

SPAWN[®]

ARMAGEDDON



namco[®]

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.

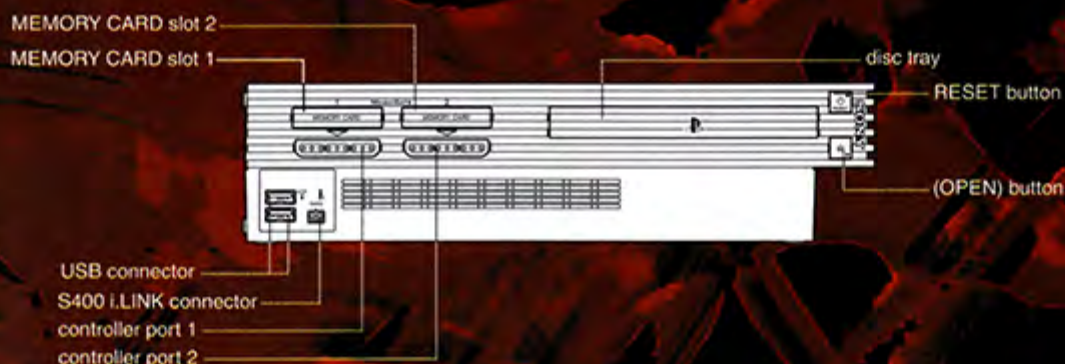
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

TABLE OF CONTENTS

SETTING UP	2	WEAPONS	20
GAME CONTROLS	3	AGONY	20
MEMORY CARDS	3	CHAINS	20
ARMAGEDDON	5	SAWED OFF SHOTGUN	20
GETTING STARTED	6	SEMI-AUTO PISTOLS	20
MAIN MENU	6	MADCAP SUBMACHINE GUN	21
WINNING THE GAME	7	MINI-GUN	21
COMPLETING THE GAME 100%	7	BRIMSTONE CANNON	21
MISSIONS	7	BURST MISSILE LAUNCHER	22
GAME AREAS	8	INFERNO CANNON	22
THE BOWERY	8	HELL POWERS	23
WAREHOUSE DISTRICT	8	NECROPLASM BALL	23
CENTRAL BUSINESS DISTRICT	9	NECROPLASM BEAM	23
SUBWAY	9	DEMONIC FURY	23
CENTRAL PARK	10	HELL SPEED	23
HELL	10	NECROSHIELD	23
ANGEL SPACE STATION	10	ITEMS	24
GAME DISPLAY	11	MECHANICS	25
PAUSE MENU	13	CHARACTERS	26
WEAPONS	13	MAMMON™	26
HELL POWERS	14	MALEBOLGIA®	26
GENERAL	14	VIOLATOR®	27
ENCYCLOPEDIA	15	ENEMIES	28
OPTIONS	15	IMP	28
CONTROLLER	16	ANGEL WARRIOR	28
GAME SCREENS	17	WHIP DEMON	29
INTERMISSION SCREEN	17	GUARDIAN DEMON	29
POWER UP	17	CREDITS	30
MISSION COMPLETE SCREEN	18		
SAVE & CONTINUE	19		
CONTINUE SAVED GAME	19		

SETTING UP



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 disc tray will open. Place the SPAWN®: ARMAGEDDON 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.

ABOUT PROGRESSIVE MODE

If you have a PlayStation®2 Component Video Cable (SCPH-10100), along with a Progressive Mode enabled (480p) television with Component Video inputs, you will be able to enjoy a higher quality picture.

If you do not have a Progressive Mode enabled (480p) television, or if you do not use the Component Video Cable to connect the PlayStation®2 to the television, there is a chance that the picture will not be displayed properly.

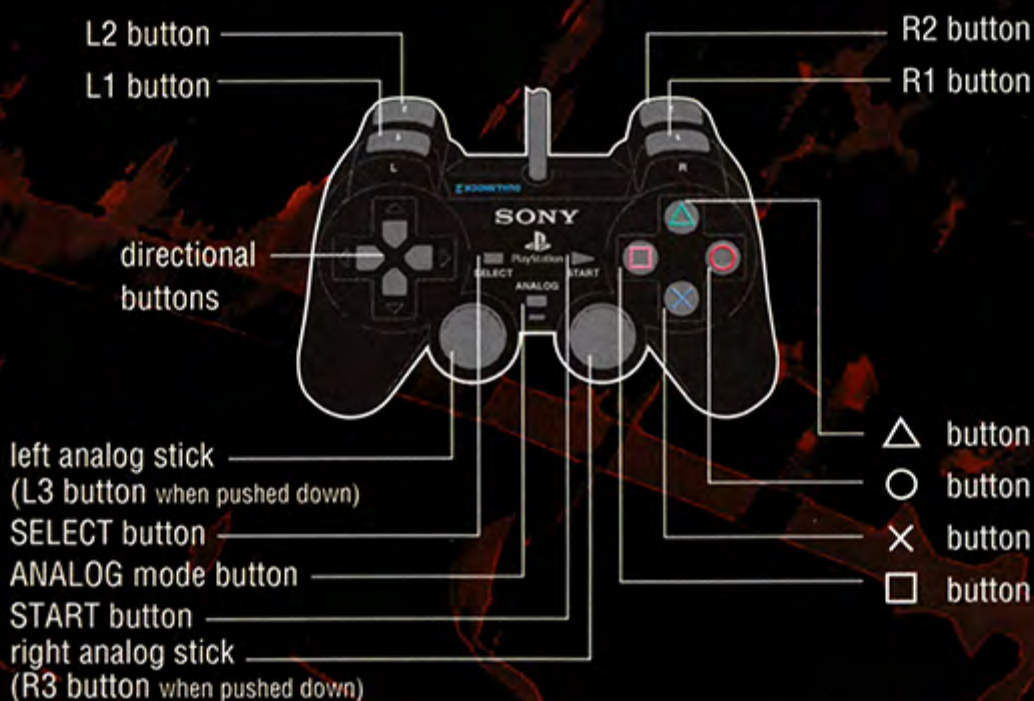
For instructions on how to set up your PlayStation®2 with the Component Video Cable, refer to the instructions in the PlayStation®2 Instruction Manual, or the instructions for the Component Video Cable. Be sure to set the Component Video Out settings to "Y Cb/Pb Cr/Pr" under PlayStation®2 System Configuration. Some television sets are not Progressive Mode enabled even if they have Component Video inputs; refer to your television's instruction manual, or contact the manufacturer if you are unsure about your television's compatibility.

SELECTING PROGRESSIVE MODE

If you hold down the Δ and \times buttons while your game is starting up, a message will appear asking to switch over to Progressive Mode. To switch to Progressive Mode, read the caution on the screen, and use the directional buttons to select "Yes" and press the \times button to confirm your selection. If the picture is displayed correctly, select "Yes" once more to preserve your setting. If the picture does not appear correctly, press the RESET button on the PlayStation®2, and use the Normal Mode.

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



If you are using a DUALSHOCK®2 analog controller, you can turn the Vibration ON/OFF from the Options Menu (see page 16).

MEMORY CARDS

This game uses 69 KB of space on a memory card (8MB) (for PlayStation®2). The first time you play, you can create a file for SPAWN®: ARMAGEDDON on the memory card (8MB) (for PlayStation®2). Each memory card (8MB) (for PlayStation®2) can save up to 8 saves. However, multiple files cannot be created on a single memory card (8MB) (for PlayStation®2). See page 19 on how to save.

GAME CONTROLS

GENERAL CONTROLS

left analog stick or directional buttons

⊗ button

△ button

START button

Select Options

Confirm a command

Go back in menus

Start or Pause

BASIC MOVEMENT

left analog stick

⊗ button

⊗, ⊗ button

⊗ button (held)

L1 button

Move Spawn. Spawn runs or walks depending on how much pressure is applied to the stick

Jump

Double Jump

Deploy Cape to Glide

Deploy Chains to Grapple

CAMERA CONTROLS

right analog stick

R1 button

Left rotates camera clockwise

Right rotates camera counter-clockwise

Move camera behind Spawn

CHANGE HELL POWER OR WEAPON

↑ or ↓ directional button

◀ or ▶ directional button

Change Hell Power

Change Weapon

BASIC COMBAT CONTROLS

□ button

○ button

○ + ○ button

○ + ○ + ○ button

△ button

R1 button (held)

Fire Weapon

Axe Attack

Axe Combination Attack

Night Falls

Use Hell Power

Target Lock

CHAIN ATTACKS (WITH CHAINS AS SELECTED WEAPON)

□ button

□ button (held)

Attack with Chain

Special Attack

ADVANCED AXE ATTACKS

R1 button (held) + left analog stick up + ○

R1 button (held) + left analog stick down + ○ + ○

R1 button (held) + ⊗ + ○

Cleave

Shadow Demon

Axe Slam

SPAWN[®]

ARMAGEDDON[™]

Al Simmons[®] was a man split by his devotion to his beloved wife, Wanda, and his dedication to his job. Unfortunately, his job was as a professional assassin working for Jason Wynn[™], the corrupt head of the United States Security Group. Somehow, Simmons managed to balance these two contradictory drives for years, but eventually his compassion for others made him distrust and question his orders. Before he knew what was happening, Wynn had him torched to death by a fellow operative.

But Al Simmons came back – he made a deal with Malebolgia[®], a master of Hell; a deal which has made his death far more complicated than his life ever was. For now he is a Hellspawn[™], destined to be a general in Hell's army when the Apocalypse comes, destined even to bring about the Apocalypse no matter how desperately he tries to escape from his future.

On a decrepit rooftop above New York City's forgotten back streets, Spawn reflects on the decisions he made in life that condemned him to this wretched existence. As he bemoans his fate, a violently green shaft of light strikes down from the sky, sending a shockwave of incandescent energy flooding through the city. To Spawn's surprise, the people and structures of New York don't seem to be affected by this unexpected impact. But when the wall of green fire hits Spawn he feels his symbiotic costume writhe in pain, and he is hurled backwards. Only by grabbing a nearby water tower does he avoid being helplessly cast down into the streets below...

Spawn recovers from the blast, his eyes narrowing as he contemplates the implications of this supernatural assault...

Little does he realize that a chance to reverse his ill fortunes has been laid before him ...



GETTING STARTED

Press the **START** button at the Title Screen to open the Main Menu. From here you will begin or continue Spawn's quest for redemption.

MAIN MENU

The Main Menu allows you to select your game mode and difficulty level, alter gameplay options and view Bonus Materials.

NEW GAME

Select "New Game" to begin the latest adventure of the Hellspawn. There are three Difficulty Levels available - complete all three to become a master player. Press the **X** button to select a Difficulty Level and begin the game.

At any point before the game begins, you can return to the Main Menu by pressing the **△** button.

CONTINUE SAVED GAME

Select "Continue Saved Game" to continue from a previous save. First select a file to load in the Continue Saved Game Screen. Each save game slot displays the saved game information. Select a game to load and press the **X** button to accept.

OPTIONS

Before you start a new game, you can change the options for the music or sound in the game, change the video settings, change the Controller configuration and turn Vibration On or Off. The Options are explained on page 15. These options can be also changed in the Pause Menu during normal play.


BONUS MATERIAL

As you progress through the game, various bonus materials, including Comic Book Covers, concept art and enemy data will be unlocked. You can view these items in the Bonus Materials Menu.



GETTING STARTED

SELECT MISSION

"Select Mission" opens up a list of the game's missions, allowing you to replay any unlocked missions to collect any bonuses you may have missed. This mode is only available after you have completed the game in any of the Difficulty Levels. Highlight the mission you want to replay, and press the  button to play. After the successful completion of a mission, save any additional Comic Book Covers collected by selecting "Save Comics". The Comic Book Covers are saved separately from the Saved Games. See page 19 for more information on how to save.

WINNING THE GAME

The countdown to Armageddon has begun, and Spawn has no desire to submit to an assured eternity of damnation. He will fight back by dedicating himself to preventing the horrific conclusion of the plan that began with the green beam he witnessed in the sky.

His quest will lead him inexorably through worlds both natural and supernatural, past foes both hellish and heavenly, via a series of missions that each unlock a part of the Grand Design. If Spawn survives, he may even find a way to end his suffering forever...

COMPLETING THE GAME 100%

To experience SPAWN®: ARMAGEDDON in its entirety, Spawn must accomplish the following tasks:

- Complete the game in all Difficulty Levels - Easy, Normal and Hard.
- Collect all of the Comic Book Covers.
- Defeat enough enemies to unlock the entire Encyclopedia.

MISSIONS

The game is divided into a series of missions, each of which unravels part of the mystery of the green beam that struck in the center of New York City. Collect the fiery Spawn icon to end a mission.

Demons are running freely through the back streets of Rat City, the slums of New York. Spawn will begin his quest by tracking these demons to their source - where an unexpected development will turn his twisted world upside-down...

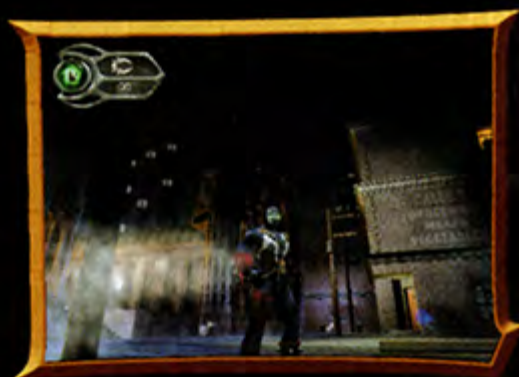


GAME AREAS

THE BOWERY

The Bowery is the darkest, dankest area of New York City; it is here that Spawn has found a new home, among the detritus of human life. He shares the back alleys with the homeless riff-raff of the city and the vermin that feeds on humanity's castaways and give the area its nickname – Rat City.

Spawn has claimed this area as his own, but when hordes of lesser demons begin to scurry through the alleyways, he sets out to put them in their place...



WAREHOUSE DISTRICT

Al Simmons once worked for Jason Wynn, a man with more secrets and hidden agendas than his superiors even suspect. For his own protection, Wynn keeps a private army of dedicated security guards equipped with the latest in military technology. These weapons arrive at regular intervals and are stored in nondescript, yet heavily defended, warehouses on the coast of Manhattan Island.

When faced with innumerable demonic adversaries, Spawn thinks back on Al Simmons' military knowledge, and decides to arm himself with some of Jason's latest deliveries...



GAME AREAS

CENTRAL BUSINESS DISTRICT

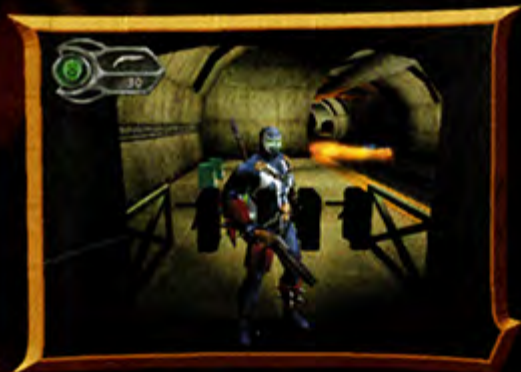
The glitzier areas of New York are characterized by their shining shop windows, towering office blocks, theatres and teeming citizens. However, demonic influence is spreading throughout the city, stemming such bright happiness – time is running out for Spawn to stop the spread of Malebolgia's army before it engulfs the entire world!

Now the streets are filled with a paranoid foreboding; the building façades are gloomy and overbearing. Demonic cackles herald an era of human subjugation at the hands of hellish masters – and yet the golden spire that is Angel Tower looks down upon all of this with an unearthly detachment. Can Spawn find the secrets behind the Angels' cold, uncaring surveillance?



SUBWAY

As if the filth of the Bowery was not enough, Spawn is forced into the abandoned subway system deep below New York's current thundering railways. The dark tunnels hide many secrets, guarded by loathsome creatures that try to suck Spawn's very life-essence away. But his determined nature must pull him through intact if he is ever to find the many answers he seeks...



GAME AREAS

CENTRAL PARK

Spawn finds that the center of Hellish activity in New York is in Central Park. The natural haven has become a twisted nightmare of grasping branches and demonic infection. The darkness between the trees has eyes, and they watch with malice as Spawn uncovers a plot even more diabolical than he could ever have feared...



HELL

In desperation, Spawn finally returns to the land of his terrible rebirth. There, surrounded by jealous Souls that are forever tormented for their sins, he confronts his creator and nemesis in a battle of the wills that could rewrite his entire future...



ANGEL SPACE STATION

Spawn finds himself in the last place he ever imagined he would see with his own eyes. But here he will find redemption - or eternal damnation...



GAME DISPLAY



HEALTH

Spawn's Health Bar decreases when he takes damage. When the Health Bar is entirely depleted, Spawn is removed from the plane of Earth and Malebolgia chooses another worthy Soul to lead his Hellish army.

At this point, select **TRY AGAIN** to be granted another chance to try the current mission from the beginning, or **QUIT** to exit the current game and return to the Main Menu.

NECROPLASM

Necroplasm is the energy source that allows Spawn to use his Hell Powers. Each Hell Power uses up a specific amount of Necroplasm. When the Necroplasm Bar is depleted, Spawn cannot use his Hell Powers unless his energy is replenished.

WEAPON

The active weapon is displayed in the upper left corner of the screen. Spawn will unlock many weapons as he progresses through the game.

Cycle through active weapons using the directional button ◀ and directional button ▶, and fire them with the ◻ button.

Descriptions of the weapons can be found on page 20.

GAME DISPLAY




AMMO

This is the amount of ammunition held in the currently active weapon. If this reaches zero, the weapon will become unavailable and Spawn will automatically switch his weapon.

The amount of ammunition that each weapon holds can be upgraded. See page 17 for details on upgrading weapons.

HELL POWER

This icon shows the Hell Power that Spawn currently has selected.

Cycle through Hell Powers using the directional button  and directional button , and use them with the  button.

Descriptions of the Hell Powers available to Spawn can be found on page 23.

ENEMY HEALTH BAR

The health of the currently targeted enemy is located in the lower left corner of the screen. When this reaches zero, the enemy is destroyed.

The enemy's name appears above the Enemy Health Bar.

SOULS

When enemies die, they release their tortured Souls in the form of blue globes. Spawn can collect these Souls and trade them at the Intermission Screen for weapon upgrades or ammo for any of the weapons he has acquired. He can also use Souls to increase his maximum Health and Necroplasm levels.

INFORMATION

Throughout the game, Spawn will obtain information about the different enemies that he encounters in the game. The demonology tome appears along with the word "New" in the upper right corner of the screen when new Enemy Information is added to the Encyclopedia (see page 15).

PAUSE MENU

Press the **START** button during game play to Pause the game and display the following menus:

- Weapons
- Hell Powers
- General Mission Information
- Encyclopedia
- Options
- Controller
- Quit



WEAPONS

This screen displays the following for each weapon:

- Upgrade Level
- Ammo
- Maximum Ammo
- Weapon Type
- Rate of Fire
- Range
- Damage



Press the directional button **◀** or directional button **▶** to cycle through the available weapons. Press the **⊗** button to accept the weapon and go back to the previous screen.

PAUSE MENU

HELL POWERS

This screen displays the following for each Hell Power acquired:

- Cost
- Description

Press the directional button ◀ or directional button ▶ to cycle through the Hell Powers. Press the ⊗ button to accept the Hell Power and go back to the previous screen.



GENERAL

This screen displays the briefing for the current mission. The following information is displayed on the screen:

- Mission Description
- Souls Collected
- Enemy Kills
- Comic Books
- Breakable Items
- Technique Points
- Rank
- Time



PAUSE MENU

ENCYCLOPEDIA

The Encyclopedia contains all of the information you've discovered about the various enemies you've encountered in the game. There are four pieces of information for each enemy in the Encyclopedia. The more enemies you defeat of each type, the more information you will gather about them.

Press the **A** button to go back to the previous screen.



OPTIONS

From the Main Menu or Pause Menu, select Options and press the **X** button to access the following options:

SFX VOLUME

Raise or lower the sound effects volume by using the directional buttons or the left analog stick.

MUSIC VOLUME

Raise or lower the music volume by using the directional buttons or the left analog stick.

DIALOG VOLUME

Raise or lower the dialog volume by using the directional buttons or the left analog stick.

AUDIO MODE

Switch between Mono or Stereo.

SCREEN ASPECT

Switch the aspect ratio to Normal or Widescreen.




PAUSE MENU

BRIGHTNESS

Change the brightness of the game.




CAMERA SPEED

Switch the camera speed to change how quickly the camera rotates around Spawn.

Highlight the particular game options to change the settings. Press the  button to exit the Options Menu.

CONTROLLER

Select "Controller" to change the controller configuration in the game. The game's commands are listed - highlight the command you want to assign a button to, and press the relevant button.

Select "Done" or press the  button while highlighting the options at the bottom to exit the Controller Menu. (If you press the  button while highlighting a command, that command will be assigned to the  button!)

You can also turn the Vibration ON or OFF, and restore default controller settings.



GAME SCREENS

INTERMISSION SCREEN

At the start of every mission, the Mission Briefing Screen appears. This screen gives you a description of the mission that Spawn is about to begin. In addition, there are three options that can be accessed by pressing the **X** button:



START MISSION

Selecting this option immediately starts the mission. Make sure you are prepared before moving on!

POWER UP

This allows you to upgrade your current weapons, purchase ammo and increase Spawn's maximum Health or Necroplasm.

QUIT GAME

Selecting this brings you back to the Main Menu.

POWER UP

On the Power Up Screen, Spawn can trade Souls for additional ammunition or upgrades for the weapons he is currently carrying. He can also increase his maximum Health and Necroplasm.

BUY AMMUNITION

Trade Souls for additional weapon ammunition. Select the weapon to purchase ammo for, and press the **X** button.

UPGRADE WEAPON

Trade Souls to upgrade a weapon. Select the weapon to upgrade, and press the **X** button. Each weapon can be upgraded twice; each upgrade increases one or more of the following: damage caused, maximum ammunition or explosion radius. This is different for each weapon.



GAME SCREENS

INCREASE MAXIMUM HEALTH


Trade Souls to increase Spawn's maximum Health value. This will allow him to fight for longer as the enemies become tougher throughout the course of the game.

INCREASE MAXIMUM NECROPLASM

Trade Souls to increase Spawn's maximum Necroplasm. This will allow Spawn to use his Hell Powers more freely.

MISSION COMPLETE SCREEN

At the end of every mission, Spawn's performance will be rated on the Mission Complete Screen. All Souls collected, Technique Points earned, enemies killed, Comic Book Covers collected, objects destroyed and time taken are tallied on this screen. These are used to calculate an overall Rank for the mission.

On the Mission Complete Screen, press the  button to access the following options:

NEXT MISSION

Selecting this loads the Intermission Screen for the next mission in the game.

REPLAY MISSION

If you weren't happy with your Rank for the mission, select this option to try again from the beginning of the current mission. This allows you to collect any missing Comic Book Covers, collect more Souls and get a higher ranking.

SAVE & CONTINUE

This option allows you to save your progress. For more information on saving, see page 19.



GAME SCREENS

SAVE & CONTINUE

The game can be saved after the successful completion of a mission. Simply select the slot to save the game to and press the **X** button. The game is saved when you do this, and the Intermission Screen for the next mission appears.

All Souls collected, enemy kills, Comic Book Covers collected, objects destroyed, Technique Points earned, the rank earned and time taken are recorded in the saved game.



CONTINUE SAVED GAME

The Continue Saved Game screen lists up to eight saved games. Select the Mission to load, and press the **X** button to load the saved game. The Intermission Screen for the mission loaded appears, and play resumes.



WEAPONS

AGONY

The physical manifestation of Spawn's own tormented Soul. By concentrating on his own rage and utilizing his cape as a focal point, Spawn can summon this weapon and utilize its blades to cut through practically anything. While capable of incredible damage, Agony can only be wielded by Spawn, as his direct contact channels its existence into solid form. Agony has the tendency to absorb the blood of Spawn's enemies into itself. Spawn often wonders if this trait will have a prolonged effect on him after he dismisses the axe.



CHAINS

Two glistening metallic chains bolt out at Spawn's enemies and attack with snakelike accuracy and speed. These chains can be used singly or together. Together, they can hold an enemy in the air with incredible prehensile strength.



The Chains are Spawn's default long range weapon, since they never run out of ammunition. They can also be used to pull Spawn up to otherwise inaccessible places - when a Chain Icon lights up yellow, press the L1 button to pull Spawn over to it.

SAWED OFF SHOTGUN

One of Spawn's most devastating close range weapons - a double-barreled, sawn-off, breech loading shotgun. Pulling the trigger looses two barrels of wrath and destruction. Capable of tremendous damage at close range, the weapon loses much of its effectiveness at further distances.



SEMI-AUTO PISTOLS

A pair of high caliber, armor-piercing pistols. Developed by a company under Jason Wynn's influence, these very effective weapons were intended for use against

Spawn and other Hell-born creatures. Wholly capable of great damage, these weapons have been produced in order to outfit Wynn's personal strike force in the event of a confrontation with the Hellspawn.



WEAPONS

MADCAP SUB-MACHINE GUN

A set of sub-machine guns that utilize a large caliber of bullet. The design of the weapon allows for higher accuracy at farther distances while the ammo maintains a high armor-piercing potential. Intended for use against lightly armored vehicles and armored personnel, these sub-machine guns excel in both aspects. The guns are known for the bulky clip attached to their underside.



MINI-GUN

Using multiple, spinning, air-cooled barrels, the Mini-gun is used as a support weapon capable of tearing through entire units of enemies. This particular set of guns has been highly modified – with sufficient support, the user can carry the weapon with one hand.

(Developments in muscular enhancements have coincided with the development of this weapon.) Once the trigger is pressed and held, the Mini-guns power up and begin to spin rapidly. A second later they begin to fire at an incredible rate. This short initial spinning period is necessary to keep the weapons from overheating, however it can pose problems for the user if an instant response is required.



BRIMSTONE CANNON

The Brimstone Cannon was developed by Angel Scientists to use Necroplasm extracted from captured demons as a power source and projectile. Continued use of Necroplasm was found to gradually mutate the weapon until it became a demon itself, so the Scientists developed replaceable cartridges to hold the mutagenic material and extend the life of the cannon. Spawn can wield two Brimstone Cannons simultaneously.




WEAPONS

BURST MISSILE LAUNCHER

Considered to be the pinnacle of development in anti-tank, support and air-to-ground weaponry, the Burst Fire Missile Launcher is indeed a force to be reckoned with. While boasting a triple-barrel launching assembly, the weapon can still be fired from the hip with no reduction in accuracy. Once a target has been confirmed, the user simply depresses the trigger, and with each cartridge the launcher fires three missiles in succession at its intended target. Once a missile has made contact with any solid object, it explodes, damaging everything within a radius.



INFERNO CANNON

Another weapon developed by Angel Scientists, the Inferno Cannon is the most incredibly powerful hand held weapon Spawn will find. The Necroplasm that powers the Inferno Cannon has almost completely mutated the weapon until it resembles a bag of bones and guts, but don't let its organic appearance fool you - the Inferno Cannon is capable of tearing apart almost any adversary. The Inferno Cannon fires a projectile that takes several seconds to charge up to its full power. Press and hold the  button to build up charge. The shot can be released at any time, but maximum damage will only occur at full charge.



HELL POWERS

Spawn has five different Hell Powers that he can use in the game. Each power has a different effect, and uses a different amount of Necroplasm.

NECROPLASM BALL

These are glowing green spheres of Hell Energy that explode on contact. They will intelligently track a locked-on target.



NECROPLASM BEAM

This is a rapidly moving blast of Necroplasm that can blow through multiple targets, causing a lot of damage. The Beam is so called because its projectile moves so quickly that it forms a beam.



DEMONIC FURY

This power summons up Hell's fury on a single target, who is attacked by nightmarish horrors: manifestations of Spawn's pure anger. This causes a lot of damage, and incapacitates the victim for a short time.



HELL SPEED

This power makes Spawn move at superhuman speeds to increase the amount of damage he can cause in the same amount of 'time'. Spawn will appear to move at normal speeds while everything else slows down. Hit the Hell Power button once to activate the effect, and again to deactivate it. Beware - Spawn's Necroplasm will be continuously drained.



NECROSHIELD

This shields Spawn's body, reducing damage done to him while the power lasts. It will not make Spawn invulnerable, but can protect him for a short time.



The Necroshield emits an unearthly green glow that has the added side-effect of revealing secrets hidden by arcane means. In certain areas of the world, activating the Necroshield will activate hidden sigils, revealing hidden areas. Open these areas as you would open a door.

ITEMS

There are a number of different items that Spawn can pick up in the game. Most are automatically picked up by his Chains, but Spawn will have to collect others himself.

Items are dropped by defeated enemies, or can be found inside destructible objects. Some are simply found in hidden corners of the city.

Keep a look out for the following items:



AMMUNITION



WEAPON



SOUL



HEALTH



NECROPLASM



COMIC BOOK COVER

MECHANICS

Master these moves to keep Spawn alive.

GLIDING

Getting from rooftop to rooftop is no easy task for a mortal, but Spawn can accomplish it with ease, by using his cape to catch the air and glide. Simply jump into the air and hold the jump button to extend the cape into a gliding wing.



CHAIN GRAPPLE

While the Chains in Spawn's living suit can be a lethal weapon, they can also be used to propel Spawn up to higher platforms. To propel Spawn, press the L1 button when near a grapple point, shown by the Chain Icons. The Chains automatically attach to the grapple point and pull Spawn over to it.



WALL JUMP

In areas where Spawn cannot use his Chains to pull himself up, he can jump between walls. Where you see two walls close together, it is likely that a Wall Jump will be possible.

Stand at the base of one of the walls and press the \otimes button to jump up - Spawn will automatically grab onto a wall with his powerful claws. He will eventually let go, but press the jump button again before he does and he will jump higher and higher. Continue jumping, and Spawn will climb up.



CHARACTERS

There are a number of different characters that Spawn meets throughout the game. The story revolves around the following major characters.



MAMMON™

Mammon is one of Spawn's guides and mentors. Or is he? His motives are unclear to Spawn, who isn't sure whether or not he can wholly trust this suave character. However, Mammon is extremely knowledgeable, and Spawn can and will use this to his advantage.

Mammon keeps a low profile when he isn't talking with Spawn, preferring to let Spawn act for him. He wears many faces, but

usually prefers to exhibit the air of a well-mannered and intelligent gentleman.

MALEBOLGIA®

Hell has many levels, each suited to a particular kind of torment. Level Eight is governed by Malebolgia, one of the many demon lords of Hell, whose task is to prepare an army to take on the forces of Heaven in the final battle on the fields of Armageddon.

A cruel and sadistic master, Malebolgia delights in hand-crafting the torments of the Souls sent down to him from the world of the living.

Every four hundred years, Malebolgia picks one Soul that stands out above the rest as a leader. He offers that Soul a deal - one that the unsuspecting fool cannot resist, even though it will condemn him to serve Malebolgia forever. That Soul

returns to Earth temporarily, to train for its role in the final battle - as a general of Hell's army.

The latest Spawn was a man named Al Simmons.



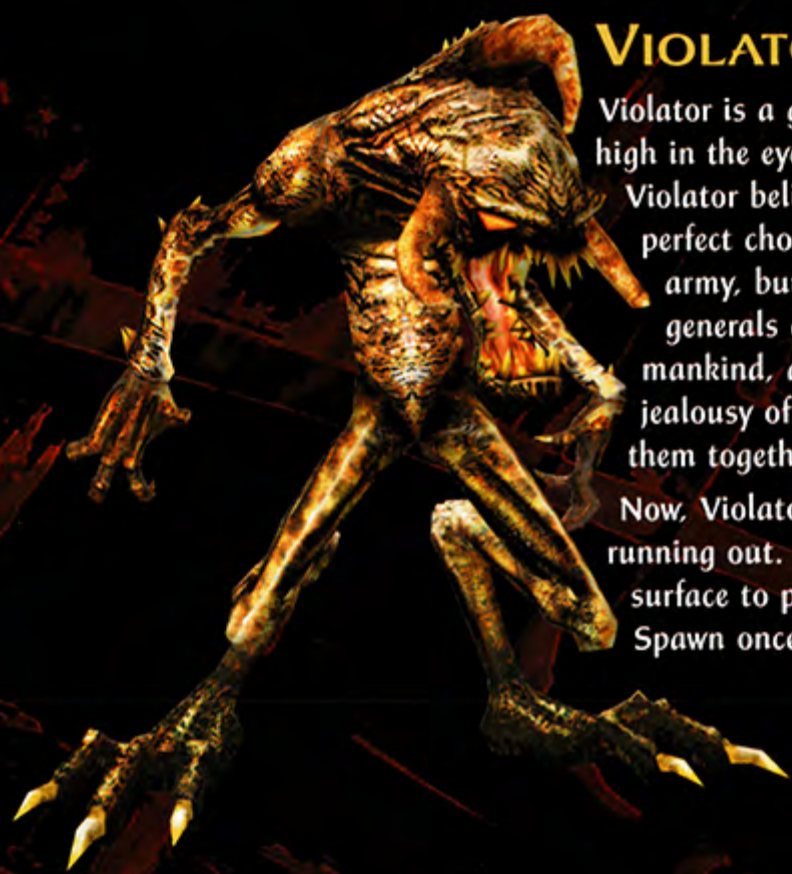
CHARACTERS

VIOLATOR®

Violator is a greater demon who is very high in the eyes of Malebolgia.

Violator believes that he is the perfect choice to lead Malebolgia's army, but his master prefers generals chosen from the Souls of mankind, and Violator's bitter jealousy of Spawn has brought them together on many occasions.

Now, Violator is aware that time is running out. He ventures out onto the surface to prove his mastery over Spawn once and for all.



ENEMIES

The game is filled with demons and angels with different powers and weaknesses. If Spawn can exploit their weaknesses, they become much easier to defeat. Here is a sampling of the different creatures that Spawn will encounter:



IMP

Imps are foolish, bullying demons who are arrogant when found in packs but weak and cowardly alone. They hunt in great numbers, cackling insanely at the thought of killing and destroying.

ANGEL WARRIOR

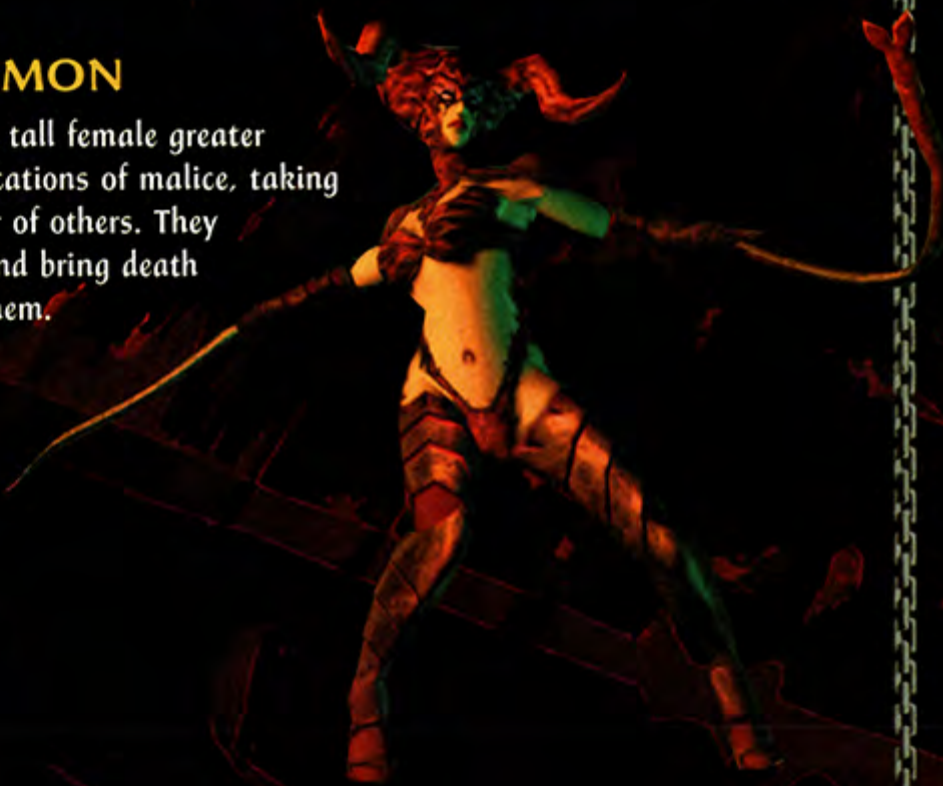
These are mid-ranked Angels who have survived several missions in hostile territory. This has a tendency to make young Angels cocky and brash. Only if they can control their ego will they advance to the higher ranks - otherwise they will get themselves killed in the field.



ENEMIES

WHIP DEMON

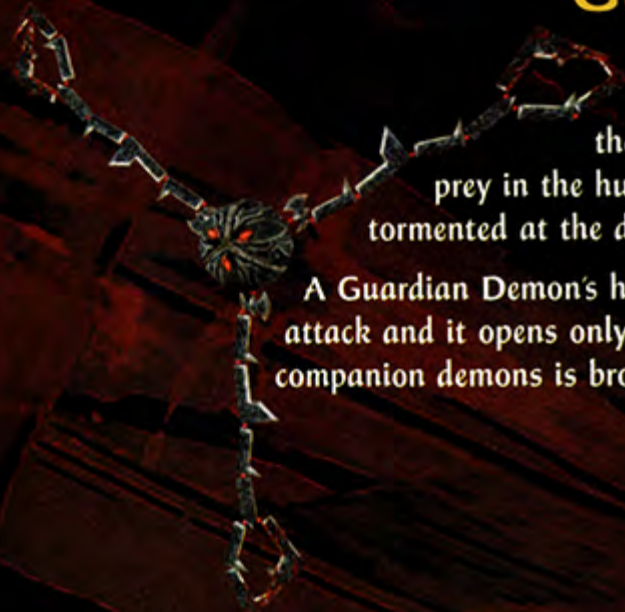
Whip Demons are tall female greater demons, personifications of malice, taking glee in the despair of others. They thrive on death, and bring death to all who meet them.



GUARDIAN DEMON

When demons hunt in packs, they are often accompanied by these Guardians, which trap their prey in the hunting zone so that they can be tormented at the demons' leisure.

A Guardian Demon's hard shell protects it from any attack and it opens only when the psychic link with the companion demons is broken.



CREDITS

NAMCO HOMETEK INC.

EXECUTIVE IN CHARGE OF PRODUCTION

Robert Ennis

PRODUCER

Glen A. Cureton

TECHNICAL DIRECTOR

Brian Leake

DIRECTOR OF MARKETING

Stacey Hirata

PROJECT MARKETING MANAGER

Jim Atkiss

MARKETING COORDINATOR

Kim Morgan

PUBLIC RELATIONS MANAGER

Mika Kelly

CHANNEL MARKETING

Steven Hosey

QA & CUSTOMER SUPPORT MANAGER

Brian Schorr

QA SUPERVISOR

Daryle Tumacder

CQC TEAM

Gene Bang

Ryan Chennault

Philip Cohen

Levi Hill

Chris Stanley

Mike Stevens

QA LEAD TESTERS

Raymond Chung

Dan Tovar

QA TESTERS

Narciso Angel

Gabriel Bersabe

Ben Brown

Jhune Dela Cruz

Merwin Del Rosario

Alan Hopkins

Ryan Kwok

David Lucas

Kenrick Mah

Samantha Michel

Masayoshi Miki

David Miller

Phil Musil

Cory Narog

Danelle Sears

John Stiles

Leon Tran

Henry Yei

SPECIAL THANKS

Nobuhiro Kasahara

Berry Kane

Jon Kromrey

Garry Cole

Jennifer Tersigni

Yas Noguchi

Lee Hsiao

Kirsten Bontrager

Kevin Yanagihara

Takashi Ebiike

Chris Johnson

Rik Skews

Tomoko Shintani

A VERY SPECIAL THANKS TO THE SOULCALIBUR®II TEAM

Tetsuya Akatsuka

Hirokazu Takeda

Yosuke Kadowaki

Akiko Tange

Koh Onda

Hiroaki Yotoriyama

CREDITS

DEVELOPED BY
POINT OF VIEW, INC.

TECHNICAL DIRECTOR
Michael Terlecki

LEAD PROGRAMMERS
Steven Lashower
Kyle Radue
Hari Khalsa

PROGRAMMERS
Michael Terlecki
Carlos Bustamante
Justin Z. Bartlett
Geoff Finger

TECHNOLOGY PROGRAMMERS
Chris Warner
Kamran Manoochchri

LEAD ARTIST
Ivan Enriquez

ARTISTS
Benjamin Naumann
Charles Workman
Eric Piccione
Mike Dudley
Michael Brown
Chris Adams
Samuel "Sang" Bahn
Chang Baek
Michael Tamura
Gary "Pappa Chubby" Frye
Mike Posis
Tom Narey, Jr
My (Mimi) Wu

LEAD DESIGNER
Edward Linley

DESIGNERS
John "Doughboy" Bautista
Justin Z. Bartlett

PRODUCER
Jon Sieker

ASSOCIATE PRODUCER
Bob Cantrell

SPECIAL THANKS

Todd McFarlane
Sheila Egger
Glen A. Cureton
Lea Shifflett
Tony Trillo
Vince Lee
Beverly Taylor
Donna Sieker
Liz and Debs
Brandon, Brittany, Connor, Leesa, Mo,
Tricia

Nicole, Jedd, Bart, Judy, Brittani
Kisu, Aaron, Ernie, Harold
Debbie Frye
Ms. Naumann, the wife
Dawn Radue
Robert, Josefina, and Andrew Bautista
Fifi, Wrath, Chaos, Texas Pete and
Kletus

M, D, A, O & P
Valerie Jackson
Cathi, Katie and Aly Piccione
Kelly, Layla, and Hannah
Kristen Shea
Stephanie Dudley
Setsu Tamura
Marinah Tamura
Joseph Jitsukawa
Gregg Kobashigawa
Kei Kobashigawa
Bryce Kobashigawa
Caleb Kobashigawa
Brooke Kobashigawa
Samantha Meecham
Michelle Packer

AFRAF
Boscoe Von Weston
Tom The IG
And
Taco Buddy

CREDITS

**A TODD MCFARLANE
ENTERTAINMENT AND TODD
MCFARLANE PRODUCTIONS
CO-PRODUCTION**

**EXECUTIVE PRODUCER AND
CREATOR**

Todd McFarlane

**EXECUTIVE PRODUCER AND
EXEC. IN CHARGE OF MUSIC
FOR TME**

Terry Fitzgerald

ASSISTANT PRODUCER

Janet Jaramillo

**PROMOTIONS AND
PUBLICITY**

Carmen Bryant

Ken Reinstein

Rachel Carasso

SPECIAL THANKS

Jon Goff

Tyler Jeffers

Christine Finch

Jenny D'Amore

Rick Privman & Yumiko Miyano
of JEA Tokyo.

**MOTION CAPTURE PROVIDED
BY MOTIONOCITY
STUDIOS**

MOCAP DIRECTOR

Dan Camp

ART DIRECTOR

Ivan Enriquez

PRODUCTION ASSISTANT

Tony Trillo

OFFICE ADMINISTRATOR

Lea Shifflett

PERFORMANCE ACTORS

Richard Dorton

Male Characters

Stephanie Cheeva

Female Characters

CREDITS

MUSIC, SOUND FX DESIGN, CASTING AND VOICE DIRECTION BY WOMB MUSIC

Rik Schaffer
Margaret Tang
Jason Freedman

VOICE OVER CREDITS

Kevin M. Richardson	Spawn
David Sobolov	Malebolgia
John DiMaggio	Redeemer, Space Station Crew

Grant Albrecht	Reaver
Steven Jay Blum	Violator
Erin Fitzgerald	Sasha, Angel Predator, Angel Hunter
Andre Sogliuzzo	Mammon, Additional Voice

MUSIC LICENSING CONSULTANT

Maissa Dauriac

Use Your Fist & Not Your Mouth

Words and Music by Marilyn Manson
© 2003 EMI Blackwood Music Inc., Songs
of Golgatha & Guitar Hack Music

All Rights Controlled and Administered by
EMI Blackwood Music Inc. (BMI) All Rights
Reserved. International Copyright Secured.
Used by Permission Chrysalis Music/GTR
Hack Music (ASCAP)
Performed by Marilyn Manson
Courtesy of Interscope Records under license
from Universal Music Enterprises

ATTITUDE STUDIO

DIRECTOR
Emmanuel Gorinstein

3D MODELLING SUPERVISOR
Jérôme "Jex" Desvignes

MOTION CAPTURE DIRECTOR
Rémi Brun

**SETUP & ANIMATION
SUPERVISOR**
Olivier Renouard

VISUAL EFFECTS SUPERVISOR
Stéphane Marty

**RESEARCH AND
DEVELOPMENT DIRECTOR**
Laurent Martin

PRODUCTION COORDINATOR
Annika Boman

PRODUCER
Noémie Bercot

VP PRODUCTION
François Lourdin

ACTING TALENTS
Orin Camus
Frédéric Kontogom

ILLUSTRATION DESIGNER
Cali Rezeau

MODELLING ARTISTS
Yann Boulanger
Mehdi Rami
François Rimasson

SHOOTING SUPERVISOR
Frédéric Vandenberghe

**MOTION CAPTURE
OPERATORS**
Christophe Corréani
Xavier Jacolot

CREDITS

MOCAP INTERN

Jérémy Meunier

SETUP & KEYFRAME ANIMATORS

Alexandre Henri
David Hooghe
Mathieu Lemeure
Vincent Petitpas
Philippe Raoux
Pierre Villette

TEXTURE MAPPING ARTISTS

Benjamin Bardou
Jérôme Billet
Florence Dubin
Jimmy Laplaige
Armelle Massonet
Alban Orhiac
Arnaud Pecqueur

MATTE PAINTING ARTIST

Bruno Serre

LAYOUT DIRECTOR

Cyrille Caron

EDITING OPERATOR

Julien Mazon

SHADING, LIGHTING AND SFX ARTISTS

Alain Boutiller
Jérôme Brack
Emmanuel Campin

COMPOSITING OPERATORS

Yola Kudela
Patrice Mugnier
David Vandergucht

RENDERFARM OPERATOR

Julien Robert

RESEARCH AND DEVELOPMENT ENGINEERS

Marie-Cécile Auzeill
Philippe Delorme
Benjamin Godon
Sébastien Masino
Alexandre Verlhac

SPECIAL THANKS

Sylvia Abenzoar
Jean-Paul DaSilva
Sylvain Debès
Carole Djaouti
Julien Doussot
Nathalie Etchepare
Samantha Guanine
Laurent Guilleminot
Boris Hertzog
André Leyronnas
Jean-Paul Lopes
Sébastien Masino
Marc Miance
Sandrine Nguyen
Frédéric Simonot

NOTES

NOTES



LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

**Namco Hometek Inc.
ATTN: Customer Service
2055 Junction Avenue
San Jose, CA 95131**

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408)922-0712. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: <http://www.namco.com>

Visit our Website to get information about our new titles.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM

Namco HomeTek Inc., 2055 Junction Avenue, San Jose, CA 95131 www.namco.com

Spawn®, and its logo are registered trademarks of Todd McFarlane Productions, Inc., as are any of its characters and symbols. Comic Spawn © 2003 Todd McFarlane Productions, Inc. All Rights Reserved. Video Game Spawn: Armageddon is developed by Namco Limited under license from Todd McFarlane Productions, Inc. Video Game Spawn: Armageddon © 2003 Namco Limited. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

namco®