

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 Nos. and **POWERLINE** Nos.

PRIMAL™

EmuMovies

SCES-51135

1 Player • Memory Card (RMB) for PlayStation®2 - 409KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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ENGLISH

BETWEEN THE MORTAL WORLD AND THE AFTERLIFE

Oblivion. A dimension where energies from four demon realms flow into the Nexus, a vast machine that maintains stability in the eternal conflict between the primal forces of Order and Chaos: Order seeks balance, Chaos strives only for anarchy. Chronos is the guardian, the channeller of powers – but he is weakening, poisoned by the scheming of Abaddon, Lord of Chaos. By rights, no faction should be able to influence events beyond the Nexus, but Abaddon has been planning his treachery for many centuries.

Years ago, Abaddon's servants abducted two babies from the mortal realm - Mortalis - our world. He altered them both so that they would grow into something quite unique: human/demon hybrids, beings caught between worlds, able to break the rules that form the very fabric of Oblivion. But the two babies were wrested from Abaddon's clutches by Abdizur, the champion of Order. He returned them to Mortalis and hid them from Abaddon's sight. Returning to

Oblivion, Abdizur was captured. Imprisoned and tortured, his wisdom and strength have long since been lost.

Nevertheless, the babies have remained beyond Abaddon's grasp...



JEN AND LEWIS

Jennifer Tate is pretty ordinary – or so she thinks. Sure, her life has been tough, losing both her parents as a baby and growing up in a string of foster homes. But Jen is a fighter – she knows how to get by. Now twenty-one, she works as a waitress,

scraping together money to put herself through college. Jen lives with her boyfriend Lewis, lead singer in an up and coming rock band. It is hard to believe that it was almost two years ago that fate brought them together, two souls more alike than either can quite comprehend.

Just lately, Lewis has been having really bad nightmares... Dreams that make no sense, dreams that he can't even begin to explain to Jen...



Then one night, as his band nears the end of their set, Lewis spots a huge, staring, misshapen figure. He is unnerved and leaves the stage in a sweat - even Jen is unable to reassure him - something is not right.



As they leave the club, Lewis's nightmares become real... A monstrous creature bellows into the night. Jen is knocked to the ground, hitting her head hard. As she blacks out, her last vision is of her boyfriend, lifted away into the night-sky as if he were a rag doll.

As Jen slips in and out of consciousness, images of doctors and nurses standing over her give way to visions of talking stone gargoyles. She sits up, looks down on her still unconscious body. Scree, servant of Arella, goddess of Order, is about to change her life, forever.

SETTING UP

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 OFF. Attach game controllers / other accessories as appropriate, BEFORE you switch your Console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the Console ON at the MAIN POWER switch and press the /RESET button. When the  indicator lights up green,

press the  button and the disc tray will open. Place the PRIMAL™ disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close.

It is recommended that you select your preferred language from the PlayStation®2 System Configuration before commencing play.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.





MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the inserted Memory Card, or any Memory Card containing previously saved PRIMAL™ data. Make sure there is enough free space on your Memory Card before commencing play.









DIRECTIONAL BUTTONS - MOVEMENT




In this manual, , , ,  etc. are used to denote the direction of either the directional buttons in menu screens or the left and right analog sticks in-game. The Analog Controller (DUALSHOCK®2) defaults to analog mode (indicator: red) on boot-up.

NOTE: PRIMAL™ does not support a digital controller or the Analog Controller (DUALSHOCK®).

MENU NAVIGATION

, ,  or  Move Up/Down/Left/Right
 button Confirm/Select
 button Cancel/Previous

GETTING STARTED

On boot up, select whether to view the game in 50Hz, 60Hz, or Progressive Scan mode. All PAL televisions support 50Hz mode. If you are not sure whether your TV supports 60Hz or Progressive Scan, highlight the desired mode and press the  button to perform a test. If the display is presented correctly then this mode can be chosen. Press the  button to confirm and access the Title Screen. Press the  button again and the Main Menu will be displayed.

CREATING A SAVE FILE

You may save your progress to a Memory Card inserted into MEMORY CARD slot 1 of your Console. It is recommended that you ensure a Memory Card with at least 400KB of free space is present before you begin play.

With the exception of a few special circumstances, you may save progress at any time using the 'Save Game' option, accessed from the Pause Menu. When the save option is unavailable, the option will be replaced with 'Save Game (unavailable)'.

You may save as many PRIMAL™ save files on to a single Memory Card as there is free space for.

MAIN MENU



Press **↑** or **↓** to select one of the following options and press the **ⓧ** button to confirm:

- | | |
|-----------------|----------------------------------|
| New Game | Start PRIMAL™ from the beginning |
| Load Game | Load a previously saved game |
| Options | Access the Options Menu |
| Bonus Materials | View unlocked bonus features |

LOAD GAME

Press **↑** and **↓** to scroll through the files previously saved to Memory Card. Once the desired save file is selected, press the **ⓧ** button to confirm your selection and begin the game.

Press the **△** button to return to the Main Menu.

OPTIONS MENU

Press **←** or **→** to select Language, Display, Audio or Control from the Options Menu. Press **↑** or **↓** to highlight a preference and then press **←** or **→** to change settings.

LANGUAGE

- | | |
|----------------|----------------------------------------------------------|
| Audio Language | Change the voice-over language used for in-game dialogue |
| Subtitles | Select whether in-game dialogue should be subtitled |
| Text Language | Change the on-screen text language |

NOTE: Default language settings will be taken from your PlayStation®2 system configuration.

DISPLAY

- | | |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Display Adjust | Follow on screen instructions to reposition the game screen on your television |
| Widescreen | Select ON for widescreen TVs or OFF for standard TVs |
| Status Display | Choose when game status information is displayed on screen. Select Always, Never or Dynamic (as and when circumstances change). If you select 'Never', the status display can still be called up by pressing the △ button |
| Brightness Adjust | Increase or decrease the brightness level |

AUDIO

- | | |
|------------------------|-------------------------------------------------------------------------|
| Combat Music Volume | Increase or decrease the volume of music played during combat sequences |
| Ambient Music Volume | Increase or decrease the volume of music played during exploration |
| Sound Effects Volume | Increase or decrease the volume of in-game sound effects |
| Cutscene/Speech Volume | Increase or decrease the volume of cutscene speech and audio |

CONTROL

- Controller Vibration** Toggle controller vibration ON or OFF
- Camera Pan** Controls the direction of camera panning (using the right analog stick during the game). Select Normal or Reversed
- Camera Tilt** Controls the direction of camera tilt (using the right analog stick during the game). Select Normal or reversed
- Combat Controls** Toggle between Normal and Reversed. For further details, please refer to the Combat Controls section outlined elsewhere in this manual

BONUS MATERIALS

Various bonus elements will be unlocked during PRIMAL™. When you save progress, the status of any bonus elements you may have earned is saved too.

When you enter the Bonus Materials section with a Memory Card inserted into MEMORY CARD slot 1, the available options will reflect elements from all PRIMAL™ save files on the Memory Card.

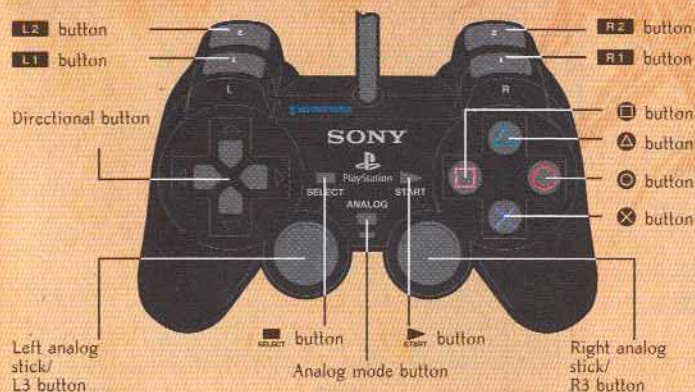
TAROT GALLERY

The worlds of Oblivion contain many secrets, and as a special reward for the thorough explorer, Tarot Cards are hidden throughout the game. When a Tarot Card is found, a piece of PRIMAL™ concept artwork will be unlocked and can be viewed in the Tarot Gallery.

SCENE SELECT

As you progress through the game, new scenes are opened in the Scene Select Menu. By selecting a scene you will be able to commence play at the given starting point. You may continue playing beyond this point and can create your own save games as though playing normally.

DEFAULT CONTROLS



JEN AND SCREE: SHARED CONTROLS

- | | |
|--------------------|---------------------------------|
| Left analog stick | Move |
| Right analog stick | Move camera |
| × button | Action |
| △ button | Help |
| □ button | Cycle through available actions |
| R1 button | Set default camera view |
| START button | Pause Menu/Map Screen |
| SELECT button | Change character |

NOTE: Character control can be switched at any time between Jen and Scree. For further information on specific controls, see the Playing The Game section of this manual.

JEN: ADDITIONAL CONTROLS

- | | |
|-----------|-------------------------------------------------------------------------|
| ○ button | Hold down to swim (Undine only) / Hold down to time shift (Wraith only) |
| L1 button | Initiate combat |
| L2 button | Initiate combat |
| R1 button | Initiate combat |
| R2 button | Initiate combat |
| ↑ | Toggle Undine form/summon Undine energy |
| ↓ | Toggle Wraith form/summon Wraith energy |
| ← | Toggle Ferai form/summon Ferai energy |
| → | Toggle Djinn form/summon Djinn energy |

JEN: COMBAT CONTROLS

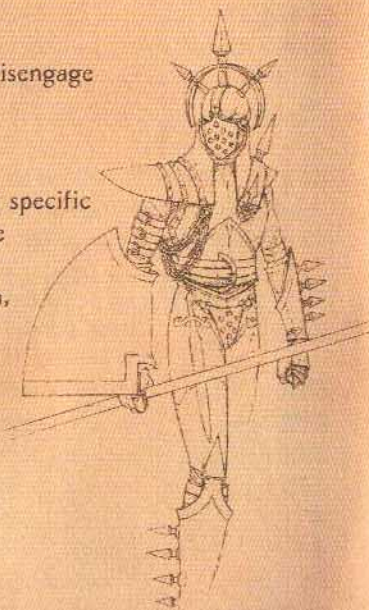
- ⊗ button Change enemy lock/target
 - ⊖ button Disengage combat mode
 - △ button Taunt
 - L1 button Spin attack
 - L2 button Left attack/Stealth kill
 - R1 button Block
 - R2 button Right attack/Stealth kill
 - R3 button Default camera setting
- during combat
- L2 button plus Super attack/
 - R2 button Finishing move

NOTE: If the Combat Controls option is set to Reversed then the functions of the **R1** button/the **R2** button and the **L1** button/the **L2** button are exchanged. For further information on specific controls, see the Playing The Game section of this manual.

SCREE: ADDITIONAL CONTROLS

- Left analog stick Climb on wall
- ⊙ button Turn to stone/Disengage stone mode
- ⊗ button Possess statue

NOTE: For further information on specific controls, see the Playing The Game section of this manual. Further information on the Undine, Wraith, Ferai and Djinn demon forms can be found in the Demon Forms section, later in this manual.



THE MAP SCREEN/ PAUSE MENU



Press the **START** button at any time during the game to access the Map Screen. Press **←** or **→** to switch between the map display and the different option panels. Press the **△** button or the **START** button to return directly to the game.

ENERGY GAUGES

The two circular displays on the left-hand side of the Map Screen show Jen and Scree's energy levels.

The top gauge represents Jen's energy, and is split into colour coded energy levels for each of her demon forms as follows:

Ferai	Green
Undine	Blue
Wraith	Purple
Djinn	Red

Next to Jen's energy gauge is a counter showing the number of energy gems (items that restore demon energy) that she currently possesses.

Scree's gauge shows the energy he has available for Jen to summon. A counter also displays the number of lode stones (items that enable Scree's statue possession ability) he has absorbed.

USING THE MAP

The map shows the position of both Jen (pink marker) and Scree (yellow marker). The pulsing marker denotes which character is currently selected.

The initial map view provides a close-up of the current location. Press the **L1** button or the **L2** button to change the map detail level. The highest level shows the full extent of the current location, and indicates the general area that Jen and Scree are within.

As the game is played, various pieces of information are added to the map display. These include Rift Gates, energy fountains, special items and prompts for locations that should be visited in order to meet certain characters.

PAUSE MENU

From the Map Screen, press **←** or **→** to switch between the map display and the different option panels, then press **↑** or **↓** to choose a menu item.

GAME

Save Game	Save game progress. You may overwrite an existing save or create a new file
Quit	Exit the game and return to the Title Screen without saving

LANGUAGE

For further information on changing specific language settings see the Options Menu section, outlined elsewhere in this manual.

NOTE: Changing the language set up in-game may not have immediate effect if a cutscene is currently playing.

DISPLAY

For further information on changing specific display settings see the Options Menu section, outlined elsewhere in this manual.

AUDIO

For further information on changing specific audio settings see the Options Menu section, outlined elsewhere in this manual.

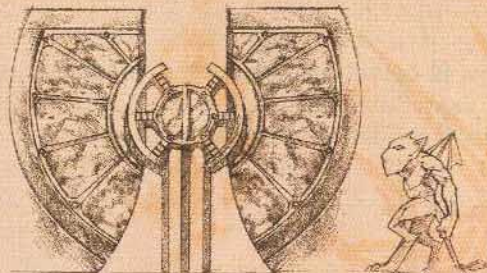
CONTROL

For further information on changing specific control settings see the Options Menu section, outlined elsewhere in this manual.

THE GAME SCREEN



NOTE: The compass and energy icons displayed on screen can be accessed by holding down the **△** button.





PLAYING THE GAME

EXPLORING OBLIVION



CONTROLLING JEN AND SCREE

Throughout PRIMAL™ you may play as either Jen or Scree. Their roles in the game are quite different; Jen will become a powerful fighter as she acquires her demon forms. Scree does not fight but he is agile and strong, and as a living gargoyle he has a number of special abilities. Being made of stone, Scree is very tough; unfortunately most enemies are out to hurt Jen!


From the moment Jen and Scree enter the realm of Solum, it is possible to switch control between the two characters at any time by pressing the  button. At certain points in the quest, control of one of the characters may be blocked. At such times, if the  button is pressed, a 'blocked' symbol (pictured) indicates that the character is currently unavailable.




ACTIONS

Press the  button to trigger context sensitive actions (e.g. opening doors) at specific points during the game. On occasion, there may be more than one action that can be performed and at these times the  button may be pressed to cycle through the available options.

HELP

Press the  button when controlling either character to trigger a short conversation between Jen and Scree. Jen will ask Scree for hints as to what they should be doing.



STATUS DISPLAY

Press and hold the  button to call up on screen information. This information includes a compass, display of how many energy gems Jen possesses and how many lode stones Scree possesses. By default Jen's demon energy level is only shown briefly when the level changes. Use the Status Display setting in the Display options section if you wish to change this.



NOTE: When Jen is in demon form, the glow of her armlets and tattoo indicate her energy level at all times.





CAMERA




The camera may be controlled with the right analog stick. Use this feature to look around the character as they explore.

Press the  button (or the R3 button during combat) to realign the camera behind the controlled character. When not in combat, press and hold the  button to enter a 'head look' camera mode. Use this to look around the world for secrets.

COMBAT

Once Jen has obtained the dagger, or later her demon forms, she is able to engage enemies in combat. Before she can fight, she must activate her weapons. Approaching an enemy and pressing the  button or the  button will cause Jen to draw her blade if in human form, or activate her demon weapons if in demon form. She will automatically lock on to the nearest enemy.

NOTE: If the Combat Controls option is set to Reversed then the functions of the  button/the  button and the  button/the  button are exchanged.

Once Jen is locked on to an enemy, press the  button or  button to launch left or right attacks. Pressing the  button will launch a spinning attack (useful for repelling several enemies).

The **L2** button and the **R2** button are pressure sensitive: if you press them gently Jen will perform fast, weaker attacks and pressing more firmly will trigger slower, yet stronger attacks.

Press the **L2** button and the **R2** button together for Jen to perform a super attack. These moves are the slowest to execute, but will cause the most damage.

By initiating a new attack just as a previous attack is finishing, Jen will perform a new combo attack move. You may string together as many moves in a combo sequence as you like. There are many moves that are possible as part of a combo attack sequence.

NOTE: When you have successfully executed a combo move, you will see a brief flare of energy over Jen's armllets.

Weaker enemies will die when they have sustained sufficient injury. Tougher enemies must be vanquished using a special finishing attack. To launch a finishing move, Jen's opponent must first be stunned. Once stunned, press the **L2** button and the **R2** button together to trigger the finishing move.

Press and hold the **R1** button for Jen to block. If the **R1** button is pressed just as an enemy's attack is about to land, Jen will parry the move and perform a counter-attack.

Press the **△** button during combat in order to make Jen perform a 'taunt'. This can be a good way to provoke a defensive enemy into dropping his guard!

Push the left analog stick gently to make Jen creep, allowing her to sneak up behind enemies. Press either the **L2** button or the **R2** button in this position to execute a stealth kill.

DEMON FORMS

Jen will acquire the ability to shift into each of the four main races of Oblivion. Different forms offer new abilities, weapons and fighting styles. Once Jen has acquired demon forms, she may shift into them at any time so long as she has sufficient Primal energy for that particular form.

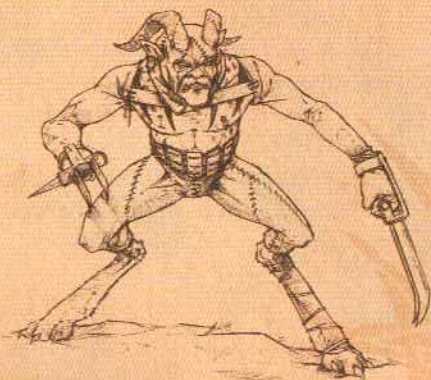
The demon forms are assigned to the **↑**, **↓**, **←** and **→** directional buttons on the Analog Controller (DUALSHOCK®2) as follows:

Feraï	←
Undine	↑
Wraith	→
Djinn	↓

Press the appropriate button to shift Jen between human and the respective demon form.

Jen relies on Scree to obtain Primal energy, but she can summon the energy from him at any time. Press and hold **↑**, **↓**, **←** or **→** to summon energy for a particular demon form. As energy is drawn from Scree it is converted to the demon form that Jen has requested. Jen has separate energy stores for each of the demon forms she possesses.

NOTE: For further information on Primal energy, see the Energy section within the Special Mechanisms section outlined elsewhere in this manual.



FERAI



In Feraï form Jen can run faster than normal. She can also jump higher.



UNDINE





Jen can dive and swim in this form.

Once underwater, press and hold the  button whilst pushing the left analog stick to make Jen swim. When swimming, the  button is pressure sensitive, so pressing lightly will make Jen swim more slowly, whilst pressing it harder makes her move more quickly. If Jen shifts

into Undine form when not in water, her Undine energy will begin to drop. It will be replenished as soon as she returns to un-polluted water.


WRAITH

When in Wraith form, Jen may use Wraith time-shifting abilities. When not in combat, pressing the  button will cause Jen to speed up – her surroundings will appear to be moving in slow motion. Use of this mode will drain Jen's Wraith energy. When in combat, press the  button whilst pushing the left analog stick to trigger a Wraith dodge move.



These quick moves do not drain any energy.

DJINN

Press the  button whilst in combat to switch Djinn weapons between two different attack modes.




SCREE – SPECIAL ABILITIES

CLIMBING



Being a gargoyle, Scree can climb any brickwork surface. He cannot climb walls that have smooth or plastered surfaces. To make Scree climb, simply walk him into a wall – if it's made of brick he'll automatically start to climb! Once Scree is on a wall, crawling to the top or bottom edge will allow him to climb off.

TURNING TO STONE

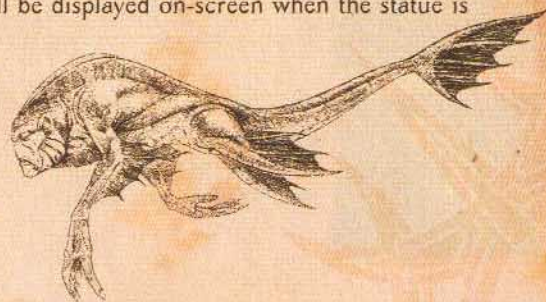
Press the  button and Scree will turn to stone. He will automatically use this ability whenever Jen is engaged in combat. Whilst in stone form, Scree is impervious to attack.

STATUE POSSESSION

Another of Scree's unique gargoyle abilities is the power to project his spirit into the form of certain effigies and statues. In order to achieve this, he must first empower himself with the essence from lode stones. These are objects formed from the same minerals as Scree himself. They are highly reactive to his presence and once absorbed will boost his possession ability. Most statues will require a number of lode stones to have been absorbed before possession is possible.

When Scree is within range of a statue that can be possessed, his soul will begin to 'glow'. At this time, press the  button to trigger the spirit transfer. Press the  button to return Scree's spirit to his usual gargoyle form.

NOTE: Different statues have different control options. Control information will be displayed on-screen when the statue is possessed.



SPECIAL MECHANISMS

DOORS

Either character may open doors. Move to a door and press the **X** button to open it. Some doors are too heavy for one character and must be opened by both together. The second character will be automatically called over to assist.

ROPE

Once Scree has found the rope, he can use it to allow Jen to climb to places which would otherwise be inaccessible to her. Stand Scree near an appropriate edge and press the **X** button. He will drop the rope if there is suitable ground below. Once the rope is dropped, control will switch to Jen. Walk her towards the rope and press the **X** button to make her climb on. Push **↑** or **↓** on the left analog stick to climb.

ENERGY

The worlds and races of Oblivion are all charged with Primal energies. Harvesting this energy is another of Scree's talents: he is able to collect and store it, effectively acting as a walking battery! Once Jen has the ability to shift into different demon aspects, she requires Primal energy in order to activate and maintain demon form.

Energy can be obtained from three sources:



Scree can collect Primal energy from 'energy rocks'. These are easily recognisable: small, yellow veined rocks that exude energy essence. By crushing them Scree can store up their potential.



In a few places, large rocks that are super-charged with energy can be found. These 'energy fountains' present an unlimited energy resource.

Scree can also absorb residual energy that is released from the corpses of enemies that Jen has defeated.

In all cases, if you are controlling Scree, just move over to the corpse or energy rock and press the **X** button to obtain energy. Scree will collect energy himself when not being controlled.

RIFT GATES



Rift Gates are devices that were created by the servants of Abaddon and Arella in order to travel swiftly between the Nexus and the demon realms (and also within each realm). Rift Gates are magical devices based around two large wheel-handles that can be spun up to very high speeds, generating power and allowing a 'rift' to form within the centre of the gates. The user may then walk through, as if through a doorway, emerging on the other side of a second Rift Gate at a completely different point in Oblivion.

Gates from the Nexus are always open and are paired with specific Gates in each of the four realms. Gates outside of the Nexus can link either back to the Nexus, or to any other Gate within the same realm.

As Jen and Scree explore, each Rift Gate they discover becomes accessible as a potential destination.



Activating a non Nexus Rift Gate, requires both characters. Walk up to either of the wheel-handles on the sides of the Rift Gate and press the **X** button. A map will display all Rift Gates in the realm, and also a link back to the Nexus. Only Gates that Jen and Scree have reached are valid as destinations. Move the selection marker and choose a destination by pressing **↑**, **↓**, **←** or **→** and press the **X** button to confirm. Now the characters must spin the wheels up to sufficient speed. Press the **X** button rhythmically to make both characters operate the wheel-handles. When revolution speed is sufficient, a portal to the selected destination will form and Jen and Scree will automatically pass through.

NOTE: If a gate has yet to be activated it may not be selectable as a destination.

JEN'S LIFE FORCE

When in human form, Jen's astral presence is diminished whenever she is hurt. Her full strength will automatically return over time, but if she is hurt too badly her spirit will be expelled violently from Oblivion and back into her physical body. In her weakened state, Jen will not survive for long – Scree must race to return her to Oblivion before it's too late. Playing as Scree, you must head for the nearest Rift Gate as quickly as possible. Arella will have opened the Gate to allow Scree to quickly call forth Jen's spirit.



SUMMONING STONES

These large monoliths are formed from the very same stone as Scree himself. They may be used to summon Scree to Jen if they have become separated. To use a summoning stone, walk Jen up to one and press the **X** button.



LODE STONES

Lode stones are special rocks that imbue Scree with the ability to possess certain statues.

NOTE: See the Statue Possession section outlined elsewhere in this manual for further details.



ENERGY GEMS

These rare gems are brimming with Primal energy. A single energy gem will completely restore Jen's demon energy. Once collected, gems are automatically used whenever Jen's energy level reaches zero.

SMASHABLE OBJECTS

There are various objects that may be smashed by Jen or Scree. Some objects may contain hidden items, such as lode stones, energy gems, or energy essence (which will be automatically absorbed by Scree). Stand in front of an object and press the **X** button to smash it.



THE DEMON REALMS OF OBLIVION

SOLUM

A realm of eternal night and eternal winter. Solum's inhabitants the Ferai are a violent, fierce race, but have a fair and ordered society. They are allied to Arella.

AQUIS

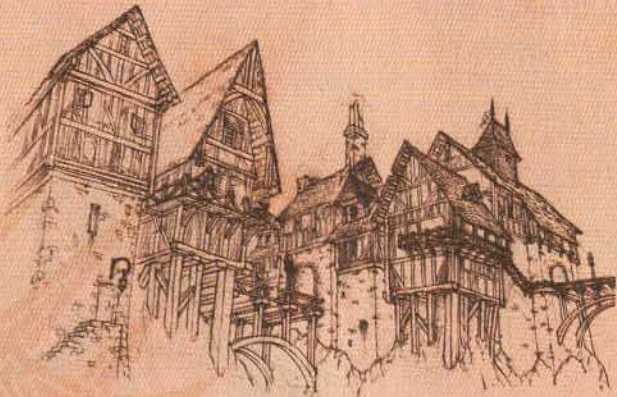
A realm where the lapping waves are eternally bathed in autumn sunset. The Undine are a cultured aquatic race. They are allied to Arella.

AETHA

A bleak, oppressive place, home to the evil Wraith. Amid the ever teeming rain live two castes, a downtrodden underclass and their cruel, domineering 'masters', the Wraith aristocracy. The Wraith are allied to Abaddon.

VOLCA

Within a vast volcano live the Djinn. This awesome, fiery realm reflects its people – volatile, powerful and exceedingly dangerous. The Djinn are Abaddon's staunchest allies.



HINTS AND TIPS

Remember that help is always available - Scree knows a lot more about the worlds of Oblivion than he sometimes lets on! Press the **A** button when controlling either character and Jen will ask for advice.

Use the map screen to locate places you need to visit. Use the in-game compass to help navigate your way around.

Primal energy is essential for Jen to use her demon forms effectively. Take every opportunity for Scree to store up energy.

It will be necessary to use Jen's demon forms wisely in order to tackle the challenges she must face.

