or so. That is, until I had the audacity to evolve before my master. I was gifted with wings. And for my impertinence I was damned.

The Elder

To us the touch of water is agony; it burns our flesh like acid. My punishment was to be cast into The Lake of the Dead, our execution ground for traitors and weaklings. As my brethren heaved me into the air I could see the bemused expressions on their faces. The transitory thrill of something new. Then the pain. Melting, twisting, burning, falling. A new experience indeed. Time. I have no concept of how long I fell. Only that there was an end to the fall and through the pain I heard the voice. At first I thought it merely the echoes of my own tortured mind, but I grew to understand that it was more. Something primal. Something angry. Something righteous. Something ancient.

The Elder explained much to me. It told me of creation, of death, of souls and of hunger. For eons the Elder fed upon the souls of Nosgoth. Then Kain's vampire dynasty deprived the Elder of sustenance. For centuries his hunger grew and festered in this place.

The Elder offered me a solution to my sorry existence - if I would stalk the Material Plane, slaying my former brethren, then I would have the chance to avenge myself against Kain.

How could one refuse such an offer?

Living and Dying in Nosgoth

The Material Plane



Health Coil

The Spectral Plane



Health Coil

As Raziel, you are immortal. You cannot die. However, you can lose energy. The Health Coil tracks your energy reserves.

On the Material Plane, you constantly consume energy in order to maintain your physical form. For this reason, your Health Coil constantly drains. To replenish your energy and maintain your physical presence on the Material Plane, you must regularly feed on the souls of your enemies. [See the "Abilities/Feeding" section for details on how to feed.]

If your energy depletes to nothing on the Material Plane, you will be forced to shift to the Spectral Plane. Here, your energy will slowly recover. You can hasten its restoration by devouring the lost souls of the underworld and the souls of spectral enemies.

If you lose all your energy on the Spectral Plane, you return to the Elder's chamber.

Innate Abilities



Gliding

- Press the ✕ button to jump.
- While in mid-air, press and hold the ✕ button to glide.
- Hold the R1 button to glide straight down.
- Release the ✕ button to drop to the ground.

Raziel can gain additional lift by gliding over updrafts or thermals of warm air where they occur.

Crouching/Crawling

- Hold the L1 button to crouch.
- Crawl by holding L1 while moving Raziel with the D-Pad.

Raziel cannot fall off ledges or platforms while crawling.

Collecting and Using Objects

There are three basic types of objects in Nosgoth:

- Weapon objects that can be picked up.
- Block objects that can be relocated or reoriented.
- Contextual objects such as doors and switches.

Raziel can interact with objects on the Material Plane ONLY! THERE IS NO OBJECT INTERACTION ON THE SPECTRAL PLANE. Raziel cannot pick up weapons, move blocks or open doors on the Spectral Plane.

Weapon Objects

Raziel can pick up a variety of useful objects that can serve as weapons or for other purposes. These objects generally fall into the following classes: two-handed staff weapons, two-handed blunt objects and torches. Be on the lookout for fence posts, window bars and other "hidden" objects that can be broken off and used as weapons.



To pick up a weapon object:
- Move Raziel near or over the object.
- Press the ■ button to grab the object.

To put down an object:
- Hold down the L1 button and press the ■ button.

Block Objects

Throughout his explorations, Raziel will find opportunities to use block objects.

To push blocks:
- Move Raziel next to a block object.
- Press the ■ button to push the object.

To grab blocks:
- Move Raziel next to a block object.
- Press and hold the ■ button to embed Raziel's claws into the block.

To move grabbed blocks:
- While grabbing the block (holding the ■ button), press the D-Pad to move it.
- Release the ■ button to disengage the block.

To flip block objects:
- Move Raziel next to a block object.
- Press and hold the L1 button and Raziel will crouch.
- Press the ■ button and Raziel will flip the block. Blocks can be flipped in place, or flipped up onto adjacent blocks or terrain of the same height.

Contextual Objects

A variety of contextual objects such as doors and switches are scattered throughout Nosgoth.

To activate contextual objects:

- Move Raziel next to the object.
- Press the ■ button to interact with the object.

Sneaking

By sneaking Raziel can grope his way over precarious terrain and creep up on enemies.

To sneak:

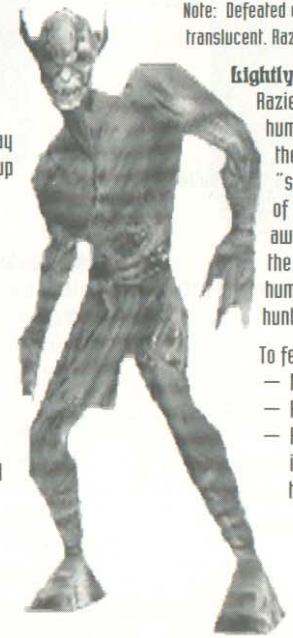
- Press and hold the R1 button while moving Raziel.

Raziel will not fall off ledges or platforms while sneaking.

Feeding

Feeding on Enemies

To sustain existence, Raziel must feed on the energy of creature's souls. He can also feed on the energy of discorporated spectral enemies.



To feed on enemies:

- After Raziel defeats enemies on the Material Plane, their souls float free from their bodies.
- Press and hold the ● button to have Raziel devour the liberated soul.

Note: Defeated enemies on the Spectral Plane become translucent. Raziel can feed on translucent enemies.

Lightly Snacking on Humans

Raziel can "embrace" non-combative humans and drain their souls without the need for combat. He can also "sip" at a human's soul, leaving some of it to recover. If he gets carried away and devours the entire soul, the human will die. Non-combative humans are villagers and any vampire hunters who perceive Raziel as an ally.

To feed on a human soul:

- Move Raziel near a human.
- Press the ● button.
- Release the button before the soul is completely devoured to allow it to recover.

Earned Abilities

Raziel gains most of his earned abilities by devouring the souls of Clan Leaders. He can also gain abilities in other ways.

Phasing Through Gates

This earned ability allows Raziel to phase through otherwise impassable barriers such as fences, gates and grates.

To phase:

- While on the Spectral Plane, push against a gate. Raziel will dematerialize and phase through it.

Scaling Walls

Scaling walls is only possible on the Material Plane. If Raziel transitions to the Spectral Plane while scaling a wall, he will automatically drop to the ground.

Raziel can't engage in combat while scaling a wall. Avoid enemies, or dispatch them before climbing. Only certain walls are scalable.

To scale walls:

- Press the ✕ button to jump onto a scalable wall surface.
- Press the D-Pad to move along the wall. Raziel automatically pulls up onto ledges when he reaches the top of the wall.
- Press the ✕ button to drop off the wall.

Firing Telekinetic Force Projectiles

When not carrying the Soul Reaver or another item, Raziel can gather and throw a ball of telekinetic energy. Enemies and moveable objects are shoved backward when the sphere of force hits them. Fragile or breakable items like windows and wooden barriers are shattered by the impact of the force projectile.

The projectile itself does little damage, but enemies can be forced into damaging or fatal environmental elements. For example, they can be slammed into a wall or pushed into water, fire or sunlight.

You can aim the force projectile automatically or manually, like any other projectile. [See the "Combat/Projectile Attacks" section for details.]

To cast a telekinetic force projectile:
- Hold the ▲ button to form the projectile.
- Release the ▲ button to throw the projectile.

Swimming

Raziel is unable to swim at the start of the game. Before he learns to swim, falling into water on the Material Plane immediately causes him to shift onto the Spectral Plane.

Water on the Spectral Plane has no lift; instead, it is as ephemeral as air. Raziel can never swim on the Spectral Plane. He can walk on lakebeds and canal floors, but he cannot reach higher areas. Once he earns the ability to swim, Raziel can access previously unreachable areas on the Material Plane.

While swimming, Raziel is more vulnerable than normally. His combat abilities are limited, regular attacks are not available, use of projectiles is limited, and Raziel must rely more on evasive tactics than aggressive attacks when dealing with enemies.

Note: While Raziel is swimming, you cannot rotate the camera with the L2/R2 buttons.

To swim on the Material Plane:
- While in the water, hold the ✕ button to swim at a constant speed.
- Tap the ✕ button once to swim one stroke.
- Tap the ✕ button repeatedly to swim quickly.
- Hold the R1 button while using the ✕ button to swim more slowly and turn with more precision.
- Press the D-Pad to orient Raziel.

To jump out of the water/speed burst in water:
- Press and hold the L1 button to coil back in the water.
- Press the ✕ button to propel Raziel out of or through the water.

To climb out of the water:
- Swim to a low bank or ledge.
- Press the D-Pad toward the landing place to pull up onto it.

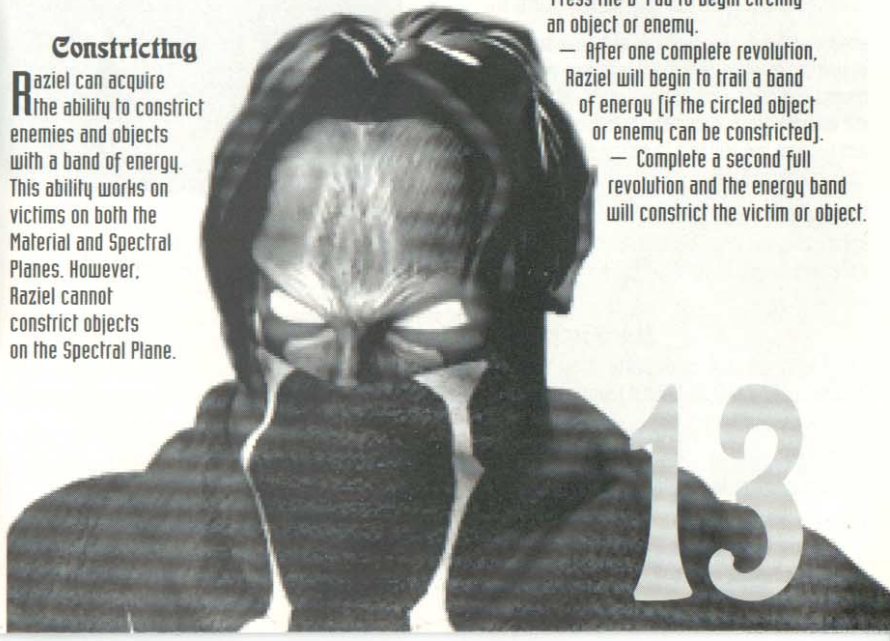
Constricting

Raziel can acquire the ability to constrict enemies and objects with a band of energy. This ability works on victims on both the Material and Spectral Planes. However, Raziel cannot constrict objects on the Spectral Plane.

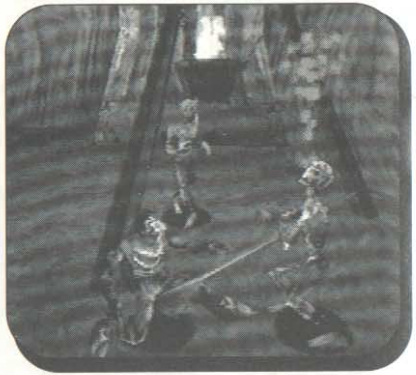
Once constricted, vampires can be reduced to a stunned state. Most humans are rendered lifeless when constricted.

You can rotate certain objects such as gears or statues by constricting them. Turn the objects either clockwise or counter-clockwise, depending on which direction Raziel runs while constricting.

To constrict:
- Press the D-Pad to begin circling an object or enemy.
- After one complete revolution, Raziel will begin to trail a band of energy [if the circled object or enemy can be constricted].
- Complete a second full revolution and the energy band will constrict the victim or object.



Combat



Your goal in combat against vampires is to reduce them to a stunned or impaired state so you can grapple them or execute a fatal blow. To stun a vampire, slash at it until you pummel it into submission. Repeated blows reduce vampires to a groggy, swaying, zombie-like state.

When stunned or recovering from a stunned state, vampires are vulnerable to fatal moves. While they're still groggy and clearly losing blood, grapple them or deliver the coup de grâce. If you don't, they will soon revive and become invulnerable to extreme measures, so you must act immediately.

Surprise enemies by sneaking up on them or throwing a projectile before they see you. This will have the same effect as attacking a stunned target, i.e. you can fell the enemy with a fatal blow.

Autofacing Enemies

The key to success in combat is the ability to engage your opponent face to face. LEGACY OF KAIN: SOUL REAVER features an autoface button to simplify this process.

To autoface:
- When close to an enemy, press and hold the R1 button to automatically face the nearest enemy

To face another enemy:
- Release the R1 button. Re-press and hold the R1 button to automatically face the next closest enemy.

Combination Attacks

- Tap the ■ button to execute a short jab attack.
- A second rapid tap executes a slash attack.
- A third rapid tap executes a more powerful slash attack.



Dodging

- When autofacing an enemy, press the ✕ button while pressing the D-Pad away from or to the side of the enemy.

Lunging Attacks

Lunging attacks cover more distance and deliver more damage than any single combination attack.

To lunge:
- When autofacing an enemy, press the ✕ button while pressing the D-Pad toward the enemy.

Grappling and Throwing Enemies

Once an enemy is stunned or recovering from a stun, Raziel can grapple and throw his victim. Grappled enemies can be hurled into spikes, shafts of sunlight or other deadly environmental elements. Recovering enemies will struggle and may escape your grasp if you don't throw them quickly.

To grapple and throw an enemy:
- Press and hold the ▲ button to grab a stunned enemy.
- Press the D-Pad to orient Raziel.
- Release the ▲ button to throw the enemy.



Fatal Blows

Impaling

When equipped with a staff-type weapon, Raziel can batter an enemy into a stunned/damaged state and then initiate an impale move to destroy his foe.

To impale:

— Press the ▲ button.

Note: Make sure to devour the soul of the impaled enemy before collecting the weapon or it will regain its soul and return to life.



Immolating

When equipped with a torch weapon, Raziel can set a stunned/damaged vampire on fire.

To immolate:

— Press the ▲ button.



Projectile Attacks

Raziel can throw any weapon he is currently holding.

To auto-aim the weapon at the nearest enemy:

— Hold the ▲ button to aim.

— Release the ▲ button to throw the object.

To manually aim projectiles:

— Press L2 + R2 to enter Look-Around mode while holding the ▲ button.

— Press the D-Pad to aim.

— Release the ▲ button to throw the weapon.

The Spectral and Material Planes

Raziel dwells on two planes: the Material Plane — the realm of the living; and the Spectral Plane — the realm of the dead. After being executed by Kain, Raziel was transformed into a creature of the Spectral Plane.

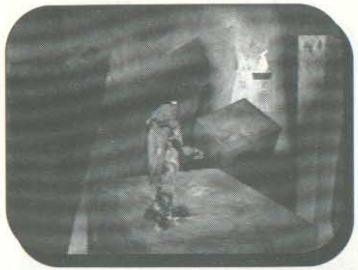
— The Spectral Plane is a darker, more twisted version of the Material Plane. As Raziel passes from one plane to the other, the world around him twists and reshapes itself. Places and items which are unattainable to Raziel on one plane may be attainable on the other.

— Some mechanics are only effective on one plane. In general, "physical" actions that involve interacting with objects or terrain are only functional on the Material Plane.

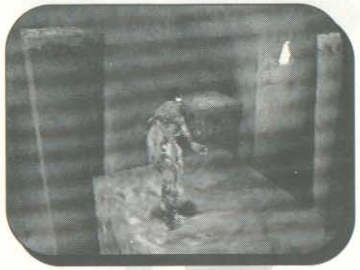
— Different creatures inhabit the Material and Spectral Planes — vampires and humans exist on the Material Plane; enemies like the Sluagh and Vampire Wraiths exist only on the Spectral Plane. Clan Leaders have a limited ability to shift between planes, but only momentarily.

— On the Spectral Plane, time is irrelevant. While you're on the Spectral Plane, time stops on the Material Plane. Use this phenomenon to solve otherwise impossible puzzles.

Spectral Plane



Material Plane



- While on the Material Plane, Raziel's life energy is constantly drained to maintain his material form. Raziel must feed on the souls of his enemies to replenish his health and remain on the Material Plane. If he is damaged or does not feed, Raziel will be pulled back onto the Spectral Plane.
- On the Spectral Plane, Raziel's energy begins recovering gradually. He can speed the recovery and regain total health by finding and feeding on lost souls wandering the Spectral Plane, and the souls of the various creatures that live off them.
- Raziel can always easily abandon his physical form and shift from the Material back to the Spectral Plane.
- On the Spectral Plane, if Raziel is at full health and has a planar portal at his disposal, he can voluntarily shift onto the Material Plane.

Shifting from the Material to the Spectral Plane

- Press the SELECT button to open the Glyph Spell menu.
- With the D-Pad, highlight the Shift glyph.
- Press the ■ button to shift between planes.

Shifting from the Spectral to the Material Plane

- While at full health, locate a planar portal.
- Stand in the flame in the center of the portal.
- Press the SELECT button to open the Glyph Spell menu.
- Use the D-Pad to highlight the Shift glyph and press the ■ button.



Planar Portal

Warp Gates



Warp gates allow Raziel to travel quickly through the world of Nosgoth. Raziel can only travel between active warp gates, and he must turn the gates "on" during visits to the rooms. Areas not yet visited are grayed out when viewed through a warp gate. Raziel must activate the associated warp gate before he can travel to those areas.

To activate a warp gate:

- Move Raziel onto the circular symbol on either side of the warp gate.
- The symbols and the archway begin glowing as the warp gate becomes permanently active.

After activating multiple warp gates, you can select the area you want to warp to.

To travel via warp gates:

- Move Raziel onto the glowing symbol on either side of an active warp gate.
- Press the ■ button. Raziel is automatically centered on the symbol and two glowing arrows appear to his left and right. The warp gate dissolves into a portal image, revealing another warp gate room elsewhere in Nosgoth.
- Press the D-Pad left/right to look into all warp gate rooms, one after the other. Areas with active warp gates appear clearly. Areas with non-active warp gates are misty.
- Press the D-Pad up to move Raziel through the warp gate into any "active" room. Raziel cannot warp to any "non-active" room until he visits that area and activates the warp gate.

To exit a warp gate without traveling to another location:

- Press the ■ button. The portal image fades.
- Raziel can now move through the archway while remaining in the same area.

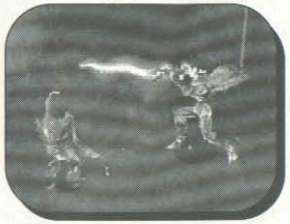
The Soul Reaver

The Soul Reaver is the only weapon that Raziel can carry between planes. It remains active when Raziel shifts from the Material to the Spectral Plane (unlike other weapons, which Raziel drops when shifting to the Spectral Plane).

Raziel must acquire the Soul Reaver during his quest. After he gains possession, the Soul Reaver becomes part of him. He will not drop it or lose it. However, he can lose (and regain) the use of it.

The Soul Reaver will only manifest in the Material Plane when Raziel is fully charged with energy. Once manifest, the Soul Reaver sustains Raziel's energy so that it no longer drains in order to maintain his physical form. So, Raziel will only take damage from combat. If Raziel takes damage, the Soul Reaver will disappear until his energy is once again fully charged.

As with other weapons, when handling the Soul Reaver, press the ■ button for slashing attacks, and press the ▲ button to execute a fatal blow on a stunned enemy.



Projectiles

After Raziel gains the Force Projectile ability, the Soul Reaver can shoot projectiles.

To shoot with the Soul Reaver, hold the ▲ button to charge it, and release the ▲ button to fire.



Fire Reaver

Hidden in Nosgoth is a fire forge. Baptizing the Soul Reaver in the forge imbues the weapon with fire. Later encounters with fire on the Material Plane allow you to transform the Soul Reaver into the Fire Reaver by passing the weapon through the flames.

The Fire Reaver continues as long as Raziel's energy is fully charged. When Raziel takes damage, the weapon disappears, true to its fundamental nature as the Soul Reaver. Raziel must fully recover his energy to regain the Soul Reaver. To recharge the Fire Reaver, pass the Soul Reaver through fire once again.

Glyphs

Six Glyph Altars are hidden throughout Nosgoth. Each ancient altar is associated with an elemental glyph (or spell). Once Raziel solves the puzzle of the Glyph Altar, he is awarded an elemental glyph. Glyphs go permanently into your Glyph Spell menu. Except for the Shift Glyph, all glyphs are active on the Material Plane only.

Glyphs invoke powerful elemental energies that damage multiple enemies on the Material Plane. Glyphs have varying ranges and areas of effect.

Note: Being elemental in nature, glyphs are sensitive to the environment in which they're invoked. All glyphs operate on the Material Plane, except in water. When swimming on the Material Plane, Raziel can only invoke the Shift Glyph. Likewise, all glyphs except the Shift Glyph become inactive on the Spectral Plane.

Eldritch Energy

Casting a Glyph Spell consumes Eldritch energy. Raziel can find Eldritch energy scattered throughout the game. Destroyed enemies sometimes leave Eldritch energy behind. There are also secret locations that will fully charge Raziel with Eldritch energy.

An on-screen display reveals the amount of Eldritch energy Raziel currently holds. To the left, another number indicates the energy cost of the currently selected spell. This number changes as you highlight different spells in the Glyph Spell menu. If Raziel doesn't have enough energy to cast a particular spell, its glyph is grayed out.

Casting a Glyph Spell

- Press the SELECT button to open the Glyph Spell menu.
- Use the D-Pad to highlight the Glyph Spell you want to cast. (If you don't have enough Eldritch energy to use the spell, its glyph will be grayed out.)
- Press the ■ button to cast the highlighted Glyph Spell and close the menu.
- Press the SELECT button to close the Glyph Spell menu without casting a spell.

Note: "Pips" in the Glyph Spell menu are placeholders for glyphs that haven't been gathered yet.

Shift Glyph
When Raziel casts this glyph, he shifts from the Material to the Spectral Plane or vice versa.

Force Glyph
Waves of telekinetic force stream from Raziel, throwing enemies backward. Telekinetically flung enemies may end up damaged or destroyed, depending on what they impact.

Stone Glyph
The spell creates a localized earthquake, with waves of petrifying energy radiating from Raziel. Affected enemies are temporarily solidified. Raziel can destroy petrified enemies by striking them with the Soul Reaver; otherwise, they will recover after a short period of stone-like immobility.

Sound Glyph
Deadly waves of sound emanate from this glyph's epicenter. The spell's frequency is deadly to vampires, who are reduced to a stunned/damaged state when impacted by the sound waves. Humans are unaffected.

Water Glyph
When released, this glyph's magic explodes into the room, burning all water-vulnerable vampires within its range and reducing them to a damaged state. Humans are unaffected. The spell has a wider range than the Sound Glyph.

Fire Glyph
This glyph's power expands outward in rings of fire, igniting all enemies within proximity. Vampires impacted by the wave of fire are immediately immolated and destroyed.

Sunlight Glyph
Raziel's most devastating spell, it allows him to gather all sunlight in an area into his body, then disperse it in a blinding flash that immediately reduces his vampire enemies to cinders. Humans remain unaffected.

Essential Items

Soul
Souls provide the energy Raziel needs to survive and progress through the quest. Acquire human and vampire souls by destroying the creatures' physical bodies. Find lost souls wandering on the Spectral Plane. Reduce spectral enemies to a vulnerable condition and devour them.

Eldritch Energy
These powerful sources of magical energy can be found on both the Material and Spectral Planes. This is the energy that allows Raziel to cast spells. Eldritch energy is rare, either hidden in the environment, or revealed when enemies are defeated. Use it wisely.

Eldritch Energy Power-Ups
By collecting these artifacts Raziel increases his capacity to store Eldritch energy. These are extremely rare; Raziel will find only five throughout Nosgoth.

Health Power-Ups
Fifteen of these power-ups are scattered throughout the world. They are very difficult to discover. Each time you collect five of them, you increase Raziel's capacity to hold energy on the Material Plane.

Health or Eldritch Energy Recharge
Several energized locations in Nosgoth will refill Raziel's Health coil or Eldritch energy. To use these founts, stand on the spot until all energy is restored.


Eldritch Energy


Eldritch Energy Power-Up


Health Power-Up

Nosgoth Dwellers

Vampire Brethren

The majority of your enemies are your former vampire brethren. At the time of your execution there were five other clans besides yours, each led by a lieutenant.

Within each clan there are several types of vampires. Vampires are susceptible in varying degrees to sunlight, water, sound, fire and being impaled.

- Fledgling vampires are newly turned vampires. These inexperienced creatures are susceptible to sunlight and are easily dispatched.
- Pupating vampires are in a quiescent state evolving from fledglings to adults. Do not disregard these; they can easily ambush you.
- Adult vampires, whose glowing red eyes burn eerily in the shadows, are generally immune to sunlight and are more difficult to destroy.
- Clan leaders are the most difficult of all to exterminate.

Note: Learn the weaknesses of different vampire types. Some may be immune to water or sunlight.

The Clans

Dumahim
Dumahim are the most common vampires in Nosgoth. These creatures wander the land in search of humans to devour.

Melchahim
Melchiah, the leader of the Melchahim, was the last lieutenant created. As such, his powers are the weakest of all the clan leaders — so much so that his flesh moldered.

Melchiah's vanity was such that he would search among the human slaves for the most stunning specimens. After feeding on them, he would skin them and don their flesh to cover his putrescence. His children, the Melchahim, also skin their victims to help hold their own rotting carcasses together.

Zephonim
The Zephonim vampires descend upon their victims from the dark recesses of the walls. These spider-like monsters use their stealth to ensnare their prey to satiate their hunger. Zephon is said to rule his empire from the spire of an incredible cathedral.

Rahabim
The Rahabim rule the waters of Nosgoth. These vampires have adapted to become immune to the destructive effects of water. These beasts are equally dangerous on land or sea. However they are very susceptible to sunlight's devastating effect.

Turelim
The most powerful vampires in Nosgoth, most of this clan have retreated into Nosgoth's hinterlands, but many independent rogues and bands linger in the area.

Spectral Enemies



Sluagh
These jackals prey on the lost souls wandering the Spectral Plane. They travel in packs to corner and overwhelm their prey. If an encounter goes badly, they will flee.

Vampire Wraiths
If a vampire's body is destroyed on the Material Plane and its soul is not consumed, a Vampire Wraith is born on the Spectral Plane. When a Vampire Wraith injures Raziel, it opens a wound from which it will continually draw off Raziel's energy. To halt the deadly drain, you must either slash the Vampire Wraith or flee.

These creatures grow in power the longer they dwell on the Spectral Plane. If for some reason its corpse on the Material Plane is healed, the Vampire Wraith will return to the Material Plane to reinhabit its body, bringing its deadly ability with it. These reincarnated vampires are recognizable by the sparks of blue energy they exude.

As super vampires, Vampire Wraith are deadly foes indeed.

Note: Spectral enemies' health level is evident in their auras: powerful enemies emit a blue aura, then the color degenerates through the spectrum as strength lessens, so that an enemy in the last stages of weakness will radiate a red aura.

Humans

Villagers

The few humans that still exist have taken refuge in the fortified city to the north. They will occasionally venture out of the city, but only rarely. They are unarmed, and easy prey for either the vampires or Raziel.

They will modify their behavior toward Raziel depending on how he behaves — if Raziel preys on them, they will see him as a demon, and flee in terror. If he spares them, attacking the vampires that plague them instead, they will see him as a savior, an avenging angel, and worship him.

Humans' souls are not as deeply rooted as the vampires' — the humans do not have to be killed before Raziel can draw energy from their souls. If Raziel gets close enough, he can grasp a human and draw its soul energy directly from its body. If he chooses only to "sip" at a human's soul — recovering his health slightly, but not draining the victim completely — the human will faint, but recover. As long as Raziel does not drain his victim completely, he will not be villified by the humans.

Vampire Hunters

The warrior class of Nosgoth's remaining humans have become Vampire Hunters. There are two types: hunters armed with crossbows equipped with heavy, impaling bolts, and hunters armed with primitive flame-throwers. The hunters protect the city, and will venture outside its walls to engage in skirmishes with their vampire enemies.

Worshippers

There is another sub-class of humans, who have adapted to the vampire menace by serving their tormentors and worshipping them as gods. The worshippers fall into two classes: Novitiates, who wield decorative but deadly staves; and Adepts, who use their sacrificial knives as weapons.

The worshippers, in their blind allegiance to their vampire masters, will always view Raziel as an enemy and cannot be swayed by Raziel's behavior. The worshippers are an insidious threat to the human population, since they kidnap victims for blood sacrifices. Considering no sacrifice too great, they will also gladly give their own blood, and lives, if necessary, to sustain their vampire masters.

Kain's Legion

DIRECTOR
Amy Hennig

PRODUCERS
Andrew Bennett
Amy Hennig
Rosaura Sandoval

EXECUTIVE PRODUCERS
Rob Dyer
Jon Miller

ORIGINAL GAME CONCEPT
Amy Hennig
Seth Carus

INITIAL CONCEPT ART
Arnold Ayala

LEAD PROGRAMMERS
Carl Stika
Marc David

PROGRAMMING
Jason Bell
Scott Krotz
Rong Park

ADDITIONAL PROGRAMMING
Jonah Stich
Tom Desmarais
Doug Banks

INTERFACE PROGRAMMING
Charles Martin
Erik Strickland

AUDIO PROGRAMMING
Fred Mack

PC PROGRAMMING
Jurjen Hatsman
Michael Heyeck

ADDITIONAL PC PROGRAMMING
Lee Briggs

SENIOR DESIGNER
Richard Lemarchand

DESIGN & LAYOUT
Seth Carus
Riley Cooper
John Dumala
Aaron Heller

LEAD ANIMATOR
James Guilford

ANIMATION
Paul Vernon
John Hood
Eric Elliott
Troi

CREATURE ART LEAD
Daniel Cabuco

MESH LEAD
Cory Stockton

MESH & LAYOUT
Mike Gonzales
Freddie Lee
Mark Meier
Cory Stockton
Casto Vocal
Caroline Trujillo

TEXTURE & LIGHTING LEAD
Tim Linn

TEXTURES & LIGHTING
Arnold Ayala
Daniel Cabuco
Brett Hartshorn
Tim Linn
Dave Reyes
Stephen Trusty

IN-GAME CINEMATICS LEAD
Jeff Morgan

ADDITIONAL CINEMATICS
Jeremy Bredow
John Dumala
Aaron Heller

CONCEPT ART
Arnold Ayala
Daniel Cabuco
James Guilford
Freddie Lee
Dave Reyes
Stephen Trusty

ADDITIONAL ART
Leon Cannon
Troi
Gary Ellington
Ross Harris
Jeff Morgan
Damon Redmond

ART INTERNS
Jon Guilford
Adi Taylor

SCRIPT
Amy Hennig
Richard Lemarchand
Jim Curry

VOICE DIRECTOR
Gordon Hunt

CASTING DIRECTOR
Kris Zimmerman

VOICE TALENT
Raziel, Melchiah
Michael Bell

Elder God, Zephon
Tony Jay

Kain, Dumah
Simon Templeman

Rahab
Neil Ross

Ariel
Anna Gunn

Moebius, Tomb Guardian
Richard Doyle

RECORDING STUDIO
ScreenMusic Studios

FULL MOTION ANIMATION
GlyphX, Inc.

AV MANAGER
Steve Papoutsis

AUDIO/VIDEO LEAD
Greg Shaw

SOUND DESIGN & MUSIC COMPOSITION
Kurt Harland, Information Society

ADAPTIVE AUDIO PROGRAMMING
Jim Hedges

ADDITIONAL SOUND EFFECTS
Steve Papoutsis
Greg Shaw

TEST MANAGER - CRYSTAL DYNAMICS
Alex Ness

TEST MANAGERS - EIDOS
Tony Bourne (UK)
Mike McHale (US)

LEAD TESTER - CRYSTAL DYNAMICS
Billy Mitchell

LEAD PRODUCT ANALYST - EIDOS
Corey Fong

TESTERS - CRYSTAL DYNAMICS
Brian Becksted
Chris Bruno
James Cabot
Rolef Conlan
Joseph M. Damon
Rich Krinock
Samson Maciel
Todd Malone
Mark Medeiros
Chris Pappalardo
Matt Prescott
Jacob Rohrer
Jeff Wilkinson

TESTERS - EIDOS
John Arvay
Lars Bakken
Dominic Berzins
Chris Charles
Patrick Cowan
Tim Moore
Ralph Ortiz
Greg Rizzer
Franklin Vasquez

VP MARKETING
Scott Steinberg

MARKETING MANAGER
Jim Curry

ASSISTANT PRODUCT MANAGER
Brian Silva

PR MANAGER
Steve Groll

MARKETING ARTIST
Colin O'Connor

MANUAL
Hanshaw Ink & Image

SPECIAL THANKS
Ted Ardell
GEX team
Akuji team
Glen Schofield
Sam Player
Adrian Longland
Danny Chan
Lita Unruh
Patrick Bradley
Malachi Boyle
Rita Fovenyessy
Chris Stefanetti
Dave Dao
Karl Hagemann
Brendan Cahill
All of our friends & family
who missed us during
the crunch

Music composed and performed by Kurt Harland of Information Society. Main theme song from Information Society's *Don't Be Afraid*. http://insoc.org

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.

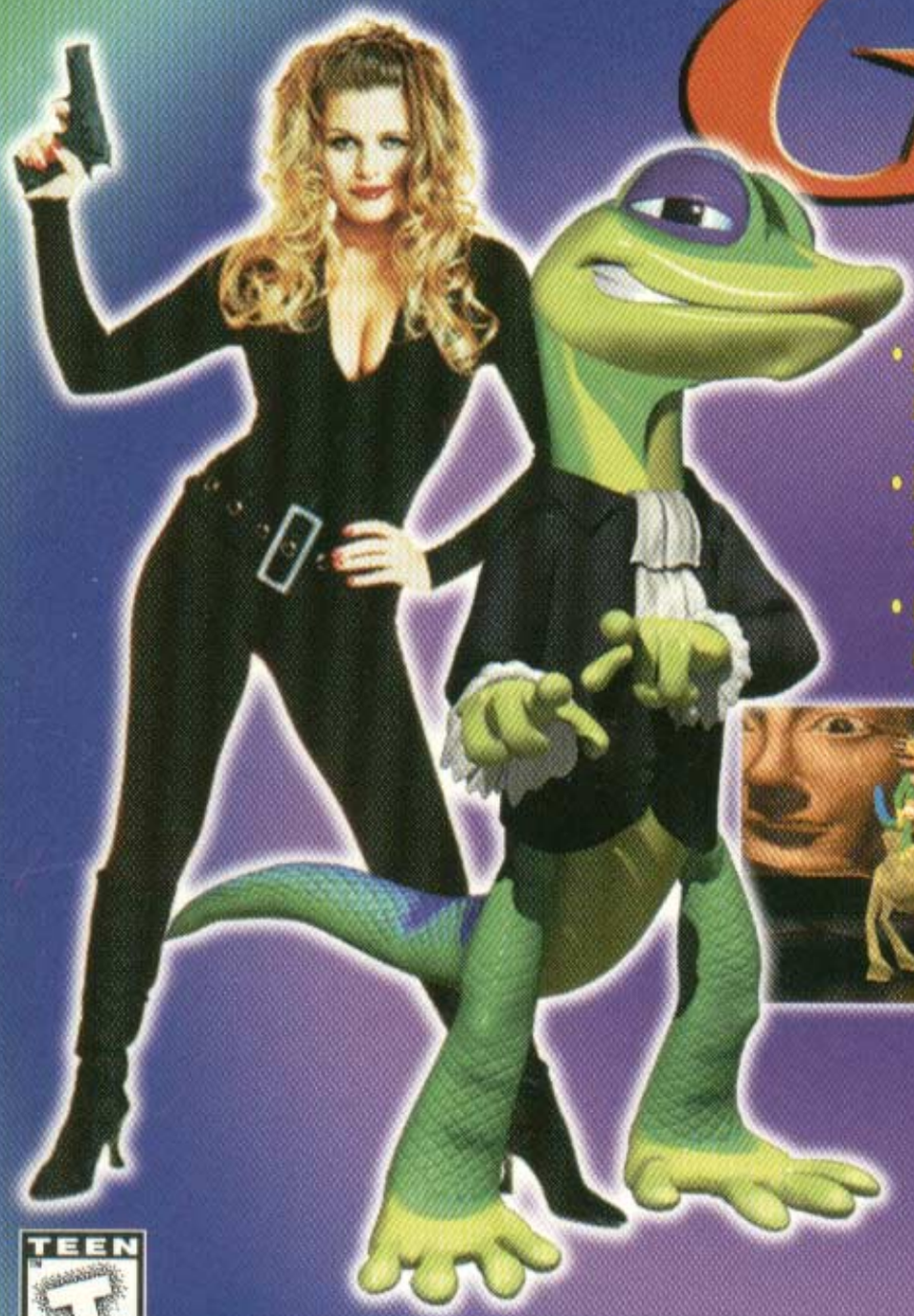
This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS Interactive disc has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and 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 assistance with gameplay or strategies, please call the EIDOS Hint Line at 1-900-773-4367. Cost of call is $0.95/minute. You must be 18 years or have Parent's Permission. Touch-Tone phone required. Our Customer Service number is 415-547-1244. Customer Service is available Monday through Friday, 9:00 am to 5:00 pm Pacific Standard Time.

GEX 3™

DEEP COVER GECKO



- All-new character mechanics! Scuba diving, gliding, machine gunning, fire-ball hurling and more
- Ride Army tanks, burros, crocodiles, camels, snowboards and others
- Over 25 all-new disguises! Private GEX, Cowboy Clint GEXwood, Count DracuGEX and more
- Baywatch's Marliece Andrada stars as Agent Xtra, spoofing buxom spy babes of the past







TEEN T CONTENT RATED BY ESRB

Eidos Interactive
651 Brannan St., San Francisco, CA 94107

GEX 3: Deep Cover Gecko, GEX, and the GEX character are trademarks of Crystal Dynamics. © 1999 Crystal Dynamics. All rights reserved. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive. Eidos Interactive is a registered trademark of EIDOS, Plc. © 1999 Eidos. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

PlayStation



EIDOS INTERACTIVE

GAMES WITH CHARACTER

www.eidosinteractive.com