

STRETCH PANIC



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:

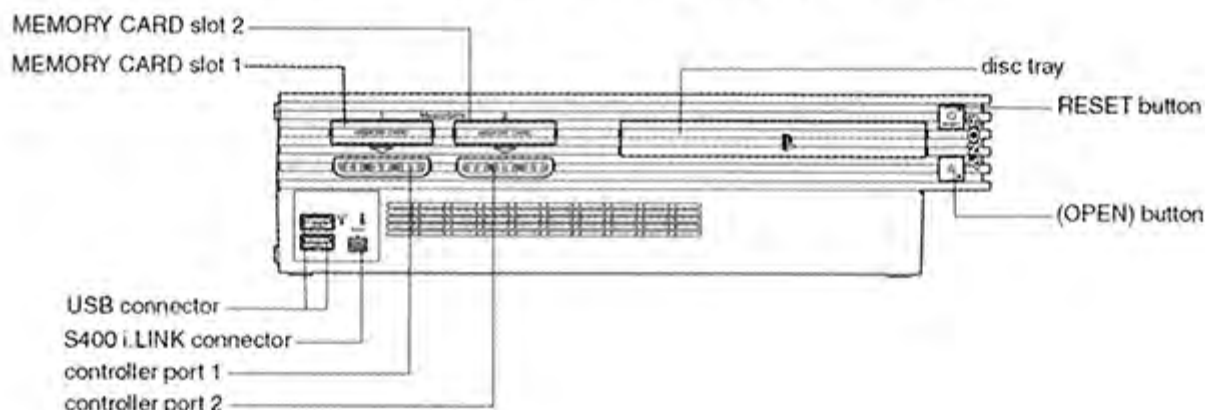
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

STRETCH PANIC

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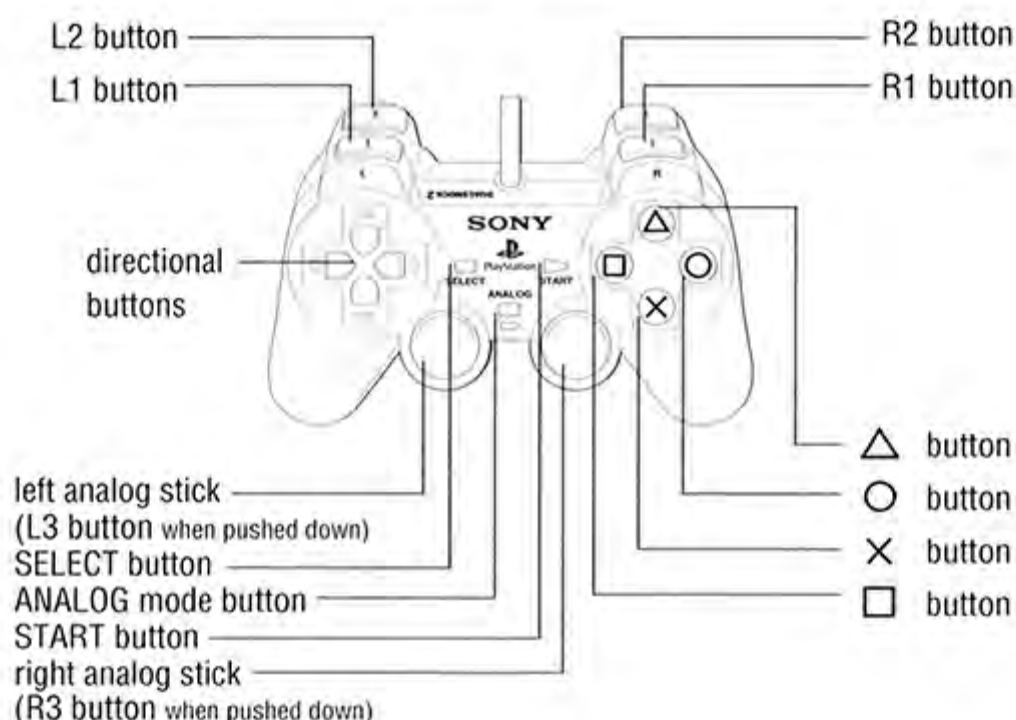
SETTING UP THE CONSOLE



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 **STRETCH PANIC** 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.

CONTROLLER DIAGRAM

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

Menu Screen

Select Menu Option.....	directional buttons up/down
Confirm Selection.....	× button
Previous Screen.....	△ button

Controlling Linda

Move Linda.....	left analog stick
Make Linda Look around.....	hold L2 button or hold L3 button plus left analog stick
Lock On Mode.....	hold L1 button

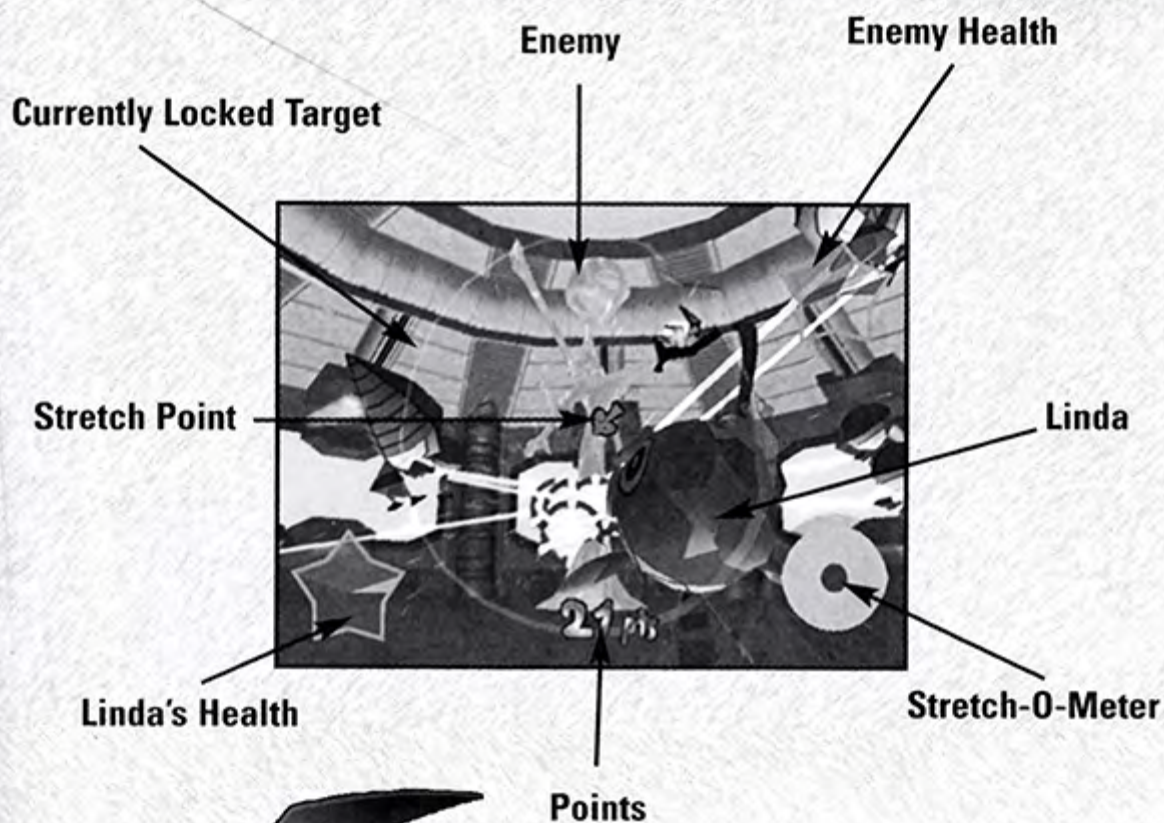
Controlling the Demon Scarf

Aim the Demon Scarf.....	right analog stick
Extend the Scarf.....	hold R1 button

Controlling the Demon Scarf (after it has grabbed something)

Stretch Object.....	right analog stick
Scarf Flip (only when environment is grabbed).....	R3 button
Torpedo attack.....	charge 'stretch-o-meter' to full
Throw Object (only possible with small objects).....	R3 button
Scarf Bomb (only when an enemy is grabbed).....	R3 and L3 buttons simultaneously

THE GAME SCREEN



Linda

Our Heroine! Help Linda and her demon scarf rescue her sister's from the demons of vanity.

Linda's Health

This star indicates Linda's current health. When the star is clear Linda is completely healthy. As Linda takes damage, slices of the star will change color. There are three kinds of damage: light (blue), medium (yellow) and heavy (red). When the star is completely full, Linda is knocked out, and will return to the Museum of Agony.

Enemy Health

This star indicates the current health of the sister Linda is fighting. As Linda inflicts damage this will change color. There are four kinds of damage: light (blue), medium (yellow), heavy (red) and special (green). When the star is completely full, the enemy is defeated.

Enemy

The bad guys, or rather, bad girls!

Currently Locked Enemy

This circle surrounds the target that Linda is currently 'locked' on to. While the lock button is pressed this target will always remain at the center of the screen

Stretch Point

A helpful icon that indicates a specific location on an object or enemy that you might want to think about stretching. Stretch Points are the key to the heavy damage attacks.

Stretch-O-Meter

This is a representation of the eye on the back of Linda's scarf. When the scarf grabs something, the eye appears here. As you stretch the target the eye changes color from yellow to red indicating how much the target has been stretched.

Points

This is the amount of points Linda currently possesses. The more points, the better! Points are needed for opening doors in the Museum of Agony and launching the special scarf bomb attack.

THE STORY

This is the unusual story of an unusual little girl...

Linda lived in a big house on the outskirts of town with her 12 sisters, all of whom were extremely vain. All day long her sisters would put on make up, try on different clothes and strut about the house admiring themselves in mirrors. They rarely talked, pausing only to complement each other on how beautiful they looked.

'My, how beautiful I look today!' said Jelly-Chan as she admired herself in one of the house's many large mirrors. 'This outfit looks absolutely fabulous on me. Linda don't I look spectacular?'

'Yes Jelly, you look lovely, as

always' replied Linda who wasn't in the least bit vain. In fact, Linda could not understand her sisters' fascination with their appearance. The only piece of clothing Linda truly loved was an old green scarf which had been given to her by her late father.

'And look at you, always wearing the same gaudy striped shirt and stupid cap. And that scarf! It's so old it should be buried. Honestly Linda you're a complete disaster. Why don't you let us give you a makeover?'

'Because I don't want a makeover. I like my clothes. At least they fit me! That skirt is obviously two sizes too small for you!'

'Don't you take that tone of voice with Jelly!' said Spirit, the oldest of the sisters. 'She's right, you do look like a mess! Now make yourself useful and go down to the mall and pick up our weekly cosmetics supply!'

Linda was the youngest in the family and was used to being bossed around. Since her sisters rarely left the house (they couldn't stand to be away from their wardrobe for very long) Linda was always delegated to go into town for groceries and whatnot. Linda didn't really mind though. In truth, she liked to get outside and enjoyed a break from her sisters once in a while.

So Linda walked down the long road into town and picked up her sister's



cosmetics order from the beauty store. There were so many boxes Linda could barely carry them all! As she staggered back from town, trying to keep her balance with the boxes stacked way above her head, she heard the sound of a vehicle getting closer. She looked around but couldn't see anything, even though the sound was getting louder and louder. Suddenly, from out of nowhere, a large truck with a bizarre logo on the back appeared and zoomed by Linda, almost hitting her. Linda lost her balance and dropped all the boxes. As the truck drove away into the distance, it seemed to her that the logo on the back was almost...laughing at her? No, it must be her imagination. Linda slowly gathered up the boxes and continued on towards home.

Meanwhile, the truck pulled to a stop outside Linda's house. A few seconds later the front door opened and a large package was pushed inside. Before anyone could see who (or what) had made the delivery, the door slammed and the truck drove away.

All of the 12 sisters gathered round the package, curious as to what it was, and who it was for.

'Maybe it's food for me!' said Jelly-Chan hungrily.

'Perhaps it's make-up for me!' said Mirage hopefully.

'No, no, it must be that new blouse I

ordered!' said Samantha, excitedly.

'That's strange, there's no address on it, just this cosmetics leaflet.' Commented Spirit.

As Spirit reached out to pick up the leaflet the package began to shake! All the sisters jumped back, startled! Slowly the tabs unfolded and the box began to open by itself! As the sides dropped to the floor a mysterious looking doorway was revealed. The door was closed, but a hypnotic chorus of strange voices could be heard from inside.

"Sisters, Sisters, don't be frightened.

**Gather round and be enlightened!
For we have come from far away,
to grant your heart's desire this day.**

**Such glamour we have rarely seen!
You all could pass as beauty queens.**

**Your clothes look great, as does
your hair,
your make up is without compare.**

**And yet... you know it's not enough,
for any girl can buy this stuff.
You need a look that's more unique.
A style beyond conventional chic,**

**Well ladies, it's your lucky day,
there is no reason to dismay!
For it is well within our power,**

To change your shape this very hour!

**Now ultimately it's your decision,
To manifest your inner vision,
But trust us, it's the best cosmetic,
We guarantee you won't regret it.**

**Your desire has drawn us here,
Your vanity has overcome your fear,
Step through the doorway to
damnation,
And we'll begin the transformation..."**

By the time the voice had finished the sister's had completely forgotten about Linda and their cosmetics delivery. In fact, they had pretty much forgotten about everything. They barely even noticed as the door slowly began to open...

As Linda approached the house, tired from carrying her sister's cosmetics boxes all the way back from the store, a blinding light started flashing from inside, visible through all the windows. There was a large explosion, windows shattered, and the light spread, engulfing Linda.

Linda dashed inside, and instantly saw the source of the light. Standing right there in the middle of the front hall was a mysterious open doorway with light pouring out.

Linda approached the door cautiously. As she stepped directly into the light she heard a strange high pitched mischievous laugh. Then, right before her eyes her scarf started to move, coiling around her like a snake! Linda gasped as the end turned black, split like fingers, and a huge eye opened on the back. Her scarf had become possessed!

Just then Linda heard the whispering voices coming from the other side of the door. Because of the light, she could not see who was speaking.

'Linda step through the portal. Join your sisters! Join us!'

'What have you done with my sisters?' shouted Linda.

'We have made them beautiful, like your scarf. Do you want to become beautiful Linda?'

'I don't want to become anything! I just want my sisters back!'

'They belong to us now. If you want them,' hissed the voices, their tone changing dramatically, 'then come and get them.'

Even though she was scared, Linda knew she was her sisters' only hope. Without hesitation, she stepped through the doorway and into the light...

MAIN MENU

Press the directional buttons up/down to make a selection and press the X button.

New Game

Begin a new game.

Continue

Continue a saved game from a memory card (8MB) (for Playstation®2).

Options

Access the Options Menu



OPTIONS MENU

Press the directional buttons up/down to make a selection and press the X button..

Controller Type

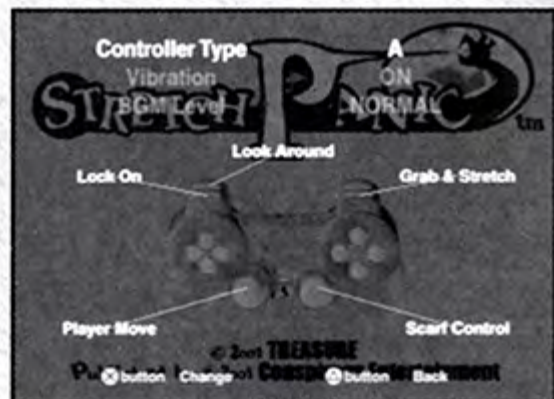
Switch between Controller Type A and B.

Vibration

Turn the vibration function of the DUALSHOCK™ 2 analog controller on or off.

BGM Level

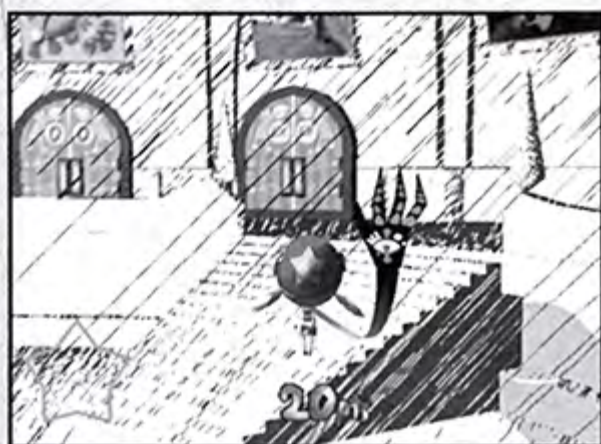
Adjust the volume of the background music



GETTING STARTED

Your Goal

Linda's mission is to free her 12 sisters from the clutches of the demons of vanity. To do so, she must confront each of them in their own realm, exorcize the demon that possesses them, and then defeat their demonic form once and for all. If that sounds complicated don't worry, it will all make sense in a few pages!



The Museum of Agony

The game begins with Linda's arrival to the Museum of Agony, the central hub of the game from which all other areas are eventually accessible.

The Museum of Agony exists in limbo, a plane of existence somewhere between the world of the living and the world of the dead. Whilst in the Museum, Linda is safe from harm. All of Linda's sisters have become living exhibits in this bizarre place.

Around the room are a number of doors, which lead two different kinds of destinations: the EX worlds, and the Sisters' realms. You can also access the memory management screen and Gallery of Shame from the museum (see page 19)



Saving Your Game

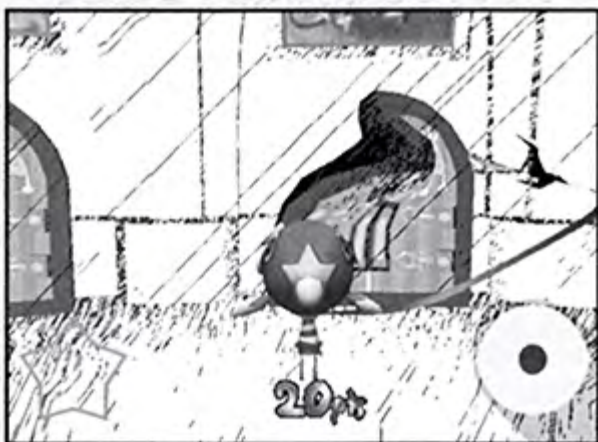
Any time Linda is in the Museum of Agony you can save your game state using the save sculpture. Access the save game feature by snapping the triangular sculpture as shown on the left.

Revealing More Doors

When you begin a new game only six doors will be accessible to Linda. To reveal more doors you must successfully defeat the currently available selection of sisters.

THE POINTS SYSTEM

Points are a very important part of Stretch Panic. You begin the game with 2 points, but you'll need a lot more if you want to save Linda's sisters.



What are points used for?

Points are necessary for two important functions: Opening the doors that lead to the 12 Sisters' realms, and activating the special scarf bomb attack. On each of the 'Sister' doors in the Museum of Agony is a number (from 1 – 6) representing the number of points needed to open that door. Each time you open a door the corresponding number of points is deducted from Linda's total point count. If you don't have enough points, the door won't open.

In addition, it costs Linda 5 points to activate the special scarf bomb attack (see page 18). If Linda does not have enough points she will not be able to activate this attack.



How do I get more points?

There are two ways to increase your point count. The first, and easiest way, is to visit one of the four EX worlds accessible through the Museum of Agony, and fight against the Zako. Every time you land a red damage attack on a Zako, you get a point. There are normally 10 or so Zako per EX level so hunt around!

Additionally you will also be awarded a point for successfully landing a heavy (red damage) attack on one of the sisters.

THE SISTERS' REALMS

There are 12 'Sister' doors in the Museum of Agony, each leading to a different demons realm. Here you must do battle with each sister's possessed form, exorcize the demon (using the special scarf bomb attack) and then defeat the sister to free her. If Linda is knocked out whilst fighting a sister, she will be returned to the Museum of Agony.

If you successfully free a sister, then the realm will remain clear. The door to that realm will be marked with '0', indicating that no points are required to revisit the realm.

EX WORLDS



The EX worlds (EXterior) are the best place for Linda to accumulate points. There are 4 EX worlds Linda can access through the Museum of Agony: Ice, Island, Factory and Rooftop, each marked with a corresponding illustration. An EX door requires NO points to open, so Linda can always go to an EX world to fill up on points when she is running low.

Once inside Linda must combat the zako to earn points. To leave an EX world, just make your way to the exit door. The exit door costs no points to open. You do not need to defeat all the zako to open the exit door.



'Bonita' Zako

The EX worlds are populated by zako, minions of the demons of vanity which Linda must defeat to earn points. The primary form of zako are the Bonitas, young women who wished that a certain part of their body was augmented. Well, the demons of vanity heard their cry and were more than happy to grant their wish! Bonita's use their augmented appendages to both attack, maneuver, and defend their weak point: the rest of their body!

CONTROLLING LINDA

Use the left analog stick to control the movements of Linda. Linda's movement is relative to the camera position, meaning that when you press left, Linda will move left.



Walking & Running

Linda will always move in the direction you push. If you push the stick left, Linda will move left. Her control is analog, so her movement speed is proportional to how hard you push the stick. Push it lightly and she will walk. Push it hard and she will run.



Jumping & Climbing

Linda will automatically climb up certain low level obstacles (such as steps) when she runs into them. She will also automatically jump (a little ways) from any edge she runs off, though her legs are tiny and she won't go very far.



Looking around

Push and hold the L2 button (or L3 button) to enter 'Look around' mode. While the L2 button is held the left analog stick controls the direction in which Linda looks.



The 'Lock On' Button

Push and hold the L1 button to enter 'Lock On' mode. When the L1 button is pressed Linda will attempt to lock her view on the nearest enemy or object in her line of sight. If an enemy is successfully locked, a special ethereal circle (that looks like a transparent version of the scarf) will appear around the target. If there is no enemy in sight, Linda will still enter 'Lock On' mode, just without a target.



Locked on to a Target

Once in Lock On mode, Linda will remain facing the locked target as long as the L1 button is held. In this mode the controls are slightly modified. Instead of turning left and right, Linda will now SIDESTEP left and right around the target. This allows Linda to move horizontally, and still keep the target in her line of sight. Pressing up and down will move Linda either closer to or further from the locked target.

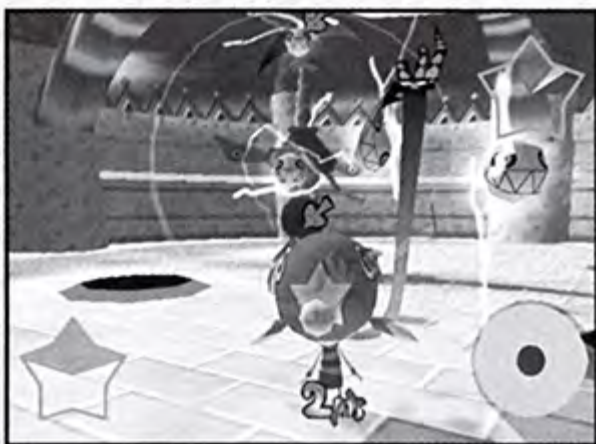


The Stretch Point

When locked on to certain enemies you will sometimes see a small red arrow icon. This icon points to a weak spot on the enemy where a stretch attack will be especially effective. If you are having difficulty with one of the sisters, make sure you are paying attention to where the stretch point is telling you to attack!

CONTROLLING THE DEMON SCARF

Linda is just a normal little girl. On her own she is no match for her possessed sisters. But by a twist of fate, her scarf was also possessed by one of the demons, giving it the power of deformation. Controlling the scarf and harnessing its dark power is the key to Stretch Panic.



Positioning The Scarf

Use the right analog stick to move the scarf around Linda. This enables you to position the scarf before you extend it. It is a lot easier to grab a specific point if you aim the scarf before it is extended.



Extending The Scarf

Press and hold the R1 button to extend the scarf. As the scarf extends, it will automatically grab almost any object it comes into contact with. You can control the exact positioning of the scarf as it extends with the right analog stick.



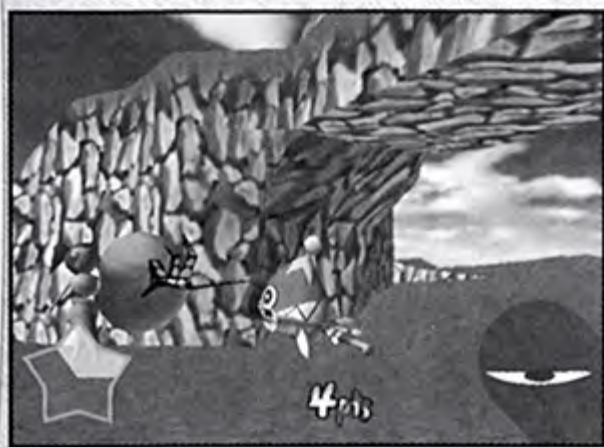
Stretching!

Once the scarf has grabbed hold of something, the demon inside will work its magic, giving the target elasticity from the point of contact regardless of its original substance. Now it's time to stretch! Use the right analog stick to stretch the target in all directions. Stretching is analog, the harder you push the stick, the more you stretch. The longer (and more vigorously) you stretch an object the quicker your 'stretch-o-meter' fills. This is represented by the eye in the bottom right hand corner of the screen changing from yellow to red.



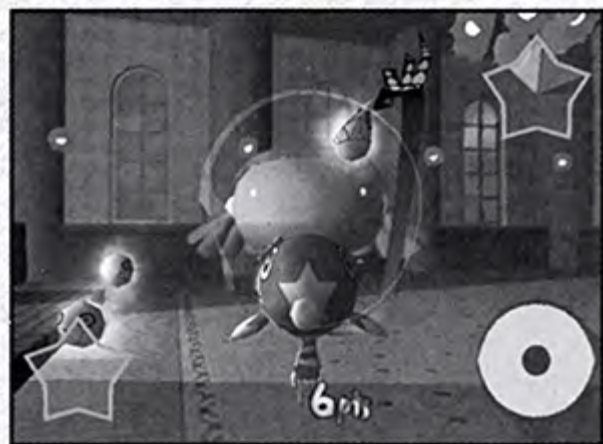
Attack Technique: Snap Attack

The most common form of attack is to simply stretch a weak point on an enemy with the scarf, and then release it (let go of the R1 Button). The impact of the elasticized surface snapping back into place will cause damage. The amount of damage inflicted depends on the color of your 'stretch-o-meter' at the time of release. The longer (and more vigorously) you stretch the target, the higher the tension grows (indicated by the eye turning from yellow to red), and the more damage your snap attack will inflict. When you land a successful snap attack you will see a number (a percentage) appear indicating the amount of damage inflicted.



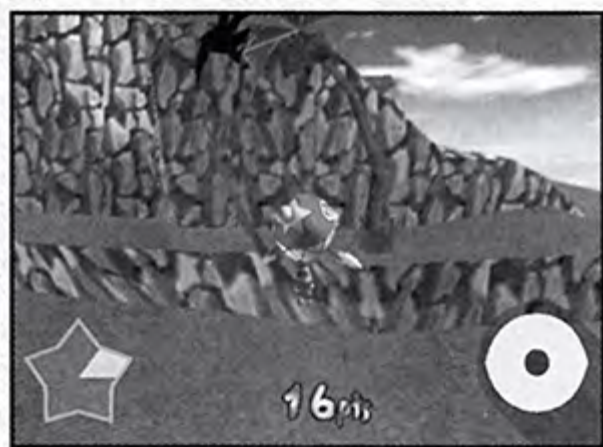
Attack Technique: Torpedo Attack

If your stretch-o-meter goes beyond red and you do not release, Linda will perform a torpedo attack. She will launch into the air, and using the propulsion of the scarf tension, fly headfirst at the currently grabbed target. This attack is more damaging than the snap attack, but a lot more difficult to use effectively. Note that you can charge the stretch-o-meter much quicker by moving the right analog stick in a quick circular motion when an object or enemy is grabbed.



Attack Technique: Throwing Small Objects

Certain smaller objects (like bombs or rocks) can be grabbed and thrown using the scarf. Once you have grabbed a small object (for example, a bomb) press R3 button (push the right analog stick DOWN) to throw the object in the direction Linda is facing. If you have a target locked when you throw, Linda will attempt to throw the object at that target. You may get better results from throwing an object when NOT in lock on mode.

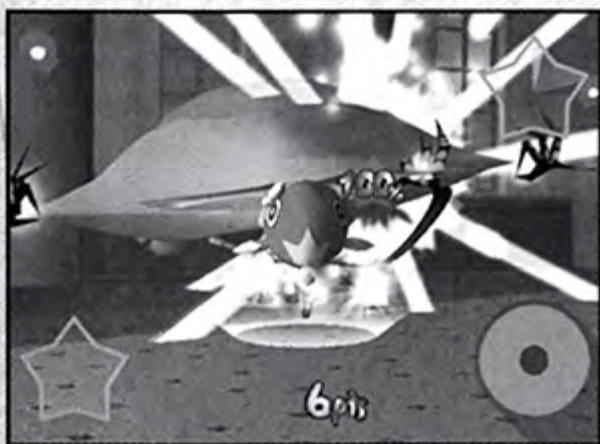


Jump Technique: Scarf Flip

Linda can also use the scarf to jump long distances. When Linda has grabbed the environment (not an enemy) pressing R3 button (pushing the right analog stick DOWN) will initiate the scarf flip. The flip is similar to the torpedo attack, but without a target. The longer the scarf is stretched from the point of contact when the flip is initiated, the further Linda will travel. Note that this move is only possible if the scarf has a point in the environment grabbed. It will not work if Linda has grabbed an enemy.

THE SCARF BOMB

Linda's ultimate goal is to exorcise the demons from within her sisters. The only way this can be accomplished is by using the special scarf bomb attack to 'pull' the demons out.



How to Initiate the Scarf Bomb

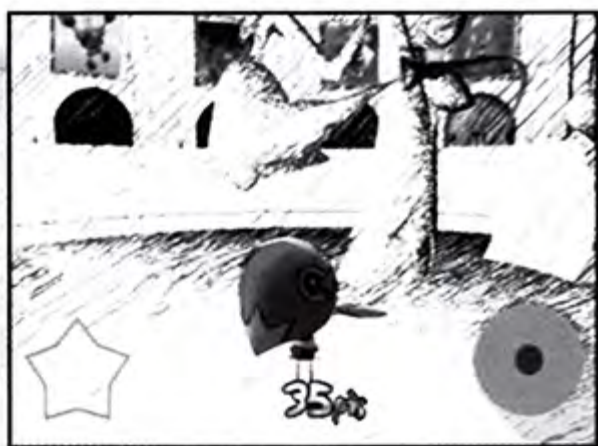
To activate the scarf bomb Linda needs at least 5 points. When the scarf has an enemy grabbed, push and hold both R3 and L3 button (push the left and right analog sticks IN) simultaneously. The scarf will grow two extra magic arms, each of which will attempt to latch on to the currently grabbed target. The main arm will attempt to hold the target stationary, while the outer arms can be used for extreme stretching. While the bomb is in effect, both the left and right analog sticks are used for stretching the 2 outer arms.



Using the Scarf Bomb to Exorcize the Demons

Linda must use the bomb to grab her possessed sister with all 3 scarf arms and HOLD THEM for a period of around 5 seconds to complete the exorcism. Linda is invulnerable to most attacks while the bomb is in operation, but if you damage the sister too much during this time, the bomb will end and the exorcism will not be completed. The scarf bomb can be interrupted by a variety of events (Linda gets hurt, the enemy moves out of range etc.) so it is important to find the right moment in the sister's attack patterns to launch it.

THE GALLERY OF SHAME



What is the Gallery of Shame?

When Linda successfully frees one of her sisters from the clutches of the demons, the demon is banished to the Gallery of Shame. You can access the gallery by torpedo attacking the bell hanging from the demon sculpture in the center of the Museum of Agony. Once the gallery has loaded, you can examine all the possessed forms of Linda's sisters that you have defeated. In addition, you also have the opportunity to 'shame' the demons as punishment for their actions.

'Shame' Instructions

Select the defeated sister you want to deform and press the L1 button. Once they have moved forward you can 'shame' them by stretching parts of their body and changing their skin texture. There are a variety of effects you can apply.

For example if you use the 'reflective' texture you will see the reflection of Linda looking into the bell from outside in the Museum! Below is a complete list of Gallery controls.



Gallery of Shame Selection Controls

Left analog stick left and right.....	Cycle through available sisters
L1 button.....	Select a defeated demon for shaming
Select.....	Exit Gallery

Gallery of Shame Deformation Controls

Rotate Sister.....	Left analog stick
Rotate Deformation ring.....	Right analog stick
Stretch point.....	Hold R1 button
Lock Stretched Point.....	Push R3 button
	after stretching (Max 3 lock points)
Apply Effect.....	△, ○, □, ×, buttons
Center Sister.....	Press L1 button
Return to Sister Selection.....	Press L2 button
Exit Gallery.....	Press SELECT button

THE CAST

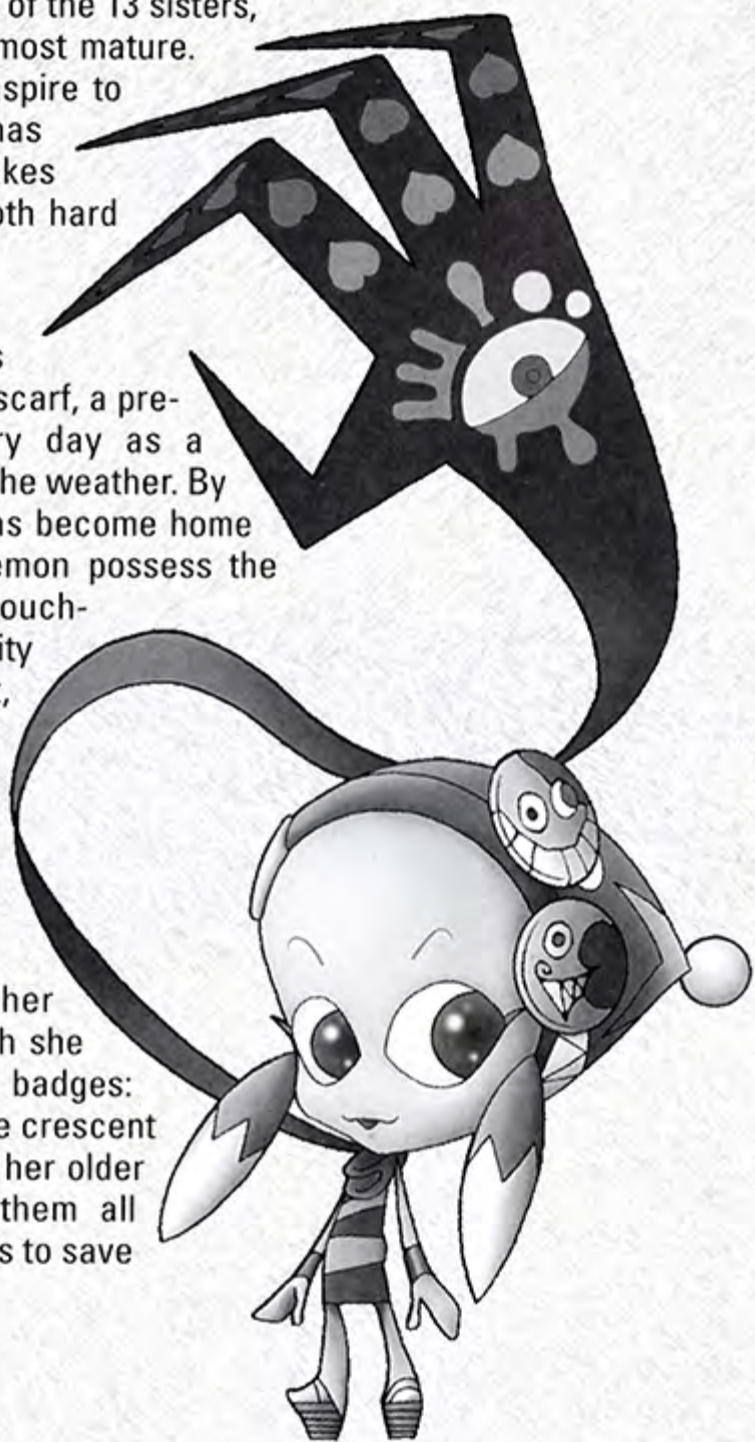
Linda and the Demon Scarf

Although Linda is the youngest of the 13 sisters, she is, in many respects, the most mature.

While the rest of her sisters aspire to be like their mother (which has lead to their vanity) Linda takes after her father, making her both hard working and good natured.

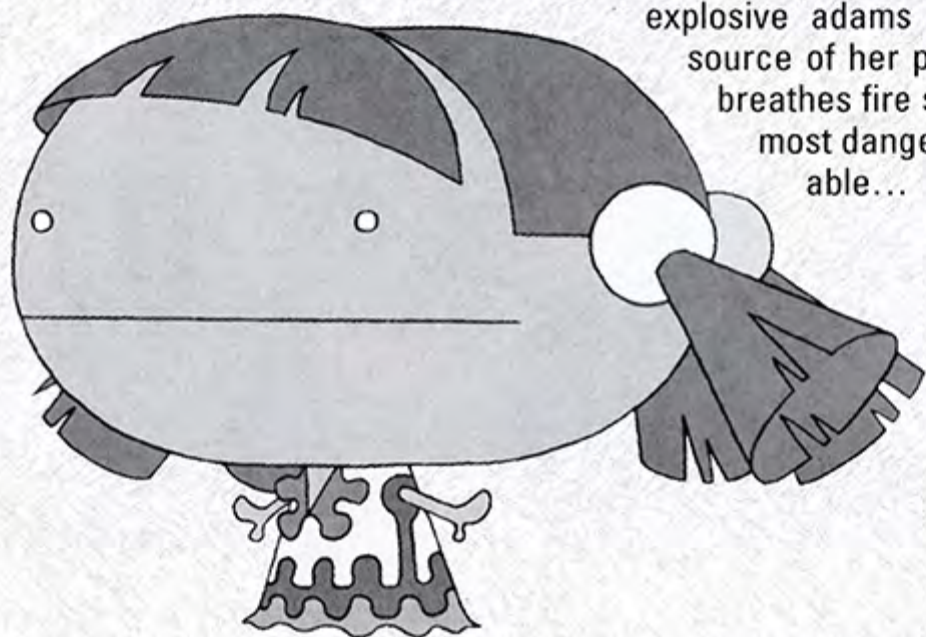
On her sixth birthday Linda's father gave her a bright green scarf, a present which she wears every day as a reminder of him, regardless of the weather. By a twist of fate, Linda's scarf has become home to a demon of vanity. The demon possess the power to deform any object it touches, by giving that object elasticity from the point of contact, regardless of its original substance. Linda has control over this demon, as long as she satisfies its desire to stretch things.

Linda is also very fond of her 'tomato monster cap', on which she has pinned her two favorite badges: Heckle (the sun) and Jeckle (the crescent moon). Despite how conceited her older sisters behave, Linda loves them all dearly and will go to any lengths to save them.



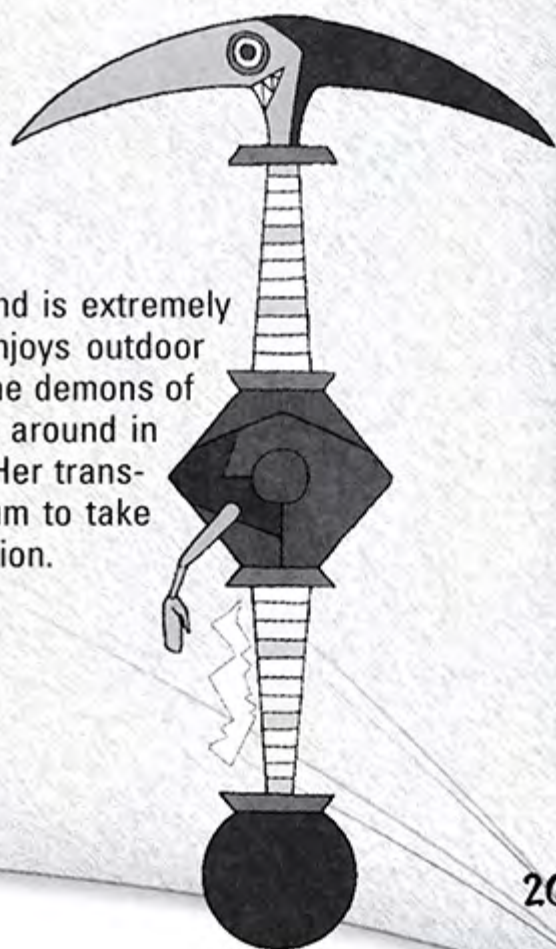
Cinder

Before she was possessed by the demons of vanity, Cinder always had an unhealthy fascination with fire. Now that she has been transformed into her own image of 'perfect beauty', Cinder's pyromaniac tendencies have once again resurfaced. Cinder's weak spot is her explosive adams apple, the fiery source of her power. When she breathes fire she is both at her most dangerous and vulnerable...



Spinner

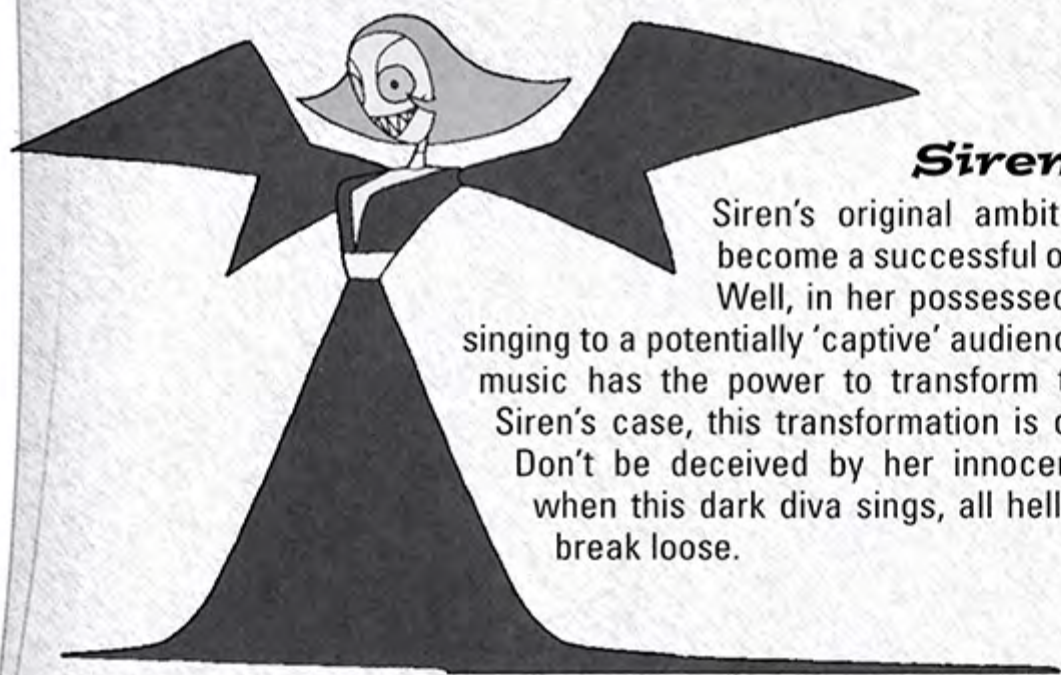
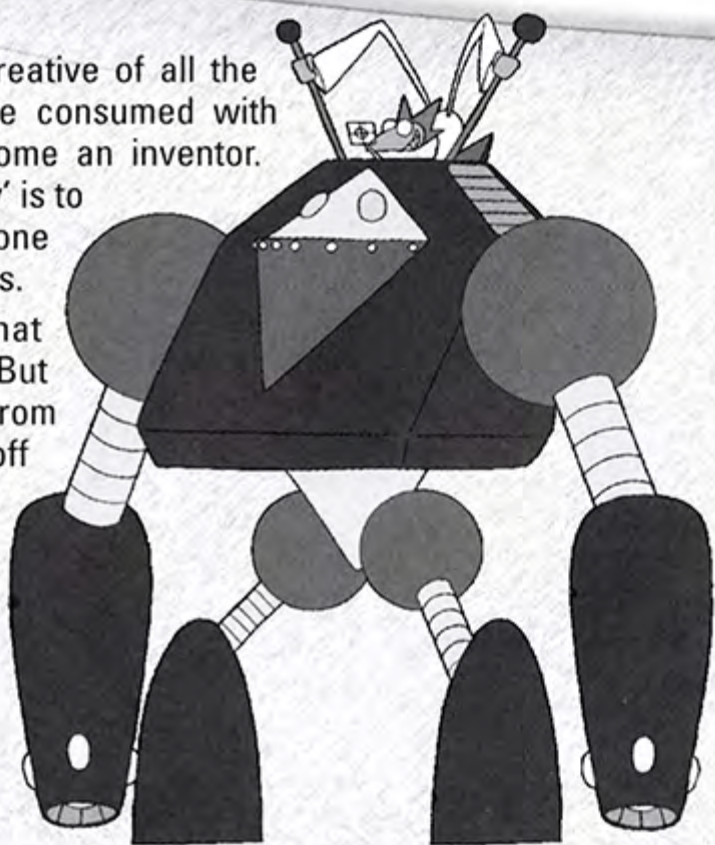
Spinner is one of the younger sisters and is extremely hyper active. She is very sporty and enjoys outdoor activities. Before she was seduced by the demons of vanity, she enjoyed running around and around in circles to make herself dizzy and tired. Her transformed state is balanced like a pendulum to take full advantage of her centrifugal fascination.



Miss Mecca

Miss Mecca is the most creative of all the sisters. Before she became consumed with vanity, she wanted to become an inventor. Her vision of 'perfect beauty' is to see herself at the helm of one of her more complex inventions.

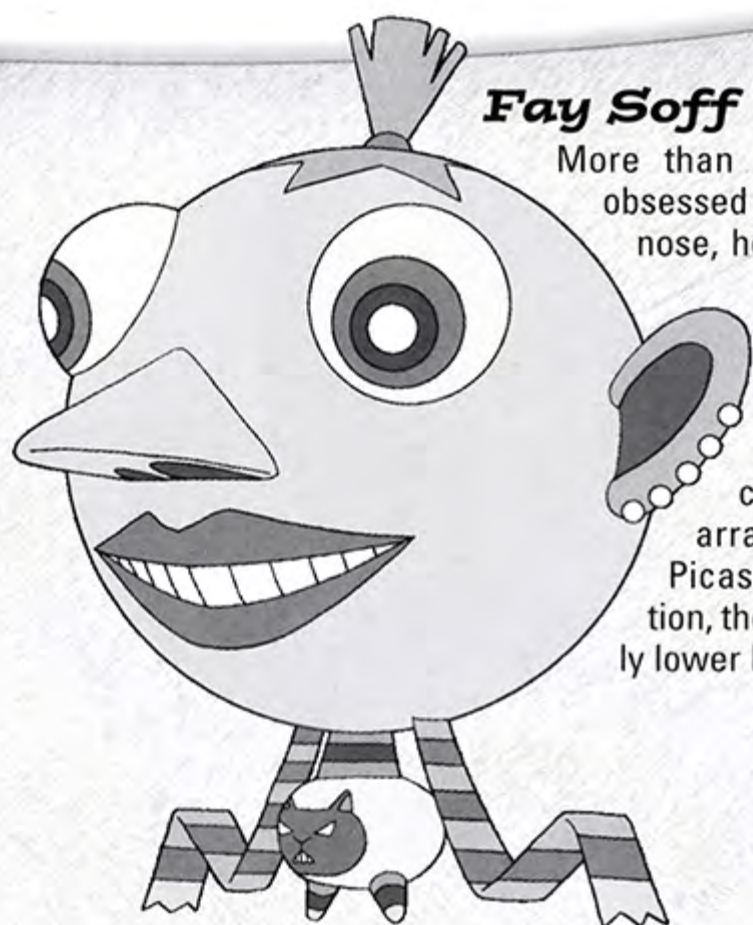
Unfortunately for Linda that invention is a giant robot! But don't worry, the robot is far from perfect, and can be thrown off balance with a well placed torpedo attack.



Siren

Siren's original ambition was to become a successful opera singer.

Well, in her possessed form she's singing to a potentially 'captive' audience. They say music has the power to transform the soul; in Siren's case, this transformation is quite literal! Don't be deceived by her innocent façade - when this dark diva sings, all hell is about to break loose.



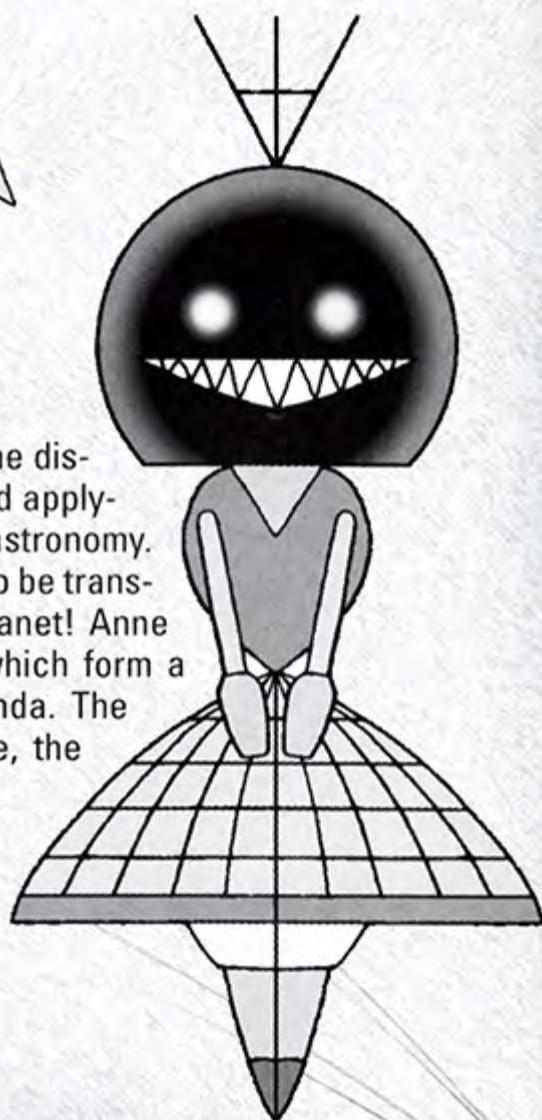
Fay Soff

More than any other sister, Fay was obsessed with her facial features: Her nose, her eyes, her mouth, her ears.

She always paid special attention to each. Now her face is gigantic and her features have a life of their own! If her facial features could somehow be rearranged on her head into a Picasso style random configuration, the embarrassment would surely lower her defense!

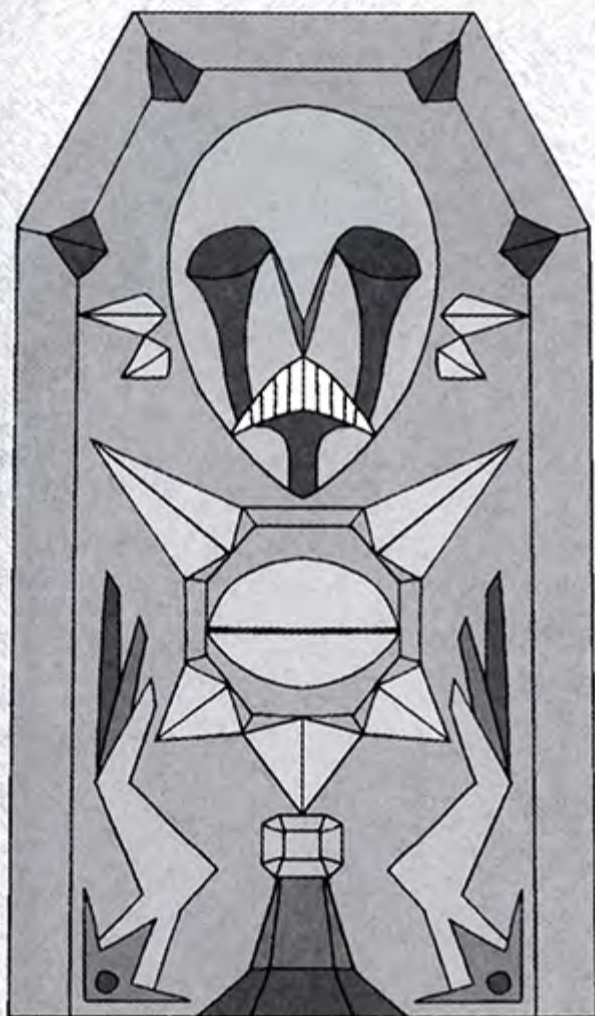
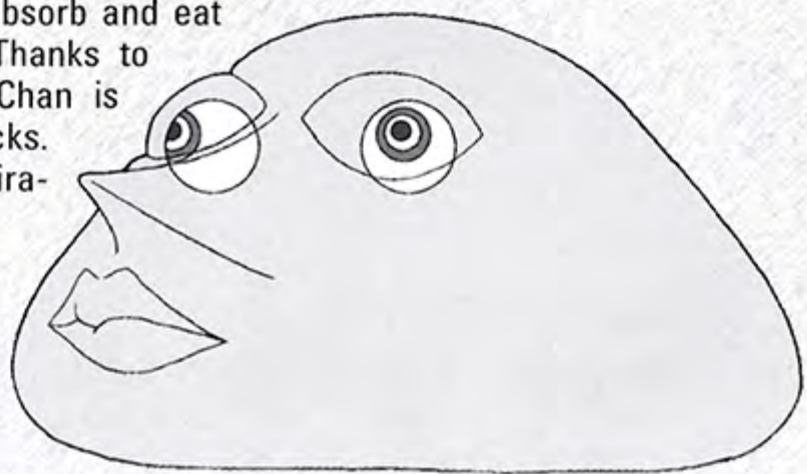
Anne Droid V2.1

Anne was the nerd of the family. Up until she discovered the joys of powdering her nose and applying mascara, Anne loved computers and astronomy. Thus her inner image of 'perfect beauty' is to be transformed into a satellite orbiting her own planet! Anne Droid drops two different kinds of Zako which form a chain for conducting electricity to zap Linda. The yellow Zako are the source of the charge, the blue Zako conduct.



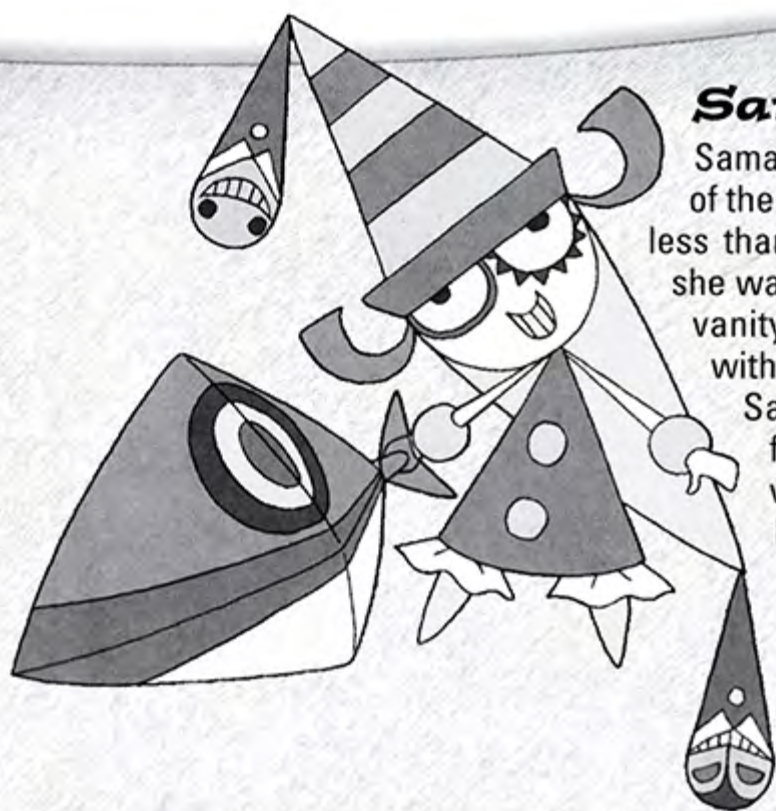
Jelly-Chan

Jelly-Chan has a great weakness for cakes and candy. Rather than give them up to loose weight, she embraced the 'big is beautiful' philosophy. The demons took this belief to a ridiculous extreme transforming her into a giant, gluttonous blob! Now Jelly-Chan is hungrier than ever, and in her new form she can absorb and eat anything she touches. Thanks to her spongy body Jelly-Chan is resistant to regular attacks. Look to the skies for inspiration.



Demonica

Demonica has an unhealthy passion for all things horror related. Books, movies, comics – you name it, she's into it. As such, the demons of vanity have transformed her into the ultimate visage of terror – a being so horrible that to even look at her is fatal! As Linda battles Demonica she must try to keep her OUT of the room. If Demonica manages to break through one of the room's many barricaded doors or floor grates, it's game over. Linda's only hope is to use sound and the holes in the wall to track Demonica's location...

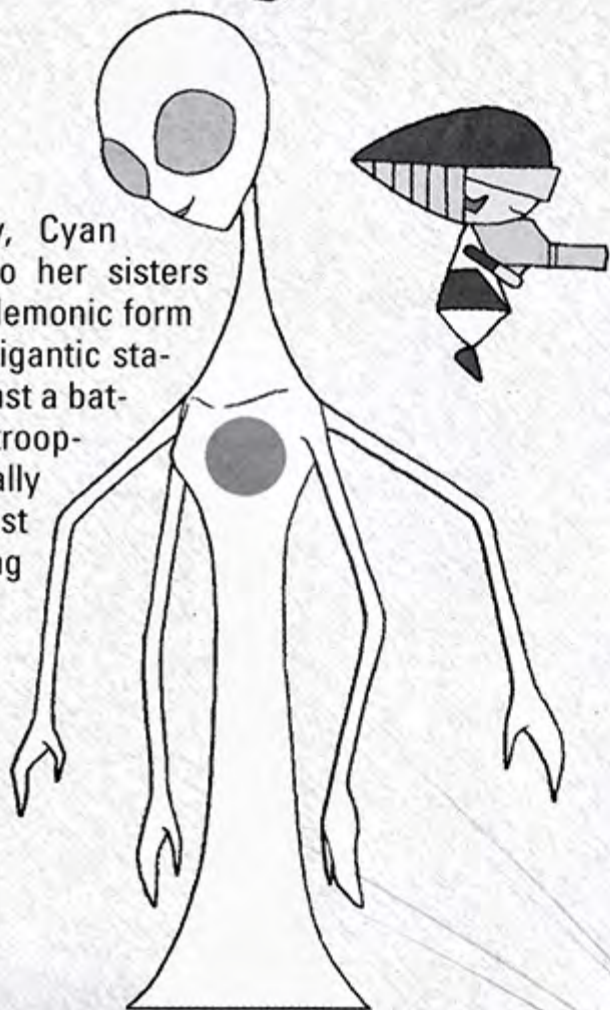


Samantha

Samantha is the second youngest of the sisters, indeed she was born less than a year after Linda. Before she was seduced by the demons of vanity, Samantha loved playing with her plastic toy fish. Now Samantha's love for her favorite toy has been perverted, and the fish has become a deadly living weapon that can grapple large objects and throw them at Linda.

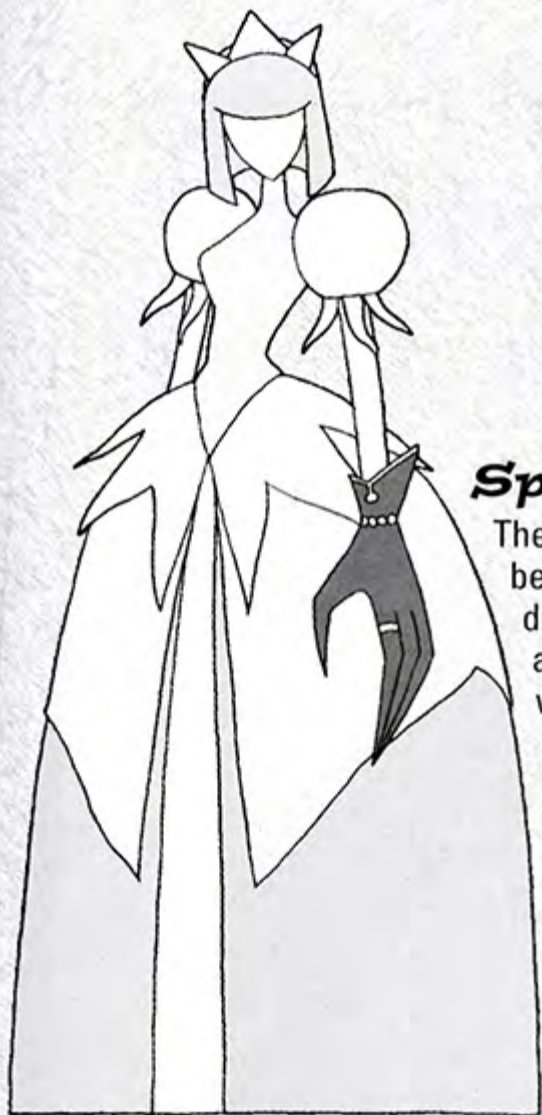
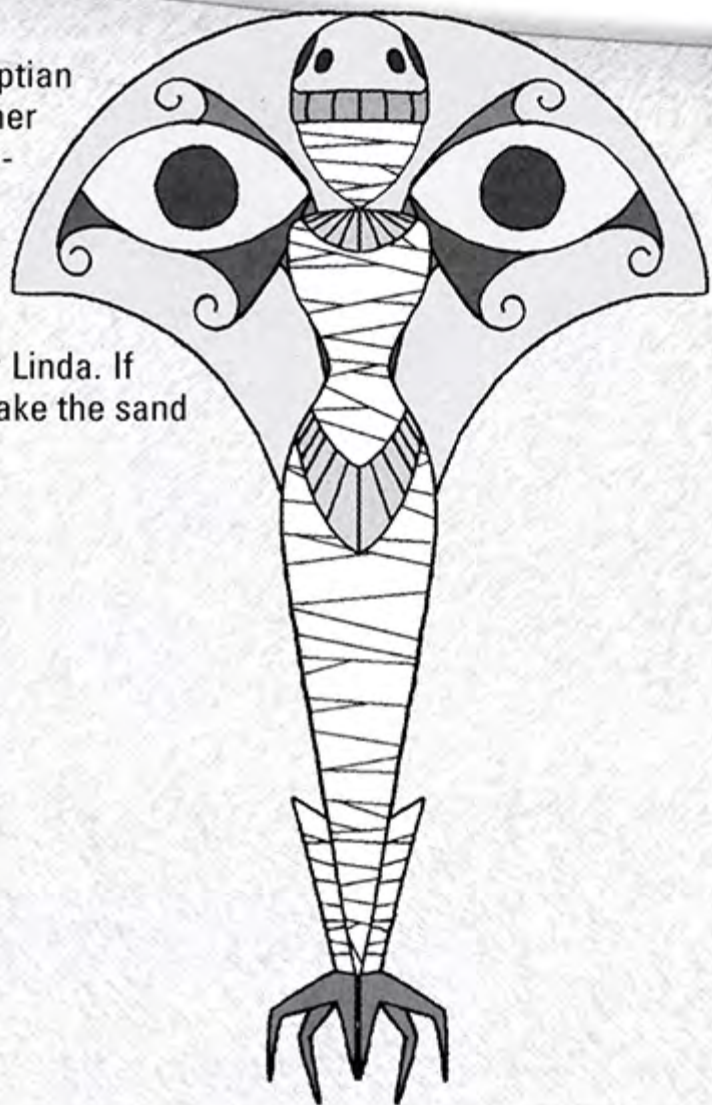
Cyan

The smallest in the family, Cyan always felt herself inferior to her sisters because of her height. In her demonic form she has become a towering, gigantic stationary alien waging war against a battalion of tiny jet pack shock troopers! The troopers are Linda's ally in this battle, and Linda must keep them in the air and fighting if she wants to defeat Cyan.



Mirage

Mirage always enjoyed Egyptian culture and mythology. In her vision of perfect beauty she pictures herself as mummified temptress in a sarcophagus outfit. Mirage uses the desert to her advantage, creating a tornado of sand to chase after Linda. If only there was some way to make the sand turn solid...



Spirit

The eldest member of the family, Spirit has become Linda's ultimate adversary. Spirit's dream was to become a ghost, a formless apparition with the ability to influence the world of the living. She does so through the use of two phantom claws, the only part of her body that is 'real' per se. Spirit's desire for children also manifests itself in her demon form, creating deadly Zako statues to assist her.

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