PlayStation®

NTSC U/C

PlayStation®

MATURE
M
CONTENT RATED BY ESRB

SLUS-01072/
01326

EVIL DEAD

HAIL TO THE KING™

2 DISCS

THQ™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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® game 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.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game 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.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater 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.

ESRB RATING:

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

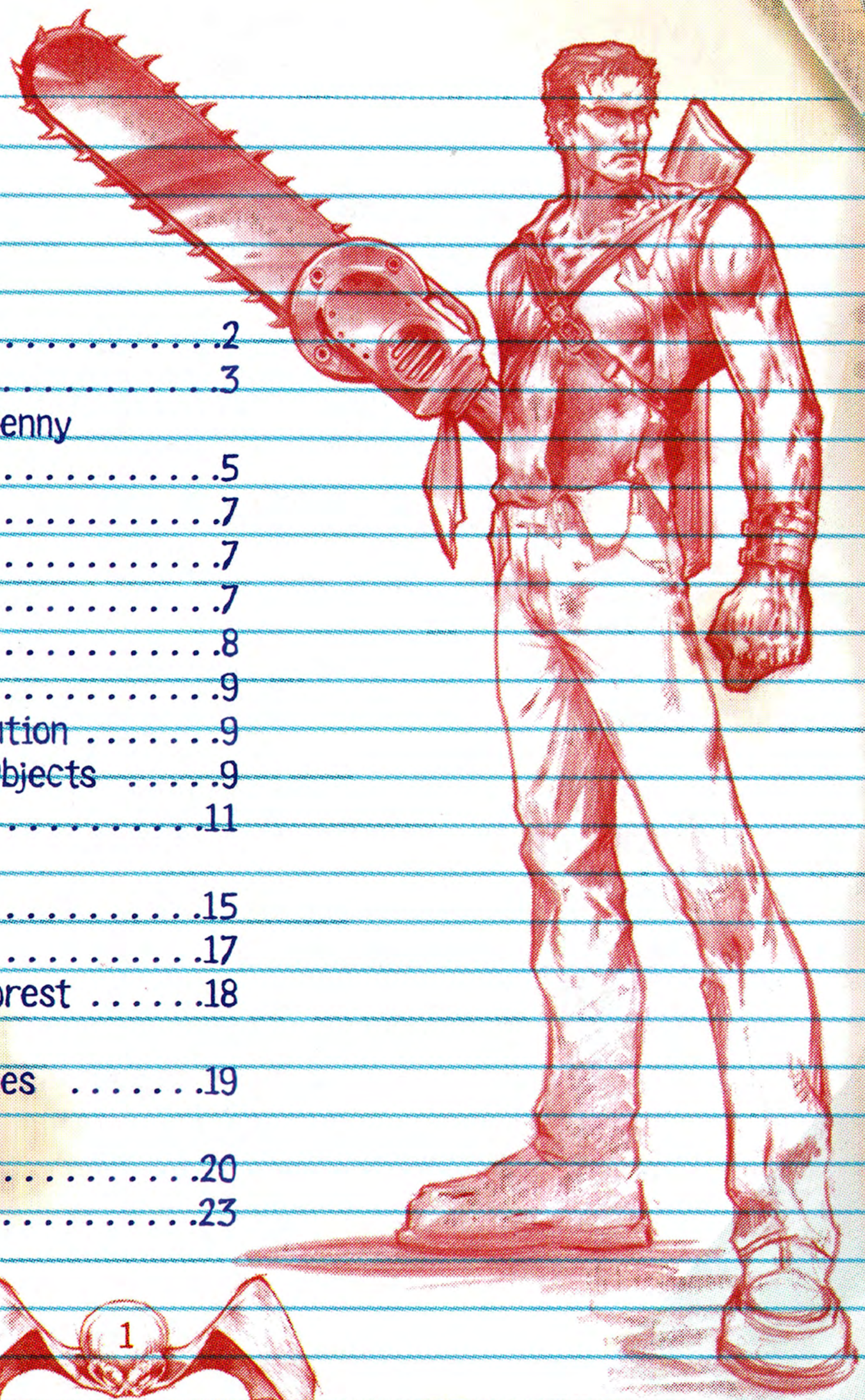
Evil Dead: Hail to the King™ Tips and Hints

1-900-370-HINT (4468)

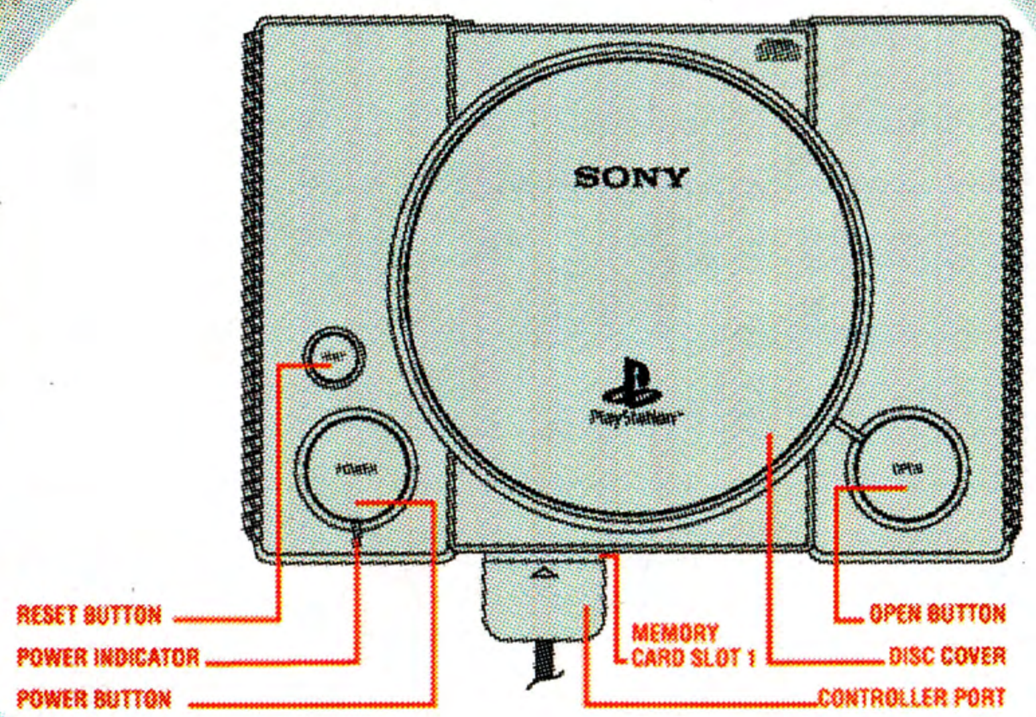
Must be 18 years of age or have parental permission.
Touch phone required. $.95/min. (automated)

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Getting Started



Name's Ash. Housewares. Luckily, I had to fill in for Greg in Electronics a few times last year, so operating the PlayStation game console will be a snap.

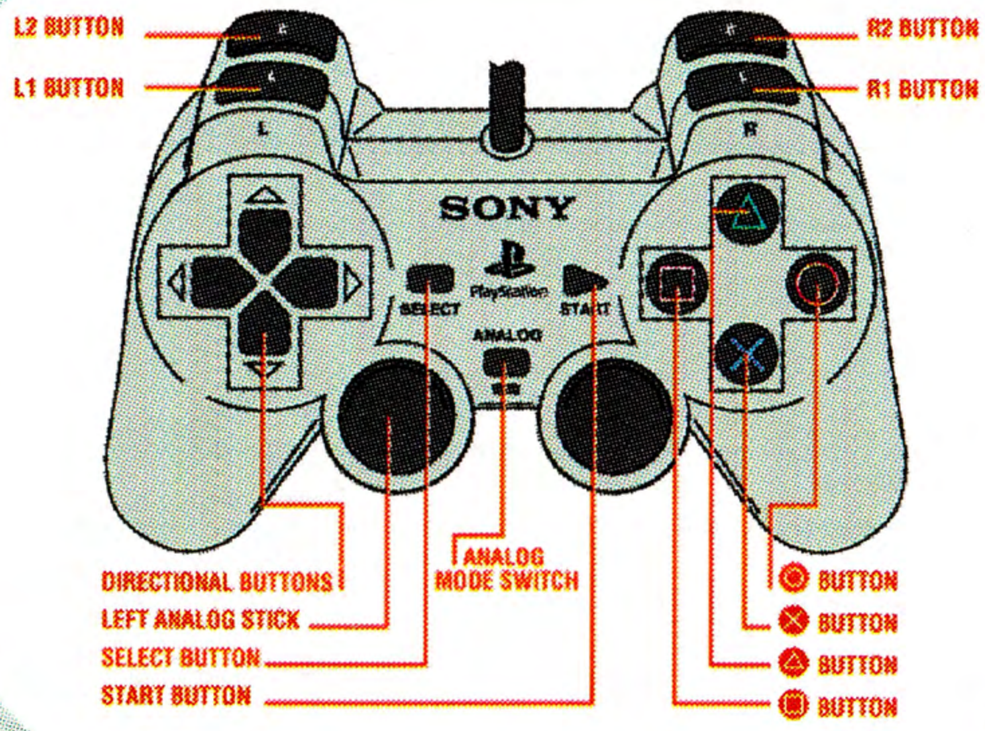
Set up your PlayStation® game console according to the Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.

Insert the Evil Dead: Hail To The King™ disc and close the Disc Cover. Insert a game controller and then turn ON the PlayStation game console. Follow the on-screen instructions to start a game.

Memory Cards

To save game progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play. You can load saved games from any MEMORY CARD containing previously saved Evil Dead: Hail To The King™ games. For more information on saving and loading games, go to page 17 (Saving/Loading Games).

Controls



Note: DUALSHOCK™ analog controller only: Toggle the vibration function ON/OFF by using the Option mode > Vibration setting. The Vibration setting is not affected by the controller's analog mode switch.

Menu Controls

Directional Button ↑/↓ ..... Move between selections
✕ Button ..... Confirm selection
△ Button ..... Back one selection or screen

Game Controls

Left Analog Stick ..... Relative Movement (walk and rotate in the direction you want to move)

Directional Button ↑ ..... Move Forward

Directional Button ↓ ..... Jump Back (hold to walk backwards)

Directional Button → ..... Rotate Clockwise

Directional Button ← ..... Rotate Counter-Clockwise

L1 + Directional Button Right (or Stick Right) ..... Sidestep Right

L1 + Directional Button Left (or Stick Left) ..... Sidestep Left

○ Button ..... Use/Activate/Confirm

R2 ..... Start/Rev Chainsaw

✕ Button ..... Use Chainsaw

L2 or ✕ Button ..... Turn off Chainsaw

□ Button ..... Use Left-Hand Weapon

△ Button ..... Ash One-Liner

R1 + Directional Buttons ..... Run (hold and press direction)

SELECT ..... Inventory Screen

START Button ..... Pause Game/Options

Finishing Move – During combat with various Deadites, they will fall into a wounded idle state when on the verge of death. This is your chance to finish them off as only Ash could do. Simply step in front of the Deadite and gut it with your chainsaw (press ✕ button). As it flails around in pain, use your left-hand weapon (press □ button) to finish it off complete with a one-liner!

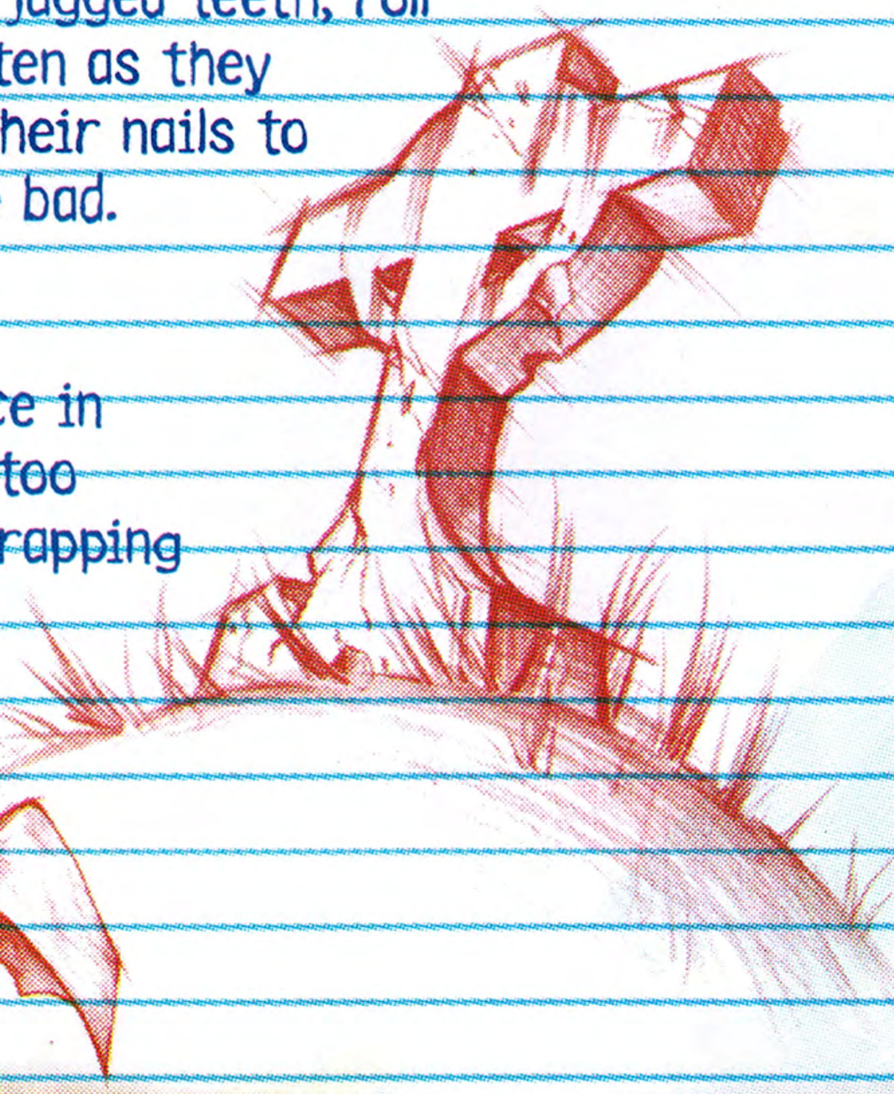


The Evil In The Woods and Jenny from Arts & Crafts

It was another long day of duty in Housewares. The nightmares are keeping me up most nights, so it's difficult keeping up the high standard of excellence S-Mart expects from its employees. Yesterday during lunch break, I took a chance and tried an incantation I thought I remembered from the Necronomicon ex Mortis. Roughly translated, the Book of the Dead. I hoped the recitation would stop the nightmares. A "Nictu Gashru Umuna something or anothera." I figured they'd get the idea and buzz off. But no dice.

The nightmares are bad. Deadites, that old cabin in the woods, flashes of my long history of kicking their rotted flesh asses. But something isn't right. The Deadites are strong. It's as if there's some large evil building and preparing to burst forth onto the human world. Sometimes they actually get to me and slowly tear my flesh with their jagged teeth, roll the meat between their gums, and make me listen as they chew with their mouths open. Then they use their nails to rip the...well you get the idea. The images are bad. Brussel sprout bad.

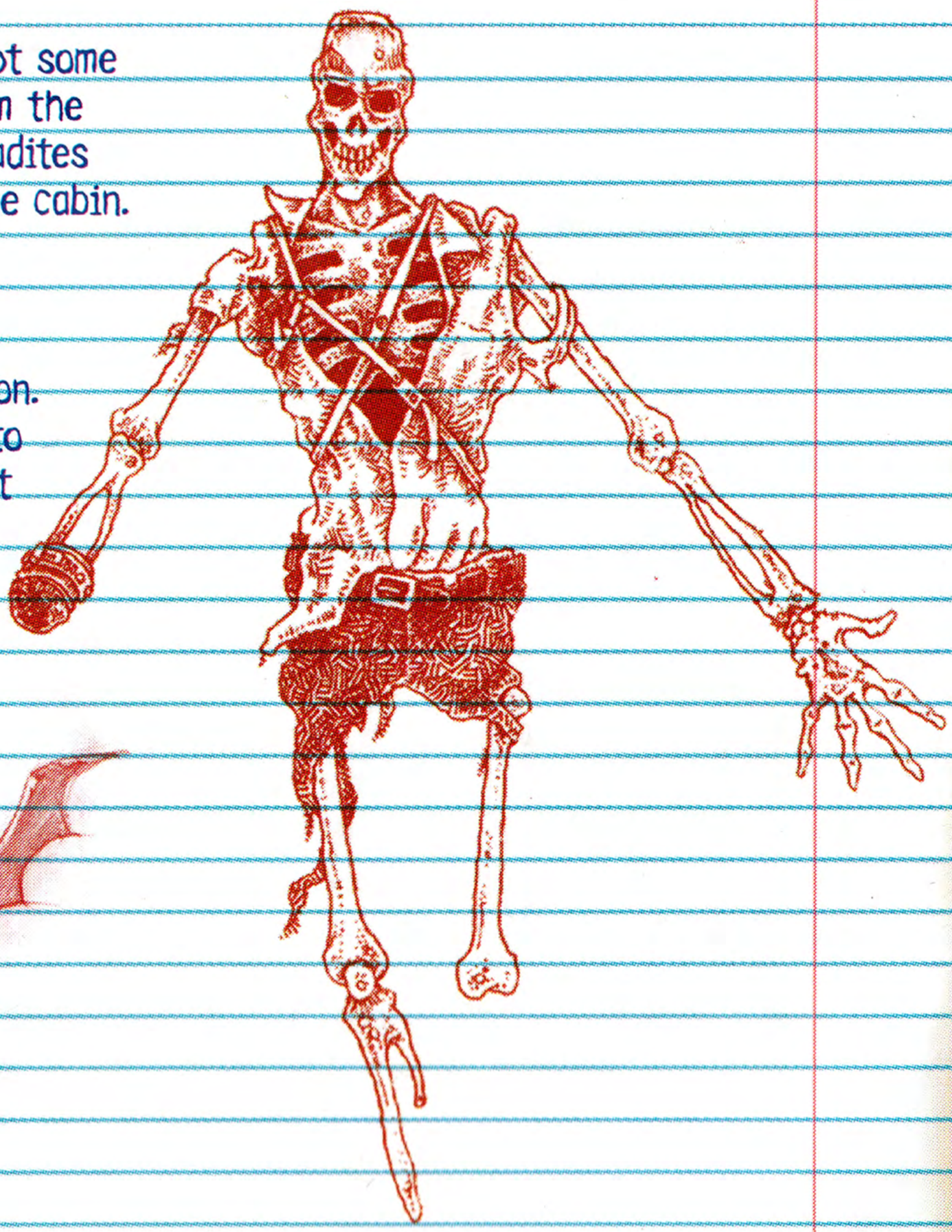
I keep this journal and notebook as a reference in case I need to save the world again. It's been too many years, and there's nothing worse than strapping on the ol' chainsaw and forgetting how to

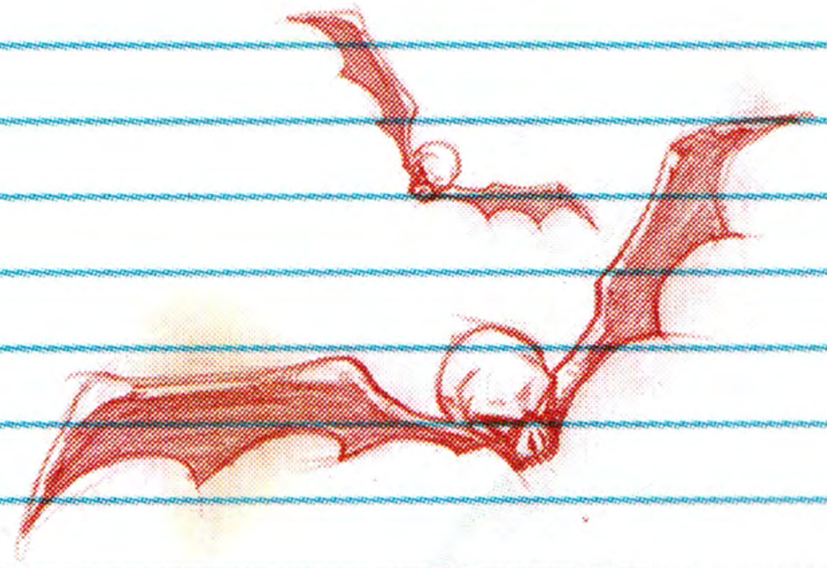


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get the motor started. I've kept some left over copies of pages from the Necronomicon, sketches of Deadites and a map of the area near the cabin.

My girlfriend is Jenny, Assistant Manager of Arts & Crafts...and the voice of reason. She's willing to drive me back to the cabin in the woods so that I can confront my fears and take the nightmares head on. It's gonna be a rough ride...

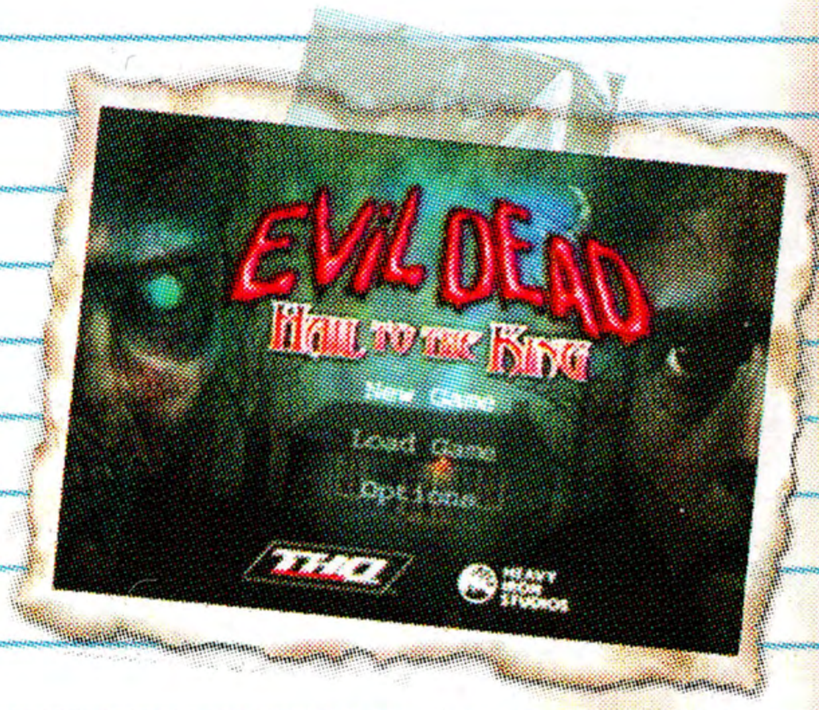






Main Menu

↑/↓ .....Move between selections
⊗ Button .....Confirm selection
△ Button .....Return to previous screen

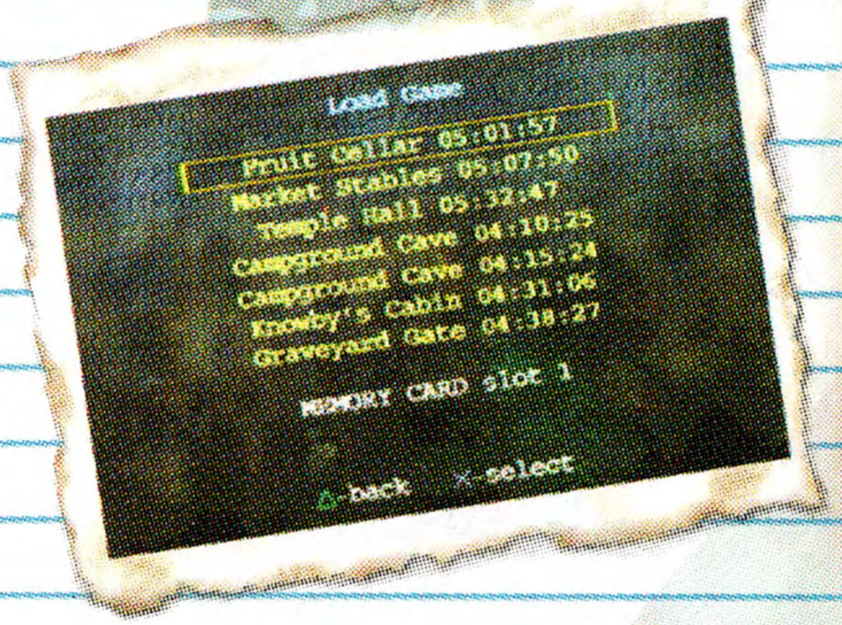


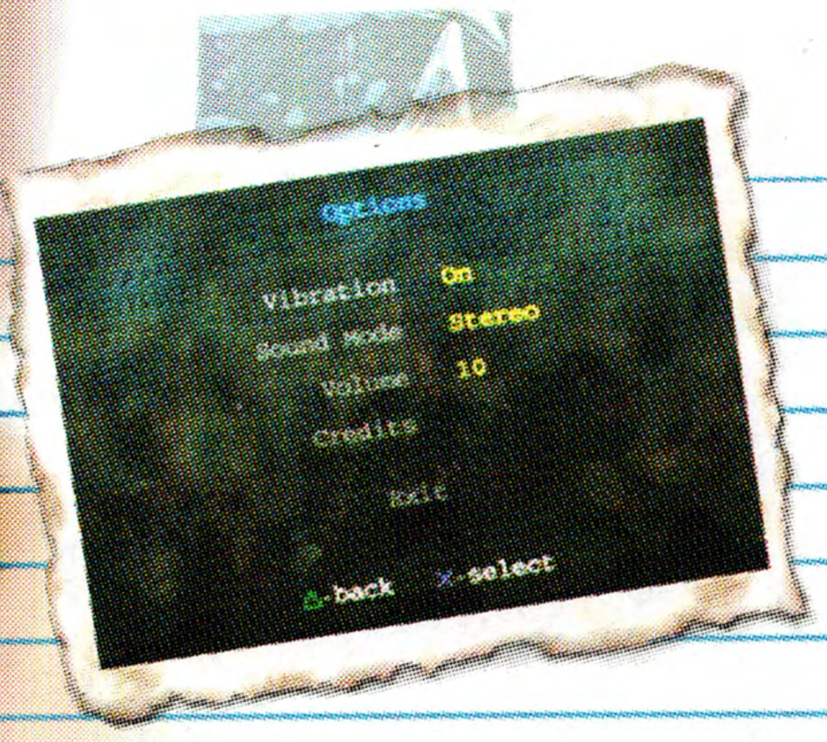
New Game

Select this option to start a new game. You will head into the woods with Jenny...to the cabin. Every time you select this option, you will start over again. You will head into the woods with Jenny...to the cabin. Controlled déjà vu.

Load Game

You can load a previously saved Evil Dead: Hail to the King game by selecting this option to display the Load Game Screen. Once this screen is displayed, move the cursor to the saved game you wish to load and press the ⊗ button. The saved game will load and you will resume play at the saved location.





Options

Select this to display the Options Screen. There are six options from which to choose:

Vibration – Turn the DUALSHOCK™ analog controller rumble feature ON or OFF.

Sound Mode – Toggle between STEREO and MONO sound.

Volume – Adjust the sound volume in the game.

Credits – View the credits.

Exit – Return to the Main Menu.

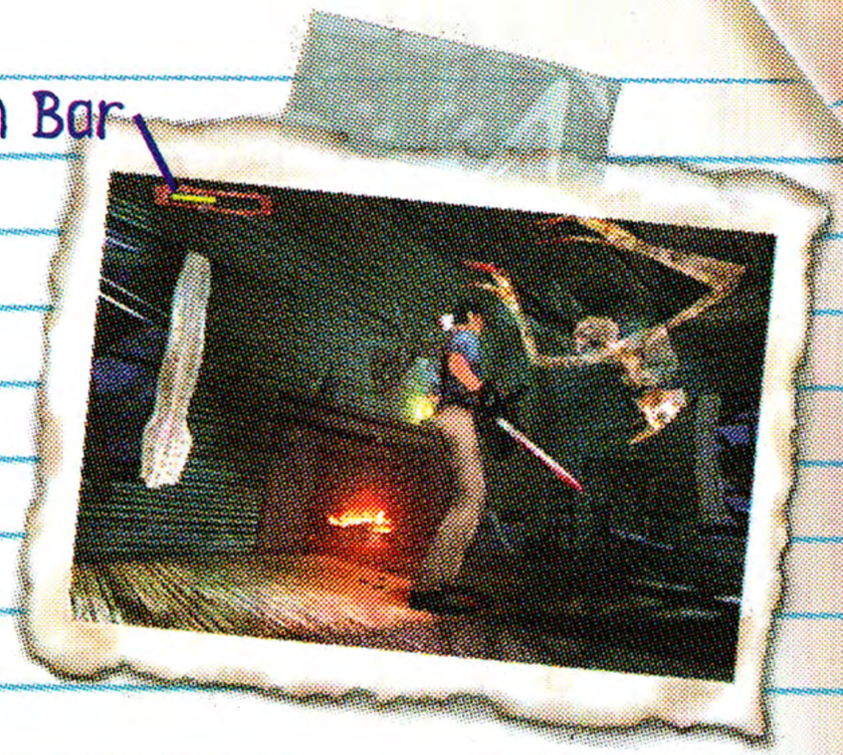
Use the Directional Button (⬅ or ➡) or the Left analog Stick to change the settings.





Being Ash (Ain't Bad)

Being Ash ain't too bad... except for the unfortunate link to hordes of evil.



On-Screen Game Information

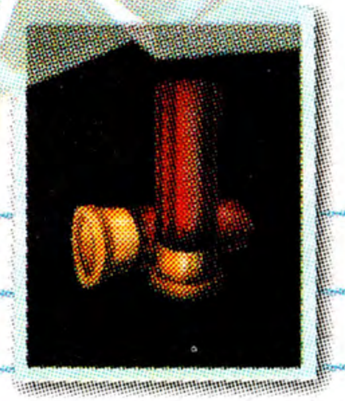
A health bar indicating Ash's current level of health will drop down in the upper-left corner of the screen when needed. If there is an enemy on screen, it is likely that the health bar will be displayed since the enemy will be trying to put the hurt down. The green health bar will decrease to the left as health diminishes. Less green, less Ash.

Health, Power-ups and Objects

Just when it seems like all hope (or ammo) is gone, you can probably find a nearby item that will help you. To pick up an item in the environment, walk up to the object and press ◉ button. The inventory screen will be displayed and you can select what you'd like to do with the item. Various items include:

Health – Look for first aid kits, various food items and mushrooms that can be converted into food once you have found the handy-dandy Wolverine Survival Guide.





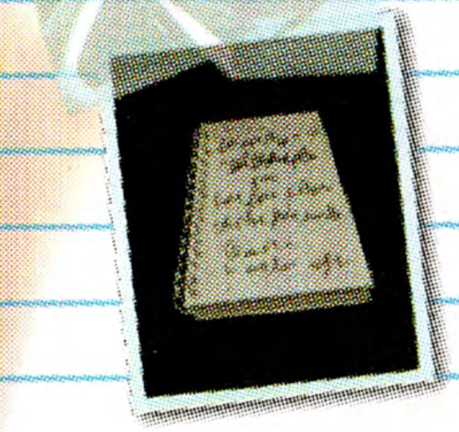
Ammo – Look for standard ammo fare like bullets and shotgun shells. You will also find upgrade parts that can be used to modify your existing weapons. After a weapon has been upgraded, the appropriate ammo can be found throughout the environments.



Blank Tapes – Use these to save your game progress at any Inventory Chest found throughout the game.



Gas Cans – Make sure to collect gas cans to refill your chainsaw with fuel.



Puzzle Pieces – Throughout the game, you will have to find various objects in order to solve puzzles needed to advance in certain areas. Pay attention to the cinematics for clues and objectives!

Necronomicon Pages – You will have to collect pages from the Necronomicon that have been scattered throughout the woods. Collect them all in order to drive out the evil and seal the gate that brings them into our world.

Journals & Notes – During your travels, you will find various journal entries, research notes and other text pages that will provide you with backstory and possibly some useful information.

Inventory Screen



Options

Weapons

Health Bar

Inventory Items

Ash

Press SELECT to pause the game and display the Inventory Screen, which gives you access to your inventory and other options. Once in the Inventory Screen, press SELECT to return to the game.

Options

In the upper left corner are five options:

Inv

Select this option to view your current inventory including weapons and items.

Text

Select this option to view the various notes, journals and Necronomicon pages you've collected. Use the Directional Buttons or Left analog Stick to select the item of text from the inventory along the top of the screen, then press ⊗ button to display its text.





Map

This option allows you to view a map of the area. Your current position is indicated by a yellow dot on the map.

Chest

Select this option to move items to and from your inventory into one of the Inventory Chests that can be found throughout the game. To do so, step in front of the chest and press the ○ button to display your inventory and the contents of the chest. To move an item, select it using the yellow cursor and press the ✕ button. Then move the blue cursor to the empty slot in which you want to move the item. Press ✕ button to move the item. Hit SELECT or use the Inv option to return to the main Inventory Screen.

Save

You can save your progress to a Memory Card whenever you are at an Inventory Chest and have a blank Save Tape in your inventory. Use the Directional Buttons to move the cursor and select an available slot. Press the ✕ button to save the game.

Health Meter

The Inventory Screen has two health indicators for Ash – a meter and a picture of Ash's face. The more wounded the face, the more wounded is Ash. The lower the green bar, the less health Ash has. Use health items to replenish Ash's health.

Weapons

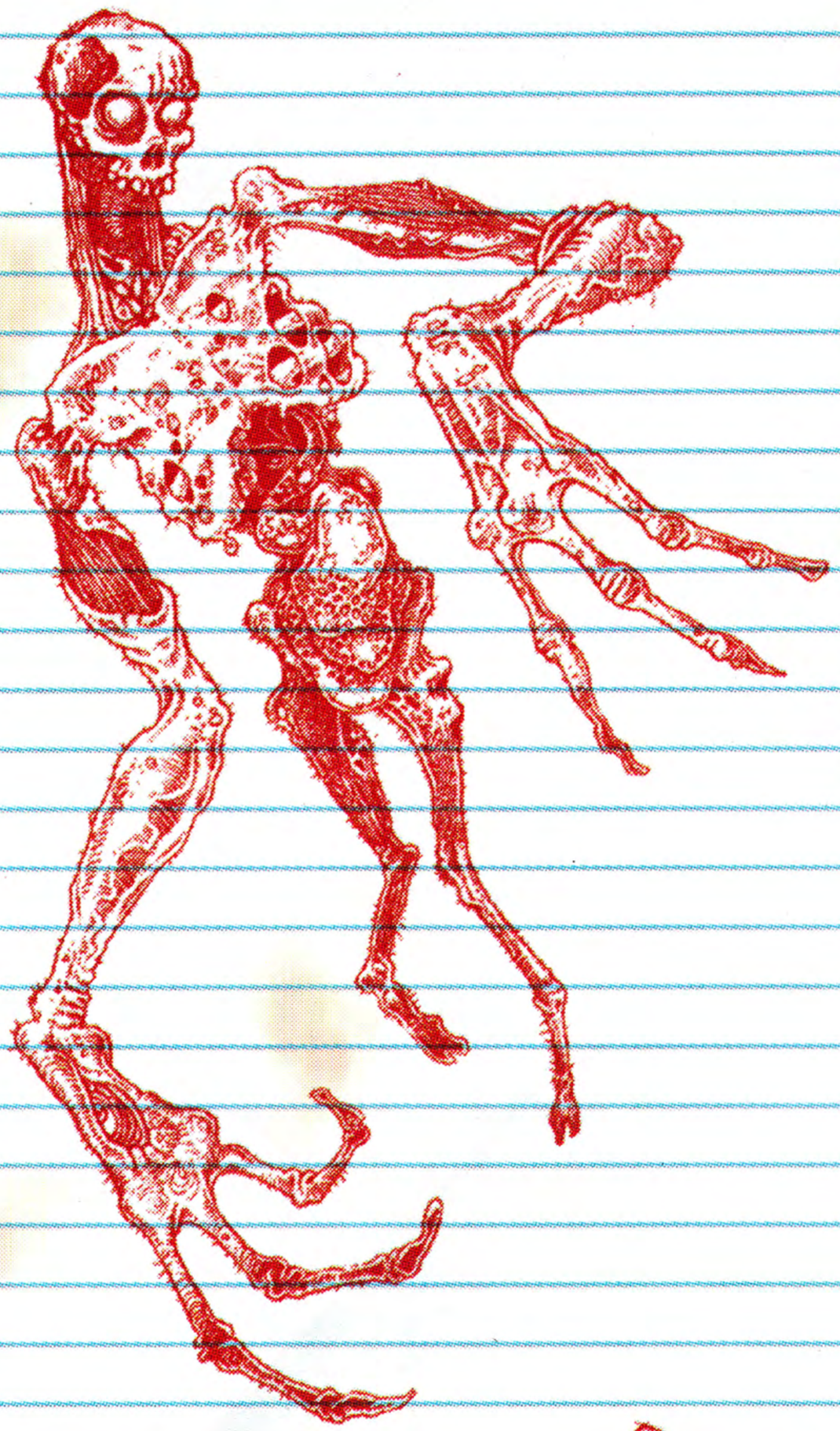
At the top of the Main Inventory Screen are five weapon slots. The first slot permanently contains the chainsaw. Beneath the chainsaw icon is a red bar that indicates the current level of fuel in the chainsaw. The bar will decrease to the left as fuel is consumed. If you have gas cans in your inventory, you can refill the chainsaw by selecting a gas can in the inventory and pressing the ⊗ button.

The remaining four slots are used to display available weapons. The full standard weapon suite includes an axe, pistol, shotgun and rifle. Once a weapon is found, it is automatically added to its slot. Beneath projectile weapons is a small white number that indicates the number of rounds remaining in the weapon. As rounds are used, the number decreases. If you have ammo in your inventory, you can reload a projectile weapon by selecting the appropriate ammo item in the inventory and pressing the ⊗ button.

Upgrade parts can be found throughout the game and used to modify the standard weapons. To use an upgrade kit, select it from your inventory, move the blue cursor to the weapon you wish to upgrade, then press the ⊗ button. The weapon icon will change to reflect the upgraded weapon. Once a weapon is upgraded, the appropriate ammo will become available as items are found throughout the game.



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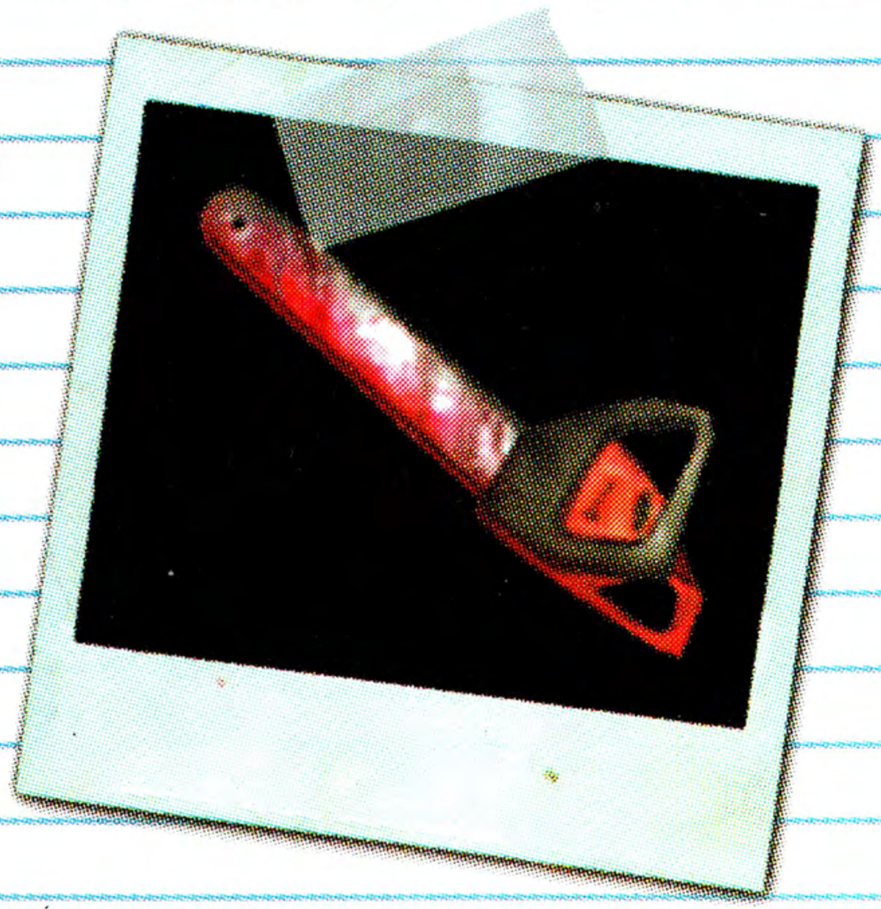


Objects

On the right side of the Inventory Screen are twelve slots used to store objects and items found throughout the game. These include a range of health kits, ammo, puzzle pieces and the like. To use an item, simply move the cursor to the desired item slot and press the ⊗ button. Any subsequent effect will occur immediately, such as a boost in health or increased fuel for the chainsaw.

Talk Loudly And Carry A Big (Boom) Stick

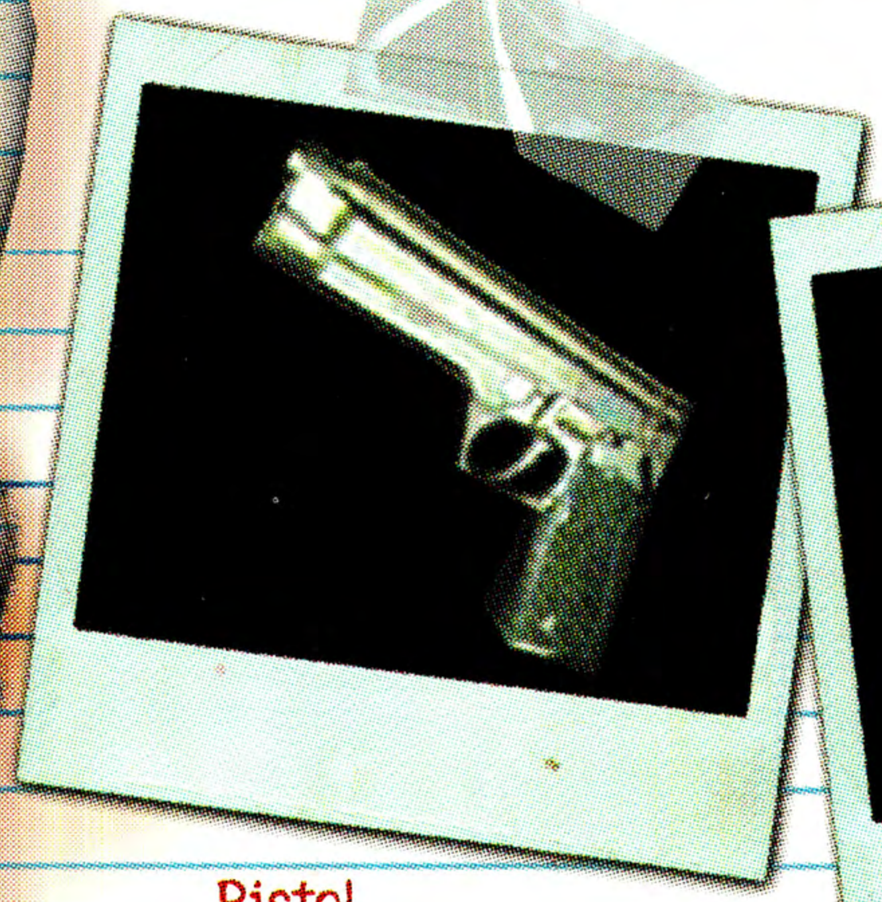
There are five standard weapons in the game: chainsaw, axe, pistol, shotgun, and rifle. All weapons but the axe can be modified by using upgrade parts found throughout the game. There is one level of upgrade for each weapon, the result of which is increased power.





Chainsaw
The signature weapon of Ash. Attached at the wrist after cutting off his possessed hand, the chainsaw is most fun when used to gut Deadites.

Axe
Ash starts the game with the trusty axe from the cabin. Good for chopping wood and Deadites. Obviously this weapon is only useful at a close distance.



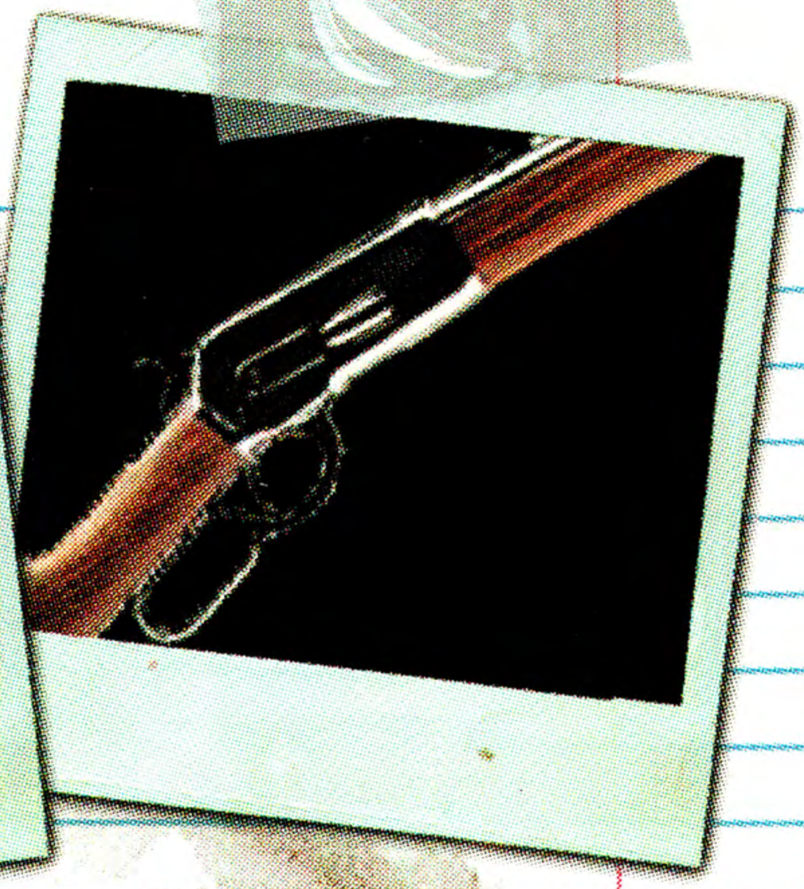
Pistol

This is Professor Knowby's old .45 pistol. Ash starts the game with the pistol in his inventory.



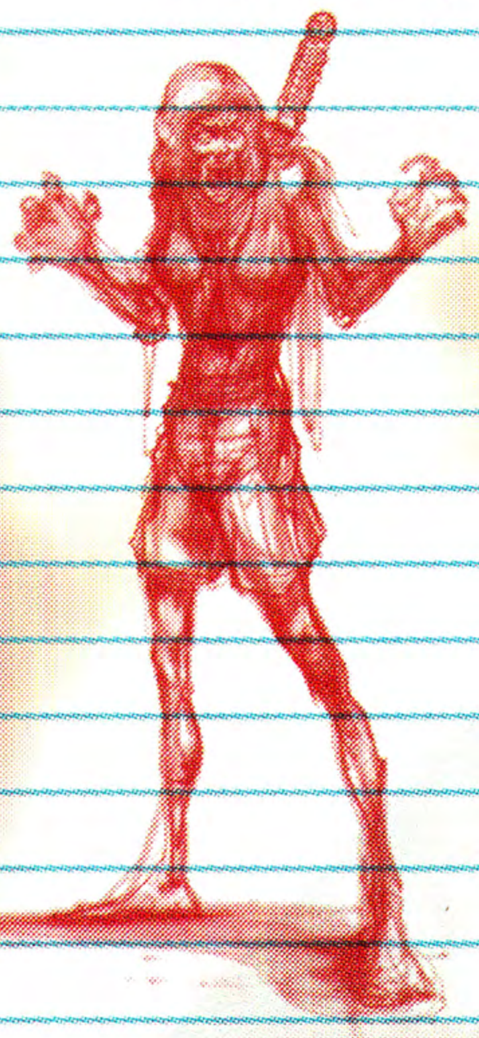
Shotgun

The 12-gauge double-barreled, walnut stocked, cobalt blue steeled, hair-triggered shotgun. Better known as The Boomstick. Holds less ammo but does more damage.



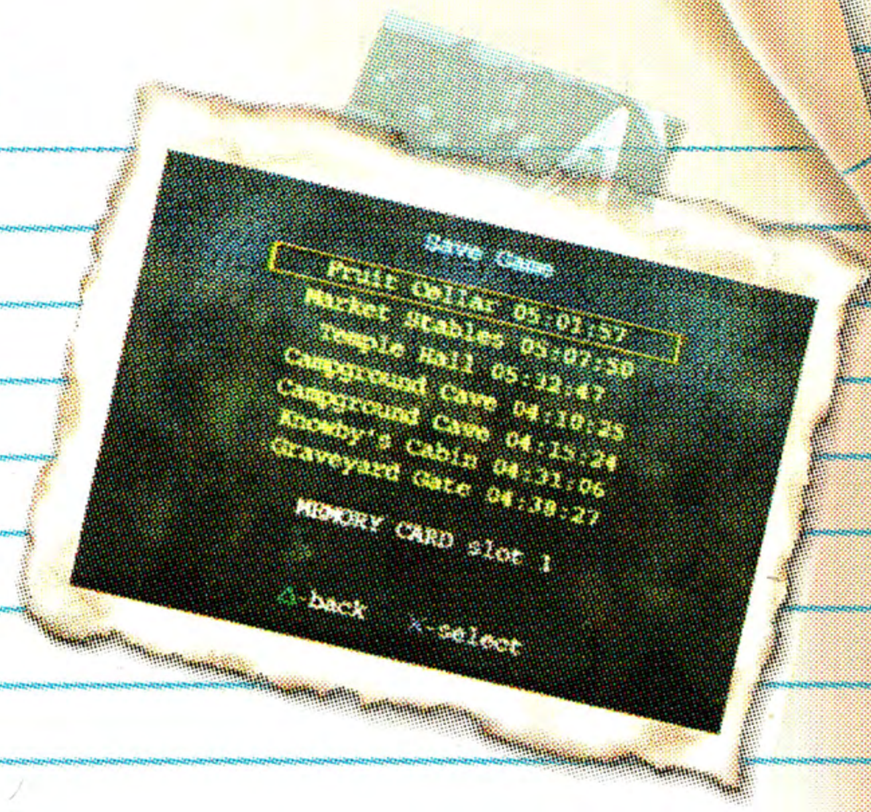
Rifle

This weapon holds fewer rounds than the pistol but more than the shotgun. Does decent damage. Might be able to find it near that old campground.



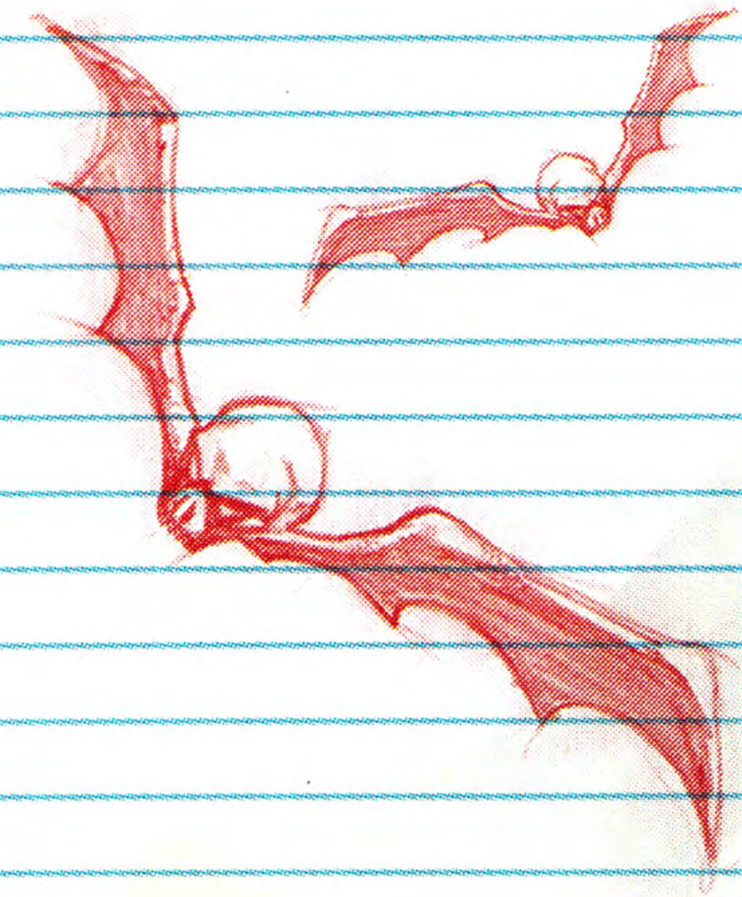
Saving / Loading Games

Sometimes you just need a break from fighting evil and saving the world... again. This is where the Save/Load feature comes in handy.



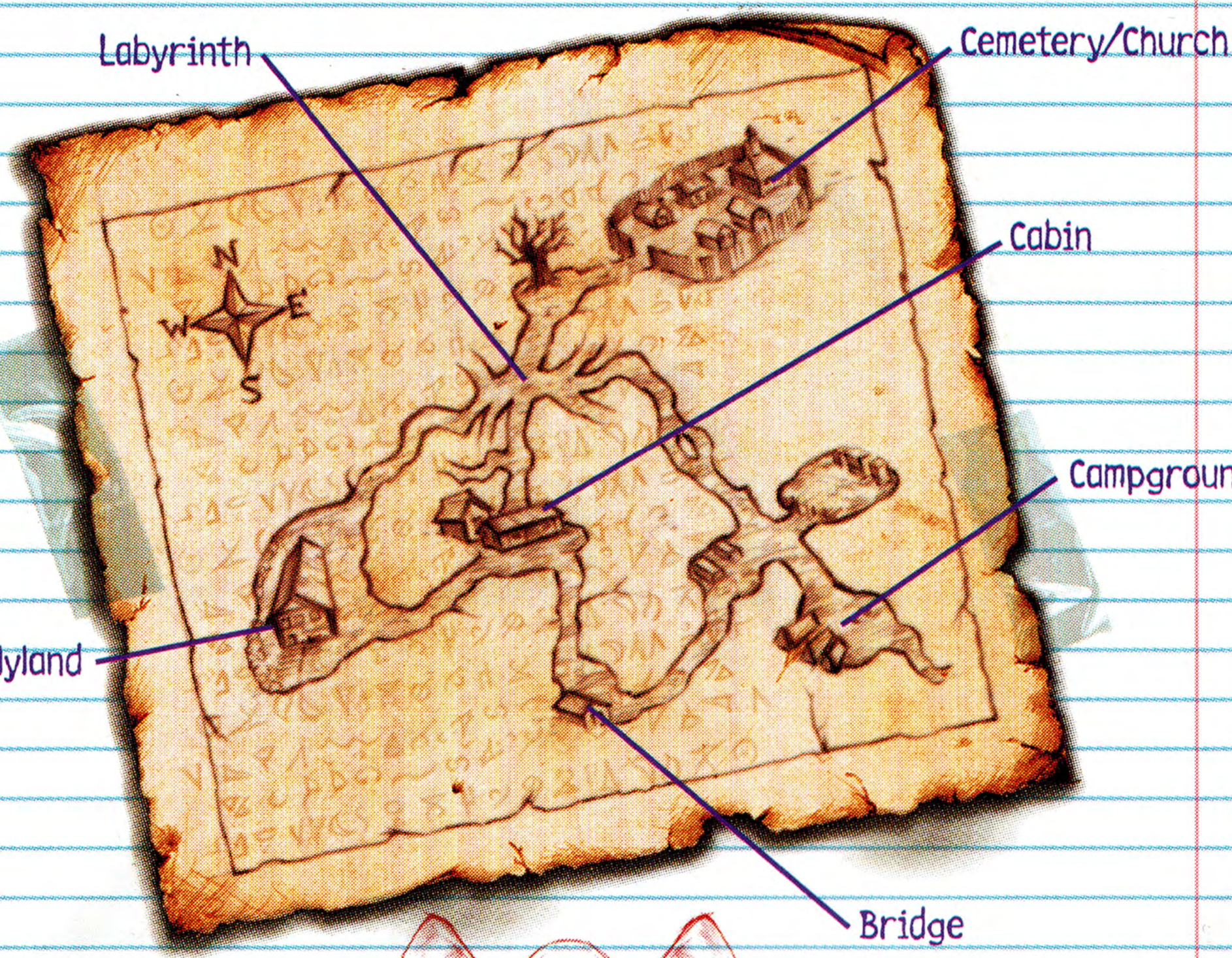
Saving Games – You can save your progress to a Memory Card whenever you are at an Inventory Chest and have a blank Save Tape in your inventory. Go into the Inventory Screen and select the Save option to display the Save Screen. Then use the cursor to select an available slot. Press the ⊗ button to save the game.

Loading Games – You can load a previously saved Evil Dead: Hail to the King game by selecting the Load Game option from the Main Menu on the Title Screen. Once the Load Game Screen is displayed, move the cursor to the saved game you wish to load and press the ⊗ button.



Old Map of the Cabin and Forest

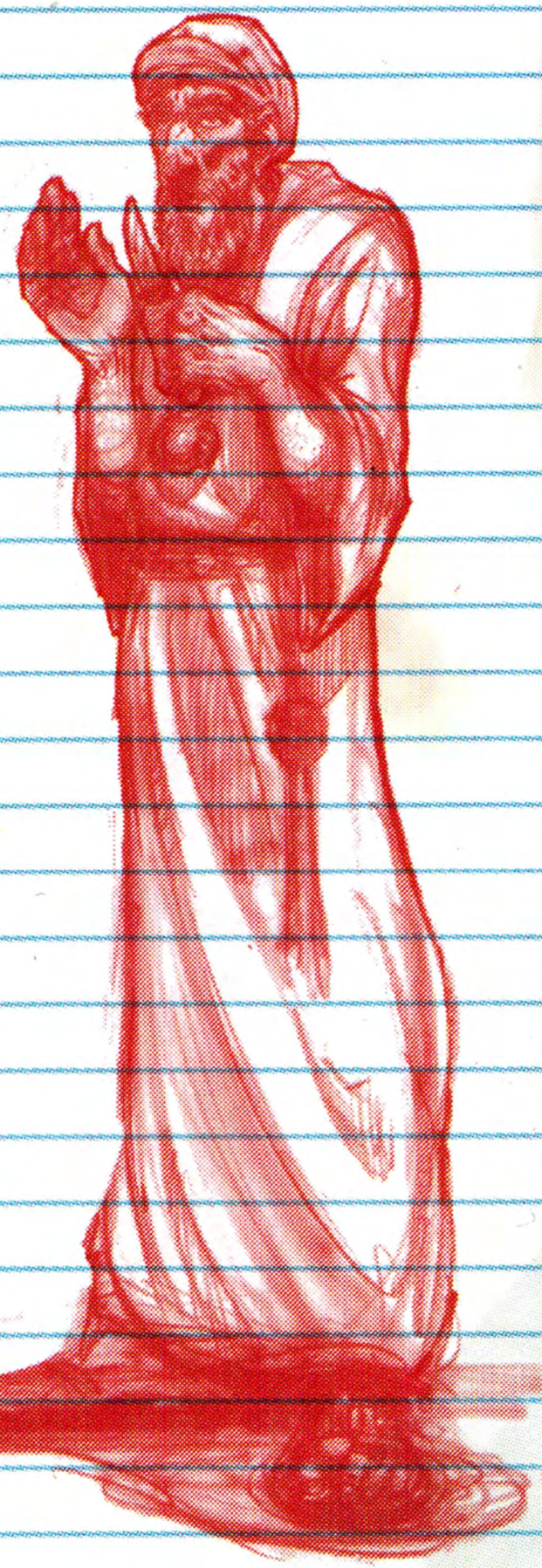
I found this crude map inside Knowby's cabin. It seems to show the surrounding areas near the cabin. This might come in handy once I return to those evil woods.



The Mad Poet Alzeez of Damascus & the Dark Ones

The Mad Poet. That's what they called Abdul Alzeez of Damascus. The life's work of that primitive screwhead was the Necronomicon ex Mortis. He's the bonehead who translated the ancient texts of the Dark Ones, and prophesized of the Warrior From The Sky who fell from the heavens to save the world from the wretched rule of demons.

The Dark Ones once ruled the earth... long ago. That is until they were banished to their realm. But now it seems they're a little homesick and want to come back to rule over man again. And of course the Book of the Dead is their key to earth's front door. That and sacrificing my girl, Jenny. But that ain't gonna happen. Not if I have anything to say about it.

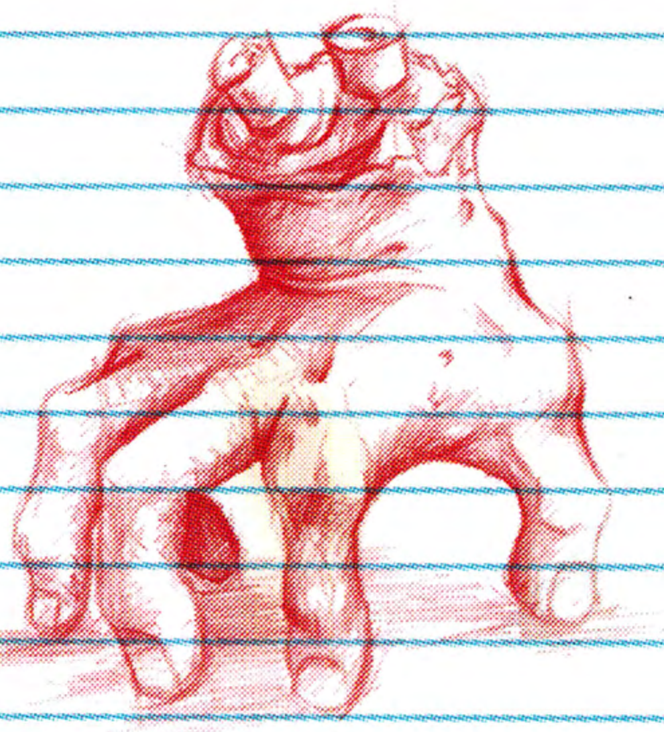


Deadite Drawings from the Necronomicon



Evil Hand

Yeah, it's my hand. During my first trip to the cabin, evil got into my hand and it went bad. So I lopped it off at the wrist.



Bad Ash

The Dark Ones knew of my weird connection to the Necronomicon, so they thought spinning off my evil half to do their bidding would be a good idea. Wrong. He may be bigger and stronger, but he isn't half the man I am. But then again, he's 95% more deadite than me... and that's a problem.





Wolverine Troop

I had heard reports of the missing troop of Wolverine Scouts. Seems they went on a little camping trip in the woods. Big mistake. But it's not really my problem... unless they make it my problem. In that case, they're all going to be receiving a Special Badge in Buckshot Collecting from Uncle Ash.

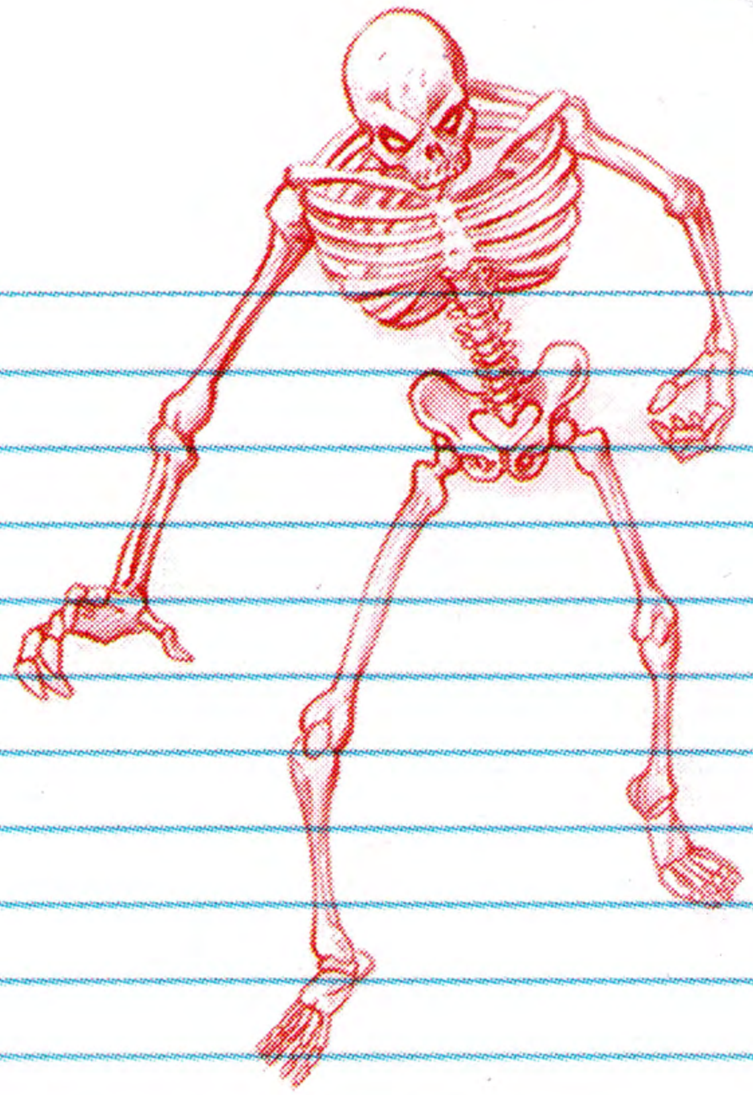


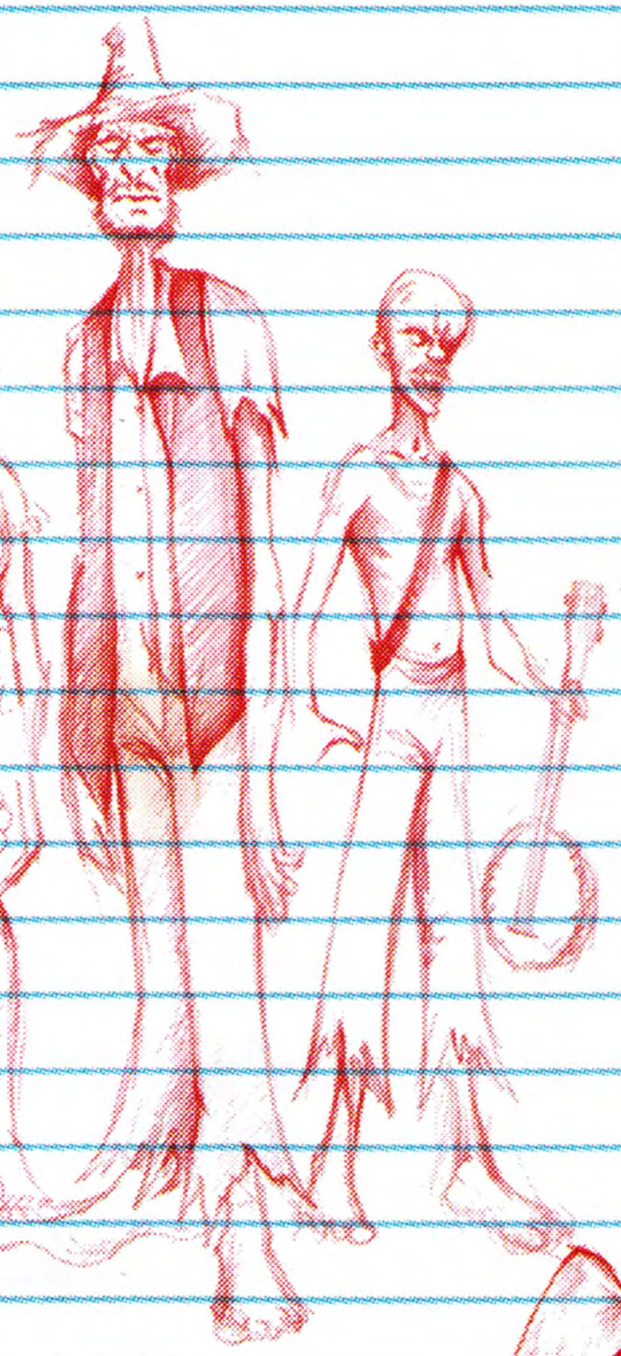
Deadites

Deadites are the drones of the Dark Ones – their army of slaves eager to eat flesh and carry out the demonic biddings of their masters. Some were once human, others are spawned straight from Hell. Don't know which of them is worse. Doesn't really matter, though. The ol' chainsaw doesn't know the difference... and doesn't care.

Hellbillies

Don't know for sure, but there might be another shack nestled somewhere in the woods. Heard it was some sort of weirdo family. I fear that the evil has already reached them. Who knows? I may have to pay those inbreds a little house call.





Skeletons

These boneheads are just what you think they are – soulless, animated skeletons that were once human... that is, until the evil turned them into their little slaves.

I'm sure there is more evil in the woods and perhaps elsewhere. I know they at least exist in my nightmares. More deadites. More unspeakable horrors. Well... unspeakable at least until I run into them...



Credits

Based on EVIL DEAD
Sam Raimi
Rob Tapert
Bruce Campbell

Heavy Iron Studios

General Manager
Steve Gray

Producer
Mark Morris

Lead Designer
Matt Coohill

Designers
Kris Jackson
Jeffy Branion

Programmers
Dan Kollmorgen
Marcel Samek
Shiraz Akmal
Kay Cloud
Jake Kauth

Art Director
Ira Gilford

Lead Artist
Robert Yang

Animation Director
Gregory Ecklund

Character Concepts
Carlos Huantes

Characters & Animation
Kyle Kirby
St. John Colon
Eliot Cail-Sirota
Alex Cei
Rob Ostir
Xin Chung

Digital Artists
Jason Yanofsky
Richard Matsushita
Alex Cei
Bob Rossoff
Dave Nix
Avi Das
Bryan Whitaker
Jeff Benoit
Lisa Foster
Nevelle Spiteri
Peter Baustaedter
Rosa Lin
Steve Galle

Texture Maps & Matte Paintings
Chan Ho Lee
Scott Chiu

Yongki Yoon
Peter Baustaedter

Compositing
Jason Yanofsky
Scott Chiu
Robert Yang
Bryan Whitacker
Jeff Benoit

Storyboards
Peter Ramsey
Rpin Suwannath

Audio Supervisor
Jeffy Branion

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Joachim Thuau
Armen Toorian
Greg Ercolano

Office Administration
Carmen Bogan

Additional Level Design
Byron Jelden

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TOMMY TALLARICO STUDIOS

Tommy Tallarico
Studios, Inc.

Sound Design
Joey Kuras

Music Composed By
Tommy Tallarico
Todd Dennis
Chris Rickwood
Jack Wall

Orchestrator
Steve Salani

Recorded in Budapest,
Hungary by the
Hungarian National
Symphony Orchestra
and the Budafok
Chamber Choir

Conductor
Imre Kollar

Recording Engineers
Istvan Biller
Balint Biller

Music Produced By
Tommy Tallarico
Forte Music, Los Angeles

Audio Production
Coordinator
Thomas V. Tallarico

Renaissance Pictures
Sam Raimi
Rob Tapert
George Strayton
Ali Rasul
David Pollison
Sue Binder

Digital Banshee
Special Visual Effects

Inferno Compositing
Renee Chamblin

Method Studios
Inferno System &
Post-Production
Services

System Administration
Scott Taylor

WAM!NET
Render Farm
Tim Elliott
Josh Colbeck

Packaging &
Manual Layout
Axiom Interactive
Design

Voices

Ash / Evil Ash
Bruce Campbell

Abdul Alzeez
Ron Jones

Father Allard /
Troop Leader
Steve Brodie

Jenny
Erin Ashe

Annie Knowby / Grammy
Lani Minella

Merchant
Ryan Drummond

Guild Members
Frank Caesar
Dan Castle
Ron Jones

Professor Knowby
Chris Wilcox

Deadites
Marc Biagi
Steve Brodie
Lani Minella

Special Thanks
Sam Raimi
Rob Tapert
Bruce Campbell
Brian Farrell
Jeff Lapin
Michael Rubinelli
Germaine Gioia
Leslie Brown
Peter Dille
Alison Locke
Tiffany Ternan
Jeremy Barnes
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Trent Ganino
See Un Lee
John Cooke
Matthew O'Callaghan
Pete Anderson
Colin Walter
Hana Lui
Kirby Smith
Vinegrettes
Kristin Prylow
Ken Reinstein

All our wives, girlfriends, husbands, boyfriends, children and everyone else who supported us for the last year!

Useful Tips

- If you feel a little overwhelmed by Deadites, try throwing out a snappy one-liner or two. It may just do the trick!

- Don't be afraid to put the hurt down on Deadites with a finishing move. You'll find it extra rewarding!

- If you ever feel unsure about something, look for various journals and notes left behind by those consumed by the Evil. Might find some useful info!

- If you're running low on supplies, you might just have to take out a few Deadites. Often times the best defense is a good offense!

- Use your ingenuity. Everyday items might become useful when used together or in the most unusual places.

- Don't be afraid to look around and check out the area. Otherwise, you might miss something important!



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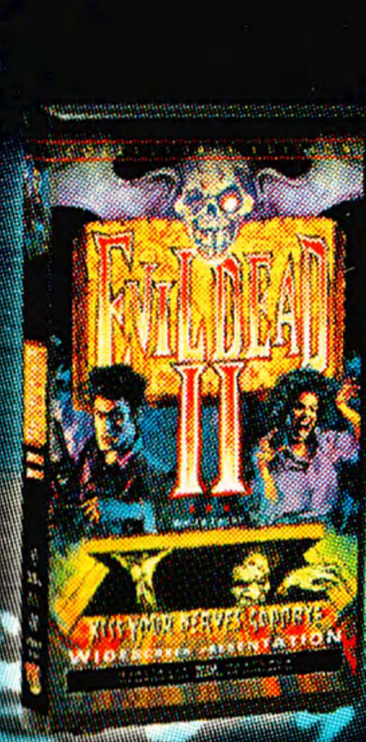


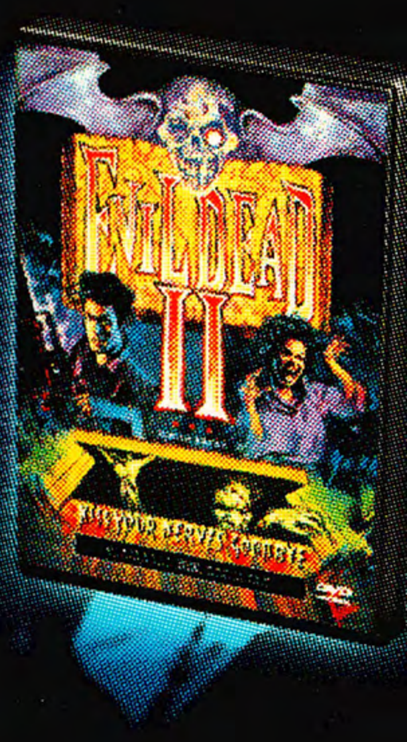


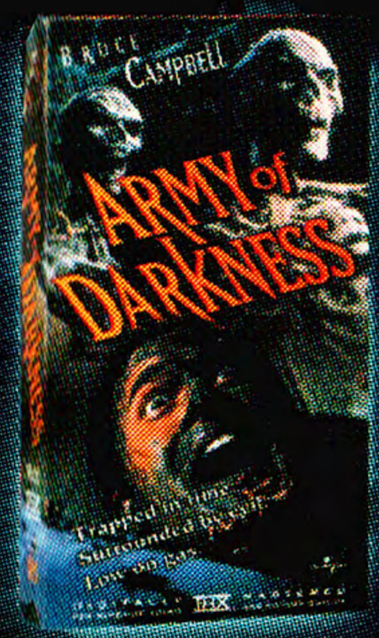
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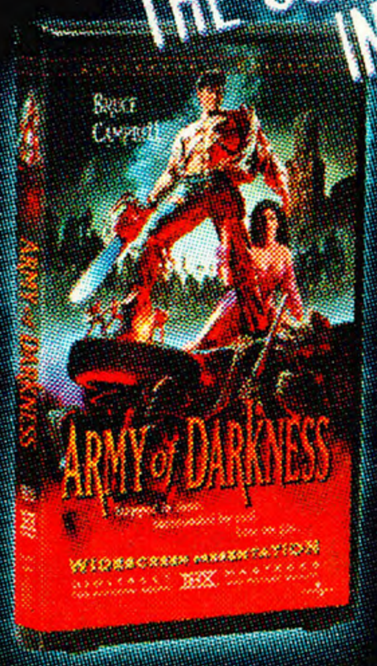








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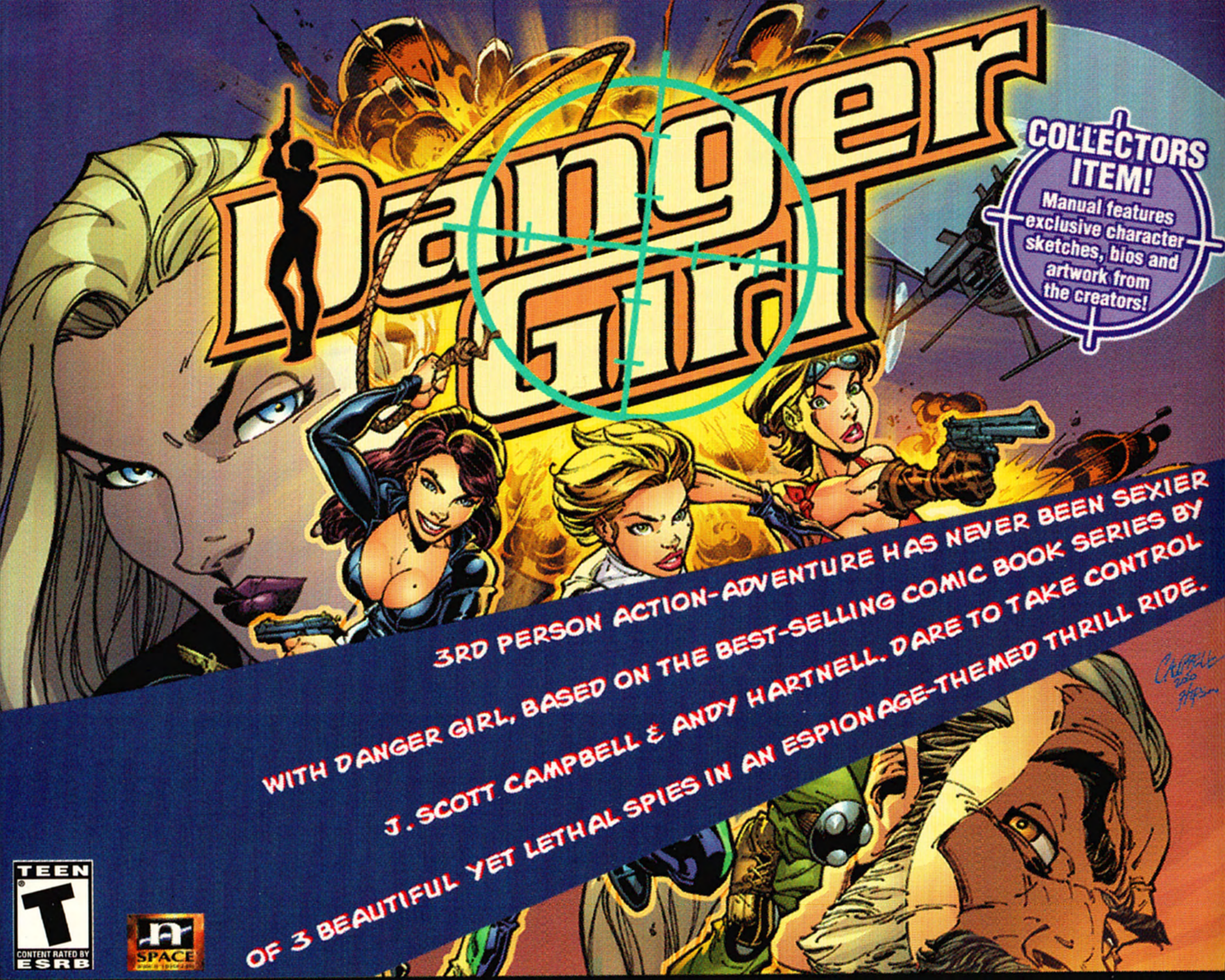
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