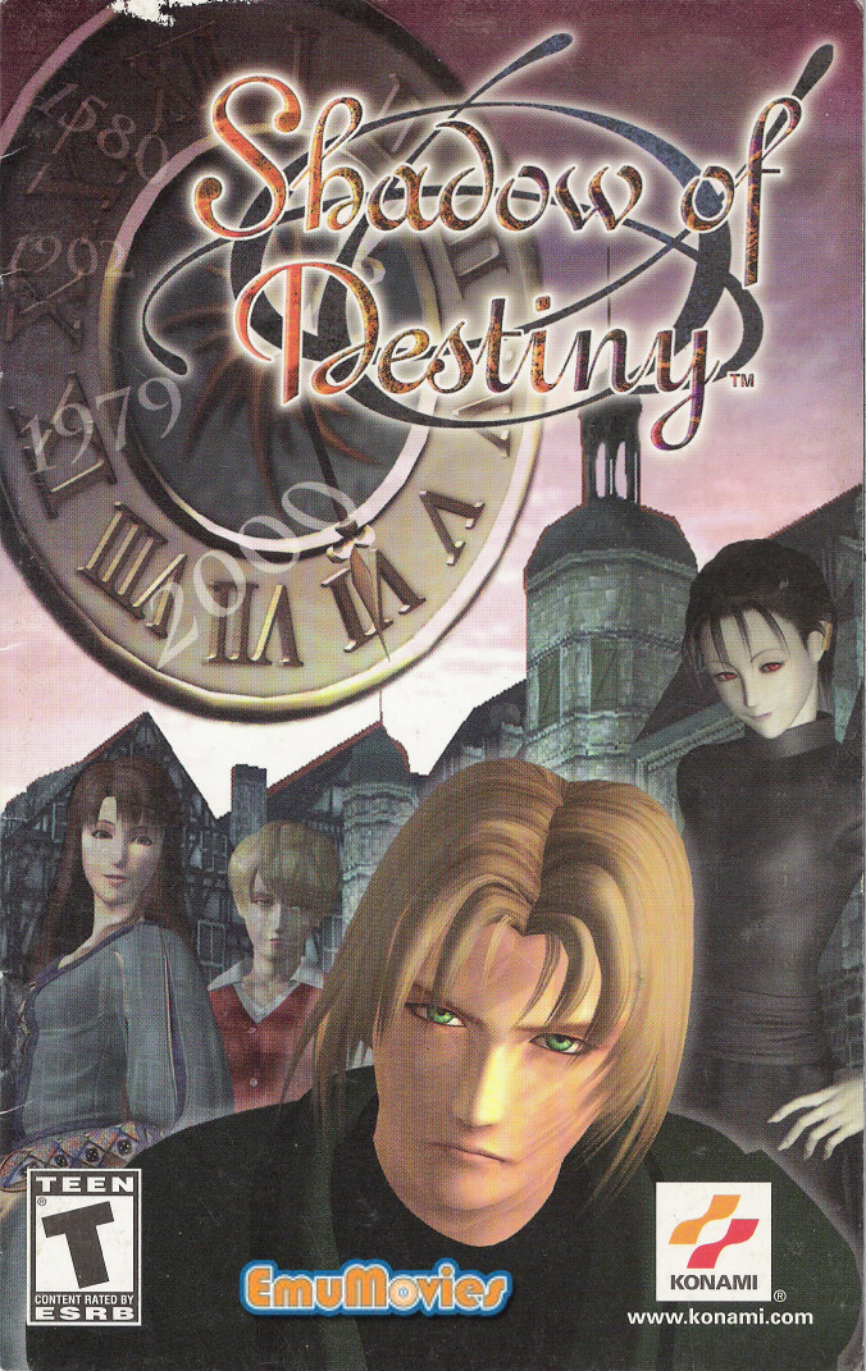


Shadow of Destiny™



EmuMovies



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER

ENTERTAINMENT SYSTEM.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

Thank you for purchasing Konami's Shadow of Destiny™. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it. For your information, Shadow of Destiny™ is an original product of Konami and Konami Computer Entertainment. The software copyrights and trademarks of this game are held jointly by both companies.

Disclaimer:

Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that with the there will be some minor differences.

WARNING

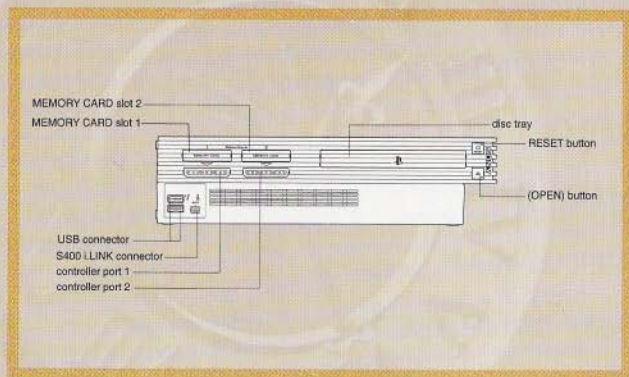
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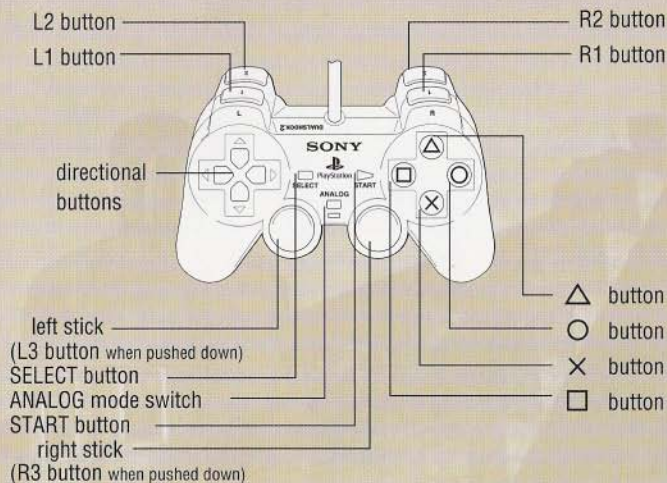
GETTING STARTED



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 standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the SHADOW OF DESTINY™ 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.

BASIC CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Directional button

○ button

× button

△ button

□ button

START button

L1 button

R1 button

R2 button

Left Analog Stick

Analog Mode Switch

Movement

Cancel/Skip a previously seen event

Talk/Inspect/Enter a selection

Display map of city

Display items

PAUSE and display Menu

(During an event, PAUSE with no Menu)

Change view left

Change view right

Change view (indoors: first person view
outdoors: view from behind)

Move (when Analog mode is activated)

Toggles the Analog Mode ON or OFF

Analog mode is active when LED is lit.

Use the Option screen to switch the analog controller's vibration feature ON or OFF

THE GAME SCREEN

COMPASS:

Used to verify the direction that Eike is facing.

LOCATION DISPLAY:

Shows the name of streets as well as facilities that can be entered.

TIME DISPLAY:

Shows the present time for the era that Eike originated from. When two time sets are displayed, the upper is the present time and the lower is the time of the era that Eike is visiting. The speed in which time progresses is uniform in any era.

POWER GAUGE:

Indicates the amount of energy owned. This energy is what is necessary for operating the DIGIPAD time-travel device.

ELAPSED TIME DISPLAY:

After an event is completed, time elapsed during that event is displayed at the bottom right.



DIGIPAD AND ENERGY

DIGIPAD:



This item is a time-travel device that is obtained from Homunculus at the outset of the game. The device allows you to access the various time periods that are significant to Eike. As the story progresses, the number of areas that you

can travel to will increase. However, time travel cannot be executed at will. It can only be done when indicated by the glowing of the upper right gauge and Eike's pocket. One energy unit will be expended each time Eike travels through time.

ENERGY UNITS:



The energy material required for time travel - energy units - can be found by searching the map. When you run out of energy units, you cannot travel through time.

THE PASSAGE OF TIME AND CCS

NORMAL PASSAGE OF TIME:

Time progresses in real time when you move normally on the map screen.

EVENT TIME:

When an event occurs, the time elapsed during the event is reported on-screen at the end of the event. Elapsed time is predetermined for each event, and differs from the passage of real time.

CCS (CLIMAX CRISIS SYSTEM):

The game will enter this mode whenever there is a very limited amount of time remaining before Eike's unfortunate event occurs. There are scenes in the game where Eike will be unable to avoid his fate unless proper action is taken within the timeframe of this mode.

THE CHARACTERS



EIKE KUSCH

Player-controlled, main character of the story. During a previous visit, he fell in love with the city - the backdrop for this story - and has wandered its streets several times. Approximately 6 feet in height, he's a mild-mannered youth with just a hint of darkness to him. He seldom talks about himself.

DANA

She works part-time at the coffee shop where Eike first regains his life. She has no close family. Despite the fact that she is slightly timid in nature, she is - deep down - a very strong individual. A bit self-centered, her constant concern is that she's alone in a world where nobody really understands her.



MARGARETE WAGNER

An alchemist's daughter in the Middle Ages, she is a bright young girl who doesn't hesitate to put her thoughts into action. Plagued by household chores, she hopes to leave it all behind her someday. Through her encounters with Eike, she finds herself increasingly attracted to his world in the present.



ECKART BRUM

The curator of a private art museum, he is an acquaintance of Eike's. With respect to his personality, he is both broad-minded and kind-hearted. His museum is home to several works by local artists, as well as photographs and books related to the city.

HOMUNCULUS

A mysterious being that assists Eike in his efforts to prevent his own death.



ITEMS



DIGIPAD

A mysterious item that Eike receives from Homunculus at the outset of the game. The device allows Eike to travel to the past at the cost of one energy unit per jump.

ENERGY UNIT

Energy units consist of the raw material necessary to operate the DIGIPAD, and can be found almost anywhere in the world.



RED STONE

A key item in the game.

LIGHTER

An item owned by Eike at the start of the game. Comes in handy during time travel

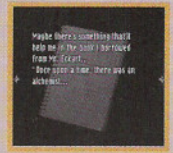


MOBILE PHONE

Eike occasionally receives calls on his mobile phone. Although he doesn't call others with his phone, he can discover another use for it during the game...

NOTEBOOK

Eike uses the notebook to jot down interesting events.



TIPS

READ EIKE'S MEMOS

Whenever Eike finds something interesting, he jots it down in his notebook. At times when you find yourself stuck during the game, you might find that it pays to review his memos.

STOCKPILE ENERGY UNITS

There are times when Eike finds himself involuntarily traveling through time. With this in mind, it's wise to pick up as many energy units as possible.

TRAVEL TO OTHER TIME PERIODS

Moving to another time period could lead to unexpected discoveries.

GAME DESCRIPTION (INITIAL STAGE)

The following is a brief description of the content and options available in the beginning of the game:

PROLOGUE COMMENCES

FIRST EVENT IS COMPLETED

Following his death, Eike wakes up in a coffee shop and meets a fortune-teller who informs him of the time of his fateful encounter. During the prologue, talking with the fortune-teller will allow Eike to travel through time.

Eike can move freely until the arrival of the fated hour, during which time he can speak to people, gather information throughout the city, travel to the past, etc..

Eike can go to the past and take an action that may affect the course of events in the present.

Eike can try returning to the present...

CREDITS

CAST

Eike	Scott Keck
Margarete	Jeanne Hartmann
Dana	Julie Parker
Hugo	Jim Singer
Eckart	Bruce Robertson
Homunculus	Charles Martinet
Wagner	Bruce Robertson
Alfred	Bruce Robertson
Sibylla	Sheila Rose
Oleg	Doug Boyd
Helena	Kathryn Nymoan
Miriam	Kathryn Nymoan
fortuneteller	Kathryn Nymoan
barman	Bruce Robertson
photographer	Doug Boyd
cafe manager	Doug Boyd
night watchman	J. S. Gilbert
young man 1	Justin Shenkarow
young man 2	Jim Singer
woman 1	Jean Mazzei
woman 2	Kathryn Nymoan
daughter	Jeanne Hartmann
rubbernecker 1	Ken Ogasawara
rubbernecker 2	Mark Bruhn
rubbernecker 3	Matt Campagna
rubbernecker 4	Jesse Semler
girl 1	Lori Carcare
girl 2	Tricia Riel
girl 3	Ali Johnston
girl 4	Debbie Rogers
Pedestrian 3	Lori Carcare
Pedestrian 5	Debbie Rogers
Radio ad 1	Doug Boyd
Radio ad 2, 3	Kathryn Nymoan
Pedestrian 7	Jean Mazzei
Pedestrian 4	Pete Fallico
Pedestrian 2	Doug Boyd
Pedestrian 3	Jim Singer
Pedestrian 9	J.S. Gilbert

Pedestrian 1	Terence McGovern
Pedestrian 6	Terence McGovern
Pedestrian 8	Peter Dalrymple
Pedestrian 10	Doug Macintosh
Cat	Junko Kawano

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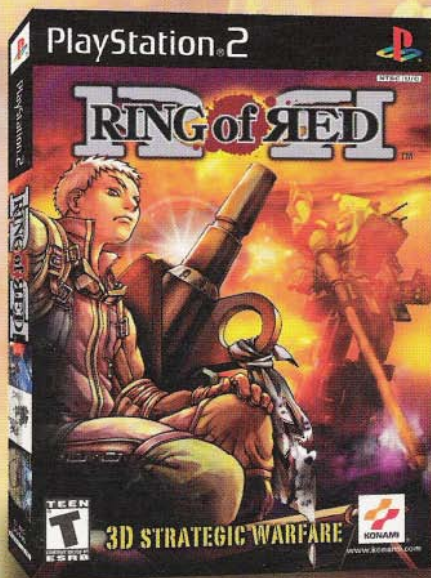
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