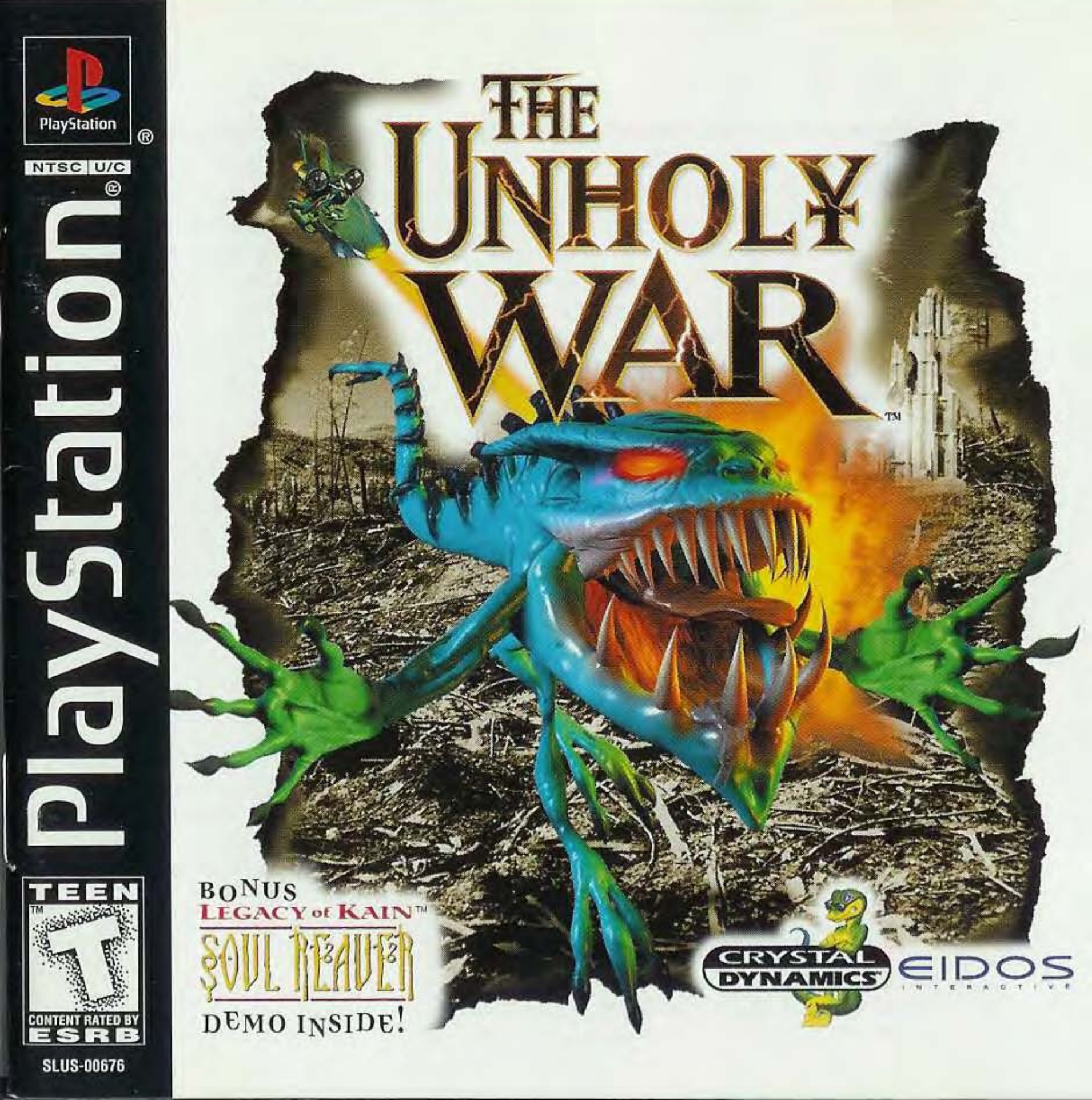

PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00676
THE UNHOLY WAR
BONUS
LEGACY of KAIN
SOUL REAVER
DEMO INSIDE!
CRYSTAL DYNAMICS
EIDOS INTERACTIVE

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 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.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is 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.

CONTENTS

Game Setup 2
- Setting Up 2
- Memory Cards 2
- Options 2

Controls 3

Flesh vs. Metal 4

Game Modes 5
- Mayhem Mode 5
- Strategy Mode 6

Mayhem Battle 7
- Make Mayhem 8
- Power-Ups 9
- Winning & Losing . . . 10

Strategy Action 11
- Objective 12
- The Action Pointer . . . 13
- Hexes 13
- AUR 14

Strategy Battle 15
- Warriors 15
- Attack! 16
- Special Powers 17
- The Fortress 17
- Winning 17
- Saving & Loading 18

Arcanes 19

Teknos 21

Credits 23

Need more **THE UNHOLY WAR™** game hints?
Call **1-900-737-4SOS (4767)**
$0.85/minute - 18+ - Touch Tone Only
Experienced game counselors available M-F 9:00 am – 5:00 pm PST.
Recorded hints available 24 hours a day.

For tech support or warranty information, call 1-650-473-3434.
Published by Crystal Dynamics, Menlo Park, California.

GAME SETUP

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

MEMORY CARDS

THE UNHOLY WAR lets you save strategy games at their current level of play, and resume play on previously saved games. Insert Memory Card(s) 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.

OPTIONS

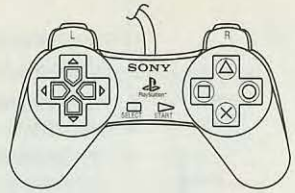
You can view and change game options before starting play.

1. On the Main Menu, use the **Directional buttons** to highlight OPTIONS and press the × button.
2. On the Options Menu, press the **Directional buttons** ↑/↓ to select items to change, and press →/← to adjust or change the setting.
3. Select ACCEPT OPTIONS and press the × button to exit.

On the Options menu, you can:

- Adjust SOUND FX and MUSIC VOLUME.
- Set speakers to STEREO or MONAURAL.

CONTROLS



MAYHEM MODE

Move	**Directional buttons**
Attack/magic	▲, ■, or ● button
Jump/fly	× button
Pause/unpause	**Start** button
Quit	**Select** button (while paused)

STRATEGY MODE

Move Action Pointer	**Directional buttons**
Select warrior	× button
Move warrior	**Directional buttons**
Place moving warrior	× button
Place summoned warrior	× button
Select fortress with warrior in it	× button
Select warrior standing on fortress	■ button
Select next warrior or fortress	▲ button
Use special power	■ button
Cancel action	▲ button
Access hints	● button
Pause/unpause	**Start** button
End turn early	**Select** + × button
Save game	**Select** + ■ button
Load game	**Select** + ● button
Zoom map in/out	**L1** button
Change map tilt	**R1** button
Rotate map left/right	**L2/R2** buttons

FLESH VS. METAL

You have just stumbled onto planetary war! Two powerful forces are about to clash and you must decide which side you are on.

The Arcanes of planet Xsarra are no pacifist civilization. Every swordsman, wizard, predatory beast, and angel is fully equipped for the deadly art of war. When challenged with attack, any Arcane can display explosive brutality. But peace has prevailed for thousands of years because each being respects the others enough to let them live . . . most of the time.



But an invasion force is about to test the Arcanes. They are the Teknos, cybernetic conquerors who want the resources of Xsarra for themselves. They think the universe is cluttered with too much bio-trash anyway. Slaughtering a few Arcanes will be a pleasure.

Each mech-like Teknos is a marvel of weaponry, software, servos, and sadism. As a force, they are the most advanced battle machines in the galaxy. Many planets have crumbled under the force of their cyborg terror attacks.

Peace is just the time you spend waiting for the next war to come along. The unholy war for planet Xsarra begins now. Find a weapon.

GAME MODES

THE UNHOLY WAR has two types of armed conflict:

- Mayhem Mode spotlights two characters in one-on-one battle to the finish. Play this mode first, to get the feel of the game and game controls before tackling Strategy Mode.
- Strategy Mode features Strategic Battle where the Arcane and Teknos forces clash in campaigns to capture bases. During a campaign, Mayhem Mode breaks out when two warriors come to blows over the same piece of the battleground. Take on this major war of will and wiles after familiarizing yourself with the game characters and controls in Mayhem Mode.

You can choose your type of warfare on the Main Menu, which appears after **THE UNHOLY WAR** title screen. The Main Menu also has an Options selection for setting game preferences.

MAYHEM MODE

Mayhem Mode is a one or two player game.

Mayhem warfare is one-on-one battle. It can be fought in Mayhem Mode or as part of Strategy Mode war. Fight as either the Arcane or Teknos warriors, or fight as all the warriors in turn. You can even fight against your own kind. Play against a friend or the computer.

The Arcane and Teknos forces include seven warrior types on each side. Each warrior brings a deadly uniqueness to the battlefield. Some use magic, others rain death from the sky, and one even slaughters adversaries with deadly screams.

Each warrior has three attacks which demand a certain level of Energy. Power-ups appear during battle to give an advantage to a combatant. When a power-up appears, it can be taken by either fighter, depending on who gets to it first.

There are 14 zones, each with it own terrain, hazards and puzzles. Select Cycle Levels and the battle zones change with each fight.

A Mayhem game is won or lost when all the warriors on one side fall in defeat. When a warrior defeats an adversary, the other player or the computer selects another soldier. When a warrior perishes in battle, a red X appears over him in the Combatant Selection screen and a different combatant must be chosen.

STRATEGY MODE

Strategy Mode is a one or two player game, where you launch your best ploys against a wily computer or an equally hell-bent-for-victory friend.

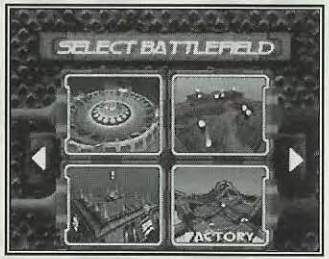
Strategy Mode is a multi-warrior conflict to take territory. In this mode, the fate of planet Xsarra is decided. The object is to destroy not only the opposing forces but destroy their fortress. If two enemies want to occupy the same space, the game switches to Mayhem mode. After a Mayhem battle, the game returns to Strategy Mode.

War costs money and every decision in Strategy Mode depends on how many ingots of precious AUR a force possesses. Each force must mine AUR from certain areas to finance its war effort.

MAYHEM BATTLE

On all menus, use the **Directional buttons** to make selections, press the ✕ button to accept, or press the ▲ button to cancel.

1. On the Main Menu, select MAYHEM.
2. On the Mayhem Menu, select SET TEAMS.
3. In a one player game, set the teams for Player 1 and the computer. In a two player game, either player can set the teams.
4. Select SET PLAYERS, and then select an AI (vs. computer) or PLAYER TWO (two player) game.
5. Select ACCEPT TEAMS.
6. On the Battlefield Menu, select one of 14 battlefields. Select CYCLE LEVELS if you want a different battlefield for every fight. Select RANDOM LEVEL and a battlefield will be chosen for you.



7. Select a warrior on the Combatant Selection screen. If you press the ▲ button a random fighter will be chosen for you.



MAKE MAYHEM

In Mayhem Mode you duel another warrior until one of you is destroyed. Each soldier has three unique attacks or powers and very different fighting styles. See the section at the end of this manual for Mayhem Mode attacks and controls for each character.

You must maintain your warrior's Health and Energy levels to fight effectively.

HEALTH & ENERGY

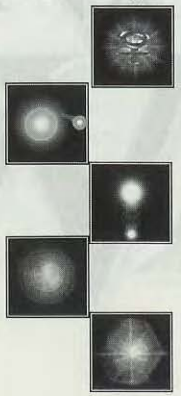
Each warrior begins with maximum Health and Energy levels, which vary from one warrior to the next. Weaker beings with lower Energy and Health ratings may have the advantage of speed or maneuverability.

- Your warrior's Health decreases with attack damage or increases with power-ups. When Health is almost gone, the character's name begins flashing. When Health reads 0, the warrior expires.

- The Energy level decreases every time you use an attack. Then it begins to recharge to full potential. Recharge speed varies with each warrior.
- Button symbols for your weapons appear below the Energy meter. Lines mark the minimum level required for each attack. When your Energy level falls below the line, you cannot use that attack until the level rises. Your character is very vulnerable while you are recharging.

POWER-UPS

Health and Energy power-ups can appear anywhere on a battlefield during Mayhem combat. When a power-up is available, an arrow streaks across the screen pointing to its position. It's up to you to beat the other fighter to these. It's first come first serve in this war zone. Power-up availability varies with each battlefield.



HEALTH
Raises Health.

SPEED
Increases speed, temporarily.

SUPER JUMP
Increases jump altitude for a short time. Flying characters rise more quickly.

ENERGY JOLT
No Energy loss when you use a weapon; lasts for a short time.

INVINCIBILITY
Warrior is indestructible for a short time.

WINNING & LOSING

YOU WIN A FIGHT

A fight victory is yours when the opponent crashes to the ground. Your warrior gives a victory yell and the Select Combatant screen for the opponent appears. In an AI (computer) game, another challenger is drafted into battle with your victorious warrior. Whatever Health and Energy depletion you suffered in the last battle carries over to the next battle. You are vulnerable until your Health and Energy are recharged.

YOU LOSE A FIGHT

Your fighter groans in agony and keels over face down in the dust. The winner struts around in victory and the Select Combatant screen appears for you to bring in another warrior.

- Use the Directional button to highlight your next hopeful. Your defeated fighter cannot be chosen.
- Press the ✕ button to begin battle or press the ▲ button to send a randomly chosen fighter into battle.

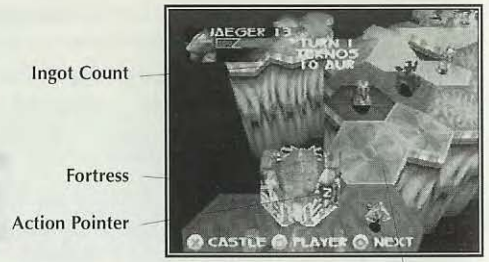
  Note: Some battles are so close that both opponents perish. When this occurs, both Select Combatant screens appear after the battle.

STRATEGY ACTION

On all menus, use the **Directional buttons** to make selections, press the ✕ button to accept, or press the ▲ button to cancel.

1. Select STRATEGY on the Main Menu.
2. On the Strategy Menu, select SET WAR and then select the war zone.
3. Select SET PLAYERS and then select an AI (vs. computer) or PLAYER TWO (two player) game.
4. If you saved a war to memory and want to continue, select LOAD WAR. (See page 18 for more about saving and loading Strategy wars.)
5. When you finish making selections, select ACCEPT WAR to begin a Strategy war.





OBJECTIVE

The object of a Strategy battle is to destroy all enemies and capture the opposition's fortresses in 12 different regions. The forces fight in turns, and each turn includes three actions. When one side completes its turn, the battlefield view changes to the opposing side and those forces take their three actions.

Actions include:

- Moving a warrior to another hex, and possibly attacking. If you move a warrior to a hex adjacent to an enemy, you may attack. If you choose not to attack immediately, the opportunity is lost until your next turn. (See page 13 for how to move warriors.)
- Using a special power. You can press the ● button to access specific character hint screens.

THE ACTION POINTER

The Action Pointer is a cursor you move around the battlefield to take your three actions. (The number of actions counts down on the Action Pointer as you use them.) Use the **Directional buttons** to move the Action Pointer, or press the ▲ button repeatedly.

Use the Action Pointer to:

- Point at fighters to gather intelligence about their type and Health. When the Action Pointer is over a hex occupied by a warrior, his or her name and Health level appear on screen.
- Move warriors from one hex to another. Moving a warrior counts as one action (see below).
- Target an enemy for attack (after moving one of your warriors to an adjoining hex).
- Select a warrior for retirement.

HEXES

Hexes are units of land in each battlefield.

- Hexes can be occupied by only one warrior at a time.
- The appearance of the hex indicates what battlefield will appear if a warrior on the hex is attacked.

To move a warrior from one hex to another:

1. Select a warrior with the Action Pointer and press the ✕ button. All hexes available for occupation by that warrior will highlight.
2. Use the **Directional buttons** to move the warrior to the hex you want him or her to occupy.
3. Press the ✕ button to station the warrior on the selected hex.



AUR

AUR is the precious metal that finances the war on Xsarra. It is mined by both forces from AUR deposits found on the land. AUR is needed to buy more warriors and use special warrior powers. A hex containing AUR displays a glowing point of golden light.

- AUR is earned in units of 10 ingots and spent in units of 5.
- The amount of AUR a force has appears at the top of the screen.
- The cost of a special move or new warrior appears at the bottom right of the screen.

Gain AUR by:

- Mining it.
- Earning 10 ingots automatically each turn.
- Retiring warriors for a return of half their original value.

To mine an AUR-rich hex, move a warrior onto the hex. The next time it is your turn, the AUR will have been mined. Most warriors can mine 20 ingots worth of AUR in one turn. Brontus and Jaegers, due to their large size, can take 40 ingots of AUR in one turn. AUR deposits are never depleted.

WARRIORS

Each side begins the battle with a set number of warriors. (The number is battle specific; different maps have different numbers.) The force can be increased to a maximum of 10 warriors by summoning more. Warriors can also be retired.

TO SUMMON A NEW WARRIOR:

1. Position the Action Pointer over the fortress. (Press the X button to select the fortress if a warrior is standing in the same hex as the fortress.)
2. Press the X button to open the Summon Warrior Display.
3. Use the **Directional buttons** to shop through the warrior inventory. Note the Health rating and cost of each warrior and compare it to the amount of Ingots in your treasury.
4. When you find a warrior you want and can afford, press the X button to summon the new warrior.
5. Use the Action Pointer to choose an unoccupied hex adjoining the fortress hex and press the X button to place the new warrior there. You may also place the new warrior on the fortress hex.

The new warrior will have a given name instead of a species name. You may have multiple warriors of the same species on your battlefield simultaneously. However, your army is limited to a maximum of 10 warriors.

TO RETIRE A WARRIOR

1. Select the fortress with the Action Pointer. If the warrior is on the same hex as the fortress, press the ✕ button to select the fortress.
2. Press the ■ button, move the Action Pointer to the warrior you want to retire, and press the ✕ button. Select YES to accept the retirement; select NO if you change your mind.

ATTACK!



When two opposing warriors stand on adjoining hexes, they are in attack position. An arrow points to the enemy threat open to attack. When more than one enemy is vulnerable, arrows point to both or all of them.

To attack:

1 Place the Action Pointer over the enemy you want to attack and press the ✕ button. The two fighters will square off and a Mayhem battle will begin.

2. All warriors in hexes adjoining the attacked hex will be available for battle.
3. When the Mayhem battle concludes, the war returns to Strategy Mode and all vanquished warriors are removed. The victor occupies the contested square.

SPECIAL POWERS

Each warrior brings a special power to the Strategy battle front. Some powers are an attack in the form of a weapon or spell. Others include spawning, healing and teleportation.

THE FORTRESS



To defeat the opposition, you must destroy all enemy combatants. If an enemy fortress exists in the area, it must be destroyed also. An enemy fortress is destroyed when an opposing warrior enters the hex it stands on. Once a fortress is invaded by an enemy warrior, new warriors cannot be summoned into action.

From any fortress, you can:

- Summon new warriors.
- Retire warriors and recover half their purchase cost.

WINNING

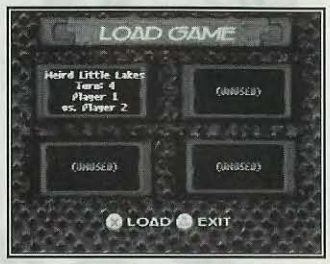
Just wiping out the fortress is not enough. The enemy can still fight, although they cannot summon more warriors into battle. When you occupy the enemy fortress and all the opponents are eliminated, you win the game.

SAVING & LOADING



1. To save a Strategy game, press the Select button at any time during the game.
2. Press the ■ button to access the Save Game screen.
3. Select a free space and press the ✕ button to save the game to the Memory Card.

   Note: You must have at least one Memory Card inserted in your PlayStation game console in order to save the game.



4. To load a previously saved Strategy game, press the **Select** button during a game.
5. Press the ● button to access the Load Game screen.
6. Select a saved game to load and press the ✕ button. Wait a moment for the saved game to load.

DARK ANGEL



MAYHEM MOVES
- ▲ - Eyebeams
- ● - Place Heal Obelisk (1 at a time)
- ■ - Shockwave

STRATEGY SKILL: TRANSPORT
Moves a comrade in an adjoining hex a distance of up to 5 hexes.

BATTLE TIP
Build Heal Obelisks in hard to reach places, and fire Eyebeams from the air. Give priority to collecting the Speed power-up over Health. Angel must regain lost Energy while on the ground.

BRONTU



MAYHEM MOVES
- ▲ - Charge
- ● - Stench Cloud (3 at any time)
- ■ - Sonar Cone

STRATEGY SKILL: THUNDER ROAR
All enemies in adjoining hexes are blasted back by 1 hex.

BATTLE TIP
No one can stop a charging Brontu. Hide behind objects while recharging Energy, and then charge! Use whirlwinds and trampolines to charge in mid-air; use Stench Cloud and Sonar to get opponents in hiding. Sonar penetrates solid objects.

ECTON



MAYHEM MOVES
- ▲ - Ectoplasmic Whip
- ● - Lay Trap (3 at any time)
- ■ - Death Scream

STRATEGY SKILL: SOUL SUCK
Drains Health points from the victim and takes them for himself.

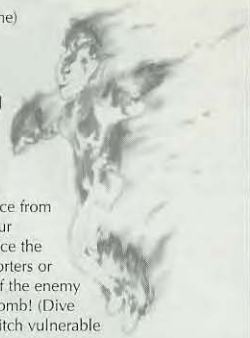
BATTLE TIP
Place Traps near popular locations, then try to get the enemy to follow you over them. Once enemies are trapped, suck their Energy away. Get in close, lay Traps and start whipping to slow down enemies.

FIRE WITCH

MAYHEM MOVES
▲ - Diving Inferno
● - Firewall (3 at any time)
■ - Napalm

STRATEGY SKILL: FLAMEWALL
A flaming wall blocks all passage for 3 turns. Only Fire Witch can pass through.

BATTLE TIP
Try to stay a good distance from the opponent and do your damage from the air. Place the Flamewalls on the teleporters or other high traffic areas. If the enemy gets underneath, Dive Bomb! (Dive bombing renders Fire Witch vulnerable for 2 seconds.)



MAGUS

MAYHEM MOVES
▲ - Stalking Birds
● - Star Fall
■ - Sword

STRATEGY SKILL: STAR FALL
Inflicts a Health point injury to a range of 5 hexes.

BATTLE TIP
Keep firing birds at the opponent, while attempting to get close for the sword attack. Sword swings destroy incoming projectiles and block enemy swings.



MOGALIN RIDER

MAYHEM MOVES
▲ - Tongue Attack
● - Switch Places
■ - Sparkler

STRATEGY SKILL: HEAL
Heals herself or any friendly by restoring Health points.

BATTLE TIP
Get a safe distance away to use the Switch move and the Sparkler. If the enemy goes for a power-up, just pull the old switcheroo and grab it yourself. Jump toward dangerous objects, then switch – and the enemy takes the damage. Eat a power-up and turn a Tongue Attack into a green fireball belch.



PRANA DEVIL

MAYHEM MOVES
▲ - Bite
● - Baby (3 at any time)
■ - Spit

STRATEGY SKILL: SPAWN
A Prana Devil has a 25% success rate at spawning.

BATTLE TIP
Go for the Speed power-up and use it to run circles around slower characters while firing the tracking Spit shots. It never hurts to make babies.

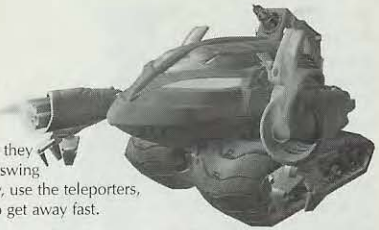


JAEGER

MAYHEM MOVES
▲ - Laser
● - Missile
■ - Punch

STRATEGY SKILL: NUKE
Payload blasts away Health points and can hit warriors at a range of 5 hexes.

BATTLE TIP
Fire missiles when foes are far away. As they get closer, use the Laser. If they persist, swing Jaeger's giant fists. When low on Energy, use the teleporters, whirlwinds and other special devices to get away fast.



KILLCYCLE

MAYHEM MOVES
▲ - Bombs
● - Kamikaze
■ - Blaster

STRATEGY SKILL: DESTRUCT
The ultimate bad sport, when Killcycle realizes he lost, he crashes. Any warriors in adjoining hexes receive damage points.

BATTLE TIP
Stay on the ground if the enemy is far away; use long range shots from a safe distance, and bomb during fly-bys. If a ground opponent advances, fly away! If the match begins to look grim, kamikaze! Killcycle only recharges Energy on the ground.



MANTIS

MAYHEM MOVES
▲ - Ticks
● - Gravity Well (1 at any time)
■ - Tongue Attack

STRATEGY SKILL: OVERLOAD
Charges up a friendly to 150% of normal Health and Energy. The bad news: 3 moves later, the warrior croaks.

BATTLE TIP
Try to trap or hinder the opponent, then use Mantis's infamous Tongue. Release the Ticks! When weakened, use the Gravity Well to delay enemies while going for the Speed and Health. Collect full ticks to increase Health.



QUICKSILVER

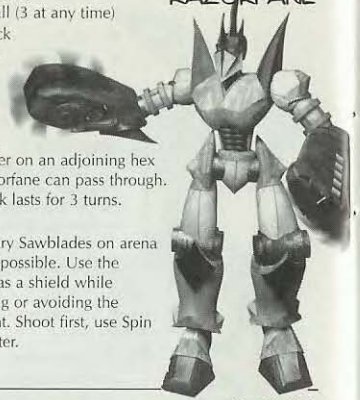


MAYHEM MOVES
▲ - Mercury Spheres
● - Shield
■ - Slice

STRATEGY SKILL: MADNESS
If she can't kill you, she'll drive you nuts. Stricken warriors wander aimlessly for 3 turns.

BATTLE TIP
By timing the reflecting Shield just right, you can turn opponents' projectile weapons against them. Keep firing the Mercury Spheres and Slice if the enemy gets too close. With the Speed power-up, Quicksilver is one of the fastest characters.

RAZORFANE



MAYHEM MOVES
▲ - Blade Wall (3 at any time)
● - Spin Attack
■ - Sawblade Shot

STRATEGY SKILL: BLADEWALL
Builds a barrier on an adjoining hex that only Razorfane can pass through. This roadblock lasts for 3 turns.

BATTLE TIP
Place stationary Sawblades on arena teleporters, if possible. Use the Sawblades as a shield while recharging or avoiding the opponent. Shoot first, use Spin Attack later.

TESLA LORD



MAYHEM MOVES
▲ - Teleport
● - Build Tower (3 at any time)
■ - Lightning Shot

STRATEGY SKILL: TELEPORT
Rapid transit up to 8 hexes.

BATTLE TIP
Find high ground to build Towers, fire Lightning from afar, and teleport only when necessary to conserve Energy. Use Towers to block enemy shots while recharging. Get Speed power-ups at any cost.

WASP



MAYHEM MOVES
▲ - Cryobeam (in air)
● - Drain Energy (on ground)
■ - Blaster

STRATEGY SKILL: REGEN
Heals friendlies in adjoining hexes by restoring Health points.

BATTLE TIP
Use her maneuverability to circle enemies while firing. If enemies gets too close, freeze them. Give Health power-ups priority, but don't ignore Speed power-ups. They make Wasp nearly impossible to catch. Freeze enemies from the air, then quickly drop to the ground and drain their Energy.

CREDITS

PROGRAMMERS
Ken Ford
Fred Ford

LEAD DESIGNER
Paul Reiche III

LEAD ARTIST
Steve Kongsle

PRODUCER
Mark Wallace

DESIGN
John Dumala
Toby Schadt

ARTIST
Terry Falls
Maj Cole
Gary Ellington
Meagan Carabetta
Robert "Rasta" Holm
Mike Nagatani

ADDITIONAL DESIGN
Shaba Games Llc

ADDITIONAL DEVELOPMENT
Mind Control Software:
Andrew Leker
Tynan Wales
James Graham

MUSIC AND SCORING
Burke Trieschmann

ADDITIONAL MUSIC
Steven Scherer

SOUND EFFECTS
Steve Papoutsis

VIDEO SEQUENCES
Keyframe Digital Productions
Darren Cranford
Clint Green
Brad Ryan
Richard Dudley
Kay Darby
Janek Czechowicz

PRODUCT MARKETING MANAGER
Chip Blundell

TEST MANAGER
Alex Ness

LEAD TESTER
Rolef Conlan

TESTERS
Chris Bruno
James Cabot
Todd Malone
Billy Mitchell
Chris Pappalardo
Matt Prescott
Tony Townsend
Casey Craig
Rich Krinock
Mark Medeiros
Adi Taylor

MANUAL
Hanshaw Ink & Image

SPECIAL THANKS
Charles Martin
Leon Cannon
Jon Miller
Brian Silva
Steve Groll



This is not a game.

InterAct doesn't make games.
So why should you care about what we do?
Because the essence of edge-of-your-seat gameplay lies in innovative controller designs, with features that give you unbelievable control over the on-screen action. Once you're in control, further elevate your experience with peripherals that unite gamers from around the world and enhancement devices that keep you on top of your game. The tooth-grinding thrill of playing video games stems from what's in your hands and what you plug into your system.

InterAct is the next level in gaming, even though this isn't a game.



PiranhaPad™ ProgramPad™ V3 Racing Wheel™ UltraRacer™
License pending

PlayStation®

INTERACT
www.interact-acc.com

©1998 InterAct Accessories, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

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 or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific 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 $0.95/minute/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, 9:00am to 5:00pm Pacific Time.

Blood. Sacrifice. Fire.





You are the voodoo priest Akuji. Brutally murdered by your brother on your wedding day. Claw your way through the underworld to exact your revenge. Savage your enemies with razor sharp claws. Incinerate them with primal voodoo spells like hell blast or spirit strike. Solve cruel puzzles as you explore the bowels of Hades. Only the strong survive.

AKUJI™

THE HEARTLESS

CRYSTAL DYNAMICS

www.crystald.com

PlayStation®

Crystal Dynamics, 64 Willow Place, Menlo Park, CA 94025. Crystal Dynamics, the Crystal Dynamics logo, the GEX character, and Akuji the Heartless are trademarks of Crystal Dynamics. © 1998 Crystal Dynamics. 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.

TEEN T CONTENT RATED BY ESRB