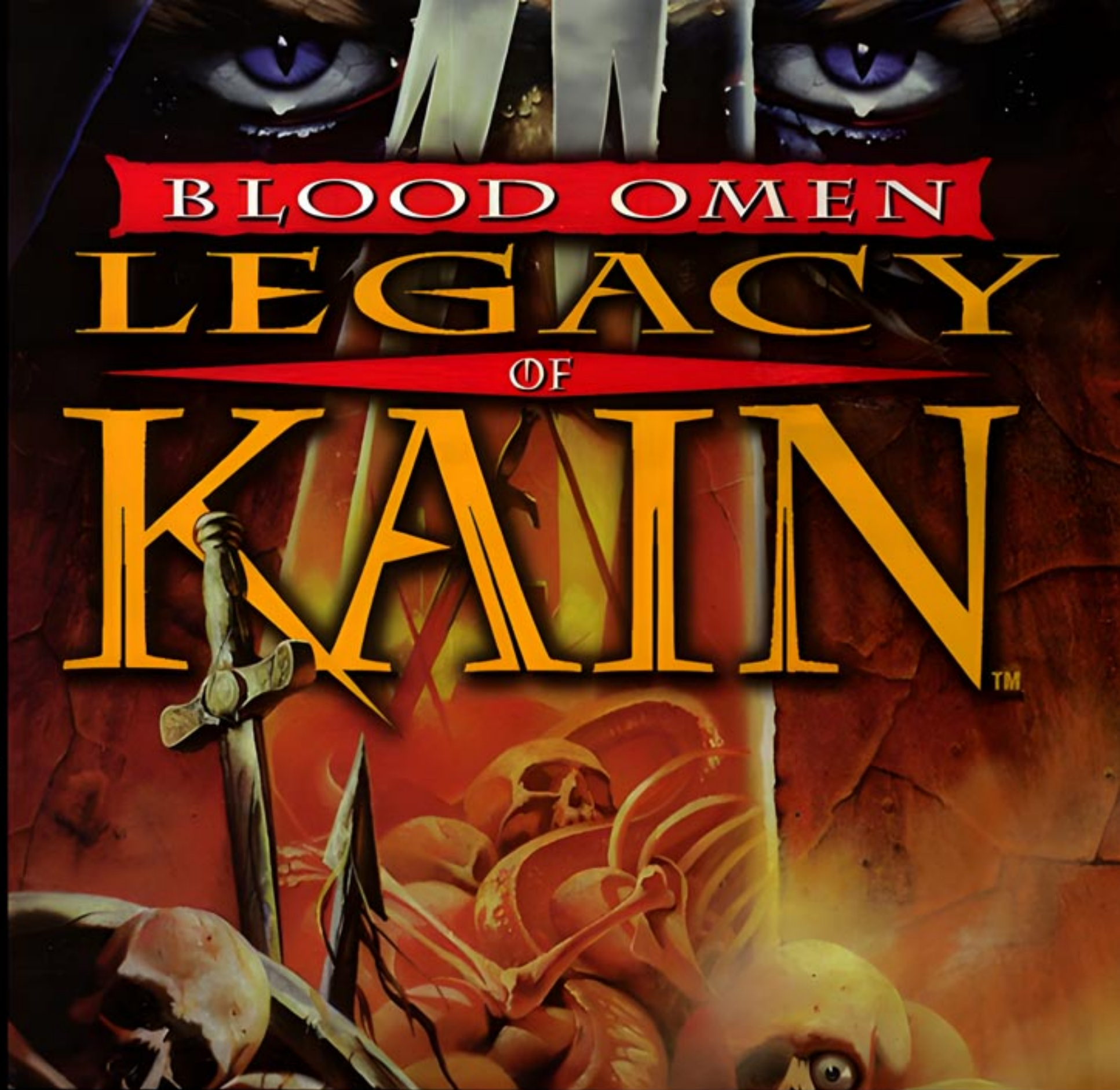




NTSC U/C

PlayStation®



BLOOD OMEN
LEGACY
OF
KAMIN™



CONTENTS

Setting Up	4
Controls	5
Starting the Game	6
Inventory	8
Quick Menus	8
Welcome to Nosgoth	10
Feeding	13
Status Box	15
Armory	15
Magic	16
Forms	18
Maps & Areas	19
Objects & Power-Ups	20
Tokens	21
Hints in a Vein of Terror	22
Saving a Game	23
Credits	24

Visit Our New Web Site: <http://www.crystald.com>

SETTING UP

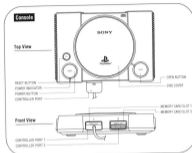
1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the **BLOOD OMEN: LEGACY OF KAIN** disc and close the Disc cover.
4. Insert game controllers and turn ON the PlayStation™ game console.
5. Follow on-screen instructions to start a game.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

Memory Cards

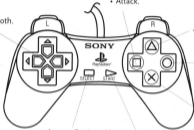
If you want to save your games, connect one or two memory cards before turning on the PlayStation™ game console. If a memory card is full, you will not be able to save games to it. Delete some data before starting play. (See the hardware manual for instructions.) You can continue previously saved **BLOOD OMEN: LEGACY OF KAIN** games by loading them from the Main Menu (pg. 6).

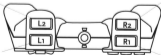
Warning – when using Memory cards containing multi-slot save games, always check that you have enough free blocks using the Internal Memory card manager before commencing gameplay



CONTROLS

Note – Use the CONTROLS option (pg. 7) to change the default controls.

- 
- Navigate Kain through Nosgoth.
- Attack.
- Access Forms Menu.
- Action.
- Feed.
- Talk to people.
- Cast a spell.
- Use an object.
- Jump (in Wolf form).
- Skip through FMA.
- Access Options Menu.
- Access Inventory Menu.

- 
- Access overhead map.
- Zoom in/out.
- Access Quick Objects Menu.
- Access Quick Spells Menu.

STARTING THE GAME

Main Menu

- Press the **Directional** buttons **up/down** to highlight **START GAME**, **OPTIONS**, or **Preview**.
- Press **X** to confirm your selection.



ITEM	USE
START GAME	Begin a new game.
OPTIONS	Go to the Options Menu to view make further selections and game adjustments.
PREVIEW	Check out the next big hit from Crystal Dynamics.

Options Menu

1. Highlight **OPTIONS** on the Main Menu and press **X**. During a game, press **Select** to pause and display the Options Menu.
2. Press the **Directional** buttons **left/right** to highlight options.
3. Press **X** to display submenus.
4. Press the **Directional** buttons **left/right** to change settings.
5. Highlight **EXIT** and press **X** to confirm selections and return to the Options Menu. If no **EXIT** option is available, just press **X**.

OPTION	USE
--------	-----

WORLD MAP	Examine the areas of Nosgoth that you've explored.
-----------	--

DARK DIARY	Review the full motion animations you've experienced.
------------	---

STATUS	Check your body count, meals, mutilations and other appetizing activities.
--------	--

CONTROLS	Remap the controller by selecting an action and then pressing a controller button to link it to that action.
----------	--

VOLUME	Adjust the SOUND and MUSIC volume by pressing the Directional buttons left/right to move the slider.
--------	--

CREDITS	Stroll the Hall of Shame.
---------	---------------------------

LOAD GAME	Continue a saved game by selecting a memory card port on the Load Game Menu, and then selecting a previously saved game (see pg. 23, "Saving a Game").
-----------	--

EXIT	Return to the game.
------	---------------------



INVENTORY

1. During a game, press **Start** to access the Inventory Menu.
2. Press the **Directional** buttons **left/right** to highlight an area: **OBJECTS**, **ARMORY** or **SPELLS**.
3. Press the **Directional** button **down** to display the highlighted area.
4. Press the **Directional** buttons **left/right** to scroll through the items.
5. Press **●** to hear a description of a highlighted item.
6. Press **■** or **Directional** button **up** to return to the Inventory Menu; press **Start** to return to the game.



QUICK MENU

Both Spells and Objects have Quick Menus, which allow you to load your four favorite spells and objects into fast-access menus.

To Load a Quick Menu:

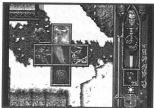
1. Press **Start** to access the Inventory Menu.
2. Highlight **SPELLS** or **OBJECTS** and press the **Directional** button **down** to enter the area.

3. Highlight a spell or object.
4. Press **X** to create a target box on the Quick Menu, use the **Directional buttons** to select an area on the Quick Menu, and press **X** again to load the item.
5. Press **Start** to return to the game.



To Use a Quick Menu:

1. Press **R1** (spells) or **R2** (objects) to access the Quick Menu.
2. Highlight the item you wish to load into the Spell Box, where it will be ready to use.
3. Press **X** to load the item and return to the game.



To Cast a Spell or Use an Object:

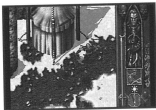
During the game, press **X** to cast the spell or use the item loaded in the Spell Box.

- You can only cast spells loaded in the Spell Box.
- You cannot use spells or objects when Kain is equipped with a two-handed weapon such as Axes or Soul Reaver, or is in any form other than Vampire.
- When the Spell Box icon is gray, you cannot cast that spell or use that object (for example, when Kain is equipped with a two-handed weapon).

WELCOME TO NOSGOTH

Steel yourself for a grim experience. As a vampire, you have to hack and think your way through a vast, unfriendly world. And the rules have changed. Things that are harmless to mortals can be deadly to a vampire. Study and learn.

Note – White puffs and “oof” sound effects indicate that Kain is taking damage.



Terrain

Water: Causes damage. In Wolf form, Kain can jump over small streams without damage. In Mist form, he can cross water with no damage.

Swamp: Like water, causes damage if crossed unless Kain is in Mist form.

Lava: Causes damage when touched, crossed or jumped over in any form.

Trees: Chop these down with Axes.

Standing Stones: Destroy these by using the Mace.

Boulders: Push these aside. As a fledgling vampire, Kain has the strength to push only small boulders.

Note – Drinking from certain Blood Fountains will increase Kain's strength, allowing him to push larger and heavier boulders.

Weather

Rain: Causes slight damage.

Snow: Causes slight damage.

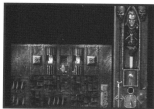
Items

Barrels: Can be smashed open, often revealing power-ups.

Chests: Wooden chests open automatically. Iron chests must be smashed open with the Mace. Opened chests reveal power-ups.

Buttons, Switches & Levers:

Throughout the game, Kain encounters wall buttons, floor levers and floor buttons. They are activated automatically by approaching them. Sometimes these devices must be activated in a specific sequence to trigger an event.



Vista Markers: Kain can trigger these red, glowing, triangular markers by walking over them. Some yield a descriptive voice-over, others a view to some significant location. Visual Vistas marked with a Bat Form icon indicate that Kain can fly to that location in Bat form. Vista markers in front of signposts and hanging signs yield a magnified image of the sign triggered.

Note – To replay Audio or Video Vistas, walk over the triangular marker again and press ●.

Teleporters: Pads marked with runes. When Kain stands on one, he is teleported to a “receiving” pad.

Humans

Villagers: In Disguise or Beguile form, you can “talk” to villagers by pressing ● when near them.

Chained Prisoners and Sleeping Villagers: Fast food. These “meals” don’t have to be placed in Waver state before feeding.

Blood Fountains

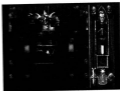
Scattered throughout Nosgoth, Blood Fountains bestow various powers when you drink from them. You may drink once only from each fountain.

- Three fountains bestow extra strength.
- Three speed your Magic recovery.
- One bestows protection from rain.
- One bestows protection from snow.
- One bestows an enhanced Disguise form, Beguile, which allows Kain to retain his Vampire form while appearing as a nobleman to humans.



Spirit Forges

Hidden throughout Nosgoth are Spirit Forges, where you can sacrifice some of your blood for important artifacts.



FEEDING

Vampires must drink blood to survive. As you explore Nosgoth and gain experience as a vampire, your capacity to hold blood increases. Blood is consumed slowly to maintain your existence. It's also lost when you take damage.

How to Feed

1. Attack enemies. One hit before enemies die, they sway about the screen in a Waver state.
2. Approach an enemy while it's in a Waver state, and press **●** to feed.

Note – You can also feed by using the Blood Cout and Blood Shower spells or by equipping Flesh Armor.



Blood Types

The four types of blood each have a different effect:

Red Blood: Increases the Kain's Blood Vial (Health Meter).

Black Blood: Decreases Kain's Blood Vial (Health Meter).

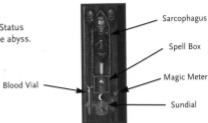
Blue Blood: Ghost/magic blood. Drinking blue blood increases Kain's Magic Meter.

Green Blood: Poison. If Kain absorbs any green blood, his Blood Vial turns green and blood loss accelerates until Kain heals himself with Anti-Toxin.

Note – Green blood wears off in time, if Kain has enough blood in his Blood Vial to wait it out.

STATUS BOX

Keep a watchful eye on your Status Box to avoid an eternity in the abyss.



INDICATOR	USE
SARCOPHAGUS	Depicts Kain's current weapon and armor configuration.
SPELL BOX	Shows spell or object currently loaded.
SUNDIAL	Shows time of day (sun) or night (moon). During the day, the strength of Kain's attack decreases; during the night, it increases. Every 15 minutes, an entire day cycle is completed (7.5 minutes of daylight, 7.5 of night).
MAGIC METER	Indicates Kain's current level of Magic.
BLOOD VIAL	Indicates Kain's current Health.

ARMORY

For times when the sword is mightier than the pen.

To Equip Armor & Weapons:

1. From the Inventory Menu, select the Armory area and press the **Directional** button down.
2. Highlight an item and press **●** to hear a description of it.
3. Press **X** to equip the item.

ARMOR	USE
IRON	Standard armor, and your best all-round protection.
BONE	Causes weaker undead (Skeletons, Zombies, Shadows) to ignore Kain.
CHAOS	Enemies who attack Kain will suffer the same amount of damage as they wreak.
FLESH	Drains an enemy's blood, allowing Kain to concentrate on killing.
WRAITH	When Kain is wearing Wraith Armor, any enemy damage he takes is evenly divided between his Magic Meter and Blood Vial.

WEAPON**USE****IRON SWORD**

An heirloom-quality weapon equally good for hacking open barrels and enemies.

MACE

Stuns human enemies and destroys breakable obstacles.

AXES

A brutal two-handed weapon perfect for cutting bloody swaths through multiple enemies. As with all two-handed weapons, Kain cannot cast spells or use objects while equipped with Axes.

FLAME SWORD

Burns enemies.

SOUL REAVER

This two-handed death dealer explodes enemies with one hit. However, it uses Kain's Magic Energy and prevents him from casting spells or using objects.

MAGIC

As Kain explores the world of Nosgoth, he will discover spells. Spells are automatically entered in Kain's Inventory when they are picked up. Spells must be loaded into the Quick Spell Menu and then into the Spell Box before they can be cast. Kain can only cast spells when he has Magic Energy. Each time a spell is cast, some of Kain's Magic Energy is used. As Kain collects pyramids, his Magic Energy capacity increases. Magic Energy is replenished slowly over time.

Note – See "Quick Menus," pg. 8-9, for information on loading and using spells.

SPELL**USE****SANCTUARY**

Returns Kain to his crypt.

CONTROL MIND

Gives Kain mind possession over human enemies until the body of the possessed person is killed or until Kain chooses to "unpossess" the person.

SPIRIT WRACK

Gives Kain control over ANY enemy, except bosses.

ENERGY BOLT

Destroys enemies with a bolt of energy. Can be used to trigger switches.

LIGHT

Illuminates dark areas.

INCAPACITATE

Stops enemies.

STUN

Sends human enemies into a 'Waver' state, allowing Kain to feed on them at his leisure.

BLOOD GOUT

A magical projectile that drains the target's blood into Kain's gullet.

BLOOD SHOWER

Blood-gouts all enemies in its area of effect.

REPEL

Shields Kain from all enemy attacks and deflects projectiles.

INSPIRE HATE

All enemies in the area of effect go insane with hate and attack each other for the duration of this spell.

SPIRIT DEATH

Causes immediate death to most enemies (except bosses).

LIGHTNING

Calls a rain of lightning upon all enemies on screen. Can only be used outdoors.

FORMS

As Kain's vampiric powers grow, he becomes able to assume different forms.

To Assume a Form:

1. Press **▲** to access the Forms Menu.
2. Use the **Directional** buttons to highlight the form you want to assume.
3. Press **X** to morph.
4. Press **▲** when you're ready to return to Vampire form.

Note – You must obtain the appropriate form before you can assume its shape.

FORM	USE
VAMPIRE	Kain's natural form.
WOLF	Allows Kain to jump over otherwise impassable obstacles and ledges, move faster, and rip open throats. Press ■ to attack in Wolf form, and press X to jump.
BAT	Allows Kain to fly to areas marked by Beacons and Boss Levels on the Bat Form Map. (Kain can assume Bat form only when outdoors.)
MIST	Allows Kain to pass through impassable areas such as doors, walls, and so on. Beware the Mist Vortex trap.
DISGUISE	Allows Kain to pass unnoticed among humans.
BEGUILE	Allows Kain to retain his Vampire form while appearing as a nobleman to humans. However, once Kain attacks, he reverts to Vampire form.

MAPS & AREAS

MAP

USE

WORLD MAP

Press **Select** to access. Highlighted areas show where Kain has already travelled.

AREA MAP

Press **L2** to access. Shows the overland or dungeon area Kain is currently occupying.

BAT FORM

Morph into Bat form to access this map.

MAP AREAS

USE

OVERLAND

All unspecified non-dungeon areas on the map.

VILLAGES

Village names and directions are usually given at Visual Vista Points.

BAT BEACONS

Large, rune-covered, antenna-like towers in the overland. These beacons appear as markers on the World Map, showing areas accessible by Bat flight.

BLOOD FOUNTAINS

Provide Kain with different power-ups. Don't get greedy because fountains harm Kain after the initial use.

SPIRIT FORGES

Supernatural spots where Kain can trade blood for objects.

TELEPORTERS

Teleport Kain to different areas.

AUDIO VISTA POINTS

Activate Kain and enemy dialogue. To re-activate, place Kain on the point again and press **■**.

VISUAL VISTA POINTS

Activate still shots of various areas of the land. To re-activate, place Kain on the point again and press **■**.

SAVE POINTS

Large, rune-covered, antenna-like towers in the dungeons. To save, step on the base. (See "Saving a Game," pg. 25.)

OBJECTS & POWER-UPS

OBJECT	USE
HEART OF DARKNESS	Resurrects Kain or restores health.
ANTI-TOXIN	Counteracts the effects of poison.
FLAY	This slow tracking projectile rips the flesh from its target.
PENTALICHE TAROT	Causes random death to multiple enemies.
IMPLODE	Projectile that implodes on contact.
PUTRESCE	This projectile melts the target in a boiling pool of green slime. Enemies that touch the pool also melt.
ENERGY BANK	Fills Kain's Magic Meter and allows him to cast spells without depleting his power. When the effects of the spell end, all of Kain's Magic Energy is consumed.
SLOW TIME	Slows everything to quarter speed for the duration of the spell.

OBJECT	USE
BLOOD VIAL	Increases Kain's Health Meter capacity.
BLOOD BEAKER	Restores Kain's Health points. Blood beakers come in three sizes: small, medium and large.
RUNE TRIANGLE	Increases Kain's Magic capacity.
MAGIC SPHERE	Restores Kain's Magic points.
ICON CARDS	All objects, weapons, armor, spells and forms are pictured on cards. Pick up cards to acquire whatever is depicted.

TOKENS

TOKEN	USE
NUPRAPTOR'S HEAD	Repairs the Pillar of the Mind.
VORADOR'S RING	Summons Vorador.
TIME STREAMING DEVICE	For trips down memory lane (1 time use).
DOLLMAKER'S DOLL	Holds the soul of King Ottmar's daughter.
DEJOULE'S INSULATING CLOAK	Repairs the Pillar of Energy.
BANE'S ANTLER HEADDRESS	Repairs the Pillar of Nature.
MALEK'S HELMET	Repairs the Pillar of Conflict.
AZIMUTH'S EYE	Repairs the Pillar of Dimension.
MOEBIUS' HOURGLASS	Repairs the Pillar of Time.
ANACROTHE'S SCALES	Repairs the Pillar of States.
MORTANIUS' DEATH ORB	Repairs the Pillar of Death.

HINTS IN A VEIN OF TERROR

- If you get stuck, try backtracking. You may have missed a switch or a trigger.
- Sometimes you need the help of others to accomplish a task. Control Mind is a must.
- Equip a new spell. You may need it to complete the section you're in.
- Wait until night to enter villages for easy feeding.
- Try moving non-stationary objects around. You might unlock something.
- Save smart, save often.
- If you get stuck - or lost, try using the zoom-out view.
- Watch the animations and listen for hints.
- Experiment with armor and weapons. Different combinations can be deadly.
- Certain enemies have weaknesses that can be exploited. Undead are susceptible to fire.
- You know you've backtracked if you see the ghosts of your vanquished foes.
- Certain forms have more than one use. Experiment.
- Sometimes it's better to blend in than to stand out. People will talk to you (or leave you alone) as long as you know how to look.
- Kain is more powerful at night. This is a good time to confront stronger foes.
- Feed well, but do not over graze the pasture..

- Blood Fountains offer Kain much more than a free meal. Listen to the Spirits.
- Once you pass through a land, you're far from through with it. Return there with new powers and you'll find that your patience yields great rewards.
- Don't just wait to use the Heart of Darkness until you need to be resurrected. Use it to add blood to your Blood Vial while you're alive.
- Don't rush. Take time to enjoy the sights of Nosgoth. You have eternity to exact your revenge. Use it!

Note – After you clear an area of foes, some will return as ghosts, Ghosts do damage to your Magic Meter. Ghosts' blood adds to your Magic Energy. Game play begins (in Mausoleum) on day 4 hour 17

SAVING A GAME

1. Walk to a Save Point in a dungeon and step on the base.
2. The screen will ask if you want to save the game. Select YES and press X.
3. The Memory Card Menu appears. Use the **Directional** buttons to select a memory slot.
4. Press X to save the game to that slot and automatically return to the game.



CREDITS

**International
Marketing Manager**
Jim Curry

ART

Lead Artists
Darren Cranford
Kevin Gordon
Ken McCulloch

Senior Artists
Scott Collie
Scott Derby

Artists
Ryan Andrews
Tony Ascroft
Al Grace
Clint Green
Brad Ryan
Phil Tauro

Producers
Andy Trapani
Rosaura Sandoval

CODE

Lead Programmer
Denis Dyack

Senior Programmers
Clint Lipczynski
Andrew Summerfield

Programmers
Andrew Bates
Rick Goertz
Doug Tooley

Director
Denis Dyack

DESIGN

Lead Designers
Seth Carus
Armando Marini
Ken McCulloch

Designers
Albert Alejandro
Riley Cooper
J. Epps
Chazz Geiwitz
Jack Meier
Rodney Rapp
Kenny Reeves
Josh Rose
Eric Simonich
Ted Traver
Caroline Trujillo
Jaime Wojick

Marketing Manager

Jim Curry

Vice-President of Marketing

Scott Steinberg

Activision Marketing

Henry Siegel

Marc Metis

Kain Concept

Denis Dyack

Blood Omen Story Line**& Mythology**

Denis Dyack & Ken McCulloch

Original Cinematic Script

Ken McCulloch

Cinematic Script Edits & Additions

Jim Curry

D. G. Chichester

Original In-Game Script

Ken McCulloch

Revised In-Game Script

Sheabel Sarao

Seth Carus

Jim Curry

Design Manager

Amy Hennig

Producers

Rick Goertz

Lyle Hall

Joshua Marks

Mark Wallace

Jeff Zwelling

Executive Producer

Jonathan Miller

Activision Producer

Jason Kay

Supplementary Art

Ross Cutler

Mike Tweedle

Programming Support

Adrian Longland

IGOT Tool Support

Sean Wikoren

Music

Steve Henfin

Additional Music

Scott Shelly

Cinematic Sound Effects

Denis Dyack

Dave Nelson/Outpost Studios

Jim Lebrecht

Cinematic Foley

Dave Nelson/Outpost Studios

In-Game Sound Effects

Denis Dyack

Earl Vickers

Cinematic Voice Director

Todd Bonzung

In-Game Voice Director

Maddy Bascom

Voice Talent:**Kain**

Simon Templeman

Mortanius, William the Just

Tony Jay

Vorador, Bane

Paul Lukather

Moebius, Nupraptor, Anarcrothe

Richard Doyle

Ariel, Azimuth, Dejoule

Anna Gunn

Malek, Ottomar, Dollmarker

Neil Ross

Sound Support

Mark Miller

Test Manager

Alex Ness

Lead Tester

Sheatiel Sarao

Assistant Lead Testers

Rich Krinock

Steve Papoutsis

Testers

Tony Borba

Attilio Brandi

Jeremy Bredow

Mike Brown

Chris Bruno

James Cabot

Shun Chang

Casey Craig

Joe Damon

Chris DeMartini

David Dao

Mitch Giampaoli

Karl Hagemann

Billy King

Doug Leslie

Craig Lonciero

Sam Maciel

Sean MacGrath

Scott Matt

Dan Miley

Billy Mitchell

Matt Prescott

Brett Robbins

Jim Reuter

Jason Sinclair

Sam Villanueva

Pat Walsh

Jeff Wilkinson

John Yanik

Matt Young

Manual

Carol Ann Hanshaw

Thanks

Karyn DePetris

Ross Lillo

Special Thanks

Tom Carey

John Mitterer

Lyle Hall

All the "digital widows"

"The Coffee Guy"