
PlayStation
NTSC U/C
PlayStation
MEDIEVIL II
TEEN
T
CONTENT RATED BY ESRB
SCUS-94564
94564
SONY
COMPUTER ENTERTAINMENT

**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 symptoms 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.

**USE OF UNOFFICIAL PRODUCT**

The use of unofficial products and peripherals may damage your Playstation® game console and invalidate your console warranty.

**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 heater 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 center to outer edge. Never use solvents or abrasive cleaners.

**ESRB RATING:**

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

## MediEvil® II - TIPS AND HINTS

**PlayStation® Hint Line**

Hints for all games produced by SCEA are available:

**Within the US:** **1-900-933-SONY (1-900-933-7669)**

$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge.

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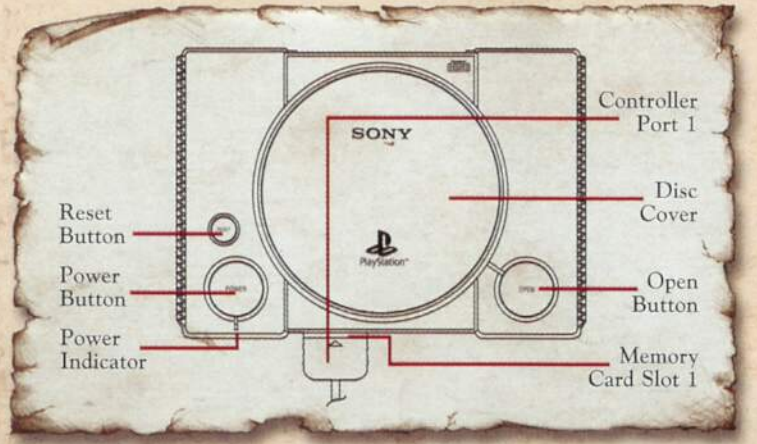
Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7 a.m. – 6 p.m. Pacific Standard Time.

# TABLE OF CONTENTS


| | |
|---|---|
| Setting Up | 2 |
| Getting Started | 3 |
| Main Menu | 3 |
| Introduction | 4 |
| The Characters of MediEvil II | 5 |
| Sir Daniel Fortesque | 5 |
| Professor Hamilton Kift | 6 |
| Winston, The Help Ghost | 6 |
| Princess Kiya | 7 |
| The Spiv | 7 |
| Lord Palethorn | 8 |
| Dogman and Mander | 8 |
| Controls | 9 |
| Basic Controls/Menu Controls | 10 |
| Playing as DanHand | 12 |
| Playing as Dan-Kenstein | 13 |
| Memory Cards – Saving and Loading | 14 |
| Saving Your Game | 14 |
| Loading Saved Games | 14 |
| The Game Screen | 15 |
| Pause Menu | 16 |
| Using Sir Dan's Inventory | 17 |
| Weapons | 18 |
| The Legendary Chalice of Souls | 21 |
| The Professor's Laboratory | 22 |
| Beginning Your Quest | 24 |
| Credits | 27 |

# SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the MEDIEVIL® II disc and close the Disc Cover. Insert a game controller and MEMORY CARD(S) and turn ON the PlayStation game console. Follow the on-screen instructions at the Title Screen to begin.




WARNING: Do not insert or remove the MEMORY CARD(S) once the power is turned ON. Make sure there are enough free blocks on your MEMORY CARD before commencing play.



# GETTING STARTED

## MAIN MENU

During the introductory sequence, you'll pass a gravestone guarded by one of Palethorn's malevolent monsters. Press ⊗ to stop here; this is the Main Menu. Here you will find a choice of options. Select NEW GAME to begin your adventure from the start, or, if you have a MEMORY CARD containing a previously saved game, you can recommence the game by selecting LOAD GAME. This will take you to the 3 coffins to the right of the Main Menu.









# INTRODUCTION

"...There are, of course, many stories of mass hallucinations and collective delusions. One example is the incident that came to be known by the rather lugubrious title 'The Autumn of Death' in 1886. Due no doubt to the recent murders in London's White Chapel area, the local constabulary began to suffer a spate of bogus claims from the commoners. Though the statements were at best fanciful, they do contain many aspects that can be cross-referenced, such as a number of sightings of a monstrous creature emerging from the Great Museum. Others claimed to have seen deceased relatives lumbering through the streets and a few even claimed to have witnessed a medieval knight fighting his way through hoards of nightmarish beasts. Scientists have now proven that these events never took place, and that most of the claims were merely the result of a high level of disease prevalent in the capital at the time.

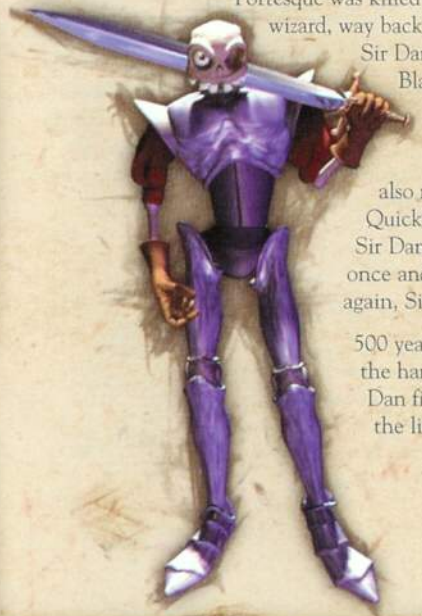
However, one mystery of the time remains unresolved, that of the disappearance of the industrialist and socialite, Lord Palethorn of Shoreditch..."

*Extract from "Essays on Popular Delusion and the Madness of the Masses", Prof. Marcus Effington Christy (1902-1963), published 1962 by Collegiate Press, Wardour Street.*



# THE CHARACTERS OF MEDIEVIL II

## SIR DANIEL FORTESQUE



Hailing from the lost land of Gallowmere, Sir Daniel Fortesque was killed in a battle against Zarok, an insane wizard, way back in the 13th Century. Some time after Sir Dan's death, Zarok discovered a book of Black Magic and used an ancient spell to make the dead rise from their graves to form a legion of zombie warriors. A side effect of this was that Sir Dan also returned from his "eternal rest." Quickly realizing that something was wrong, Sir Dan embarked on a quest to destroy Zarok once and for all. Having put everything right again, Sir Dan returned to his crypt and died.

500 years later, however, the book falls into the hands of another megalomaniac and Sir Dan finds himself once more in the land of the living.



## PROFESSOR HAMILTON KIFT

Mad inventor, keen amateur magician and self-styled "master of the occult," Professor Kift has dedicated his life to science in the hope that he might help mankind achieve a better existence. Responding quickly to the crisis in London, the Professor summoned a help ghost and dispatched him to the Great Museum to find Sir Dan. As the Professor will be busy trying to find a solution to the crisis, he'll need Sir Dan to do some of the leg-work for him, fetching items and facing some hideous monsters in the process.

The Professor is an old-fashioned figure; he believes in honor, gentlemanly conduct and respect for all. He can, however, be a little single-minded, focusing on the 'big picture' to the total exclusion of all other factors. However, he is a decent chap, and as he's now in his mid-fifties and not the strongest of men, he's eternally grateful that Sir Dan has been revived to help in the fight against Palethorn's evil plans.

## WINSTON, THE HELP GHOST



Winston Chapelmount was a cheeky cockney boy of about 10 years old before he crossed over to the spirit world. Charming and enthusiastic, he can brighten even the darkest room with his cheery, sweet nature. Unfortunately, he's also a ghost, which limits his involvement in proceedings somewhat. But Winston is all too happy to help and eagerly joins in with the adventure whenever he feels he can be of use.



## PRINCESS KIYA



At the age of 19, Kiya was selected by the Pharaoh Ramesses to be one of his 200 wives. Fortunately for her, he was very old and died before he was able to consummate the marriage. Unfortunately, she was selected to accompany him on his journey to the afterlife as his bride through eternity.

In 1817, many of Ramesses' possessions, including the contents of Kiya's tomb, were recovered from a Tomb at Abu Simbel and brought to Europe, where they were eventually placed in the Great Museum. When she awakes, Kiya is a little startled to discover she's dead, though she cheers up when she realizes that the removal of her internal organs as part of the mummification process has given her the most amazingly trim waistline.



## THE SPIV

An old cockney term for a petty crook who can turn his hand to anything as long as it doesn't involve hard work. Though he's an unsavory character, The Spiv is a useful contact – he can get you ammunition for your weapons … for a price.

# LORD PALETHORN



A successful industrialist, Palethorn embraces the ethics of the Victorian age. He has exploited every opportunity and is hungry for wealth and social acceptance – he even changed his name from Reggie Pallthrop and bought a title to make him seem more part of the establishment. Unfortunately for him, he still has a strong London "Cockney" accent, and in times of stress his accent becomes stronger and more noticeable. Palethorn believes that Black Magic may be the key to power and wealth, and in his research he has "acquired" an ancient book of sorcery... a book that Sir Dan is all-too familiar with.

# DOGMAN AND MANDER





Whereas Dogman is a working class thug, employed for his strength and fierce disposition, Mander was educated at the best schools in England – what better place to learn every dirty trick in the book? Loyal to Palethorn out of stupidity and fear rather than duty, these two men are exploited and bullied by Palethorn to do his bidding. As a side effect of the spell cast by Palethorn, both men have mutated into creatures that reveal their primal natures: one grew a furry pelt and dog-like features; the other became more reptilian, developing scales and a sibilant hissing voice. To complain to their master about this would have meant certain death!

They are motivated by greed and self-preservation, and support Palethorn only because nobody else can offer them what he does – which, strangely enough, is relatively nothing.



# CONTROLS

If you are using a DUALSHOCK™ analog controller, this game can be played using the directional buttons or the left stick. When using the left stick, ensure the ANALOG mode switch is on (the LED will light up Red). Throughout this manual, the symbols ⬆, ⬇, ⬅ and ➡ are used to denote the direction you should press the directional buttons or left stick.







# BASIC CONTROLS

These are the default controls, which are used throughout this manual. Alternative configurations are available in the CONTROL OPTIONS menu.




NOTE: All controls are the same for the digital controller except for the left stick, right stick and Analog mode switch.

**L2 + R2**
1st person free camera (full look around while stationary).

**L2**
Hold to rotate camera left.

**L1**
Tap to change target when using projectile weapons.

**L1 + △**
Swap between HeadlessDan and DanHand.

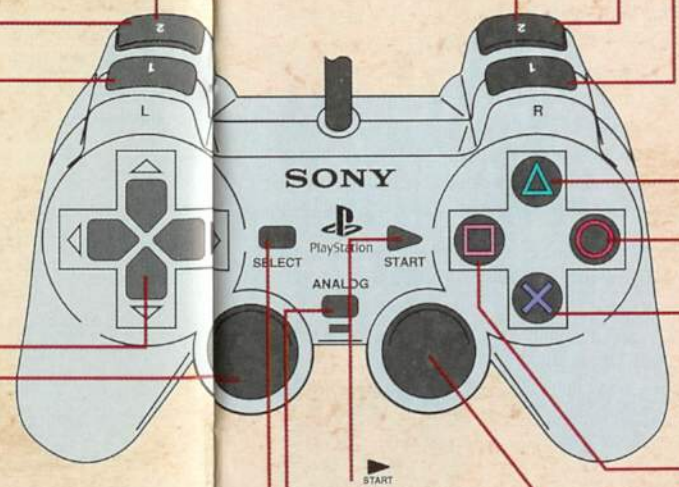
**L1 + ▣**
Toggle secondary weapon.

**Left stick/directional buttons**
Move/Climb. To walk while in ANALOG mode, move the left stick slightly; greater movement will cause Sir Dan to run. In DIGITAL mode double-tap a directional button to make Sir Dan run.

**SELECT**
Open inventory.

## MENU CONTROLS

| | |
|---|---|
| Left stick / Directional buttons | Highlight / change options |
| ▣ | Confirm selections |
| △ | Cancel / return to previous screen |




**START**
Pause game.

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

**R2**
Hold to rotate camera right.

**R1 + ↑, ↓, ←, or →**
Hold R1 and use the directional buttons/left stick in relation to the direction of Sir Dan is facing to make him strafe left or right, or to walk forwards or backwards.

△
Defend (with shield)/Duck (without shield).

When running: Daring dash/shoulder charge when running forward.

○
Jump.

✕
Primary attack/action button
1 tap = single swipe
2 taps = double swipe
3 taps = combo swipe
Interact with certain characters, such as Winston and The Spiv.

▣
Secondary attack (Press and hold to charge up super attack).

**Right stick**
Control Camera (look around).

# PLAYING AS DANHAND



Though this ability isn't available from the start, Sir Dan eventually learns that he can remove his hollow skull and put it to good use.

You might have seen some spare hands scampering about the place. Guide Sir Dan towards a hand and wait until a glowing aura appears around it. Now hold down L1 and press △. Sir Dan will place his head on the hand and voila! You now have a rather nifty DanHand that you can use to explore every nook and cranny for hidden treasure and important items. You can also use Sir Dan's headless body and the DanHand independently of each other. While DanHand is off exploring, Sir Dan's body can continue fighting off enemies and performing more strenuous tasks. Cool, huh?

Once you have the ability, if you have seen a hand earlier in the game you may want to go back and see if you can use the DanHand ability on them to access secret areas.

| | |
|---|---|
| Left stick / Directional buttons | Move / Navigate menus |
| Right stick | Look around |
| ○ | Jump |
| L1 . △ | Swap between HeadlessDan and DanHand |
| R1 | Hold to walk |
| START | Pause game |
| SELECT | Open inventory when HeadlessDan |



NOTE: Occasionally the swap between DanHand and HeadlessDan will be disabled, when this is the case an icon of a head will appear on-screen.



# PLAYING AS DAN-KENSTEIN

Without wishing to spoil the surprise, you should know that circumstances bring Sir Dan face-to-skull with the famous metal mauler the "IRON SLUGGER." The Professor builds Sir Dan a new body, designed to withstand the might of this fierce new adversary. Understandably, moving about in a new body takes a little getting used to, but luckily, the Professor has provided Sir Dan with the instructions:

| | |
|---|---|
| Left stick / Directional button | Move around the ring |
| ✕ | Low jab |
| □ | High jab |
| △ | High hook |
| ○ | Low hook |
| R1 | Changes camera position |
| L1 | High block |
| L2 | Low block |
| START | Pause game |



Try out a few smart moves on the Iron Slugger to improve your chances:

| | |
|---|---|
| L1 . □ | Overhead Chop (breaks opponent's block) |
| L2 . □ | Jaw-buster (breaks opponent's block) |
| ✕ . □ | Headbutt |



# MEMORY CARDS - SAVING AND LOADING

## SAVING YOUR GAME







At certain points in the game, you will be prompted to save your progress. When this happens, select YES to save, then press ⬆ or ⬇ to select a save file (A, B or C) and press ⊗ to complete the save. To switch to the MEMORY CARD in MEMORY CARD slot 2, press △, then select your save file as above.

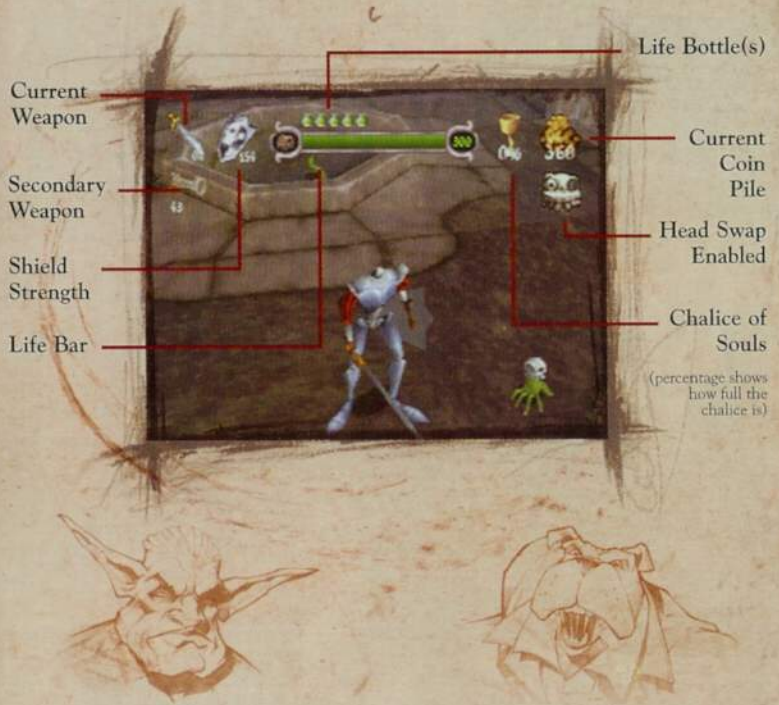
## LOADING SAVED GAMES



Load in a previously saved game from the Main Menu. See the LOAD GAME section under 'GETTING STARTED' at the beginning of this manual.



# THE GAME SCREEN



# PAUSE MENU




To bring up the Pause Menu during gameplay, press START. Once the Pause Menu appears press ↑/↓ to highlight an option, then press ⊗ to select:

| | |
|---|---|
| RESUME | Quit the Pause Menu and return to your current game. |
| EXIT LEVEL | Quit the current level and return to The Professor's Laboratory. |
| QUIT | Quit your current game and return to the Main Menu. |
| GAME SETTINGS | Configure your game with a choice of options. |
| AUDIO MODE | Press ⊗ to toggle between STEREO and MONO |
| FX VOLUME | Move the slider ←/→ to decrease/increase the sound effects volume |
| SPEECH VOLUME | Move the slider ←/→ to decrease/increase the speech volume |
| MUSIC VOLUME | Move the slider ←/→ to decrease/increase the music volume |
| SCREEN ADJUST | Use the directional buttons/left stick to adjust your screen. Press △ to return to the GAME SETTINGS menu. |
| CONTROL OPTIONS | Configure your Controller with a choice of options. |
| VIEW CONTROLS | Press ⊗ to view default controls. Press ↑/↓ to scroll through the menu. |
| BUTTON LAYOUT | Press ←/→ to select from one of three preset button layouts. Check each button layout in the VIEW CONTROLS option. |
| VIBRATION | Press ⊗ to toggle the vibration function of your DUALSHOCK analog controller ON or OFF. |



# USING SIR DAN'S INVENTORY




As you progress through the adventure, you will find many useful items. Once collected, these are automatically stored in Sir Dan's inventory. To use them, press SELECT to open the Inventory, then press the directional buttons to highlight an object, and press ⊗ to select it. To equip a weapon, highlight one of the two weapon slots and press ⊗ a second time, to exit the inventory press SELECT or △.

Use ↑ or ↓ to move to other levels of items. Weapons and shields are found on the first two lines, with other items below. Some items are only usable at certain points in the game. If you are attempting to use an item in the wrong place, a 'clunking' sound will play.



# WEAPONS

As Sir Dan starts his quest the only weapon available to him is his own arm, which he can rip off to defend himself. Elsewhere in the museum are a sword and a pistol, which will come in handy when attacking enemies from afar. As Sir Dan progresses through the game, the Professor will build him new weapons that, in certain situations, can be used to better effect than his sword. Once you have two or more weapons, you can store them close to hand and toggle between them during battle (this is especially useful when facing enemies whose weaknesses are only temporarily open to attack).

Select two weapons from your inventory, then hold down L1 and tap ■. You can do this at any time, even when running away from the enemy ... not that a brave warrior ever runs away, you understand.

Here are some of the many weapons you might find during your adventure:



## ARM

Sir Dan can remove his arm and use it as a club, or throw it at enemies. A weak attack, this should only be used when all else fails.



## CANE STICK

As the Professor say's, "No modern Knight should be seen without one." Experiment with its power-up attack for maximum effect.





## HAMMER

Reputed to have been fashioned by Thor, God of Thunder, this weapon can give enemies a really bad headache.



## AXE

Another heavy-duty weapon, the axe can cleave enemies in half or give them a nasty razor-cut.



## PISTOL

Handy for attacking enemies while keeping your distance.

Ammunition: Standard bullets, 200 capacity @ 30 gold pieces for 50.



## CROSSBOW

Another long-distance attack, the crossbow fires steel arrows right at the enemy. A variation of this weapon can be found which fires burning arrows.

Ammunition: Standard bolts, 200 capacity @ 50 gold pieces for 50.



## GATLING GUN

A good weapon for 'mowing' down multiple enemies.
Ammunition: Standard bullets, 999 capacity
@ 40 gold pieces for 50.

Should, for any reason, Sir Dan lose his weapons, he will improvise by tearing off his arm and using it as a club. You don't want to stay like this for too long though. Try to "re-arm" yourself as quickly as possible.

## SHIELDS



Shields can be found here and there in certain levels. They offer some defense, but they do wear down and will need to be replaced every now and again. Keep an eye on the Shield icon at the top of the screen and try to keep it at maximum strength. As you progress through the game you might need stronger defense. Have a chat with the Professor and he'll try to make sure you're looked after.



# THE LEGENDARY CHALICE OF SOULS

In certain locations you will see a golden chalice floating in the air. At first you will not be able to touch the chalice. As enemies are defeated, the chalice fills a little more with the souls of the vanquished adversaries. Once the Chalice is full, it is yours to collect. Bring it with you to the laboratory and give it to the Professor. Having studied the occult for many years, the Professor has learned how to tap the power of the undead and convert it into a useful source of energy. With this he'll be able to build you bigger and better weapons to use in your quest.





# THE PROFESSOR'S LABORATORY

When you first enter the Professor's Lab, you will see three different areas: The Professor's Desk, the Invention Bench, and the Projector. Step on the flashing floor-plates in front of each area to let the Professor know you're ready to speak to him.





1. THE PROFESSOR'S DESK

When you first arrive at the Laboratory, head for the desk in the middle of the room. Winston will introduce you to the Professor, and in subsequent visits, this is where you'll usually find him. The Professor will be able to share with you any information he's picked up or keep you up to date with how well the quest is going.



2. THE INVENTION BENCH

If you have collected enough souls AND remembered to collect the Chalice, then the Professor will reward you with a new weapon or accessory. Take the Chalice up to the Invention Bench and the Professor will give you your new weapon.



3. THE PROJECTOR

The projector shows images of different locations across London. Here, the Professor will brief you on your next mission. Step on the floor-plate, then press □ to hear the briefing, ✕ to begin the mission or △ to cancel the selection and return to the lab. Press ← or → to choose from the locations available to you. Once you've made your selection, you will be offered the chance to save.



# BEGINNING YOUR QUEST

A few things you might need to know.

## ENERGY LEVELS AND LIFE BOTTLES



At the top of the game screen you'll see a green bar. This is Sir Dan's energy meter. When this becomes empty, Sir Dan will die. However, if kept stocked up, energy bottles will automatically restore him to full health. You can refill both your life bar and any empty life bottles at Health Springs, which you'll see through your travels. Simply step into the green eruptions of the fountain and wait until you've either filled your life bar and bottles, or the fountain's natural source of power has been exhausted. You might also find small vials containing life energy, which you can use as a top-up measure. Once the energy bar and all your life bottles are empty it's "GAME OVER."

## WINSTON, THE HELP GHOST



Winston has been sent by the Professor to help you. Whenever you see his spectral trail (a glowing cloud of particles), walk up to it and press ⊗. Winston will offer you advice or warn you about impending doom. He's an enthusiastic little fella, but take heed - he can often be a little cryptic, so his advice may not be as straight-forward as it first seems.



## THE SPIV



To buy items from The Spiv, walk up to him and press ⊗. A menu will open – press ⊗ to select PROVISION (or, once you've gained the enchanted sword, SERVICES), then select the item you require by pressing ↑ or ↓ to highlight it, then press ⊗. Press ⊗ again to continue to purchase items until you have either bought as many as you want to buy, can carry or you have run out of coins.

When you encounter boss enemies, you'll see that they too have an energy bar. You must try to deplete it before they 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 you can't reach.

On the screen, you will see an icon of an item and the number of items of that type you can buy, and another number to the right of it, indicating how much it will cost. Note that you can only purchase the given amount of that item – for instance, if you wish to buy 30 shots for your pistol, you will still be charged 30 coins for 50 shots. The amount you already own of the given item will be displayed in the bottom border.



## TREASURE

Any treasure that you find will go into your money pile at the top of the screen. You can then use this to buy items from The Spiv. Learn to spend wisely though, there may be items you can get for free that will cost you dearly if bought from The Spiv...



## KEYS

Some areas can only be accessed if you have the correct key or combination of keys. Look around as keys can often be found in hidden areas or might even be carried about by enemies.



## TREASURE CHESTS

Occasionally you'll see treasure chests scattered about various locations. Bash these open to retrieve their contents. You might find something useful ... or even explosive!



## BOOKS

Scattered around the museum you'll find books resting on lecterns. Some are history books, telling the story of the exhibits. Some offer advice and hints designed to help with your quest. Whenever you see a book, stand in front of it, then press ⊗. If necessary, use the ⬆/⬇ to scroll through the text.



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