

GHOST RIDER



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PICTURES 

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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.

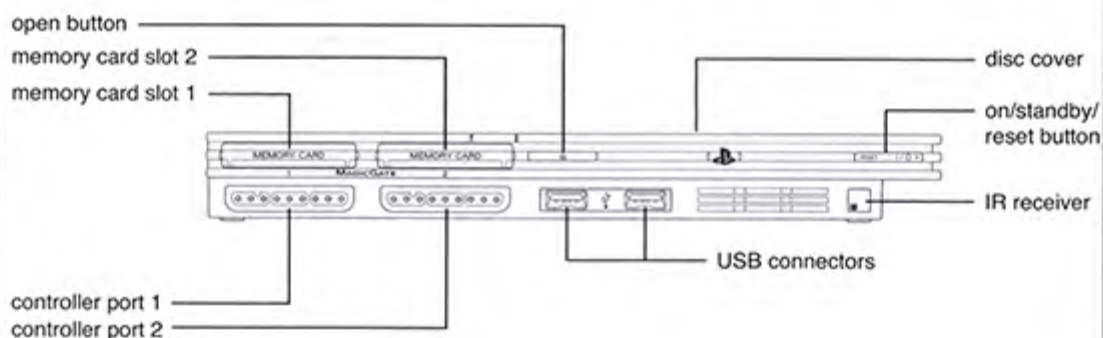
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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



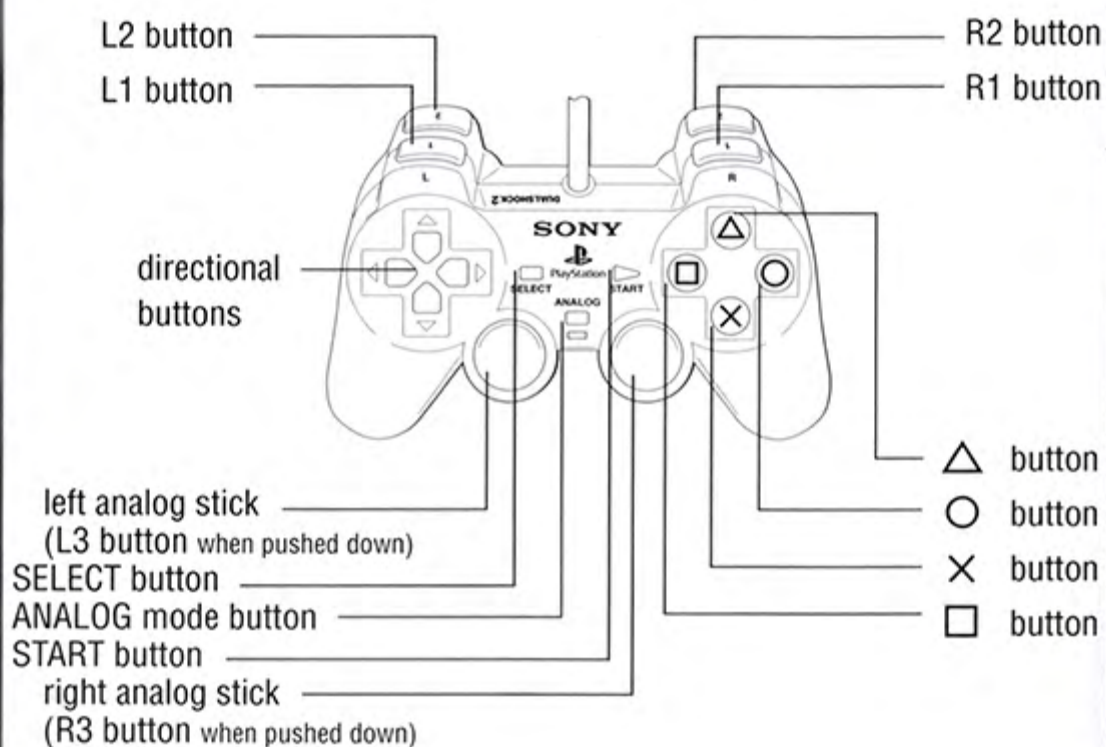
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the GHOST RIDER disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the 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



INTRODUCTION

Cheated by the devil Mephisto, Johnny Blaze is cursed to spend his nights as the Ghost Rider—a Spirit of Vengeance who must hunt down evil doers and punish them for their deeds.

Although Mephisto is the cause of his eternal suffering, Johnny is forced to help him when he is summoned to Hell. Johnny must become the Ghost Rider to take on Hell's worst nightmares in order to save the life of his girlfriend Roxanne, and at the same time save the world!



STARTING THE GAME

On booting the game and pressing the **START button** you will be taken to the Main Menu.

MAIN MENU

From the main menu you can access all aspects of the Ghost Rider game. Use the **directional buttons** or the **left analog stick** to move up and down the options and press the **X button** to select.

NEW GAME

Begin a new game from the start of the story.

LOAD GAME

Load a previously saved game.

OPTIONS

Alter your game settings.

EXTRAS

View comics, movies and artwork that you have purchased in the upgrades screen!

SAVING & LOADING

To save in Ghost Rider you must first pause the game with the **START button** and then choose **SAVE** from the menu. You will also be asked at the end of each level if you would like to save your game. Choose which slot you wish to save into and press the **X button** to confirm.

To load a saved game, choose "Load Game" from the Main Menu to browse the games you have saved and press the **X button** to load your chosen game.

Warning: If you quit out of a game in progress and have not saved you will lose all progress.

HOW TO PLAY

PROGRESS

Starting a new game, Ghost Rider begins in Hell. He must travel back to Earth and track down the evil souls who have escaped! The game is split into chapters, each chapter taking place in a different location. Within each chapter are multiple levels. Make your way through the levels to move through the story. Levels will take place on foot or bike and each chapter finishes with a climactic boss battle in which Ghost Rider must face a powerful foe.

ON FOOT

On levels in which Ghost Rider fights on foot, you must battle through waves of enemies and find your way to the escaped Evil Soul who is waiting somewhere in the world. Pass through doors in the world by approaching and pressing the **⊙** button. To see an overview of the current level, pause with the **START** button and choose "MAP" from the menu.

Soul Barriers



When you see a red mist enveloping a doorway this means the demons have summoned a "soul barrier" to halt your progress. Destroying the barrier is as simple as taking out all the demons in the area. Once they are vanquished, the barrier will disappear.

Elemental Barriers

Some barriers will be more permanent, having been generated by potent



elemental magic. To destroy these barriers you must find the powerful enemy who controls the element and absorb their soul. Doing so will grant you the ability to close the barriers

and often award you with new powers for your Hell Cycle. If you find your way blocked by an Elemental Barrier, try another exit and return when you have absorbed a new elemental soul.



Earth Soul:

Possessed by the Earth Elemental.

Grants "Double Hellfire Jump" when combined with the Hell Cycle.



Water Soul:

Possessed by the Water Elemental.

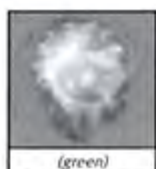
Grants the "Hellfire Surf" ability when combined with the Hell Cycle.



Air Soul:

Possessed by the Air Elemental.

Grants "Hellfire Boost" ability when combined with the Hell Cycle.



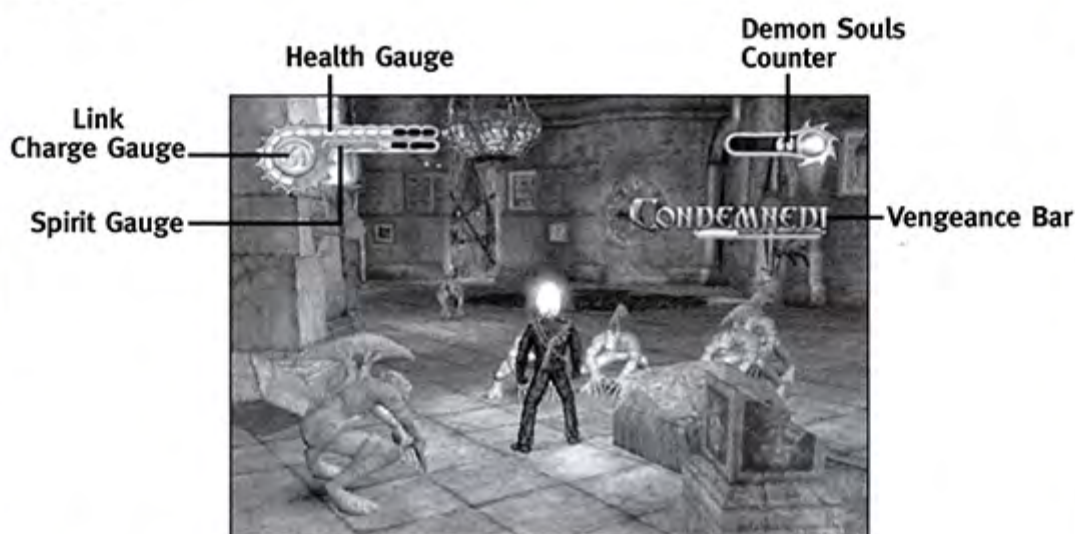
Dark Soul:

Possessed by the Muck Monster.

BASIC CONTROLS (ON FOOT)

L1 button	Trigger Retribution
L2 button	Link Attack
R1 button	Block
R2 button	Shotgun
R3 button	Reset Camera Behind Player
△ button	Heavy Attack
□ button	Light Attack
× button	Jump, After Upgrade: Press Twice to Double Jab
○ button	Grab/Open Door, During Retribution: Performs Penance Stare
Left analog stick	Move
Right analog stick	Roll
SELECT button	Taunt
START button	Pause

HUD



FIGHTING

Combination Attacks

Attack enemies using combinations of Light, Heavy, Jump and Block. Hit an enemy enough times in a row to stun them and then grab them with the **○** button to take 'em out.

As the game progresses, you can spend Essence to upgrade Ghost Rider – expanding his power and gaining all new combination moves.

Example Combination Moves:

R1 button + the **△** button: Jumping Uppercut
Launches enemies into the air.

R1 button + the **□** button: Shoulder Barge
Use this move to quickly move toward an enemy and open them up for an attack.

△, **□**, **□**: Windmill

Use this move to cause big damage and toss enemies into the air.

△, **△**, **□**, **△**: Hell Punch (must be purchased from Caretaker)
Causes great damage and knocks surrounding enemies back.

DEMON SOULS

Defeated enemies will release souls. These souls are the currency you use to purchase upgrades and extras so get as many as you can! Hold block to suck souls towards you.

VENGEANCE BAR

As you fight, your Vengeance Bar will build up. The more enemies you hit and the more stylishly you fight the further it will fill. Use a variety of attacks and mix up your combination attacks to fill it faster. Taking any damage will break the Vengeance Bar. Can you get all the way to VENGEANCE Level?

As the bar levels up Ghost Rider's flame will change color and he will become energized. The higher the level of the Vengeance Bar, the more souls and charge will be dropped by demons when they are destroyed. More souls mean more things to purchase in the Caretaker's Upgrades!

Some enemies will come to battle with "Spirit Shields" – to break the shield you must level the Vengeance Bar up to a high enough level to break the shield.



SPIRIT GAUGE



By fighting, Ghost Rider also fills his Spirit Gauge. This gauge grows as hits are landed on Ghost Rider or his enemies. There are two uses for the Spirit Gauge:

Shotgun

Each full chunk of the gauge allows you to fire off one shotgun attack with **the R2 button**. Using the Hellfire Shotgun is a powerful way of weakening enemies.

Retribution

Once you have filled 4 chunks, you can press **the L1 button**

to trigger Retribution! For as long as the Spirit Gauge lasts the screen will brighten and Ghost Rider will be energized to inflict Retribution. Ghost Rider will move faster and cause more damage and enemies will be unable to make him flinch. During Retribution Ghost Rider will be able to make even the most powerful enemies stagger back from his attacks.

During Retribution Ghost Rider can grab any enemy to inflict the Penance Stare upon them. This powerful move will use up all the remaining Spirit Gauge and use it to rip huge numbers of Demon Souls from the victim. More souls – more things to unlock!

LINK CHARGE

As well as souls, defeated enemies will drop Demon Charge – the source of their evil power. Collecting these will store up the energy in Ghost Rider's chain.



When the chain is full, release all the energy with the **L2 button** for a massive attack that will damage all the enemies around you.

ON BIKE

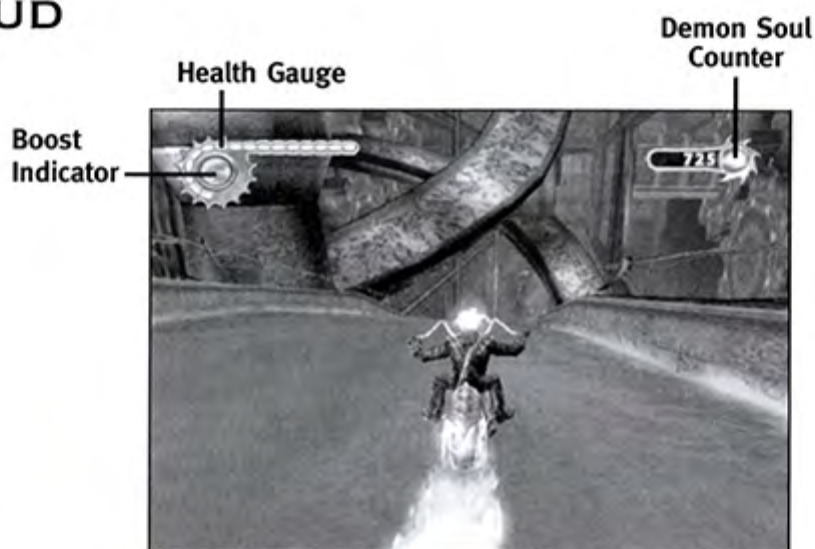
On levels where he rides his Hell Cycle, Ghost Rider must race to the end of the track, taking out enemies on the way and using the power of the Hell Cycle to overcome obstacles.

As Ghost Rider absorbs the souls of powerful enemies in the foot levels he will gain new powers for the Hell Cycle. He can use these to bypass the obstacles he will face.

BASIC CONTROLS (ON BIKE)

L1 button	Brake
L2 button	Power Down
R1 button	Accelerate
R2 button	Boost
△ button	Chain Attack Right
□ button	Chain Attack Left
⊗ button	Jump
⊙ button	Fire Projectile
Left analog stick	Steer
START button	Pause

HUD



UPGRADING

As you progress through the game you can increase your strength and abilities thanks to the souls you have absorbed.



By pausing the game and then choosing “Upgrade” you can enter the Caretaker’s Upgrades to upgrade your character. Use the **L1** button and the **R1** button to page between different sections; move between items with the **↑** and **↓** directional buttons, then spend souls with the **⊗** button to buy items.

There are several ways in which you can boost your abilities:

NEW MOVES

Fire Combos

Buy combination moves that draw on the power of Fire, e.g. “Fire Cutter” – an upgraded move that cuts through the air with fiery force.

Light Combos

Buy combination moves that use rapid chain attacks to take out the enemy, e.g. “Helicopter Attack” – a move that spins the chain like a helicopter rotor to slice and dice demons.

Heavy Combos

Buy combination moves that deliver a powerful payload, e.g. “Super Quake” – a devastating jumping attack that slams down on your opponent with terrifying force.

SPECIALS

Health

Boost your health and last longer in a fight!

Spirit

Boost the length of the Spirit Gauge to make **Retribution** last longer and reap even greater rewards from your **Penance Stares**.

Link Charge

Level up the Link Charge Attack through SOLAR and OMEGA level.

Shotgun

Overheat the Hellfire Shotgun to access RED HOT and WHITE HOT levels—awesome power!

Bike Hellshot

Upgrade the projectile attack on your Hell Cycle to add homing power and multiple shots into the mix!

EXTRAS

BUYING EXTRAS

Purchase extras during gameplay by pressing the **START button** to pause and choosing **UPGRADE** from the menu to enter Caretaker's Upgrades. From there you can spend your collected souls on upgrading Ghost Rider's abilities, movies, comics and images.

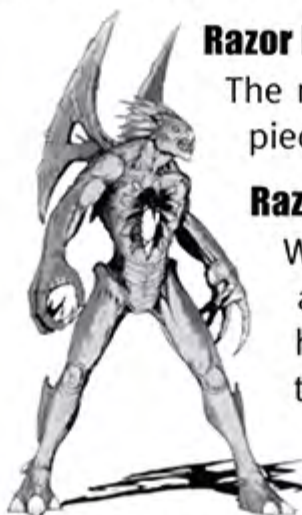
VIEWING EXTRAS

To view the extras content you have purchased, select "Extras" from the main menu. From here you can also activate cheats you have earned through game completion and other achievements.

KNOW YOUR ENEMY

HELL

Here are some of the enemies you will face in the first chapter!



Razor Demon

The most basic of Hell's minions and a nasty piece of fodder for Ghost Rider to dispatch!

Razor Demon Rider

Watch out for these critters as they pull alongside and try to knock Ghost Rider off his bike. Hit back with the chain to take them out.

Fire Spitter

Hell's artillery, the Fire Spitter is a grotesque creature who summons up fiery phlegm to spit at his enemies. Watch out for his attacks then get in there and pummel him.



Hell Bat

What the Hell Bat lacks in power or intelligence, it makes up for in numbers – you'll often face packs of these winged demons. Listen for the shriek before they swoop and attack.

Terrorsmith

The terrorsmith is one of Hell's heavy units—a giant hulk made of muscle and sharpened bone. It takes effort to make this goliath flinch—use a Chain Slam to open him up and then get the hits in. Even then you have to be careful—pummel him too much and he'll bust out his rage attack!



LATER ENEMIES

Some of the terrifying foes you will face later in the game:

Lilin Scythe Beast

One of Lilith's many twisted creations, these beasts are cursed to spend their existence with huge blades stitched onto their arms.

Once they start spinning, it's not easy to stop them so roll or block!



Earth Elemental

Created by Lilith from the remains of one of Blackheart's evil lieutenants, this giant monster is a hulking juggernaut of rock and magma.

This monster only flinches during retribution so get your hits in where you can and watch out for his punches and slams!



Deathwatch Katana Ninja

A member of the translord Deathwatch's elite Ninja corps, the lightning fast katana ninja pulls a quick back flip before dashing forward to deliver his killing blow. If he holds his sword up to block, jump up and slam to break his stance.



Deathwatch Shuriken Ninja

The artillery of Deathwatch's army, the Shuriken Ninja will attack from afar with his diamond-sharp stars.



Water Elemental

Another creature created by Lilith in her attempt to resurrect Blackheart and his entourage. This beast has been fused with the experimental weapons technology that allows him to teleport and to summon a devastating laser blast.

Demon Biker

The bodies of these dead bikers have been reanimated by demons, who now use them as weapons to stop the Ghost Rider.



Demon Crow

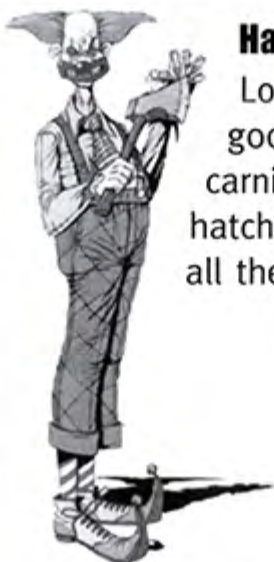
The familiars of the insane Scarecrow, these monstrous winged vermin will swoop down and lash out with their razor sharp talons, shredding their enemies.



Air Elemental

The last of Lilith's conjurations is this wraithlike specter. A mess of rags and bones, this filthy creature can draw upon the wind to summon a punishing tornado that will cut foes to pieces.





Hatchet Clown

Lots of people are scared of clowns and with good reason! These demonic clowns tour the carnival looking for people to chop with their hatchets and giggling to themselves all the while.

Bomb Clown

This demonic clown has transformed the harmless props from a circus performance into high impact explosives. Keep an eye on the demon AND his bombs if you want to stay alive!



Muck Monster

This dread creature used to be a carnival freak, a real life side-show oddity. No more: the flow of evil into this world has transformed him into a formidable monstrosity capable of projecting demonic bile at his unsuspecting victims.



CREDITS

Developed by Climax

Executive Producers

Karl Jeffery
Simon Gardner

Game Director

Mark Simmons

Public Relations Manager

Dawn Beasley

Technical Director

Julian Rex

Art Director

Glenn Brace

Design Director

Rhys Cadle

Lead Designer

Sam Barlow

Lead Level Designers

Robert McLachlan
Shaun Smith

Designers

Mark Diggles
Kevin Clarke
Ian James
Dan Hooley
Mark Stephenson
Remi Van Loenen
Ross Mansfield
Dan Kingdom

Lead Programmers

Kostas Kostiadis
Dave Owens

Technical Lead Programmer

James Sharman

Programmers

Richard Nutman
Mike Burmester
Andrew Earle
Robert Macdonald

Bojan Nastic
James Manning
Jun De Winter
Barry Northern
Will Baker
Damian Hammond
Dominic Wong
Mark Lyhane
Peter Roberts
Tony Mack
Andy Wilton
David Cumming
Lizi Attwood

Lead Artist

Neale Williams

Art Outsource Manager

Dee Doherty
Andrew Forster

Lead Environment Artist

Saul Marchese

Lead Special Effects Artist

Paul Christey

Artists

Aaron Miller
David Bowman
Simon Cope
Rob Wilmot
Vanessa Wells
Marcus Burden
Stephen Cooper
Mike Oakley
Santiago Gutierrez
David Ramsbottom
Ian Sutton
Elco Vossers
Kevin Martin
Michael Smith
Paul Jasicki
Dan Attwell
Howard Swindell
Peter Lumley
Jason Brashill
Tony Rogers

Asset Integrator

Doug Townsley

Lead Animator

Stewart Alves

Animators

Nick Hodgson
Mark Montague
Dominic Wright
Duncan Skertchly
Steven Gallagher

Audio Engineer

Matt Simmonds

Music

Chrome Audio

Management Cover

Gary Burchell

Assistant Production Manager

Steve Thompson

Lead Quality Assurance

Barry Martin

Quality Assurance

Russell Linn
Rob Shread
Ben Cousins
Andrew Auckland

Special Thanks

Emma Barrett
Jane Austin
Jim Clews
Russell Moss
Sarah Simmons
Nicola Burden
Oliver Burden
Tereza Owens
Paris Owens
Pharrell Owens
Heqian Forster
James Ling Forster
Anne Martin
Ethan Martin
Bethany Martin
Bump Martin
Lauren Cornish
Kara Wilkinson
Daisy Hodgson
Amanda Kostiadis

Amiee Ioanna Kostiadis
Stuart Atkinson
Steve Austin
Stephen Boddle
Chris Defosse
Alan Fenn
Max Fielder
Sam Firman
Craig Harkness
Barry Hounsome
Zachariah Howe
Jason Keeble
Alex Maw
Karen Marchese
Jamie Marchese
Aidan Marchese
Zoe Pickering
Sorcha Marchese
Kate Hughes
Immy Oakley
Rebecca Oakley
Andrea Steele-Williams
John Harris
Jackson Rogers
Katarina Oravikova
Sean Misslebrook
Del Seymour
Matthew Singleton
Wayne Sprake
Catherine Woolley
Apostolos Zourtoumidis
Sarah Hill
Chrissie Davies
Star Westbrook
Susan King
Nicki Atwell
Nicole De Winter
Ayumi De Winter
Yuna De Winter

2K Publishing

President

Christoph Hartmann

C.O.O.

David Ismailer

General Manager 2K Games West

Adam Sussman

VP Product Development

Greg Gobbi

VP Sales & Licensing

Steve Glickstein

Development Manager

Jon Payne

Producers

Sean R. Scott

Anthony DeLuca

Associate Producer

James Pacquing

VP Marketing

Sarah Anderson

Director of Marketing

Tom Bass

Senior Product Manager

Christina Recchio

Director of Public Relations

Marcelyn Ditter

International PR Director

Markus Wilding

Media Specialist

Larry Stephens

Director of Operations

Dorian Rehfield

Art Director, Creative Services

Lesley Zinn

Web Manager

Gabe Abarcar

Web Designer

John Kauderer

Game Analysts

Walt Williams

Jim Yang

Strategic Sales and Licensing Manager

Paul Crockett

Senior Production Manager

Jack Scalici

Production Manager

Lydia Jenner

QA Manager

Lawrence Durham

QA Lead

Michael Chang

QA Senior

Tristan Clark

QA Testers

Josh Ewing

Jeremie Priest

Jake Day

Shawn Watson

Willie Hein

Cory Poudrier

Chris Lehmann

Mike Melody

Rob Newman

Triston Wall

Eric Lane

Sean Miller

Ryan Norton

Pete Mamakos

Daniel Faulconer

Nick Ferguson

Ken Wallace

Michael Mercer

Abe Munoz

Charles Sheffield

Ian Clark

Jacob Faulconer

QA Standards Lead

Michael Greening

QA Standards Tester

Paul Diaz

Andrew Garrett

Eric Lane

Matt Newhouse

Network Administrator

James Curry

**Network
Technician/Product
Support**

Adam Birstock

2K International

General Manager

Neil Ralley

PR Director

Markus Wilding

Marketing Director

Matthias Wehner

Product Managers

Ben Wyer-Roberts

Lia Tsele

PR Manager

Karl Unterholzner

Licensing Director

Claire Roberts

Development Manager

Fernando Melo

Shadow Producer

Daniel Bailie

Development Team

Denby Grace

Mark Ward

Sajjad Majid

Simon Picard

Localisation Manager

Scott Morrow

QA Manager

Chris Rowley

QA Supervisor

Domenic Giannone

QA Lead Technicians

Alex Cox

Steve Manners

Senior QA Technicians

Ian Moore

Arsenio Formoso

QA Technicians

Kephuc Nguyen

Rob Jenkins

Natalie Holkham

Michael Bunning

Denver Cockell

Russell Keawpanna

**Localisation QA
Supervisor**

Iain Willows

**Localisation QA Project
Lead**

Karen Rodríguez

Anadón

**Localisation QA
Technicians**

Marco Angiuoni

Alessandro Cilano

Alessandro Gatti

Adele Dalena

Pascal Geille

Nicolas Adam

Istvan Tajnay

Didier Pruvot

Sebastian Sparr

Sebastian Frank

Terryll Garrison

Mirko Stoeckigt

Hugo Sieiro

Beatriz Gonzalez

Noelia Gonzalez

Mastering Engineer

Wayne Boyce

Special Thanks

Ames Kirshen

Bob Sabouni

Andy Babb

Jean Raymond

Kristin Ladner

Marc Berman

Bob Blau

David Boutry

Ryan Brant

Alice Chuang

Scott DeFreitas

David Edwards

Dan Einzig

David Gershik

Jenn Kolbe

Susan Lewis

Jerry Luna

Xenia Mul

Tim Perry

Drew Smith

Nan Teh

Take-Two Sales

Natalya Wilson

Peggy Yu

**MARVEL
ENTERTAINMENT
INC.**

**Vice President &
Executive Producer,
Interactive**

Ames Kirshen

**President Of
Production, Marvel
Studios**

Kevin Feige

Legal Affairs

Seth Lehman

Joshua M. Silverman

Carl Suecuff

Special Thanks

Ari Arad

Avi Arad

Amy Sowers-

Wyckoff

Jana Haney

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Sony Pictures
Consumer Marketing,
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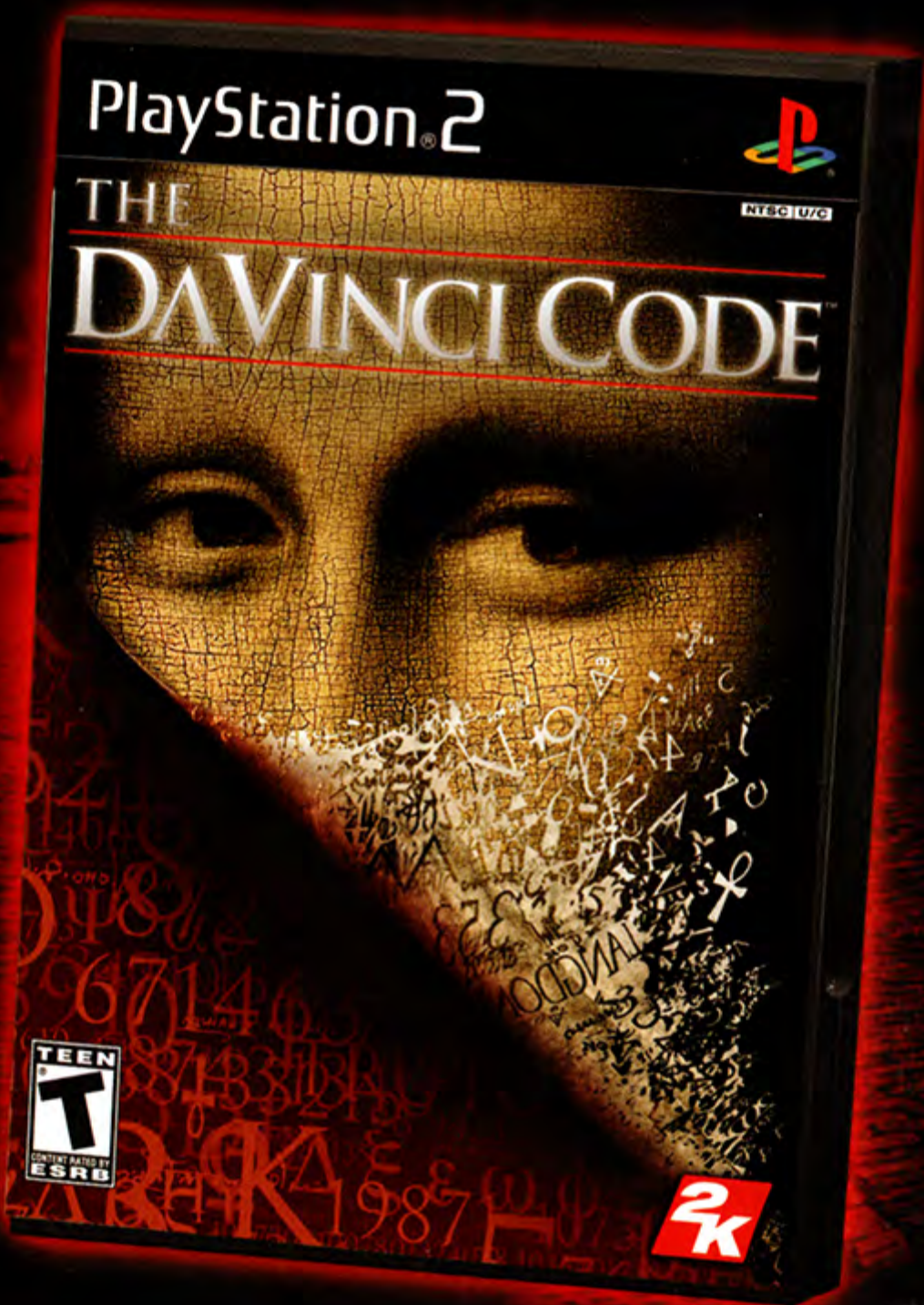
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