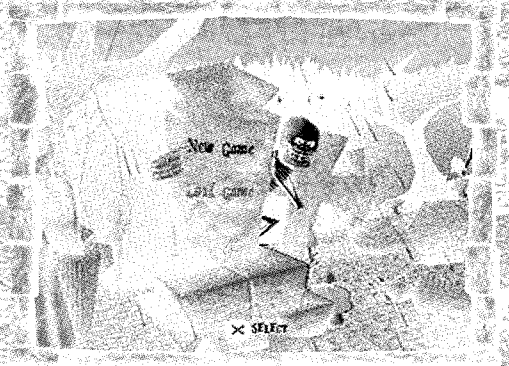

PlayStation
NTSC U/C
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SONY
COMPUTER ENTERTAINMENT

Contents

Setting Up	4
Main Menu	5
How to use Your Controller	6
The Legend of Sir Daniel Fortesque	8
Saving and Loading a Game	10
The Game Screen	12
Pause Menu	13
Game Settings	14
Control Options	15
Life Bottles and Energy Vials	16
Weapons	18
Using Sir Dan's Inventory	20
Rune Stones	21
Using the Map of Gallowmere	22
Gargoyles	23
Books	24
Treasure	24
The Chalice of Souls	25
The Hall of Heroes	26
Credits	28
Software Warranty	30
MediEvil Strategy Guide	31



Main Menu



After the introductory sequence, you'll reach the Main Menu area where a gravestone is guarded by one of Zarok's malevolent monsters.. Here you will find a choice of options. Select "NEW GAME" to commence your adventure, or, if you have a Memory Card containing a previously saved game, you can renew the game by selecting "LOAD GAME".
See page 10 for more information on saving and loading.

How To Use Your Controller

[L2 + R2] Buttons
Hold and use the Directional buttons to zoom in and around in "Dan-Cam Vision". Release to return to normal mode.

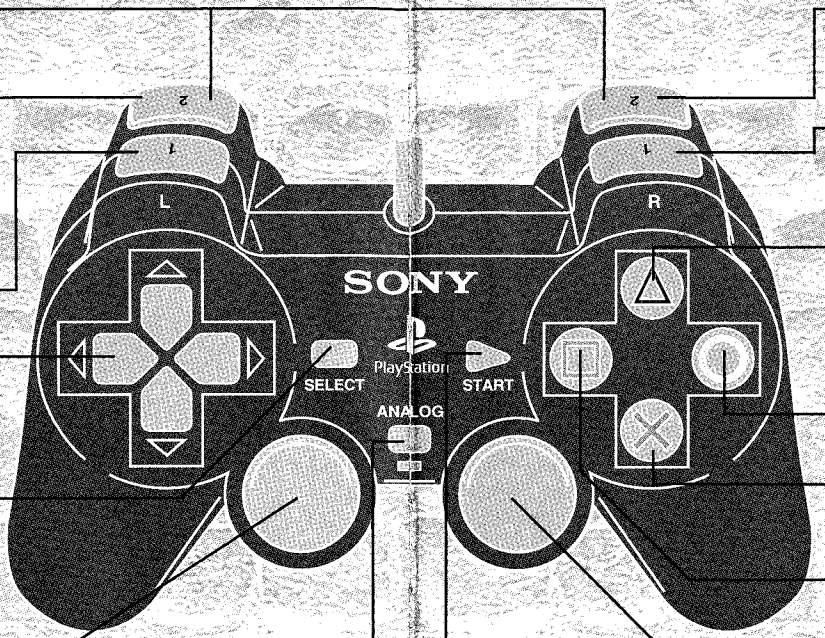
[L2] Button
Pan camera left (only when camera icon allows - see "CAMERA" for more information).

[L1] Button
Toggle target selection (projectile weapons only).

[Directional] Buttons
Move Sir Dan forward, back, left and right. Double-press and hold to run.

[Select] Button
Bring up Inventory. Use the LEFT/ RIGHT/ UP/ DOWN Directional buttons to scroll through weapons and items. Press the [X] button to select or use an object.

[L3] (left thumb-stick)
Move Sir Dan when in Analog Mode. *See page 15 for more information.*



[Analog Mode Switch]
To turn the Analog Mode on, press the analog mode switch so that the LED lights up red.

[Start Button]
Pause *(opens the "Options" menu)*.

[R2] Button
Pan camera right (only when camera icon allows - see "CAMERA" for more information).

[R1] Button
Enables back step/side step. Hold and use Directional buttons in the direction you wish to move.

[Triangle] Button
Duck, or if in possession of a shield, defend. Press while running to perform a shoulder-barge, "The Daring Dash" (this is a special skill that Sir Dan will learn later in the game).

[Circle] Button
Jump.

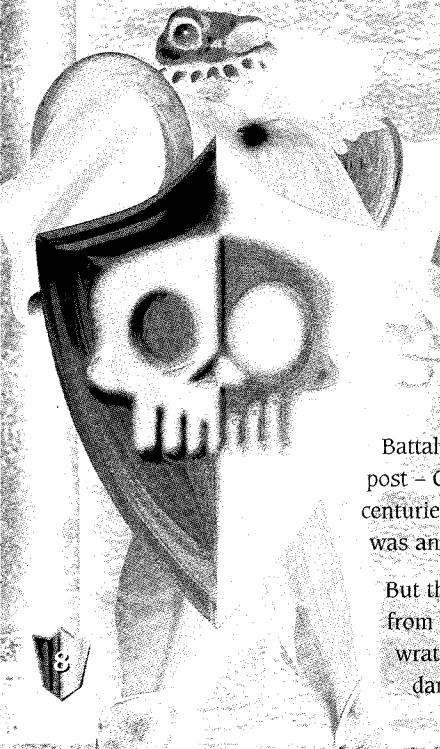
[X] Button
Main attack, or action (e.g. read book, speak to gargoyle).

[Square] Button
Secondary attack with many weapons: hold down, then release button to trigger a power attack. Throw.

[R3] (right thumb-stick)
Inactive.

** MEDIEVIL also supports the DUAL SHOCK™ vibration function, which you can toggle ON or OFF. See page 15 for more information.*

The Legend of Sir Daniel Fortesque



The history books of Gallowmere tell of a hero, Sir Daniel Fortesque, who single-handedly halted an invasion by the zombie hoards of Zarok the Sorcerer...

... but then, history books are often known to lie.

For years, Daniel Fortesque had regaled the nobles of Gallowmere with wild tales of slain dragons and vanquished legions. King Peregrin was so impressed that he made Daniel a Knight and appointed him head of the Royal Battalion. Of course it was only an honorary post – Gallowmere had not seen a war in many centuries – but the King liked stories, and Sir Dan was an excellent storyteller.

But then evil Zarok the mad magician returned from years in exile. Embittered and filled with wrath, he threatened to unleash an army of darkness that he had built using the most sinister of magic. The King was in desperate need of a hero and knew exactly who he wanted.

Sir Dan was thrust at the front of the King's army to face a monstrous enemy. The battle commenced and within seconds Sir Dan fell to the ground, struck in the eye with the very first arrow fired. His wound was fatal and the army was left to fight on without him.



Zarok's legions were defeated, but Zarok himself was never found. Embarrassed by Sir Dan's poor show, and realizing his subjects needed to feel safe, King Peregrin declared that Sir Daniel Fortesque had died in mortal combat, seconds after killing the sinister wizard. A hero's tomb was erected for Sir Dan, the history books inscribed with tales of his valor. Zarok was soon forgotten, a lost character in history's plays. But Zarok himself never forgot. He lay in hiding, creating a bigger, stronger army of mutated monsters.

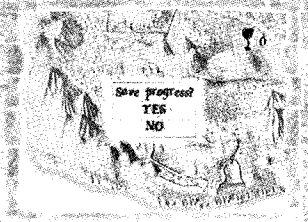
Until 100 years later, his scheming complete, Zarok returned...

Saving and Loading a Game

MEMORY CARDS

NOTE: Do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there is at least ONE FREE BLOCK on your Memory Card before starting the game.

SAVING YOUR GAME

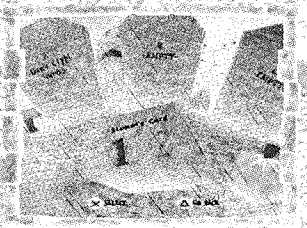


At the end of certain levels, you will reach the Map screen where you can save your progress. Press the [SQUARE] button to save onto the Memory Card in either Memory Card slot 1 or Memory Card slot 2. Press the [X] button to enter a level without saving.

You can save up to three games on a single Memory Card, which will be stored within one Memory Card block. Select a save slot with the UP/DOWN Directional buttons and confirm the save using the [X] button. When saving over a previous saved game, you will be asked to confirm your choice. Once the save is concluded, you will be able to continue using the Map screen to select your next location.

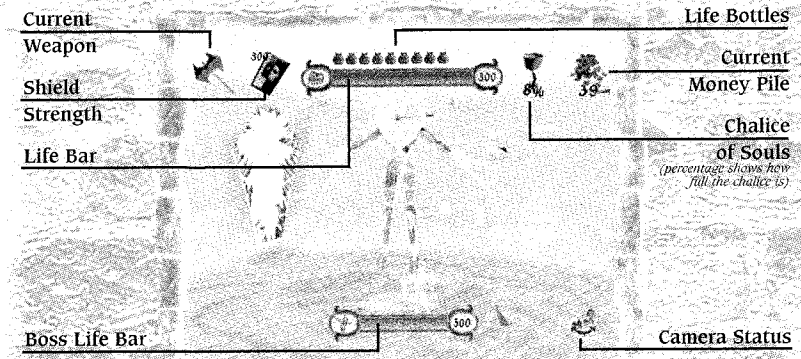
See page 22 for more information on the Map of Gallowmere.

LOADING SAVED GAMES



On the Main Menu screen at the start of the game, select "LOAD GAME". ("LOAD GAME" can only be accessed if a Memory Card containing MEDIEVIL saves is inserted into one of the Memory Card slots). You'll move over to a cluster of gravestones. The front stone will allow you to choose between the two Memory Card slots should you have two Memory Cards inserted containing previous MEDIEVIL saved games. Press the [X] button to select the Memory Card slot. Behind the first stone, three larger gravestones will display the contents of the currently selected Memory Card. (NOTE: if you only have one Memory Card inserted, or only one of the Memory Cards has saved games on it, you will be taken directly to the "LOAD GAME" selection area.) Now select the saved game you wish to load by using the LEFT/RIGHT Directional buttons to move between the three gravestones. Press the [X] button to load and continue the selected saved game.

The Game Screen

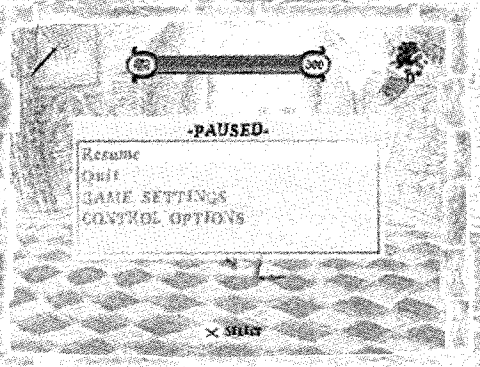


CAMERA

In many areas of the game, you can manually pan the camera by pressing the [L2] or [R2] buttons. You can also enter a special "Dan-Cam" mode by holding both the [L2 & R2] buttons together to zoom in. At times when either of these modes are unavailable, attempting to activate them will cause a warning icon to be displayed, as shown above.

Pause Menu

Press the [START] button during gameplay to open the Pause Menu. Use the UP/DOWN Directional buttons to highlight an option and use the [X] button to select it. See individual options for more detail:



RESUME

Select this to exit the Pause Menu and continue your game.

QUIT

Select this to exit the game and return to the Main Menu.

GAME SETTINGS

Select this to view additional game options.
See page 14 for more information.

CONTROL OPTIONS

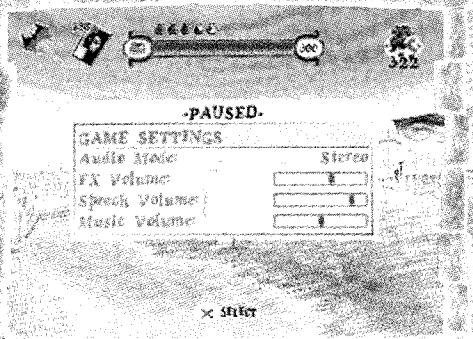
Select this to view additional control options.
See page 15 for more information.



Game Settings

AUDIO MODE
Press the [X] button to toggle between STEREO/MONO.

FX VOLUME
Use the LEFT/RIGHT Directional buttons to adjust sound effect volume.



SPEECH VOLUME
Use the LEFT/RIGHT Directional buttons to adjust the volume level for character speech.

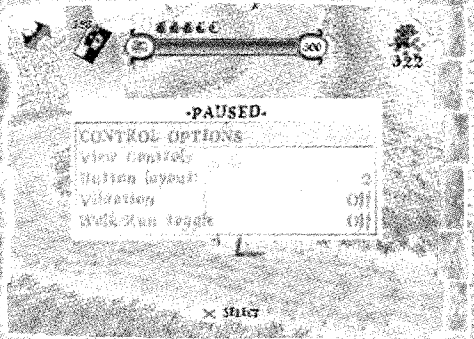
MUSIC VOLUME
Use the LEFT/RIGHT Directional buttons to adjust in-game music volume.

LIGHTING
Use the LEFT/RIGHT Directional buttons to adjust in-game lighting.

SCREEN ADJUST
Use the Directional buttons to move the screen into the position you want. Press the [TRIANGLE] button to return to the Main Menu once you have achieved the desired position.

Control Options

VIEW CONTROLS
View the button configuration for the currently active button layout. Use the UP/DOWN Directional buttons to scroll this information and the [TRIANGLE] button to return to the Main Menu.



BUTTON LAYOUT
Choose from 3 different button configurations.

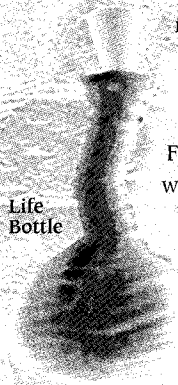
VIBRATION
Press the [X] button to toggle the vibration for your DUAL SHOCK™ Analog Controller "ON" or "OFF".

WALK/RUN TOGGLE
This option is for use when in analog mode. The default is set so that you have control over the degree of movement when using the [L3] LEFT THUMB-STICK. If you turn the walk/run toggle option "ON", you will be able to toggle between walking and running by pushing down on [L3] LEFT THUMB-STICK. This may be helpful in narrow areas.

Life Bottles and Energy Vials

At the top of the game-screen you'll see a green bar. This is Sir Dan's energy meter. When this is empty, Sir Dan will die. However, Life Bottles may be found that when full, will automatically restore him to full health.

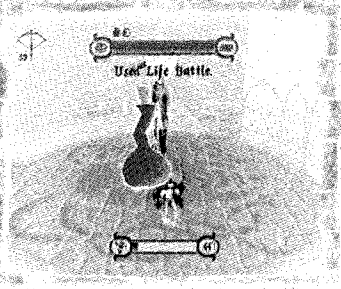
You can refill both your life bar and any empty Life Bottles at the Fountain of Rejuvenation, which you'll see through your travels. Simply step into the green fountain and wait until you've either filled your life bar and bottles, or the fountain's natural source of power has been exhausted.

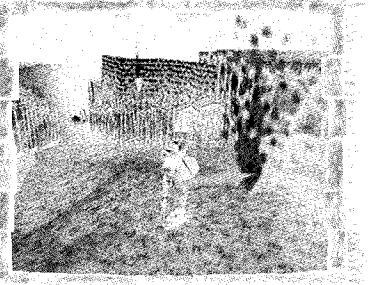


Life Bottle

You might also find small vials containing life energy, which you can use as a top-up measure. Once your life bottles are empty, it's "GAME OVER".







HINT: When you encounter boss enemies, you'll see that they too have an energy bar. You must try to deplete it before they can kill you. It's up to you to work out which weapons work best, but as a general rule, projectile weapons work better on enemies at a distance.



Energy Vial

(Clue: There may be a couple of life bottles hidden in Sir Dan's crypt at the start of the game).

Weapons

As Sir Dan starts his quest, the only weapons available to him are his rusty old sword and some throwing daggers. As he progresses through the game, he will come across new weapons that may be more effective than his sword in certain situations. Some of these might be found on specific levels, others are offered as rewards for his success by the champions in the Hall of Heroes. Here are just a few of the many weapons he might find:

BROADSWORD

A much stronger sword that gives Sir Dan a wider arc of attack. This can be enchanted, for a small fee, to give it double the power for a short period of time.

CLUB

This item can smash rocks and weak areas of walls and can be lit on fire – but beware, being made of wood it can wear down quickly. *Note: When lit on fire, the club can be used to set enemies on fire by pressing the special attack button.*

THROWING DAGGERS

Good for attacking enemies from whom you might need to keep your distance or who are too high up to attack from the ground.

HAMMER

This weapon has the strength of the club, but never wears down. A special shock-wave attack can be used to damage enemies over a wider area.

AXE

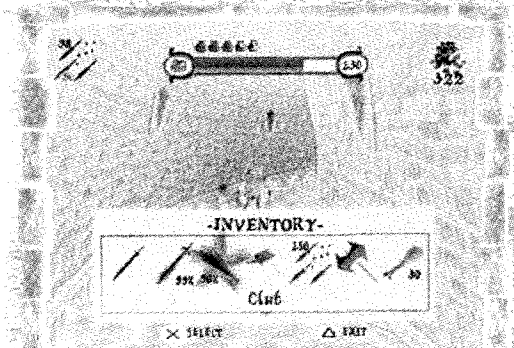
The axe is both an excellent hand held weapon and throwing weapon.

CROSSBOW

Like the throwing daggers, these can be very useful when you need to keep as far away as possible from enemies.

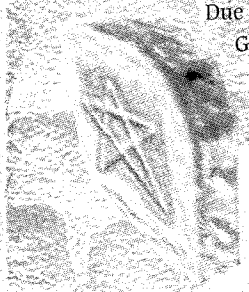
**Fireflies appear when Sir Dan is using a throwing weapon. They will help track enemies. Toggle targeted enemies with the [L1] button.*

Using Sir Dan's Inventory



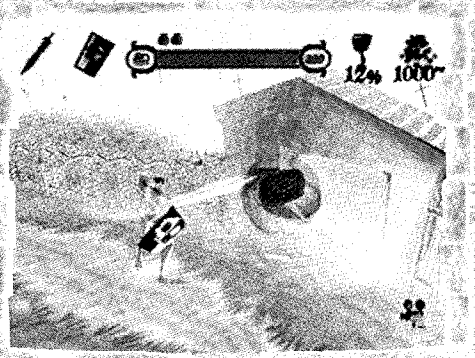
Sir Dan will find many useful items that are automatically stored into his inventory. Press the [SELECT] button to open the inventory, then use the LEFT/RIGHT Directional buttons to highlight an item and press the [X] button to select it. Use the UP/DOWN Directional buttons to move to another level of items. Weapons and shields are found on the first line, with other items below. Some items can only be used at certain points in the game. If you are attempting to use an item in the wrong place, a 'negative' sound will play.

Rune Stones



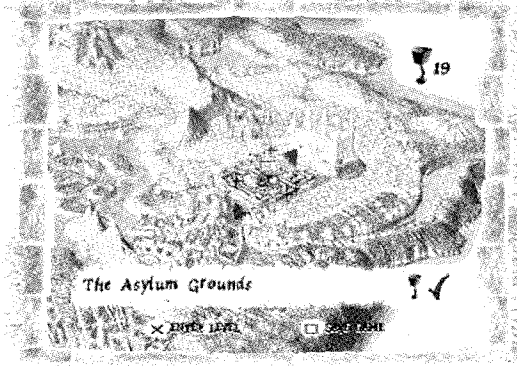
Due to the strong magical energy that emanates from Gallowmere, the ancients found a way of capturing these forces and trapping them inside rune stones. These rune stones could then be used to open locked gates and doorways, but only if the correct stone was placed in the lock.

Today, you can still see many similar locks all over Gallowmere, shaped to look like begging hands.



If you find a rune stone, work out where it should be placed to gain access to new areas – for example, only a "MOON" rune stone will open a Moon lock, a "CHAOS" rune stone opens a Chaos lock, etc.

Using the Map of Gallowmere

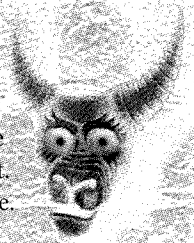


At the end of each level you will see the map screen which shows you how far you have come in your journey. Zarok's black clouds obscure areas you have not reached. Once you have completed a level, you can play it again simply by pressing the [X] button. Once the black clouds have cleared to reveal a new area, use either the Directional buttons or [L3] LEFT THUMB-STICK to guide the green arrows to the next location you wish to explore. Be sure to note that the bright, pulsing green arrows indicate directions that are available to proceed towards, while dim red arrows indicate that you are unable to travel in that direction. Press the [X] button to start the level.

Gargoyles

There are two types of gargoyles to be found in Gallowmere. Neither of them particularly like Sir Dan, as they know how much of a failure he was when he was alive. But they don't bear grudges and can be of great help in your quest if used correctly.

INFORMATION GARGOYLE



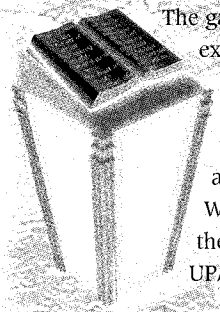
Though they look like mere stone carvings, they sit silently and observe all. Fortunately, gargoyles can't resist showing off how clever they are and will often give handy hints and clues that can aid you in Sir Dan's quest. Their clues will often be as cryptic as they are informative.

MERCHANT GARGOYLE



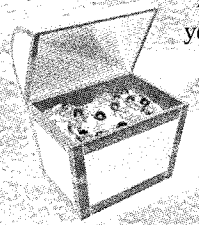
These miserable creatures exist only to drain brave heroes of their treasure. However, they must always offer something in return. If you see one of these merchant gargoyles on your travels, see if they have anything to offer that might be of use to you. Select "SERVICES" to enchant your Broadsword or patch up your shield. Choose "SUPPLIES" to replenish the weapons you have gained from the Hall of Heroes, buy extra arrows, spears, daggers and other items to ensure you're fully stocked up and prepared for any enemy.

Books



The game begins in Dan's Crypt. Pick up his sword and explore. Take note of the books lying around open. Throughout Gallowmere, you will find similar books that might be of interest. Some are history books, telling the story of Gallowmere. Some offer advice and hints designed to help with your quest. Whenever you see a book, stand in front of it, then press the [X] button. If necessary, use the UP/DOWN Directional buttons to scroll through the text.

Treasure



Any treasure that you find will go into your money pile at the top of the screen. You can use this to buy items from the ever-greedy merchant gargoyles.

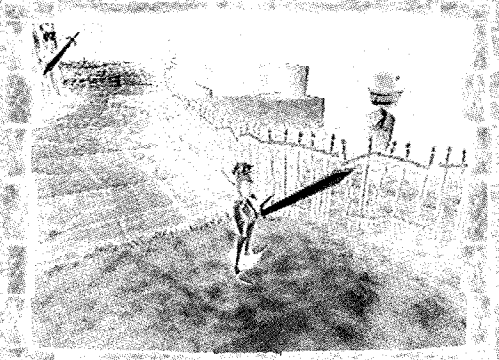
The Chalice of Souls



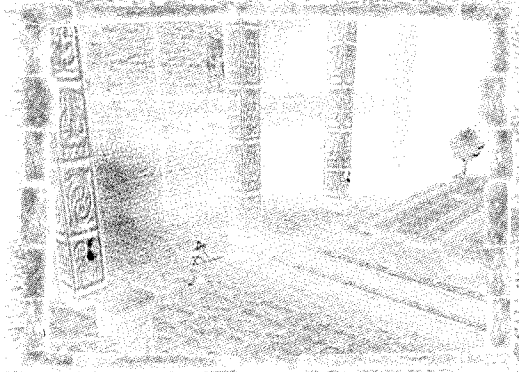
A major part of Sir Dan's quest is to make amends for his ignoble death and prove himself a true hero. The mythical heroes of Gallowmere have set out a challenge that he must complete in order to join them in the afterlife's Hall Of Heroes...



At certain points of each level you will see a golden chalice (taken from the Hall of Heroes) floating in the air. At first you will not be able to touch the Chalice. As enemies are dispatched, the Chalice fills a little more with the souls of the defeated adversaries. Once the Chalice is full, it is yours to collect and you will be worthy to visit the sacred Hall of Heroes to claim a reward. There is a Chalice hidden in almost every region of Gallowmere and all are well guarded – only a true hero will collect the full set!



The Hall of Heros



In the Hall of Heroes, the bravest heroes from history spend an eternity resting, feasting and exchanging tales of their greatest victories. Sir Dan can pay his respects to any of the heroes bathed in a ghostly colored glow. Simply stand on the chalice emblem in front of them and await their guidance. If they want to offer you a reward, you will be asked "WILL YOU ACCEPT?" – Choose "YES" to take the reward, which will appear in front of the hero to collect. Remember, only one reward per visit may be collected – don't go pestering the other heroes, they'll just ignore you! The Hall of Heroes is spread over two levels. Only when Sir Dan is truly worthy as a hero will he be able to ascend the stairs to the higher level. When you have paid homage to the heroes in the lower level the ghostly stairs will then become solid.

Once you have collected your reward, return to the arrival point and select "YES" to leave the hall.

One Final Hint...

The Daring Dash!!

To break open weak spots in the walls, double tap the forward Directional button + [TRIANGLE] button. If you are using a DUAL SHOCK Analog Controller, press hard forward on the [L3] left thumb stick + [TRIANGLE] button. Repeat this until you've broken down the wall to reveal...?

As this is a skill you'll have to earn later on in the game, there may have been areas in earlier levels that you missed. Remember where they are, and come looking for them once you have this handy skill.

Now you are ready to follow Zarok through Gallowmere. Look out for exits – they're still marked by the green glow of Zarok's trail, the residue of his evil magic.

