CONTENTS

GETTING STARTED

INSTALLING LEGACY OF KAIN: DEFIANCE ON YOUR PC

To install Legacy of Kain: Defiance on your PC:

Insert the Legacy of Kain: Defiance CD into your PC's CD Drive.

IF:	Then:
Your computer has the Autorun option enabled	Legacy of Kain: Defiance's Autorun program will automatically fire up.
	Choose INSTALL from the Autorun program to install Legacy of Kain onto your PC's hard drive.
Autorun is disabled	Right-click on your PC's CD Drive icon and choose the EXPLORE option. Double-click on 'autorun.exe'. The Legacy of Kain: Defiance installation process will now begin.

Note: To run Legacy of Kain: Defiance on your PC you will need to have DirectX 9 installed. To install DirectX 9 on your PC:

Select 'Install DirectX 9 from the Legacy of Kain: Defiance Autorun program.

Or

Right-click on your PC's CD Drive icon and choose the EXPLORE option.

Open the 'directx9' folder and double-click on 'dxsetup.exe'.

UNINSTALLING Legacy of Kain: Defiance FROM YOUR PC

To uninstall Legacy of Kain: Defiance from your PC, choose UNINSTALL from the Legacy of Kain: Defiance menu (Start Menu>Programs>Eidos > Legacy of Kain: Defiance >Uninstall). The Uninstaller will completely remove Legacy of Kain: Defiance from your PC's hard drive.

RUNNING LEGACY OF KAIN: DEFIANCE

To run Legacy of Kain: Defiance, once the game has been successfully installed (as page 2) on your PC's hard drive:

Double-click on the Legacy of Kain: Defiance icon on your computer's Desktop (if you

chose this option when Legacy of Kain: Defiance was installed).

Or

Select Legacy of Kain: Defiance from the Legacy of Kain: Defiance menu (Start Menu>Programs>Eidos > Legacy of Kain: Defiance).

Or

Insert the Legacy of Kain: Defiance CD into your PC's CD drive.

IF:	Then:
Your computer has the Autorun option enabled, Legacy of Kain: Defiance's Autorun program will automatically run.	Select PLAY to run Legacy of Kain: Defiance.
Autorun is disabled	Right-click on your PC's CD Drive icon and choose the EXPLORE option. Double-click on 'autorun.exe'. Legacy of Kain: Defiance installation process will now begin. Select PLAY to run Legacy of Kain.

CONTROLS

Legacy of Kain: Defiance allows you to reconfigure your controls, to use your PC's Mouse + Keyboard, Keyboard or Gamepad +Keyboard. To reconfigure Legacy of Kain: Defiance's controls, Select: CONTROL Options from the game's title screen.

The following control specifications are for Mouse + Keyboard:

GENERAL

ESC Button	Pause/Resume
Cursor Keys Up/Down	Select menu
Enter	Accept menu selection
F Key	Open/Close status screen

GAMEPLAY CONTROLS

W or (⬆ cursor)	Move character forward, climb, swim (Raziel only) aim Telekinesis sight.
S or (⬇ cursor)	Move character backwards, climb, swim (Raziel only) aim Telekinesis sight.
A or (⬅ cursor)	Move character left, climb, swim (Raziel only) aim Telekinesis sight.
D or (➡ cursor)	Move character right, climb, swim (Raziel only) aim Telekinesis sight.
J	Action: interact with objects environment, pick up/use artifacts, push/rotate, grab/drag object Dive while swimming (Raziel only).
Space bar	Jump up, jump on/off climbable walls Running jump (using movement keys) Slow descent/long jump (Kain; press and hold) Glide (Raziel; press and hold).
5 key on the number pad then J to confirm	Shift between Spectral Material planes, (Raziel only) (see page 14).
4 (left) 6 (right) Number pad	Select Reaver.
Mouse & E	Camera (nudge to look around environment) To enter/exit first person mode .

▼ See the Character Moves section starting on page 14 for more on specific character moves.

COMBAT CONTROLS

L Key	Telekinesis blast, tap to fire, hold to lift enemies off ground and aim using the movement keys/cursor keys.
O Key	Telekinesis – Manual aim. Direct the Telekinesis target over an object and then unleash the blast. For sight and blast, movement keys/cursor keys to aim. OR Right mouse button and mouse.
U Key	Lift attack (ground), slam attack (air) Fatal blow (feed Reaver) Special Attack (with movement keys)
J Key	Slash attack Reaver Spell (hold/release) Special Attack (with movement keys; see page 26)
: Key	Hold to manually enter combat mode (if desired) Tap to manually exit combat mode (before battle ends).
I Key	Hold to feed: Kain – drink blood, Raziel – devour soul (see page 13)

▼

GETTING INTO THE GAME

TITLE MENU

1. At start-up, the game will scan the Hard Disk for Legacy of Kain: Defiance saved game data.

Note: Legacy of Kain: Defiance is an epic game. We recommend, saving your progress frequently and continuing your saved games for the most satisfying game experience.

2. Start New Game - Start the game from the beginning.

   Continue Game - Select Continue Game If you have previously saved Legacy of Kain: Defiance game data on the Hard Disk. You will return to the game at the last checkpoint you reached prior to saving. For information on saving, see page 9.

   Load Game - If you have previously saved Legacy of Kain: Defiance game data on the Hard Disk, then select the saved game that you want to play from the menu and enter.

The Title Menu also offers the following options. Highlight your selection and then enter.

   Dark Chronicle - Replay storyline cinematics you've revealed during your progress through the game.

   Bonus Material - Review and select Bonus Materials you've unlocked by your successes in the game.

   Options - Options – Adjust the in-game settings. See page 9 for details.

PAUSE MENU

During play, press the ESC button to pause the game and display the Pause Menu. From here you can save your game progress and modify game options.

SAVING GAMES

You can save at any time during the game. Press the ESC button to pause, and select Save from the Pause Menu. Highlight Create a New Game or an existing save slot and enter. All your progress to your current point will be saved. Your location at your last checkpoint is also saved.

If an older Legacy of Kain: Defiance save game exists in the save game slot you selected, it will be overwritten during the save.

Note: Be careful: once the save game is overwritten, it cannot be recovered.

▼ Each save requires 93 KB per save and 22kb for settings.

▼ To resume a saved game, select the save file from the Title Menu. You will return to the game at the last checkpoint you reached prior to saving.

▼ Do not turn off the power while saving. Doing so could damage or destroy the saved data.

OPTIONS

Move the mouse or the cursor keys up/down to highlight an option. Press the left mouse button or the enter button to see a submenu, if available.

▼ *Game options* – Set the game options that you require: Subtitles on/off, Hints on/off

▼ *Sound options* – Set up the sounds you'll hear during play: Sound (on/off), Music (on/off), Volume (+/-).

▼ *Graphics options* – set up graphic options; Resolution, refresh rate and antialias.

▼ *Control options* – Configure your controls, to use your PC's Mouse + Keyboard; Keyboard; or Gamepad +Keyboard .

▼ *Go back* – returns you to the previous menu screen.

THE HISTORY OF NOSGOTH

THE PILLARS

In the centuries before Kain's birth, the land was protected by an oligarchy of sorcerers known as the Circle of Nine. These guardians were sworn to serve and protect the Pillars of Nosgoth, the ancient edifice towering over the earth as a manifestation of the mysterious power that preserved and gave life to the land. But the Circle was infiltrated by dark forces, and Ariel – the Balance Guardian – was cruelly murdered. Her assassination sent psychic shockwaves throughout the Circle, and in their derangement the remaining sorcerers turned their powers to dark purposes, poisoning the land with their sorcery and abandoning the Pillars to stand like silent, decaying sentries.

DESTINY

Into this dying world Kain was born. The son of an aristocratic Nosgoth family, he lived the privileged life of a nobleman, never realizing his undiscovered destiny – that he was marked from birth as Ariel's successor, fated to take her place as the Guardian of Balance.

Ignorant of his destiny, the ambitious but directionless Kain roamed the land – during one fateful journey, he was ambushed by brigands and murdered, cruelly impaled on his assassin's sword.

A DARK COVENANT

Plucked from the brink of oblivion by the Necromancer Mortanius, Kain awakened in the underworld, still transfixed by his enemy's blade. Tormented by his hunger for vengeance, and heedless of the spiritual cost, Kain recklessly accepted the Necromancer's offer of revenge – and rose from his tomb to discover that he had been resurrected as a vampire.

Kain quickly tracked down his assassins and exacted his bloody revenge. With his vengeance and hunger sated, he sought only a cure for the vampiric curse that afflicted him. Guided by Mortanius and the specter Ariel – now bound helplessly to the decaying Pillars she once served – Kain hunted down each of the corrupt sorcerers now poisoning Nosgoth. Only with their deaths could the Pillars be healed – and only by restoring Balance would Kain be released from his vampiric curse.

At first reluctant to live the horror of an existence blighted by a thirst for human blood, Kain soon adapted and discovered, within his darkened soul, a growing disaffection for humankind as he embraced his newfound immortality.

During his journey, Kain discovered and claimed the Soul Reaver, an ancient soul-devouring blade, and stumbled across – not so coincidentally – a time-streaming device created by Moebius, the Guardian of Time.

FRAGILE HISTORY

Against the counsel of the ancient vampire Vorador, Kain found himself embroiled in human events, caught in a bloody battle between Ottmar's Army of Hope and the ruthlessly advancing armies of the Nemesis, from the north. As the tide of the battle turned, Kain used his only means of escape – the time-streaming device, which swept him nearly 50 years back into Nosgoth's past.

Hoping to alter the course of Nosgoth's history, Kain assassinated the young King William the Just, who would become the diabolic tyrant known as the Nemesis. After sating himself on his victim's blood, Kain returned to the present – only to discover that his murder of the beloved King had ignited a genocidal war against vampires, led by the time-streamer, Moebius, himself.

Upon his return, Kain witnessed the future that he had wrought – and the final, triumphant act of Moebius's cold-blooded mob. Vorador, the last of the era's vampires, was guillotined and his head held aloft for a cheering, bloodthirsty crowd – leaving Kain the sole surviving vampire in Nosgoth.

THE FATEFUL DILEMMA

As his quest brought him full-circle, Kain confronted the destiny that Mortanius and Ariel had hidden from him – that he was the Balance Guardian, and that only by sacrificing himself could he restore the Pillars. Ariel presented him with a final, climactic decision – sacrifice himself to heal the land, but ensure the extinction of the vampires; or refuse the sacrifice, and seal the world's corruption.

Revolted by the machinations of the human sorcerers and alienated from his former humanity, Kain chose the latter path – opting to rule the world in its damnation rather than commit himself to oblivion. This apocalyptic act completed the Pillars' destruction – the mighty columns toppled as Kain sealed their ruinous fate – and damned Ariel to ceaselessly haunt the dilapidated Pillars she once served. Until the Balance is restored, she can never be released.

KAIN'S EMPIRE

Kain concluded with the realization that Vorador was right – that vampirism is not a curse but a blessing … that vampires are dark gods whose duty it is to thin the human herd.

With intentional irony, Kain established the ruined Pillars as the symbolic seat of his new empire, and the shattered Balance Pillar as the base of his throne. In an act of calculated blasphemy, Kain raided the ancient tomb of the Sarafan, a fanatical order of warrior-priests once sworn to eradicate the vampires plaguing Nosgoth. From the desiccated corpses of these long-dead knights, Kain raised his six vampiric "sons" to become the Lieutenants of his fledgling empire.

But the Pillars, Kain ultimately realized, were more than just a human edifice – the health of the Pillars was tied inextricably into the health of the land. With the Pillars left unrestored, corruption seeped slowly into the land like a poison, turning his empire into an irredeemable wasteland.

CONDEMNED

Rather than evolving slowly over time, vampires experience periods of accelerated metamorphosis, entering dormant states from which they emerge transformed.

When Raziel, first among Kain's Lieutenants, revealed his latest evolution – a pair of bat-like wings – Kain responded with an act of seemingly egotistical sadism. Tearing Raziel's newly fledged wings from his back, he ordered Raziel to be cast into the Lake of the Dead, where he would burn forever in the roiling Abyss.

Raziel tumbled endlessly into the murky depths, his flesh dissolving as he burned with white-hot fire. After an eternity of torment, Raziel's ruined body came to rest – and as the pain receded, he realized that he had not only survived the descent, but had been delivered to the very seat of the Underworld.

Like Kain before him, Raziel was saved from the brink of oblivion by a mysterious benefactor – a preternaturally ancient god dwelling in the depths of the Abyss, who transformed Raziel into a devourer of souls, and released him back into the world to take his revenge.

VENGEANCE

Raziel, now the Elder God's fledgling angel of death, resurfaced to discover that centuries had inexplicably passed since his execution. Kain's empire lay in ruin, and Raziel found himself assailed by the degenerate offspring of his former brethren, who had long-since devolved into monstrous forms.

Undeterred by these revelations, Raziel pursued Kain across Nosgoth's blasted landscape, galvanized by a hunger for revenge, and a relentless new thirst – not for the blood of humans, but for the vampires' apostate souls.

Kain, however, had other plans for Raziel. Seemingly unsurprised by Raziel's miraculous return, Kain baited Raziel along the course of his single-minded vendetta, channelling him into battle with his mutated brethren, and into a fateful confrontation at the Pillars, wherein Kain raised the Soul Reaver against Raziel.

The ancient blade, believed to be indestructible, shattered when Kain attempted to strike Raziel down. The soul-devouring sentience captive in the blade was thus released, and binding itself to Raziel as a wraith-blade, became his symbiotic weapon.

Kain seemed not stunned but strangely satisfied with this shocking outcome, and lured Raziel further into Nosgoth's northern wastes, leading to their final confrontation in Moebius's long-abandoned Chronoplast chamber.

Driven by the fatalistic visions revealed by Moebius's devices, Kain activated the time-streaming portal that would propel him and Raziel centuries into Nosgoth's past. Free will, Kain feared, might only be an illusion – but he knew their fates were intertwined in ways that Raziel had not begun to fathom.

REVELATIONS

Swept back into Nosgoth's early history, Raziel began to unearth the secrets of his past…how his coming was foretold by an ancient race, Nosgoth's original Vampires, who forged the Reaver for their champion, as the weapon of their salvation.

…how he himself slaughtered the Sarafan lieutenants, and was his own murderer, and how he thus became the catalyst not only of Kain's future empire, but of his own dark destiny.

…and finally, how he was fated to become the ravenous spirit imprisoned in the Soul Reaver blade – that this was, and always had been, the purgatorial cycle of his destiny. The wraith blade, he finally understood, was his own soul, twinned and bound eternally to him.

His motives still a mystery, Kain sought to change history by preventing the blade from consuming Raziel's soul. But Raziel, nearly obliterated by the Reaver, realized that he could never escape this terrible destiny – Kain had merely postponed it.

KAIN

Cunning and relentless, the vampire Kain battles the oppressive agents of Fate that seek to destroy him. For centuries, he has ruthlessly pursued a singular ambition — to take his rightful place as Balance Guardian, thus returning Nosgoth to vampire rule. And Raziel, he believes, is the key to fulfilling this goal. Armed with the legendary Reaver blade — the weapon fated to become Raziel's eternal prison — Kain seeks to reclaim their true destinies from the wreckage of history.

Kain wields the Reaver in its physical form, a blood-drinking blade forged by Nosgoth's ancient Vampires as the weapon of their prophesied hero.

TK Meter
Health Gauge

Balance Emblem Menu
Reaver Gauge

KAIN'S On-Screen Display

Health Gauge — Holds Kain's health. This gauge is a globe of blood, which is depleted when Kain is wounded or as his hunger grows. The gauge is filled by drinking enemies' blood, and drains even as Kain searches for more victims. You can increase your health capacity by finding Health Talismans, allowing Kain to build up a greater supply of health to meet increasing game dangers. To drink blood, press and hold the I key on a vulnerable enemy. The longer you hold down the I key, the more blood you'll drink. See page 16 for more details.

Reaver Gauge — Holds the Reaver's energy charge. With each strike, the Reaver absorbs some of its victim's energy, adding to gauge amount. When the gauge is full, the Reaver becomes charged and a Reaver Spell is armed. The amount decays over time, so Kain must continually seek out and battle enemies to maintain the Reaver's energy. Press the U key near a stunned or vulnerable enemy to feed the Reaver with the victim's life energy and fill the gauge. See The Reaver section beginning on page 20 for more information.

TK Meter — Holds energy in its green runes for performing Telekinesis. Each TK use expends some energy, and overuse depletes the reserves. The meter gradually refills when not in use. You can extend your TK power by finding TK Runes, which increase the meter's capacity. See the Telekinesis section on page 15 for expanded information.

Balance Emblem Menu — Holds the Balance Emblem fragments Kain has discovered. Each shard empowers the Reaver with a different combat effect. Use movement keys/cursor keys to select and activate any available segment of the Balance Emblem. See page 21 for additional information about the Balance Emblem.

RAZIEL

Once the greatest of Kain's vampire lieutenants, Raziel is now only a ruined specter of his former glory. Armed with the wraith-blade of the Soul Reaver, he strives to unravel the truth behind his enigmatic fate, a destiny apparently foretold in the earliest centuries of Nosgoth's history. Raziel seeks only to escape the bonds of his one-time benefactor, now turned adversary — the mysterious Elder God that resurrected him as a reaper of souls — and to somehow avert the terrible destiny appointed for him when the Reaver was forged.

As his weapon, Raziel bears the sword that the Reaver is fated to become — a soul-devouring wraith-blade.

TK Meter

Health Gauge

Reaver menu

Reaver Gauge

RAZIEL'S On-Screen Display

Health Gauge — Holds Raziel's health. This gauge is a coiled spiral, which unwinds as Raziel is damaged or loses energy. The gauge is filled by devouring victims' souls. While in the Material Realm, Raziel gradually tires and must regularly restore his energy. In the Spectral Realm, his health declines only when he takes damage. Increase your health capacity by finding Health Talismans, which allow Raziel to build up a larger supply of energy to counter increasing dangers. To devour souls, press and hold the I key with an enemy in your grasp, or to draw the soul from the body at a distance. If you release the I key too early, the soul may escape. See page 19 for more details.

Reaver Gauge — Holds the Reaver's energy charge. See Kain's On-Screen Display on page 12 and The Reaver section on page 20 for more details.

TK Meter — Stores energy in its green runes for performing Telekinesis. See Kain's On-Screen Display on page 12 and the Telekinesis section on page 15 for more information.

Reaver Menu — Displays various Elemental Reaver empowerments Raziel has gained at Elemental Forges. The coloured pips next to the menu show which elemental Reavers Raziel has acquired so far. Press the 4 or 6 number pad keys and J key to select and activate any available enhancement. See page 21 for more information on Elemental Forges.

Spectral Shift — Press the 5 number pad key to display the Shift icons, which Raziel uses to shift between the Material and Spectral Realms and J key to activate realm shift. If Raziel is in the Material Realm, he can shift into the spectral plane at any time; if he is in the Spectral Realm, he must be near a host-creature in order to shift. See page 18 for expanded information on realm-shifting.

GAME PROGRESS

TWO HEROES

The game's plot unfolds through chapters, focusing alternately on Kain and Raziel as they pursue their separate quests. Whether their paths converge or veer in opposite directions, their destinies are ultimately intertwined.

While both heroes move through the same worlds (though often on different planes) and share moves in common, each has a unique way of dealing with puzzles, hazards and enemies, and surviving.

COMMON ABILITIES

Use the movement keys/cursor keys to move both Kain and Raziel through the worlds. Use their common abilities (on this page) or see pages 16-19 for each character's unique abilities.

JUMPING

▼ Press the space bar to jump up.

▼ Move the movement keys/cursor keys and press the space bar for a running jump.

CLIMBING

▼ Jump (space bar) onto a climbable wall surface to grab on.

▼ Use the movement keys/cursor keys to manoeuvre.

▼ Either climb to the top, or kick jump (space bar) off the wall.

MANIPULATING OBJECTS

▼ Press the J key to pick up objects and interact with them. Some objects can be shoved; other rotated; still others can be broken.

▼ You can also grab (J) onto moveable objects and drag them using the movement keys/cursor keys.

ARTIFACTS

Throughout their journeys, Kain and Raziel encounter obstacles where their progress is blocked without the aid of some object or artifact. These missing emblems and relics act as keys to trigger events and open paths that are otherwise sealed.

▼ To pick up an artifact, stand near the object and press the J key.

Note: Raziel can only pick up and use artifacts while in the Material Realm (see page 18).

▼ Collected artifacts are automatically inventoried, and can be viewed at any time in the Status Screen (see page 23).

▼ To use an artifact, stand in the desired location, and press the J key. If the artifact is in the character's inventory, it will automatically be used.

CHECKPOINTS

During your journey, you will pass landmarks serving as checkpoints to your progress. Checkpoints reveal themselves as a glow appearing on the ground as you cross the checkpoint spot. Checkpoints mark the location you'll be set back to if your health is depleted, and where you'll resume the game when you continue it from the Title Menu.

When you resume a saved game, you possess all the progress up to your last saved point. Your location, however, is at the last checkpoint you passed before saving.

TELEKINESIS (TK)

TK USE

Both Kain and Raziel employ Telekinetic force to hurl enemies away or shatter obstacles.

Initially, Kain's TK powers are much more developed than Raziel's. From the beginning, Kain can swiftly blast enemies away, or lift them into the air and hurl them in any direction. Early on, he acquires the ability to ignite or douse certain flammable objects using TK.

Raziel's telekinetic powers are much weaker than Kain's at first. Though he can fire quick TK bursts to hurl enemies away or shatter obstacles, he cannot lift and throw enemies until later on.

- ▼ Tap L to fire a quick blast of TK.
- ▼ Use the environments to inflict damage. Blast enemies into hurtful or potentially deadly obstacles. Propel enemies into fire, breakable objects and solid terrain obstacles. Throw enemies onto spikes or hurl them from ledges for instant kills.
- ▼ Hold down L to lift an enemy, use the movement keys/cursor keys to aim, and release the L key to complete the throw.

MANUALLY AIMING TK

You can manually-aim your TK to target specific objects and solve puzzles.

- ▼ Hold down the O key or the right mouse button to display the targeting sight. While holding the O key, move the mouse or the movement keys/cursor keys to position the sight over the target object. Release the O key or the right mouse button to unleash the TK blast.
- ▼ Use TK to clear obstacles, shatter breakable objects, strike distant switches, and ignite or douse certain flammable objects.

THE TK METER

Each TK use expends some TK energy, shown by green runes in the TK Meter. TK power regenerates gradually over time, but overuse depletes your energy reserves. You can augment your TK power by finding TK Runes to increase the capacity of the TK Meter. (See page 15 for more information.)

KAIN'S UNIQUE ABILITIES

BLOOD-DRINKING
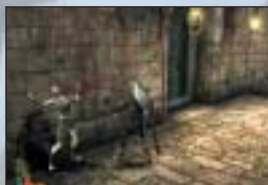
Kain's ceaseless blood-hunger causes his Health Gauge to drain slowly over time, requiring him to feed frequently to sustain his energy and heal his wounds. When an enemy is vulnerable (either stunned or otherwise incapacitated), Kain can consume its blood to restore his health.

- ▼ Hold the I key near a vulnerable enemy to bite into the victim or drain its blood from a distance. The longer the I key is held, the greater the health benefit.

MIST FORM
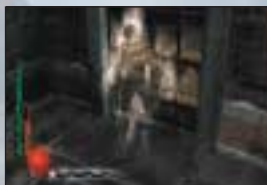
Kain can dissolve briefly into mist to pass through permeable barriers (such as bars and gates). He also employs his mist form to dodge with supernatural speed in combat.

- ▼ To breach a gated barrier, use the movement keys/cursor keys to manoeuvre Kain into the grate. He will automatically employ mist form to pass through.

SUPERHUMAN LEAP

In some areas, Kain can use his vampiric strength to leap across wide gaps.

- ▼ Animated markers indicate ledges that Kain can use as jump-off points.
- ▼ While standing on a leap marker, hold down the space bar to charge the jump.
- ▼ Release space bar to launch Kain across the gap.

FLOATING DESCENT

When jumping or falling, Kain can slow his descent to land silently and with greater accuracy.

- ▼ While in mid-air, hold down the space bar to slow your descent.
- ▼ Release the space bar to resume a normal descent.

BAT FLIGHT

Kain can fly rapidly between distant locations by transforming into a swarm of bats. He must first concentrate his energy and mentally project himself toward his destination, visible on the horizon. For this reason, he can only employ bat flight from specific sites indicated by animated markers.

- ▼ While standing on a bat-flight marker, hold down the space bar to gather Kain's energy.
- ▼ Release the space bar button to transform into a flock of bats.
- ▼ Kain also disperses into bats when his health is depleted, coalescing again at the last checkpoint he passed.

WATER VULNERABILITY

For vampires, immersion in water is deadly. Kain must be cautious around water obstacles. If he falls in, his health will be immediately depleted, and he will be reset to his last checkpoint.

RAZIEL'S UNIQUE ABILITIES

THE SPECTRAL AND MATERIAL REALMS

Raziel is a denizen of the Spectral Realm, a shadowy underworld populated by nightmarish creatures and lost souls. To escape the spirit world, he must first find a host creature. Early in the game, he discovers spirit-gases rising from burial sites, and learns that he can employ the corpses within as conduits to enter the Material Realm.

Once in the physical world, Raziel transforms the host's flesh into his own image, but his energy is continuously depleted to maintain this physical manifestation. To restore his energy and remain in the Material Realm, Raziel must feed on the souls of his victims. When his energy is exhausted, Raziel loses his physical form and is swept back into the spectral realm, to his last checkpoint.

By shifting between realms, Raziel can take advantage of the unique properties of each realm.

▼ Raziel must be in the Material Realm to open doors, pick up or use artifacts, move objects, or break barriers. In the spirit world, physical objects are like shadows, and cannot be manipulated.

▼ In the Spectral Realm, Raziel can dematerialize to pass through gated barriers, which are impassable in the physical world.

▼ Some climbable wall surfaces appear only in either the Spectral or Material Realm, requiring Raziel to shift before he can use them.

▼ The Spectral Realm is a darker, more twisted version of the physical world. In some instances, the distortion of the terrain may open a path that is not accessible in the Material Realm.

▼ Water in the spirit world has no buoyancy. To swim, Raziel must enter the Material Realm.

Shifting from Spectral to Material

In the Spectral Realm, spirit gases indicate where a corpse is buried, which Raziel can use as a conduit to enter the physical world.

To shift from the Spectral Realm into the material world,

▼ Stand on or near a site where spirit gases are rising. Press 5 on the number pad the to display the Material Icon (the Reaver symbol). If no host is available, the symbol will not be displayed.

▼ Press the J key to confirm your intention. Raziel will project his energy into the buried corpse, rise and transform the flesh into his own image as he enters the Material Realm.

Shifting from Material to Spectral

Raziel can abandon his physical manifestation at any time and return to the Spectral Realm.

To shift from the Material Realm back to the spirit world:

▼ Press and hold 5 on the number pad to display the Spectral Icon.

▼ Press the J key to confirm your intention and shift into the Spectral Realm.

DEVOURING SOULS

Raziel sustains his energy not by drinking his victims' blood, but by consuming their very souls. When an enemy is vulnerable (stunned or otherwise incapacitated), Raziel can draw the soul from its body and devour it to restore his health. While in the Material Realm, Raziel's energy constantly decays and must be restored. In the spirit world, his health only declines when he is wounded by spectral enemies.

To devour a soul:

▼ Press and hold I near a vulnerable enemy to tear the victim's soul out, or draw it from the body at a distance, until the soul is devoured. If you release the I key too early, the soul may escape.

GLIDING

Raziel can no longer fly, but he can use his ruined wings to glide across otherwise-impassable gaps.

▼ Press the space bar to jump.

▼ While in mid-air, press and hold the space bar again to grab your wings and glide.

▼ Release space bar at any time to drop back down to earth.

PASSING THROUGH BARRIERS

In the Spectral Realm, Raziel can dematerialize to pass through permeable barriers like gates and fences, which are impenetrable to him in the physical world.

▼ While in the Spectral Realm, use the movement keys/cursor keys to manoeuvre Raziel through the barrier. He will automatically dematerialize and pass through.

SWIMMING

In the spirit world water has no buoyancy, but in the Material Realm, Raziel can swim through flooded areas to reach otherwise inaccessible goals.

▼ To swim at the surface, use the movement keys/cursor keys to orientate and propel Raziel.

▼ Press J to dive beneath the surface.

▼ While underwater, use the movement keys/cursor keys to orientate Raziel, and press or hold the J key to propel him through the water.

▼ To exit the water, either swim toward a low ledge, or press the space bar to jump up from the water's surface.

▼ Raziel cannot engage in combat, manipulate objects, or use TK while swimming.

THE REAVER
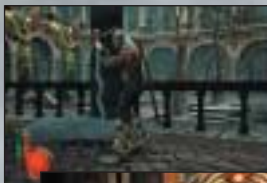
Both Kain and Raziel are armed with different incarnations of the same weapon — the legendary Reaver blade. Kain wields the sword in its physical form, a blood-drinking blade forged by Nosgoth's ancient Vampires as the weapon of their prophesied hero. Raziel bears the sword that the Reaver is fated to become — a soul-devouring wraith-blade.

Each bears the Reaver as his sole weapon, and both Kain and Raziel earn enhancements for the blade over the course of the game, enabling them to employ elemental sorcery in their attacks. Like Raziel, the wraith-blade is a spectral entity; but Raziel can summon the wraith-blade into the Material Realm to wield it in combat.

FEEDING THE REAVER

Like Kain and Raziel, the Reaver has an insatiable appetite for its enemies' life-force. With each strike, the Reaver absorbs a little of its victim's energy, and the Reaver Gauge begins to fill. Because the energy in the Reaver Gauge decays over time, Kain and Raziel must maintain an intense assault to build the Reaver to a full charge.

When an enemy is reduced to a vulnerable state, Kain and Raziel may forego drinking the victim's blood or devouring its soul, and instead feed the victim's life energy to the Reaver blade, increasing its power temporarily.

▼ Press the U button near a stunned or vulnerable enemy to finish it with the Reaver, feeding its life energy to the blade.

More elaborate combos and finishing moves will fill the Reaver Gauge more rapidly. See the Combat section, starting on page 24.

REAVER CHARGE

When the Reaver Gauge is full, the Reaver becomes charged and its combat performance is temporarily augmented. The effect varies based on the current Reaver enhancement. For instance, the Reaver may temporarily deal more damage, or inflict paralyzing or stunning force upon its victims.

When the Reaver Charge ends, the gauge is completely depleted.

REAVER CHARGE STONES

These arcane stones enable you to build the Reaver to a charge by striking the stone with multiple attacks.

REAVER SPELL

A second effect occurs when the Reaver Gauge is full. A Reaver Spell is armed, indicated by a glow around the Reaver Gauge. The spell can be triggered at any time. Hold down the J key to gather the spell's energy, and release J to launch the spell.

The effect of the Reaver Spell varies depending upon the current Reaver enhancement. Some spells inflict damage to all enemies in the area, other spells affect Raziel or Kain, enabling them to turn invisible temporarily, or unleash an unstoppable flurry of extra-dimensional attacks. Some Reaver Spells can also be useful for solving puzzles.

REAVER ENHANCEMENTS

You can unearth ancient Vampire enchantments that increase the Reaver's effectiveness in combat, and may help you solve puzzles or defeat obstacles. These are Balance Emblems and Elemental Forges.

BALANCE EMBLEM

Kain discovers fragments of the Vampires' Balance Emblem. Each shard of the talisman represents a different principle that enhances the Reaver. Kain's Balance Emblem appears on and can be activated from his On-Screen Display (see page 12).

ELEMENTAL FORGES

Within the ancient ruins of the Vampire Citadel, Raziel discovers arcane forges that

permanently enhance the Reaver with elemental powers. Raziel's Elemental Reavers appear on and can be activated from his On-Screen Display (see page 13).

HEALTH AND FEEDING

RESTORING HEALTH BY FEEDING

Because they are vampiric creatures, Kain and Raziel's health drains continuously and must be replenished by the blood and souls of their victims. Though Raziel's energy does not drain in the Spectral Realm, it decays constantly while he remains in the physical world.

▼ To feed, hold down the I key while near a stunned or vulnerable creature. As Kain, the longer you hold down I, the more blood Kain will receive.

▼ Kain and Raziel can also forego the health benefit in order to feed the Reaver instead, temporarily augmenting its power in combat. To feed the Reaver, press the U key near a stunned or vulnerable enemy.

RESTORING HEALTH WITHOUT COMBAT

Kain and Raziel have a few means to recover their health without engaging in combat or feeding on enemies.

▼ Blood and Soul Basins can be drained to recover health

▼ Kain and Raziel can feed from chained captives without risk of injury.
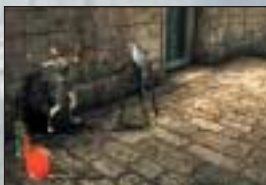
▼ Raziel can also feed on the lost souls of the Spectral Realm to replenish his spirit energy.

SETBACKS

Both Raziel and Kain are immortal, and cannot be killed by ordinary means. But if they fail to feed, or are wounded too grievously, they are forced to dematerialize and suffer a setback. Kain bursts into a swarm of bats, re-forming at his last checkpoint. Raziel becomes dissolute and is swept back to his last checkpoint in the Spectral Realm.

STATUS SCREEN

MAIN STATUS SCREEN

During gameplay, press F key to open the Status Screen. Here you can assess each character's progress and current condition.

- ▼ Use the mouse and the left mouse button or movement keys to highlight various items and display more information about them.
- ▼ When an item is highlighted, its larger image and name are displayed in the Main Screen.

The Main Screen displays:

- ▼ Character's primary goal.
- ▼ Character's immediate task.
- ▼ Current artifacts in the character's possession.
- ▼ Reaver Enhancements earned. Kain's screen displays the fragments of the Balance Emblem he has acquired. Raziel's screen shows the Elemental Forges he has completed.
- ▼ The Reaver Meter represents the character's current combat experience, and his progress toward acquiring the next Special Attack. The coloured pips indicate attacks already earned, and the Reaver Meter shows the experience earned toward the next attack. (For more information on Special Attacks, see page 26.)

Primary Goal

Immediate Task

Artifacts

Reaver Meter

Reaver Enhancements

BONUS ITEMS SUBSCREEN

Click on or select (using the movement keys) the left hand arrow in the top left of the screen to open the Bonus Items subscreen, which shows:

- ▼ Health Talismans collected so far.
- ▼ Telekinetic Runes accumulated.
- ▼ Arcane Tomes collected so far.

Click on the right arrow in the top right of the screen to return to the main status screen.

Health Talismans

Telekinetic Runes

Arcane Tomes

Click on or select (using the movement keys) the right arrow in the top right of the main status screen to open the Special Attacks subscreen, which shows:

- ▼ Special Attacks acquired. Highlight any Attack Icon to display it in the main window, along with instructions for performing it.

Special Attacks

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COMBAT

COMBAT MODE

The combat system encourages the creative use of the characters' core attacks — slashes, lifts, slams, TK and dodging — enabling you to choreograph your own combo attacks and develop your own unique combat style.

Kain and Raziel automatically enter combat mode when you press any attack button while enemies are present. While in combat mode, the character draws his weapon and adopts a combat stance while he moves. He remains in combat mode until all nearby enemies have been destroyed, or you manually exit combat mode by pressing the left shift key.

You can also manually enter combat mode by holding down the : key (though this is not required). The character remains in combat mode until you release the key.

TARGETING ENEMIES

Kain and Raziel do not lock onto a single enemy during combat. Instead they automatically turn to attack the nearest threat, unless you indicate a different attack direction. To target a specific enemy, manoeuvre Kain or Raziel in that enemy's direction.

ATTACK TYPES
SINGLE AND COMBINATION ATTACKS

Use the U, J and L keys to perform single attacks. Create combos by linking different button presses in sequence.

SLASHING ATTACKS

Use J for slashing attacks, which you can link in sequence to execute a three-attack combo on the ground or in mid-air.

LIFT AND SLAM ATTACKS

Use the U for lift attacks from the ground.

- ▼ Tap U to lift an enemy into the air.
- ▼ Hold down the U key to lift the enemy and jump up to follow it.
- ▼ While in mid-air, press the key again for a powerful downward slam.
- ▼ Use lift attacks to set enemies up for a TK-blast (L) or mid-air slashing combos (J).

TK IN COMBAT

Use the L to launch Telekinetic assaults during combat.

▼ Tap the key to quickly blast away an enemy. You can use Telekinesis as long as energy remains in the TK Meter.

▼ When playing as Kain, hold down L to lift the enemy off the ground, then release it to throw the enemy. Use the movement keys/cursor keys before releasing the button to hurl the enemy into deadly or damaging obstacles, or to pull the enemy toward Kain to set up a combo attack. Kain will lose his TK hold after a short time if he doesn't throw the enemy.

▼ You can throw enemies onto spikes, into fire, into breakable objects, over ledges, and into architectural obstacles. Some of these targets will be fatal, others will inflict varying degrees of damage.

▼ Some enemies are invulnerable to TK attacks.

DODGING

Use the space bar in combat mode to evade and move around enemies.

▼ Use the movement keys/cursor keys to set a direction and press the space bar to dodge.

▼ To jump up while in combat mode, press the space bar while standing still, or double-tap the space bar.

FINISHING MOVES

When an enemy has been reduced to a vulnerable state (stunned or otherwise incapacitated), Kain and Raziel can feed to recover their health, or finish the victim with the Reaver to enhance the blade's combat function.

▼ To drink the victim's blood or devour its soul, hold down the I key while near a vulnerable enemy.

▼ To perform a finishing move with the Reaver, press the U key near the victim.

REAVER ENHANCEMENTS AND SPELLS

Use the various Reaver enhancements you've collected for different combat effects. When the Reaver is fully charged with its victims' energy, its potency is temporarily boosted.

When the Reaver Gauge is completely full, it glows to indicate that a Reaver Spell has been armed. The spell's effect is determined by the selected Reaver enhancement, either inflicting damage on multiple enemies or temporarily embellishing the character's combat attributes in some way.

▼ To launch a Reaver Spell, hold down and then release the J key.

SPECIAL ATTACKS

Over the course of the game, Kain and Raziel earn experience based on how well they perform in combat. Their progress is tallied by the Reaver Meter on the Status Screen, and is accelerated based on the complexity of the combos performed and how often the Reaver Gauge is built to a full charge.

As Kain and Raziel reach each of the five combat experience levels, they are awarded a new Special Attack. Each attack earned is shown by a coloured pip next to the Reaver Meter on the Status Screen. Click on the right arrow in the top right of the Status Screen to open the subscreen where the Special Attacks are stored, along with descriptions and control instructions (see page 6).

PERFORMING SPECIAL ATTACKS

Pulling off Special Attacks requires timing, skill and practice.

▼ To execute a Special Attack, tap the movement keys/cursor keys in the attack direction, and simultaneously press the appropriate attack button – slash (J), slam (U) or TK (L) – for the desired attack.

There are five types of Special Attacks:

Devastating Strike

A powerful slam attack that bounces the enemy off the ground, setting it up for a follow-up attack.

▼ Tap the movement keys/cursor keys in the attack direction and simultaneously press the U key.

Rapid Attack

A vicious flurry of attacks unleashed by rapid button presses.

▼ Tap the movement keys/cursor keys in the attack direction and repeatedly press the J key.

Air Strike

A powerful mid-air slam attack that bounces the enemy high off the ground.

▼ While in mid-air, tap the movement keys/cursor keys in the attack direction and simultaneously press the U key.

Rapid Air Attack

A vicious mid-air flurry of attacks unleashed by rapid button presses.

▼ While in mid-air, tap the movement keys/cursor keys in the attack direction and repeatedly press the J key.

Telekinetic Stasis

Briefly locks an enemy in mid-air with TK while still leaving Kain or Raziel free to attack.

▼ Tap the movement keys/cursor keys in the attack direction and simultaneously press the L key.

BONUS ITEMS

COLLECTABLES
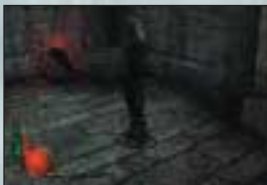
During your journey you can collect Bonus Items that increase your health capacity and TK power. Some items are hidden in arcane containers that must be shattered with the Reaver to release the treasures within. You can collect Health Talismans, Telekinetic Runes and Arcane Tomes.

HEALTH TALISMANS

Each Talisman is broken into three fragments. The character's health capacity increases one level each time he completes a Talisman by collecting its three fragments. Each character can find a total of 12 shards, for a potential total of four complete health upgrades.

TELEKINETIC RUNES

Each Rune enlarges the character's TK Meter, increasing his capacity to use Telekinesis. Each character can find a total of 8 TK Runes.

ARCANE TOMES
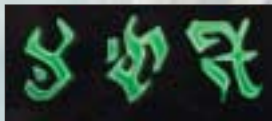
You can unlock special bonus materials by finding Arcane Tomes hidden throughout the game. When you find a Tome, approach it to collect it. Each character can find a total of 10 Arcane Tomes.

ENEMIES AND STRATEGIES

COMBAT BARRIERS

You may find yourself trapped in combat by physical obstacles or magical forcefields that block your exit. You must destroy all the enemies in the area before the barriers will be lifted.

SPELL CASTERS

Some enemies cast offensive or defensive spells on themselves and their comrades. It's often wise to take out the spell-casters in a group first to prevent them from aiding their allies.

Some of the spells you will encounter are:

▼ *Amplify Damage* — Used by the Sarafan and Vampire Hunters to increase the damage caused by their comrades. Indicated by a red glow on the enemy's weapon.

▼ *TK Shield* — Used by Vampire Hunters and Revenants to protect themselves from telekinetic assaults. Indicated by a purplish-blue glow on the affected enemy.

▼ *Regeneration* — Used by the Sarafan and Vampire Hunters to heal their comrades during battle. Indicated by a whitish glow around the healed enemy.

▼ *Berserk* — Used by the Sarafan (and occasionally Revenants) to amplify their battle fury, turning the affected enemy into a ruthless opponent. Indicated by a reddish-orange effect on the enemy.

▼ *Glyph Shield* — Used by the Sarafan, Vampire Hunters and Cenobites as a protective shield that repels attacks. Indicated by a ring of glowing runes around the affected enemy. You must destroy the shield before you can damage your opponent.

▼ *Fire Shield* — Employed by some animated Statues, the shield inflicts massive damage on an attacker who strikes the enemy while it is active. Indicated by a fiery orange forcefield around the enemy.

▼ *Summoning* — Some enemies can summon other creatures to do their bidding. Summoners' sorcery fails when they become too wounded.

ARCHONS

These spectral foes latch onto Raziel when they attack, siphoning his energy through a spirit-tether. Raziel must counter-attack or retreat to escape being completely drained.

TENTACLES

These minions of the Elder God strive to ensnare the characters. Kain and Raziel must attack rapidly to escape their grasp. When Raziel is in the material realm, Tentacles will try to drag him back into the spirit world.

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NOTES

SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

[WARNING: AVOID DAMAGE TO YOUR TELEVISION]

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

[Precautions]

When inserting this disc in the PC always place it with the required playback side facing down. When handling the disc, do not touch the surface. Hold it by the edge. Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use a cracked, warped or irregularly shaped disc, or one that has been repaired with adhesives, as it could lead to malfunction or damage to your PC.

NEED SOME HELP?

WEB SUPPORT AT WWW.EIDOS.COM

TECHNICAL HELPLINE: 0870 9000222

For Queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

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