ObsCure

DREAMCATCHER
www.dreamcatchergames.com

MC2

EmuMovies

featuring music by:
SUM 41
& SPAN

MC2   DREAMCATCHER

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.
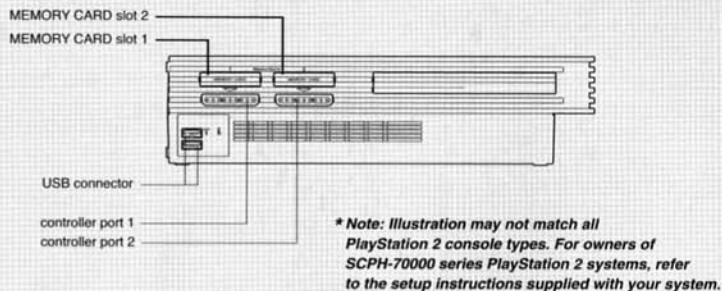
USE OF UNAUTHORIZED PRODUCT:

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.

GETTING STARTED

MEMORY CARD slot 2
MEMORY CARD slot 1

USB connector

controller port 1
controller port 2

* Note: Illustration may not match all
PlayStation 2 console types. For owners of
SCPH-70000 series PlayStation 2 systems, refer
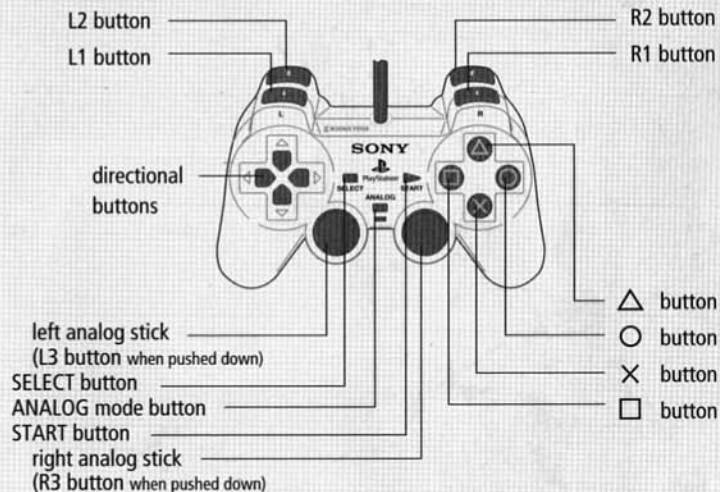to the setup instructions supplied with your system.

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 display will open. Place the OBSCURE 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.

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

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional
buttons

SONY

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
✕ button
□ button

I – INTRODUCTION

A few years ago, strange things started happening in the usually quiet American school of Leafmore. It is said that some students heard awful screams, and there are talks about mysterious disappearances.

Motivated by the disappearance of one of their friends, a group of students decide to start investigating these bizarre and frightening events.

One evening after class, they lock themselves inside the school, fully determined to discover what hides behind their seemingly ordinary school. Through long corridors and dark halls, Shannon, Kenny, Ashley, Stan and Josh will come to understand why their school has turned into such a horrid place, while trying to survive.

II – MAIN MENU

In the menus:

- The directional buttons or the left analog stick enables you to select a line.
- The ❌ button confirms your choice.
- The ⬤ button takes you back to the previous menu.

Language selection

Select your prefered language from the console's internal system configuration. OBSCURE supports English, French and Spanish languages.

1 – New game

To start a new game.

Before you start, a new screen display asks you to choose the level of difficulty: easy or normal. As far as it is concerned, the difficult mode, shaded in grey, can only be activated once the game in one of the two other modes is over.

2 – Game load

To resume a game which was previously saved.

3 – Options

To modify certain parameters of the game:

a - Video parameters

Use this option for setting the light contrast parameters, so as to obtain the most comfortable position on your monitor. You should not be able to distinguish anything situated to the left of the red line on the light panel.

b - Buttons settings

Displays the buttons settings

c - Audio parameters

Select the desired mode (mono/Dolby® Prologic II)

d - Vibration

Switches the vibration function of the DUALSHOCK®2 analog controller ON or OFF

e - Subtitles

Switches the subtitles function ON or OFF

f - Load options

IMPORTANT: When you quit the options menu (using the ● button), you will be asked if you want to save your settings. These will be re-loaded automatically from your Memory Card (8MB)(for PlayStation®2) when you run Obscure. If you have a Memory Card (8MB)(for PlayStation®2) containing these settings but you have run Obscure without inserting it beforehand, your settings will not be loaded automatically. However, you can re-load the settings later by inserting your Memory Card (8MB)(for PlayStation®2) and using the option "LOAD OPTIONS".

4 – Bonus

a - Music

Enables you to listen to the original soundtracks taken out of the Obscure game, progressively audible only as you advance in the game.

b - Extra

There are some surprises in store for those who can finish the game...

c - Trailer

Launches the Obscure Trailer

d - Credits

III – BUTTON SETTING

Object inventory

Flashlight "boost" mode

Weapons inventory

Lock (an enemy creature for example)

Instructions to teammate

Move/Select an object

Documents Menu

Pause Menu
Aim/Select a weapon

△ Change target
O Change character
✕ Use shoot
□ Special aptitude
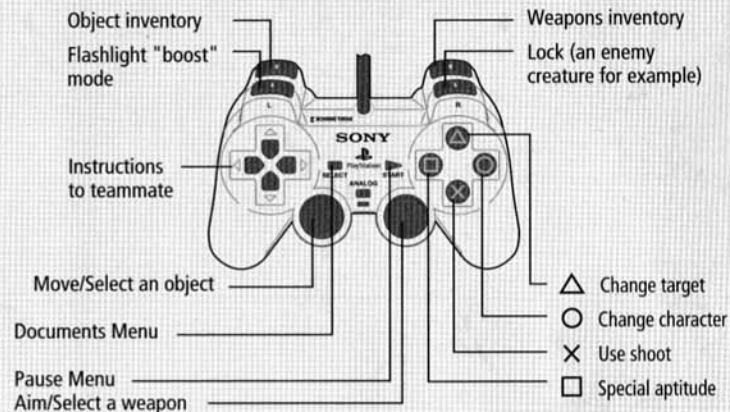
IV – TARGETS, FIGHTS, DEATH

1 – Targets

In order to find their lost friend and unveil the mystery in which Leafmore High is shrouded, our five heroes must solve puzzles, collect clues and survive the assaults of the many creatures they will come across. In the course of their quest some of them might possibly die. In order to complete their adventure, at least one of the survivors should discover and eradicate the evil corrupting their school.

2 – Fights

The school is filled with all sorts of creatures, some weak and some strong, which the team must confront and defeat. To that effect they must use various weapons and ammunitions, which they will collect in the course of the game (Page 14, Weapons).

Note: think of using your teammate strategically in order to terminate the most resilient creatures (Page 11, Teammate's behavior).

3 – Death

A character may die from the wounds inflicted upon him by the monsters. The other members of the group may then retrieve his weapons and ammunitions and continue the game (Playing a game: main functions). When all the characters are dead the game is over. You have lost the game. In this case, you can either load one of your saved games or start a new game.

V – PLAYING THE GAME: MAIN FUNCTIONS

1 – Moving characters

Use the left analog stick to move the active character.

2 – Fight against creatures

When the heroes meet creatures they can kill them thanks to the weapons at their disposal. To select a weapon press and hold the **R2** button and use the right analog stick to browse the different weapons possessed by the active character. Release the **R2** button in order to use the selected weapon.

To get rid of an enemy

Lock the enemy by pressing the **R1** button then press the S button in order to shoot or hit.

The black halo: The majority of the creatures are surrounded by a black halo that protects them. Students can use light sources to dispel this halo and kill the enemy faster. If you have a flashlight, lock the enemy with it by pressing the **R1** button and apply the boost mode by pressing the **L1** button until the halo is dispelled.

WARNING: creatures may seem invincible especially when surrounded by the halo, but they all have their weak point. For some of them you should look for a sensitive zone, for others, pay attention to the moment they lower their guard.

3 – Special aptitudes

Each character possesses an aptitude of their own. According to the context (fight, explore, riddle) one has an edge over their friends. Pressing the ● button can trigger this special aptitude. Some powers can only be used under certain

conditions. A ◉ symbol appears on the upper right corner of the screen when these conditions are fulfilled.

See the 'Characters' section to find out more about those aptitudes.

4 – Use of objects
Characters may use objects collected in the course of their quest. To select an object keep the **L2** button pressed down while using the left analog stick in order to scroll through the available objects of the inventory. Press the ✖ button to display the possible actions on the selected object or release the **L2** button to activate this object. (Page 16, Objects)

5 – Select a teammate
In this adventure, you may play as any of the five heroes. A teammate chosen out of the remaining ones may also accompany you. All you have to do is come near a member of the team and press on the ✖ button.

At any point of the game you may take control of this character who shall then turn into the active character by pressing on the ◉ button.

If you wish to change teammate, you must come back to the place where the others are waiting, the so-called «gathering point», before selecting someone else.
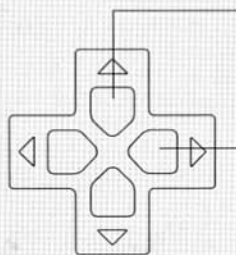
VI – TEAMMATES
Having a teammate supporting you can be very useful.

1 – General rules
To select a teammate place the active character next to another character and press the ✖ button. You may only change teammate at a «gathering point». However you may at any moment swap characters with your teammate by pressing the ◉ button.

2 – Teammate's behavior
You may influence the teammate's actions:

To have the teammate **help** the active character: In combat mode the teammate will attack the creature attacking the active character. Otherwise, he will help him find objects or clues.

To have the teammate **follow** the active character: By using this button he/she will follow the active character in his moves and also in battle.

To ask your teammate to **stay put**. Your teammate will then automatically operate in a defensive mode.

To get your teammate to **swap** weapons. Pressing this button displays the weapon currently used. By further pressing he will pick up other weapons. To make things easier, the display goes from one family of weapons to another with each pressing; the best weapon of the teammate's arsenal is automatically selected.
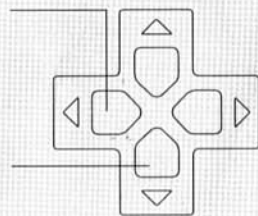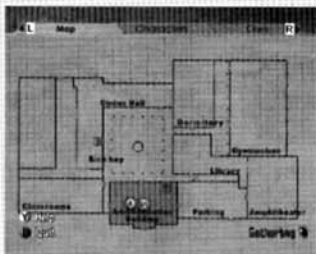
VII –THE DOCUMENTS MENU

During the game press the SELECT button to display the Documents menu. It gathers the documents, which will be useful to our heroes in their adventure.
Note: the Documents menu is not accessible at the beginning of the game. Using the **L1** and **R1** buttons you can move from one tab to another:

1 – Maps tab

On the general map: change the selected building
On a local map: jump from one floor to another

◉ Help: displays the controllers of the Maps tab
❌ Enter the detailed map of the selected building and come back to the general map
◉ Authorize the active character and his partner to access the nearest gathering point
L1 previous tab
R1 following tab
🔺 Quit the Documents menu and resume the game
At various points of the game your character will fall on the building's maps, so as to facilitate his positioning strategy. The maps divide themselves in two sections:

The general map:

If the character is outside a building or doesn't have a local map of the building where he or she is, the general school map will be displayed. To get the detailed map of a building move the cursor with the directional pad or the left thumbstick onto the zones for which the heroes already have and confirm your choice by pressing the ❌ button.

Note: the locations for which players do not have a map are not shaded in grey and blink in red if they are selected.

The local map:

The local map is automatically displayed if the active character is inside the location in question and has picked up the relevant map. To revert to the general map just press the ❌ button.

Gathering point:

The active character and his teammate can reach the nearest gathering point by pressing the ◉ button.
WARNING: this function isn't always active. For example during a fight it's impossible to escape!

Symbols used on the maps:

Different symbols give various pieces of information regarding the heroes, their partners, the status of doors (already visited, closed, etc..), the localization of a riddle, of the current main target...

2 – Characters tab

It provides access to the academic records of the five heroes. In order to scroll through them, use the directional pad up or down (for further details see the Characters chapter, page 18).
The picture is a health indicator of your character: the darker it gets, the worse your character's condition is!

3 – Clues tab

Throughout the game the heroes collect documents which reveal the story and unravel the plot. This tab enables you to consult them as you progress.

VIII – WEAPONS

1 – Weapons inventory

Each character possesses his/her own weapons inventory.

To pick up a weapon, place the heroes next to it and press on the ⊗ button. As soon as a character picks up a weapon, it is added to his weapons inventory to the right of the screen.

To access the inventory and pick up a weapon, press and hold the **R2** button and use the right analog stick to scroll through all the weapons the active character possesses.

Release the **R2** button for that weapon to be in the active character's hands

Ammunition:

The characters will find boxes of ammunition throughout the game. Ammunition is needed to reload their weapons. There is one type of ammunition per weapon type. In the weapons inventory you will be able to check the amount of ammunition left in the loader and the group's ammunition reserves under each weapon's icon.

Weapons reloading:

Fire weapons can be reloaded if the group has enough reserve ammunitions.

• Keep pressing the **R2** button while using the right analog stick to select the weapon that you wish to reload.

• Keep pressing the **R2** button and simultaneously press the ⊗ button, a contextual menu will be displayed offering you to reload the weapon, give it (to your teammate), examine it, etc.

• Choose your option in this menu by using the directional buttons or the right analog stick then confirm your choice with the ⊗ button.

Note: the contextual menu's content only displays options relevant to the type of weapon you have or to the situation in which you are in. For example if no teammate is around you, the 'give' option will not appear.

2 – Weapons family

Families of weapons include many variations with the same ammunitions. The shooting frequency stays the same within each family, yet the power and capacity of the weapons may vary between weapons.

Contact weapons (3 types):
These are basic weapons that can be used to hit in direct confrontations with creatures or to break a window, objects, etc.

Pistols (3 models):
Pistols are quick and easily manageable weapons. Their shooting frequency and power average are important. Their capacity allows less frequent reloading.

Guns (2 models):
Guns are very powerful but their shooting frequency is low and they need to be reloaded quite often.

Flashlights (3 models):
Essential for locating hidden objects and to find your way, flashlights are almost indispensable objects in a fight: they dispel the creatures' black halo, can weaken them or repel them. Flashlights have a "boosting" mode, which amplifies their effect upon the monsters. In order to activate the boost mode press and hold the left trigger.

Special weapons:
Throughout their quest, the team may discover other exotic and high-powered weapons.

3 – Combinations

Certain weapons can be used in combination with a flashlight. You must have sticky tape for that purpose. Select the sticky tape in the objects' inventory, press the ⊗ button to display the contextual menu and select the "Tape the lamp to the" option, then choose the desired weapon. Confirm your choice by pressing the ⊗ button.

IX – OBJECTS

To pick up an object, place the heroes next to it and press the ⊗ button.
Note: pay attention to the direction in which your active character is looking; he might have caught sight of something interesting.

1 – Objects inventory

As soon as you pick up an object it is added to the objects inventory. This inventory is common to all characters. It is displayed in the bottom left corner of your screen and is monitored in the same way as the weapons' inventory, by contextual menu but with the **L2** button and the left analog stick.

2 – Objects family

First-aid kits
Surgical cases and Energy Drink bottles are meant to give back strength. The heroes can heal themselves, or their partner if he is around via the contextual menu.

Disc
Disc enables you to save the game at any point you choose. Each save will burn an entire disc. Use them sparingly.

Tools
Screwdriver, pliers, hooks... So many useful tools to help you out of a bad situation.

Sticky tape
Sticky tape is used to combine flashlights and weaponry.

Keys
After being used the keys will be removed from the inventory.

Specific objects
Certain objects are specific to solving a riddle. After solving the riddle those objects will disappear from inventory.

X – SAVING AND LOADING

1 – Save the game

You may save your game at any point in time during play as long as you have spare discs. When you wish to save the game, use a disc to display the save menu. Select the cell in which you want the game to be saved with the left analog stick and press the ⊗ button to confirm your choice.
Warning: it is impossible to save during the ultimate fight.

2 – Load a game

From the Main Menu or the Pause Menu (START button), select "LOAD". A loading menu will appear. Highlight the desired location using the directional buttons or the left analog stick, and then confirm your choice with the ⊗ button.

XI – THE COOPERATIVE MODE – 2 PLAYERS

Obscure has a cooperative mode, which enables two players to play simultaneously. For the second player to enter the game, a teammate must escort the monitored character.
To control the teammate, the second player must insert a controller into controller port 2 then press the START button. The first player should then press the ⊗ button to confirm.
The cooperative mode works in the same way as solo mode games. In this mode, the objects inventory is common to both players and can be monitored as in solo mode. On the other hand the weapons inventory is still differentiated; each character has its own weapons.
The two monitored characters always stick together: if a player decides to change rooms by walking through a door for example, the second player will automatically follow him.
The camera remains focused on one of the two characters. If the monitored character exits the screen, an arrow points in his direction. The ◉ button allows you to change the focus from one character to the other.

To revert to solo mode player, press the START button on the controller in controller port 2 and confirm your choice with the ❌ button. The character monitored by the second player then becomes a regular teammate. He gets to keep the weapons which the second player had picked up.

XII – THE CHARACTERS

Kenny Matthews

Kenny is an accomplished athlete who spends most of his time playing basketball with his friends and hanging out with Ashley. Albeit just an average student he is considered a cool pal because of his status as the captain of the school's basketball team. He is the bullying type who acts a bit quicker than he thinks. Had he known what they were exposing themselves to, he would have probably thought twice before throwing himself into such a dangerous situation...

Special aptitude: Kenny has great physical strength, which allows him to run faster, hit harder, and be more resilient. When you press the ⬤ button, Kenny will start sprinting for a period of time.

Shannon Matthews

Shannon is Kenny's younger sister but isn't anything like him. A clever and brilliant student, she dresses in a slightly provocative and rebellious fashion to downplay her brains and to look older... She has an answer to every question and a huge heart to help people out.

Special aptitude: Shannon can take care of her companions better than the others. Moreover by pressing on the ⬤ button, Shannon will give you precious information about the current riddle. If she is your teammate, you can call on her to help you by pressing the up directional button.

Ashley Thompson

In spite of her beautiful looks and her salon membership, she is not easily impressed. Ashley can also turn quite tough on her opponents when necessary. Smug and even slightly cheeky, she tries to act mature while playing it cool in all situations. She is Kenny's girlfriend and therefore is the first one to worry about his disappearance.

Special aptitude: When playing Ashley you certainly have an edge in most fights. She is the only one double shooting with a fire weapon. She has a remarkable bat swing! During combat, once you have aimed using the **R1** button, fire or hit using the ⬤ button instead of the ❌ button.

Stanley Jones

Stanley Jones prefers spending his time dragging himself through life and playing around rather than studying. He is often involved in mischief and has an eye for good deals. Laid back and quite cunning, he is Kenny's best friend.

Special aptitude: By playing Stanley, certain door or cupboard locks are no longer obstacles. Standing next to them, Stanley picks them by pressing on the ● button. Whenever you press the ● button he will tell you if there is something to pick up in the room.

Josh Carter

Josh Carter is the typical small reporter who spends his leisure time reading science fiction novels and working on his movies. Curious as a student he is always searching for various scoops and tends to get carried away a little too easily. He always thinks that he is onto the greatest and hottest scoop of the century. This time he may well be right!

Special aptitude: By playing Josh, you will see objects or clues blinking immediately every time you enter a room (whereas for the other characters, the objects only blink when you pass them by). At any point, by pressing the ● button, Josh tells you if there are any objects left for you to pick up in the room.

XIV – CREDITS

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Developed by **Hydravision**

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Olivier DERIVIERE

Music Sound Engine and Scripted by
Bruno CARREZ

Original music performed by: La Maîtrise des Hauts-de-Seine
Children's choir of the Opera National de Paris
Conductor: Gael DARCHEN

Born in Paris in 1970 he starts off his musical studies with the piano and the trumpet. Fascinated by the voice he then takes up choir direction in 1990 and heads two adult choirs by 1992 and 1993. His excellent contact with children brings him to join the Maîtrise des Hauts-de-Seine in 1995, to coach the children for their concerts and productions in the Opera National de Paris, the Theatre des Champs-Elysées, the Opera Comique, the Aix-en-Provence festival. He becomes director of the Maîtrise des Hauts-de-Seine in 1999, and a defender of the spirit and quality of the choirs constituting it. He develops an original pedagogy based on the accession to music according to fancy and creates a multi modular M.A. which places the Ensemble at the top of the references in children's choirs.

As a guest conductor invited by major international institutions such as: the International Baalbeck Festival (Lebanon), the International festival of Edinburgh (Scotland), the Escurial Palace (Spain), the International Festival of Jerash (Syria), St-Peter in Rome (Italy), the Bordeaux Opera (France), the Theatre du Jeu de Paume (France), the Auditorium of Dijon (France) as well as in Germany, Belgium, Switzerland and in the UK, Hong Kong, Morocco, Japan, he is unanimously recognised as one of the best specialists in children's voice. As an artist of multiple talents, he has acquired a remarkable knowledge and built a vast repertoire which includes sacred works (Pergolese, Bach, Haydn, Mozart, Delibes, Poulens), profane music, opera (Britten's Little Ramour), film music (Blueberry) or video games (Obscure). He has done a recording in 2002 of Pergolese's Stabat Mater (Forlane distributors).

Maîtrise des Hauts-de-Seine - 9 bd A. Briand - 92150 Suresnes - France
Tel. 00 33 1 47 72 30 30

"STILL WAITING" performed by SUM 41
(Deryck Whibley / Greig A. Nori)
Video clip directed by Marc Klasfeld
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COURTESY OF CHRYSALIS MUSIC FRANCE, EMI MUSIC PUBLISHING & UNIVERSAL MUSIC PROJETS SPECIAUX

The Soundtrack depends on the language chosen.

"DON'T THINK THE WAY THEY DO" performed by SPAN
(J. N. Bernhoft – F. Nilsen – F. Wallumrod – V. Stavnes)
Video clip directed by Hallgrim Haug
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COURTESY OF UNIVERSAL MUSIC PROJETS SPECIAUX

"BABY'S COME BACK" performed by SPAN
(J. N. Bernhoft - F. Nilsen - F. Wallumrod - V. Stavnes)
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COURTESY OF UNIVERSAL MUSIC PROJETS SPECIAUX

"CINGLES" performed by ENHANCER
(D. Gitlis - J. Gitlis - W. Bastiani - T. Rizzotti - M. Piques - F. Goubet - M. Meli - E. Bouet)
Video clip directed by Louis Leterrier/ Executive production by WANDA
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COURTESY OF UNIVERSAL MUSIC PROJETS SPECIAUX

"SUPERSONICA" performed by DAWHOLEENCHILADA
(J.J. Lopez - J.A. Diaz - E. Munar - P. Ochando - C. Tejedor)
Video clip directed by David Sousa
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Graphic engine
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Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support

http://www.dreamcatchergames.com/dci/support

Please visit the Support section of our website at www.dreamcatchergames.com. We have posted common problems and solutions that may help you. We also suggest that you complete the Technical Support form located at our website. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Phone Support (416)-638-6151*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 10am to 7pm EST, Monday through Friday.

Please have the following ready:

1) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).

2) Immediate access to your console so the Representative may walk you through the steps.

3) Pen and paper to take any notes.

* Phone support is located in Toronto, Canada.

Please note: We do not provide hints via technical support. Hints are available at our website. Support is available in English only.

Warranty

DreamCatcher will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacment disc, please return the fautly disc with a check or money order payable to DreamCatcher Interactive Inc., for US$10.00 to cover postage and handling fees.

Please be sure to include the following:
- Full Name
- Address, City, State/Province, Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

DreamCatcher Interactive Inc.
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
U.S.A.