



MS229-114112

HAUNTING GROUND™

EmuMovies

SLES-52877

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SLES52877

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Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:



PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

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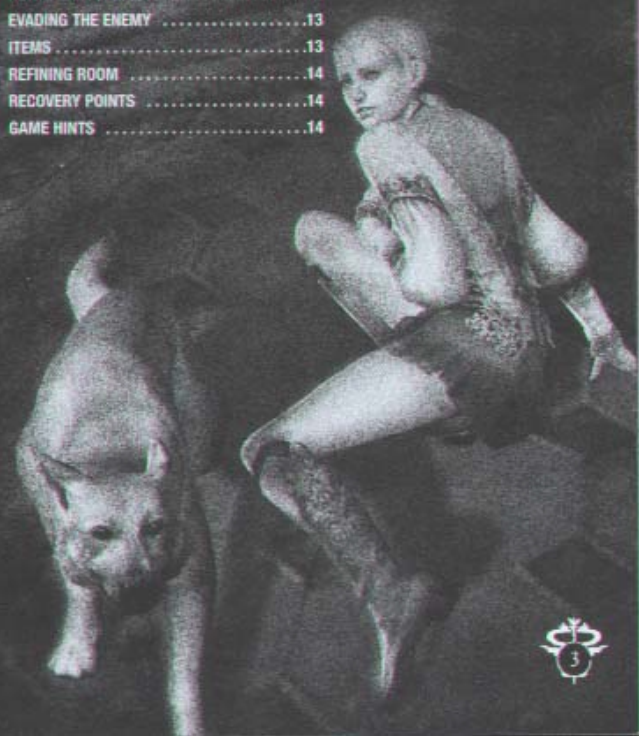
1 Player • Memory Card (MCR) for PlayStation®2: 170KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the instruction Manual. Attach game controllers and accessories as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned on. Press the **RESET** button. When the **PS** indicator is green, press the **PS** button and the disc tray will open. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Place the HAUNTING GROUND™ disc on the disc tray with the label facing up. Press the **PS** button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

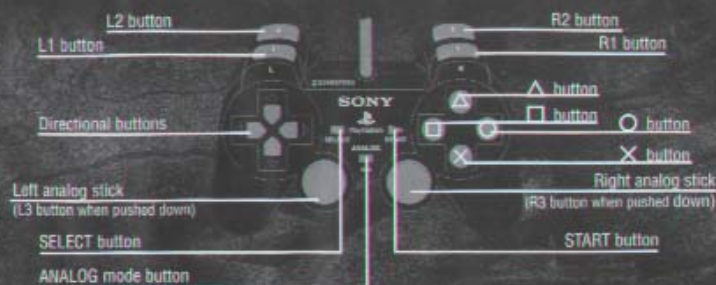
Memory Card (8MB) (for PlayStation®2) & Save Game Data

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD Slot 1 or MEMORY CARD Slot 2 of your console. You can load saved game data from the same card or from any memory card (8MB) (for PlayStation®2) containing previously saved games.

You need at least 197KB of free space available on your memory card (8MB) (for PlayStation®2) in order to save main game data. If less than 197KB exists, you can make some free space using the console's internal browser. Do not remove the memory card (8MB) (for PlayStation®2) or turn off the power on the console while data is being saved or loaded or your game data may be lost.

On boot up, select your preferred language. Choose from English, French, German, Italian or Spanish. Use the directional buttons to choose your language and then press **X** to select.

ANALOG CONTROLLER (DUALSHOCK®2)



Before starting play, connect a Analog Controller (DUALSHOCK®2) to controller port 1. You can turn controller vibration on/off in Option Mode.

DEFAULT GAME CONTROLS

RIGHT ANALOG STICK

Command Hewie

LEFT ANALOG STICK

Move character
Move cursor

DIRECTIONAL BUTTONS

Move character
Move cursor

L3 BUTTON

Crouch in place
Switch Sub-screen displays

R3 BUTTON

Not used

START BUTTON

Pause

SELECT BUTTON

Open Sub-screen

R2 BUTTON

Not used

R1 BUTTON

Backstop
Switch Sub-screen displays

△ BUTTON

Throw attack item
Set down

○ BUTTON

Search
Cancel

□ BUTTON

Kick
Tackle

X BUTTON

Dash
Confirm

SEE PAGE 10 FOR SPECIAL ACTIONS.

PRISONER OF WHO?

Awakening from a deep, deep sleep, Fiona Belli finds herself alone, locked away in a strange cellar, with barely a thread on her back. She is locked in a cage! She must escape... But how? Fiona starts roaming the old castle...

As time goes by, Fiona learns the truth. She was the only survivor of a car accident that claimed both her parents' lives. Still unconscious, she was mysteriously brought to this castle, the property of a distant relative. The news is a huge shock to Fiona. But it is only the beginning...

A strange looking man is following Fiona relentlessly... piercing gazes... moving shadows... is someone there, or is it just her imagination? Medieval alchemic devices and contraptions loom menacingly in their neat arrangement. The castle is totally twisted, with an nearly maliciousness in the air.

Fiona stumbles upon a trapped dog and sets it free. The two team up, and their search for answers - and a way out - begins.

Where will this demented nightmare take them?



CHARACTERS

Eighteen-year-old **FIONA BELLI** recently moved away to college. But while visiting her parents, a tragic accident took their lives and left Fiona sealed in a dark, echoing castle. Though learning that she has inherited this castle, Fiona has no idea what's going on.

Definitely not athletic, Fiona is very much the quiet type who masks her inner strength. Although not talkative, she's not introverted, thinks quickly on her feet and is gifted with extremely sharp wits. She rarely expresses emotions and appears more mature than her actual age. But when she smiles, she smiles from her heart and her charm easily wins people over.

She finds Hewie along the way and they build a strong friendship during their search.

Four-year-old **HEWIE** is a German Shepherd that Fiona finds tied up and weakened. When she rescues him from his desperate fate, Hewie becomes unshakably attached to her.

Hewie wears a collar engraved with his name, and seems to have been wellcared for at one time. Extremely curious and smart, Hewie is constantly at Fiona's side as together they face the dangers that await them.



DEBILITAS is the castle's gardener and handyman. Upon seeing Fiona, he has a sudden uncontrollable urge to chase after her.

Despite his abnormally highly developed body, mentally Debitas is still a young child. He seems to understand when he's scolded, but he's unable to speak for himself.



DANIELLA cooks and does housework around the castle. Although so beautiful that she could have stepped from an old oil painting, her movements are machine-like. She expresses no emotion, and is more ghost-like than human.

The castle butler, **RICCARDO**, keeps his face hidden in the hood of his jacket. Judging from his relationship with Debitas and Daniela, Riccardo acts like a servant, although he seems to be the one in charge of the castle.

LORENZO is a shadowy figure who tries to help Fiona. No one knows anything about him except that he's extremely old.

MAIN MENU

Shortly after you power up the game, the Title Screen and Main Menu will appear. Use the left analog stick to highlight different game mode option and press the **X** button to confirm your selection.

NEW GAME - Start a new game from the beginning. Select this if you are just starting out, or want to start over from the beginning.

LOAD GAME - Load a previous save and continue playing from where you left off. Selecting this will take you to the Load File screen.

OPTION - Change various game settings.

SAVING YOUR GAME

Save your progress during the game by checking Clocks. You can save at any time as long as you are not being pursued by an enemy. It's a very good idea to save your game progress as often as possible.

Saving requires using a memory card (2MB) (for PlayStation®2) with at least 197KB of free space available.

Do not remove the memory card (2MB) (for PlayStation®2) while saving or your game data could be lost or damaged.

SUB-SCREEN

Press the **SELECT** button during a game to open the Sub-screen. Press the **LS** / **RT** buttons to switch between displays.

SPECIAL - View key items Fiona is carrying.

ITEMS - View all items Fiona is carrying. From here you can use, equip and discard items.

FILE - View file items you have obtained so far.

MAP - View a Map of the area you are currently in. You must first acquire the Map for that area, and then use the Key section to add it to the Map Screen.

COMMENT - Whenever you hear a melody being played in the game, a new Memo is added to this section, describing something Fiona noticed or thought.

OPTIONS - Change various game settings. Move the left analog stick or directional buttons **↑**/**↓**/**←**/**→** to highlight an option, and **←**/**→** to change the setting.

- **CONTROLLER TYPE:** Select from one of four controller configurations.
- **VIBRATION:** Turn the controller's vibration function on/off.
- **SOUND:** Switch your sound output mode to MONO, STEREO, or Dolby® Pro Logic® II. (This game is presented in Dolby® Pro Logic® II. Connect your console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.) You may also need to select Dolby® Pro Logic® II from the audio options menu of the game.
- **VOLUME:** Adjust the volume of the game's music and sound effects.
- **SCREEN POSITION:** Use this adjustment to center the game screen on your TV display.



SPECIAL ACTIONS

KICK/TACKLE

□ BUTTON

Press the **□** button to attack an enemy pursuer or destroy a pot or other object. Press and hold the **□** button for a few seconds while running to perform an even stronger tackle move (reduces Stamina).

THROW/SET DOWN **△ BUTTON**

Press the **△** button to throw or set down the attack item that's currently equipped.

DASH

× BUTTON

Hold the **×** button while moving to dash. Dashing for too long at a stretch will tire Fiona (reduces Stamina) and slow her down.

SEARCH

○ BUTTON

When you move near a spot that can be searched, a hint will appear. At this point, press the **○** button to open a door, climb a ladder, pick up an item, or examine something in the scene.

BACKSTEP

RT BUTTON

Press the **RT** button to step back to evade an attack (reduces Stamina).

CROUCH

LT BUTTON

Press the **LT** button to crouch down. With skillful use, you can hide from enemies pursuing you.

COMMAND HEWIE

RIGHT ANALOG STICK

Move the right analog stick **↑/↓/←/→** or press it in (**R3** button) to give commands to Hewie.

NORMAL COMMANDS

- ↑** Say "GO" or "CHECK" in the direction you're facing.
- ↓** Say "HERE" to call Hewie to your side.
- PRAISE Hewie at a distance. PET him when close. SOOTHE him when Hewie is close but hurt and unable to move. (Soothing Hewie restores him.)
- ←** SCOLD Hewie at a distance. DISCIPLINE him when close.

R3 BUTTON Say "WAIT" or "SIT" when Hewie is at a distance. Say "SHAKE HANDS" when he is close.

WHEN FACING AN ENEMY PURSUER

- ↑** Say "ATTACK." During an attack, URGE ON Hewie. If this succeeds, Hewie will continue biting.
- ↓** Say "HERE" to call Hewie to your side. During an attack, say "STOP."
- Same as Normal Command.
- ←** SCOLD Hewie.

R3 BUTTON Say "READY." This increases Hewie's attack power.

FIONA'S STATUS

PANIC

When Fiona is facing a dangerous situation, she may fall into a panic, like a panic attack. When this happens, the following things occur:

- Visibility gets worse.
- You can't open the Sub-screen.
- Fiona starts running on her own.
- She falls over if she runs into a wall.
- **REVIVING** - Fiona returns to normal after a while. You can also use an item like **LAVENDER** before going into a full panic to calm her down.

FALLING OVER IN A PANIC

If Fiona runs into something while in a panic, she may fall to the ground. This can be very dangerous, as it leaves Fiona completely defenseless.

- **REVIVING** - Fiona gets up automatically after a while. Press the directional buttons and other buttons repeatedly to try and get up faster.

DAMAGE

If Fiona sustains a powerful attack, she'll fall into this temporary hurt status. When this happens, the following things occur:

- Fiona is unable to backstep.
- Her movement speed slows.
- **REVIVING** - Damage dissipates automatically after a while. Use **CAMOMILE** or a similar Health item to bring Fiona back to normal more rapidly.

EXHAUSTION

When running for long periods of time, or using Tackles and Backsteps repeatedly, Fiona tires and her movements slow down. Once her exhaustion reaches its peak, she'll won't be able to move for a short while.

- **REVIVING** - To restore Stamina, use **CAMOMILE** or a similar Health item, or stop moving or running to allow Fiona's Stamina to recover.



HEWIE

Hewie becomes Fiona's partner in the game. However, he won't be totally friendly or obey you faithfully at the very beginning. You'll have to build your friendship with him and gain his trust. This will turn out to be crucial to surviving the game.

GAINING HEWIE'S FRIENDSHIP

Stay by his side as much as you can. Also try giving him lots of different commands to make him do different things.

TREATS AND PRAISE

If you find CHICKEN JERKY or BEEF JERKY, try giving it to Hewie. It's also important to praise him when he does something well.

- To praise Hewie, stand close to him and press the right analog stick ➡.

SCOLDING HEWIE

Sometimes you'll have to be firm and scold Hewie. If he just won't listen to you, try scolding him.

- To scold Hewie, stand close to him and press the right analog stick ⬅. But remember, never kick him!

HEWIE'S ACTIONS

SEARCH **RIGHT ANALOG STICK ↑**

Press the right analog stick ↑ to say "GO" or "CHECK." Hewie uses his nose to sniff out items in the area. You'll want to thoroughly check any place that looks suspicious.

ATTACK **WHILE FACING ENEMY, RIGHT ANALOG STICK ↑**

When facing an enemy, press the right analog stick ↑ to say "ATTACK" or press in the right analog stick (R3 button) to have Hewie STAND READY. Have Hewie ram or bite enemy pursuers. Increase Hewie's attack power by having him STAND READY before attacking.

HIDE ATTACK

Perform a Hide Attack to deal a large amount of damage to your enemy pursuers.

- Command Hewie to stand Ready, charging up his attack power.

- When you see the enemy's back, have Hewie run and attack and take the enemy by surprise.



EVADING THE ENEMY

HIDE

If you approach certain areas while being pursued by an enemy, the message "...!!" will appear, denoting the area as an Evasion Point. At this point, press the O button to hide from the enemy.

CROUCH

If you approach certain areas while being pursued, you can crouch in the shadows to hide yourself from enemies and throw them off your trail.

RETALIATE!

Certain locations in the game are Retaliation Points. Here you can fight back against the enemy by getting close to the enemy or checking (O button).

- Some Retaliation Points can only be used once; others can be used over and over.
- There are also Retaliation Points you can use by having Hewie hide.

DIRECT ATTACKS WITH FIONA AND HEWIE

You can directly attack and damage enemies by kicking or tackling them, or having Hewie bite or ram them. You can also kick doors open or closed to damage your pursuers.

USING ITEMS TO ATTACK

Among the items you will find are special items that can damage enemies. You can throw some items at the enemy. You must put other items on the ground and get the enemy to walk over them.

ITEMS

Here are just some of the items you will come across in the game. Search for more!

FIONA'S RECOVERY ITEMS

- LAVENDER** - Slowly reduces Panic Meter.
- CAMOMILE** - Completely restores lost Stamina. Also heals Damage.

HEWIE'S RECOVERY ITEMS

- BEEF/CHICKEN JERKY** - Restores Hewie's Vitality.

ATTACK ITEMS

- ANTIMONY POWDER** - Equip this on the Sub-screen and throw it at enemies. It paralyzes enemies and stops them in their tracks temporarily.
- MAGNESIA** - Equip this on the Sub-screen and place it on the ground. It explodes and damages enemies who step on it.

OTHER ITEMS

- FEATHER BOOTS** - Muffle the sound of your footsteps as you walk.
- INQUISITOR EARRINGS** - Helps keep Fiona from panicking.



REFINING ROOM

Somewhere in the castle, as you go, where an alchemist carried out his experiments, Refine MEDALLIONS and other items.

RECOVERY POINTS

Here you can restore Fiona's health back to normal.

GAME HINTS

FIND A POT AND KICK IT!

Some of the pots scattered throughout the castle contain useful items. If you come across a pot, break it and see what you find.

DON'T MAKE NOISE!

Your pursuer is listening for footsteps and other sounds. If you're not careful, the sounds you make could give away your location. But you can also use this to your advantage, using sound to lure your pursuer to one place while you escape.

USE HEWIE TO ATTACK PURSUERS!

You can command your dog to attack your pursuer. However, attacking him from the front or side will sometimes just get him knocked back. When you go to have the dog attack, try to get him from behind.

STUCK? CHECK YOUR COMMENTS!

If you hear a mysterious melody during the game, open up the Sub-screen and check the Comment section. This is where Fiona writes her thoughts and things she's noticed as time goes on. If you get stuck during the game, check here and you just may glean a useful hint or two.

A MESSAGE FROM THE CREATOR OF HAUNTING GROUND

This game is overflowing with fear and terror. As you play you'll be chased by strange things, chased into desperation. It's up to you to be brave and guide Fiona through it.

I want you to connect with Fiona, and protect her, and rescue her. There are some truly unspeakable and unimaginable horrors awaiting you, but I have faith in you. You can do it.







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