COMING TO THE PLAYSTATION® GAME CONSOLE



RATING PENDING
RP
CONTENT RATED BY ESRB

REBELLION

UNIVERSAL
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PlayStation®

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PlayStation®

NTSC U/C

PlayStation

MATURE
M
CONTENT RATED BY ESRB

SLUS-01112



KONAMI®

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.

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

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

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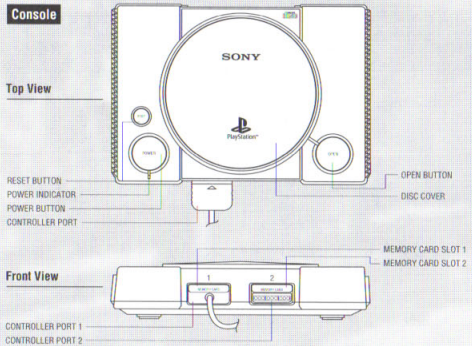
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GETTING STARTED

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 **NIGHTMARE CREATURES II** 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.

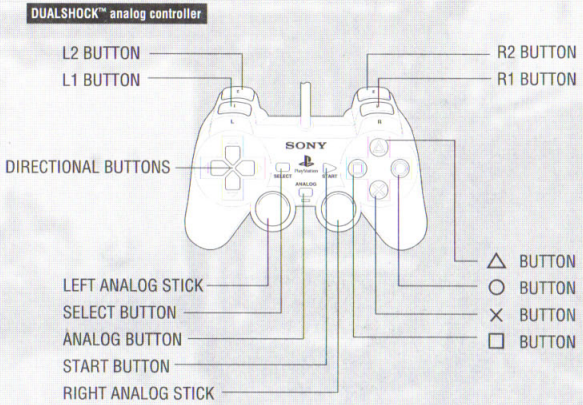


Memory Cards

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation game console before starting play. You can load your saved games from the same card, or from any Memory Card containing previously saved **NIGHTMARE CREATURES II** games. For more information on saving and loading, see page 9.

NOTE: NIGHTMARE CREATURES II uses 1 block of Memory Card data to save each game. Make sure there are enough free blocks on your Memory Card before commencing play. Do not insert or remove a Memory Card while saving/loading games or after the power has been turned ON.

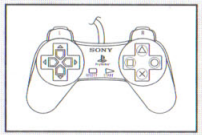
USING THE CONTROLLER



DUALSHOCK™ analog controller

Be sure to verify that the game is set to analog mode (red LED lamp should be lit).

You can toggle the vibration function ON and OFF in the OPTIONS SCREEN (refer to Explanation of Windows on p. 12).



NOTE: You may have a controller that looks like this. Button functions on a digital controller are the same as those on an analog controller.

Exploration Mode Controls (default configuration)

Move/Run ..... Directional Buttons or Left Analog Stick.

Jump ..... ■ Button.

Kick/Squash/Knock Down Objects/Open Unlocked Doors ..... ▲ Button.

Axe Attack/Break Objects/ Open Unlocked Doors ..... ✕ Button.

Start/Pause/Resume ..... Start Button.

Climb Ledge ..... ■ Button.

Grab Ledge ..... If a jump is required to reach a ledge, use the Directional Buttons or Left Analog Stick to aim for the ledge after performing a jump. Wallace will grab onto the ledge if its within reach.

Holding the ■ Button down during an unexpected fall may increase your chances of grabbing a ledge to break the fall.

Climb Ladders ..... Approach ladder using Directional Buttons or Left Analog Stick. Climbing commences automatically when player reaches ladder.

Underwater Movement ..... Directional Buttons or Left Analog Stick. To reflect accurate underwater controls, ascension and descension controls are reversed.

Swimming ..... Hold down ■ Button underwater to move forward.

Swim to surface/Dive ..... ✕ Button.

Swim on surface ..... Swim to surface by pressing the ✕ Button. Use the Directional Buttons or Left Analog Stick to move on water.

Exit underwater to land ..... Swim to surface by pressing the ✕ Button. If a ledge is within reach, Wallace will automatically pull himself out of the water.

Use non-battle items ..... ✕ Button/ R2 Button (refer to Weapons, keys, lock cutters) Powerups, and Items on p. 14 for a description of Items).

Activate Inventory ..... Hold the R1 Button to cycle through available inventory.

Combat Mode Controls (default configuration)

Advance/Retreat ..... Up/Down Directional Buttons or Left Analog Stick ↑/↓.

Strafe ..... Left/Right Directional Buttons or Left Analog Stick ←/→.

Horizontal Axe Slash ..... ■ Button.

Vertical Axe Slash ..... ✕ Button.

Forward Knee Kick ..... ▲ Button.

Block/Defend ..... ● Button.

Combos ..... Combos are an effective combat technique against most adversaries. By experimenting with the basic attack controls, combos can be achieved.

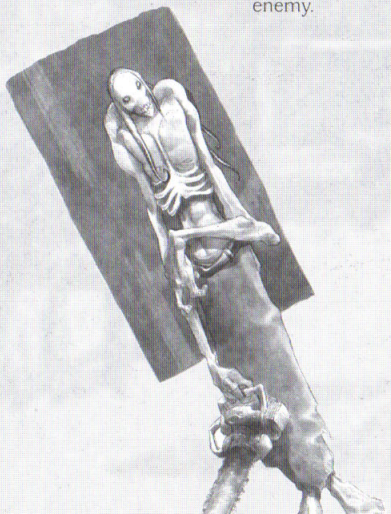
Fatalities ..... A fatality is triggered by pressing ■ and ✕ Buttons simultaneously while facing an enemy in a fatality state. The fatality state is present when the enemy's health bar pulses. Be careful during combat, as enemies can also inflict fatalities on you.

Knock Down Recovery..... Contiuously press the ■ Button before the enemy approaches in order to regain fighting posture. Enemies can inflict damage to the player while knocked down.

Activate Powerup Inventory..... Hold the R1 Button to cycle through available inventory.

Use Powerups..... R2 Button (refer to Weapons, Powerups, and Items on p. 14 for a description of Powerups).

Toggle Combat/Exploration Mode.... Hold down L1 Button while in Combat Mode to activate Exploration Mode. When L1 Button is released, Combat Mode will resume if you are within combat range of an enemy.



PROLOGUE

A hundred years after his defeat in London, Adam Crowley is back. The sorcerer spent one whole century regaining his strength and is now preparing his masterpiece: to call up an ancestral entity of terrifying power in order to merge with it. If Crowley succeeds, he will finally embrace immortality and will soon be poised to impose his reign on Earth forever! With the aid of his Emissaries, creatures that are part of the Devourer, he plans to carry out a powerful ritual that will allow the entity to manifest itself.

One of the essential elements needed for this operation is a powerful magic artifact known as the Glyph. However, this artifact, is in the hands of the Circle, a secret organization founded by Ignatius Blackward and Nadia Fransiscus.

Crowley is quick to move on his demented plan and decides to surprise attack the Circle organization. The sorcerer massacres Ignatius and Nadia and steals the famous Glyph, thereby killing two birds with one stone. Unfortunately for Crowley, Ignatius' and Nadia's spiritual descendants have not played their last card: Herbert Wallace.

Wallace shares a relationship with Crowley that most mortals would never wish upon themselves. Kidnapped at a young age, Wallace became a laboratory test subject of Crowley. For several long and grueling years, Wallace was locked up in a cell and involved in countless lab experiments, torture, and mutilation. As each day passed, Wallace had nothing to look forward to except a new kind of torture or experimentation.

Wallace was beginning to lose his senses, as cell isolation and physical degradation was stripping him of conscious thought. Horrific nightmares haunted Wallace in his sleep and he began to wonder if his dreams were real, imagined, or somehow visions. One night, he visualized Crowley's massacre of the Circle organization in his mind, and clinging onto his last ounce of mentality, Wallace came to the conclusion that everything he endures must stop. His only solution is to hunt down the souls responsible for his unfortunate fate and settle the score in the ultimate display of revenge. It's up to Wallace to stop Crowley from accomplishing his demented plan.

STARTING THE GAME



After the introductory logos are displayed, you will see an opening movie followed by the Title Screen. The opening movie can be interrupted/skipped by pressing the START Button or ⊗ Button. When the Title Screen appears, select NEW GAME, LOAD GAME, THERAPY or OPTIONS using the Directional Buttons or Left Analog Stick. Enter the selection with the ⊗ Button. Press the △ Button to return to the previous screen.

NEW GAME
Select NEW GAME to play a game from the beginning.

LOAD GAME
Select LOAD GAME to continue playing a previously saved game using data saved on a Memory Card. Select the desired game using the Directional Buttons or Left Analog Stick and enter your selection with the ⊗ Button. For more information on saving and loading, see page 9.

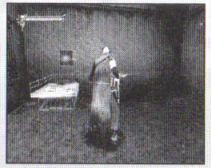
THERAPY
This is a combat training mode to get familiar with the controls and learn valuable offensive/defensive skills. In this mode, the player is given unlimited health and must fight monsters that will regenerate automatically after they die.

To quit this mode, pause the game and select quit game.

OPTIONS
Select OPTIONS to modify game settings. Game settings can also be modified during play by pressing the START Button to open a menu (refer to Options Screen in Explanation of Windows on p. 12).

WARNING : ENDING A GAME
The correct procedure when ending the game is to open the disc cover, wait for the disc to stop moving, and then turn OFF the power. The disc will continue to turn if the power is switched OFF first, and may become scratched during removal.

SAVING / LOADING A GAME



Insert a Memory Card into MEMORY CARD slot 1 of your PlayStation game console (MEMORY CARD slot 2 is not used). A game can be saved at any one of the various save points scattered throughout each level. The save points are easily identified as ancient books strategically placed for collection. Approach the ancient books using the Directional Buttons or Left Analog Stick to pick up the book. Upon collection of the book the player will be provided with on-screen instructions for saving a game.

To load a game, the player must access the main menu from the Title Screen and then select LOAD GAME. Follow the on-screen instructions to restore your saved game.

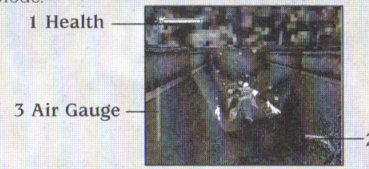
Note : If the player refuses to save upon collection of the ancient book, the book is lost and the player cannot save until the next ancient book is discovered.



READING THE GAME SCREEN

UNDERSTANDING THE EXPLORATION MODE INTERFACE

Exploration Mode is the primary mode of play throughout the **NIGHTMARE CREATURES II** universe. This mode allows the player to wander throughout each level collecting powerups, health vials, keys, etc. Other control functions, such as knocking down doors, unlocking doors, running, jumping, and swimming are possible. Saving game play at designated Save Locations is also conducted in Exploration Mode.



1 Health

Represents Wallace's health. The green part of the health bar indicates the remaining health of Wallace. If the health bar becomes completely depleted, the game is over.

2 Item Inventory

Represents items collected by Wallace throughout the game for use in Exploration Mode. If one or more items are carried by Wallace, the player can choose the desired item from inventory. To select items from the available inventory, press and hold the R1 Button to cycle through available items until the desired item is shown. Press the R2 Button or ⊗ Button to use the selected item.

3 Air Gauge

When swimming underwater, this gauge indicates the remaining air of Wallace.

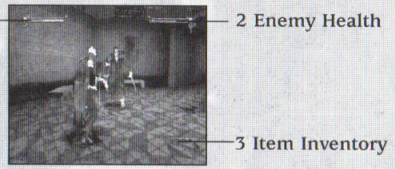
Save Locations

At save locations, you can save data for game play up to the current point (refer to Saving/Loading A Game on p. 9).

UNDERSTANDING THE COMBAT MODE INTERFACE

When the player gets within a certain proximity of an enemy, Combat Mode is automatically engaged. When Combat Mode is engaged, the health status bar of the targeted enemy is simultaneously activated and will appear on the upper right hand corner of the screen. When the enemy is defeated, the enemy health status bar will disappear automatically and Exploration Mode will be restored.

To activate Exploration Mode while in Combat Mode, refer to Using The Controller on p. 3. It may be necessary to exercise this tactic in order to acquire health vials, ammunition, power-ups, etc., to prevent dying in the midst of combat.



1 Health

Represents Wallace's health. The green part of the health bar indicates the remaining health of Wallace. If the health bar becomes completely depleted, the game is over.

2 Enemy Health

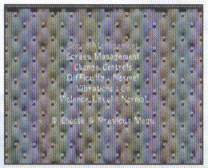
Represents the health status of the targeted enemy. The red part of the health bar indicates the remaining health of the targeted enemy. During multiple enemy combat, only the currently targeted enemy's health will be displayed.

3 Item Inventory

Represents items collected by Wallace throughout the game for use in Combat Mode. If one or more items are carried by Wallace, the player can choose the desired item from inventory. To select items from the available inventory, press and hold the R1 Button to cycle through available items until the desired item is shown. Press the R2 Button to use the selected item.

EXPLANATION OF WINDOWS

MAIN MENU OPTIONS SCREEN



Use the Up/Down Directional Buttons or Left Analog Stick ▲/▼ to select from the options available in the OPTIONS SCREEN. Press the ✕ Button to enter the desired option's subscreen or use the Directional Buttons/Left Analog Stick to adjust game settings. Press the △ Button to cancel your selection or return to the previous menu.

The following are options available in the OPTIONS SCREEN:

SOUND MANAGEMENT..... The SOUND MANAGEMENT option allows the player to adjust all sounds related to the game.

SOUND VOLUME..... Change the volume level of the sound effects using the Left/Right Directional Buttons or Left Analog Stick ◄/►.

MUSIC VOLUME..... Change the volume level of the background music using the Left/Right Directional Buttons or Left Analog Stick ◄/►.

MOVIE VOLUME..... Change the volume level of the movies using the Left/Right Directional Buttons or Left Analog Stick ◄/►.

SOUND TYPE..... Select Mono or Stereo using the Left/Right Directional Buttons or Left Analog Stick ◄/►.

SCREEN MANAGEMENT..... Use the Directional Buttons or Left Analog Stick to adjust the screen position.

CHANGE CONTROLS..... Select the desired controller configuration using the Left/Right Directional Buttons or Left Analog Stick ◄/►.

DIFFICULTY..... Select the desired level of difficulty using the Left/Right Directional Buttons or Left Analog Stick ◄/►.

VIBRATIONS..... Enable/Disable Dual Shock vibrations by using the Left/Right Directional Buttons or Left Analog Stick ◄/► to toggle ON/OFF.

VIOLENCE LEVEL..... Select the desired level of violence using the Left/Right Directional Buttons or Left Analog Stick ◄/►.

PAUSE MENU



While playing you can activate the PAUSE MENU to suspend game play by pressing the Start Button. Use the Up/Down Directional Buttons or Left Analog Stick ▲/▼ to select from the options available in the PAUSE MENU. Press the ✕ Button to enter the desired option. Press the △ Button to return to the previous menu. Press the Start Button again to resume game play.

The following are options available in the PAUSE MENU:

RETURN TO GAME..... Resume Game/Un-pause

START LEVEL AGAIN..... Restart the level. This will not return you to the most recently obtained Save Point.

OPTIONS..... Refer to Explanation of Windows on p. 12.

QUIT GAME..... Exits the current game in progress and returns to Title Screen.

WEAPONS, POWERUPS, AND ITEMS

WEAPONS

Axe..... The main weapon of choice by Wallace to get the job done.

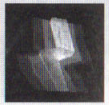


Gun..... A modern age weapon that packs simplicity, power, and destruction with every bang. The gun can be equipped with three types of ammunition depending on the confrontation.



POWERUPS

Earth Quake..... The earth damages all monsters in view.



Gory Ultrasound..... Emits a soundwave that harms all monsters in view.



Jar of Flies..... Swarm of flies rushes to the head of the targeted monster before it graphically explodes.



Blazing Axe..... Transforms Wallace's axe into a flaming axe. Enemies will take additional damage with each attack.



Hell Fire..... Works similar to the Jar of Flies but sets the enemy ablaze.



Toxic..... This powerup releases a toxic gas cloud.



Crown of Thorns..... Thorn projectiles rip into the flesh of monsters causing them to bleed.



Gory Spirit..... Summons a lost soul that freezes a monster into solid ice.



Regular Bullets..... Kills a monster with 2 to 3 shots.



Tracing Bullets.....Instantly kills a monster.



Explosive Bullets.....Explodes the targeted monster.



ITEMS

Total Health Vial.....Restores 100% health to Wallace.



Partial Heath Vial.....Restores partial health to Wallace.



Ancient Book..... Special books that can save your current game in progress.



Keys..... Required to unlock doors.



Dynamite..... Blasts through barricades and blocked paths.



Bolt Cutter..... For those days when having keys or breaking down doors just won't cut it.



CHARACTERS

HERBERT WALLACE

Herbert Wallace was once a young handsome man, well known for his escapades in London nightlife. He was attracted by esotericism and the supernatural. He mixed with various occult groups before being noticed by the Circle. In Wallace, they saw a promising agent.

Wallace was filled with enthusiasm for his new life and teamed up with his old friend Havensmith. During one of their missions, the two accomplices discovered a branch of the Brotherhood of Hecate working towards Crowley's return. The mission was an utter failure and Wallace was taken prisoner. Declared missing, he was in fact kept by Crowley and used for his experiments. After a spectacular escape, Wallace was found roaming the streets of London and placed in a psychiatric hospital.

Wallace is a tormented young man. After being locked up in a psychiatric hospital for a long time, he remains subject to delirious, destructive visions and takes extremely violent and destructive action. His terrible past experiences left him badly scarred both mentally and physically. He is in his twenties but appears twenty years older.



Herbert Wallace was certainly promised a brilliant and eventful life but Crowley was to stop him in his stride. Frightened by his new appearance and chaotic thoughts, he is afraid of becoming a monster and having been corrupted forever by Crowley's influence and tampering. Still, he is blessed with enormous inner energy and a fury to live, making him capable of standing up against any type of ordeal.

ADAM CROWLEY

Born in London in 1635, Adam Crowley was a brilliant scientist, a doctor of medicine and a specialist of natural sciences. Bestowed with an ingenious mind, Crowley had unfortunately neither scruples nor the slightest sense of morality.

Indeed, the wicked mastermind was prepared to do anything in order to successfully carry out his experiments - he didn't care whether his guinea pigs were human or otherwise. Always looking to further his knowledge, Crowley became interested in black magic. Merging his expert knowledge of laboratory science with his new found passion in occult science, Crowley became a master of bio-sorcery and eventually took control of the Brotherhood of Hecate, which he transformed into a secret network of submissive servitors.

Crowley was obsessed by the quest for immortality and absolute power and looked for a solution that would accomplish both. In 1665, Crowley learned the existence of evil entities driven back to the ends of the earth by special rituals contained in a secret book. If Crowley could gain access to this book, he might be able to summon one of these entities and merge their powers together. Therefore he devises a plan that would span over 200 years.



In 1834, Crowley attempted to accomplish his supreme act in London by stealing the secret book. Ultimately his attempt was a failure, thwarted by the efforts of Ignatius Blackward and Nadia Franciscus. Despite his failure, Crowley understood that the key to his success lay in his union with this creature.

Physically weakened, the sorcerer used the following decades to perfect his knowledge of the Entity with which he hoped to become one, in order to impose his reign on an Earth immersed in a new age of gloom.

One century following the events of Nightmare Creatures, Crowley is ready to put his infernal plan into action...

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"MEET THE CREEPER (BRUTE MAN AND WONDER GIRL MIX BY DJ LETHAL)"
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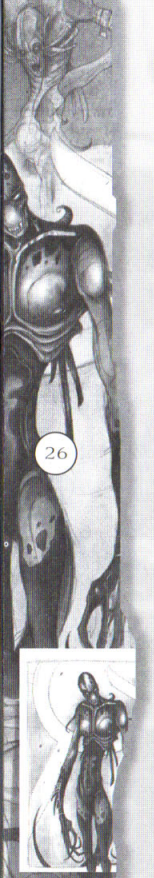
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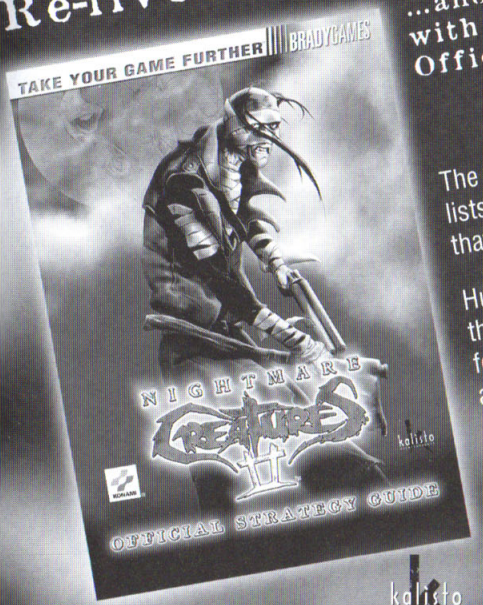
NOTES



NOTES

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