



BLOODRAYNE™

2



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

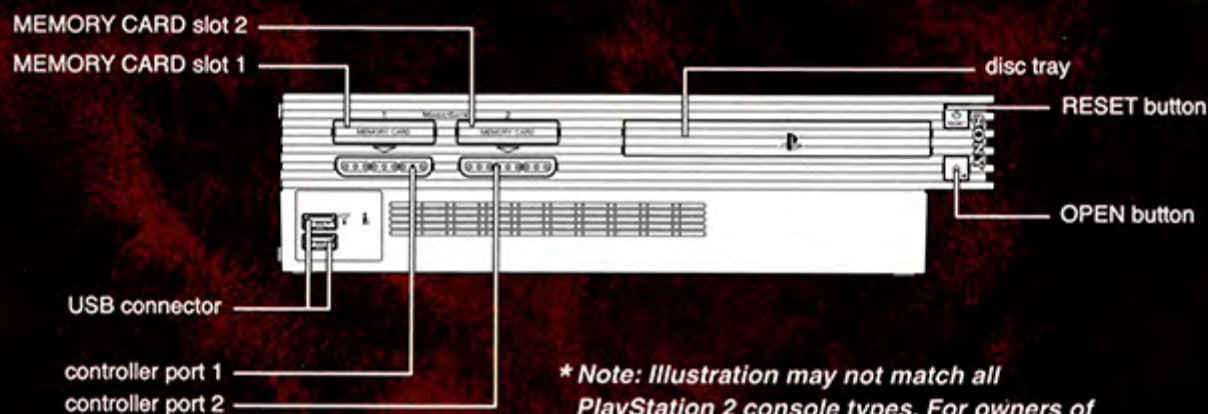
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

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GETTING STARTED*



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

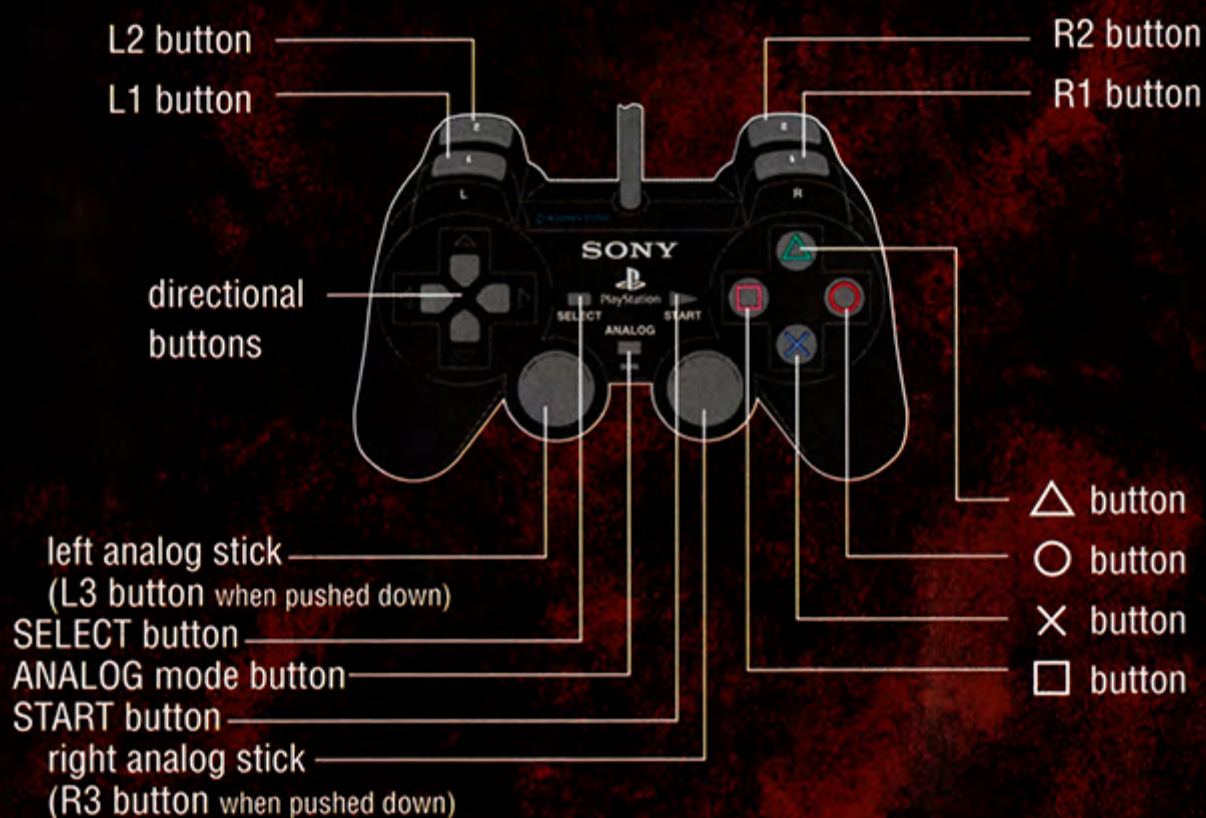
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **BloodRayne 2** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS





CONTROLS



Up- tap for Blood Rage; double tap for Blood Fury

Down- Normal Vision/Powers Off

Left- tap once for Aura Vision; double tap for Ghost Feed

Right- tap once for Dilated Perception; double tap for Super Speed

RAYNE'S MOST PERSONAL BATTLE YET....

When we last saw Rayne in 1935, she joined forces with the shadowy Brimstone Society to destroy a supernatural Nazi bid for dominance. Her father, Kagan, an influential Nazi collaborator, was killed in an accident at the close of the War. Cheated of

killing Kagan herself, Rayne has spent the last sixty years ferreting out and destroying his many offspring, her siblings. They have banded together and formed the Cult of Kagan, pledging to carry on his legacy of creating a new era of vampire supremacy where humans are mere cattle for the bloodthirsty predators that hunt them. Rayne's nefarious siblings have created "The Shroud," a mysterious substance which, when released, renders the sun's lethal rays harmless to vampires and twists nature into a nightmarish perversion. Now only Rayne stands between an unsuspecting humanity and a horrifying vampire dawn.





MAIN MENU



Use the following controls to navigate the Main menu: **directional button** to highlight selections; **X button** to accept the choice and **△ button** to Cancel/Go Back to a previous menu. The Main menu contains the following:

NEW GAME

Choose **NEW GAME** to begin playing **BloodRayne 2**.

LOAD GAME

Choose **LOAD GAME** to go to the Load screen and load previously saved games.

OPTIONS

Choose **OPTIONS** to access the Options menu to configure game controls.

EXTRAS

Choose **EXTRAS** to access additional product movies and other goodies of interest. The **EXTRAS** menu will also include a **CHOOSE LEVEL** option if you have already finished the game. **CHOOSE LEVEL** will let you access any previously played level.

OPTIONS



Select **OPTIONS** in the Main menu to display the Options menu where you can configure game controls, camera, audio and display.

CONTROLS

Allows you to adjust the following:

Customize Buttons

Change any of the buttons to correspond to any functions. The default control scheme is indicated on pg. 4.

Restore Default Controls

Select to reinstate the default control scheme.

Vibration

Turn vibration function OFF to disable. Default is ON.

Auto-Lock on Attacker

Select to enable auto targeting instead of manual target lock.

CAMERA

Allows you to adjust the following:

Vertical Control

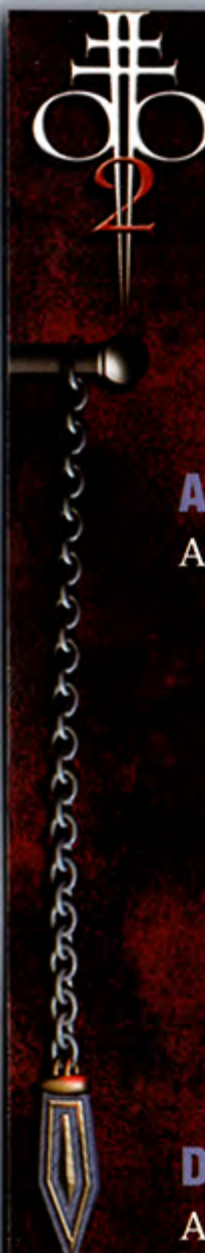
Enable this setting to invert the vertical camera movement to mimic aviation controls.

Horizontal Control

Enable this setting to invert the horizontal camera movement.

Vertical Autocenter

Autocenters camera when enabled.



Vertical Speed

Adjust the slider to determine the Up/Down look speed.

Horizontal Speed

Adjust the slider to determine the Left/Right turn speed.

Restore Default Camera

Resets camera to default settings.

AUDIO

Allows you to adjust the following:

Effects Volume

Adjust the volume of sound effects.

Music/Ambience Volume

Adjust the volume of background music.

Dialog Volume

Adjust the volume of dialog.

Restore Default Audio

Restore audio to default volumes.

DISPLAY

Allows you to adjust the following:

Brightness

Adjust the brightness of the screen.

Subtitles

Enable this setting to generate subtitles for dialog.
The default is OFF.

LOAD SCREEN



Selecting **LOAD** at the Start menu brings up the Load screen that contains a list of all saved game files. These saved files indicate the level where the game was saved and the amount of time elapsed. Select one of the files to immediately load that level.

HEADS UP DISPLAY (HUD)



NOTE: All HUD elements fade away after a few seconds when they are not in use.

Health Meter- Indicates Rayne's health and fills as she feeds.

Rage Meter- Fills as Rayne kills enemies with blades, kicks and fatality moves. Fatalities will increase the meter the fastest. See **FATALITY MOVES** on pg. 19.

Carnage Marker- Indicates Rayne's level of carnage and moves to the right as Rayne kills her enemies using the environment (impaling, fires, killing puzzles, etc.). Once it is entirely to the right, Rayne's health and rage meters will grow together so she has more capacity for both overall.

Gun Mode Level- Indicates Rayne's current gun mode level. You upgrade modes by maxing out Rayne's experience with a particular weapon.

Gun Mode and Ammo Count- Indicates current gun mode and available shots left for that mode.

Ammo Meter- Indicates available ammo for the selected weapon.

Gun Experience Meter- Fills as Rayne gains experience with a particular gun mode. Once it is entirely filled, Rayne will upgrade to a more powerful gun mode. All six weapons have two possible upgrades for 18 weapons total.

IN-GAME MENU

Pressing the **START button** pauses the game and brings up the In-Game Menu. Press the **right analog stick** to move the camera and the **○ button** to hide text. Press the **⊗ button** to select an option and the **△ button** to go back to the previous screen. The In-Game menu contains the following:



RESUME

Returns to the game immediately.

OPTIONS

Select to access the Options menu.

MOVES LIST

Select to view a listing of all earned combos and the respective commands to execute them. Every time you earn a new combo it will be added to this list.



CHEATS

Enter cheat codes here.

RESTART LEVEL

Select to return to the beginning of your current level.

EXIT TO MAIN MENU

Ends current game and brings you to the Start menu.

SAVE GAME/GAME OVER

BloodRayne 2 automatically saves at key checkpoints in the game. If Rayne dies during play, you will be brought to the Game Over screen. Here you can **RETRY FROM LAST CHECK POINT** or **EXIT TO MAIN MENU**. Selecting **RETRY FROM LAST CHECK POINT** automatically restarts you at the last checkpoint reached.



GAMEPLAY

Rayne has a wide range of abilities that make her a formidable huntress. Her superhuman strength, agility and senses make her capable of feats far beyond the scope of a normal human and have allowed her to develop extraordinary skills:

MOVEMENT

Walk, Run

Rayne will move from a walk to a run depending on how far you depress the **left analog stick**. Press the stick in the desired direction to move Rayne in that direction.

Jump

Rayne can jump to her maximum height and length as long as you press forward on the **left analog stick** while she is jumping. Pressing the **X button** again while Rayne is in the air causes her to perform a somersault and gain additional distance. The jump button also enables Rayne to reach horizontal and vertical poles. To change direction in mid-air, press the **X button** a second time while moving the **left analog stick** in a new direction. Rayne jumps in whatever direction the **left analog stick** is pressed. Jumping can also be used with other buttons to create combo attacks. See **COMBO MOVES** on pg. 16 for more information.

Kick

Rayne has some serious power behind her kicks. Press the **C button** to easily disarm opponents or break their blocking weapons with a well-placed foot (this move is especially useful if you are in need of health since armed enemies will fight back when Rayne attempts to feed on them). She can also kick her enemies into environmental hazards or other objects to bring them to their death. Use the target lock **L1 button** to concentrate your kicks on one enemy or to perform low kick attacks. Rayne will still perform high and mid kicks if you don't use target lock but her attacks will be more sweeping and less focused on a particular individual. There are a wide range of kick combos you can earn so consult the **MOVES LIST** from the Pause screen to experiment with them all.

Ground Strike

If a victim is on the ground and Rayne is not target locked on anyone else, she can attack him/her on the ground. By pressing the **○ button** (heel grind) or the **□ button** (finishing slash), with or without the target lock, Rayne will perform this special strike.

Fence/Grate Climb

Rayne can also climb certain surfaces, like fences for example, and jump back and forth between these parallel surfaces to move vertically through an area. Use Aura Vision to help determine which surfaces Rayne can grab (these surfaces will glow yellow). Press the **× button** while pushing the **left analog stick** toward the surface to make Rayne cling to it, then press the **× button** repeatedly to jump upward left to right from surface to surface. Push down on the **left analog stick** while pressing the **× button** to make Rayne release from the grab surface.

Target Lock

Press the **L1 button** to lock onto the nearest enemy. While locked on a target, Rayne's motions are altered, and she always turns to face the locked on target. Rayne will still autotarget her guns if you don't use lock on but you will not have control over which enemy is on the receiving end of your attack. Press the **left analog stick** up to move Rayne closer to her target and press it down to move her away. Moving the stick to the left or right causes Rayne to circle around her target. When target locked use the **L2 button** to change targets in your current view.

Block

The **L1 button** doubles as a target lock and block button. When in combat situations, press and hold the **L1 button** to block an enemy's attack. Rayne will lift her blades up in defense as an enemy attacks (but note that some more powerful attacks won't be "blockable" and you can't block in Blood Rage).



COMBAT ABILITIES

Rayne has a wide range of combat abilities she can employ in a fight:

BLADE ATTACKS

Rayne's blades are her defining feature and her most dangerous asset. She has high, mid and low blade attacks that offer more variety for dispatching her enemies. You're more likely to behead an enemy with high blade attacks you can perform by pressing the **□ button** while pushing the **left analog stick** toward the enemy. Press only the **□ button** to perform "mid" blade attacks directed at your opponent's abdomen. Blade attacks are also a critical part of combo strings. See **COMBO MOVES** on pg 16 for more information.

Target locked blade attacks are different than standard, non-targeted attacks. Use the **L1 button** to target a specific enemy and then use the **□ button** to inflict high, mid or low blade attacks upon your chosen victim.

NOTE: Low blade attacks are only possible with target lock. Perform low blade attacks by pressing the **□ button** and the **L1 button** while pushing the **left analog stick** away from the enemy.


Targeted attacks are more direct and focused while non-targeted attacks are more sweeping, enabling Rayne to slash multiple surrounding enemies in more of a "room clearing" fashion.

Jumping Blade Attacks

Rayne can combine blade attacks with jumps for more powerful offensive moves. As you earn these combos, they will be added to the **MOVES LIST** you can access from the Pause screen.

EVASIVE MANEUVERS

Rayne has a range of evasive maneuvers at her disposal to avoid more aggressive enemies. Press the **L1 button** and **× button** together while pushing the **left analog stick** in the desired direction. When you push the stick to the left or right, Rayne will perform a side aerial in that direction. Pushing the **left analog stick** up will cause her to do a front handspring and pushing it



down will make her do a back handspring. These single moves can also be turned into evasive combo strings by simply pressing the **X** button multiple times as you hold the **L1** button and push the **left analog stick** in any direction. See **COMBO MOVES** on pg 16 for more information.

Pole Combat

HORIZONTAL POLES

Press the **X** button while underneath a horizontal pole to make Rayne jump up, grab it and automatically swing up to a perched position on top of the pole. Hold the **left analog stick** up to make Rayne rotate around the pole in a laid out position. Hold the stick down to make Rayne drop backwards and hang upside down from her knees. If you release the stick from either position, she will return to a perch. When used in conjunction with gunfire, these moves allow Rayne to prey on her enemies from above (her weapons will autotarget but target lock is not possible on poles).

While Rayne is perched, push the **left analog stick** to the left or right to make Rayne turn around on the pole so she faces the opposite direction. You can also switch directions faster and more fluidly via a split flip by pushing the **left analog stick** to the left or right while Rayne is mid-rotation. To transition to higher poles or lateral poles, press the **X** button while Rayne is mid-rotation. Use Aura Vision to help determine which poles are accessible from your position.

VERTICAL POLES

Press the **X** button to jump onto a vertical pole. Push the **left analog stick** up to climb upwards and push it down to make Rayne drop backwards and hang from her knees. Continue to hold the stick down and Rayne will slide down the pole in this position. Combine this move with gunfire to mow down enemies from a higher vantagepoint. Push the **left analog stick** to the left or right to make Rayne shimmy around the pole in the desired direction. Press the **Y** button to forcefully kick surrounding attackers backwards into the environment or each other. While in an



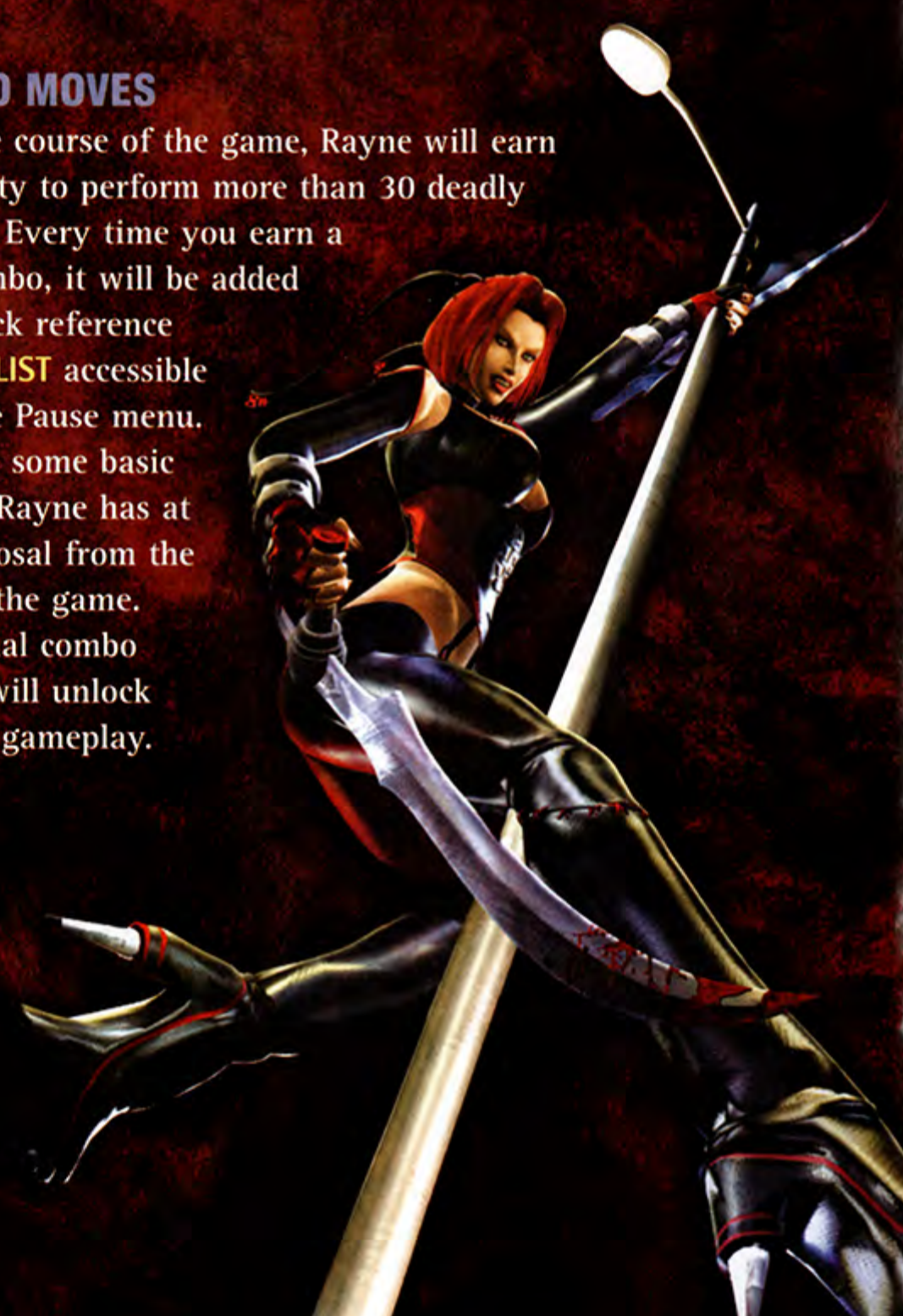
upright position, Rayne can also jump to an adjacent vertical or horizontal pole if you press the **X** button.

RAILSLIDING

When Rayne jumps onto a rail, she will automatically start sliding down it in a crouched position. Push the **left analog stick** to the left or right in conjunction with the **X** button to make Rayne perform an aerial jump to a parallel rail. While sliding, Rayne can also use both her blades and guns to mow down enemies in her path.

COMBO MOVES

Over the course of the game, Rayne will earn the ability to perform more than 30 deadly combos. Every time you earn a new combo, it will be added to a quick reference **MOVES LIST** accessible from the Pause menu. Here are some basic combos Rayne has at her disposal from the start of the game. Additional combo strings will unlock through gameplay.





BASIC COMBOS (without target lock)

↑, □, □, □ ----- Bull's Arrow

↑, ○, ○, ○ ----- Silkworm Spins

□, □, □ ----- Black Wasp

○, ○, ○ ----- Twisting Gull

BASIC COMBOS (with target lock)

↑, L1, □, □, □ ----- Mantis Kiss

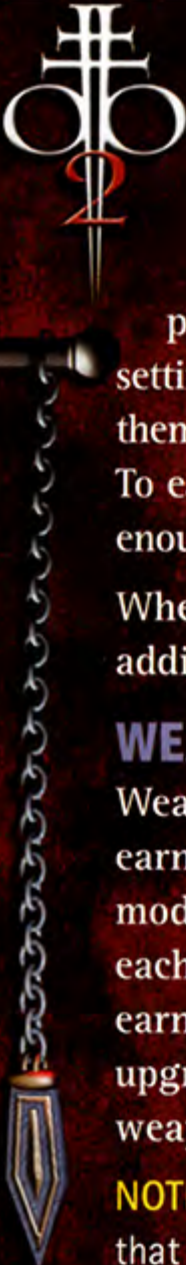
↑, L1, ○, ○, ○ ----- Turning Dragon

L1, □, □, □ ----- Lotus Spear

L1, ○, ○, ○ ----- Butterfly Flick

↓, L1, □, □, □ ----- Suspended Stag

↓, L1, ○, ○, ○ ----- Encircled Steer



EARNING CARNAGE

BloodRayne has two different experience meters—one for carnage and another for her weapons. To earn carnage,

Rayne must kill enemies by using the environment. For example, you earn extra carnage points for impaling victims on things, setting them ablaze by igniting barrels/tanks near them or with them, and throwing enemies into objects to solve “killing puzzles.” To earn gun experience, you need only use a particular weapon enough to fill your gun experience meter entirely.

When Rayne fills her carnage meter, she will be rewarded with additional capacity on her health and rage meters.

WEAPON EXPERIENCE

Weapon experience is particularly valuable because instead of earning a capacity upgrade, Rayne will actually earn a gun mode upgrade. Each of the six base weapons has two upgrades each. When Rayne maxes out her gun experience meter, she will earn an upgrade for the weapon she’s currently using. That upgrade will be a more powerful gun mode within the same weapon class.

NOTE: Once a weapon has been upgraded, the upgrade is permanent for that weapon “family” so you can no longer use the less powerful base weapon you upgraded from.

DHAMPIR GUNS

Early on in the game, Rayne will discover special dhampir guns that have several unique features. These guns rely solely on blood for ammunition so when you run low on ammo, you’ll be on the hunt for victims instead of ammunition pick ups. You will need to perform any of four possible gun fatalities to refill the blood reservoir in both guns. See **FATALITY MOVES** on pg 19.

Press the **R1** button to fire Rayne’s guns. You can also use weapon fire in conjunction with the **L1** button to focus your fire more directly on a specific enemy. When not locked on, Rayne will autotarget her weapons on the nearest enemies (note Rayne can only autotarget from poles). This will be

more dynamic and will wound more enemies but her gunfire will not be as damaging to a single enemy as it would be with a targeted shot.

Rayne's guns are also upgradeable once you gain enough experience using a particular weapon. See **WEAPON EXPERIENCE** on page 18 for more information.



FEEDING

Rayne has built-in health recovery due to her half-vampire heritage: drinking living blood. If Rayne is close to a victim when the **△ button** is pressed, she begins feeding. She can feed from two different directions--from the front or from behind. While feeding from the front, press the **⊗ button** to make Rayne dismount her victim and forcefully kick him/her into other enemies or environmental objects. When used in conjunction with the **left analog stick**, this move is useful for aiming, launching and impaling enemies on spikes or other nasty items. When feeding upright, Rayne can use her victim as a human shield--use the **left analog stick** to turn the body and interpose it between her and other enemies.

FATALITY MOVES

Fatality moves let Rayne end feeding in a spectacular fashion and build her rage meter faster than via regular blade attacks. There are 12 different fatalities possible depending on how Rayne approaches her victim and which secondary button you press. Press the **△ button** to begin feeding, and before your victim is drained of blood and dies, press the **△ button** again and/or press one of three different buttons to initiate a fatality. Make sure you consult the **MOVES LIST** from the Pause screen to reference all available fatalities.



□ button = Blade Fatality



⊙ button = Kick Fatality



R1 button = Gun Fatality

NOTE: Gun fatalities are necessary to increase your ammunition supply since Rayne's weapons "feed" on blood just like she does. Because of this, there are no ammo pickups in the game but every victim you encounter is potential "blood ammo." If Rayne's guns run out of blood and you continue to fire, her weapons will "feed" off of her, decreasing her health meter.

HARPOON FUNCTIONS

Rayne's harpoon is composed of a light throwing knife attached to a retractable chain. It has two basic functions:

THROWING ENEMIES

Press the **L1 button** to target your enemy, then press the **△ button** to launch the harpoon. Continue to hold the **L1 button** after the harpoon has pierced your victim. Before it retracts, there will be a slight pause as Rayne readies for the pull backwards. During this moment, you can push the **left analog stick** in any direction to make Rayne whip her victim in the direction pressed. This action is critical for completing the various "killing puzzles" found throughout the game so learn to master it early.

BREAKING OBJECTS

Rayne's harpoon also lets her use the environment to her advantage. Certain weakened objects can be pulled loose to spill debris down on enemies or pull the ground out from underneath them. Press the **L1 button** to target these objects/areas (use Aura Vision to determine which objects can be manipulated), press the **△ button** to launch the harpoon and then use the **left analog stick** to pull the object or area free.

POWERS & VISION MODES

Blood powers and dhampir visions are an important part of Rayne's combat and navigation abilities. She starts out with Aura Vision, Dilated Perception and Blood Rage. All powers except Aura Vision require rage to use and each will drain the meter while in use (third tier powers drain the meter the fastest because they are the most powerful). To refill your drained rage meter, you need to execute fatality moves (see **FATALITY MOVES** on pg. 19).

You can increase your capacity for rage and health by maxing out your carnage meter. This is possible through environmental kills (i.e. impaling enemies, setting them on fire, solving killing puzzles, etc.).

Rayne will upgrade from Tier 1 abilities to Tier 2 abilities as she beats certain bosses in game. Once you've earned an upgrade, you can still use the previous base ability. Depending on the situation, it may be more favorable to use a lower tier ability because doing so will drain the rage meter slower (conversely, using a higher tier ability will drain the meter significantly faster so while it may be more powerful, it doesn't last as long).

NOTE: Once you have a power or vision activated, you can return to Normal Vision mode or turn off any power by tapping down on the **directional button**. The tiered upgrade system works like this:

Tier 1

Aura Vision

Dilated Perception

Blood Rage

Tier 2

Ghost Feed

Super Speed

Blood Fury

Tier 3

?

?

?

Each ability consumes rage at a different rate and some require that the meter be completely filled before you can use them.

Aura Vision

One of Rayne's innate powers is the ability to expand her visual perception. In addition to serving as a natural night-vision, Aura Vision allows Rayne to "see" living prey regardless of the lighting. Aura Vision can also help Rayne navigate an area because when in this mode Rayne can view accessible poles and rails that she can use to her advantage. Similarly, Aura helps Rayne identify "killing puzzles" she has to solve in order to progress through an area. Finally, Aura Vision also enables Rayne to see environmental objects she can manipulate as well as special "markings" left by other vampires and dhampir. These markings can sometimes lead to secret doors that may appear to be dead ends in normal vision. Tap left on the **directional button** to activate Aura Vision. This power is available from the start of the game and will not drain Rayne's rage meter when in use.

Ghost Feed

Ghost Feed enables Rayne to send out a ghostly version of herself to rapidly drain a targeted opponent's health while increasing her own. This power has a long distance range similar to the harpoon and it cannot be blocked. Ghost Feed consumes 50% of Rayne's rage meter so if the meter is below half, you cannot use this power. Tap left on the **directional button** twice to activate Ghost Feed.



Dilated Perception

Rayne has the innate ability to “slow down” time via Dilated Perception. In actuality, she’s simply processing sensory information so fast that everything (including herself) seems to be moving in slow motion. This allows her better control for hitting targets, evading attacks and dodging bullets. Press right on the **directional button** to activate Dilated Perception. This power is available from the start of the game.

Super Speed

Super Speed enables Rayne to move at her normal speed while her enemies move at a much slower pace. This makes them more vulnerable to her attacks and gives Rayne an obvious advantage in a heated battle. Tap right twice on the **directional button** to activate Super Speed.

Blood Rage

Blood Rage enables Rayne’s kick and blade attacks to yield double damage and is available from the beginning of the game as long as your rage meter has rage accumulated. While in Blood Rage mode, if Rayne takes damage, it will reduce her rage meter, not her health meter. Press up on the **directional button** to activate Blood Rage. **NOTE:** You can not block attacks while in Blood Rage.

Blood Fury

Blood Fury is an enhanced version of Blood Rage. Rayne will move that much faster and inflict that much more damage to her enemies who will be unable to block her frenzy of attacks. To activate Blood Fury, tap up on the **directional button** twice. If Rayne is attacked, the rage meter will reduce and continue to drain as she takes additional damage.

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