

McFarlane's *Evil Prophecy*TM



KONAMI

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.

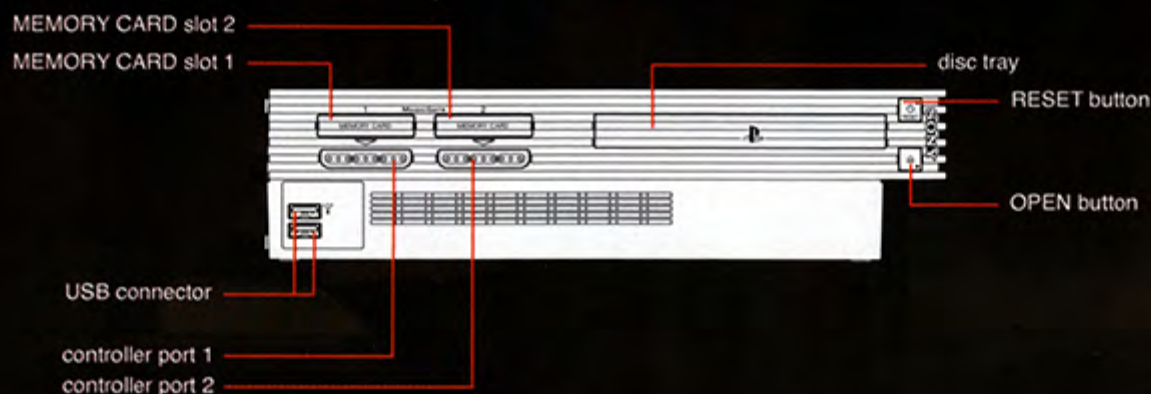
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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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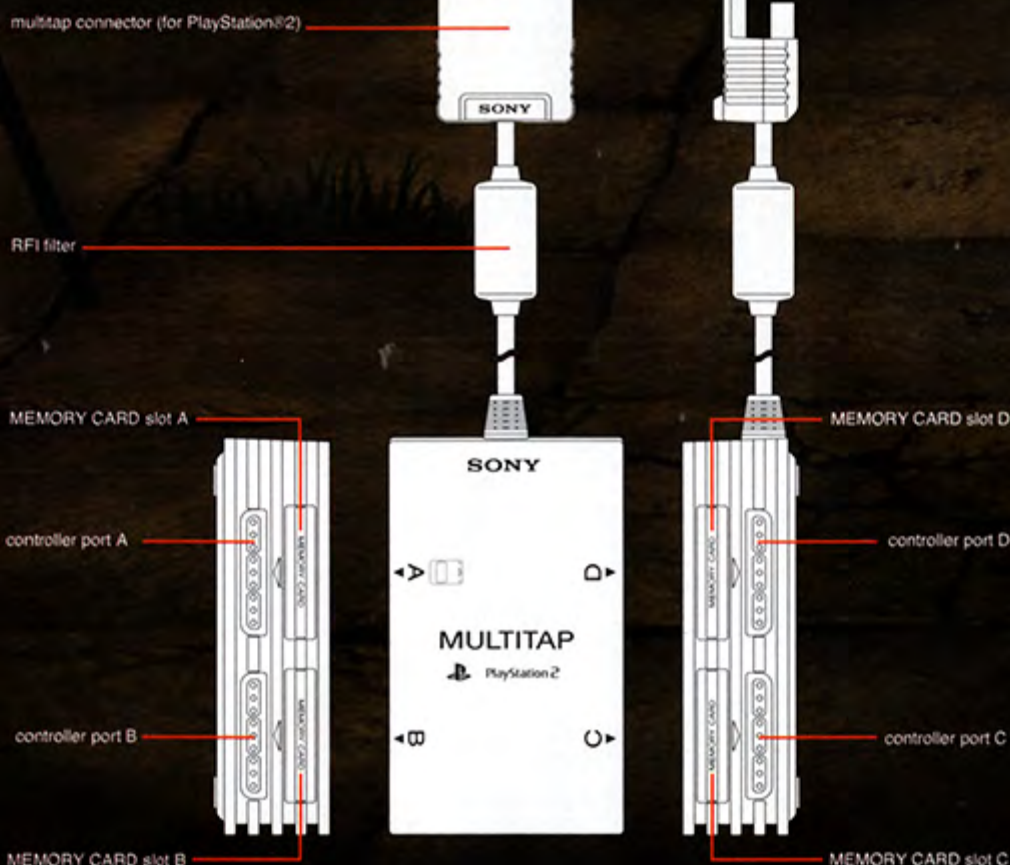
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GETTING STARTED



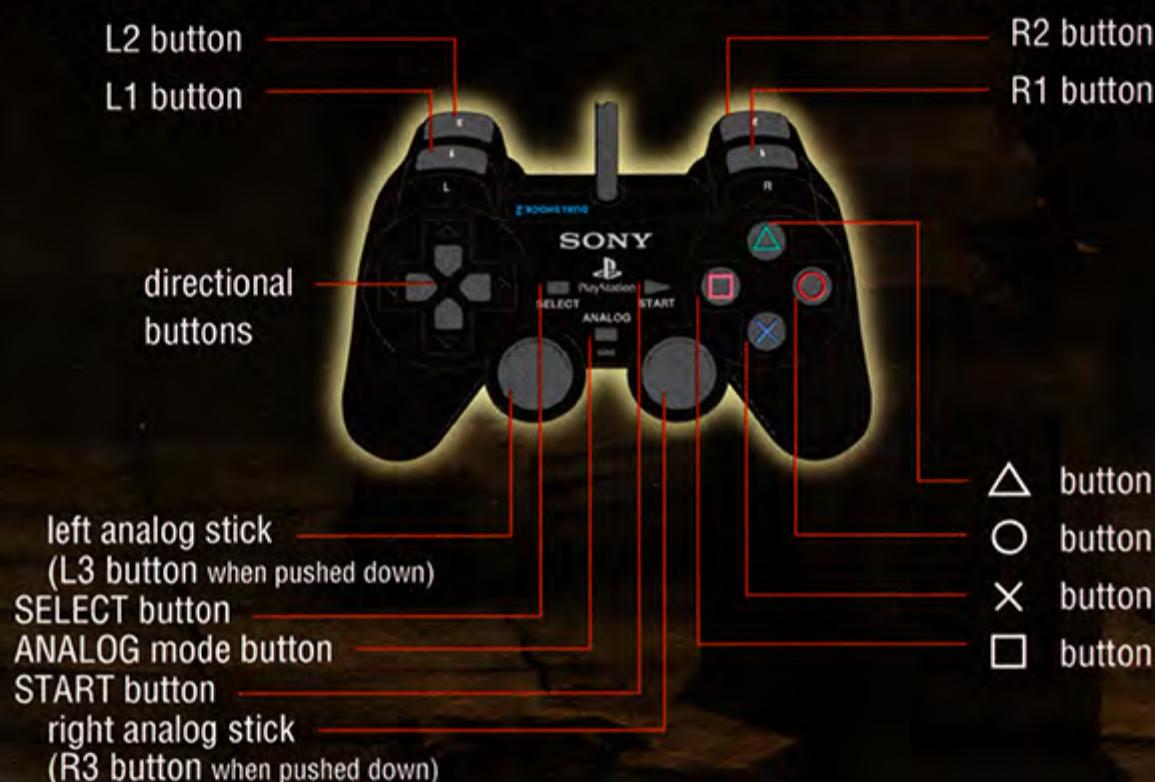
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **McFarlane's Evil Prophecy™** 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.

Multitap (for PlayStation®2)



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The game can be played using the DUALSHOCK® analog controller or DUALSHOCK®2 analog controller. Button commands are the same for all controllers. When playing a one-player game, insert the controller into the PlayStation®2 controller port 1, and when playing with two players, insert controllers into the controller ports 1 and 2 on the game console. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

Memory Card (8MB)(for PlayStation®2)

To save or load your game in progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into memory card slot 1 (memory card slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same card, or from any memory card containing previously saved **McFarlane's Evil Prophecy™** games.

NOTE: **McFarlane's Evil Prophecy™** uses at least 57 KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving or loading games.

STARTING UP

Menu Controls

left analog stick or directional buttons	Highlight item
 button	Select item, advance to next screen
 button	Cancel, return to previous screen
 button	Open/Close Pause Menu
 button	Open/Close Information Menu

Basic Game Controls

left/right directional buttons	Change character
left analog stick	Move character
right analog stick	Move camera
 button	Attack
 button	Special character attack
 button	Jump (or special attack when pressed after  button)
 button	Action (pick up/discard, interact)
 button	Unique character ability (when combined with )
 button	Character combination attack (when combined with directional button)
 button	Guard/Moves camera to the rear of the character
 button	Low stance
 button	Roll (when combined with a direction on the left analog stick)
Down directional buttons	Prevent teammate attack
Up directional buttons	Force teammate attack
 button	Game Menu
 button	Information Menu
 button	Camera instantly changes to the rear of the character

NOTE: These are the default controls for the game. Controls can be adjusted from the Options menu (see Options, Controller Setting on p. 16).

PROLOGUE

In the late 19th century, Europe was in the midst of a crisis. Unexplained phenomena were being reported all across the continent. In the mountains, people attacked by wolves were driven mad, becoming savage beasts themselves. In the Atlantic, military vessels, merchant ships, and civilian boats all began to mysteriously vanish. In parts of Germany, fear of mysterious kidnappings and disappearances kept terrified villagers trapped in their homes. Finally, when reports from northern Africa told of dead rising from their graves, many believed it to be the end of the world.

The governments of Europe tried to control the situation through the use of elite secret investigation units specifically created to deal with the unexplained phenomena. However, all of their best efforts ended in failure.



PROLOGUE

Meanwhile, in the countryside of Germany, a man was watching the developing situation with great interest. His name was Dr. Hans Jaeger, a wealthy scientist whose research into electricity manipulation had made him a preeminent figure in the academic community.

To Hans, the bizarre headlines in the newspapers were all too familiar. It was many years earlier that Hans came to possess a most peculiar book. The book was filled with bizarre verses of broken poetry telling of the fall of mankind and the dawn of an eternal age of darkness. At the time, Hans dismissed the book as nothing more than an old collection of mythic poetry. But now, as headline after headline echoed the contents of the centuries-old tome, even Hans could not deny that there was more to the old book than simple myths and legends... It was a prophecy.

What's more, is that if current events were to continue on the path outlined by this evil prophecy, then all of humanity would soon be doomed. Shaken by this prospect, Hans immediately called upon his various contacts in government and tapped into his financial resources to assemble a team of monster hunters.



PROLOGUE

Three warriors were selected for their unique balance of skill and power. The first warrior was Logan Blackheart, a notorious pirate who had recently lost his ship to one of the unexplained incidents in the Atlantic. Thirsty for revenge and longing to return to the sea, Logan agreed to cooperate with Hans in exchange for a new ship and a chance to avenge his lost shipmates.

Next, there was Delphine de Soras, a skilled marksman from the mountains of France. Her father and brother were among the first killed by the Werewolf while hunting near their mountain home. In exchange for revenge and money to support herself and her mother, Delphine agreed to help Hans in his battle against evil.

Finally, there was Sundano, a noble warrior and shaman from the jungles of Africa. Sundano had come to Europe earlier to join one of the government's secret investigation units, but was labeled a savage and was not allowed to participate. Hans later found Sundano through his government contacts. When approached by Hans, Sundano was not interested in money. He agreed to fight simply to free his people from the curse of the evil Voodoo Queen, and restore balance to the world. With the help of these three brave warriors, Hans swore to put an end to the evil prophecy once and for all.



MAIN MENU

Main Menu

Press the  button to access the Main Menu. Your fate awaits you in four venues.



STORY

Allow the terror to unfold from the beginning. See below.

DUNGEON

As if the threat of disembowelment above ground wasn't enough. See Dungeon Mode on p. 11.

BATTLE

To catch your breath means certain death. The action here is instant. See Battle Mode on p. 12.

TIME ATTACK

The stress of fighting off evil minions is compounded by a race against the clock. Stages must first be cleared and loaded in Story Mode before they become available. See Time Attack Mode on p. 14.

BONUS MATERIALS

Contains unlockable Monster Cards, Movies, and Gallery. Items must first be unlocked and loaded in Story Mode before they become available.

OPTIONS

Your only real option is to attempt survival. See Options on p. 15.

Story Mode

Select STORY MODE from the Main Menu to discover what brought these four fearless monster hunters to this dreadful place. Story Mode covers six different levels and over 30 stages. You must complete all levels and defeat the boss monsters in order to save the world from the clutches of these tortured souls.



MAIN MENU

To begin a game in Story Mode:

1. From the Main Menu, press the directional buttons up or down to highlight STORY MODE, and then press the  button to proceed.
2. Press the directional buttons up or down to highlight NEW GAME , and then press the  button to proceed.
3. Press the directional buttons up or down to highlight one of the three difficulty levels, and then press the  button to begin the nightmare.

Commencement

All four monster hunters, as good as they are, can learn a little bit more prior to the beginning of their thrash fest. Once they walk through the first set of doors, they encounter what appear to be five ordinary statues. But our "Chosen Ones" soon discover there is much more to these marble sculptures as long as they understand the proper way to interact with them.

What follows is a training ground. Use it to your fullest advantage. This is the last time you'll be able to think before you act.

Loading a Game

You can only load games while in Story Mode.

1. After selecting STORY MODE from the Main Menu, highlight LOAD GAME and then press the  button. All saved games are listed on the next screen.
2. Press the directional buttons up or down to highlight a game and then press the  button to continue with that adventure.

MAIN MENU

Statues and Training

At various points along the warriors' path, statues appear that can benefit their fighting abilities. Each statue is accompanied by a symbol that represents a warrior: Light, Lightning, Magic, and Fire. Only the corresponding warrior can "speak" with the statue to learn valuable information.

1. To speak with a statue, approach it until the flashing  button appears next to your character's icon.
2. Press the  button to speak with a statue.
3. Press the  button to scroll through all of the dialog and resume the fight, or...
4. Press  to exit the dialog.

Saving Games

Games can be saved only in Story Mode. This is done by interacting with specific pillars found along the pathways. A save-game pillar supports a sparkling orb mounted with a winged figure on top.



NOTE: McFarlane's *Evil Prophecy*™ uses at least 57 KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving or loading games.

MAIN MENU

1. To save a game, approach a pillar until the flashing  button appears next to your character's icon.
2. Press the  button to open the Save Game confirmation dialog.
3. Press the directional buttons up or down to highlight YES or NO, and then press the  button to proceed.
4. When the Save Data screen appears, press the directional buttons up or down to highlight an entry.
5. Press the  button to save your data.

Saved game data is displayed along with your location in the world map, character experience levels, and difficulty level.

6. Press the  button to exit this screen and return to the game.

Dungeon Mode

Descend to the cold, stony depths where unimaginable beasts arise from the ancient dust of every room. Fight alongside your fellow warriors to cut through the onslaught in the ultimate game of survival. A Dungeon battle ends when all Hit Points (HP) have expired.



To begin a game in Dungeon Mode:

1. From the Main Menu, press the directional buttons up or down to highlight DUNGEON MODE, and then press the  button to proceed.
2. Press the directional buttons left or right to highlight the number of players, and then press the  button to proceed. If only one player is selected, then the battle begins.

MAIN MENU

NOTE: Two DUALSHOCK®2 controllers must be connected in order to play a two-person game. A Multitap and three or four DUALSHOCK® controllers must be connected in order to play a three or four-person game.

3. If more than one player is selected, the next screen is where each player selects a character. Press the directional buttons left or right to display a character, and then press the  button. Any unselected characters will be assigned to the CPU. After all characters have been selected, the battle begins.

Battle Mode

This mode is similar to Dungeon Mode except it's a free-for-all with every warrior watching out for his or her own best interest.

1. From the Main Menu, press the directional buttons up or down to highlight BATTLE MODE, and then press the  button to proceed.
2. Press the directional buttons left or right to highlight the number of players, and then press the  button to proceed.
3. Press the directional buttons up or down to highlight the type of battle to be engaged, POINT or ARENA, and then press the  button to proceed.
4. The next screen is where each player selects a character. Press the directional buttons left or right to display a character, and then press the  button. Any unselected characters will be assigned to the CPU.
5. Press the directional buttons left or right to determine the number of duels in the overall battle. Press the  button when you are ready to begin.

MAIN MENU

6. At the confirmation screen, press the directional buttons up or down to highlight YES or NO, and then press the  button to proceed.

Point Battle

The goal of a Point Battle is to clear the rooms of all the tortured creatures that inhabit them, and to earn more points than your fellow warriors. They generally have the same goals as you; however it's easy to take collateral damage from their attacks and vice versa. An intentional attack from you on a fellow warrior could have dire consequences, especially since they are your only potential allies in this battle. It's important to balance enemy kills with friendly defense as you work your way through the rooms.

If your character loses all HP during a Point Battle, he or she will be incapacitated. However, he or she can return from the brink of death by exchanging some of his/her points for HP. In this case, characters remain unconscious until the HP bar is fully replenished.

Once all rooms are cleared, the results are displayed.

During the battle, press  to display a Mini-Map for navigational assistance.

HP Remaining

MP Remaining



Overhead Mini-Map
(press  to display)

MP is used to perform Special Character attacks ( button), Character Combination attacks () , and all unique abilities ( + ), except for Logan's throws.

Some MP is gained whenever you hit an enemy.

MAIN MENU

Results Screen

At the end of a Point Battle, the results are displayed listing the winner and the number of wins for each.

Arena Battle

This is pure warrior-on-warrior battle, a time for the Chosen Ones to vent their fury on each other. The rules are simple: the last one standing wins. Each character has four lives. How long they last is up to you.



Results Screen

At the end of an Arena Battle, the winner of the battle is declared.

Time Attack Mode

The Chosen Ones take their monster hunting abilities up against the clock. Battles can be taken to any of the 29 stages inside the **Evil Prophecy** world and times are recorded in each one.



NOTE: Stages only become available in Time Attack Mode after they have first been cleared in Story Mode.

MAIN MENU

1. From the Main Menu, press the directional buttons to highlight Time Attack, and then press the  button to proceed.

The Stage Select screen appears. The six main levels—Werewolf, Sea Creature, Frankenstein, Voodoo Queen, Mummy, and Dracula—are displayed along with stages. These are all represented by “bubbles” on the world map. A description of each stage is displayed in the lower right corner of the screen along with the current time ranking.

2. Press the left, right, up, or down directional buttons to highlight one of the 29 stages, and then press the  button to begin.

Options

1. From the Main Menu, press the up or down directional buttons to highlight Options, and then press the  button.



2. Press the up or down directional buttons to highlight one of the seven available options on the next page.
3. Press the  button to make a change.
4. Press the  button to back up one screen.

MAIN MENU

On the Options Screen, press the directional buttons up/down again to highlight the setting. Press the  button to continue.

SOUND TYPE

Select between STEREO or MONO.

SOUND BALANCE

Adjust the balance to favor either the background MUSIC or the sound effects (SFX).

CONTROLLER

Set the commands for your DUALSHOCK®2 controller.

VIBRATION

Turn the vibration function for your DUALSHOCK®2 controller ON or OFF.

BLOOD

Turn the blood effects for the game ON or OFF.

SCREEN ADJUSTMENT

Adjust the position of the game screen on your television.

RESTORE DEFAULT SETTINGS

Restores all Options to initial settings.

Controller Settings

If you need to change the controls for more effective monster hunting, you can do so here. Changes are made by swapping one button with another.

To change controller settings:

1. Press the up or down directional buttons to highlight the first button you want to change.
2. Press the  button to pick the highlighted button, and then press the up or down directional buttons to highlight the button you want to swap with.

MAIN MENU

3. Press the  button again to swap the two buttons with each other.
4. When all settings are complete, press the  button to return to the Options menu.

INFORMATION MENU

The way is not always so clear during Story Mode and each warrior's fighting tactics may have to change as the miles progress and the monsters grow in strength and numbers. The Information Menu is where in-game information is accessed and tactics are adjusted. There are four screens in this menu.

1. Press  at any time during the game to display the Information menu.
2. Press the  or  buttons to scroll between the four available screens.
3. Press  again to exit this menu.

Mission Information

Displays information about the current mission with an overhead map of your current location within that mission. No commands are issued from this screen.



INFORMATION MENU

Character Information

Displays information about each character's attack settings.

1. Press the left or right directional buttons to scroll between the four characters.



The selected character is displayed on the left side of the screen along with his or her Experience Level, as well as the Combo Level in each of four attacks: Normal, Upper, Smash, and Wide. There are five possible red marks to indicate the strength of each Combo Level.

NOTE: A character can only be improved by being active and making kills. It is up to you to select a character and keep him or her involved in the action. It's important to keep the characters balanced or you risk having a weak link.

At the same time, the settings of the other three warriors are displayed on the right side of the screen. These settings are adjustable depending on how you want them to behave while the fourth warrior (the one you control) is selected.

1. Press the up or down directional buttons to highlight any of the settings—TARGET, COMBO, or POSITION—for each of the three warriors.
2. Press the  button to select any of the settings, and a pop-up menu for that setting will appear.
3. Press the up or down directional buttons to highlight your selection.
4. Press the  button to make your selection, or press the  circle button to cancel.

INFORMATION MENU

TARGET

Determines who the character will attack—NORMAL, MINION, or LEADER. The Normal setting tells the character to attack whatever monster is closest.

COMBO

Determines which move the character will favor—NORMAL, UPPER, SMASH, or WIDE.

POSITION

Determines whether the character takes a FRONT, CENTER, GUARD, or BACK position. As this selection changes, the diagram on the left side of the screen changes as well.

A description of every setting, as well as the button commands required for each type of attack, is displayed at the bottom of the screen.

Monster Cards

As you proceed through the game, you can collect cards that contain information on the monsters trying to destroy you. You may also find rare cards that reveal interesting facts about the characters on your team or the world of **McFarlane's Evil Prophecy™**. All of these cards can be viewed from this screen.



1. Press the up, down, left, or right directional buttons to highlight a card, and then press the  button to select it.

If a monster is selected, the card displays the monster's name, HP, Attack Level, Defense Level, Weapon, and Special Attacks. Also listed is the monster's vulnerability to each of the four elemental alignments of Light, Lightning, Fire, or Magic (indicated as Low Resistance, Normal Resistance, High Resistance, or No Effect).

INFORMATION MENU

World Map

This map shows the warriors' location in the overall Story of the Prophecy. Each "bubble" represents a chapter or mini-chapter in the Story. Your current location is highlighted. The area name is displayed in the bottom right corner of the screen along with the name of the main monster you are attempting to defeat. No commands are issued from this screen.



Character Compatibility

Each of the four main characters in the team has various opinions of their teammates. Characters who have favorable opinions of each other will support and defend one another during battle, allowing them to fight more effectively as a team. A character's opinion of the currently selected player character is represented by their compatibility rating (colored bar above the red HP bar).

A blue bar extending to the right from the center of the compatibility gauge indicates that the character has a favorable impression of the currently selected character. On the other hand, a pink bar extending to the left means that the character does not get along with the currently selected character.

From the outset of your adventure, some characters mesh well with each other while others may not. You can improve your compatibility with other characters by assisting them in battle when they call for help ("HELP!" is displayed above the character's head). Compatibility with other characters can also be raised by performing Character Combination attacks. When you partner with another character to do a Character Combination attack, their compatibility with you improves. However, take note that even if a particular character feels close to another, the opposite is not always true.

GAME MENU

1. Press  at any time during a fight to pause the action. The two choices are BACK TO GAME and QUIT GAME.
2. Press the up or down directional buttons to highlight your choice, and then press the  button to proceed.

THE CHOSEN ONES

Call them what you will—chosen ones, great warriors, monster hunters—their contempt for the vile creatures they have come to defeat is matched only by their courage. Since you will be very closely involved with their activities during this adventure, it's probably best that you learn something about them.

LOGAN BLACKHEART™



Dreaded captain of the infamous pirate ship "Blackwynd", Logan Blackheart was well known as both a skilled fighter and a notorious pirate. However, all of that changed one stormy night several weeks ago, when Logan's ship and crew fell victim to a mysterious rash of disappearances in the Atlantic. From this experience, Logan learned first-hand that the ships lost in the Atlantic did not simply vanish, they were attacked by terrible sea monsters. Logan alone survived the ordeal and swore vengeance on the monsters that had robbed him of his ship and crew. Meanwhile, Hans Jaeger heard rumors that the infamous pirate Blackheart was without a ship. Using his connections, Hans tracked down the ruined pirate and offered Logan a new ship in return for his help in vanquishing the evil that threatened humanity. Logan didn't particularly care about saving the world, but desperate to return to the sea and avenge his fallen comrades, he agreed to join Hans in his monster hunt.

THE CHOSEN ONES

DELPHINE DE SORAS™



Born and raised in the wild mountainous regions of France, Delphine is a skilled marksman and a resourceful survivor. Her father and brother were killed before her eyes by a giant werewolf in the mountains near her farmland home. Seeking vengeance, she recalled the folklore of her childhood and forged silver bullets to combat the monsters.

However, she soon found that even after selling all of her family's meager possessions, there were far more monsters standing in her way than silver bullets in her guns. Desperate, Delphine left her mountain home in search of help, promising her mother to return after she had killed the werewolf. In town she learned of a rich German aristocrat offering a huge reward for anyone capable enough to serve on his team of monster hunters. In exchange for her help in exterminating the monsters that had overrun the land, Hans promised to give Delphine her vengeance and enough money to support herself and her mother until the end of their days.

SUNDANO™



A warrior shaman from the jungles of western Africa. Sundano's village was enslaved by the Voodoo Queen. Sensing the rising evil in the world, Sundano foresaw that it was not just his village, but the fate of all humanity that was in peril. Upon hearing that countries of the world were assembling teams to investigate the strange incidents, he traveled to Europe to lend his aid and represent his people.

However, he was labeled a savage and not allowed to participate. Sometime later, Sundano was contacted by a German scientist named Dr. Hans Jaeger, who had learned of Sundano's existence through members of the international council. Dr. Jaeger offered Sundano anything he wanted in exchange for his assistance in destroying the monsters that had appeared in Europe and elsewhere. Having no need for money, Sundano refused any reward and asked only that he be given the chance to free his people and destroy the evil shaman priestess known as the Voodoo Queen.

THE CHOSEN ONES

DR. HANS JAEGER™



Hans is a scientist and scholar who, until recently, had been a renowned university professor. His research on the free manipulation of electricity had earned him recognition and many prestigious awards. However, as he became increasingly obsessed with his research, he found himself labeled an eccentric outcast by his jealous peers in the scientific community. False accusations would ultimately cost

Dr. Jaeger his work and his good reputation. However, Hans was a resilient man. Using the great wealth he had inherited from his father, Hans was able to survive comfortably and continue his research in private. When Hans learned of the strange events that had struck Europe and northern Africa, he realized that they were more than random occurrences. Based on a book of ancient prophecies that had been left to him years earlier by an old friend and colleague, Hans knew that if things were to continue on their current path, the entire world would soon be plunged into darkness. In an attempt to challenge fate, Hans took it upon himself to assemble a team of monster hunters and put an end to the progression of events outlined in this "evil prophecy".



ADVANCED GAME CONTROLS



Logan Blackheart™

Common Moves	Combo	Unique Ability
Slide: (Flip Kick) = L2 while running	Normal Combo = X, X, X... (3-5 hits depending on the level)	Giant Swing = FRONT throw R1 + X
Special: Bomb = □	Upper Combo = X, X, O	Screw Bomb = RIGHT throw R1 + X
Special: (low) Bomb Cluster = L2 + □	Smash Combo = X, O, O	Back Breaker = LEFT throw R1 + X
Special (Jump): Bomb Cluster = O, □	Wide Combo = X, O, X	Suplex = BACK throw R1 + X (Hit X to chain up to 3 consecutive Suplexes.)
Special (Cancel): Line of Bombs = X, X, □		
Jump Attack: Drop Kick = O, X		Running Attack = X while running

ADVANCED GAME CONTROLS



Delphine de Soras™

Common Moves	Combo	Unique Ability
Slide = L2 while running	Normal Combo = X, X, X... (5-7 hits depending on the level)	Double Jump = O, O
Special: Gun = □	Upper Combo = X, X, O	Spinning Kick = O, O, O (Left Analog Stick can be used to move while spinning on the ground)
Special: (low) Low Shot = L2 + □	Smash Combo = X, O, O	
Special (Jump): Gun = O, □	Wide Combo = X, O, X	Heal Teammates = R1 + X
Special (Cancel): Gun = X, X, □	For Delphine, the first two button presses = 2 hits each	Slide Shot = □ while sliding
Jump Attack: = O, X		Cartwheel Shot = L2 + □ + Direction

ADVANCED GAME CONTROLS



Sundano™

Common Moves	Combo	Unique Ability
Slide = L2 while running	Normal Combo = X, X, X... (3-5 hits depending on the level)	Jungle Spirit Summon = R1 + X
Special: Boomerang = □	Upper Combo = X, X, O	Sliding Rise Attack = X at end of Slide
Special: (low) Boomerang = L2 + □	Smash Combo = X, O, O	
Special (Jump): Poison Tornado = O, □	Wide Combo = X, O, X	
Special (Cancel): Invisibility = X, X, □		
Jump Attack: = O, X		

ADVANCED GAME CONTROLS



Dr. Hans Jaeger™

Common Moves	Combo	Unique Ability
Slide = L2 while running	Normal Combo = ×, ×, ×... (3-5 hits depending on the level)	Time Stop = R1 + ×
Special: Electric Barrier = □	Upper Combo = ×, ×, ○	Spinning Jump (Multiple) Attack = ○, ×... (While Dr. Jaeger is in the air, he can hit enemies multiple times.)
Special: (low) Electric Barrier = L2 + □	Smash Combo = ×, ○, ○	
Special (Jump): Lightning Strike = ○, □	Wide Combo = ×, ○, ×	
Special (Cancel): Triple Lightning Attack = ×, ×, □		
Jump Attack: Spinning Jump Attack = ○, ×		

MONSTERS

It would be psychologically overwhelming to describe all of the hideous creatures that you'll encounter in the Evil Prophecy. There are six super monsters that appear at the end of each major level, but their minions number in the hundreds. Your goal is always to hack your way through the minions to reach the source of all evil at every stage.



WEREWOLF



Bermon Mallory was a farmer and a family man until he fell ill one night after being attacked by a diseased wolf. After enduring a terrible and excruciating sickness for several days, Bermon awoke one morning to find his family brutally slain and his hands covered in their blood. Horrified, confused, and hunted as a murderer by his fellow villagers, he fled into the mountains. There, the mysterious disease took root in his soul. Soon, he began to see flashes of his nocturnal activities. He recalled relishing the terrified screams of his victims and delighting in the taste of human flesh. Afraid of the monster that he was becoming, Bermon tried in vain to take his own life, but found that any wounds he inflicted upon himself quickly healed. As the feral beast within him continues to grow in strength and influence, it is but a matter of time before the good man once known as Bermon Mallory fades away to nothing more than a memory.

SEA CREATURE



On a small island off the coast of England, local legend tells of a fearsome monster from the depths of the ocean that is neither fish nor man. The creature is said to have terrorized the waters of ancient England until it was sealed away by the powers of a mysterious lost civilization centuries ago. However, after countless years of decay, and through Dracula's evil influence, the seal that once imprisoned this monster has finally been broken. Once again free to terrorize the seas, and enraged by centuries of confinement, the Sea Creature seeks to destroy all who dare to enter its realm.

MONSTERS

FRANKENSTEIN



The consequence of Dr. Frankenstein's blind ambition, this twisted shell of a man is a grotesque amalgamation of flesh brought to life by a mad experiment gone wrong. Disgusted and enraged by its own horrid appearance, the creature destroyed its creator, then attempted to take its own life. However, fifteen years after that incident, it would seem that the creature failed in its suicide attempt. Brought out of hiding by the shadowy figure known as Dracula, Frankenstein has set about abducting villagers and transforming them into monsters like himself as punishment for their arrogance. Like a proud child wishing to show their accomplishments to a parent, he carries the exhumed skeleton of his creator and namesake, Dr. Frankenstein, upon his back.

VOODOO QUEEN



The Voodoo Queen was once a shaman priestess known as Shacari. However, after becoming frustrated with the limitations of shaman magic, she began to explore forbidden spells in her quest for power. After gaining enough strength to defeat her former spiritual master, the high shaman of her village, Shacari gathered an army of cultists and used her magic to enslave any who would not willfully join her by transforming them into undead monsters. Sensing her power, Dracula approached the rogue priestess and offered her immortality in exchange for sacrifices and her help in leading an army of the dead to conquer the world. Though Shacari was not fond of serving anyone, the prospect of immortality was too tempting to resist. Under Dracula's influence, Shacari's power increased, as did her wickedness and cruelty. Surrounding villages quickly fell victim to her evil, and it was not long before all of the region came to fear the one they called the "Voodoo Queen".

MONSTERS

MUMMY



Once feared as a merciless ruler, the ancient Egyptian king Akhensekhemet was slain by his younger brother, who objected to the king's cruel treatment of his subjects. Enraged by this betrayal, the king swore to return from the land of the dead, and used his dying breath to place a curse upon all of his subjects so that they be eternally bound to his will, even in death. Fearful of this curse, the new king ordered his brother's pyramid to be buried and sealed beneath a newly constructed temple designed to banish the vengeful king in the afterlife and prevent his return from the netherworld. For thousands of years the king remained sealed in his prison, until Dracula located the forbidden tomb and dispelled the protective barriers placed upon it. Now, back from the dead, the mummy king commands his cursed army of enslaved souls in an attempt to exact vengeance upon the living.

DRACULA



A sadistic lord who delighted in torture and feasting upon the blood of his victims, Dracula was presumed slain centuries ago. However, the only thing to perish with the mortal flesh of this cruel oppressor was any semblance of humanity that remained in his black heart. After clawing his way back from the depths of hell, Dracula returned as a vampiric demon with a twisted body to match his demented soul. Using a long forgotten ancient astrological device to guide the heavens and shape destiny, Dracula spread the shadow of his will over the land and saw to the creation and resurrection of five great evils. Now, the forces of evil at their apex, this self-proclaimed Lord of Darkness is but a step away from creating an age of eternal darkness and commanding dominion over all of existence.

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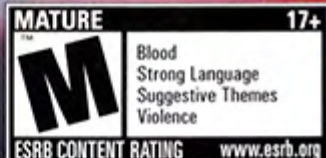
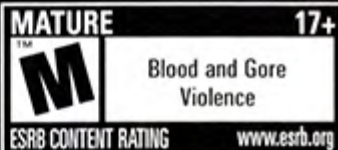
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