

THE SUFFERING[®] — TIES THAT BIND™ —

INSTRUCTION
BOOKLET



MATURE 17+



 **MIDWAY**

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

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

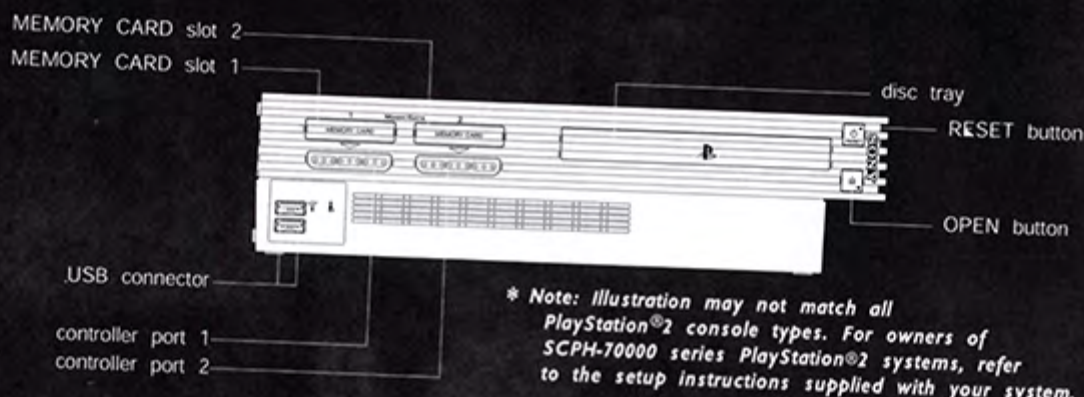
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

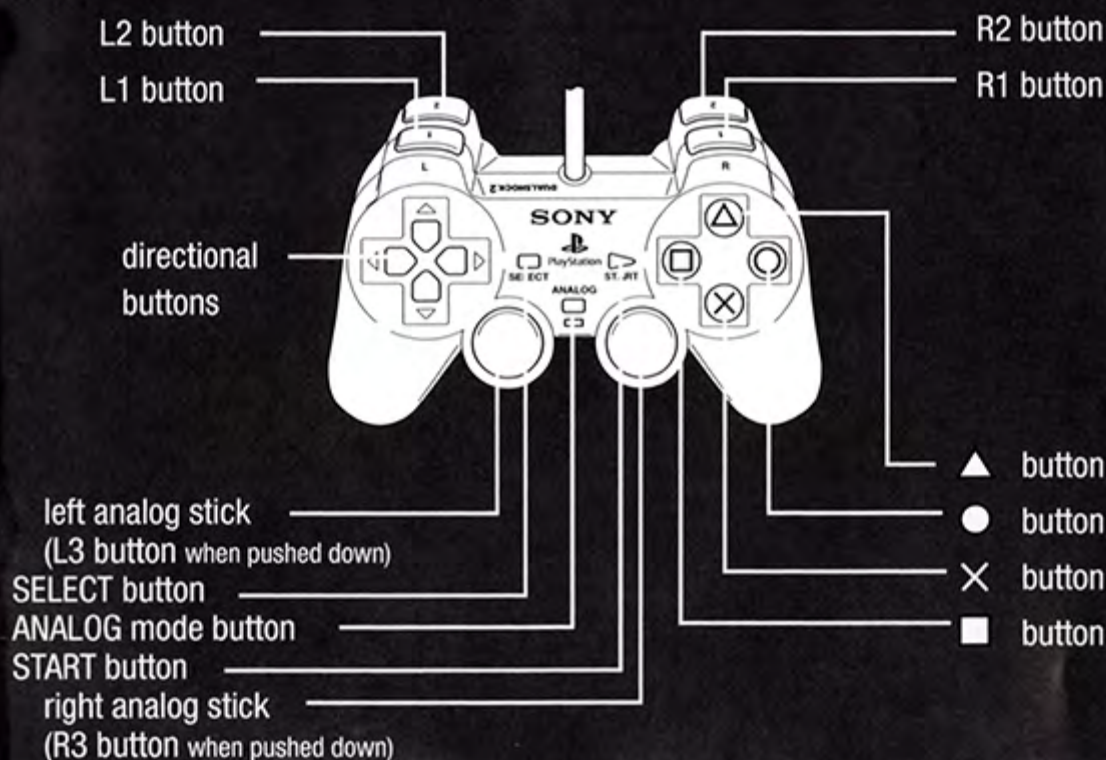
When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "The Suffering: Ties That Bind" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The Suffering: Ties That Bind does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↓** to select **Quit Game**, then press the **×** button. You'll be prompted with the option to save your game (see below). To confirm exiting the game without saving, highlight **NO**, then press the **×** button.

SAVING PROGRESS

The Suffering: Ties That Bind uses a save feature that saves to your memory card (8MB) (for PlayStation®2). You can save your progress from the Pause Menu during gameplay. Press the **START** button during your game, then select **Save Game** from the options. Follow on-screen instructions to save your game. (See **Memory Card**, pg. 9 for more information about saving games.)

TIES THAT BIND

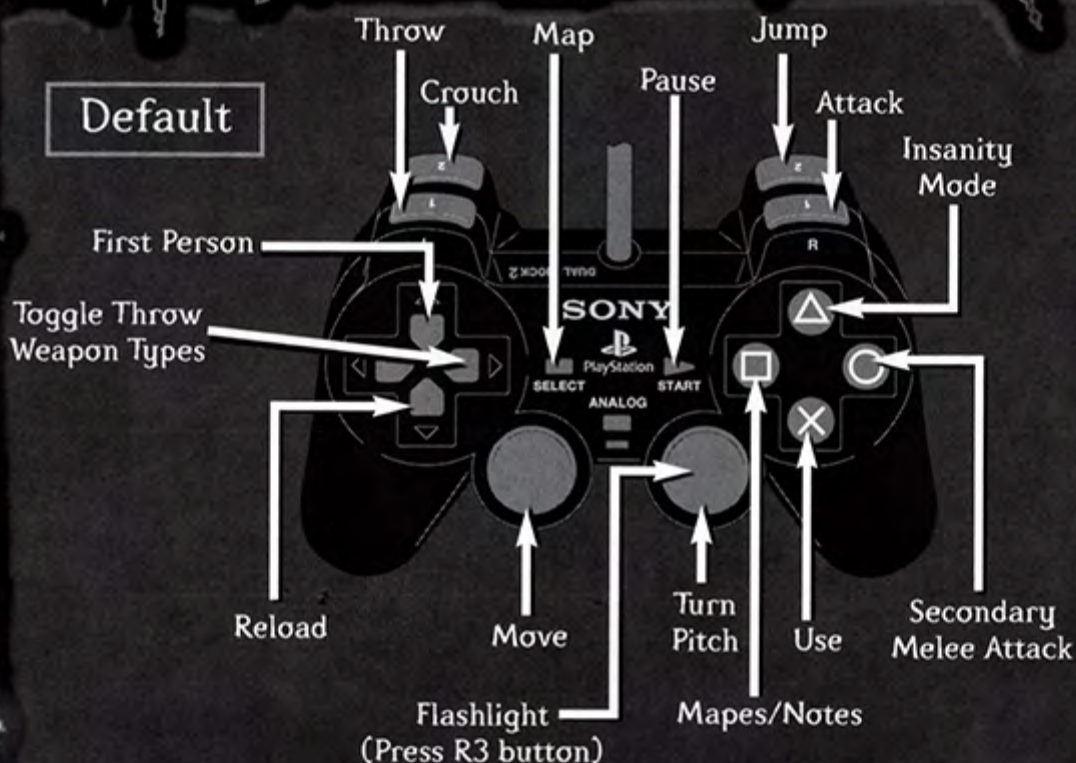
Now everything seems so clear, but it didn't always. T and I always had problems, and I could never understand what it was that troubled him so deeply. But now I've seen what happened on Carnate Island. Sent to Abbott State Penitentiary. T was on death row for a crime he couldn't even remember. But Carnate was home to centuries of killing, and it all came to surface once T arrived. To survive, he had to force himself to relive it all. He had to come to grips with the role he played in the death of our children. He had to face the part he played in my death.

Now Carnate is in the past, and T must come home to Baltimore. But how much of his past does he even remember? Does he realize what Blackmore did to him, did to me, he did to all of us? He will have to revisit all the key places of his past. He has to go back to his apartment, back to Eastern, back to Miles' bar, back to the group home, even back to the old broken down gazebo. These places form the ties that still bind us, and they're the only places T is going to find any answers. But Carnate went up in flames, and there's no telling what will happen to Baltimore. T still has that anger inside him, and I don't know if the city can survive his return. I hope it's not too late for all of us.

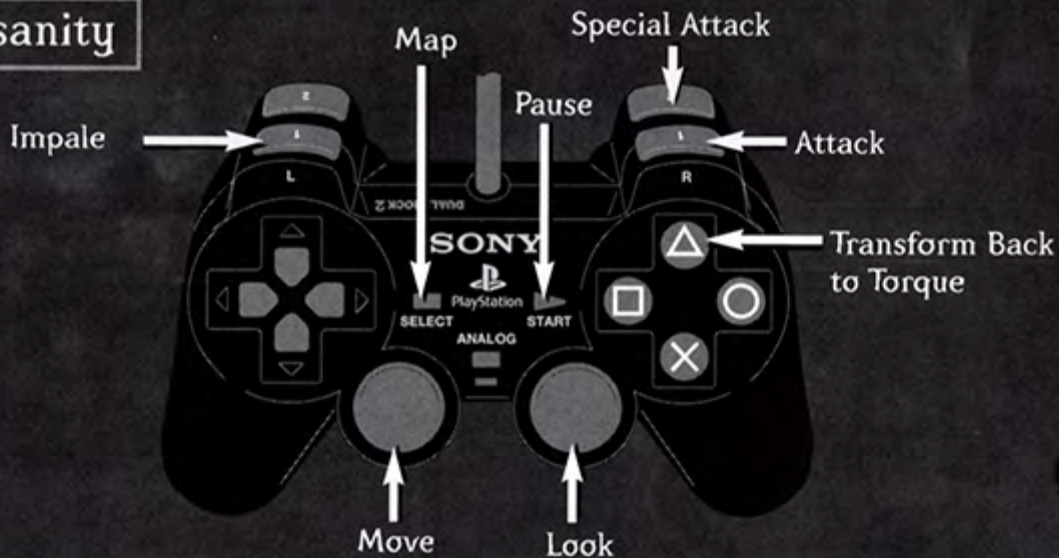
- Carmen

CONTROLS

Default



Insanity



- Crouch** - Use Crouch to avoid damage from enemies or to present a more stealthy profile.
- On Fire** - If Torque is set ablaze, you can put the flames out by rolling.
- Roll** - Roll by holding down the Crouch button, pressing the left analog stick and then pressing the Jump button.
- Grapple** - Some creatures can grasp Torque and do significant damage. Press the \odot , \otimes , \square or \triangle button to attempt to break free.

MAIN MENU

NEW GAME

After choosing to play a new game, select Easy, Medium, Hard or Impossible to set your game's difficulty level.

CONTINUE

Quickly load your most recent save.

LOAD GAME

If you've already played and saved a game, select this option to access your memory card (8MB) (for PlayStation®2). Your saved games will be displayed and available to select.

OPTIONS

See OPTIONS, next page.

ARCHIVES

As you explore the world of *The Suffering: Ties That Bind*, you will unlock pages from three books. To unlock the content, you'll need to finish the game and thoroughly explore the game-world:

Jordan's Notebook - This notebook includes descriptions of the creatures found in the game.

Consuela's Scrapbook - This journal contains photos of various locations, accompanied by descriptions of their relevance in Baltimore.

Carmen's Diary - Her diary contains information about Torque's friends and family life.

EXTRAS

View upcoming Midway game trailers and a credits reel displaying the names of those who brought you *The Suffering: Ties that Bind*.



OPTIONS

CONTROLLER SETTINGS

The Suffering offers five different controller presets to choose from. Press the directional buttons **←** or **→** to cycle the available controller presets.

BRIGHTNESS

Press the directional buttons **←** or **→** to adjust your television for the best play experience.

GAMEPLAY SETTINGS

Press the directional buttons **↑** or **↓** to highlight an option, then press the directional buttons **←** or **→** to adjust settings.

Turn Sensitivity

This option affects the sensitivity of the turn control.

Pitch Sensitivity

This adjusts the quickness of the camera response.

Invert Pitch Axis

This option flips the direction the camera will pitch. With regular pitching, the camera will look up when you push **↑** on the right analog stick. With inverted pitching, the camera will look down when you push **↑** on the right analog stick.

Auto Pitch Correction

This allows the CPU to handle pitch sensitivity.

Auto Targeting

Turn the game's Auto Targeting ON or OFF.

Controller Vibration

Turn the controller vibration feature ON or OFF.

Auto Swap Weapon

With this option set to ON, your active weapon will automatically switch to a newly picked up weapon.

In-Game Help Text

This text will appear on-screen as you play, prompting you with needed information. You can turn this feature ON or OFF.

Checkpoints

You can set this option to ON, to have the game automatically save your checkpoints to in-game memory. You can also set to Prompt, so you'll be prompted with an option to save to the memory card. Select OFF to not save checkpoints at all.



OPTIONS



AUDIO SETTINGS

Press the directional buttons **↑** or **↓** to highlight an option, then press the directional buttons **←** or **→** to adjust the volume for the game's Effects, Dialog and Music.

Subtitles

If you like, you can turn on subtitles that will be displayed on-screen during in-game conversations.

Speaker Setup

Choose between Surround, Stereo or Mono sound, depending on the type of speaker system you're using.

Notes

- If you're using a stereo only (2 channels) television, make sure to change your audio settings to Stereo for best results.
- Surround Sound users must make sure their receiver is set to PL or PLII.

LOAD SETTINGS

If you have an Options settings file saved on your memory card, you can use this option to load the settings. When selected, the game will access the memory card and load any saved settings.

SAVE SETTINGS


After you've adjusted your settings, you can save them to your memory card. The next time you start the game, the settings will automatically be loaded.


MEMORY CARD





The Suffering lets you save your progress in the game to your memory card at any time.

Each time you start a game or load a previous save, the game will read your memory card, making it available for saving future data. Within gameplay the game will let you save your progress to your memory card at any time.

To save, press the  button to access the pause menu. Within this menu, select "Save Game" to view menu options.

Using this menu, you have full access to the data saved to your memory card. Any saved games will be displayed. Select a saved game, then press the  button to load the game.

As you save more and more data to the memory card, you'll need to keep track of the space available on the memory card.

To access other memory cards, press the  button. Select the memory card, then press the  button.

Loading a Save File from the Original Suffering Game

Your original Suffering settings file can be used to affect the beginning and overall story of Suffering: Ties That Bind. Insert the memory card with this save when you're beginning a new game. You'll then be prompted to begin with the Good, Neutral, or Evil beginning depending on which ending you received in the original Suffering game. The choices you made in the first game will have a significant effect on how characters and the story interact with you. Once you complete Suffering: Ties That Bind, all three beginning will be unlocked for you to choose from.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

THE HUD



1. Health

Displays your character's current health status. Once empty, Torque will die.

2. Insanity

As you kill creatures, the meter slowly fills. When full, it will start to pulse, then you can press the **△** button to transform Torque into a powerful creature. While transformed, new attacks and abilities are available:

Press the **R1** button repeatedly to chain together melee attacks.

Press and hold the **L1** button to power up an impale attack. Release the button to impale up to three creatures on Torque's spiked arm.

Press the **R2** button to perform a powerful area attack. This becomes more powerful based on your morality path in the game, but it lasts only a limited time.

Torque regains health and takes less damage while in Insanity Mode. Torque will encounter powerful creatures and fractured walls that can only be destroyed while in Insanity Mode. Insanity Mode will decrease the Insanity Meter until it runs out. Before it's empty, press the **△** button to exit Insanity Mode. If you don't exit in time, Torque will be stunned, leaving him vulnerable.

Note: Insanity Mode won't be available when a new game is started. It become available when you progress to a certain point in the game.

3. Rounds

This icon displays the ammo you have for your current gun. The ticks represent the number of rounds in the weapon's clip, while the number represents the total number of rounds Torque is carrying for that weapon.

4. Grenades

This number shows how many of the currently selected thrown weapon Torque has in his possession. He can hold up to 8 of each type of thrown weapon. Press the directional buttons **→** to switch types.

5. Flashlight & Batteries

The yellow bar represents the current battery life of your flashlight. This will diminish over time while the flashlight is on.

THE WEAPONS

PISTOLS

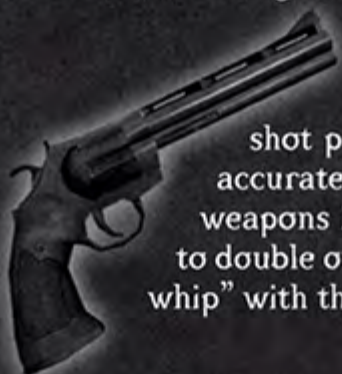
Colt 1911

The Colt 1911 is a magazine-based, military-issue weapon. Otherwise known as the Colt 45, this weapon is semi-automatic, but it lacks the stopping power of the Revolver. The player can carry up to 2 of these weapons in both single, or double handed mode (limited to double once 2 pistols are acquired). Torque can "pistol whip" with the secondary attack button.



Revolver

The .357 Revolver is a cylinder-based, single shot police-issue pistol. It's fairly slow, but extremely accurate and powerful. Torque can carry up to 2 of these weapons in both single, or double handed mode (limited to double once 2 revolvers are acquired). Torque can "pistol whip" with the secondary attack button.



SHOTGUNS

12 Gauge Pump

The Pump action shotgun can hold up to 8 rounds. It takes a bit longer to fully reload. The range is a bit longer than other shotguns, but is still considered a short-range weapon. Its punch is a little less dramatic than the sawed off, but has the advantage of multiple shots per clip, and better accuracy. Torque can "gun butt" with the secondary attack button.



Sawed off Shotgun

The short, double barrel shot gun holds 2 rounds and has a very short, but wide range. It's very effective in close quarters such as hallways, or small rooms. It's even more effective when wielding two (limited to double once 2 shotguns are acquired). The sawed off shotgun is very capable of blowing the limbs off your foes. Torque can "gun butt" with the secondary attack button.



WEAPONRY

AUTOMATIC WEAPONS

Scorpion

The Scorpion is a small, fully automatic submachine gun that holds 30-round magazines. It's considered to be accurate at closer ranges and inflicts less damage than other machine guns. This is a single-handed weapon, so Torque can wield two at a time (limited to double once 2 Scorpions are acquired). Torque can "pistol whip" with the secondary attack button.



M3A1 "Grease Gun"

The M3A1 is a fully automatic, blowback operated submachine gun that holds a 30 round magazine. Not as powerful as others in its class, but its high rate of fire and light weight make it a choice pick for mercenaries and soldiers. Torque can "gun-butt" with the secondary attack button.



Tommy Gun

The Thompson, or "Tommy Gun", is a fully automatic machine gun that holds a 30-round magazine. Used in both the military and in police work, the Tommy Gun is powerful and reliable, yet has a short effective range. Torque can "gun-butt" with the secondary attack button.



MELEE WEAPONS

Knife

Single-handed bladed weapon. Does light to moderate damage, but is quick and easy to use.



WEAPONRY

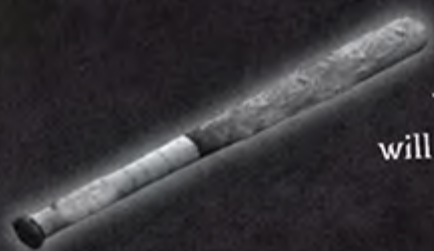
Fire Axe

The Fire Axe does a significant amount of damage, making it an effective weapon for the player to use even when he has more powerful projectile weapons such as the shotgun and machine gun. The fire axe is slower to use, but it makes up for that with the increased stunning damage.



Bat

The bat is a two handed weapon. Most enemies will be stunned when hit with this weapon.



Large Metal Pipe

This pipe is about 5 feet long and requires two hands. The large metal pipe is very slow to swing but does quite a bit of damage.



THROWN WEAPONS

Flashbang Grenade

This produces a quick concussive blast combined with a bright flash. Enemies are stunned and blinded for a short time if they are caught within the range of the blast.



Shrapnel Grenade

These grenades are highly dangerous and powerful explosive devices that, when thrown, can damage or destroy multiple enemies. Use caution when throwing.



Molotov Cocktail

Prisoners fashion these weapons from a bottle of alcohol and a wick. When thrown, the bottle shatters and produces a fireball that causes enemies to burn for a short time. Some enemies are more susceptible to fire damage than others.

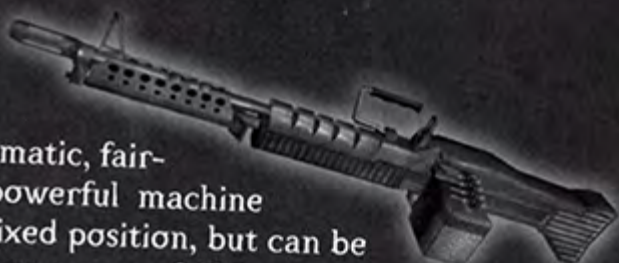


WEAPONRY

HEAVIES

M-60

The M60E3 7.62mm is a fully automatic, fairly accurate, and devastatingly powerful machine gun. It is typically mounted to a fixed position, but can be carried as well. The M60 can carry a max of 100 rounds in belt form, and can shoot at a rate of 100 rounds per minute. Torque can "gun butt" with the secondary attack button.



Grenade launcher

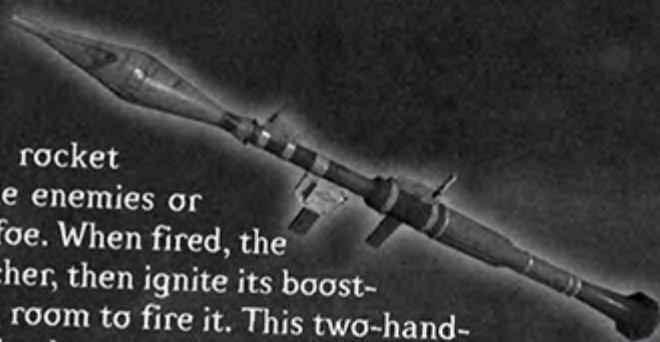
This rapid-fire, stand alone grenade launcher was designed by the military for use in urban conflicts. It fires up to 6 explosive grenades, and is a two-handed weapon. Torque can "gun-butt" using the secondary attack button



RPG-7

Rocket Launcher

Standard military designed rocket launcher, used against multiple enemies or against a single well-armored foe. When fired, the rocket will pop out of the launcher, then ignite its booster motor, so make sure to have room to fire it. This two-handed weapon reloads extremely slowly and can also be used to gun-butt enemies.



Weapon Crates

These containers are used by the military and police departments to transport large amounts of ammunition for various weapons. Press the ⊗ button to open these crates. There is an unlimited amount of ammo in these crates for those lucky enough to find them.



THE CHARACTERS



These medical accounts were compiled by Dr. Killjoy, renowned expert on the inner workings of the human mind. The inmate known as Torque is one of Killjoy's prize patients, first on Carnate Island and even more now that Torque has returned to his home town of Baltimore. As these reports reveal, understanding Torque is not as easy as studying only him. One must also learn about the key people in his life.

TORQUE

Distinctly traumatized, impossibly conflicted, horribly scarred, and certainly deeply disturbed, Torque's dementia remains a constant challenge. Torque may have realized what happened to his family after the episode on Carnate, but his issues run far deeper than he realizes. Now he returns to the only home he has known, Baltimore. This is the city where he was raised in the harshest of environments in the Garvey Children's Home. It was also in Baltimore where Torque met his enchanting wife Carmen, and where she subsequently met her tragic end. His quest for resolution with the grand manipulator Blackmore will truly test his ability to put the demons of the past to rest.



CARMEN

I do hate to be petty, but don't you just hate the beautiful people? Surely, Carmen has provided the one element of stability in Torque's achingly tragic life, and without her one can only imagine what gutter Torque would be inhabiting today. But sometimes her righteousness can even make me sick. Nevertheless she does have her moments of weakness and her temper can be wicked indeed. And let's not forget Carmen divorced Torque when he needed her support the most. Now, in order to have any chance of continued mental well being, Torque must learn he can truly only count on one person.



THE CHARACTERS

BLACKMORE

Now here is a most interesting case study. A man of iron convictions and unstoppable determination, Blackmore has established a criminal enterprise that holds Baltimore firmly in its grip. Born into the same harsh environment as Torque, Blackmore learned that to go far he could not let irrelevant morals stand in his way. Shrewdly intelligent, Blackmore keeps himself free of the watchful eye of the local law enforcement by letting others do his dirty work. The one person he is determined to destroy personally is my poor patient Torque. In the end, I suspect their conflict will come down to a battle not of physical strength, but of mental fortitude.



JORDAN

There are those who are good and those who are evil. And then there are those who are merely selfish to the point where the distinction becomes irrelevant. Since losing her parents during her formative years, Jordan has been obsessed with power and immortality. She has long since given up caring who might be hurt by her quest. Her research organization, which most know only as "The Foundation," will stop at nothing to gain information about the hideous creatures that have been leaving carnage in their wake. Pity she does not begin to understand the forces at work here. Jordan will learn soon enough that you must be careful what you wish for.



MILES

Poor Miles was never a physically imposing individual. He has overcompensated by becoming the man with all the answers, always possessing the inside information, aware of every devious machination. But to survive the harsh streets of East Baltimore, Miles had to ally himself with an individual with a strong physical presence, and for years that person has been Torque. They have been the closest of friends for more than a decade, Miles was able to come up with the schemes and Torque was able to see them through. There is only one person who has ever got the better of them: Blackmore. And if there is anyone who hates Blackmore more than Torque, it is surely Miles.



THE CREATURES

Official Foundation Business
Strictly Confidential

Board of Directors Status Report, July 5th
Compiled by Jordan

Creatures. Fiends. Hellhounds. Freaks. Diablos. Things that should not be. So many names have been used for the malefactors, yet so few understand them. It is impossible to say how long they have been in existence, but my instinct tells it is longer than anyone suspects. What's most surprising is that so few have taken a serious interest in divining their true nature.

Perhaps it is because the malefactors are so good at covering their tracks. They can appear in a location, wreak havoc, and then disappear in ways that make no logical sense. Their greatest strength is their ability to defy the conventional laws of nature. I have found that in dealing with these creatures there is only one common theme: nearly limitless power and the innate drive to kill.

They take a variety of forms, each distinct, yet all sharing a certain quality of pain. When described each malefactor seems completely impossible, but that is a large component of their strange beauty. How can anyone use words to describe the true form of evil?

Take the agile malefactor some call the Slayer. Its bladed limbs make it a quick moving killer who can attack and slay as effortlessly as it moves. Yet its head seems to have been fully severed from its body and blood stains its torso. How is it that it still lives?



One malefactor appears to be two humanoid forms melted into one by some intensely hot fire, a blaze which eternally burns around the conjoined duo. Even though it harnesses this fire to kill all who come near, its cries of pain can be quite unsettling.

THE CREATURES



Or what of the bloated malefactor with the massive jaw and a limitless appetite? Though physically equipped to eat almost anything, he seems to never get enough sustenance to satisfy his hunger. There's something of a tragedy to that.



There is one malefactor we witnessed that was truly revolting to look at. Its torso is a human corpse riddled with bullets, yet hideous legs had grown from the wretched body and carry it along against its will. But that was not all. Those legs also had guns grown into their flesh, guns it easily used to obliterate anything in its path.



One malefactor even appears to be the victim of extreme drug addiction. While most junkies die from a severe overdose, this one lives on, forever enduring an unimaginable chemical torture.



My men have even reported a breed of malefactor that lives beneath the ground, wrapped up in chains. Its serpentine twisting is unsettling to watch, as the viewer must realize that no body containing a skeleton can bend like that without causing itself severe pain.



We have observed and recorded other varieties of malefactors that I don't know enough about to list in this report. All I know is that, unsettling as it is, I must force myself to continue my research. The malefactors transcend the limitations inherent in homo sapiens. They hold a secret we must understand if we are ever to overcome our own tragic limitations.

CREDITS

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Carmen Rafeedah Keys
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Cory Keith Anthony
Malcolm Kamali Minter
Hejira Keith Ferguson
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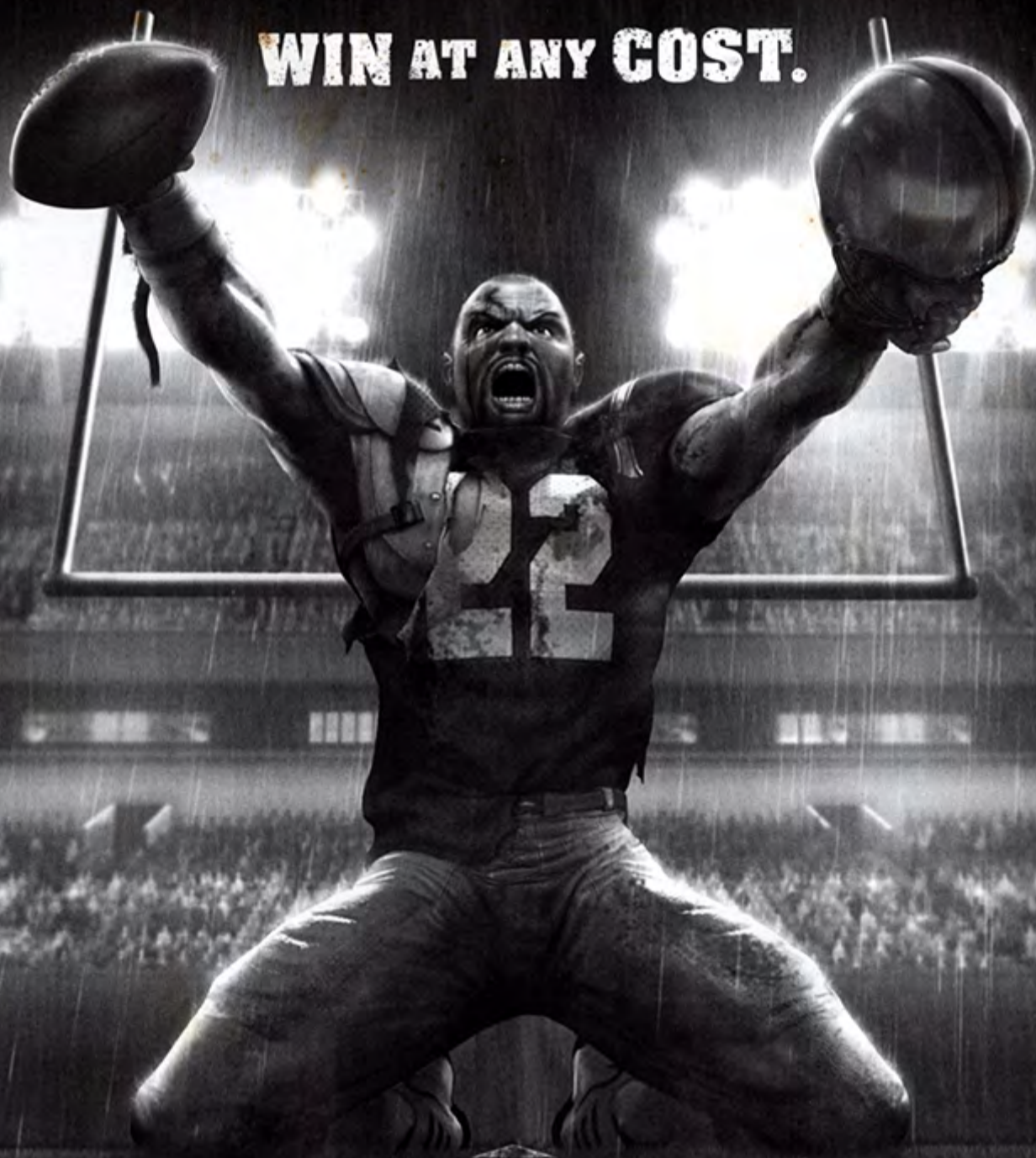
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