
PlayStation
NTSC U/C
PlayStation
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB
SCUS-94204
94204
SPAWN
THE ETERNAL
TODD McFARLANE
PRODUCTIONS
SONY
COMPUTER
ENTERTAINMENT



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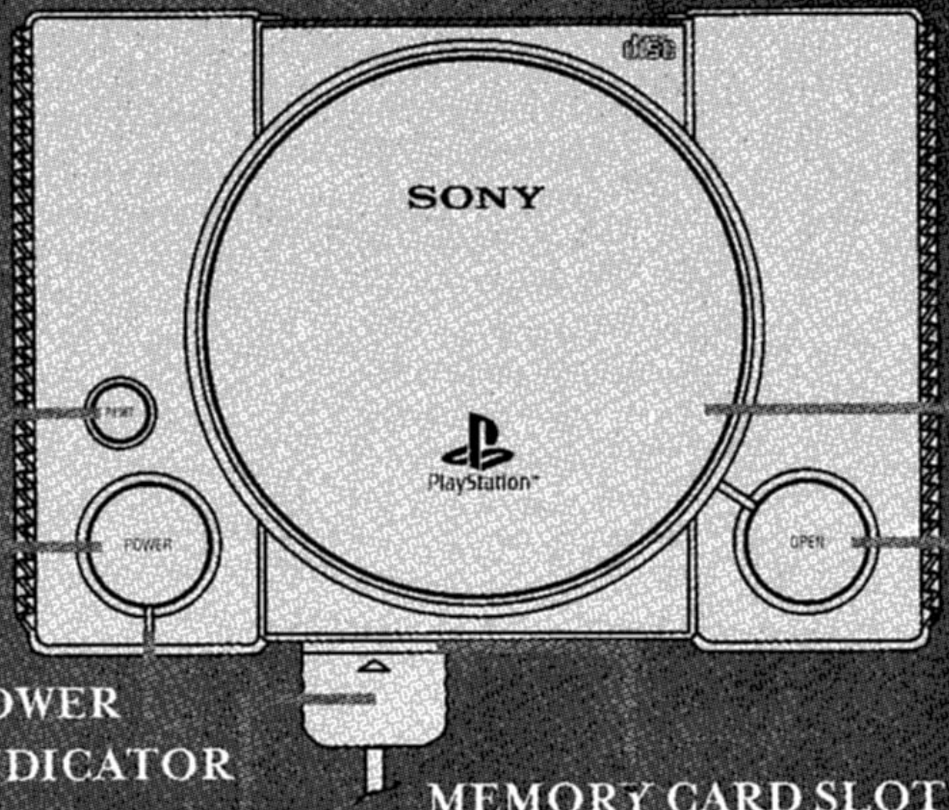
SPAWN®

THE ETERNAL

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.

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 SPAWN® THE ETERNAL™ disc and close the CD door. Insert the game controller and turn ON the PlayStation™ game console. Follow the on-screen instructions to start a game.

MEMORY CARD

SPAWN® THE ETERNAL™ lets you save games at their current level of play onto memory cards, and resume play on previously saved games. Insert memory card(s) (sold separately) into the PlayStation game console BEFORE starting play.

IMPORTANT: Do not remove a memory card while saving or loading games; doing so could damage the game data.

CONTROLS

DIRECTIONAL BUTTONS

↑, ↓, ←, → : Highlight menu items.

↑ : Step Forward.

↓ : Back Away.

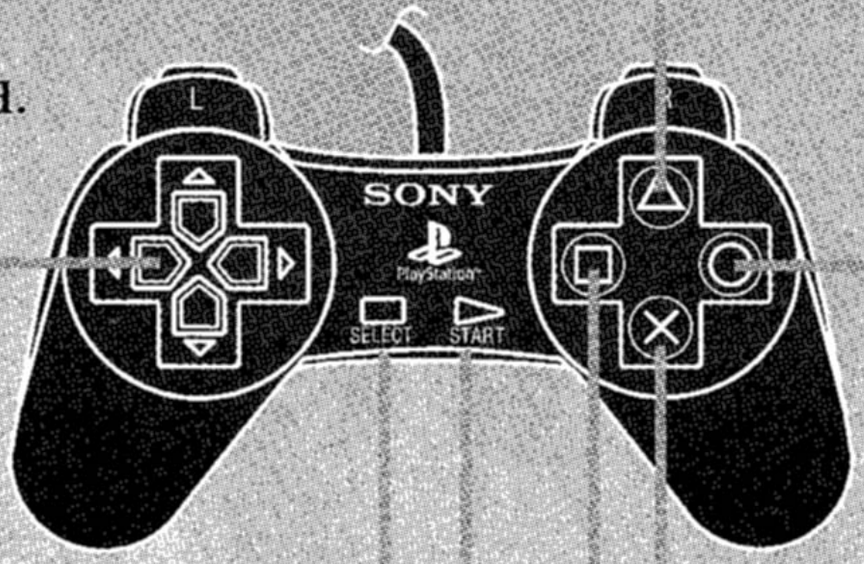
← : Turn Left.

→ : Turn Right.

↓, ↓ : Turnaround.

△ BUTTON

Jump.



◎ BUTTON

Break Kick.

SELECT BUTTON

Not Used.

START BUTTON

Display Main Menu from intro video sequence. Pause gameplay.

⊗ BUTTON

Activate highlighted menu item. Activate switches (move SPAWN in front of switch and press button).

▣ BUTTON

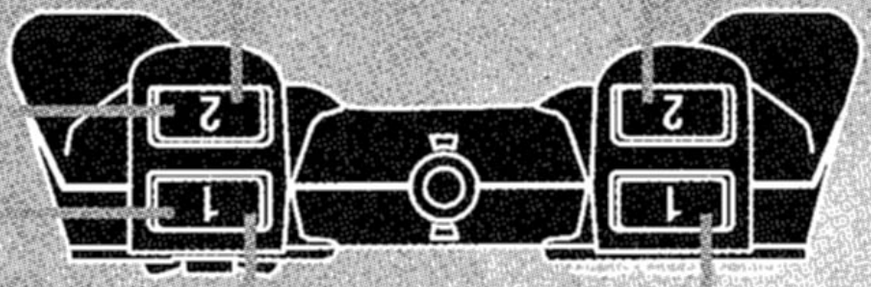
Break Punch.

CONTROLS



L2 BUTTON
Precision Movement.

R2 BUTTON
View in first person camera (as SPAWN).
R2 + ↑ : Look Down.
R2 + ↓ : Look Up.
R2 + ← : Look Left.
R2 + → : Look Right.
Hold R2 + press Direction Buttons:
Pan 360° from floor to ceiling.



L1 + L2 BUTTON
Restore Physical Condition.

L1 BUTTON
Roll Forward.

R1 BUTTON
Not Used.


A FURY TOO
HOT FOR HELL!



You were Al Simmons, the hottest professional assassin alive. But you were a killer with a fatal flaw – a sense of right and wrong.

You started asking questions and nosing around. So a spiteful associate decided to spare you the pangs of conscience by torching you to death.

A dead man's soul can still plead for mercy, and, brother, you begged.

Unfortunately, the One who answered your prayer was beyond mercy. You struck a deal with Malebolgia®, ruler of the Eighth Sphere of Hell. He allowed you to return to the living for a last glimpse of Wanda, your beloved wife.

But read the small print, Al. The E-ticket for your resurrection cost a bundle.

You've been drafted into the Devil's Own Army. Malebolgia® knows you feel betrayed and enraged by your death at the hands of ersatz allies. He needs your fury and barbaric skills to lead Hell's army into the final battle of Armageddon. You're the Devil's own trainee, Al, the ultimate hope for all that is evil!

Your schooling begins. Travel through three realms at different points in time. Rip into every beast that Malebolgia® hurls your way. Discover the secrets that will lead you back to Hell.

Maybe there is a way out. Attack Malebolgia® himself, and you might be free.

Are you Al Simmons now? No, you are one of the Hellspawn®. You're SPAWN, can you resist the commands from the powers of Hell? Maybe.

STARTING PLAY

Turn on the PlayStation game console. Following the opening logos, you'll watch the SPAWN® THE ETERNAL™ introductory video sequence.

During the video you'll be drawn into SPAWN's world, and you'll come to understand the dark and gruesome trials that await you.

As they say in Peoria, "What's that in the road. A head?"

Get ready for gristle, gore and guts as SPAWN takes on a fiercer evil than has ever been seen above the ground.

The Main Menu appears following the video sequence. Press any key to skip the video sequence and go straight to the Main Menu.

MAIN MENU

Press the Directional Buttons ↑ or ↓ to select an item, and press the ⊗ Button.



NEW: Start the game at the first level of the first Orchard of Hell.

LOAD: Select and load a previously saved game, and resume play from the stage where the game was saved, including current Health and Magic levels. Use the Directional Buttons to highlight a saved game and press the ⊗ Button to load. Press the △ Button to return to the Main Menu without loading a game.



OPTIONS: Press the ⊗ Button to view a menu with the following settings.

SOUND: Adjust the sound effects volume.

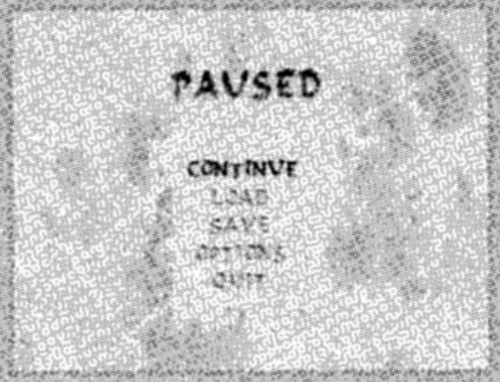
MUSIC: Adjust the music volume.

DIFFICULTY: Choose an EASY, NORMAL or HARD game to adjust enemy intelligence and a few other game elements that shall remain secret.

Press the Directional Buttons ↑ or ↓ to select an item, and press ← or → to adjust the setting. Press the △ Button to return to the Main Menu.

STARTING PLAY

PAUSE MENU



Press the Start Button to pause gameplay. The Pause menu offers the following items:

CONTINUE: Resume current gameplay.

LOAD: Load a previously saved game (same as in Main Menu).

SAVE: Save the game at the current level of play. Use the Directional Buttons to highlight an empty slot and press the ✕ Button. (If the slot already contains data, the save will overwrite it.) Press the △ Button to return to the Pause Menu.

NOTE: Not available in Fight Mode.

OPTIONS: Adjust game settings (same as in Main Menu, except you can't change Difficulty).

QUIT: Exit the current game.

END GAME MENU



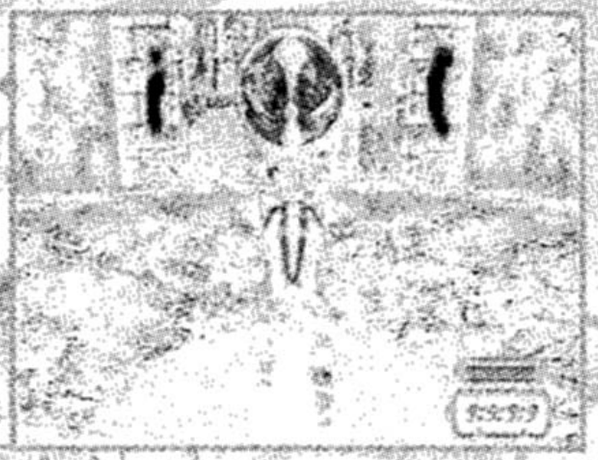
The game automatically ends when SPAWN runs out of Health or Magic power. The menu that appears offers the following items:

RESTART: Restart the game at the beginning of the last level played.

LOAD: Load a previously saved game (same as in Main Menu).

QUIT: Exit the current game.

PORTALS TO THE REALMS OF TIME

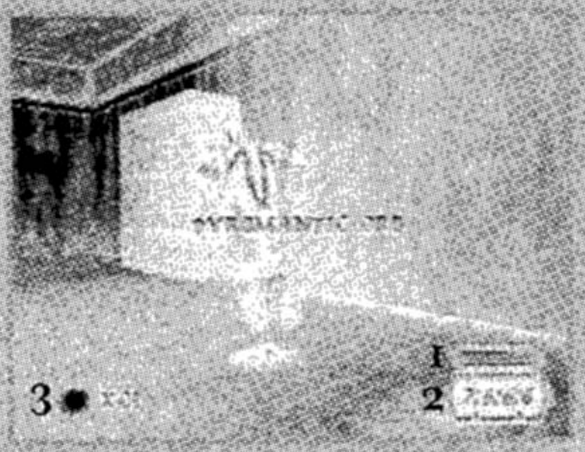


To enter each realm, SPAWN must pass through one of the Portals of Time. Four Portals exist – each one opening into a different Realm of Time. Circle the portico, walking toward each portal. If a realm is available, the portal will open. In NEW games, only the Street Spawn Portal will open. After you completely explore the first realm, gather all keys, open all doors and defeat all enemies, you will be granted access to the next realm. YOU MUST DEFEAT EACH REALM IN TURN IN ORDER TO GAIN ACCESS TO THE NEXT.

PORTALS	REALMS
 Street Spawn® Realm	The world SPAWN used to inhabit – a heartless cityscape.
 Medieval Spawn® Realm	Werewolves, monsters and armor-clad lost souls haunt lichen-shrouded crypts.
 Primitive Savage Spawn™ Realm	The ancients were famous for savagery, brutality and tenacity.
 Hell	The realm of the un-living and the truly damned who follow you to the grave – and beyond.



NAVIGATION

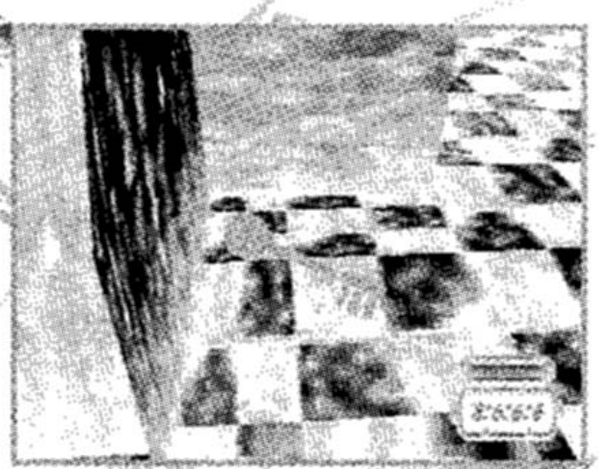


1: *Physical Condition Meter:* SPAWN's life, such as it is, depends on his Physical Condition. As a green-blooded American, SPAWN loses health with any injury. Attacks, poisons, traps, polluted liquids, stabs, slashes, punches, having Magic done on him and other hurts will sap SPAWN's health. Lose his last drop and SPAWN dies. Restore Physical Condition by collecting Necroplasmic Spheres. Or use some of your Magic to fully restore SPAWN's Physical Condition (press L1 + L2).

2: *Magic Level:* SPAWN's Magic level is finite, but he enters the realms with a high amount – 9:9:9:9. Using Magic depletes the level. Use it all and SPAWN is wasted. In other words, to win the game, you must clear all four realms with the Magic level on hand.

3: *Sphere Inventory:* Whenever you collect any Sphere power-up, the amount you have on hand appears here, for instance: ● X 3.

LEVEL ITEMS



KEYS: Hidden Keys unlock passages. Find the Key for each lock, or you won't ever get out. HINT: Bust open crates and check every inch of every room.

SWITCHES: Place SPAWN in front of a switch and press the ⊗ Button. The effect of throwing the switch can be nearby, or in a completely different location.

WARP MIST: Enter the mist to warp to the next level.

COMBAT



1: *Health Meter:* During combat, the Health Bar displays each fighter's ability to keep fighting. Health decreases according to the power in the punches, kicks, combos and Magic hits taken. The fighter able to deliver the most merciless injury in the shortest amount of time is usually the one left standing. Strategy counts, too.

2: *SPAWN's Physical Condition*

3: *Enemy's Health*

4: *Cape/Chain:* SPAWN's Cape is a living weapon that assists him in combat. Switch to the Chain (press R1 + R2) for another form of heavy attack.

COMBAT CONTROLS

BASIC COMBAT

These controls apply during combat.

Directional Buttons:	↓ : Crouch.
	← / → : Advance; Back Off (depending on facing direction).
⊗ Button:	Left Kick.
◉ Button:	Right Kick.
▣ Button:	Left Jab.
△ Button:	Right Cross
△ △ Button:	Use Arm as a Weapon.
R1 + R2:	Switch between Cape and Chain.
L1:	Side Step Left.
L2:	Side Step Right.
L1 + L2:	Restore Physical Condition.

COMBAT CONTROLS

SPECIAL ATTACKS

ADVANCING ATTACKS

Forward, forward + △ : Right Cross.
Forward, forward + □ : Elbow Smash
Forward, forward + ○ : Right Kick.
Forward, forward + ✕ : Left Kick.

CAPE/CHAIN ATTACKS

1/2 circle back to front + ○ : Cape/Chain Attack Right.
1/2 circle back to front + □ : Cape/Chain Attack Left.
1/2 circle front to back + ✕ : Arm Rip.

COMBAT CONTROLS

BUTTON COMBO ATTACKS

⊗ (Left Kick):	+ ⊗ : Left Kick
	+ ⊗ + ⊗ : Left Kick
	+ ◉ : Right Kick
◉ (Right Kick):	+ ◉ : Right Kick
	+ ◉ + ◉ : Right Kick
	+ ⊗ : Left Kick
▣ (Left Jab):	+ ⊗ : Crouch Kick
	+ ⊗ + ◉ : Right Kick
	+ ◉ : Right Kick
	+ ◉ + ⊗ : Left Kick
	+ △ : Right Cross
△ (Right Cross):	+ ⊗ : Left Kick
	+ ⊗ + ◉ : Crouch Kick Right
	+ ◉ : Crouch Kick
	+ ◉ + △ : Right Upper Cut
	+ ▣ : Left Jab

MAGIC ATTACKS (after collecting Magic Spheres)

Back, back, ↓, ↓ + ⊗ :	Fireball.
Back, forward + ▣ :	Magical Blast.
Back, forward + △ :	Hell Gauntlet.
Forward, forward, ↓, ↓ + ◉ :	Ice Blast.
L1 + L2:	Restore Physical Condition.

MAGIC SPHERE POWER-UPS

Discover Magic Spheres anywhere in the realms. They may be hidden in crates or floating in plain sight. Defeated enemies will sometimes give up Magic as they fall. Some Magic takes effect immediately. Others, such as Hell Gauntlet and Ice Blast, are activated with button presses. These Magics are fueled by SPAWN's Magic level; using them decreases the amount.



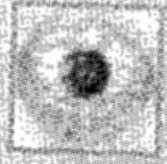
Necroplasmic Sphere: Feeds SPAWN's Physical Condition. When the meter flatlines, SPAWN loses consciousness.



Hell Gauntlet: Inflicts increased damage temporarily in SPAWN's physical attack by focusing the fury of Hell's lost souls.



Globe of Shadows: SPAWN becomes invisible for a short period, forcing his enemy to attack or defend blindly.



Cryomantic Sphere: Spawned by the frigid hopelessness that permeates the nether regions, this Ice Blast will freezer-burn an opponent, temporarily slowing him down and sapping his strength.



Sphere of Protection: Renders SPAWN temporarily invincible to the harmful effects of any form of damage.



Pyromantic Sphere: Unleashes the molten fury of Hell's own fires to incinerate SPAWN's enemy.

STREET SPAWN® REALM

THE ALLEYS

Skulk the dark passages, warehouses and deserted greasy spoons of this murderous, lost neighborhood. Refine your deadly skills. Paint the town with blood. Take some lives. Everyone here wants to kill you anyway. Consider the alleys a form of training ground. Learn about your powers.

THE SEWERS

This could be a draining experience for the un-paranoid. You'll meet the same class of lowlife you did on the surface. From the depths of the sewers you must work your way up to the surface, meanwhile man-handling a big slob who wants to tear your head off. You are not headed up town.

THE SUBWAYS

Your descent into Hell begins here. Taste warfare with the local scum and remember, this is as good as it gets. There are treasures here for the truly enraged. After you've finished your work, prepare to face the Violator®.

REALMS OF TIME

MEDIEVAL SPAWN® REALM

THE VILLAGE

You just wanted to get out of a bad neighborhood – now you've gotten out of your time zone. Welcome to a Medieval nightmare. Don't forget the house keys. Lycanthropes are stalking you. The Primarch Werewolf is getting ready to howl.

THE COURTYARD

Find your way down through the castle grounds to the catacombs. Leave here with vital things, including two halves of the same life-guard.

THE CATACOMBS

Tear the arms off a couple of zombie knights for old Malebolgia®. It could be raining knives. Battle the Vampyre King.

THE TOWER OF HELL

The fire is alive. It is stalking you. Welcome back, Al.

PRIMITIVE SAVAGE SPAWN™ REALM

THE OUTBACK

Enter the ancient and savage realm. Welcome to a paradise with heavenly waterfalls, ancient cave paintings and homicidal hell-beasts of Neanderthal persuasion. Having a bad hair day? Blue and gold break the stonewall resistance.

THE TEMPLE

Ancient traps will amuse and kill you. Just when moving forward seems obvious, reverse direction. The sentinel Makalu™ anticipates your coming with a hell-token of welcome.

THE SHRINE

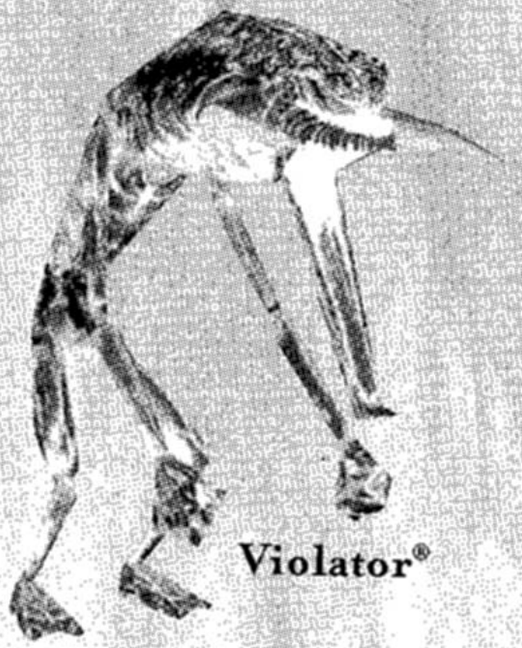
So many ways to get cut to pieces. Pyramid power is needed here or you may never escape this confusing place. The evil shaman Horrog™'s extended reach may result in your re-death.

STREET SPAWN® REALM

Street Punk: basic gang member
Thug: does a little work for organized crime
Wise Guy: mob goon
Mob Enforcer: a hitter for the mob

BOSSES

Overtkill®: the Mafia's best hit man; an ex-CIA cyborg assassin with a contract on SPAWN
Redeemer™: Heaven's equivalent of SPAWN; the anti-SPAWN
Violator®: one of the five Phlebiac Brothers, he had been charged with SPAWN's training and supervision.



Violator®



Redeemer™



Overtkill®

PRIMITIVE SAVAGE SPAWN™ REALM

Priest: a tribal shaman
Savage: basic Neanderthal
Savage Hunter: Cro-Magnon savage hunter
Stone Golem™: a stone statue brought to life

BOSSES
Makalu™: the Tribal Chief
Horrog™: a savage Shaman with great magical power

MEDIEVAL SPAWN® REALM

Zombie: an undead creature
Werewolf: basic lycanthrope
Thief: basic cut purse
Hell Knight: undead knight
Man at Arms: medieval soldier

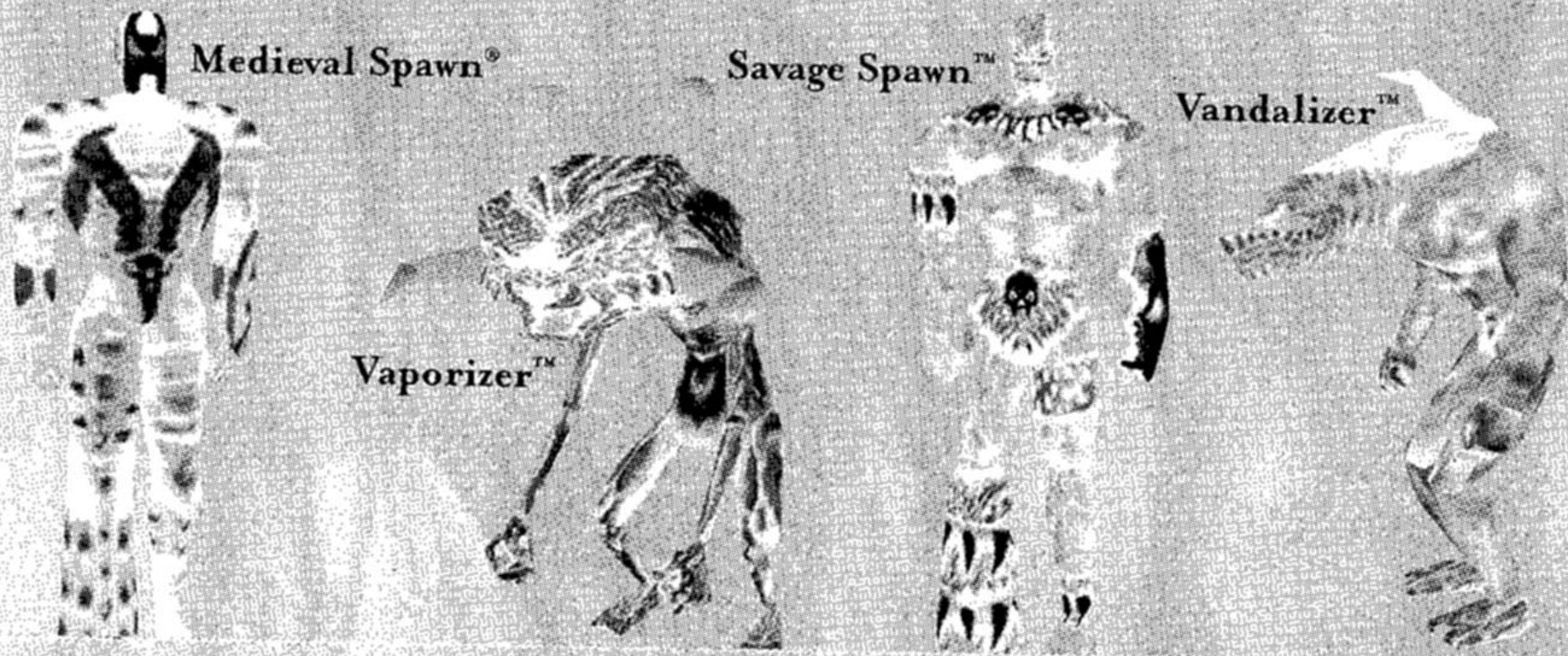
BOSSES
Werewolf Primarch: king of all werewolves
Royal Guard: an elite medieval soldier
Vampyre King™: an undead Lord

THE SPHERES OF HELL

Night Shade™: an evil shadow come to life
Billy Kincaid™: an evil child killer, sent to Hell and now a Hellspawn®
Hellspawn®: soldier in Malebolgia®'s army
Medieval Spawn®: elite Hellspawn®
Savage Spawn™: elite Hellspawn®
Elite Spawn®: giant Spawn®
Fire Golem™: a fire elemental
Ice Golem™: an ice elemental
Tiffany™: an angel sent from heaven to collect a bounty for SPAWN's destruction
Violator®: the Phlebiac Brother™ responsible for SPAWN's training and supervision.

BOSSES

Vandalizer™: one of the Phlebiac Brother™s. Violator®'s youngest brother
Vaporizer™: one of the Phlebiac Brother™s
Hell Troll: denizen of Hell



- Attempt to bash open every crate and box you encounter. They may hold Magic or keys.
- When you pick up Magic, it is displayed at the bottom left of the screen. As you gather more of the same kind, the total number you've collected is displayed. Pay attention. There is no other place where you can see how much of each kind of Magic you have left.
- You can sometimes roll through traps.
- If your Physical Condition meter is fully charged, do not collect any more Necroplasmic Spheres. They will be wasted. Wait until you suffer an energy loss, and then replenish your health.
- If you are battle-weakened (your Physical Condition is very low or, worse, flashing), try to avoid a fight by retreating when you see an enemy patrolling ahead. Maybe you can find a Necroplasmic Sphere somewhere before you're forced into battle.
- You're enraged for sure, but learn to block and duck during battle. Strategy counts.
- Look around you. Is something missing? Could that missing piece be somewhere else?
- In dire combat straits when your Physical Condition is low, use a Heal Spell (L1 + L2) to restore health. REMEMBER: DOING THIS WILL LOWER YOUR MAGIC LEVEL. When your Magic is gone, hasta la bye-bye, hell-babe.