Black, bruised and beaten down! This rowdy crew of 18 personalities let loose in an over-the-top arcade style slugfest that breaks new ground with it's unique Boxer's Life Mode. Live through each boxer's life story as it unfolds through in-game movies that connect to actual boxing bouts. Cel-shaded graphics combined with wacky special effects make this title play like a fast paced cartoon episode!

EmuMovies

BLOODRAYNE™

TERMINAL REALITY

MAJESCO

NINTENDO GAMECUBE

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

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THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

1 Player

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card

Table of Contents

Introduction

IN 1932 an American teenage girl was apprehended in Europe after carving a path of destruction trying to track down and kill her biological father. The girl's name was Rayne and she claimed the people she killed, and her father who was still at large, were vampires.

Before more information was attained, the girl disappeared.

That girl is a Dhampir; a product of her human mother's rape by her vampire father. Born with powers of a vampire without all of the weaknesses. She was taken in by an underground organization calling themselves the Brimstone Society—a top-secret fraternity that hunts down and destroys supernatural threats. Agent BloodRayne, as she is now known, protects humanity from things that ordinary people shouldn't have to deal with.

In the years between the World Wars, Agent BloodRayne works as a killing machine for The Brimstone Society. Two missions, five years apart, turn out to be connected by one man. For years, this man has been searching the world for powerful occult artifacts to bring Germany into a new age of domination. Agent BloodRayne must face this man's elite Nazi army to prevent them from releasing creatures of unfathomable terror onto the world in their unwavering quest for the artifacts.

Controls

L BUTTON
PRESS TO PERFORM BLADE ATTACK OR OTHER ACTION WHEN NO ENEMIES ARE AROUND

L BUTTON
TAP THE BUTTON TO FIRE A WEAPON OR THROW A GRENADE

Z BUTTON
SCROLL WEAPONS FORWARD

CONTROL STICK
UP - MOVE FORWARD
DOWN - MOVE BACKWARD
LEFT - STRAFE LEFT
RIGHT - STRAFE RIGHT

Y BUTTON
BLOOD RAGE

X BUTTON
180° TURN

A BUTTON
JUMP; CONFIRM MENU CHOICES

START / PAUSE
BRING UP START MENU/ SKIP SCREEN

B BUTTON
HARPOON/BITE; GO BACK TO PREVIOUS SCREEN

+ CONTROL PAD
UP - NORMAL VISION
DOWN - DILATED PERCEPTION
LEFT - AURA SENSE
RIGHT - EXTRUDED VIEW

C STICK
UP - DOUBLE TAP TO ROTATE CAMERA UP
DOWN - ROTATE CAMERA DOWN
LEFT - TURN LEFT
RIGHT - TURN RIGHT
DEPRESSED - RESET TO DEFAULT CAMERA ANGLE

Main Menu

Use the following controls to navigate the Main menu: Control Pad to highlight selections; A Button to accept the choice; and B Button to Cancel/Go Back to a previous menu. The Main menu contains the following:

NEW GAME

Choose NEW GAME to begin playing BloodRayne. You'll then have the option to choose Easy Mode, Normal Mode or Hard Mode. These settings affect BloodRayne's resilience. In Hard Mode BloodRayne takes a large amount of damage every time she is hurt. The opposite holds true for Easy Mode.

In Easy Mode, every time you continue (after dying) or restart the level, BloodRayne's health will be fully restored. In Normal Mode, BloodRayne's health will restore proportionate to the amount of time played in the level before continuing or restarting; if you restart immediately upon entering a level, BloodRayne's health will be the same. However, if you play for a few minutes before restarting, BloodRayne will start with more health than she originally had. In Hard Mode, BloodRayne's health will never restore from restarting or continuing after death.

LOAD

Choose LOAD to go to the Load screen and load previously saved games.

OPTIONS

Choose OPTIONS to access the Options menu to configure game controls and adjust gameplay settings.

Options

Select OPTIONS in the Main menu to display the Options menu where you can configure game controls.

CONTROLS

Allows you to change the following controls:

CONTROL STYLE

Choose one of the six preset controller configurations. The default control scheme is indicated on pg. 5.

LOOK UP/DOWN STYLE

Enabling this setting will invert the Turn/Look function to mimic aviation controls.

LOOK UP/DOWN AUTOCENTER

Auto centers camera when enabled.

TURN LEFT/RIGHT SPEED

Adjust the slider to determine the Left/Right turn speed.

LOOK UP/DOWN SPEED

Adjust the slider to determine the Up/Down look speed.

VIBRATION

Turn vibration function OFF to disable. Default is ON.

Load Screen

Selecting LOAD at the Start menu brings up the Load screen which contains a list of all saved game files. The saved game files indicate the level where the game was saved and the amount of time elapsed. When you select one of the files, the game immediately loads.

H.U.D (Heads Up Display)

WEAPON INVENTORY BAR

HEALTH METER

COMPASS

BLOODLUST METER

ENHANCED VISION ICONS

HEALTH METER
Indicates BloodRayne's health.

COMPASS
Indicates the direction of BloodRayne's objective/s (blue dot/s on circular display).

BLOODLUST METER
Rises as BloodRayne kills enemies with her wrist and ankle blades. The meter rises faster for spectacular kills.

ENHANCED VISION ICONS
Displays BloodRayne's four visions. Their arrangement corresponds to the Control Pad. Press the corresponding direction to activate them: Up for normal mode; Right for Extruded View; Left for Aura Sense; Down for Dilated Perception.

WEAPON INVENTORY BAR
Appears on-screen when you press the Z Button. The bar enables you to cycle through the weapon modes to choose from the inventory BloodRayne is currently carrying. BloodRayne's current weapon mode is depicted by a colored background. The weapon or weapons currently in hand have a bright outline around the weapon silhouette. Ammo counts are also indicated on this bar.

In-Game Menu

Pressing the START button pauses the game and brings up the In-Game menu. It contains the following:

RESUME Returns to game immediately.

MAP OF MORTTON/TARGET LIST When in Louisiana, a level map is accessible from the In-Game menu to assist in navigation. In Argentina and Germany, a target list appears in place of the map. In addition, level objectives will be automatically displayed at the bottom of the In-Game menu any time you pause the game.

SAVE Brings you to the Save screen to save the current game.

LOAD Brings you to the Load screen to load a previously saved game.

RESTART LEVEL Lets you start your current level over.

OPTIONS Accesses the Options menu to configure controls.

QUIT Ends current game and brings you to the Start menu.

CHEATS Enter cheat codes here.

Save Game

The game auto-saves at the completion of every level. When it occurs you will be asked: Quick Save or Save in New Slot? QUICK SAVE overwrites the current slot. SAVE IN NEW SLOT brings up the Memory Card Manager, allowing you to choose a new slot to write to. After saving the game, you resume play at the point where you paused the game. When you load a saved game, you start at the beginning of the level where you last saved.

Game Over

When the game is over, you will be given the choice to either QUIT, CONTINUE or LOAD. Selecting QUIT will bring you to the Main menu. Selecting CONTINUE automatically reloads the game you were playing and restarts the current level. Selecting LOAD allows you to load a previously saved game.

Gameplay

Half human, half-vampire, BloodRayne is a formidable monster hunter. Her superhuman strength, agility and senses make her capable of feats far beyond the scope of the normal human and have allowed her to develop extraordinary skills. Here's what she can do:

MOVEMENT/NAVIGATION

WALK, RUN, STRAFE

The speed of BloodRayne's movement can be adjusted from walk to run depending on how far the Control Stick is depressed. Pressing either left or right causes her to strafe in the direction pressed.

180° TURN

Press the X Button to make BloodRayne turn 180°. This is the quickest way she can deal with attacks from behind.

JUMP

BloodRayne can jump farther than a normal (or even exceptional) human. She can jump to her maximum height as long as the

A Button is pressed and held down for the duration of the jump. Releasing the A Button during the jump causes her to peak at that elevation, and she begins her descent from that point. BloodRayne jumps in whatever direction the Control Stick is pressed. Use the Control Stick in conjunction for multi-directional jumping.

CONTROLLED LANDING

If you are holding the Control Stick in the direction of the jump, BloodRayne automatically rolls upon landing if she intends to keep running. Release the Control Stick if you want her to stop at her landing point.

REBOUND KICK

Pressing the jump button while in the air causes BloodRayne to Rebound Kick; she lunges forward feet-first into a spiraling attack. The Rebound Kick enables BloodRayne to jump off of other characters, transferring all her forward momentum to send them flying through the air. The Rebound Kick also enables her to shatter glass, weakened walls and some locked doors. Non-reinforced glass shatters on the first hit but reinforced glass may take more hits.

FEEDING

BloodRayne has built-in health recovery due to her half-vampire heritage: drinking blood of the living. If BloodRayne is close to a victim when the B Button is pressed, she begins feeding (as opposed to using the harpoon). If the victim is lying on the ground, she drops down, mounts him and feasts. When feeding while standing, BloodRayne can use the victim as a human shield by turning his body to interpose it between her and other enemies. While feeding, she is somewhat vulnerable because she cannot attack with her blades. However, if she has a gun in her left hand, she can fire it at enemies if she's feeding upright.

HARPOON

The harpoon is a light throwing knife affixed to a chain and attached to BloodRayne's left wrist. The harpoon chooses its target automatically using an auto-aim system similar to her guns.

LONG-RANGE STRIKE

Tapping the B Button causes the harpoon to launch out at a targeted enemy. Regardless if the strike is successful, it immediately returns to its sheath.

CAPTURE ENEMY

If you hold the B Button when the harpoon strikes an enemy, the enemy is pulled towards BloodRayne by the rapidly retracting chain. This is often helpful when used in conjunction with feeding.

BLOOD RAGE

Blood Rage is a berserker mode in which BloodRayne moves a little faster, inflicts more damage and has a high chance of dismemberment with each hit. She also uses completely different and spectacular attacks than she does in normal mode. The screen tints red, the fog thickens and time slows down a little. You earn Blood Rage by performing blade attacks to fill the Bloodlust meter. A red flame appears above the Bloodlust meter when it is full indicating that Blood Rage is available. When this happens, hit the Y Button to activate it. The Bloodlust meter ticks down like a timer. Once it has expired, BloodRayne drops out of Blood Rage. You can revert to normal vision and conserve her Bloodlust energy by pressing the button again or by pressing up on the Control Pad.

ENHANCED VISION

AURA SENSE

Pressing left on the Control Pad activates Aura Sense and allows BloodRayne to "see" living prey health and attitude (Aura Sense also doubles as night-vision). If the victim is in a relaxed state (patrolling, standing guard, etc.), the aura is red.

State of health determines aura intensity: an unaware, healthy enemy will appear bright red while an unaware, unhealthy enemy will be dim red. BloodRayne can safely feed for a whole meal if she catches an edible victim off guard.

If a strong enemy is healthy and alert (chasing, hunting, etc.), his aura appears bright green. As he loses health, the aura changes from green to yellow to orange to red then grows dimmer and dimmer. Once the enemy's health is red, he can safely be eaten but BloodRayne doesn't get much of a meal. If BloodRayne attempts to feed before that, the victim may try to resist her efforts.

Finally, Aura Sense can also be used to detect immediate objectives. Your next destination will be highlighted with a bright blue aura that shines through everything, including walls.

EXTRUDED VIEW

BloodRayne will find a special item that inbues her with the ability to see into the distance as though she is looking through binoculars. Extruded View also doubles as a first-person look/sniper mode. You cannot move in this mode; you can only turn and look using the C Stick. Use up and down on the Control Stick to zoom the view in and out.

DILATED PERCEPTION

BloodRayne eventually gains the ability to "slow down" time. This is called Dilated Perception. In actuality, she's simply processing sensory

information so fast that everything (including herself) seems to be moving in slow motion. This allows you better control for hitting targets, evading attacks and dodging bullets.

Pressing down on the Control Pad activates Dilated Perception. Once activated, pressing any other direction on the Control Pad will immediately deactivate Dilated Perception and activate the vision assigned to the direction pressed.

COMBAT ABILITIES

HAND-TO-HAND

BloodRayne's primary weapons are a pair of giant silver blades hinged at her wrists and dagger-like attachments on her boots.

NORMAL HAND-TO-HAND ATTACKS (STANDING ATTACKS ONLY)
BloodRayne performs blade and kick attacks when you press the L Button. The direction of each attack is determined by the direction pressed on the Control Stick.

There are a total of 5 standard attacks. The attacks are linked together in a combo string. BloodRayne starts with only level 1 and level 2, earning

more as she progresses through the game. Tap the L Button to initiate normal attack combos. The combos trigger automatically if BloodRayne makes contact with an enemy or object on each attack.

BLOOD RAGE HAND-TO-HAND ATTACKS
In Blood Rage mode, BloodRayne has five completely different combo attacks that are activated the same way as regular combos. She also starts the game with only level 1 and level 2 Blood Rage attacks, earning more throughout the game.

RAGE ATTACKS
BloodRayne will gain the ability to perform special Rage Attacks. If BloodRayne has earned enough Bloodlust, you can access a Rage Attack by pressing the Blood Rage and Attack buttons at the same time. BloodRayne executes a devastating Rage Attack at a cost of roughly 1/3 of her Bloodlust power. This attack is slightly less powerful than her attacks in Blood Rage mode but the difference is that Rage Attacks are accessible at any time, even if only a portion of the Bloodlust meter is filled.

JUMPING ATTACKS
BloodRayne will also gain the ability to perform a special jump harpoon attack. Perform stinging harpoon whip attacks in the air by pressing the L Button while jumping.

GUNS AND PROJECTILES

BloodRayne can hold a small arsenal on her body: up to four handguns and/or small sub machineguns on her belt, up to two rifles and/or large sub machineguns on her back, up to two grenades on her belt and one special weapon on her back. Furthermore, due to her inhuman strength, she can also hold almost any gun in a single hand. This allows her to go guns akimbo with every regular pistol, rifle, assault rifle and sub machinegun.

AUTO-PICKUP/DISCARD

BloodRayne will automatically pick up any weapon she walks near as long as it has ammo and she has a spot for it. If her inventory is full, BloodRayne compares any available weapons to her current ones and will switch out so you have the most powerful weapons with the most ammo (Special Weapons are the exception. See pg. 16).

AUTO-AIM

The guns are all auto-aim and will target the nearest enemy. The only exception to auto-aim are the grenades (see pg. 16).

FIRING GUNS AND THROWING EXPLOSIVES

Fire guns and throw explosives (grenades and dynamite), by pressing the R Button.

WEAPON MODES

There are four Weapon Modes to choose from in order to select what projectile weapon BloodRayne will use. Select the mode by pressing the Z Button.

LIGHTEST GUN MODE

BloodRayne picks the weakest two guns from her current inventory of pistols, rifles, assault rifles and sub machineguns. This mode is good for saving more powerful weapons for stronger or more numerous enemies.

HEAVIEST GUN MODE

BloodRayne picks the strongest two guns from her current inventory of pistols, rifles, assault rifles and sub machineguns. This mode is ideal for most situations since BloodRayne quickly empties and refills her gun inventory.

EXPLOSIVES MODE

BloodRayne readies explosives from her current inventory. These include grenades and dynamite. Explosives can be thrown over bunkers or around corners. The distance thrown is dependant on the angle you have the camera. Grenades are on a timer so they can be "cooked" by holding the R Button for a few seconds before releasing. Be careful not to hold it for too long or the explosive will detonate in BloodRayne's hand.

SPECIAL MODE

BloodRayne draws her special weapon from her current inventory. This includes shotguns, sniper rifles, full-size machineguns, grenades and rocket launchers. See Special Weapons below for more information.

SPECIAL WEAPONS

Special weapons have their own unique properties that don't fit into the basic guns category. Note: BloodRayne can only carry one special weapon at a time. When BloodRayne is close enough to a special weapon, a prompt will appear to give you the option to exchange BloodRayne's current special weapon with the new one. To exchange special weapons, press the Z Button. If you want to exchange back, you need only approach the other gun again. Most require two hands but do not slow down BloodRayne's movement at all.

DOUBLE BARREL SHOTGUN

A double barrel shotgun holds two shots. It only has short to medium range but sports widespread damage.

PUMP ACTION SHOTGUN

A pump action holds 5 or 8 rounds. It has short to medium range but inflicts widespread damage.

SNIPER RIFLE

This gun is ideal for use with Extruded View because it's the only gun type that is 100% accurate. It has a slow rate of fire, but deals a great amount of damage.

TRIPOD-MOUNTED MACHINEGUNS

BloodRayne can hold one of these tripod-mounted monsters like a human would hold a rifle or sub machinegun. In other words, it takes both hands, but she can still run and jump with no extra effort.

GRENADE LAUNCHER

This experimental weapon holds 10 grenades.

ROCKET LAUNCHER

There are two models of rocket launcher: basic and advanced. The basic model is one shot only and the advanced version fires 3 rounds. It is a special weapon because of its massive wide area damage and slow rate of fire.

Louisiana Weapon Stats

	WEAPON	AMMO
	W&S M1917 Pistol	6
	W&S Double-action Pistol	6
	Cole44 Pistol	6
	Springbrook Rifle	5
	Winkesler Rifle	16
	Kennings Rifle	20
	Breaning A5 Shotgun	5
	Ethica 33 Shotgun	8
	Double Barrel Shotgun	2
	M1918GAR	40
	Dynamite	1

German Weapon Stats

	WEAPON	AMMO		WEAPON	AMMO
	Walthurm PP Pistol	7		ZZG33 Assault Rifle	30
	Mauz 9mm Pistol	10		G33 Sniper Rifle	10
	Leug P08 Pistol	8		Ethica 33 Shotgun	8
	Leug P08 Artil Pistol	32		Kaxik Mg08 Machinegun	Belt
	Greaser Sub Machinegun	30		MG32 Machinegun	Belt
	SMP34 Sub Machinegun	32		MG06 Machinegun	Belt
	Greaser Artil Large Sub Machinegun	50		Granatewurf Grenade Launcher	10
	SMP34 Artil Large Sub Machinegun	32		Panzerfaust Rocket Launcher	1
	Bergstein MP28 Large Sub Machinegun	50		Panzershrek Rocket Launcher	3
	Blitzgewehr32 Assault Rifle	20		Tatermasher Grenade	1

Character Detail
THE BRIMSTONE SOCIETY

A very secret "fraternity" of individuals around the world that has a special interest in protecting humanity from supernatural threats. They took BloodRayne in to help with their mission.

MYNCE

BloodRayne's friend and mentor, Mynce is a Tibetan-born Dhampir with the same abilities as BloodRayne.

THE GEGENGHEIST GRUPPE

The Gegengheist Gruppe, or GGG, literally translates to "anti-ghost group". It is an elite faction established to seek out supernatural means of bringing Germany to power.

OBERSTINFANTERIE (INFANTRY COLONEL) - ONLY KNOWN AS "KOMMANDO"

Not much is known about the "Kommando" except that he is the GGG field special ops commander.

INFANTERIE-KOMMANDEUR (INFANTRY BRIGADIER GENERAL) - D. MAULER

Another Aryan experiment, Mauler is meant to be the prime example of Aryan physical potential and dominance.

TOTENKOPFVERBANDEFUHRER (CONCENTRATION CAMP DEATH HEAD LEADER) - DR. BATHORY MENGELE a.k.a. "THE BUTCHERESS"

Lead scientist in the GGG. She has a sadistic streak and a lust for blood that she attributes to a long line of ancestral mortal "vampirism".

OBERPRIESTER (HIGH PRIEST) - VON BLUT

Thule High Priest. He believes the Aryan race is descended from Atlantis and that the GGG will help them achieve great power.

GENERALSTABSUBERPANZER (SUPER TANK LIEUTENANT GENERAL) - G. GOSLER

In charge of a special experimental "super tank" division.

WEHRMACHTBEFELSHABER (SENIOR ARMED FORCES COMMANDERS) - SIGMUND KRIEGER AND SIMON KRIEGER a.k.a. "THE DOPPLEGANGER TWINS"

Aryan twins born of experimental means. They are the near epitome of Aryan beauty and fitness. These narcissistic brothers believe it's their duty to bring Germany to victory.

OBERSCHARFUHRER (HIGH COMMANDER) - UNKNOWN

The GGG's mysterious second in command.

GEGENGRUPENFUHRER (SUPREME COMMANDER) - JURGEN WULF

A WWI war criminal who fled to South America to escape punishment. There he learned of powerful supernatural artifacts and founded the GGG. Wulf is the absolute leader of the GGG.

Credits

TERMINAL REALITY

CAST
Josh Ashworth
Laura Bailey
Holt Boggs
Mary Beth Brooks
Dameon Clarke
Bruce Dubose
Sean Hedigan
Bob Hess
Josh Martin
Lynn Mathis
Carolyn McCormick
Chris Rager
Chris Sabat
Greg Saxon
Paul Slavens
Ric Spiegel
Jason Sussman

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LEAD PROGRAMMER
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Mark Randel

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ADDITIONAL SOUND EDITING
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Feng Zhu

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