



PlayStation

®

NTSC | U/C

B L A D E TM



PlayStation



SLUS-01215
80001.221.US

MARVEL

ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNOFFICIAL PRODUCT:

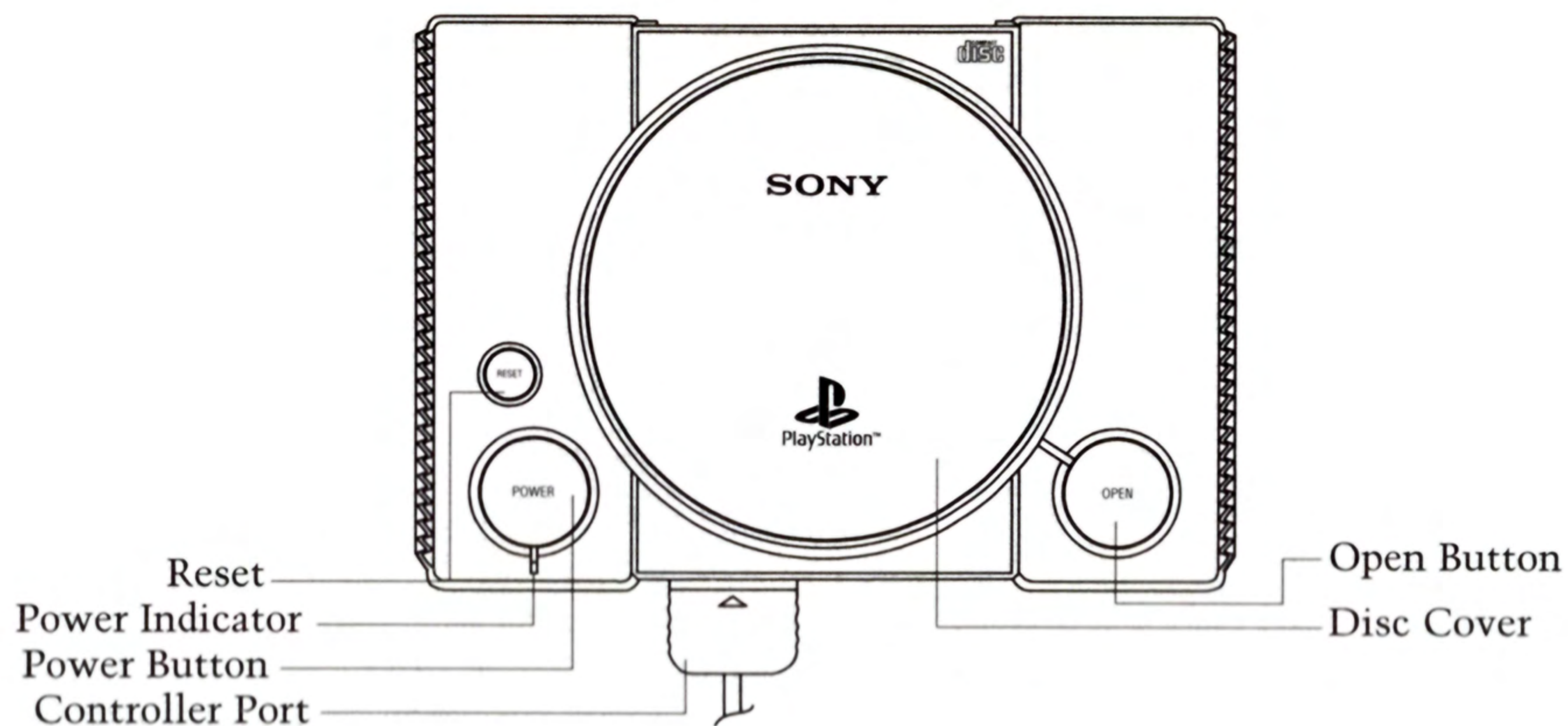
The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

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 center to outer edge. Never use solvents or abrasive cleaners.

Contents

Game Controls	3
Blade—A Story in Blood	4
Main Menu	5
Options	7
Player Status	10
The Basics of Gameplay	13
Opposition	15
Know Your Enemy	18
Saving Your Progress	20
Supply Points	21
Weapons & Ammunition	21
Supplies	23
Hints and Tips	25
Customer Support	27
Software License Agreement	28



- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Blade™ disc and close the disc cover.
- Insert Controller and MEMORY CARD and turn on the PlayStation game console.

Note: It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

Game Controls

Weapon Inventory

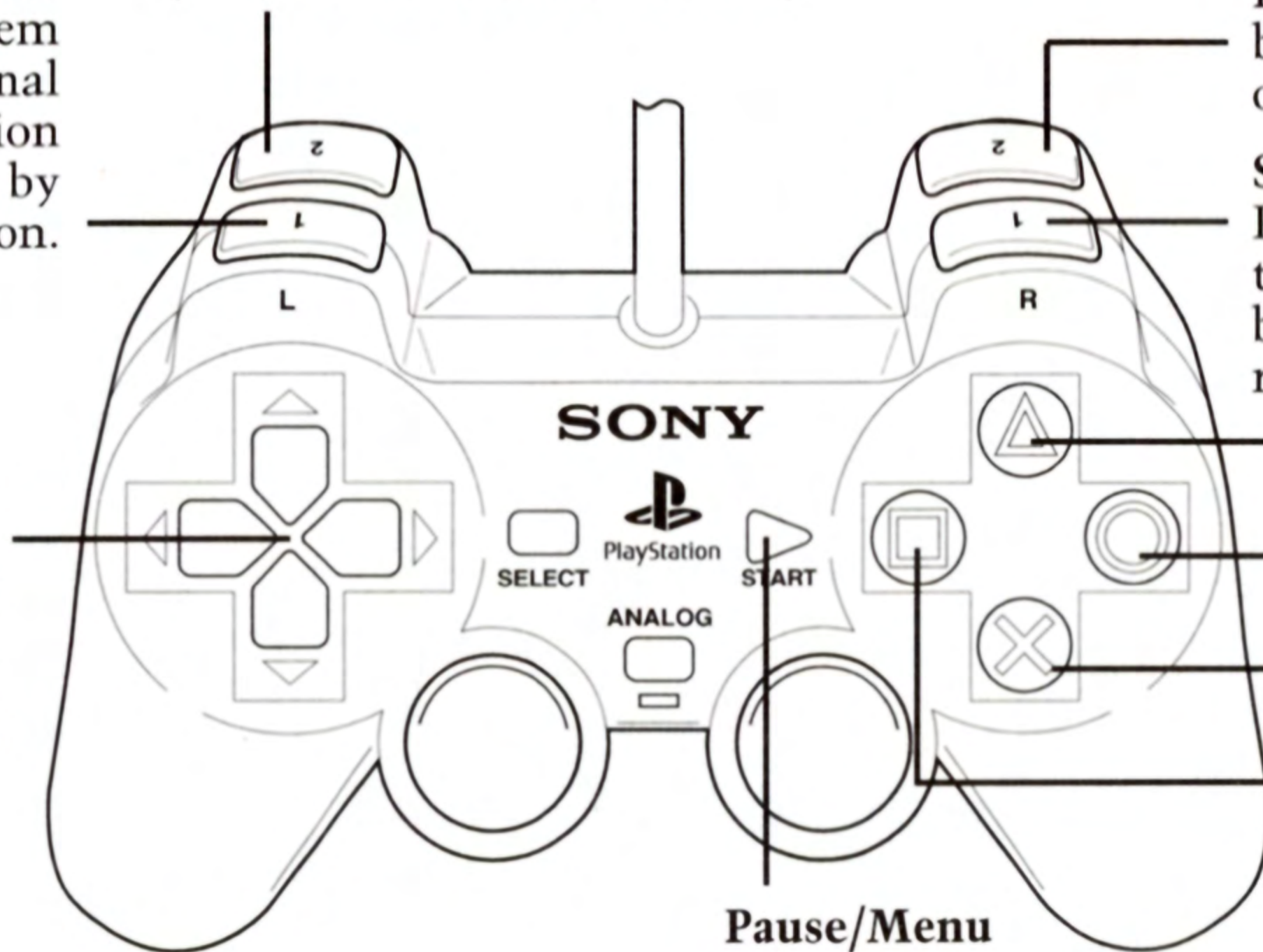
Press and release to reload selected weapon.

Press and hold to allow selection of weapon (the $\uparrow\downarrow$ directional buttons) and selection of ammunition type (the $\leftarrow\rightarrow$ directional buttons).

Item Inventory

Press and hold to allow selection of current item (the $\leftarrow\rightarrow$ directional buttons) and activation of current item by pressing the **X** button.

Move/Select Item
Moves and rotates Blade. Selects items/weapons when used in conjunction with the **L1** or **L2** buttons.



Auto Targeting

Press and release to face nearest opponent.

Press and hold to lock on to nearest target. Blade will now track the target until the **R2** button is released.

Repeatedly pressing the **R2** button will cycle through opponents.

Strafe

Press and hold the **R1** button, then use \leftarrow and \rightarrow directional buttons to side-step left or right.

Jump

Kick

Action (Attack/Operate)

Arm/Disarm

The default controls are shown here. All references to button selection in this manual refer to the default controller configuration. Blade supports the DUALSHOCK™ analog controller. When the ANALOG mode switch is on, the left stick works the same as the directional buttons.

Note: While playing as Whistler, the controls are identical with the following exceptions:

- Jump is replaced with a head-butt attack.
- The Kick button performs a smash attack with the butt of his shotgun.
- The Arm/Disarm button has no function. (Whistler uses a Shotgun only.)

Game Reset

To abort a game in progress, press the **RESET** button on the PlayStation. This will replay the opening animation and return to the Blade title screen.

Soft Reset

You can reset to the Blade Main menu screen at any time during gameplay by holding down the **START** button, then pressing and holding the **SELECT** button for three seconds.

Blade—A Story in Blood

You are Blade, the Daywalker. A mutation neither Human nor Vampire, born with all the strength of the undead but without their vulnerability to garlic, silver, and sunlight.

Together with your trusted friend and mentor Abraham Whistler, you have sworn an oath to rid the world of the Vampire nation and avenge the death of your mother.

But all is not well in the House of Erebus, the ruling council encompassing the 11 tribes of the Vampire nation. The blue bloods, the pure breeds, are struggling for control. On the one side are the Pallintine: bloodthirsty and frustrated by the Council's seeming lack of ambition. On the other, the Dragonetti: aristocratic and calculating, but deadly none-the-less.



Main Menu

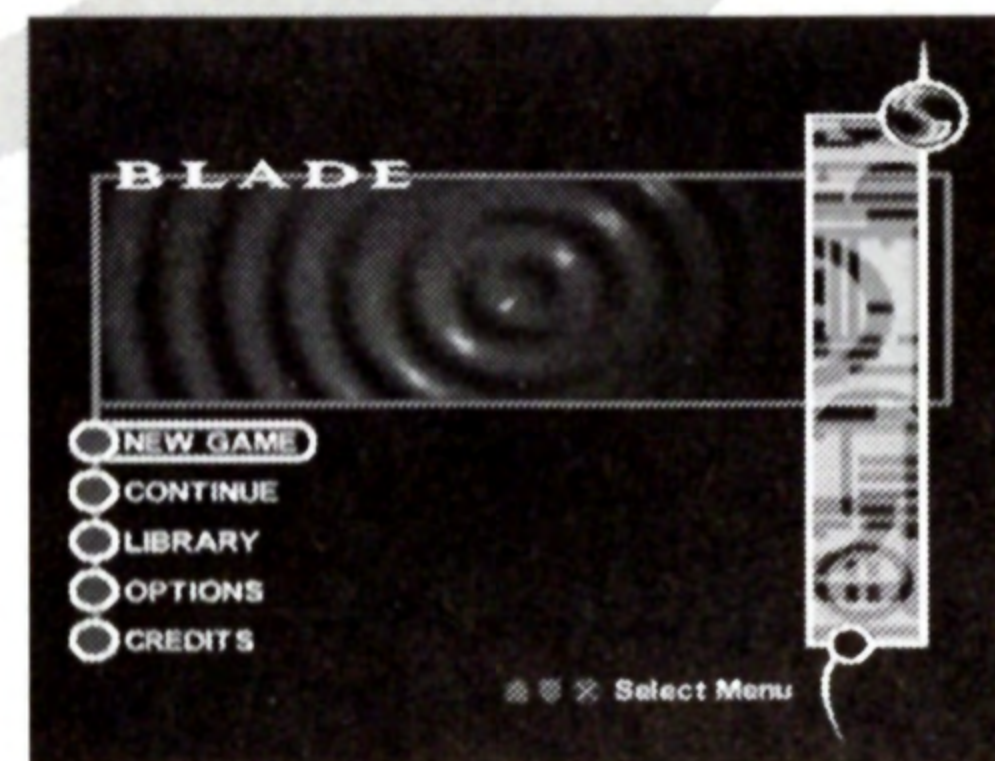
Navigation

Use the directional buttons to move up and down through the options.

Press the **X** button to select an option or switch an option **On** or **Off**.

Use the directional buttons to increase and decrease slider options.

Press the **Δ** button to return to the previous menu.



New Game

Press the **X** button to start a **New Game**. You are then given the option to play the game on **Normal difficulty** or **Hard difficulty**. Choose the difficulty level you prefer and press the **X** button to make your choice.

Having selected a difficulty level, you can then either start a new game or create a save game file so that you can save your progress.

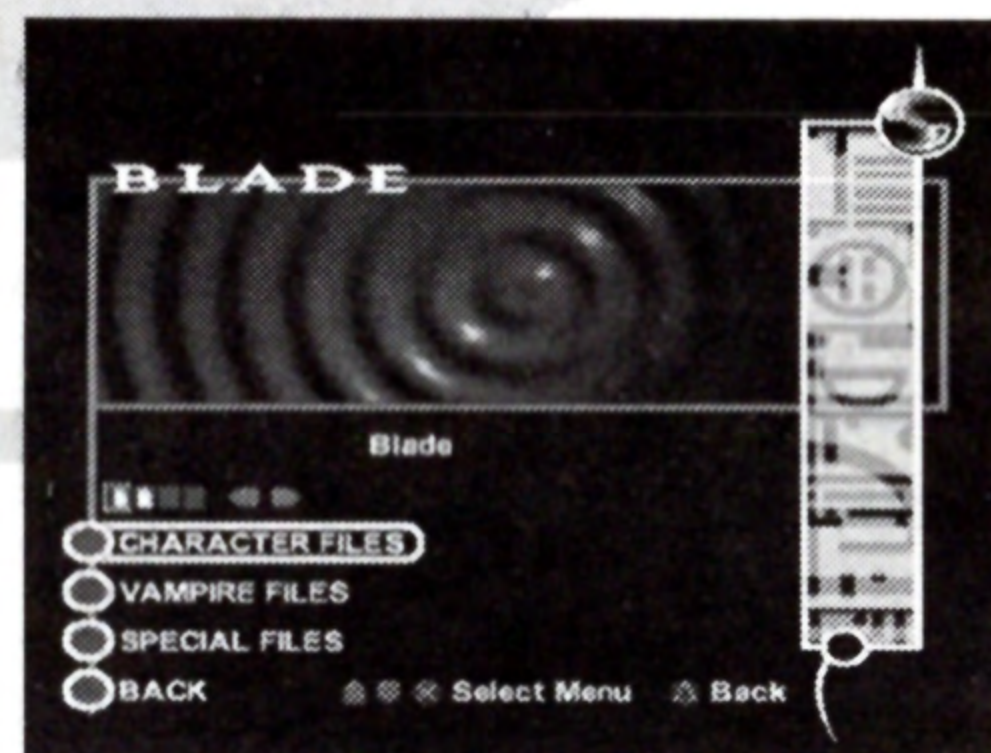
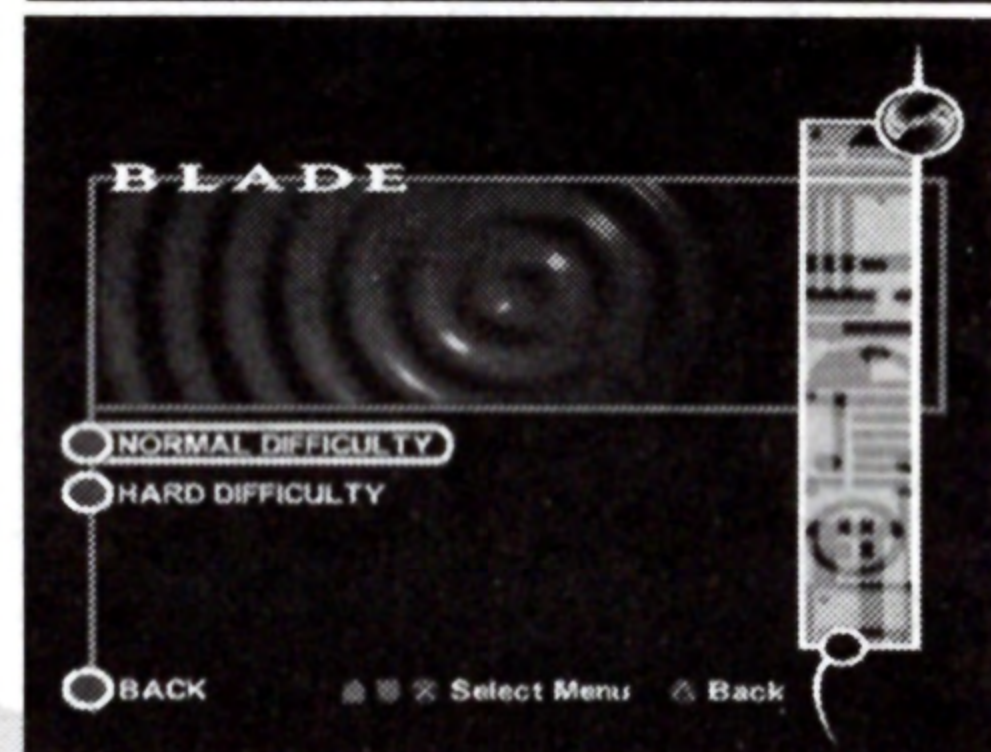
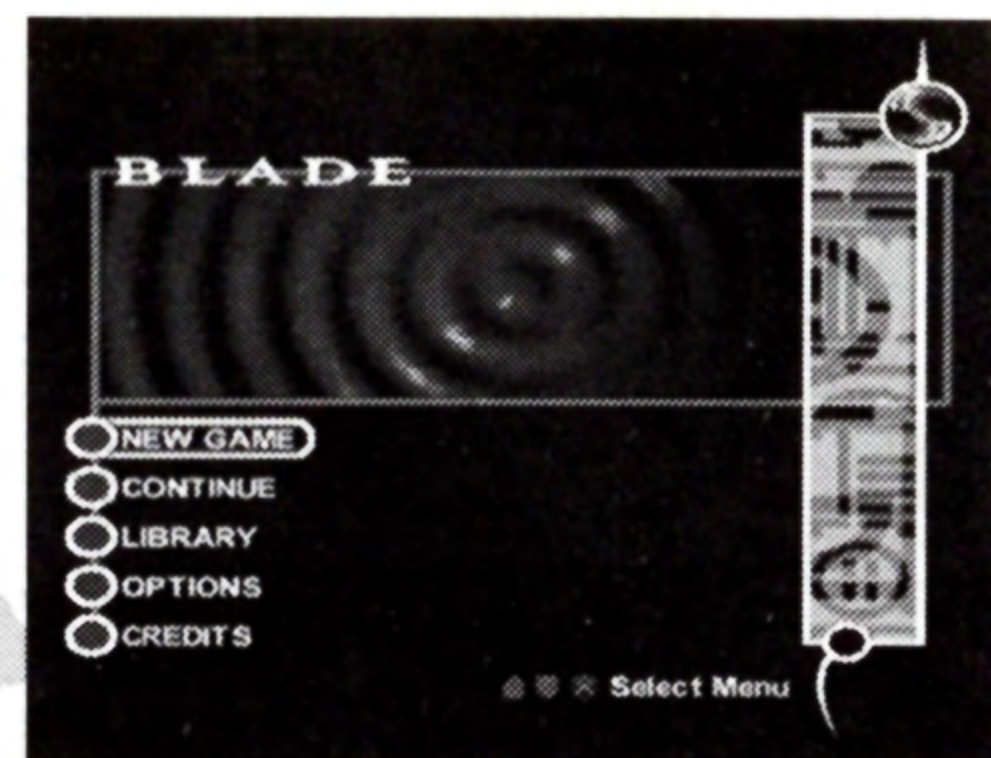
Continue

This option allows you to resume a previously saved game from the point you last saved. Note: This feature requires a **MEMORY CARD** with at least one block of free memory.

Library

The Library option displays the Library menu. The Library contains information about the characters you encounter, the Vampire tribes, and special items that you collect during the game.

Initially, the Library just contains information about the main characters and general Vampire knowledge. As you progress through the game and collect items, the Library will be augmented with facts



and information about the tribes, your adversaries, and the useful items themselves.

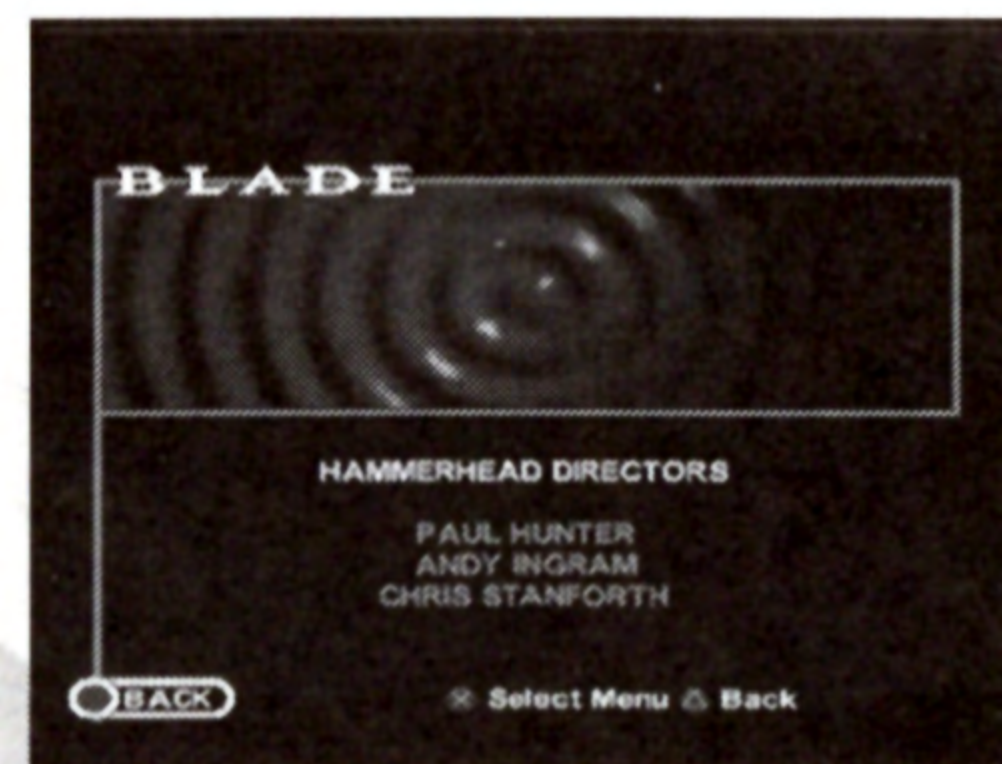
Refer back to the Library to discover new information as it unfolds.

Options

Selecting this displays the **Options menu**, which allows you to configure the game how you want it.

Credits

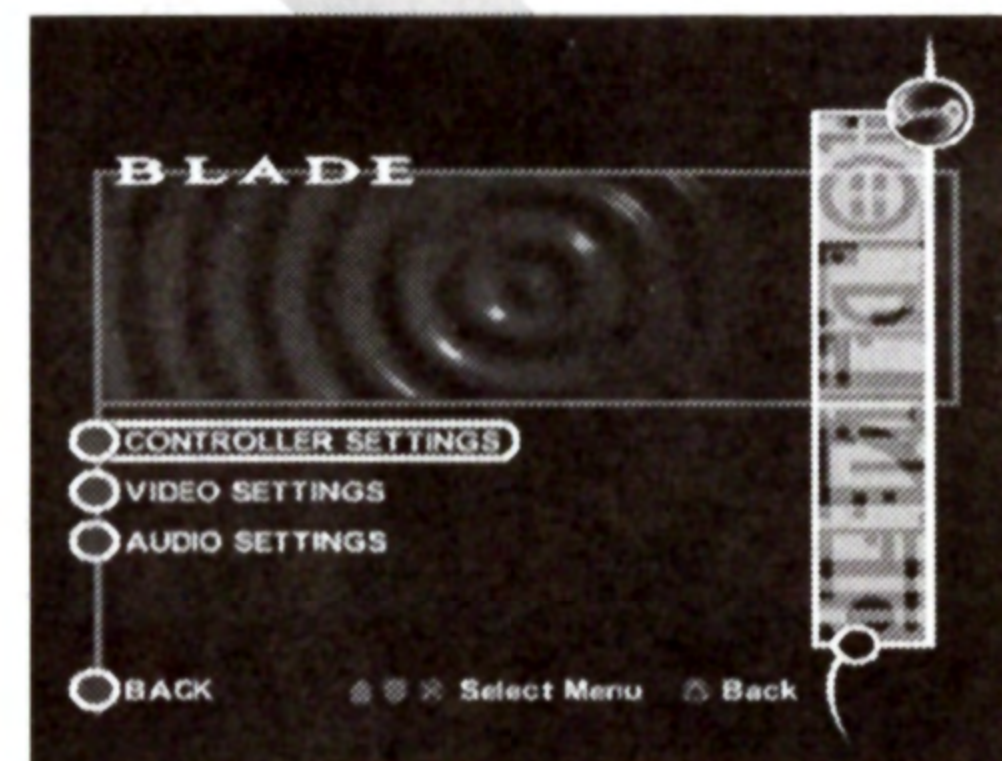
Selecting this option displays the names of the many people who contributed to the making of this game.



Options

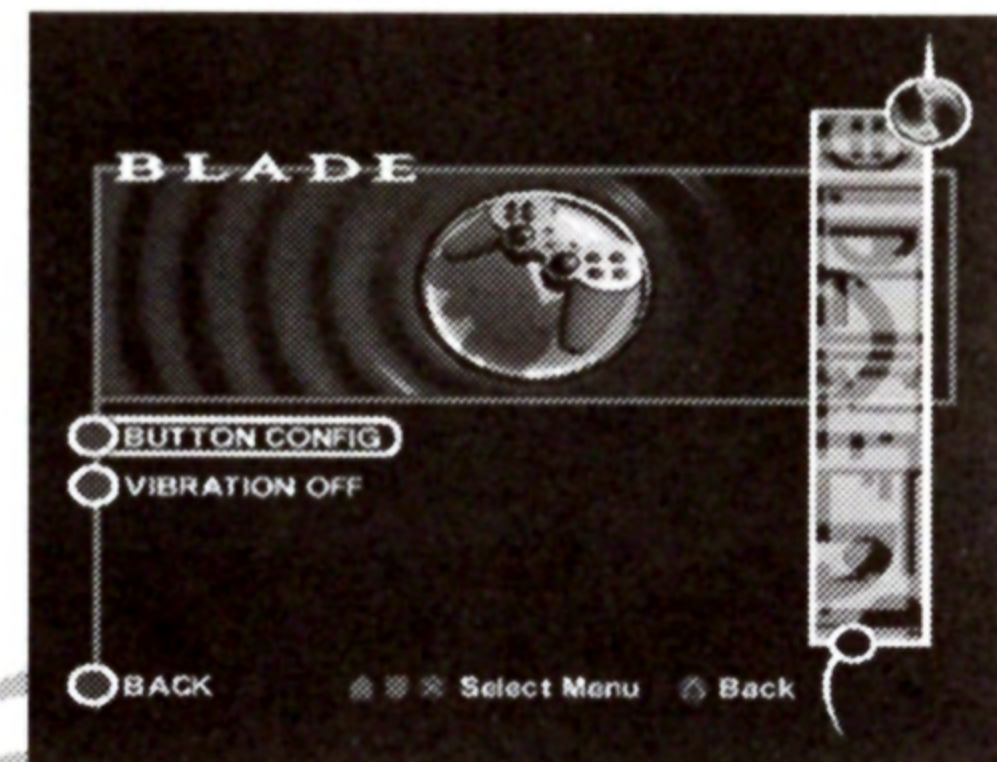
Controller Settings

This option displays the controller menu allowing you to select from a choice of preset configurations. Blade supports the Digital controller and the DUALSHOCK™ analog controller.



Vibration

Press the **X** button to switch vibration **On** or **Off**. With vibration **On**, you will feel the force of impacts and the recoil of your weapons.

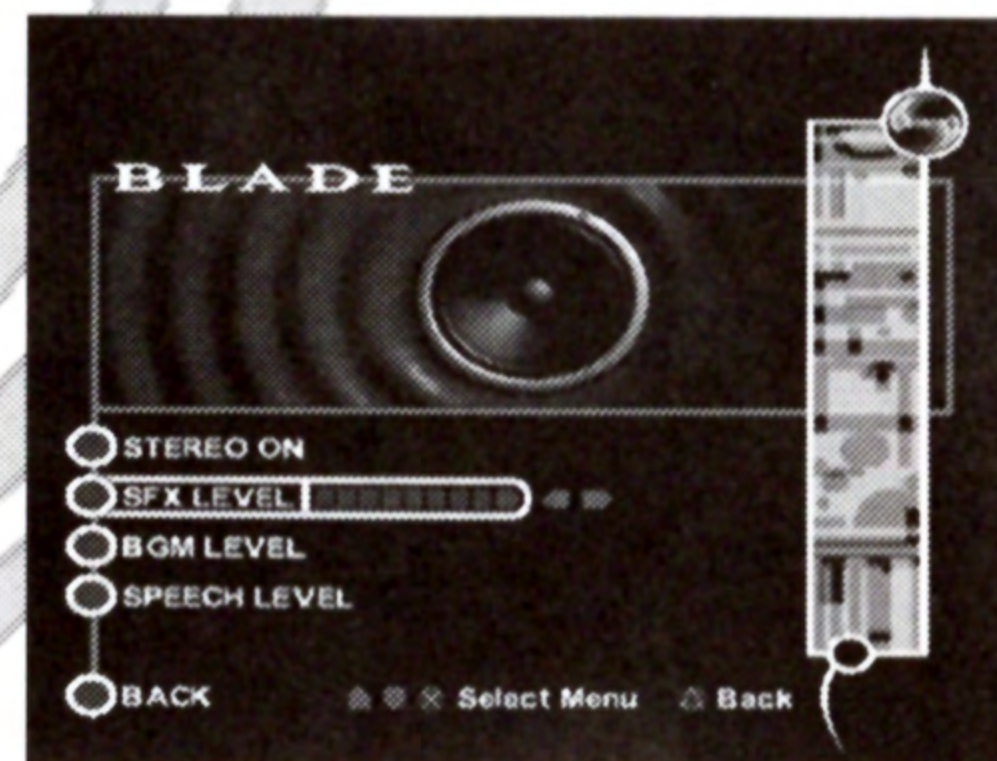


Video Settings

Use this option if you need to center the display on your monitor. Changes can be saved to a MEMORY CARD for convenience.

Audio Settings

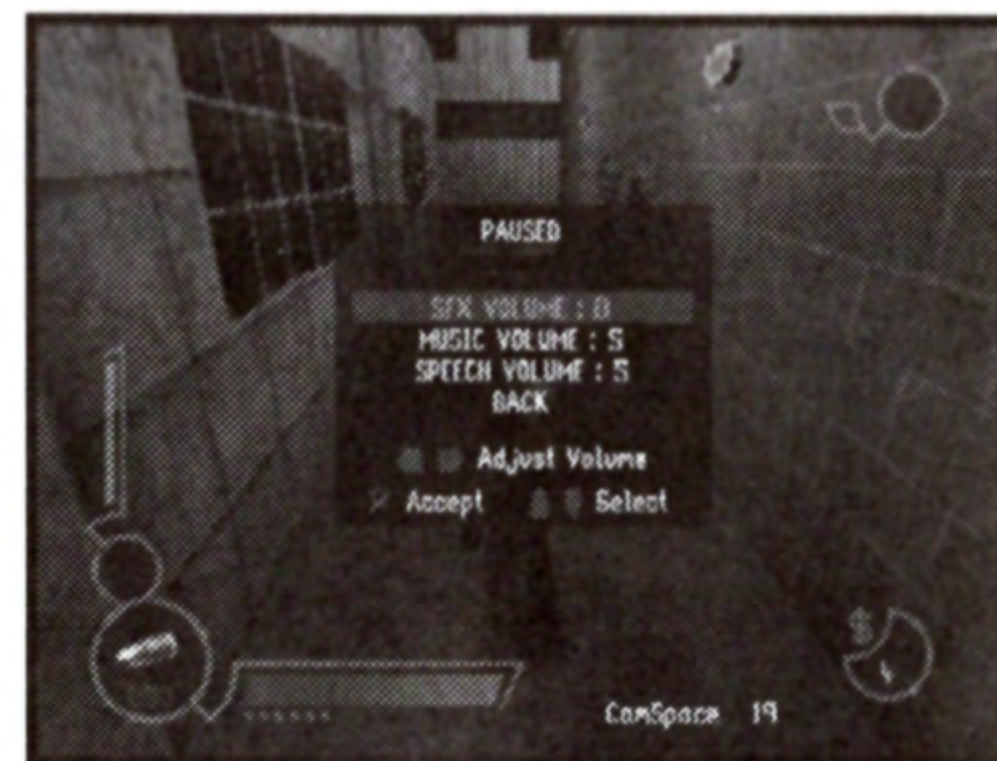
Here you can choose between monaural and stereophonic audio output, and set the volume levels of music, sound effects, and cut-scene (voice) audio.



Pause Options

During the game, you can access the Pause menu by pressing the **START** button.

- Press the directional buttons **up** or **down** to highlight an option.
- Press the **X** button to select the highlighted option.

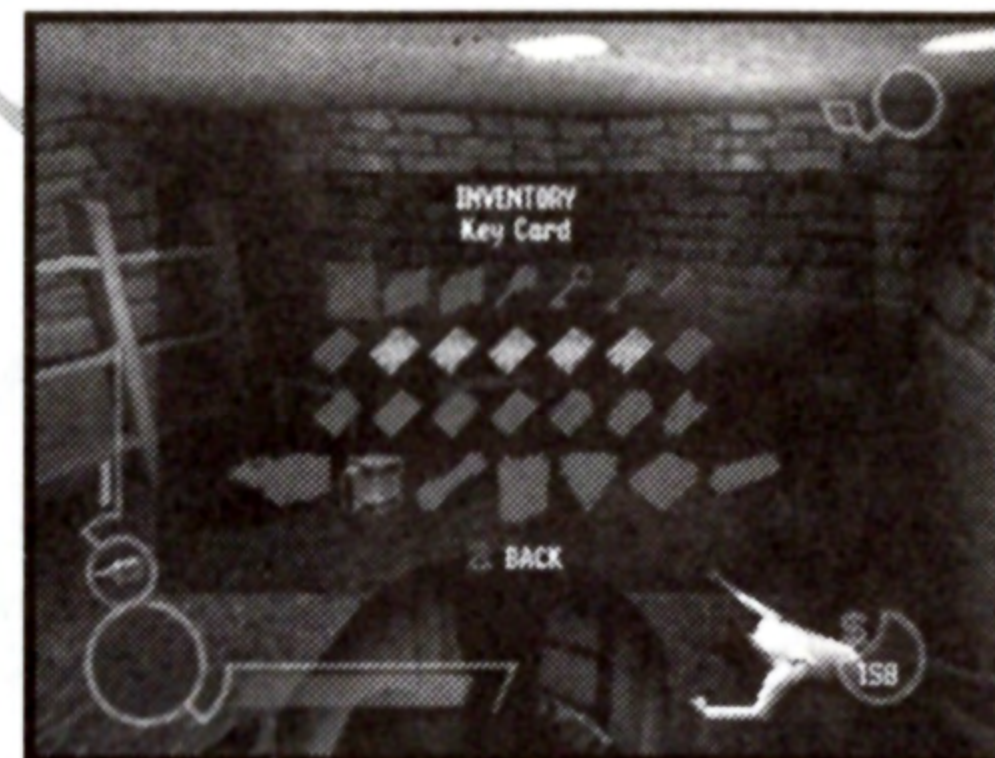


Resume Game

Use this option to resume the game from the current position.

Inventory

Displays the items you have collected during the game. Use this option to review what has been collected so far. Collecting certain items will affect the outcome of the game.



Sound Settings

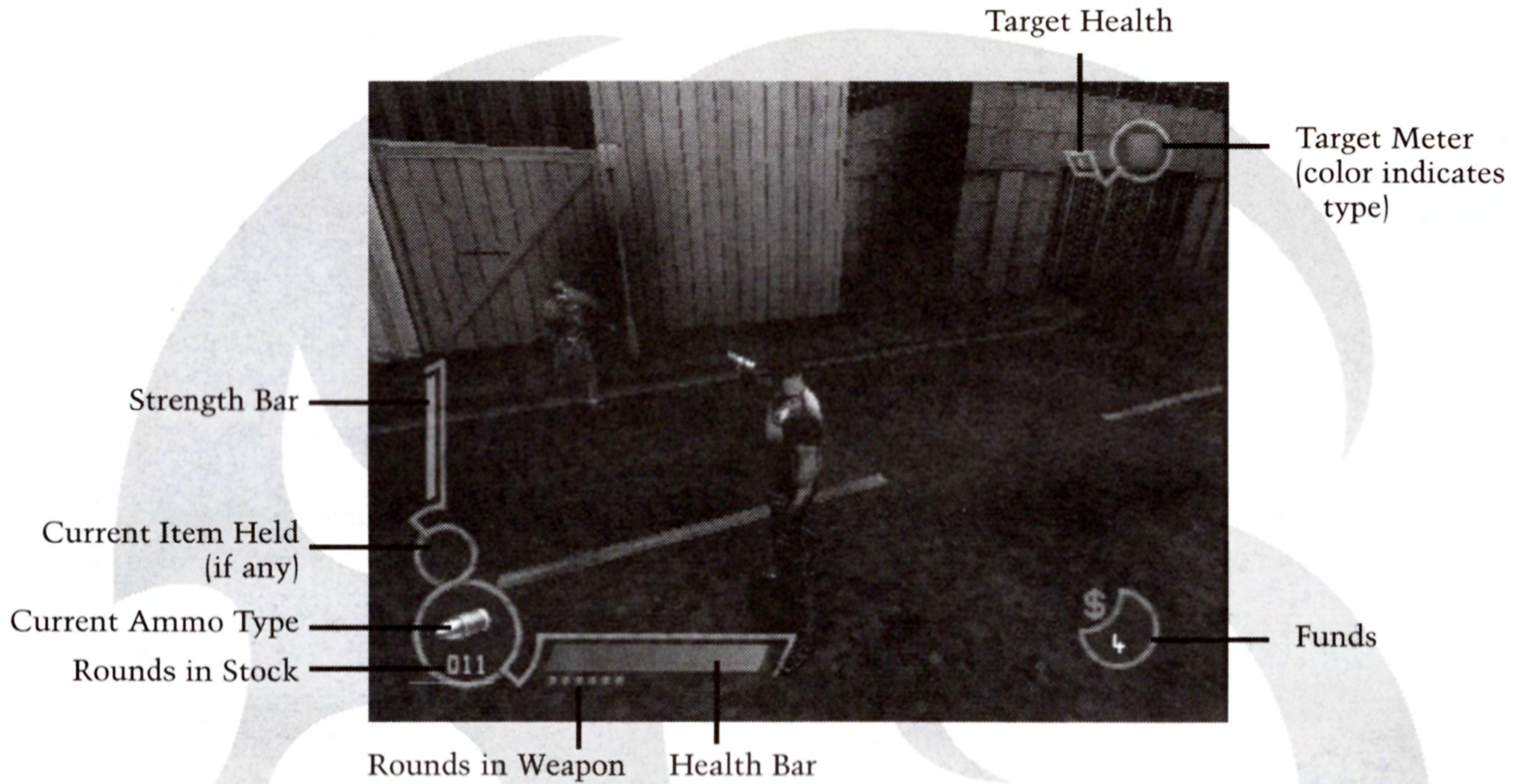
Opens a submenu allowing the player to alter the volume levels of music, sound effects, and cut-scene (voice) audio.



Quit Game

Use this option to quit the game without saving and return to the **Main menu**.

Player Status



The gauges and counters on the screen provide you with information about your health, strength, inventory, weapons, and opponents.

Health

This gauge indicates your current state of health. The nearer the gauge gets to empty, the closer you are to death. You can replenish your health using health packs and boosters.

Strength

This gauge indicates your current strength. The stronger you are, the faster your attacks. If the bar is low, your aim will be less accurate, and the chances of gaining a critical shot less likely. Strength is regained over time and can be rapidly restored using the serum packs you collect. You can temporarily boost your strength beyond 100% using serum for occasions where you need the absolute maximum offensive capability.

Weapon

This shows the weapon you are currently holding. Hold down the **L2** button and use the directional buttons to select available weapons and ammunition. The **□** button will allow you to quickly switch between your last selected weapon and bare fists.

Ammunition

This indicator shows the current ammunition type selected for the current weapon. To select ammunition type, press and hold the **L2** button then use the left and right directional buttons to view the ammunition available. Simply release the **L2** button to select the desired ammunition type.

Under the ammunition type is a number indicating the number of rounds you have for this weapon. Remember, this is the total you are carrying, not the amount loaded in the weapon.

Rounds

This indicator shows you the number of rounds left for the currently selected weapon. To manually reload, press and release the **L2** button. The weapon will automatically reload if you release Action and then press it again.

Item

This indicator shows the currently selected item from your inventory. When you pick up items such as health packs and serums, they are added to your inventory. To select the current item, hold down the **L1** button and use the directional buttons to cycle left and right through the available items. When you want to use the current item, simply hold down the **L1** button and press the **X** button.

The amount of each item you have is displayed using a number of dots next to the item.

Target Health

Each opponent also has health status. This is displayed when you target an opponent by pressing and holding down the **R2** button. The longer the bar, the healthier the targeted opponent is. As you inflict damage on the targeted opponent, their health bar shrinks. When it's empty, the opponent is dead.

Creature Type

Targeting a creature using the **R2** button displays the creature's health and indicates whether the creature is a Zombie, Vampire, or human familiar. Take note of this when you decide what weapon and ammunition you intend to use to dispatch the enemy with. The wrong choice could prove costly.

Funds

This counter shows the value of money and items recovered from your vanquished foe. Collect as much as you can and exchange for ammo and supplies at the Supply Points found throughout the game.

The Basics of Gameplay

Combat

As Blade, you will encounter numerous foes during your quest to uncover the evil plot hatched by the Vampire nation. Luckily, Blade is a ferocious fighter trained in both hand-to-hand and firearm combat.

Targeting

To improve your chances of dispatching your foe, you can "lock" on to your selected target using the **R2** button. Blade will then turn to face the nearest opponent within his field of view. Holding the **R2** button down allows you to track the target.

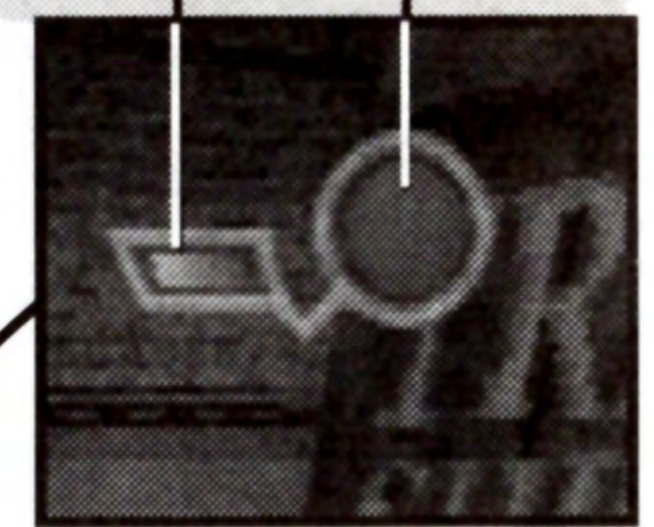
With a target selected and the **R2** button held down, your shooting, punches, kicks, and swordplay will be vastly more accurate. You will save strength and valuable ammunition.

Releasing the **R2** button and pressing it again will switch to the next nearest opponent. This allows you to switch rapidly between one or more opponents.



Target Health
Meter

Target
Gauge



Strafing/Side-stepping

Holding down the **R1** button and pressing the right/left directional buttons will make Blade step laterally instead of turning when a horizontal movement is made. Use this to dodge incoming fire and evade fast-approaching attackers.

Critical Hits

While Blade is targeting a creature, the target gauge in the upper right corner of the display will rapidly fill up. Hitting the action button (punch or fire) as the target gauge reaches maximum will result in a critical hit being generated. Additional damage will be inflicted on the target allowing for one-hit kills!

Note: Critical hits can be chained in combos for extreme damage!

Opposition

Vampires

The children of the night come in many forms, some quite human in appearance, others bestial and demonic. Extremely vicious, Vampires will attack Blade on sight and are best dispatched with silver or carbon. Once defeated, Vampires turn to dust right before your eyes.

Henchmen & Militia

These guys are bad news, humans who willingly serve their Vampire masters. While they are no match for Blade's superior strength and agility, with automatic weapons they can inflict significant damage.



Familiars

There are some guys you'd really think you could trust when it comes to protecting the innocent from the Vampire scum. Sadly, looks can be deceiving. Don't be lulled by the familiar badge and uniform. Corrupted by the desire and promise of eternal life, these human familiars will shoot first and ask questions later. Armed with police issue revolvers, they are real sharpshooters but pretty weak at hand-to-hand combat.

S.W.A.T. Guards

Like the Henchmen, these guys are the human muscle helping to protect their masters from any unwanted attention. Unlike the Henchmen, these guys are well trained and better armed, equipped with body armor. Expect them to take severe punishment before they go down.



Attack Dogs

These vicious brutes do not respond well to "Sit", "Stay" or "Rollover"! However they can be controlled with some less-than-gentle persuasion. Try a well-timed kick or a pat on the head with both barrels!



Zombies

These wretched beasts are a mystery. Blade will encounter them during his travels but only in the wake of another unknown enemy, darker and more unspeakably evil than the Vampire Nation. These creatures are quite slow and dumb, but still dangerous as they often congregate in large numbers. Try to keep out of their striking distance and don't think that they're beaten until they start to bleed.



Know Your Enemy

Blade will face creatures with different and distinct strengths and weaknesses. Bear this in mind when dealing with them. The enemy's offensive potential and the tactics best employed in dealing with them can be different.

To find out the nature of your current opponent, select your target using the **R2** button. At the top right of the screen, a gauge is displayed indicating both the creature type and its current level of health. The bigger the bar, the tougher the monster.

Check the color of the indicator:

GREEN => **Human Enemy**

YELLOW => **Monster Enemy**

RED => **Vampire Enemy**

Standard, Carbon, or Silver?

Having used **R2** to identify the genetic makeup of your opponent, you need to decide how to defeat them using minimum energy and ammunition.

Your options here depend on what you currently have at your disposal. With no ammunition, your choice comes down to hand-to-hand, sword, or evasion. If you have firearms and ammunition, the options increase.

Handgun Standard = Gold back, Grey tip
Carbon = Black back, Grey tip
(there is no silver ammo for the Pistol)

Shotgun Standard = Gold back, Red body
Explosive = Solid Yellow
Silver = Gold back, Silver body

**Machine
Pistol** Standard = Gold back, Grey tip
Carbon = Black back, Grey tip
Silver = Grey back, Silver tip

Using Firearms

Each weapon Blade uses has its own range of effectiveness. For example, the shotgun is devastatingly powerful, but only at a relatively short distance from the target; the machine pistol has more range, but needs a burst of rounds to take an enemy down, and so on. The closer a weapon gets to its limit of effectiveness, the less likely the chance of a critical hit is possible. It is vital for Blade to pick the right weapon to maximize his chances for getting a quick kill.

Keys

When you encounter a locked door for which a key is hidden nearby, a message will be displayed indicating the key you need. If you already have the key, the door will open. Otherwise you will need to find the key and return to the locked door.

Levers, Switches, Buttons and Other Control Items

As you progress through the city you will encounter machinery to operate elevators, electronic doors, control terminals, and various other objects that you will need to interact with.



To activate any of these, simply press the **Action** button (Default is **X**) while facing the control.

Ladders

Blade will encounter ladders on his journey. To climb a ladder, simply press the **Action** button as normal to get on. Press the **Jump** button (Default is **Δ**) to get off. Press **up** or **down** on the directional buttons to ascend and descend.

Saving Your Progress

While exploring in the game Blade will find swirling, glowing patterns on the floor. These are **save-points**. If Blade walks onto one, an option will appear allowing the player to save his progress at the current position.

But be warned: Once the game has been saved, the save-point will disappear. The wise player will ensure he is in a strong position before he chooses to save his game. Otherwise continuing the adventure may prove very difficult.

Supply Points

As you dispatch your opponents you will be able to pick up the money and valuables they drop. The value of these is added to the count in the bottom, right-hand corner of the screen. When you stand on a Supply Point, the value of the items you have collected will be automatically traded for useful items and ammunition. Since the Supply Point will disappear after use, you should collect as much as possible from your foe before trading.

Weapons & Ammunition

Sword

Made of tempered silver alloy and steel, this Japanese double edged blade is very effective on Vampires and humans at close range.



Handgun

Best used on humans or to dispatch zombies via a critical hit, this .45 caliber Police issue is accurate over long distances. Takes both standard and carbon tipped ammunition.



Shotgun

This civil enforcement weapon is ideal for close range attacks. Taking standard, anti-vampire and explosive cartridges it is extremely versatile, if a little slow.



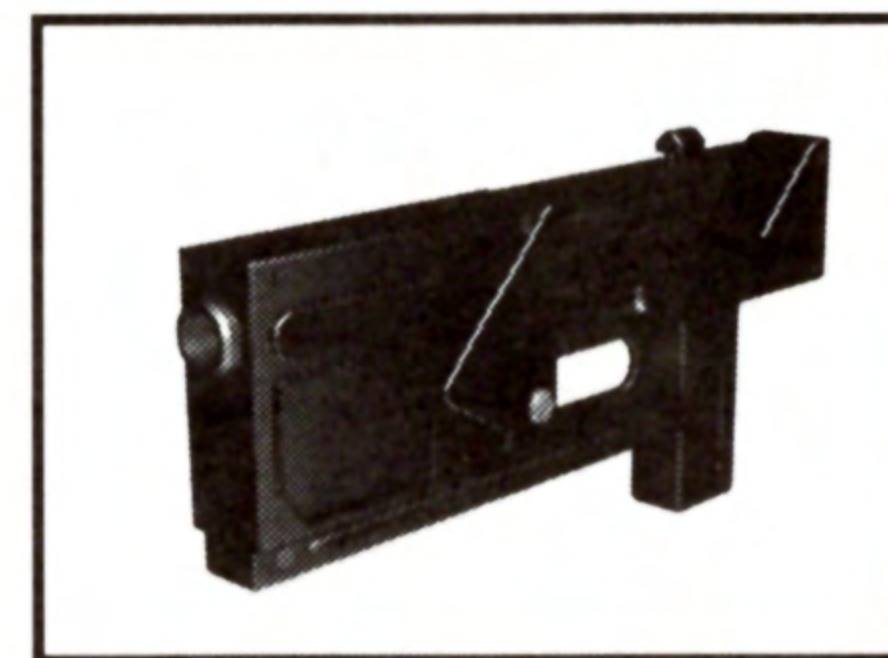
Multi-Launcher

A Whistler Special. This weapon will fire almost anything from spinning silver blades to UV grenades. A specialist weapon best used on vampires.



Machine Pistol

Fast... very fast. Empty a clip and you'll dispatch all but the toughest of opponents. Takes a variety of ammunition types but remember this is a hungry weapon.



Supplies



Serum

Provides a small boost to your current strength level. Can help improve stamina over a short period.

Serum Multi-Pack

Provides a big boost to your strength, increasing kick, punch, and swordplay speed and strength. Can boost you beyond 100%. Try this if you need to punch your way out of trouble.



Health Booster

This booster jab provides a small boost to Blade's health.

Medi-Kit

A more powerful version of the Health Booster.



Coagulant

Using this will restore Blade's strength to 100%

Special Items



Glyphs

Hidden throughout the game are a number of special items called **Glyphs**, plates inscribed with the crest of a tribe of the **House of Erebus**.



If Blade finds a **Glyph**, it will open the appropriate item in the **Library**.

You may need to complete the game more than once in order to collect all fourteen **Glyphs**.

Weapon Parts

Also hidden are special items that Whistler can combine to manufacture new equipment for Blade. Collecting all these items can change the ending of the game.



Hints and Tips

Always try to use the **R2** button to lock on to your opponent. When in range, punches, kicks, and your other weapons will be far more accurate.

Determine the type of the opponent before going in with guns blazing. You don't want to waste your standard ammo on a Vampire when you could finish it off with a handful of silver rounds. Similarly, you don't want to waste silver on a human.

Try to preserve your health supplies by reserving use of the medi-kits for when you are almost dead. Using a medi-kit when your health is almost full wastes much of its content, since it cannot boost your health beyond 100%. If you want to top off your health, use the health booster.

To boost your health quickly when in the thick of battle, make sure you select either a Medi-Kit or health booster as your current item. That way you can quickly hold **L1** and press the **X** button to replenish your health.

Certain opponents need to reload their weapons after a number of shots. When you encounter one of these guys, take cover and let them fire away. Count the shots and when they reload, go in and finish them off.

Remember, you too need to reload your weapon. The last thing you want to do is enter into a gunfight with just a round or two

loaded. You can manually reload by pressing and releasing the **L2** button. Do this whenever you are likely to encounter opposition.

When using firearms, bear in mind the range where the target is located. Don't waste shots on an enemy that you can't hit.

Keep your strength high at all times. If Blade is weak, it will severely curtail his chance of survival.

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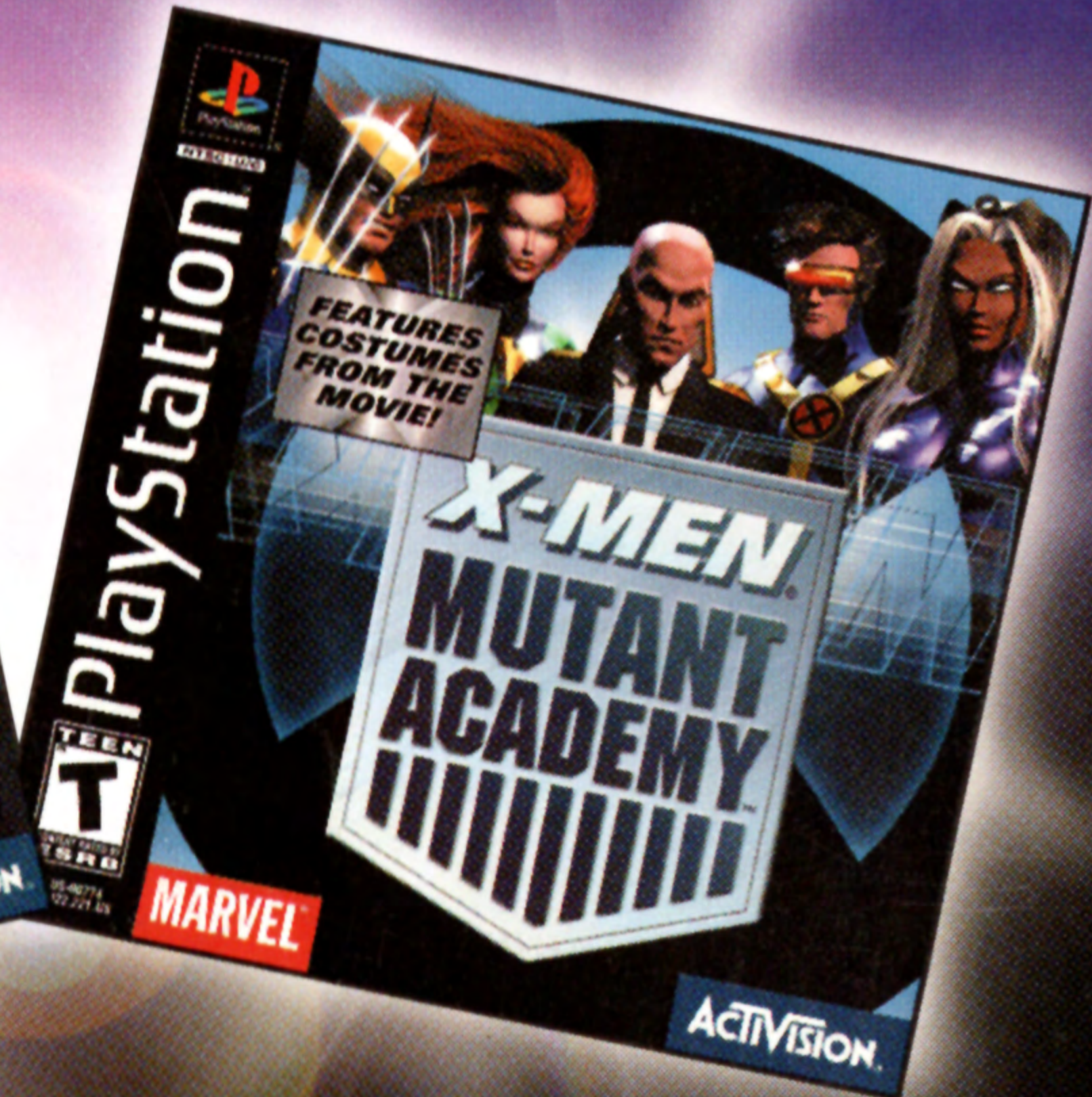
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