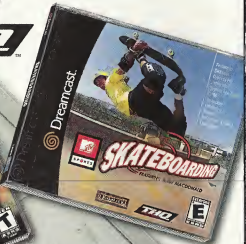
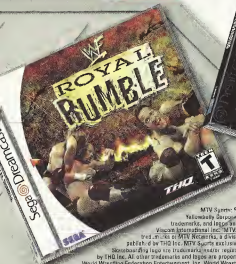


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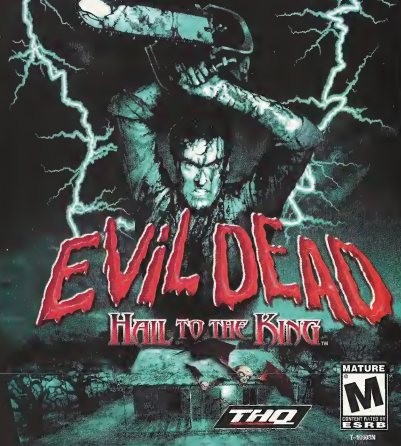


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SEGA

Dreamcast



MATURE
M
CONTENT RATED BY
ESRB

T-80933M

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast.

- Sit a minimum of 6.6 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms, and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperatures and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

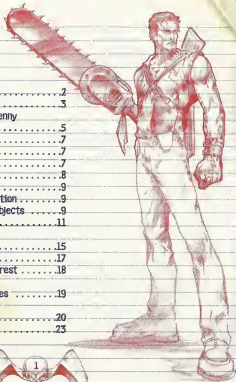
Still pictures or images may cause permanent picture tube damage or irack the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons is purely coincidental.

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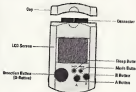
Getting Started

SEGA DREAMCAST HARDWARE UNIT



General Ports
Use these ports to connect the Dreamcast Controller or other peripheral equipment.
From left to right are: General Port A, General Port B, General Port C, and General Port D.
Use each port to connect controllers for players 1 to 4 respectively.
NOTE: General Port C can also be referred to as Port 1.

VISUAL MEMORY UNIT (VMU)



Name's Ash. Housewares. Luckily, I had to fill in for Greg in Electronics a few times last year, so operating the Sega Dreamcast will be a snap.

Evil Dead: Hail to the King™ is a 1-player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller or other peripheral equipment into the control parts of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen. When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller in order to save and load game files.

Note: While saving a game file, never turn OFF the Sega Dreamcast power; remove the memory card or disconnect the controller.



Controller

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen. When the Jump Pack/Vibration Pack is inserted into Expansion Socket 1 of the Dreamcast Controller; the Jump Pack/Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

Menu Controls

Directional Button ↑/↓ Move between selections
A Button Confirm selection
B Button Back one selection or screen



SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



SEGA DREAMCAST JUMP PACK™



Game Controls

Analog Thumb Pad	Relative Movement (walk and rotate in the direction you want to move)
Directional Button ↑	Move Forward
Directional Button ↓	Jump Back (hold to walk backwards)
Directional Button →	Rotate Clockwise
Directional Button ←	Rotate Counter-Clockwise
B Button	Use/Activate/Confirm
Left Trigger	Start/Rev Chainsaw
A Button	Use Chainsaw
B Button	Turn-off Chainsaw
X Button	Use Left-Hand Weapon
Y Button	Ash One-Liner
Right Trigger	Run (hold and press direction)
Start Button	Inventory Screen

Finishing Move - During combat with various Deadites, they will fall into a wounded idle state when on the verge of death. This is your chance to finish them off as only Ash could do. Simply step in front of the Deadite and gut it with your chainsaw (press the B Button). As it flails around in pain, use your left-hand weapon (press the X Button) to finish it off complete with a one-liner!

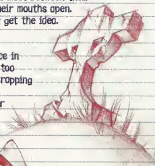


The Evil In The Woods and Jenny from Arts & Crafts

It was another long day of duty in Housewares. The nightmares are keeping me up most nights, so it's difficult keeping up the high standard of excellence Smart expects from its employees. Yesterday during lunch break, I took a chance and tried an incantation I thought I remembered from the Necronomicon ex Martis. Roughly translated, the Book of the Dead. I hoped the recitation would stop the nightmares. A "Nictu Gashru Umuna something or another." I figured they'd get the idea and buzz off. But no dice.

The nightmares are bad. Deadites, that old cabin in the woods, flashes of my long history of kicking their rotted flesh asses. But something isn't right. The Deadites are strong. It's as if there's some large evil building and preparing to burst forth onto the human world. Sometimes they actually get to me and slowly tear my flesh with their jagged teeth, roll the meat between their gums, and make me listen as they chew with their mouths open. Then they use their nails to rip the...well you get the idea. The images are bad. Brussel sprout bad.

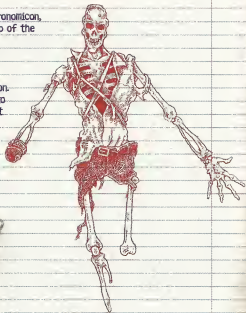
I keep this journal and notebook as a reference in case I need to save the world again. It's been too many years, and there's nothing worse than strapping on the ol' chainsaw and forgetting how to get the motor started. I've kept some left over



(cont'd from pg 5)

copies of pages from the Necronomicon, sketches of Deadites and a map of the area near the cabin.

My girlfriend is Jenny, Assistant Manager of Arts & Crafts...and the voice of reason. She's willing to drive me back to the cabin in the woods so that I can confront my fears and take the nightmares head on. It's gonna be a rough ride...



Main Menu

↑/↓ Move between selections
A Button Confirm selection
B Button Return to previous screen

New Game

Select this option to start a new game. You will head into the woods with Jenny...to the cabin. Every time you select this option, you will start over again. You will head into the woods with Jenny...to the cabin. Controlled déjà vu.



Load Game

You can load a previously saved Evil Dead: Hail to the King game by selecting this option to display the load Game Screen. Once this screen is displayed, move the cursor to the saved game you wish to load and press the A Button. The saved game will load and you will resume play at the saved location.



Options

Select this to display the Options Screen. There are five options from which to choose:

Vibration – Turn the Jump Pack (sold separately) vibration feature ON or OFF

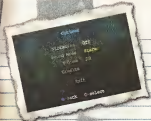
Sound Mode – Toggle between STEREO and MONO sound.

Volume – Adjust the sound volume in the game.

Credits – View the credits.

Exit – Return to the Main Menu.

Use the Directional Button (← or →) or the Analog Thumb Pad to change the settings.



Being Ash (Ain't Bad)

Being Ash ain't too bad... except for the unfortunate link to hordes of evil.

Health Bar

On-Screen Game Information

A health bar indicating Ash's current level of health will drop down in the upper-left corner of the screen when needed. If there is an enemy on screen, it is likely that the health bar will be displayed since the enemy will be trying to put the hurt down. The green health bar will decrease to the left as health diminishes. Less green, less Ash.



Health, Power-ups and Objects

Just when it seems like all hope (or ammo) is gone, you can probably find a nearby item that will help you. To pick up an item in the environment, walk up to the object and press the B Button. The inventory screen will be displayed and you can select what you'd like to do with the item. Various items include:

Health – Look for first aid kits, various food items and mushrooms that can be converted into food once you have found the handy-dandy Wolverine Survival Guide.





Ammo – Look for standard ammo fare like bullets and shotgun shells. You will also find upgrade parts that can be used to modify your existing weapons. After a weapon has been upgraded, the appropriate ammo can be found throughout the environments.

Blank Tapes – Use these to save your game progress at any Inventory Chest found throughout the game.

Gas Cans – Make sure to collect gas cans to refill your chainsaw with fuel.

Puzzle Pieces – Throughout the game, you will have to find various objects in order to solve puzzles needed to advance in certain areas. Pay attention to the cinematics for clues and objectives!

Necronomicon Pages – You will have to collect pages from the Necronomicon that have been scattered throughout the woods. Collect them all in order to drive out the evil and seal the gate that brings them into our world.

Journals & Notes – During your travels, you will find various journal entries, research notes and other text pages that will provide you with backstory and possibly some useful information.



Inventory Screen



Press the Start Button to pause the game and display the Inventory Screen, which gives you access to your Inventory and other options. Once in the Inventory Screen, press the Start Button to return to the game.

Options

In the upper left corner are six options:

Inv

Select this option to view your current inventory including weapons and items.

Text

Select this option to view the various notes, journals and Necronomicon pages you've collected. Use the Directional Buttons or Analog Thumb-Pad to select the item of text from the inventory along the top of the screen, then press the A Button to display its text.



Map

This option allows you to view a map of the area. Your current position is indicated by a yellow dot on the map.

Options

Select this option and press the A Button to display the Pause Screen. Once on the Pause Screen, you can view the main game options (See page 8) or quit the game.

Chest

Select this option to move items to and from your inventory into one of the Inventory Chests that can be found throughout the game. To do so, step in front of the chest and press the B Button to display your inventory and the contents of the chest. To move an item, select it using the yellow cursor and press the A Button. Then move the blue cursor to the empty slot in which you want to move the item. Press the A Button to move the item. Hit the Start Button or use the Inv option to return to the main Inventory Screen.

Save

You can save your progress to a memory card whenever you are at an Inventory Chest and have a blank Save Tape in your inventory. Use the Directional Buttons to move the cursor and select an available slot. Press the A Button to save the game.



Health Meter

The Inventory Screen has two health indicators for Ash – a meter and a picture of Ash's face. The more wounded the face, the more wounded is Ash. The lower the green bar, the less health Ash has. Use health items to replenish Ash's health.

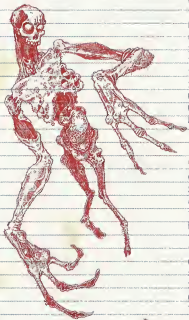
Weapons

At the top of the Main Inventory Screen are five weapon slots. The first slot permanently contains the chainsaw. Beneath the chainsaw icon is a red bar that indicates the current level of fuel in the chainsaw. The bar will decrease to the left as fuel is consumed. If you have gas cans in your inventory, you can refill the chainsaw by selecting a gas can in the inventory and pressing the A Button.

The remaining four slots are used to display available weapons. The full standard weapon suite includes an axe, pistol, shotgun and rifle. Once a weapon is found, it is automatically added to its slot. Beneath projectile weapons is a small white number that indicates the number of rounds remaining in the weapon. As rounds are used, the number decreases. If you have ammo in your inventory, you can reload a projectile weapon by selecting the appropriate ammo item in the inventory and pressing the A Button.



(cont'd from pg 13)



Upgrade parts can be found throughout the game and used to modify the standard weapons. To use an upgrade kit, select it from your inventory, move the blue cursor to the weapon you wish to upgrade, then press the A Button. The weapon icon will change to reflect the upgraded weapon. Once a weapon is upgraded, the appropriate ammo will become available as items are found throughout the game.

Objects

On the right side of the Inventory Screen are twelve slots used to store objects and items found throughout the game. These include a range of health kits, ammo, puzzle pieces and the like. To use an item, simply move the cursor to the desired item slot and press the A Button. Any subsequent effect will occur immediately, such as a boost in health or increased fuel for the chainsaw.



Talk Loudly And Carry A Big (Boom) Stick

There are five standard weapons in the game: chainsaw, axe, pistol, shotgun, and rifle. All weapons but the axe can be modified by using upgrade parts found throughout the game. There is one level of upgrade for each weapon, the result of which is increased power.



Chainsaw

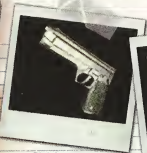
The signature weapon of Ash. Attached at the wrist after cutting off his possessed hand, the chainsaw is most fun when used to gut Deadites.



Axe

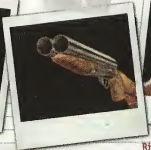
Ash starts the game with the trusty axe from the cabin. Good for chopping wood and Deadites. Obviously this weapon is only useful at a close distance.





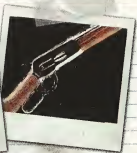
Pistol

This is Professor Knowby's old .45 pistol. Ash starts the game with the pistol in his inventory.



Shotgun

The 12-gauge double-barreled, walnut stocked, cobalt blue steeled, hair-triggered shotgun. Better known as The Bamstick. Holds less ammo but does more damage.



Rifle

This weapon holds fewer rounds than the pistol but more than the shotgun. Does decent damage. Might be able to find it near that old campground.



Saving / Loading Games

Sometimes you just need a break from fighting evil and saving the world... again. This is where the Save/Load feature comes in handy.

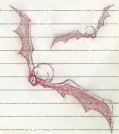
Saving Games - You can save your progress to a memory card whenever you are at an Inventory Chest and have a blank Save Tape in your Inventory. Go into the Inventory Screen and select the Save option to display the Save Screen. Then use the cursor to select an available slot. Press the A Button to save the game.



Loading Games - You can load a previously saved Evil Dead: Hail to the King game by selecting the Load Game option from the Main Menu on the Title Screen. Once the Load Game Screen is displayed, move the cursor to the saved game you wish to load and press the A Button.



Note: While saving a game file, never turn OFF the Dreamcast power, remove the memory card or disconnect the controller.



Old Map of the Cabin and Forest

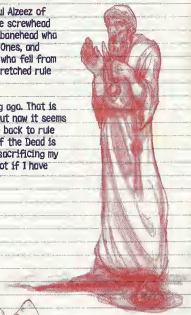
I found this crude map inside Knowby's cabin. It seems to show the surrounding areas near the cabin. This might come in handy once I return to those evil woods.



The Mad Poet Alzeez of Damascus & the Dark Ones

The Mad Poet. That's what they called Abdul Alzeez of Damascus. The life's work of that primitive screwhead was the Necronomicon ex Mortis. He's the banehead who translated the ancient texts of the Dark Ones, and prophesized of the Warrior From The Sky who fell from the heavens to save the world from the wretched rule of demons.

The Dark Ones once ruled the earth... long ago. That is until they were banished to their realm. But now it seems they're a little homesick and want to come back to rule over man again. And of course the Book of the Dead is their key to earth's front door. That and sacrificing my girl, Jenny. But that ain't gonna happen. Not if I have anything to say about it.



Deadite Drawings from the Necronomicon

Evil Hand

Yeah, it's my hand. During my first trip to the cabin, evil got into my hand and it went bad. So I lopped it off at the wrist.

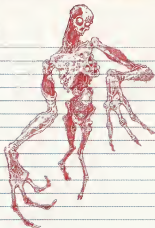


Bad Ash

The Dark Ones knew of my weird connection to the Necronomicon, so they thought spinning off my evil half to do their bidding would be a good idea. Wrong. He may be bigger and stronger, but he isn't half the man I am. But then again, he's 95% more deadite than me... and that's a problem.



20



Wolverine Troop

I had heard reports of the missing troop of Wolverine Scouts. Seems they went on a little camping trip in the woods. Big mistake. But it's not really my problem... unless they make it my problem. In that case, they're all going to be receiving a Special Badge in Buckshot Collecting from Uncle Ash.



Deadites

Deadites are the drones of the Dark Ones -- their army of slaves eager to eat flesh and carry out the demonic biddings of their masters. Some were once human, others are spawned straight from Hell. Don't know which of them is worse. Doesn't really matter, though. The ol' chainsaw doesn't know the difference... and doesn't care.



21

Helbillies

Don't know for sure, but there might be another shack nestled somewhere in the woods. Heard it was some sort of weirdo family. I fear that the evil has already reached them. Who knows? I may have to pay those inbreds a little house call.



Skeletons

These boneheads are just what you think they are - soulless, animated skeletons that were once human... that is, until the evil turned them into their little slaves.

I'm sure there is more evil in the woods and perhaps elsewhere. I know they at least exist in my nightmares. More deadfies. More unspeakable horrors. Well... unspeakable at least until I run into them...



Credits

Based on **EVIL DEAD**
Sam Raimi
Rob Tapert
Bruce Campbell

Heavy Iron Studios

General Manager
Steve Gray

Producer
Mark Morris

Lead Designer
Matt Coohill

Designers
Kris Jackson
Jeffy Brandon

Programmers
Dan Kalmorgen
Marcel Samek
Shiraz Ahmad
Kay Cloud
Jake Kauth

Art Director
Ira Gilford

Lead Artist
Robert Yang

Animation Director
Gregory Ecklund

Character Concepts
Carlos Huanes

Characters & Animation
Kyle Kirby
St. John Colon
Elliot Coll-Sirota
Alex Gel
Rob Ostir
Kin Chung

Digital Artists
Jason Yunofsky
Richard Matsushita
Alex Gel

Designers
Bob Rossoff
Dave Nix
Avi Das

Programmers
Bryan Whitaker
Jeff Benoit
Lisa Foster
Neville Spitzer
Peter Baustaedter
Rosa Lin
Steve Galle

Art Director
Ira Gilford

Texture Maps & Matte
Paintings
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Scott Chau

Yongki Yoon
Peter Baustaedter

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Robert Yang
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Carmen Bogan

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Orchestrator
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Recorded in Budapest,
Hungary by the
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Symphony Orchestra
and the Budapest
Chamber Choir

Conductor
Inre Kollar

Recording Engineers
Istvan Boller
Boltint Boller
Music Produced by
Tony Talarico
Forte Music, Los Angeles

Audio Production
Coordinator
Thomas V. Talarico

Renaissance Pictures
Sam Raimi
Rob Tapert
George Strayton
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David Pattison
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Renee Chantlin

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Inferno System &
Post-Production
Services

System Administration
Scott Taylor

WAMRET
Render Farm
Tim Elliott
Josh Calcock

Packaging &
Manual Layout
Adcon Interactive
Design

Voices

Ash / Evil Ash
Bruce Campbell

Abdul Abbotz
Ron Jones

Father Alford /
Troop Leader
Steve Brodie

Jenny
Erin Ashe

Annie Knowby / Granny
Lani Minello

Merchant
Ryan Drummond

Gold Members
Frank Caesar
Dan Castle
Ron Jones

Professor Knowby
Chris Wilcox

Deadites
Marc Blagi
Steve Brodie
Lani Minello

Special Thanks

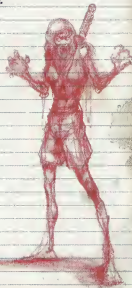
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Rob Tapert
Bruce Campbell
Brian Farrell
Jeff Lepin
Michael Rubinetti
Genevieve Glata
Leslie Brown
Peter Dink
Allison Locke
Tiffany Yernan
Jeremy Barnes
Jack Suzuki
Trent Garino
See Un Lee
John Cooke

Matthew O'Callaghan
Pete Anderson
Caleb Walter
Hana Lui
Kirby Smith
Vinegrettes
Kristin Prylow
Ken Reinstein



Useful Tips

- If you feel a little overwhelmed by Deadites, try throwing out a snappy one-liner or two. It may just do the trick!
- Don't be afraid to put the hurt down on Deadites with a finishing move. You'll find it extra rewarding!
- If you ever feel unsure about something, look for various journals and notes left behind by those consumed by the Evil. Might find some useful info!
- If you're running low on supplies, you might just have to take out a few Deadites. Often times the best defense is a good offense!
- Use your ingenuity. Everyday items might become useful when used together or in the most unusual places.
- Don't be afraid to look around and check out the area. Otherwise, you might miss something important!



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