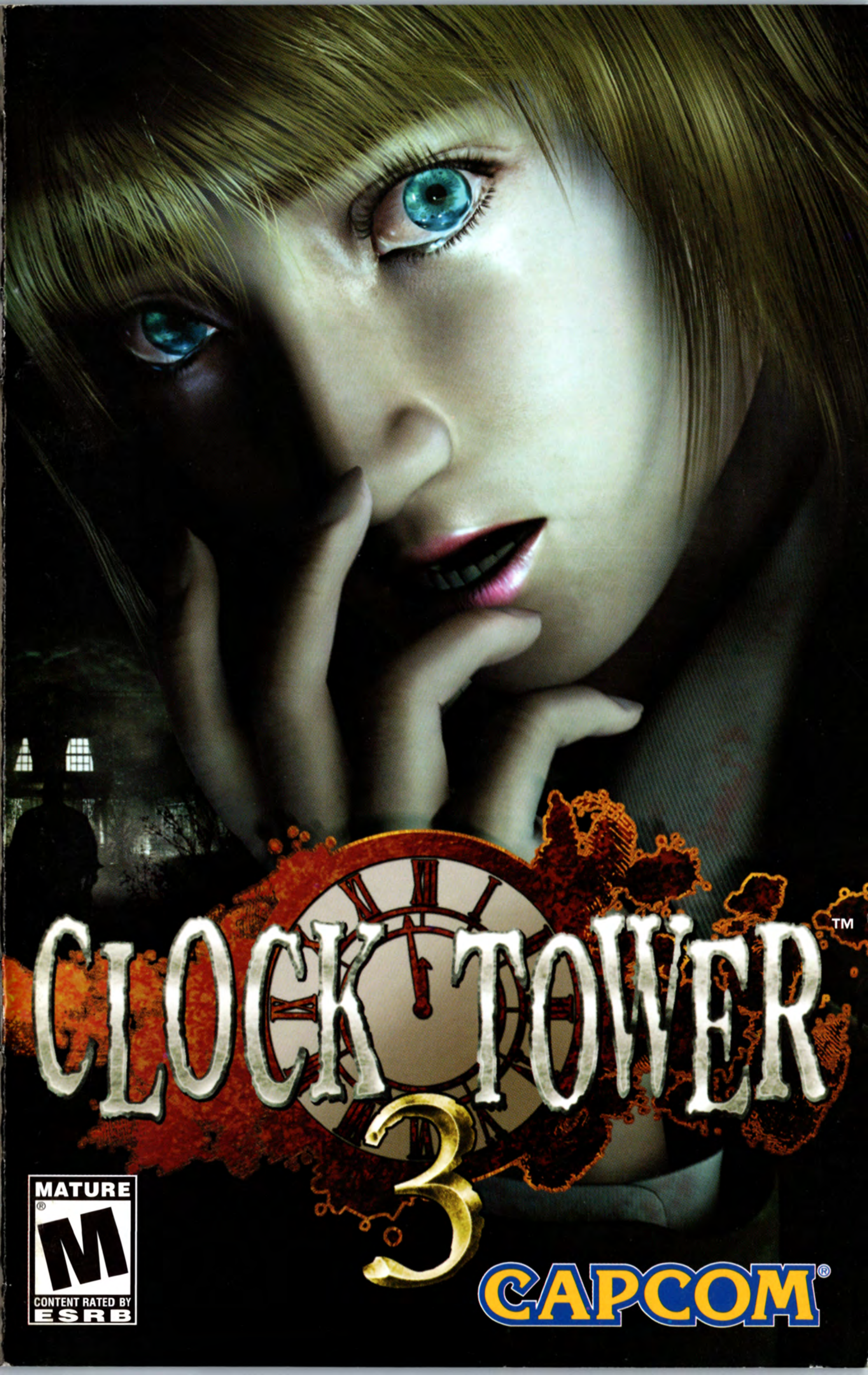




CLOCK TOWERTM

3



CAPCOM[®]

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.

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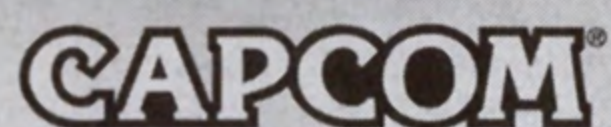
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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 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.*



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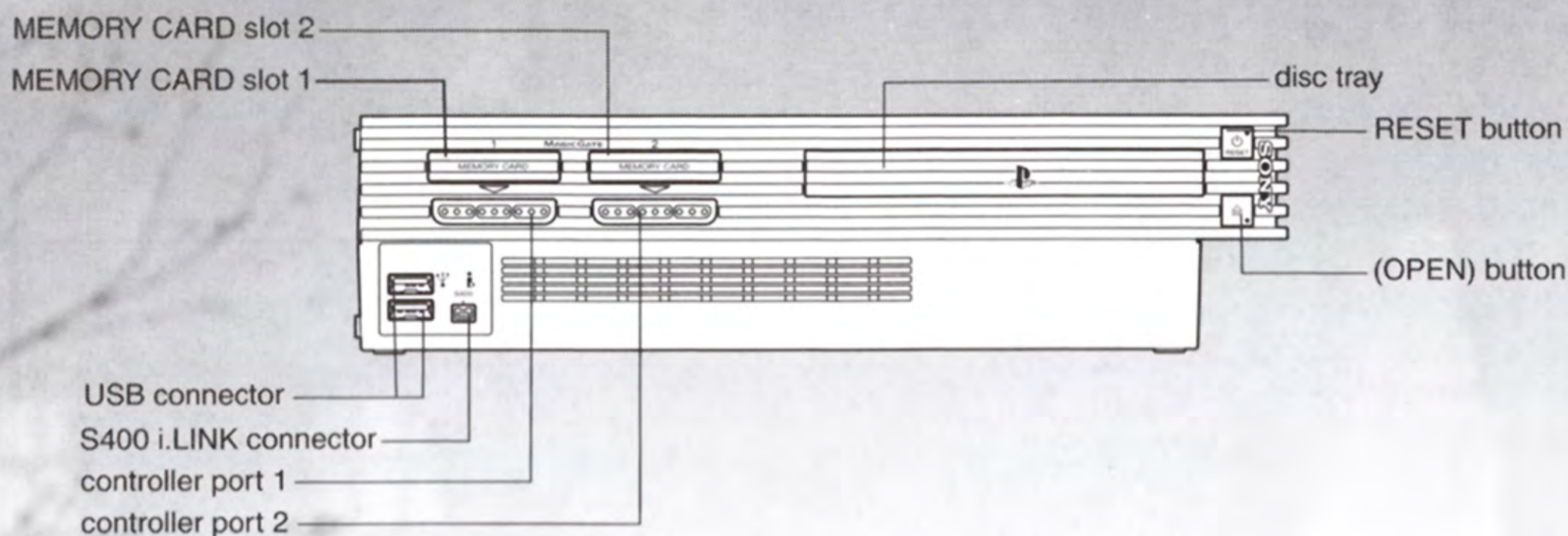
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SETTING UP SETTING UP



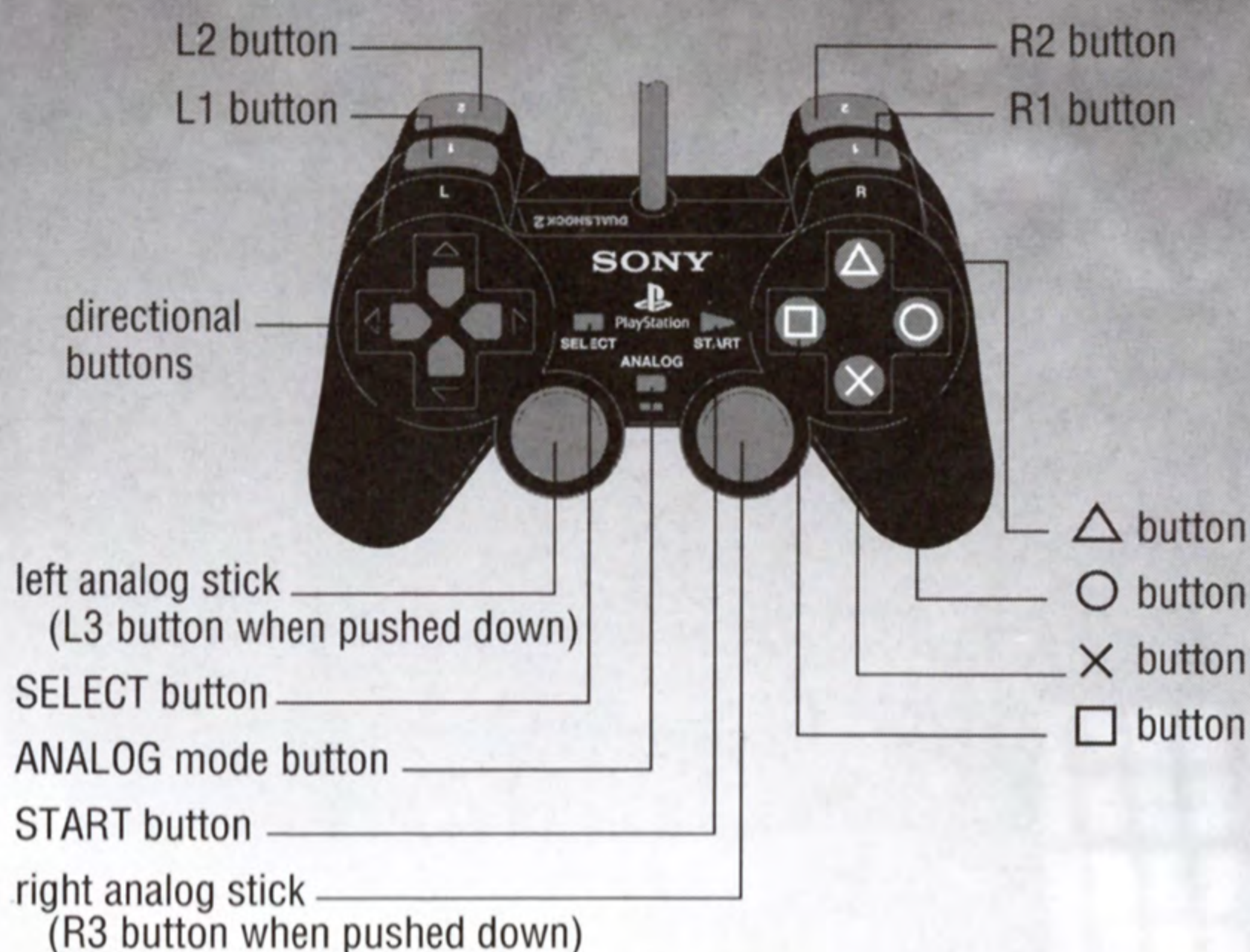
Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual.

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 disc tray will open.

Place the **CLOCK TOWER™3** 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.

DUALSHOCK®2 analog controller



CONTROLS

directional buttons		SELECT menu options
left analog stick		MOVE character
right analog stick		change CAMERA view (when hiding)
△ button		CANCEL on menus use HOLY WATER; in boss combat, fire BOW (hold down for power-up shot)
○ button		CROUCH DUCK in boss battle (use left analog stick to move)
× button		CONFIRM on menus INVESTIGATE EVADE/HIDE (when near a hiding place)
□ button + left analog stick		WALK
L1 button		open MAP
L2 button		not used
R1 button		use SPECIAL ARROWS in boss combat
R2 button		not used
START button		open SUBSCREEN
SELECT button		return to title screen

You can play this game with either the DUALSHOCK 2 or DUALSHOCK analog controller. You can change the button configuration and turn controller VIBRATION ON/OFF in OPTION mode (see page 9).

PROLOGUE

A short letter from her mother ...

How is dorm life? Are you studying like you should?

She was used to getting “motherly” letters. But the tone of this one was somehow different ... it had a strange sense of urgency. It was very odd ...

Alyssa, you must hide! Hide somewhere until your birthday. I don't want you to get hurt. Hurry and hide!!

Alyssa was stunned. Why did her mother write such things? Did something happen to her? Alyssa worried. But, driven by fear and uncertainty, she ignored her mother's warning.

Instead of hiding like a hunted thing, she boldly returned home to check on her mother.

Little did she realize this was the very thing “they” wanted....

CLOCK TOWER 3 LOCATION

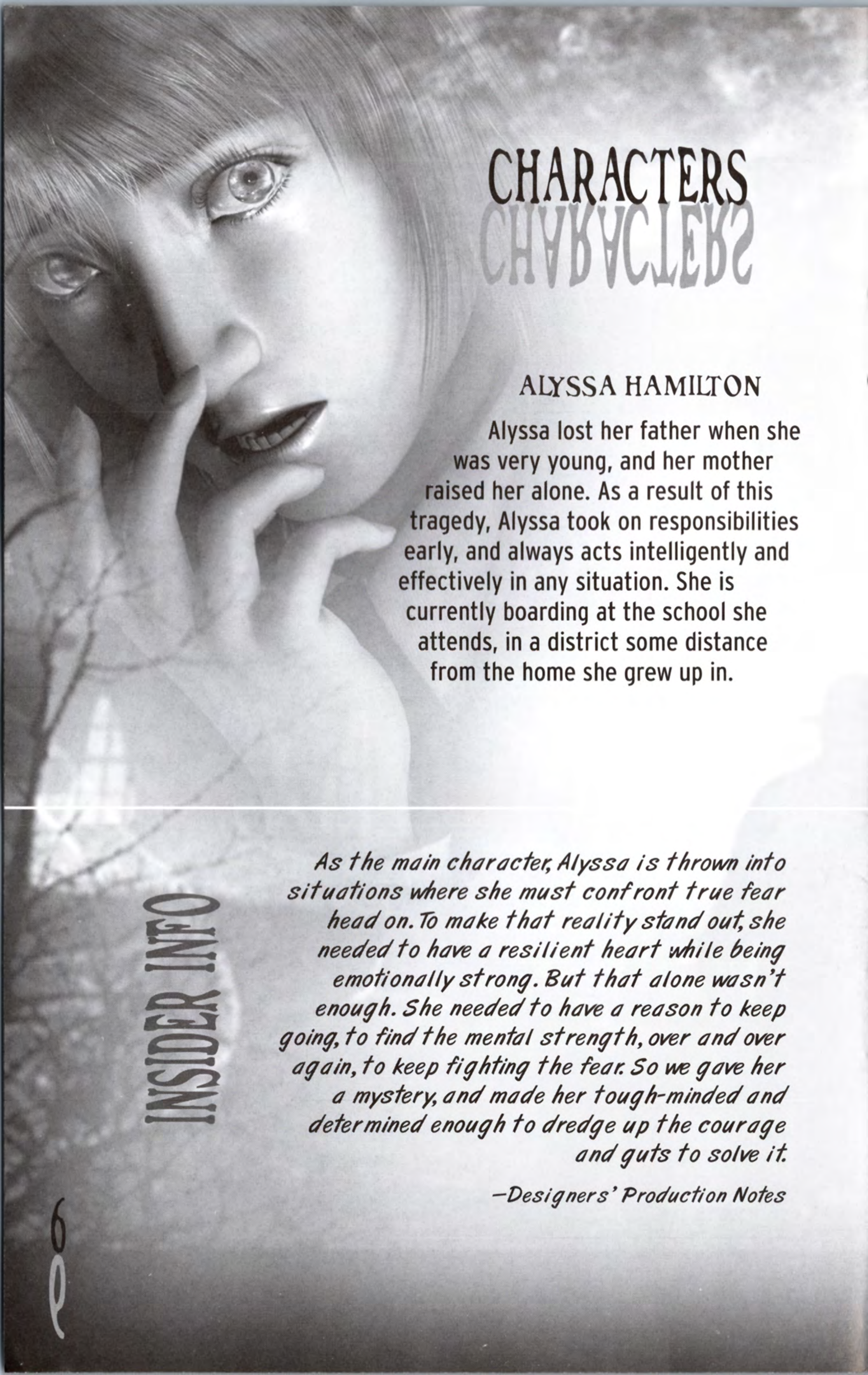
The year is 2003. The place, London, England. The city is quiet, encased in fog.

Get ready to experience present-day London. But wait—there's much, much more. As you proceed through the game you will cross the barriers of time and travel to World War II London, and eventually to a nostalgic London of the 1960s.



CLOCK TOWER 3 uses precise information and historic material to faithfully recreate not only the city of London and its environments but also many other areas you'll explore in the game.

Hurry, before the clock tower strikes midnight!



CHARACTERS

ALYSSA HAMILTON

Alyssa lost her father when she was very young, and her mother raised her alone. As a result of this tragedy, Alyssa took on responsibilities early, and always acts intelligently and effectively in any situation. She is currently boarding at the school she attends, in a district some distance from the home she grew up in.

INSIDER INFO

As the main character, Alyssa is thrown into situations where she must confront true fear head on. To make that reality stand out, she needed to have a resilient heart while being emotionally strong. But that alone wasn't enough. She needed to have a reason to keep going, to find the mental strength, over and over again, to keep fighting the fear. So we gave her a mystery, and made her tough-minded and determined enough to dredge up the courage and guts to solve it.

—Designers' Production Notes

THE DARK GENTLEMAN

This mystery man continually appears near Alyssa. Something strange seems to shroud this seemingly sinister character. His intentions—good or evil—are unknown.

EVIL MEN

These vicious scofflaws pursue Alyssa persistently. Their most glorious moments are when they are committing horrible crimes. Could some unforeseen force be giving them orders ...?

INSIDER INFO

You don't know the true nature of the Dark Gentleman. He appears as a fearsome presence who is always bothering you. He is truly a person whose heart has been darkened—so much so that he himself symbolizes that darkness.

—Designers' Production Notes

GETTING STARTED CELLING 214BLED



MAIN MENU

When you power on the game, the title screen appears. On it you'll see the main menu. Use the left analog stick/directional buttons to make your selection, and press the $\times$ button to confirm.

The main menu options are:

- **NEW GAME**—Start a new game, or restart your present game, from the beginning.
- **LOAD GAME**—Load a previously saved game and continue play from the point where it was saved.
- **OPTION**—Adjust various game settings (see page 9).

SAVING GAMES

You can save your game whenever you investigate a diary or lion fountain during the game. See "Memory Cards" on the next page for additional information.

MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or slot 2 before powering on the system.

- This game requires at least 678kb of free space on a memory card to save games. If less free space exists, erase older data.
- The game will save to a memory card in MEMORY CARD slot 1 or slot 2.
- Do not remove the memory card or power off while data is being saved or loaded. Your game data may be lost if you do.

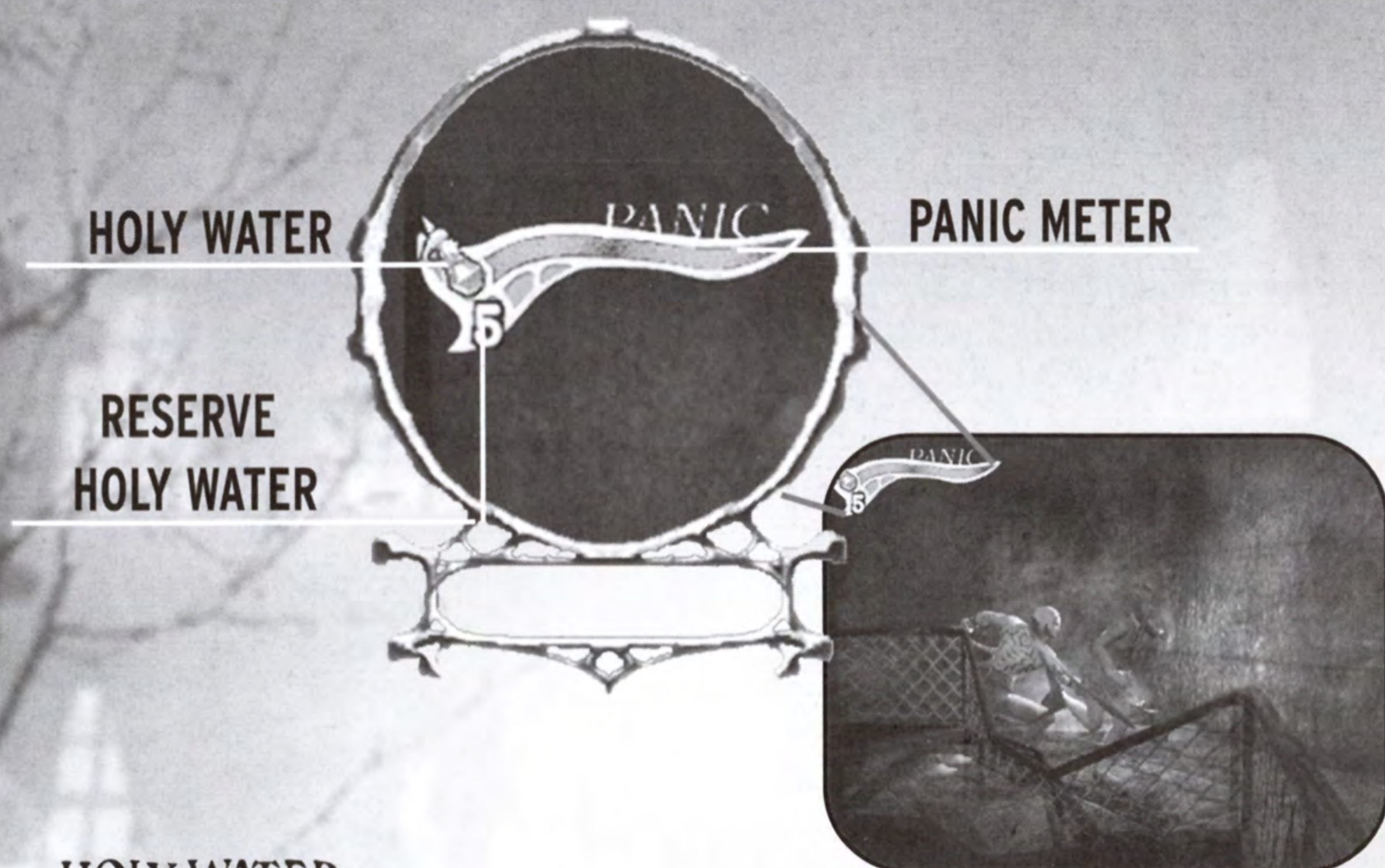
OPTIONS

Select OPTION from the main menu to display a list for adjusting game settings. Use the left analog stick or directional buttons to make your selections. Press the $\times$ button to confirm, or press the $\triangle$ button to cancel your setting change and exit the submenu.

- **CONFIGURE**—Change the button layout and turn controller VIBRATION ON/OFF. With VIBRATION ON, the controller vibrates in response to player movement. Choosing DEFAULT returns the settings to their original state.
- **SOUND**—Set the speaker output to STEREO or MONAURAL and adjust the game sound volume.
- **SCREEN**—Center the game screen on your display unit.
- **MONITOR**—Use the color bars to modify the brightness of the screen display (works only on TVs that have a brightness adjustment feature).



GAME SCREEN



HOLY WATER

Holy Water is the only item Alyssa has to protect herself from enemies. You can temporarily stun an enemy by throwing holy water on it (press the $\triangle$ button). A dash of Holy Water can open magical Glyphs that seal doors, and jumpstart magic gates.

However, there is a limit to the amount of Holy Water you can carry, so use it wisely. If your Holy Water supply gets low, be sure to refill it in one of the refilling vases or at a lion fountain.



You can see the amount of Holy Water you have in reserve by checking the number under the Holy Water bottle on screen.

Every time you gain a piece of the Clover pendant, your Holy Water becomes more powerful!

PANIC METER

Every time Alyssa feels some kind of fear, her Panic Meter rises. When the Panic Meter reaches its maximum level, she really does panic. While panicked, Alyssa experiences the following:

- Her line of sight decreases.
- She starts running.
- She starts to hyperventilate.
- She isn't able to hide.

The Panic Meter slowly decreases once Alyssa reaches safety.

The bad news: if Alyssa is hit by an attack while in panic mode, the game ends.

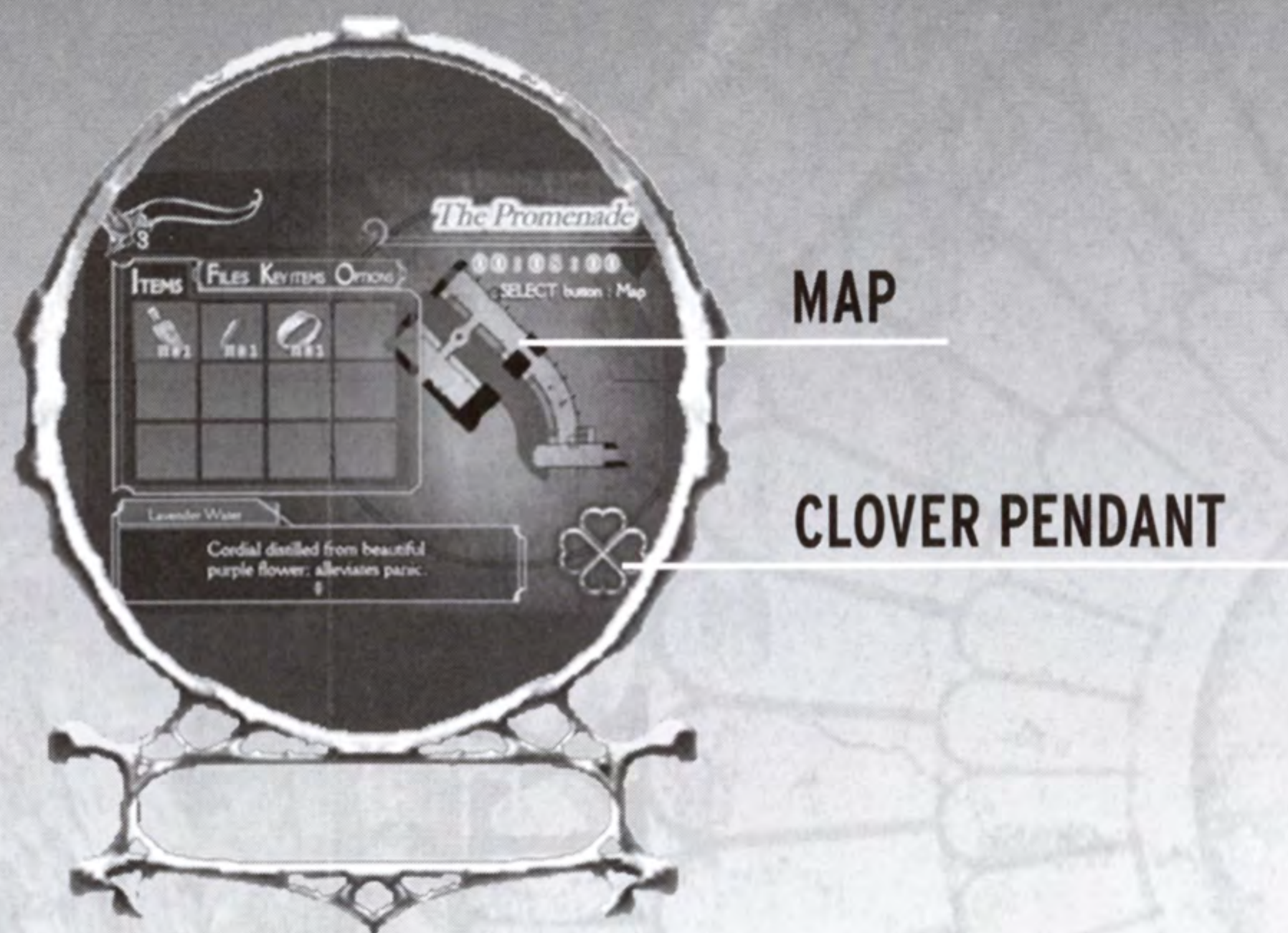
The good news: this is the only way the game can end. So, it's very important NOT to go into panic mode.

CONTINUE

Once the game ends, you can restart from the last key point you reached in the game. To do that, choose CONTINUE from the game over screen.

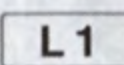
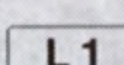


SUBSCREEN SUBSCREEN



Press the  button to display the subscreen. Use the left analog stick/directional buttons to make your selection, and press the  button to confirm.

The subscreen options are:

- **MAP**—Shows a map of your current location. You can also see the map by pressing the  button during the game.
- **CLOVER PENDANT** — Each time you get a piece of the pendant this will start to fill up piece by piece. Each piece that you get will increase the power of your Holy Water.
- **ITEM** —See the items Alyssa currently possesses.
- **FILE**—View the files Alyssa has and read their descriptions
- **KEY ITEM**—See the special key items that Alyssa has. Press the  button to display the number of special arrows you have and the strength level of your Holy Water.
- **OPTION**—Adjust various game settings (see page 9).

ITEMS

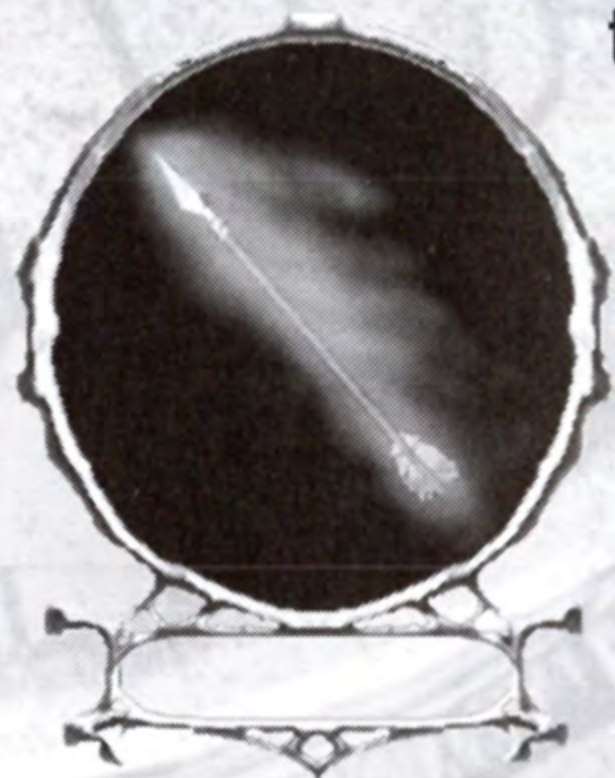
Throughout your adventure you'll come across numerous items designed to help you succeed. Pick them up, and figure out what they do for you and how to use them. Some of the first items you'll find are described below. After that, it's up to you!

- **LAVENDER WATER**—When you use this gentle herb, Alyssa relaxes and her Panic Meter gradually declines.



- **SIGIL STONE**—Automatically protects Alyssa against one hit.

- **INVISIBILITY BAND**—Alyssa becomes invisible to enemies for a short time. Figure out how best to use this amazing quality.



- **SPIRIT WOOD ARROWS**—Use these special arrows against your strongest enemies in boss battle (see page 17).

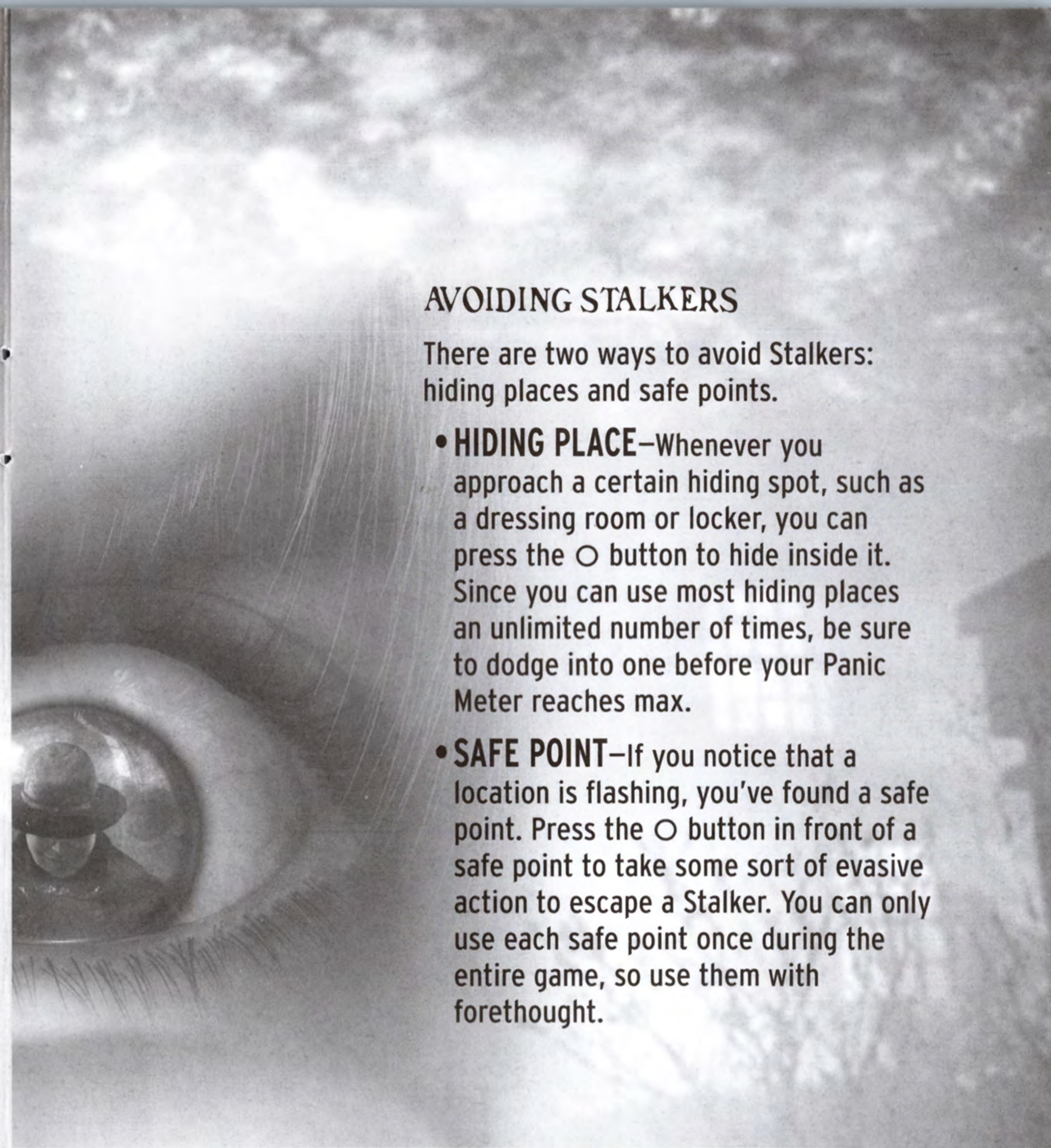
STALKERS

Stalkers are gruesome beings buzzing with violent compulsions. Certain conditions cause Stalkers to appear:

- **TIME**—Stalkers appear after a certain amount of time. If time passes and you think a Stalker may be about to appear, it is wise to hang around a nearby hiding place or safe point (see page 15).
- **SOUND**—When Alyssa makes noise that breaks a silence (like kicking an empty can along the road), a Stalker may appear. Try moving as stealthily as possible.
- **SUMMONS**—When one of the Stalkers' minions sees Alyssa, it will call the Stalker to come and get her. When you see one of these minions, destroy it with Holy Water immediately before it can summon a Stalker.

INSIDER INFO

Listen for the special Stalker music that lets you know one of these ghouls is about to put in an appearance.



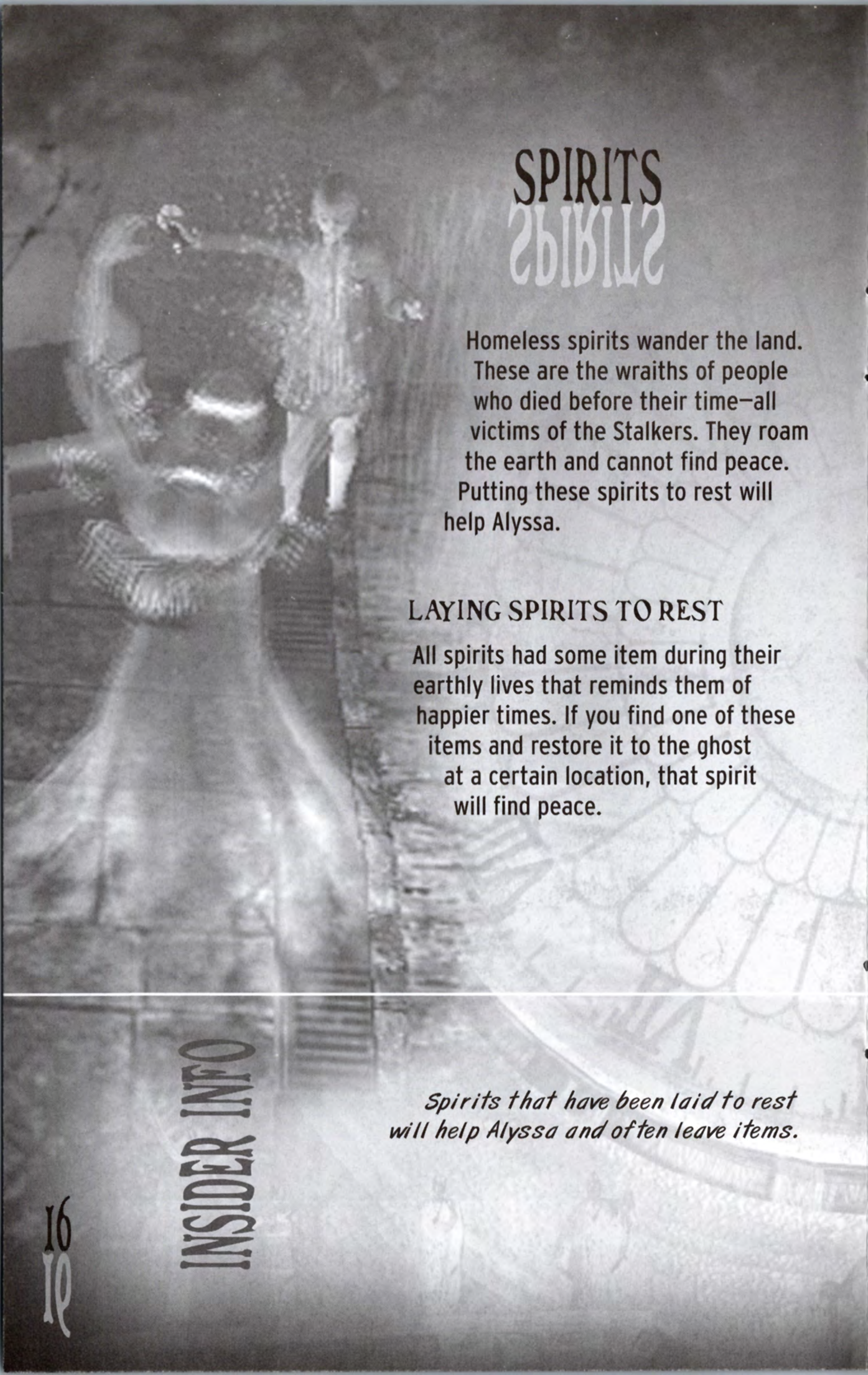
AVOIDING STALKERS

There are two ways to avoid Stalkers: hiding places and safe points.

- **HIDING PLACE**—Whenever you approach a certain hiding spot, such as a dressing room or locker, you can press the **O** button to hide inside it. Since you can use most hiding places an unlimited number of times, be sure to dodge into one before your Panic Meter reaches max.
- **SAFE POINT**—If you notice that a location is flashing, you've found a safe point. Press the **O** button in front of a safe point to take some sort of evasive action to escape a Stalker. You can only use each safe point once during the entire game, so use them with forethought.

INSIDER INFO

While hiding, your viewpoint will change to first-person perspective. You can change the viewpoint by moving the right analog stick.



SPIRITS 2BIBIL2

Homeless spirits wander the land. These are the wraiths of people who died before their time—all victims of the Stalkers. They roam the earth and cannot find peace. Putting these spirits to rest will help Alyssa.

LAYING SPIRITS TO REST

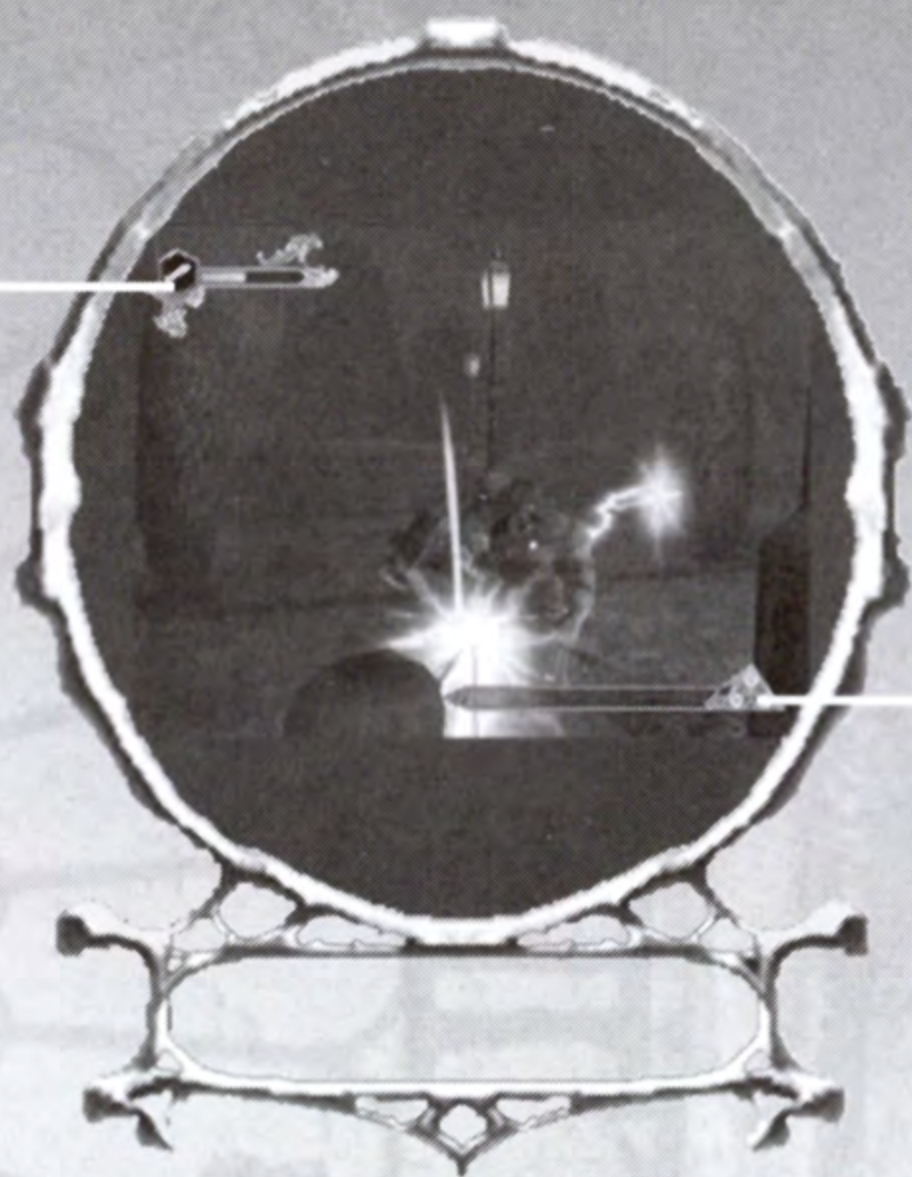
All spirits had some item during their earthly lives that reminds them of happier times. If you find one of these items and restore it to the ghost at a certain location, that spirit will find peace.

Spirits that have been laid to rest will help Alyssa and often leave items.

INSIDER INFO

BOSS BATTLE

ALYSSA'S
VITALITY



BOSS'S
VITALITY

At the end of each stage, you receive a bow and arrow and begin battle against the boss. Fight as hard (and as smart) as you can to drain your enemy's vitality gauge and defeat it! If your vitality goes to zero, your game is over.

While battling the boss, use these controls:

left analog stick MOVE character

△ button fire BOW (hold down to power-up shot)

○ button DUCK (use left analog stick to move)

R1 button use SPECIAL ARROWS

VICTORY SECRETS

VICTORY SECRETS

FIGHTING BACK AGAINST EVIL MINIONS

Evil minions have repeatedly and continually sent many people into the afterlife. Alyssa's only escape is usually to run from these destructive fiends. However there is ONE way to stop them.

By saving the restless spirits destroyed by evil minions, Alyssa will get stronger. She must find all the murdered spirits' mementos to put them at peace. By finding these mementos, Alyssa's full power reveals itself and she is able to use a "soul weapon" to fight back against the evil ghouls. However, even though she now has a weapon that lets her fight back, her opponent is a ferocious evil demon that has slaughtered countless people.

Will it be enough?

IMMOBILIZING THE BOSS

If you reduce the boss's vitality to zero using your bow and arrow, Alyssa wins. However, just pummeling the boss with lots of arrows only drains a small amount of energy. So, it's very important to immobilize your fiercest enemies.

- If you charge up your arrow to the max (hold down the $\triangle$ button) and then hit the enemy with it, a chain will wrap around the boss and severely hinder its movements.
- Hitting the boss with several powered-up arrows will immobilize the creature. Striking the boss with an arrow while it's immobilized does major damage.
- In a pinch, press the **R1** button to use your special arrows to escape.



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