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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®2 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®2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

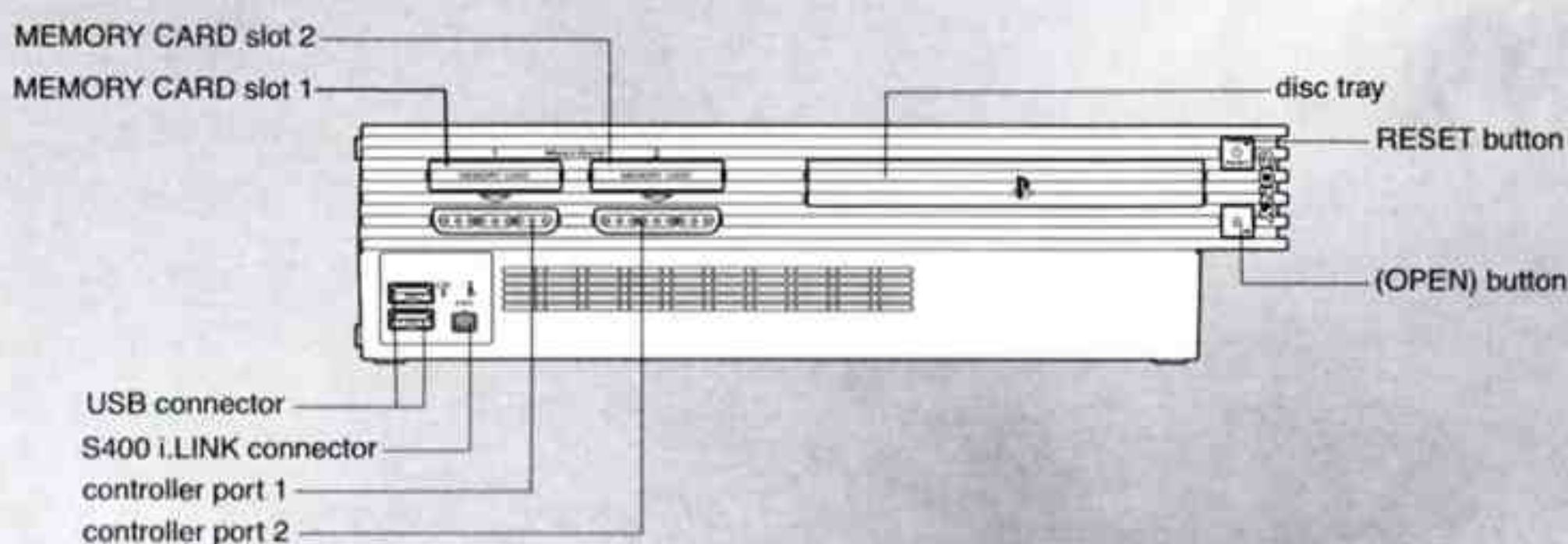
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- 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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GETTING STARTED



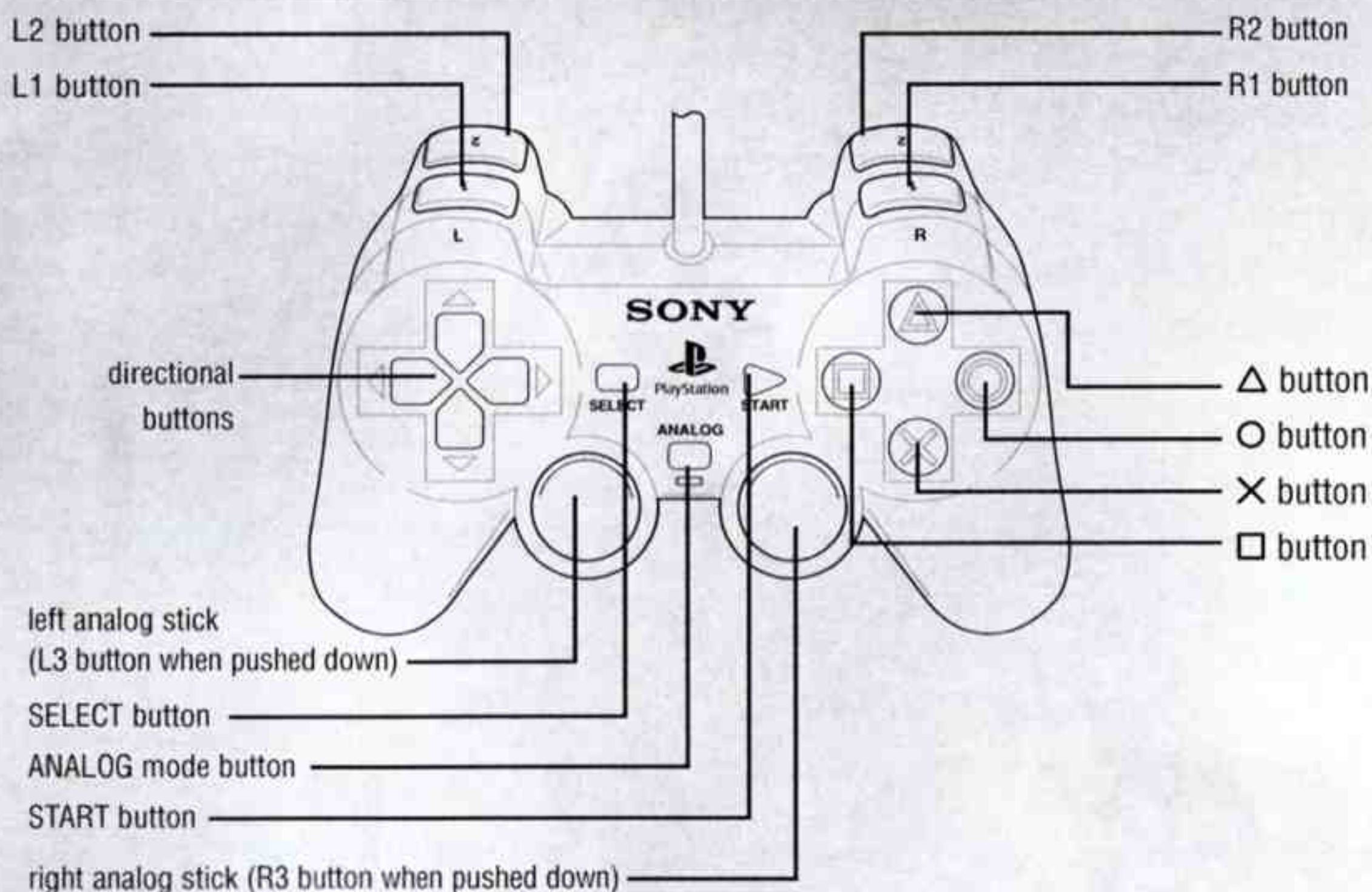
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **Open** button and the disc tray will open. Place the *Blade™ II* disc on the disc tray with the label side facing up. Press the **Open** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

Blade™ II requires a memory card to save your games. A saved game's data takes up 73 KB. You can obtain a memory card through the retailer where you purchased your PlayStation®2 game console or this game.

STARTING UP

DUALSHOCK®2 Analog Controller Configurations



The explanations in this manual are based on the default settings.

The vibration function can be adjusted by selecting **Vibration** in Options from the Main Menu (see page 13).

DUALSHOCK®2 Analog Controller

Blade™ II supports the DUALSHOCK®2 analog controller.

DAYWALKER'S JOURNAL

In this modern day of television, automobiles and computers, mankind sits complacently on what he believes to be the throne of the world. Arrogantly assuming that they are masters of all they survey, mankind is unaware that an ancient predator lurks in the shadows, stalking them. Like the flipside of a coin, another world co-exists with ours. One where mankind is little more than food; prey for the beasts. This beast has had many names throughout the centuries, in many cultures, but all who hear it know the name: vampire. They exist, and have insinuated themselves into all walks of mortal life. Their greatest weapon: anonymity. But a few, like Whistler and myself, are aware of their presence, and have vowed to wipe them from the face of the Earth. This is my duty, my mission, my calling. I venture out into the darkness to destroy, and keep destroying until they are gone and mankind can reclaim the night. The vampires know me, and fear me, for I am everything they are and more. I am their undoing. I am Blade, the Daywalker.

Bitten by a vampire when in labor, my mother died giving birth to me. That bite would prove the vampire's greatest mistake. It created me. I have their speed, their strength; sunlight, silver and garlic don't effect me. I have all of their talents and none of their weaknesses. I've used these abilities to carve a swath through their ranks. War has been declared, and I will emerge the victor.

Deacon Frost, former leader of the Vampire Nation, is just so much ash now. But these vermin never lay still for long. Damaskinos came, and attempted to bio-engineer the Ultimate Vampire. Immune to silver, resistant to garlic, they were all but unbeatable. But they weren't immune to sunlight...

We defeated them. Barely.

Now the forces of darkness seem to be stirring again. We've received intel on an exchange of blood between a local mafia group and a known vampire clan. I'm en route to investigate...

--Blade

CONTROLS

"Listen up, buttercup. We're going to run through a few exercises to get you loosened up."

General

PAUSE—START button: Pauses the game, displays your mission objectives and displays in-game menu options.

Select Menu Item—Directional buttons or left analog stick: Selects a Main Menu or Pause Menu item.

Accept—X button: Accept menu selection.

Back—Δ button: Cancel menu selection.

Movement

Jump—HOLD □ button + ←→↑↓ on the left analog stick: Press and release the □ button to execute a jump forward. To execute a jump in another direction, hold the □ button and then release while pushing the left analog stick in the required direction.

Move—left analog stick: Use the left analog stick to move Blade. The further forward the stick is pushed, the faster Blade will run. To back away (Not that you'd be so chicken) push backwards on the left analog stick.

Turn—←→ on the left analog stick: To turn Blade left and right, push the left analog stick in the required direction.

Note: If Blade is stationary and not holding a gun, pushing left and right will rotate the camera around Blade.

Spin 180°—↓↓ on the left analog stick: To quickly turn Blade around to face a sneaky vamp, pull back twice rapidly on the left analog stick.

Strafe—L1 button + left analog stick: To make Blade strafe, hold the L1 button while moving Blade with the left analog stick. If Blade is holding the Mach Pistol, the L1 button doubles as a handy target lock.

360° Combat

“Ok, let’s see you fight like a real man.”

Blade is the ultimate vampire hunter, fighting off hordes of evil suckheads who cowardly attack him in large groups. Since vampires don’t just line up to get killed, Blade needs to attack in any direction – this is where 360° Combat comes into play.

Punch & Kick—right analog stick: To execute a punch or kick, press in the direction of the nearest vampire with the right analog stick. Get the timing right to perform combos.

Note: There is no need to turn Blade; just press in the required direction.

Block—L2 button: Blade can block an attack from hand-to-hand combat by pressing the L2 button. This block can only be held for a few seconds before Blade becomes vulnerable again.

Note: Blocking is also useful as it can initiate finishing moves.

Rage—R1 button: Press to unleash Blade’s Rage once his Bloodlust has reached the desired level (see ADVANCED COMBAT on page 11).

Weapons

Select Weapon—HOLD the R2 button +  on the right analog stick: To select a weapon, hold the R2 button and use the right analog stick to cycle through current weapons. Release the R2 button when the required weapon is shown in the Glaive at the bottom left of the screen.

Note: To take out Blade’s sword you need to activate one of the Rage modes.

Pressing directional buttons will also select different weapons.

← = Pistol

→ = Glaive

↓ = Shotgun

↑ = UV Grenade or Sheathe Sword (when in Rage Mode)

Shoot—X button or R3 button: Fire or activate most weapons. The exception is the glaive, which needs to be powered up by holding then releasing the X button or R3 button.

Reload—Δ button: Killing vampires uses a lot of ammo and Blade will need to reload often. Blade will automatically reload at the end of a clip, but this may happen at an unfortunate moment. To reload before the end of a clip press the Δ button.

Mach Pistol Lock-On—HOLD L1 button: Locking onto an opponent when carrying the Mach Pistol will allow Blade to track his target automatically. Locking onto a target will bring up a red crosshair. This crosshair will get smaller the longer it is held, thereby indicating increased accuracy. At its most accurate, the crosshair will turn green enabling Blade to kill his opponent in one critical shot.

Note: The crosshair will only be green for a split second, then it will revert to the least accurate point.

Glaive Lock-On—HOLD X button or R3 button: To lock onto targets with the glaive, hold down either the X button or the R3 button. The longer the button is held down, the further the glaive will fly and the more likely to target multiple opponents. When the desired number of targets have been selected, release the button to throw the glaive.

Note: The glaive can be thrown without targeting an opponent, but it will be far less powerful and less accurate.

MAIN MENU

Play Game

Select this option to start a new game. Resume a *Blade™ II* game from a memory card (8MB) (for PlayStation®2) using the Load Game option.

Load Game

Select this option to load a previously saved *Blade™ II* game from a memory card (8MB) (for PlayStation®2). Once loaded, you can resume the game from the Play Game option.



Save Progress

This option allows you to save your current game and settings to a memory card (8MB) (for PlayStation®2).

Note: You are also able to save progress at the end of each successfully completed mission.

Options

This option allows you to configure the game settings to your personal preferences.

Controls

This option displays the controller settings.

Bonus Material

Select this option to view bonus items included with the game.

PLAY GAME

"This is it. Time to get to work."

Tutorial

Before Blade takes on the Vampire Nation, he likes to train in Whistler's warehouse hideout. Training gives you the chance to get used to Blade's weapons and combat controls.

Note: You may go back into the training area at any time to brush up on your moves.

Campaigns

Blade™ II takes place over three campaigns, each with its own locations, missions and vampire tribes to battle. Once you have completed the Tutorial, the first campaign, The Karkov Tower becomes available.

To select a campaign, highlight it by scrolling UP or DOWN using the left analog stick and then press the **X** button.



Missions & Objectives

Each campaign is made up of a number of missions. Only missions that have been unlocked can be played. A new mission is unlocked once you have successfully completed the previous mission.

Available missions can be scrolled through using the left analog stick and selected by pressing the **X** button.



Each mission includes an objective and often a sub-objective. Completing sub-objectives will be rewarded with bonuses. You can view your mission objective during the game from the Pause Menu.

Equipment Selection

This screen allows you to select the weapons, ammo and equipment Blade will take into the mission. Each weapon has its own characteristics, and certain weapons may make completing the mission more difficult. Choose wisely.

Initially, the equipment available is limited. More equipment becomes available when Blade earns high scores. So try for as high a score as possible on each mission to unlock the weapons quicker.



Blade can only carry a limited amount of equipment. When you first access the Equipment Selection screen, all his slots are empty. Below the slots is a scrolling list of items he can select. Only items that are available can be selected.

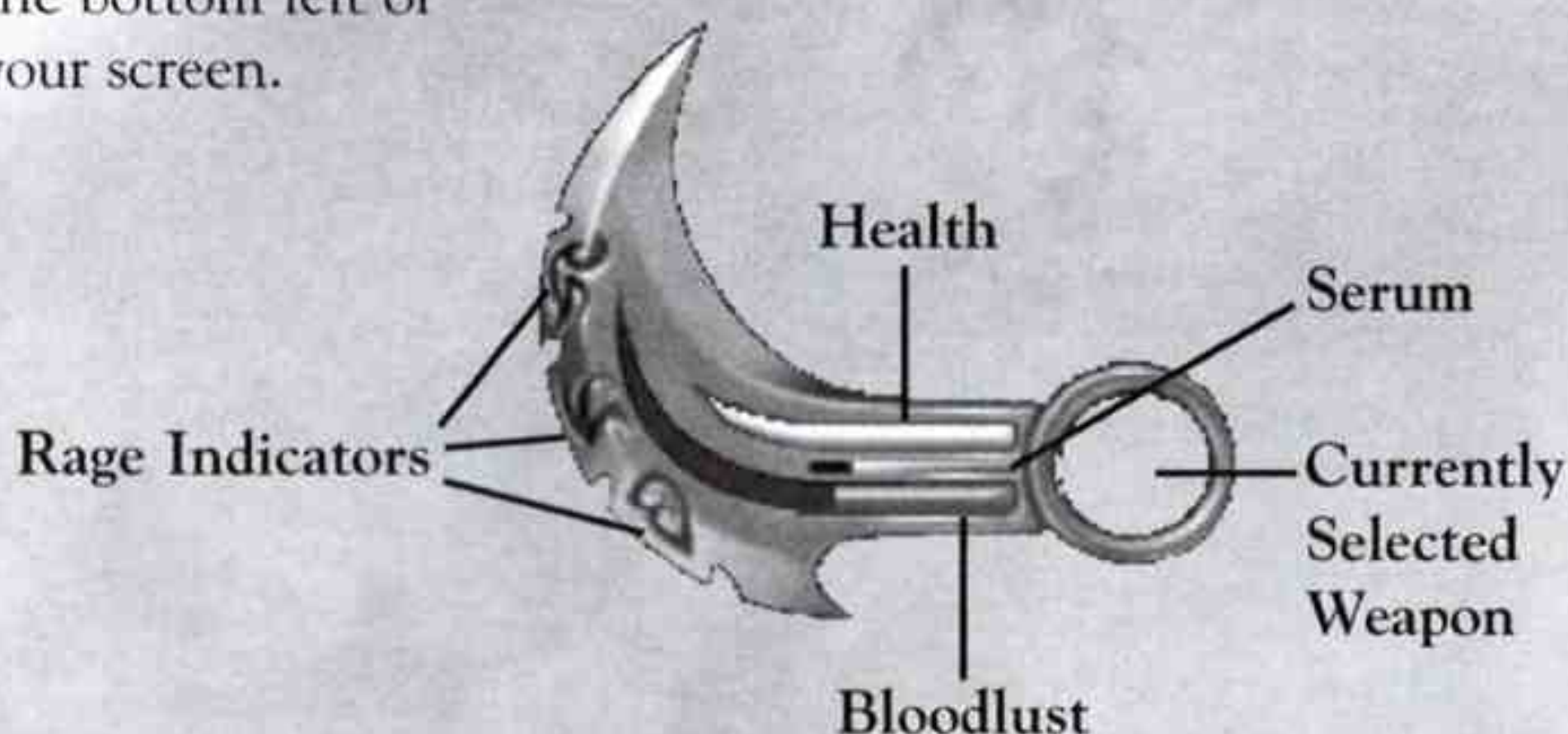
To select an item, scroll left or right using the left analog stick or the directional buttons and then press the **X** button when the item you want is highlighted. Items can fill up one or more slots.

Once you have selected a weapon such as the Mach Pistol, its ammunition will become available for selection.

To deselect an item, highlight it in the scrolling selection at the bottom of the screen and press the **O** button.

GAME INTERFACE

All of Blade's status information is displayed within the Glaive in the bottom left of your screen.



Health – This is the Green Bar at the top. When health is gone, Blade is dead. It can be replenished by picking up health packs or from regeneration if Blade's serum level is high enough.

Serum – This is the Blue Bar. Serum affects the rate at which Blade regenerates his health—more serum equals faster regeneration.

Bloodlust – This is the Red Bar. Bloodlust increases through hand-to-hand combat and unlocks Blade's Rage modes.

Selected Weapon – Blade's currently selected weapon is displayed within the Glaive.

Rage Indicators – These icons flash blue as Blade's Bloodlust increases. See RAGE on page 12 for more information on Rage modes.

ADVANCED COMBAT

Chaining Hand to Hand Moves

To pull off Blade's entire repertoire of moves, the movement of the right analog stick needs to be timed. Too fast or slow and only single moves will occur. The moves further down the chain are more powerful than the first move and will allow Blade to more easily dispatch vampires.

Finishing Moves

Finishing moves allow Blade to slay an opponent in spectacular, ruthless style. Blade can perform finishing moves when unarmed and when carrying firearms.

Example: *To perform one of the stake finishing moves, Blade must be unarmed. First hit an opponent, then block their attack and stun them with a counter attack. Now if your opponent is dazed, quickly face them and hit again. Blade should now grab the opponent and force the stake into their brain.*

All finishing moves can be pulled off in the same way.

RAGE

"Now I want to see you real mad."

As Blade kills vampires in hand-to-hand combat, he builds up Bloodlust. When his Bloodlust reaches certain levels, Blade can unleash his Rage and his sword. These Rages last just a short while but give Blade incredible power. If Rage is used at the right time, it can turn the tide of the battle.

To access the highlighted Rage mode, press the R1 button.

Level 1 – SWORD: This gives Blade access to his sword for a limited amount of time.

Level 2 – SHIELD: Sword Rage plus invulnerability to attacks for a limited time

Level 3 – STRENGTH: Shield Rage plus increased combat power.

Once the sword is drawn, move the right analog stick in the desired direction to perform sword strikes. Get the timing right and Blade will unleash formidable combos and finishing moves.

LOAD GAME

To load a previously saved game, select the desired MEMORY CARD slot. A list of the saved *Blade™ II* games will be displayed. Select the game you wish to load. Selecting Play Game will allow you to continue playing from your last save.



SAVE PROGRESS

To save your game, you must have a memory card (8MB) (for PlayStation®2) with enough free space inserted into MEMORY CARD slot 1 or MEMORY CARD slot 2. If you do not have enough free space on your memory card (8MB) (for PlayStation®2), you will need to delete previously saved game files from the PlayStation®2 memory card manager.

From the Save Progress screen, select the MEMORY CARD slot you wish to save to. All the previous *Blade™ II* game save files will be listed. You may now choose to overwrite an existing save, or create a new save file if there is enough space on the memory card (8MB) (for PlayStation®2).

Whenever you choose to save your game progress to a new file, *Blade™ II* will automatically create a suitable file name. You may choose to edit the file name using the directional buttons or the left analog stick.

Save Points

Throughout the game you will encounter save points that provide you with the opportunity to save your progress before completing the mission.

To save your progress, simply stand on the save point. A prompt will be displayed asking if you wish to save your game. You may now choose to save your game or resume without saving.



Note: Save points can only be activated once. If you choose not to save after stepping into a save point, you will not be able to change your mind later.

If you choose to save your progress, you will be asked to select a MEMORY CARD slot and save game file as above.

OPTIONS

Screen Position: Allows you to position the game screen for your TV or monitor.

Help Tips (On/Off): Switches help tips ON or OFF. The help tips, displayed at the top of the screen, will give tips and advice on how to play the game.

Vibration: Move the left analog stick left and right to adjust controller vibration. If the bar is fully to the left, vibration is off.



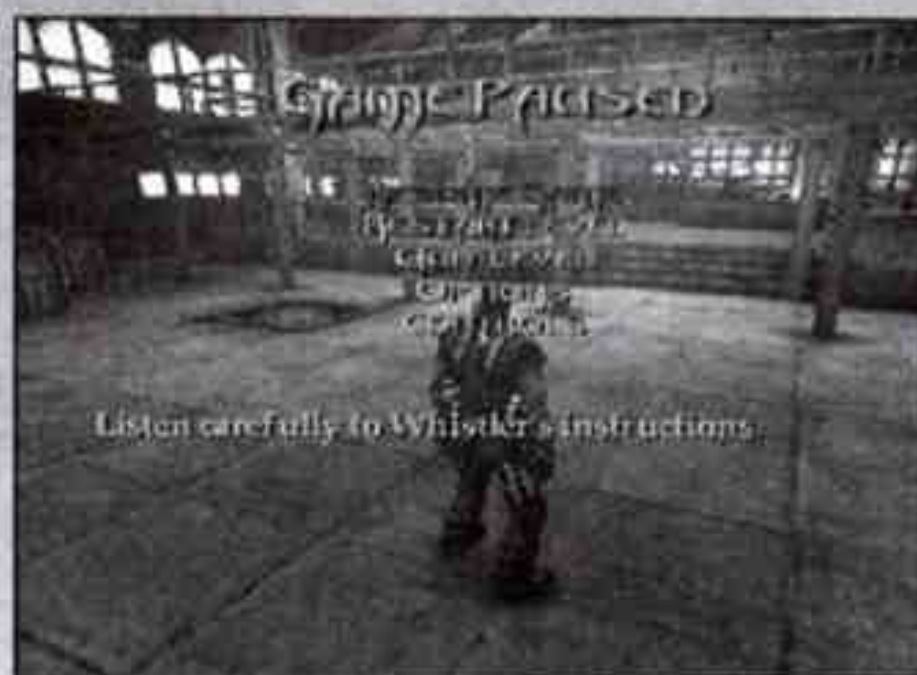
Music Volume: Move the left analog stick left and right to adjust the music volume. If the bar is fully to the left, the music will be silent.

Effects Volume: Move the left analog stick left and right to adjust the sound effects volume. If the bar is fully to the left, the sound effects will be silent.

PAUSE MENU

Press the START button while in game to access the Pause Menu. The Pause Menu also lists the current mission objectives and the status of the sub-objectives.

Use the left analog stick or the directional buttons to scroll through options on the Pause menu. Press the **X** button to select the highlighted option. Press the START button at any time to return to your game.



Resume Game

Returns you to the game.

Restart Level

Restart the current level from the beginning.

Quit Level

Quit the mission and return to the Main Menu.

Options

Display the configuration options. (See OPTIONS on page 13.)

Controls

Display the controller settings.

MISSION SUCCESSFUL SCREEN

At the end of a successfully completed mission, you will see the Mission Successful screen.

Here you can see just how well you have done and how you might be able to improve. You can also see if you completed sub-objectives and what bonuses have been awarded.

At the bottom of the screen you have the option to save your progress or continue without saving.

MISSION SUCCESSFUL		
Total Time:	04:35.96	
NEW Best Time:	04:35.96	
Enemies Killed:	37	400
Glyphs Found:	11	700
Sub Objectives:	0 / 5	0
Level Score:	1100	
NEW Best Level Score:	1100	
Total Score:	1100	
SAVED		CONTINUE

WEAPONS

Shotgun - Excellent for close to medium range combat. Poor at long distances.



Mach Pistol - High rate of fire. Good all around weapon, especially at long distances.



Glaive - Medium range spinning blade, can decapitate opponents. This weapon's use is unlimited.



Serum - Boosts levels of serum and thus increases Blade's power to regenerate health and the speed at which his Bloodlust rises.



Reinforced Armor - Reduces the amount of damage Blade takes from attacks.



Silver Knuckle Duster -
Increases hand-to-hand damage.



UV Grenade – Frazzles any vampire in the vicinity and temporarily blinds any human who gets in the way.

PICKUPS

As Blade travels, he will discover a range of items that he can pick up.

Health Pack – This will increase Blade's health.



Extra Mach Pistol Ammo – This will give Blade an extra clip of ammo.



Extra Shotgun Shells– This will give Blade an extra box of shells.



Glyph Icon– Unlike the other pickups, the Glyphs do not affect Blade's abilities but instead give Blade extra points for that level. These points give you a higher score and allow you to unlock weapons quicker.



GENERAL GAMEPLAY TIPS

- Remember Blade doesn't need to face opponents to attack them. Just move the right analog stick in their direction and Blade will strike out at enemies if they are behind him.
- Timing Blade's hand-to-hand attacks will allow him to chain more powerful moves.
- A finishing move will destroy Blade's foe in one close-up and cinematic move.
- Keep an eye on Blade's Bloodlust meter and press the R1 button to activate Rage.
- To operate switches and machinery, push forward on the right analog stick.
- Collect Glyphs to increase Blade's score and unlock new weapons and equipment.
- Use the L2 button to block attacks if Blade is surrounded.
- Use the L1 button to lock-on when using the Mach Pistol.
- Firing the Mach Pistol when the target icon is green will minimize the ammo needed to destroy the opponent.
- Blade's mission objectives and sub-objectives status can be viewed from the Pause Menu.
- Blade can block and perform hand-to-hand moves even when carrying guns and the glaive.
- Destroying objects such as vehicles or machinery may reveal additional Glyphs.
- In some cases, a trail of Glyphs will point you in the right direction, so keep your eyes open.
- Collecting Glyphs may also reveal hidden ammo or bonus Glyphs.
- Some levels contain save points allowing you to save your mid-level progress. Remember, these save points can only be activated once. Use them wisely.

CHARACTERS

Whistler

Brought into this war by the brutal death of his family at the hands of vampires, Whistler discovered Blade at an early age and recognized his special "talents." Serving as mentor and father, partner and friend, Whistler provides the tools, weapons, and training that enables Blade to carve a bloody swath through the Vampire Nation. Through Blade, Whistler will have his vengeance yet...



Doctor Grant

Doctor Grant is a good friend of Whistler. She has studied the movements and habits of vampires for many years. Vampires abducted her whole family when she was young and now she seeks revenge in their total elimination. Doctor Grant is a computer and technical expert with no combat skills.



ENEMIES

Karkov Punk

High on their seemingly immortal life, these crazed vampires enjoy the thrills of the hunt. Although fairly weak, their numbers are great.



Karkov Elder

The Elder helps organize the Karkov clan and provides moral support and strength to any vampires nearby. They are strong and skilled opponents.



Heavy Security

Karkovs rely strongly on their army of well-trained and armed heavy security soldiers. Wielding firearms and body armor, these enemies should be dealt with quickly and fiercely.



Gaunt Moor Nurse

Medical treatment has never been so evil and painful. The nurses of Gaunt Moor take extreme pleasure inflicting pain. They will attack you with a dangerous cocktail of mind-numbing drugs that, once injected, attack the central nervous system.



Poison Zombie

From the stench-ridden bowels of the city sewers came poisonous zombies. They are the enslaved guardians of the clans. Their acidic and foul smelling odor acts as a defense mechanism, penetrating the skin causing sickness and vomiting.



Arcan Kamikaze Bomber

The Arcans most feared form of defense, the Kamikaze bombers will not hesitate to sacrifice themselves in the defense of their brothers.



Arcan Science Drone

Intelligent and stronger than they look, the dwarf-like drones are the chief operators of Arcan technology.



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All our families, friends and loved ones

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NOTES

NOTES

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Blood and Gore
Strong Language
Violence

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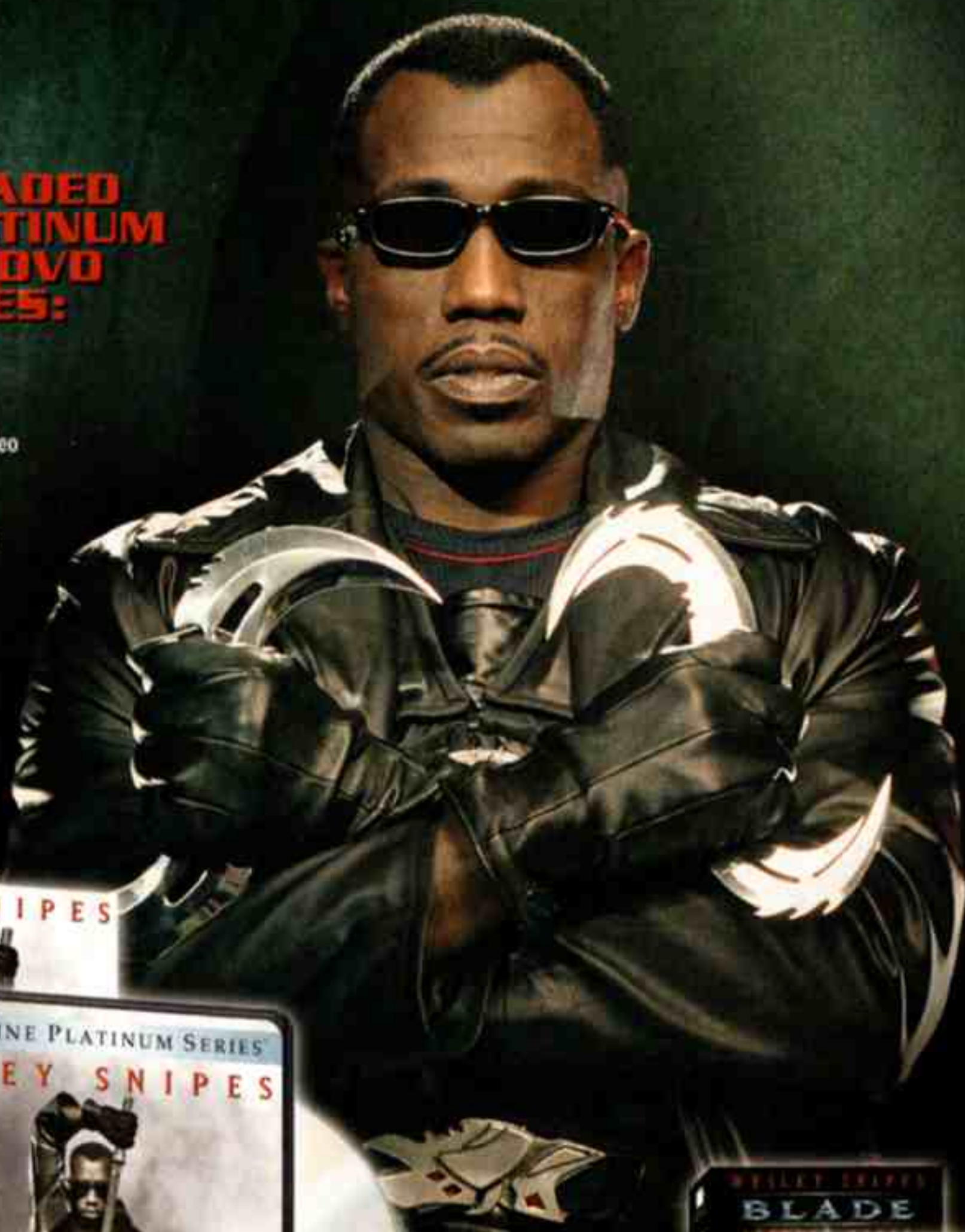
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