



NTSC U/C

PlayStation



SLUS-01414



HELLBOY

ASYLUM SEEKER



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 products and 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.

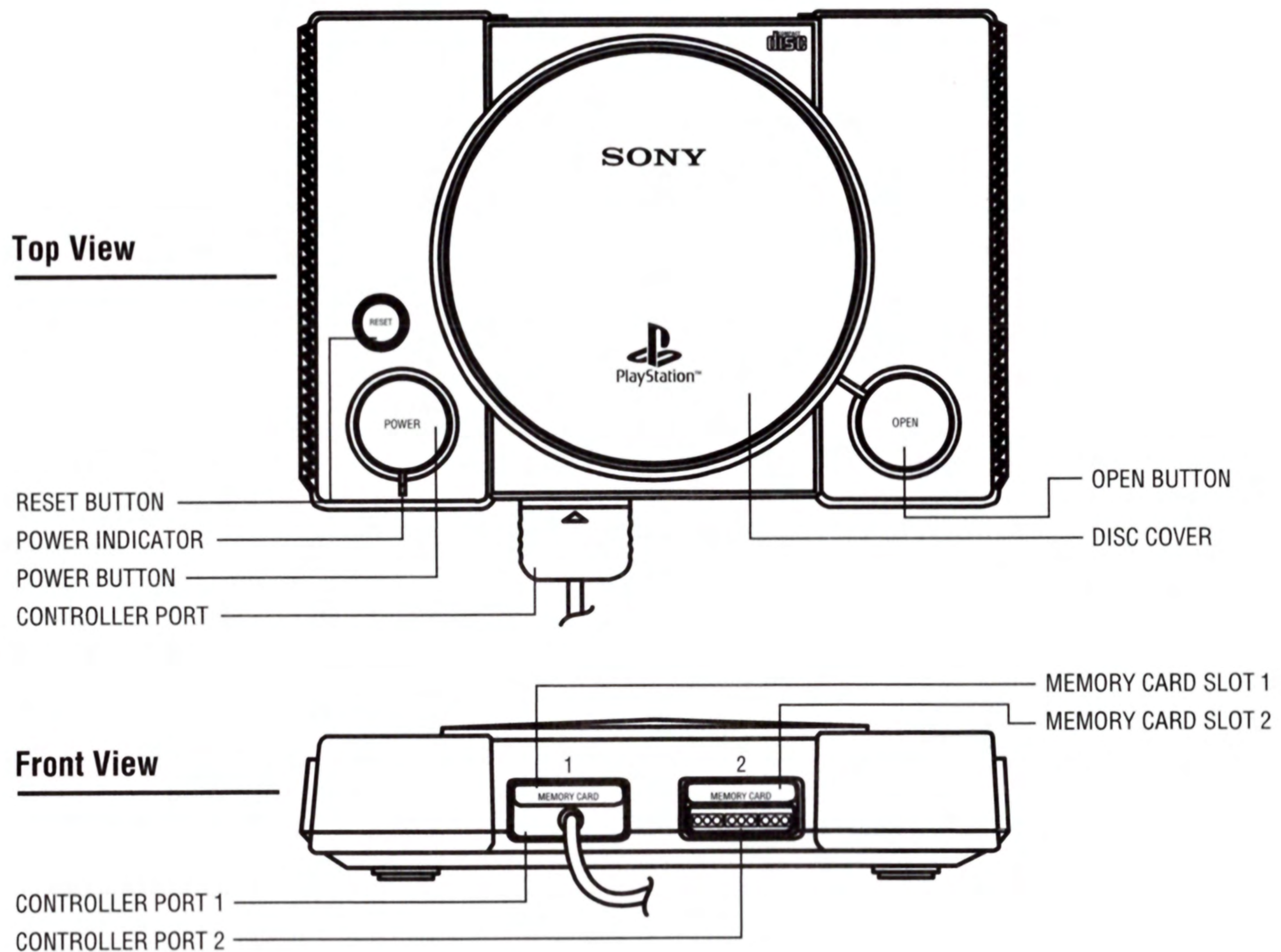
HELLBOY™

ASYLUM SEEKER

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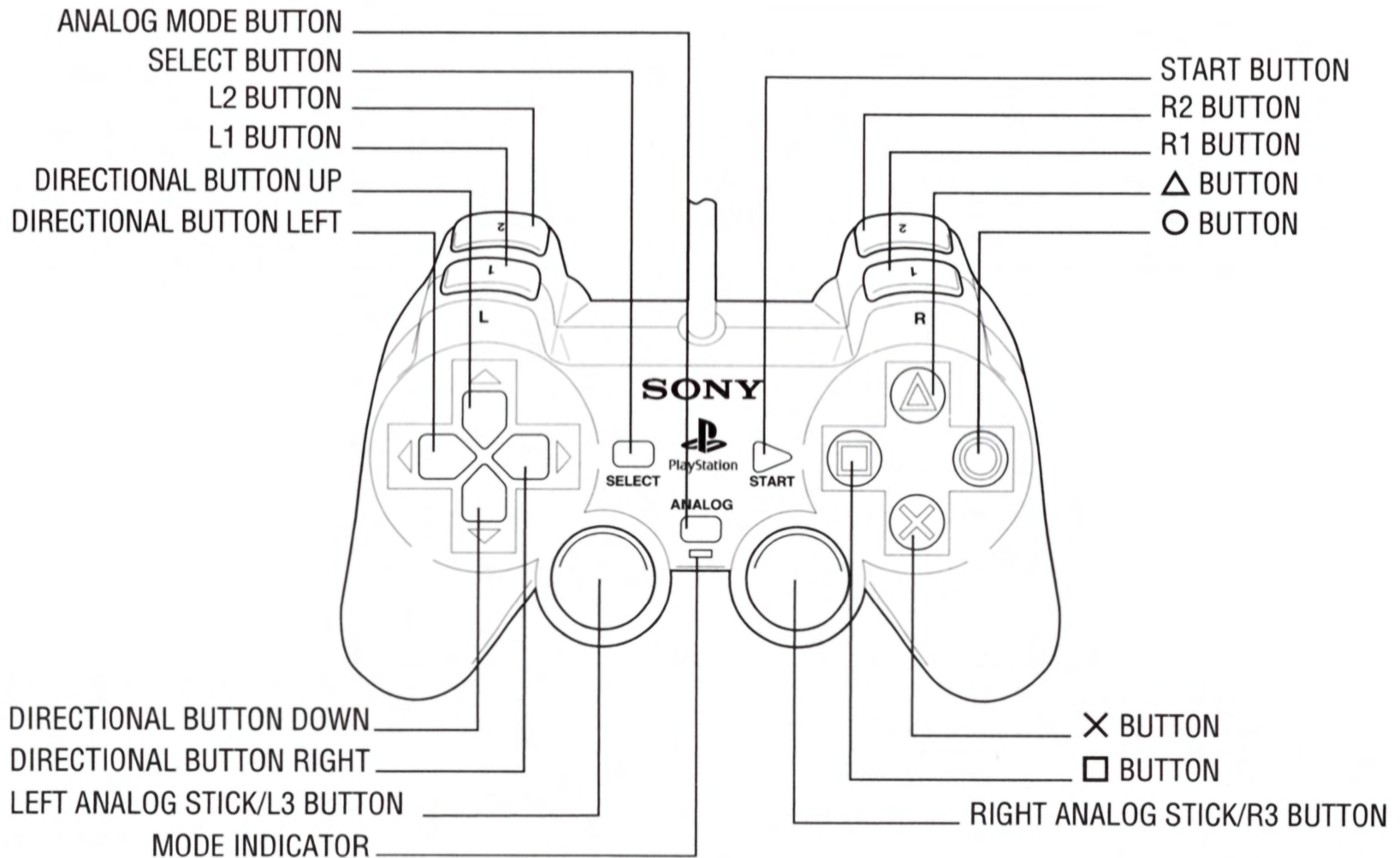
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Starting The Game



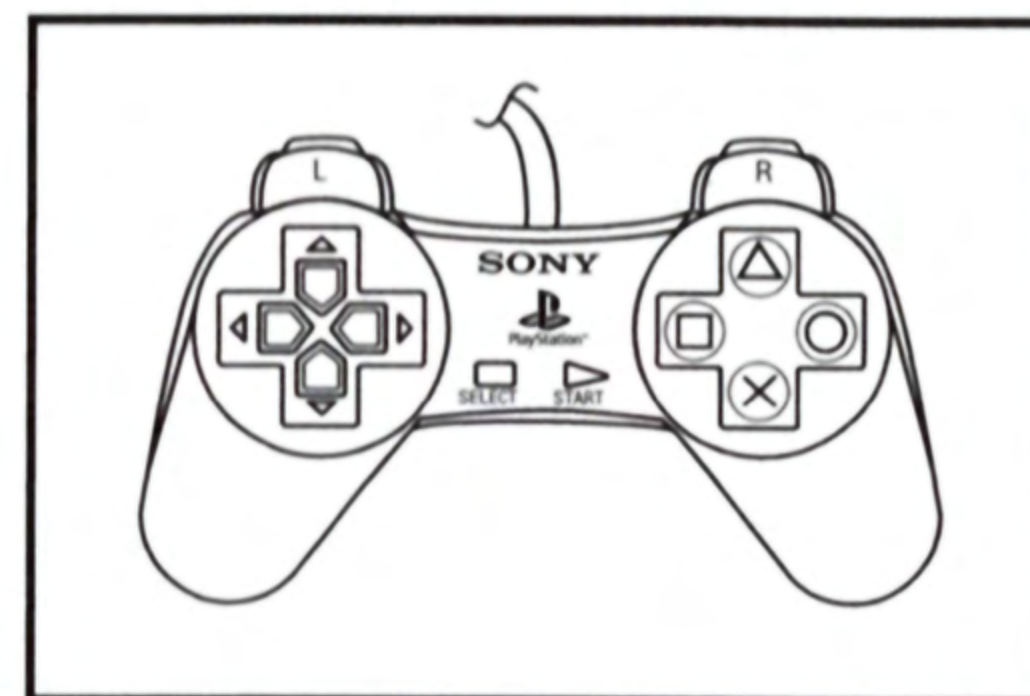
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.
2. Insert the Hellboy - Asylum Seeker disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation® game console.
4. Follow on-screen instructions to start a game.

DUALSHOCK™ analog controller



Compatible in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



THE STORY THUS FAR...

January 23, 1962.

England's Bureau for Paranormal Research and Defense retains many field agents to investigate and root out supernatural dealings which threaten national security. One of the Bureau's informants recently suffered from a sudden debilitating illness, which he claimed was brought on by the evil machinations of the Nohox Kanis. Nearly 700 years ago, the Nohox Kanis attempted to enter our world and bring about eternal night. At that time they were defeated by a monk named Mitri.

Now, an imminent eclipse of the moon will offer the Nohox Kanis another chance to enter our world. Peter Johnson, one of the Bureau's best reconnaissance agents, was dispatched to an asylum in Czechoslovakia which had long been the source of unsettling rumors. Now it seems that the asylum was connected with the return of the Nohox Kanis all along and Peter has disappeared.

The Bureau is sending its top investigator to find out what happened to Peter.

They're sending Hellboy...



CONTROLS

In-Game Menu

You can enter the In-Game Menu at any time by simply pressing the Start button. From this menu you can adjust your vibration, music volume, sound-effects volume, reverse channels, save options or exit the game.

Save/Restore

In his adventures, Hellboy will periodically discover enchanted hourglasses. By walking up to these and pressing the X button, Hellboy will save his progress. Each save creates a new save slot, so there is no reason not to save as often as you like. To restore a saved game, simply select "Load" from the Main Menu.

Action

The X button allows Hellboy to interact with objects and people in the world. Action initiates conversations, opens doors and gates, picks up items, climbs or descends stairs/ladders, examines items and manipulates objects. To master Hellboy, you will need to use the X button on virtually everything you encounter. Remember: observation is the best tool that you have.

Cycle Weapons/Items

As Hellboy's inventory and weapon selection grows, you will need to cycle through his available items and weapons. Use the R2 and L2 buttons to cycle through items. Use the O button to equip that weapon or use the item highlighted.

Use

When you press the ○ button, Hellboy will attempt to use his currently selected item in a logical way. Almost every object has a purpose, so try to use your items frequently. When an item is no longer useful (such as a key, once you unlock the door it belongs to), it will disappear from your inventory.

LIST OF ACTIONS AND COMMANDS

◀ Left	Rotate left
▶ Right	Rotate right
▲ Up	Go forward
▼ Down	Go backward
□ button	Attack/shoot
× button	Action/examine
○ button	Use current item
△ button	Remove/replace gun
R1 button	Run
L1 button	*free*
R2 button	Toggle item up
L2 button	Toggle item down
Start button	Options/Pause

MENUS

Main Menu

If you have not yet begun a game, you can start a new game from the Main Menu or load a previously saved game.

Sound

This screen allows you to adjust the volume of your music and sound effects.

FIGHTING

All too often, Hellboy will be faced with enemies who will block his progress. When that happens, Hellboy will be forced to fight his way through. Certain enemies are vulnerable to certain weapons. Try every variation.

Hellboy's Right Hand: Hellboy is never without his stone right hand, which delivers powerful blows to the enemy. If you hold down the □ button, Hellboy punches several times in succession and swings his stone hand for massive damage!

Hellboy's Gun: Hellboy uses a specially modified gun with an expanded magazine and reduced recoil. Unfortunately, it is not very reliable against supernatural creatures. Hellboy may find additional bullets throughout the game, which are automatically displayed under the gun.

Healthboxes: Throughout his quest, Hellboy will find Healthboxes which can restore his lost health. Each box restores Hellboy completely, so save each one for as long as possible. You can even use them in the middle of a fight if need be.

CHARACTERS

Hellboy: Hellboy's origins are uncertain, but he has proved himself time and again to be a resourceful, insightful investigator, as well as being resistant to enchantment and just hard as hell to kill. He'll need all of his skill if he hopes to unearth the Asylum's secrets and live to report them.

In 1944, Hellboy was a baby demon summoned to Earth as the result of a Nazi experiment. Raised by the Bureau of Paranormal Research and Defense in the U.S., Hellboy became their finest investigator. Throughout all these years, Hellboy has encountered a lot of monsters, wizards and other menacing creatures. None of them could explain who he is or where he really comes from and none of them could defeat him either. Hellboy is tougher than any man, strong tempered and not easily impressed. And although he could not be mistaken with your average neighbor, with his red skin, his tail, two broken horns and a stone hand, Hellboy always tries to act like any of us and blend in with society as much as he can.

Sara Courteville: One of the BPRD's finest agents, Sara has proven herself to be a versatile, competent investigator and combatant. She accompanies Hellboy to the graveyard in search of Peter.

Peter Johnson: A friend to Hellboy, Peter disappeared three days ago while investigating reports of unusual happenings at a mental institution in Czechoslovakia.

Mitri: The elder of twin brothers born nearly 750 years ago and abandoned on the steps of a monastery. Mitri became an accomplished scholar, but his kind heart prevented him from tapping into the dark powers employed by Kalin.

Kalin: Mitri's brother, Kalin, embraced the ancient evil of the Nohox Kanis, and has allied himself with them to create a portal between Hell and Earth. His brother Mitri closed the portal nearly 700 years ago, but now it seems that someone is attempting to open the portal again...

Nohox Kanis: These ancient demons are said to be "older than God" and wait at the edge of our reality, waiting for evil to overturn the present order. Physically, they resemble large dogs, with ferocious claws and teeth. They assume many forms, but are universally regarded as one of the great lurking threats to humanity.

Nurses: Once normal orderlies, some of the nurses have been corrupted by the evil forces unleashed by the portal, and turned into mindless servants. Beware of their truncheons and firearms.

Monks: In the past, when this evil threatened us before, it struck at a monastery. Many of the monks became evil, twisted reflections of their former holy selves.

Inquisitor: A guest at the Monastery, the Inquisitor kept to himself most of the time. It is rumormongered that he was a powerful ally to those in need, but that he was also easily insulted by the uninitiated.

Igors: These hunched servants serve the Asylum's headmaster faithfully in their garden lab. Some inmates claim to fear them, though the reasons for this are unclear.

Other Creatures: In these dark times, there are many places which are not entirely safe after dark. In particular, the graveyard which lies south of the Asylum is a desolate spot, and there are rumors of some sort of infestation in the sewers beneath the Asylum.

CREDITS

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TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support – <http://www.dreamcatchergames.com>

Please visit the Technical Support section of our website at www.dreamcatchergames.com. We have posted common problems and solutions that may help you. We also suggest that you complete the Technical Support form located at our website. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Phone Support – 416-638-3052

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

- 1) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 2) Immediate access to your console so the Representative may walk you through the steps.
- 3) Pen and paper to take any notes.

**Please note: we do not provide hints via technical support. Hints are available at our website.
Support is available in English only.**

PRODUCT WARRANTY

DreamCatcher will gladly replace any game disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership.

Simply send the Hellboy – Asylum Seeker disc and a check or money order for \$10.00 U.S. (to cover postage and handling) to:

DreamCatcher
1658 N. Milwaukee Ave., Suite #450
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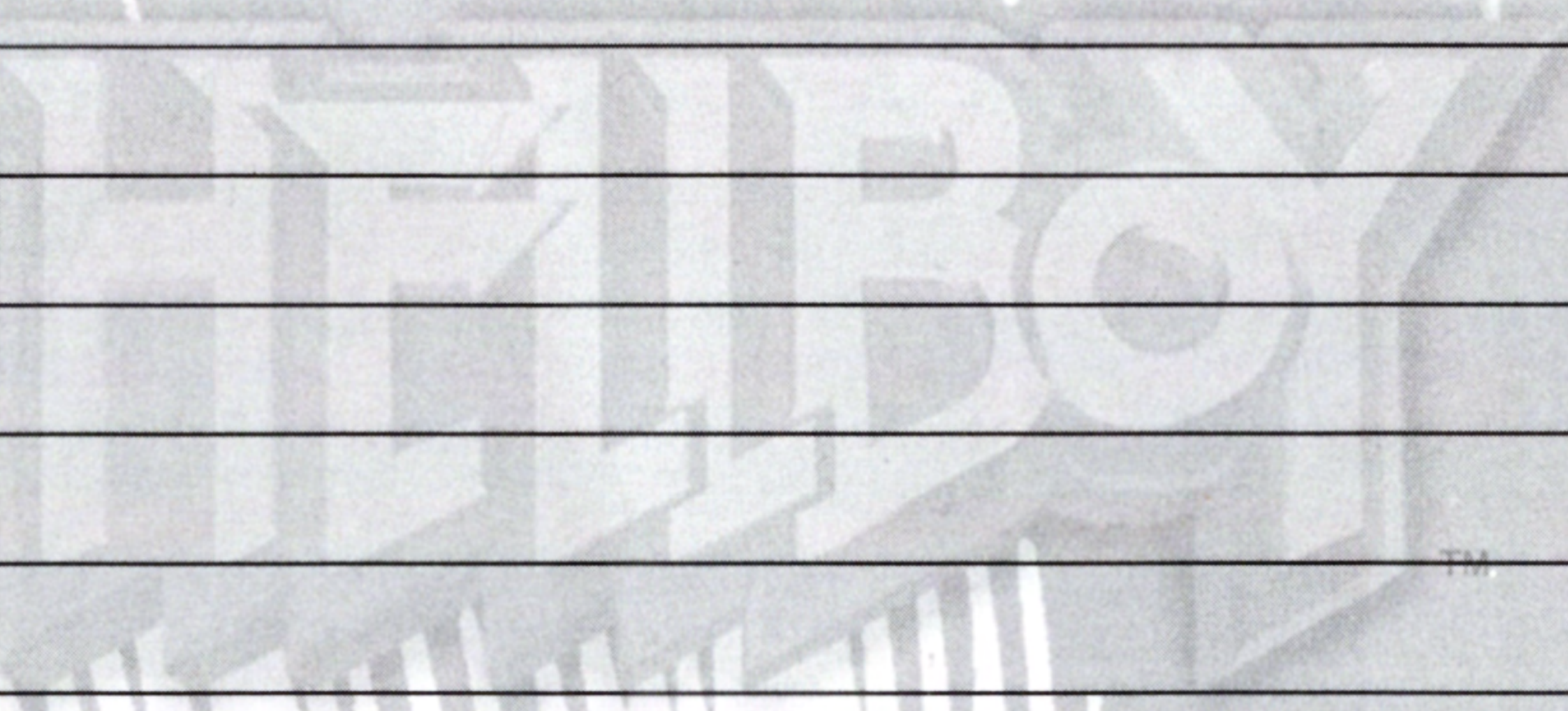
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NOTES

ASYLUM SEEKER

NOTES



MIKE MIGNOLA'S

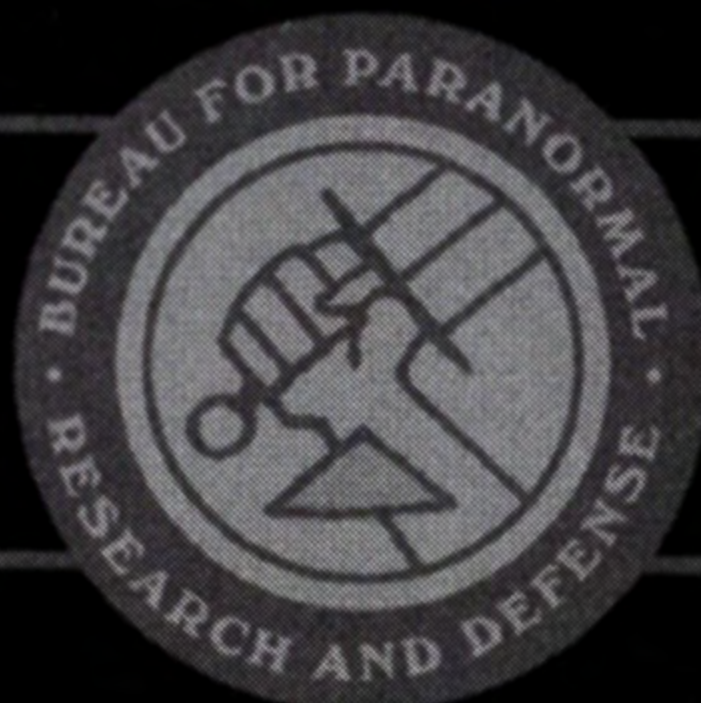
HELLBOY™

SOURCEBOOK and ROLEPLAYING GAME



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POWERED BY
GURPS



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HELLBOY™

ASYLUM SEEKER

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