



NTSC U/C

PlayStation



SLUS-00715

AKUJI™

THE HEARTLESS



INCLUDES DEMOS OF:
LEGACY OF KAIN
SOUL REAVER
TOMB RAIDER
ADVENTURES OF LARA CROFT III



EIDOS
INTERACTIVE

**WARNING: READ BEFORE USING YOUR
PLAYSTATION® GAME CONSOLE**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION
TELEVISIONS**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

Need more **AKUJI THE HEARTLESS™** game hints?

Call **1-900-737-4SOS (4767)**

\$0.85/minute - 18+ - Touch Tone Only

Experienced game counselors available M-F 9:00 am – 5:00 pm PST.

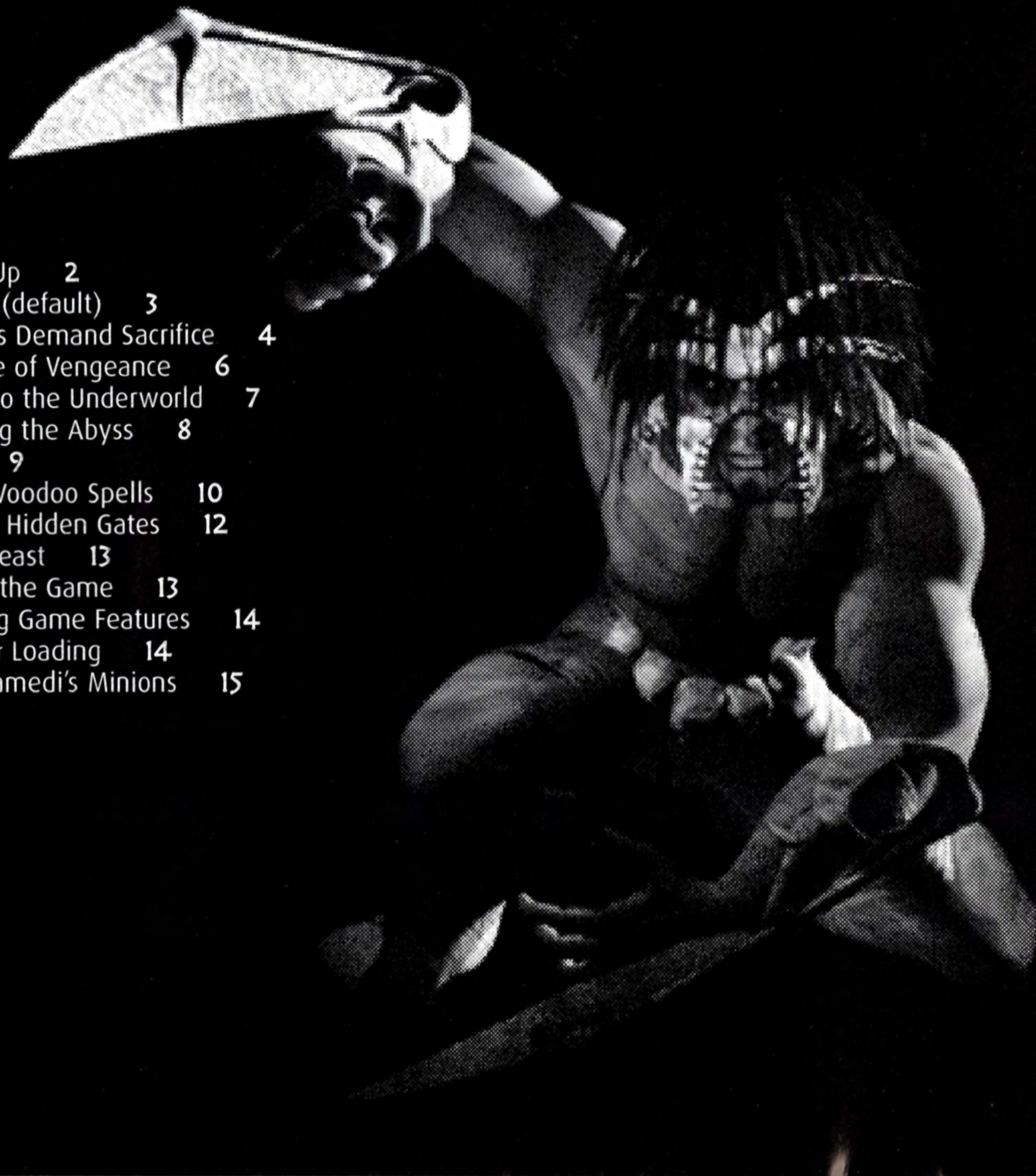
Recorded hints available 24 hours a day.

For tech support or warranty information, call 1-650-473-3434.

Published by Crystal Dynamics, Menlo Park, California.

CONTENTS

Setting Up	2
Controls (default)	3
The Gods Demand Sacrifice	4
The Price of Vengeance	6
A View to the Underworld	7
Searching the Abyss	8
Items	9
Casting Voodoo Spells	10
Opening Hidden Gates	12
Akuji's Beast	13
Pausing the Game	13
Adjusting Game Features	14
Saving & Loading	14
Baron Samedi's Minions	15



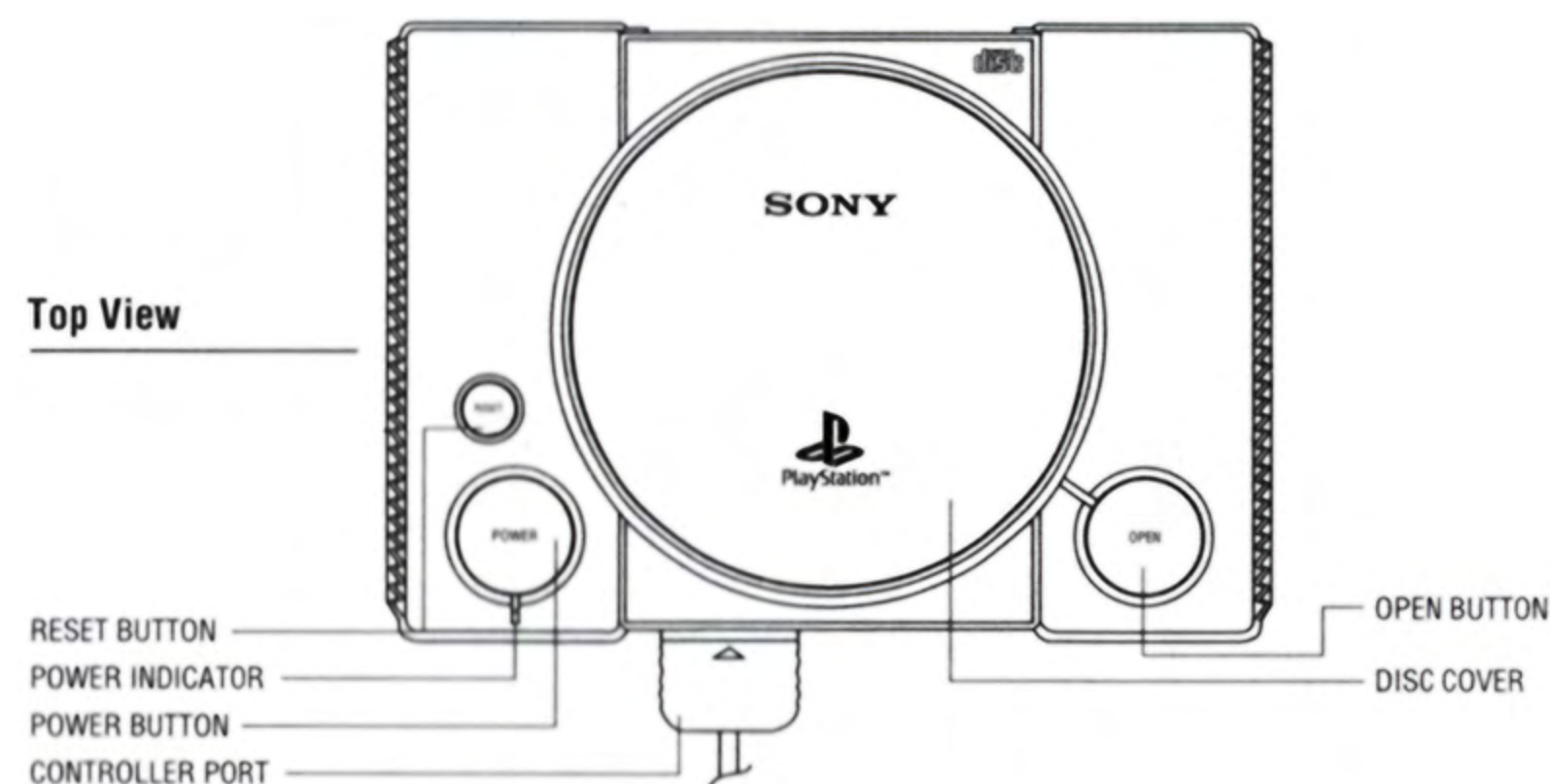
SETTING UP

PLAYSTATION® GAME CONSOLE

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 game disc and close the disc cover.
4. Insert a game controller and turn ON the PlayStation game console.
5. Use the **Directional buttons** to make one of the following selections on the main menu, and press the X button.

NEW GAME	Start a new game.
LOAD GAME	Continue a previously saved game.
CONTROLLER	Change the button controls.
OPTIONS	Adjust game settings.

See page 14 for instructions on using the Controller and Options menus.



MEMORY CARD

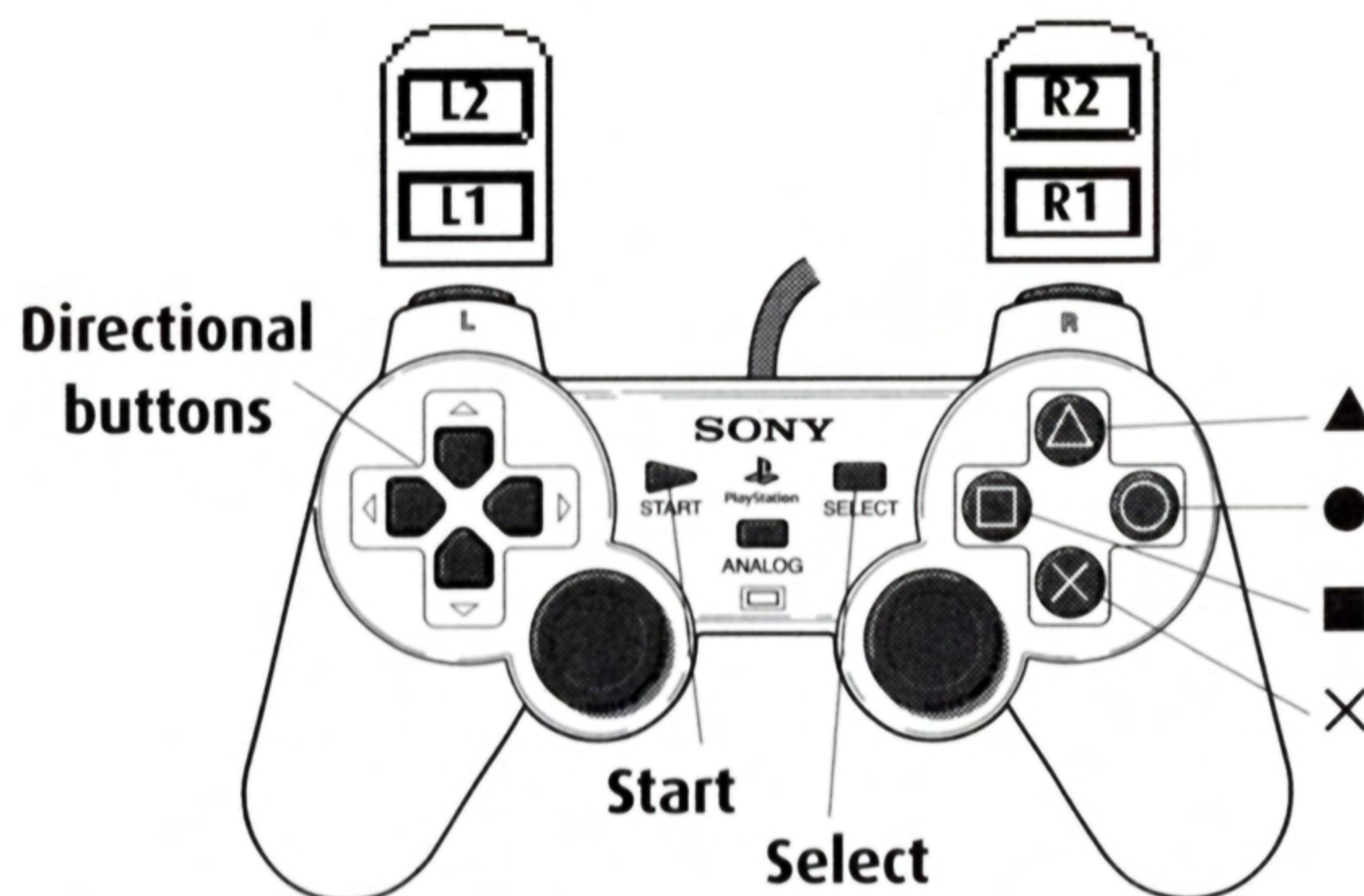
AKUJI THE HEARTLESS lets you save games at designated save points, and continue play on previously saved games. To do that, insert a Memory Card into slot 1 of your PlayStation game console **BEFORE** starting play. See "Saving & Loading" for further instructions.

Important: Do not remove the Memory Card while saving or loading games. Doing so could damage the game data.

CONTROLS (DEFAULT)

These are the default controls. To change the controls, use the Controller menu (see page 14).

Note: AKUJI THE HEARTLESS is compatible with the Analog Controller [DUAL SHOCK][™]. Turn the Vibration feature ON/OFF from the Options menu (see page 14).



GENERAL

Start button

Start game; pause/resume.

Directional buttons ↑ or ↓

Select menu items.

Directional buttons → or ←

Change menu option values.

X button

Start game; accept menu settings; continue to game.

GAMEPLAY

Directional buttons

Move Akuji while running, hanging or climbing.

X button

Jump; release grip when hanging.

X button (hold)

High jump; long jump (with **Directional buttons**).

X button + ● button

Jumping attack.

● button

Claw attack; activate/trigger switches; place Loa stone.

L2 button (hold)

Crouch.

L2 button (hold) + Directional buttons

Crawl; swing while hanging.

L2 button + ● button

Low attack.

X button + L2 button

Somersault.

Run + L2 button

Roll somersault on ground.

Run + L2 button + ● button

Somersault attack.

■ button

Cast spell.

▲ button

Change spell.

R2 button (hold)

Sniper mode.

R2 button + Directional buttons

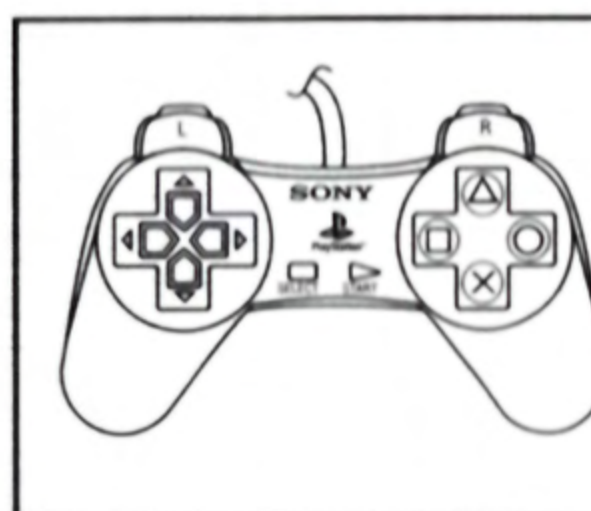
Aim spell in Sniper mode.

R2 button (tap)

Move camera directly behind Akuji.

R1/L1 buttons

Pan camera right/left.



You may have a controller that looks like this. If so, please follow the digital instructions outlined on the left.

THE GODS DEMAND SACRIFICE

Battle, intrigue, betrayal. The people of Mamora moved to the same passions as their gods. And as long as there was a history, the people had warred. Powerful families vied for control of Mamora, built and broke alliances, and swayed to the rhythms of Voodoo.

War ruled. With every victory, captives were sacrificed to the god of triumph. In defeat, armies slew their own to appease the god of war, hoping to change their fate on the battlefield and punish those who had failed.

From this maelstrom of warring tribes arose a single conqueror; Murat of the Selvia. Murat brokered his minor tribe into an

empire. A mighty Voodoo priest, Murat's commanding presence and mystic powers prevailed. He cemented his power with a series of strategic marriages.

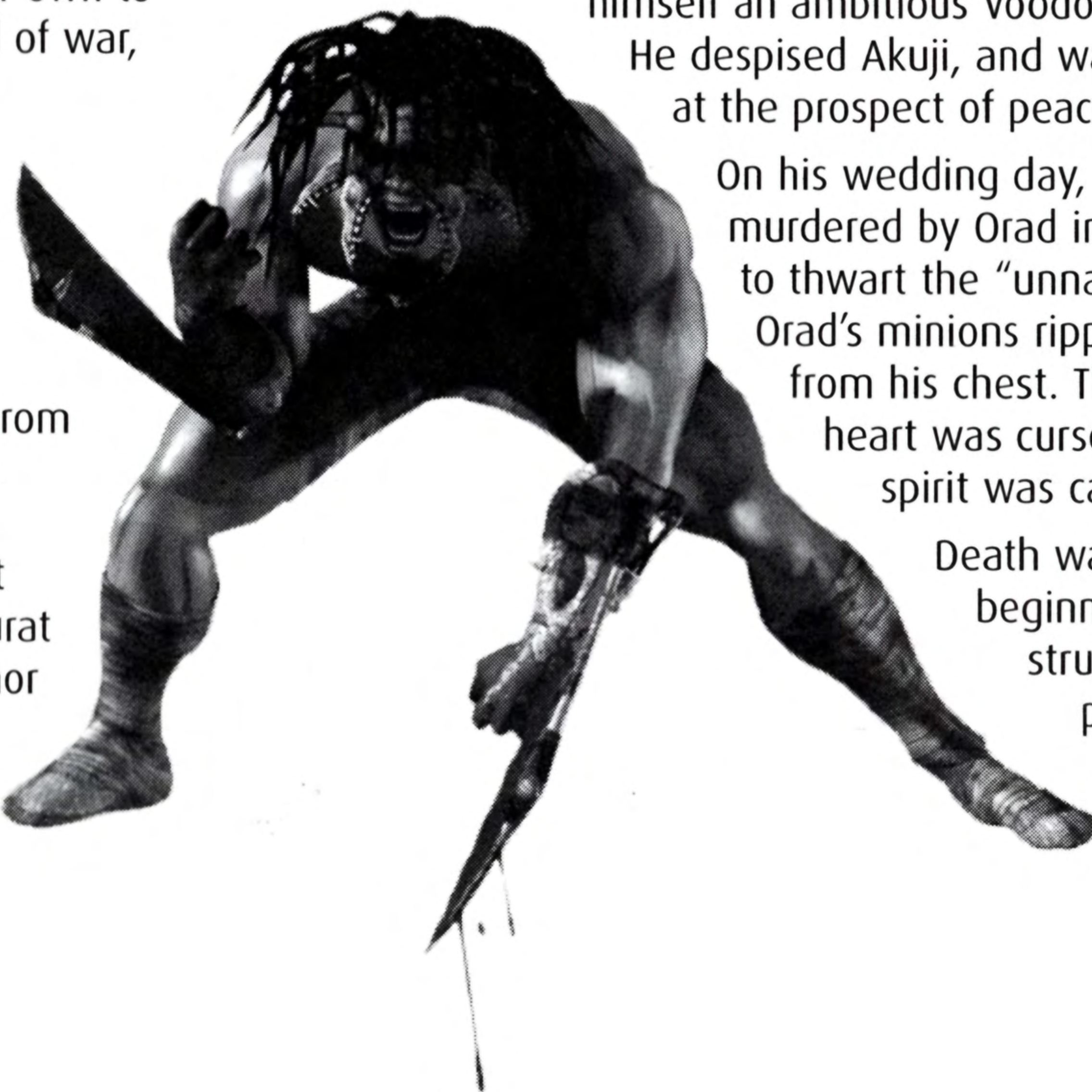
With the marriage of his second son Akuji to Kesho, the eldest daughter of the Tanko tribe, the world would know a lasting peace.

However, Murat's older son, Orad, was himself an ambitious Voodoo priest.

He despised Akuji, and was disgusted at the prospect of peace.

On his wedding day, Akuji was murdered by Orad in an attempt to thwart the "unnatural" peace. Orad's minions ripped Akuji's heart from his chest. The still beating heart was cursed, and Akuji's spirit was cast into Hell.

Death was just the beginning to his struggle. Akuji's powerful desire to survive is





fueled by his love for Kesho and
a hunger for revenge against
his murderers.

Akuji is now in the realm of Baron Samedi,
the Voodoo spirit of death. Akuji must pay
tribute to the Baron to gain passage through
the gates of perdition.

To escape the
underworld, Akuji
must locate the
spirits of his ancestors, and use their
powers to break the barriers between
Hell and Mamora.

THE PRICE OF VENGEANCE

DANGER!

In his quest to save Kesho and avenge his own death, Akuji must search every abyss of the underworld and destroy its fiends.

As Akuji takes damage in combat, his spirit health diminishes. Akuji collapses when all his spirit energy is depleted. He then loses one spirit life before regaining his health and resuming his vengeful quest.

Should Akuji lose all his lives, he must remain forever in torment.

DEMAND FOR SOULS

The hot winds of Hades have scattered his ancestors' spirits throughout the domain of tortured souls. Akuji must collect them as a tithe to Baron Samedi, the fearsome ruler of Hell's portals.

After completing a level, Akuji returns to Navo, the portal area where Baron Samedi rules. Baron Samedi must be appeased with a sufficient offering of souls before he will allow Akuji to continue.

ETERNITY AWAITS

To escape the halls of Hell, Akuji must explore the depths of all four vestibules and destroy four dreaded sentinels.

Is your rage strong enough to defeat the powers of Hell?

A VIEW TO THE UNDERWORLD

- When Akuji collects Voodoo dolls, ancestors, or spirit energy, a tally briefly appears at the left of the screen. The display shows the item and the number collected (see page 9 for more information). Spirit lives remaining to Akuji appear on the right of the screen.
- The bar in the spirit health meter fills or drains as Akuji gains health (by collecting hearts and bone masks) or loses health (by taking damage).
- Collected Loa stones appear in the lower left corner of the screen, and disappear when Akuji places them on their altars (see page 12).
- The selected spell is displayed in the lower right corner, including the number of times Akuji can cast the spell. (Each press on the ■ button decreases the number by one. Press the ▲ button to change spells.)
- If Akuji loses a spirit life, he restarts the level at the beginning – unless he has activated a checkpoint. In that case, Akuji returns to the level at the checkpoint location.



Loa stone

Selected spell

Spirit health

- Voodoo dolls, spirit energy and ancestor spirits collected in one level carry over to the next. However, when entering a new level, Akuji loses spells collected in the previous level.

SEARCHING THE ABYSS

JUMPING

To jump, press the X button (default).

For a long jump, hold down the jump button and press a **Directional button**.

To climb up onto stones, ledges and surfaces that are higher than Akuji can jump:

1. Press the jump button to reach up to an edge. Akuji will grab onto the surface with a handhold.
2. Press the jump button again or press the **Directional button** ↑. Akuji will haul himself up.

HAND-OVER-HAND

Travel hand-over-hand when you find nets:

1. Jump up to the net until Akuji gains a handhold.
2. Use the **Directional buttons** to move left or right.
3. Press the ● button (default) to kick while hanging.
4. Press the jump button to release Akuji's grip.
5. Hold the L2 button (default) and press the **Directional buttons** to swing Akuji back and forth.

LADDERS

Find ladders to move up vertical faces.

Jump onto a ladder and use the **Directional buttons** to move up or down. To jump from a ladder, press the X button (default).

ZIP LINES

When Akuji reaches a chasm, look above for a line to hang onto. Jump up to it. Akuji will grab the line and slide to another surface.

FLIGHT

If a yawning void blocks Akuji's progress, find something he can use to fly.

HINTS

Slash the Hint tablets to receive helpful messages. If you're determined to escape perdition totally by your own wits, leave these tablets unscathed.



ITEMS

Search for powerful items. Crack open containers with a claw slash or spell to reveal their contents. Items can also be in plain sight, stuffed in totem poles, or hidden in dark corners.



ANCESTORS

Baron Samedi requires Akuji to cleanse the spirit world of his ancestors in exchange for returning Akuji to Mamora. There are four ancestors in each level (excluding boss levels). Not all ancestors need to be found in each level in order to progress in the game. (Listen to the Baron and check the onscreen hints.) When you're in a level, the Ancestor counter shows the number found so far in the level. When you're in Navo (the map screen), the Ancestor counter shows the number found so far in the game.



VOODOO DOLLS

Collect 100 Voodoo dolls to increase Akuji's spirit health meter.



HEARTS

Collect hearts to restore some spirit health. Larger hearts supply more health than smaller hearts.



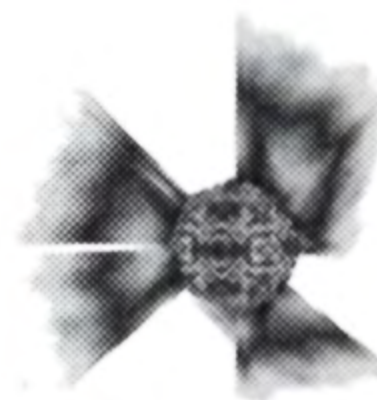
BONE MASKS

Bone masks completely refill spirit health.



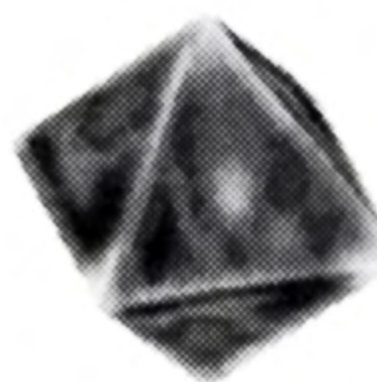
SPELLS

Gain 10 different spells by collecting skulls. Each spell is a different color.



SPIRIT ENERGY

Defeated enemies release their energy as blue spirit orbs. Orbs are worth varying point values. Collect 100 points (tallied on the left side of the Pause screen) and receive an extra spirit life.



DIAMOND MARKERS (CHECKPOINTS)

Press the ● button (default) at diamond markers to mark Akuji's progress. Then, when Akuji is defeated by Hell's ghouls but has lives still remaining, he will restart the level at this point.

CASTING VODOO SPELLS

SPELL POWER

With Voodoo spells, Akuji can destroy enemies at long range with a variety of deadly effects.

Spells appear as skulls, and each spell is a different color. Some spells are easily found; many are hidden. To collect a spell, Akuji must run, jump or crawl into it.

USING SPELLS

Use spells to:

- Attack enemies.
- Break open containers.
- Throw certain switches.
- Destroy enemy generators.

To cast a spell, face your target and press the **■** button (default).

To change the selected spell (when Akuji possesses two or more), press the **▲** button (default).

Note: The selected spell and its quantity appear at the lower right of the screen.

USING SNIPER MODE

Sniper mode changes the camera view from overhead to line-of-sight for precise spell targeting.

1. To activate Sniper mode, hold down the **R2** button. Crosshairs appear in the center of the screen.
Note: Crosshairs do not appear if you are using a non-shooting spell (Blood Shield, Flame Shroud or Ring of Death), or you have no spells in inventory.
2. Use the **Directional buttons** to move the crosshairs, targeting your victim.
3. Press the **■** button (default) to fire a spell.
4. Target a fast-moving enemy by pressing the spell button repeatedly or holding it down, depending on the spell.

THE SCROLL OF VOODOO SPELLS



ENERGY BLAST

Fire bursts of energy in rapid succession.



HELL BLAST

Ignite enemies with long-range, forward shooting fireballs.



SOUL SEEKER

Unleash a tortured soul that hounds enemies to their death, unless detonated by collision with objects or terrain.



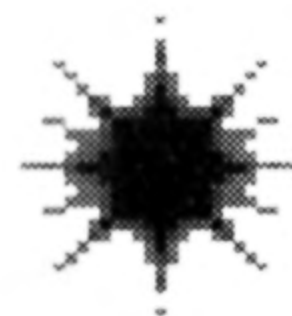
SPIRIT STRIKE

Release a fierce demon that targets enemies until destroyed, passing through objects and terrain.



CAPTIVITY STRIKE

Fire lightning at all enemies at close range. Deploy one or two at once.



DOOM BLAST

Explode an area-effect blast of doom.



RING OF DEATH

Create a burst of energy in all directions and ward off enemies at close range.



FLAME SHROUD

Create a temporary shield that protects Akuji from damage while igniting and incinerating enemies who touch him.



BLOOD SHIELD

Once Blood Shield is cast, the spilling blood of slashed enemies fills Akuji's spirit health meter.



FIRE BURST

The least powerful spell of Akuji's arsenal, it can be fired in rapid succession and is good for triggering switches out of Akuji's reach.

OPENING HIDDEN GATES

If an area seems impassable, scan the terrain in every direction, including up and down, to uncover fiendishly hidden escape routes. Activate Sniper mode for closer viewing of possible gates and passages.

USE SWITCHES & COUNTERWEIGHTS

Search seemingly inescapable chambers for the devices that can help Akuji escape. Be alert: switches and counterweights do not all look the same.

- Activate some switches by moving near them. Slash others by pressing the ● button (default). When you trigger a switch, a cinematic scene will show you the fruits of your labors.
- Release counterweights by slashing the ropes holding them.

DISCOVER MAGICAL LOA STONES

Invisible Loa spirits control Hell's hidden passages. To appease these dreaded ghouls, you must replace the fallen Loa stones on their altars.

- When you see an altar lit by interior glow, a Loa stone will be nearby (though not always in the same chamber).
- Collect the Loa stone, return to the altar and place the stone on it by pressing the ● button (default). A nearby passage will open.



AKUJI'S BEAST

By leaping onto a Panther altar, Akuji transforms into a predatory cat. The transmutation lasts only a short time.

Note: The transformation is optional. Akuji cannot cast spells while in panther form.



PAUSING THE GAME

Press the **Start** button to pause the game. The Pause menu displays the number of items Akuji possesses, including:

- Voodoo dolls.
- Spirit energy points.
- Ancestors.
- Spirit lives remaining.

Depending on where you pause the game, the Pause menu offers several options. Use the **Directional buttons** to select an option and press the **X** button to accept.

- Pausing in Navo (the map screen), your options include:
 - CONTINUE** Return to the game. (You can also press the **Start** button when the Pause menu is displayed.)

GAME OPTIONS Adjust various game features (see page 14).

EXIT GAME Return to the main menu (title screen).

- Pausing in Level 1, press the **Select** button for these options:
 - CONTINUE** Return to the game.
 - QUIT GAME** Return to the main menu (title screen) by selecting YES.
- Pausing in all other levels, your options include:
 - CONTINUE** Return to the game.
 - EXIT TO NAVO** Return to the map screen. (Press the **Select** button to change EXIT TO NAVO to QUIT GAME.)

ADJUSTING GAME FEATURES

CONTROLLER

Select CONTROLLER from the main menu to reconfigure the button controls. On the Controller menu, press the **Directional buttons** →/← to change the configuration. Press the X button to set the new configuration, or press the ▲ button to return to the main menu.

OPTIONS

Select OPTIONS from the main menu or the Pause menu to adjust the following selections. Press the **Directional buttons** ↑/↓ to select, and press →/← to change the setting. Press the ▲ button to return to the main menu.

SFX, VOICE, MUSIC VOLUME

Adjust the volume.

STEREO/MONO

Toggle between STEREO and MONO sound.

MONITOR ADJUST

Press the X button to display the Monitor Adjust screen. Press the **Directional buttons** ←/→ to adjust your monitor's brightness.

AUTO-CENTER CAMERA

Toggle the auto-center function ON/OFF. With Auto-Center ON, the camera will move behind Akuji after a short period once he comes to a stop.

DUAL SHOCK VIBRATION

Toggle the vibration feature ON/OFF (Analog Controller [DUAL SHOCK][™] only).

SAVING & LOADING

SAVING

- After completing a level and entering Navo (the map screen), move Akuji to the Save tablet in the center of the first area.
- Slash the tablet to access the Save Game screen.
- Select a free slot and press the X button to save the game, or press the ▲ button to cancel and return to the game.
- You can also save your game by pressing the ● button on the level completion screen.
Note: You must have a Memory Card inserted in slot 1 of your PlayStation game console in order to save the game.

LOADING

- From the main menu, select LOAD GAME and press the X button to access the Load Game screen.
- Select the game you want to load and press the X button.
- Press the ▲ button to cancel and return to the main menu.

BARON SAMEDI'S MINIONS

DIRECTOR
Glen A. Schofield

PRODUCER
Sam Player

LEAD PROGRAMMER
David Minogue

LEAD DESIGNER
Josh Rose

PROGRAMMERS
Tom Desmarais
Jeffrey McArthur
David Miles

ARTISTS
Rodger Ferris
Todd Gantzler
Damon Redmond
Steve Ross
Glen A. Schofield
Robb Waters

ANIMATORS
Troi
Tyrone Depts
Spencer Hale
James R. Houska

DESIGNERS
Egan Hirvela
Jeff Morgan
Christopher Porter
Quinlan Richards
Bret Robbins

STUNT DESIGNER
Gerald "Gmoney" Vera

DIRECTOR OR AUDIO/VISUAL
Steve Papoutsis

MUSIC AND ADAPTIVE AUDIO
PROGRAMMING
Jim Hedges

AUDIO PROGRAMMING
Fred Mack

ADDITIONAL PROGRAMMING
Charles Martin
Jonah Stich
Meilin Wong

EXECUTIVE PRODUCER
Jonathan Miller

SENIOR PRODUCER
Jeffrey Zwelling

V.P. OF MARKETING
Scott Steinberg

MARKETING MANAGER
Jim Curry

PUBLIC RELATIONS
Steve Groll

MARKETING ASSOCIATE
Brian Silva

TEST MANAGER
Alex Ness

LEAD TESTER
C. Matthew Prescott

TESTERS
Chris Bruno
James Cabot
Rolef Conlan
Casey Craig
Rich Krinock
Damien Lacey
Samson Maciel
Todd Malone
Mark Medeiros
Billy Mitchell
Chris Pappalardo
Adi Taylor
Tony Townsend

CINEMATIC SEQUENCES
Mondo Media, Inc.
San Francisco

AKUJI STORY AND SCRIPT
Jim Curry
Eric Lindstrom

VOICE OF AKUJI
Richard Roundtree

VOICE OF KESHO
Jamesetta Bunn

VOICE OF BARON SAMEDI
Petri Hawkins-Byrd

SPECIAL THANKS
Patrick Bradley
David Dao
Rob Dyer
Rita Fovenyessy
Karl Hagemann
Doug Leslie
Adrian Longland
Chris Stefanetti
Chris Stone
Steve Suhy
Chris "Tack" Tremmel
Lita Unruh

MANUAL
Hanshaw Ink & Image

*Available now from Millennium Publications Inc.,
The Only Official Strategy Guide to Akuji the Heartless!*

*Do you do Voodoo? You will after uncovering all secrets,
a complete walkthrough, full training and much more!*

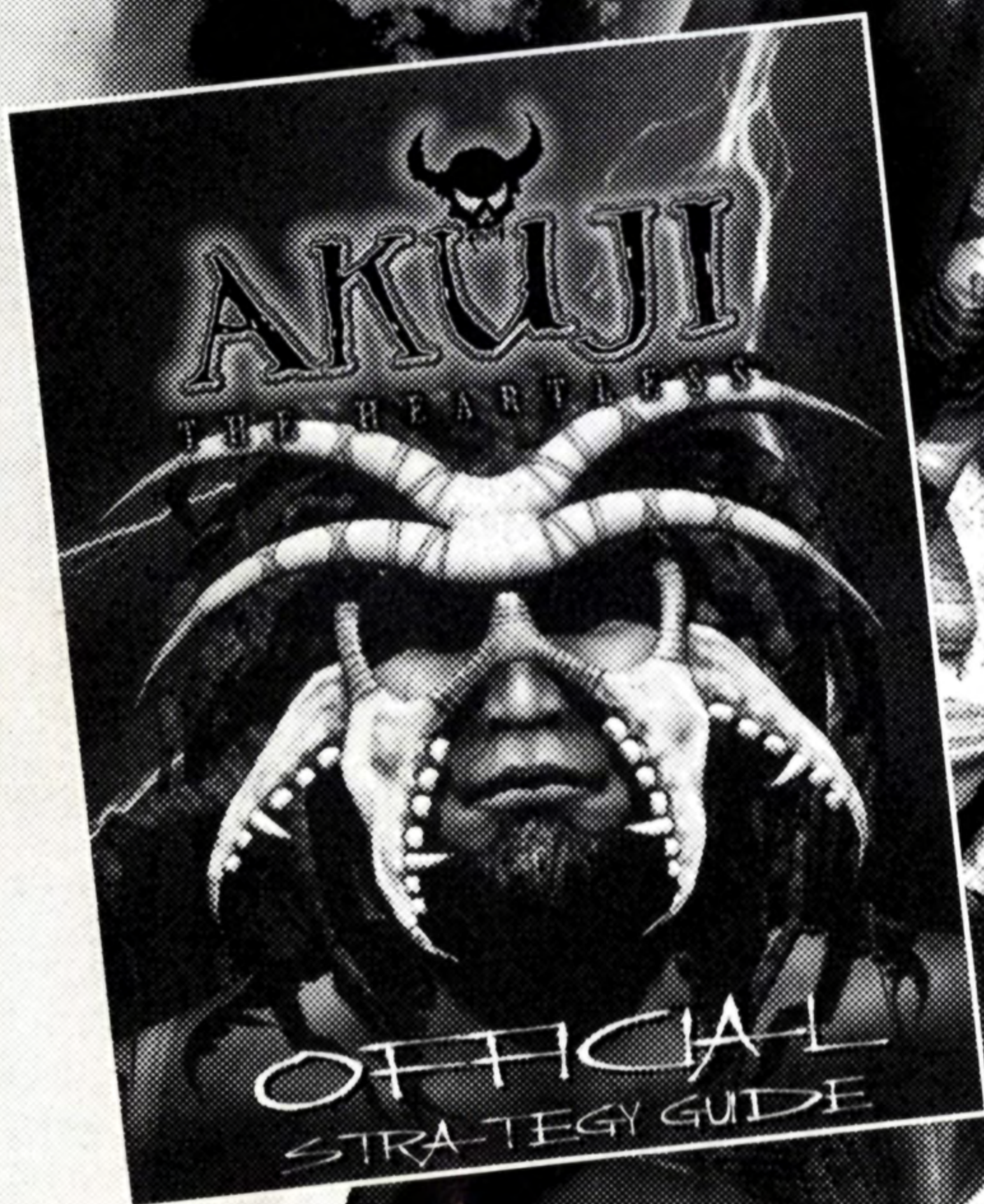
Order your copy

NOW!

1-800-691-7886

(Use the code PAK01 when ordering)

Also available where all good books are sold.



AVAILABLE NOW FROM
MILLENNIUM
PUBLICATIONS

CRYSTAL DYNAMICS LIMITED WARRANTY

Crystal Dynamics warrants to the original purchaser of the computer software product, for a period of 90 days from the date of original purchase (the "Warranty Period") that under normal use, the magnetic media and the user documentation are free from defects in material and workmanship.

WARRANTY CLAIMS

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address and a statement of the defect. OR send the disc(s) to us at Crystal Dynamics, 64 Willow Place, Menlo Park, CA 94025-3691, prepaid postage, within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address and a statement of the defect. Crystal Dynamics or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the Crystal Dynamics address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for \$10.00.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

LIMITATIONS

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRYSTAL DYNAMICS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE 90-DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRYSTAL DYNAMICS BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CRYSTAL DYNAMICS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

LEGACY of KAIN™

SOUL REAVER

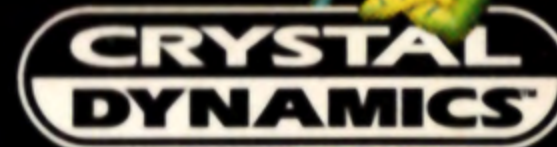
- As Raziel, stalk Nosgoth feeding on the souls of your enemies.
- Engage your creator, Kain, in an epic struggle for dominance.
- Dark gothic story.
- No load times.



Crystal Dynamics, 64 Willow Place
Menlo Park, CA 94025

Crystal Dynamics, the Crystal Dynamics logo, the GEX character and Legacy of Kain: Soul Reaver are trademarks of Crystal Dynamics. ©1998 Crystal Dynamics. All rights reserved.
Eidos Interactive is a trademark of EIDOS, PLC. © 1998 Eidos. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.



www.crystald.com

www.eidosinteractive.com