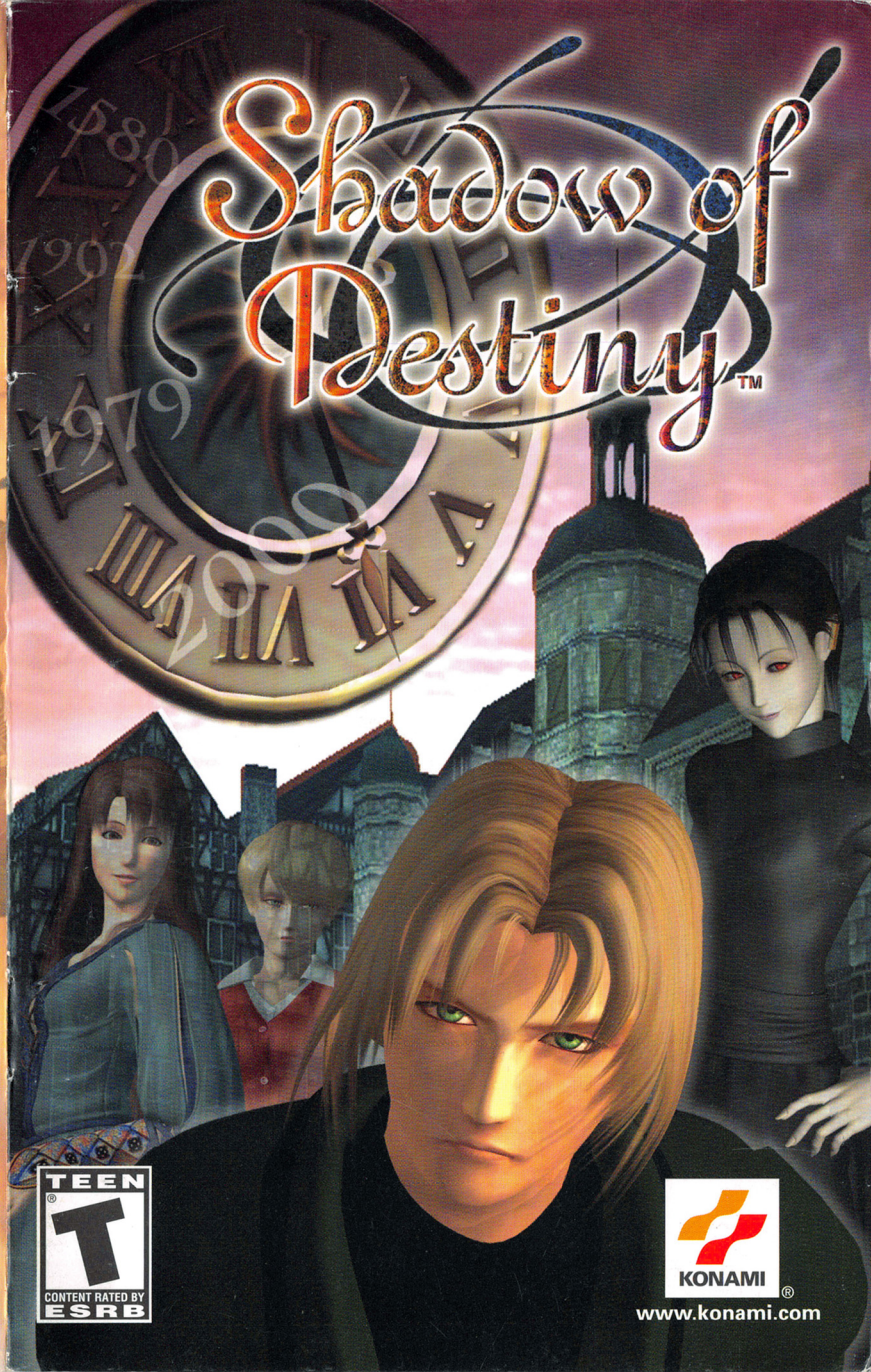


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## NOTES

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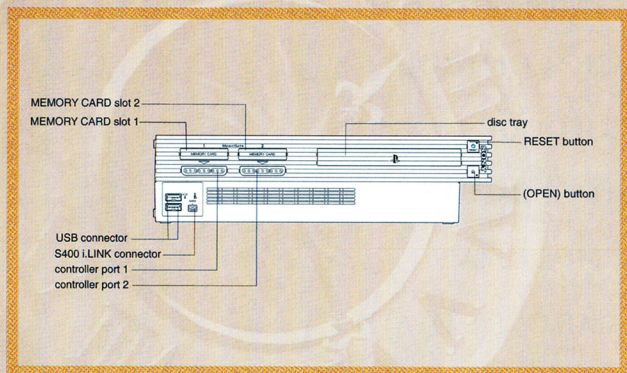
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# GETTING STARTED



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 standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the SHADOW OF DESTINY™ 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.



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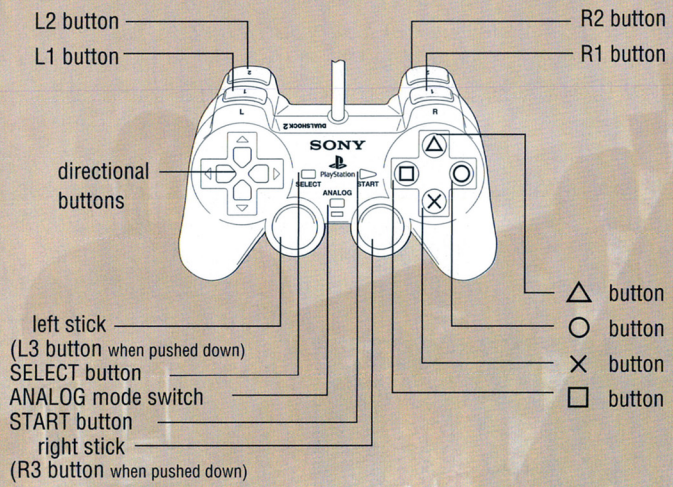




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		Music By	Norikazu Miura
			Hana
			Sayaka Yamaoka

# BASIC CONTROLS

## DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



- |                    |   |
|--------------------|---|
| Directional button | Movement  |
| ○ button           | Cancel/Skip a previously seen event   |
| ⊗ button           | Talk/Inspect/Enter a selection  |
| △ button           | Display map of city   |
| ◻ button           | Display items   |
| START button       | PAUSE and display Menu<br>(During an event, PAUSE with no Menu)             |
| L1 button          | Change view left  |
| R1 button          | Change view right   |
| R2 button          | Change view (indoors: first person view<br>outdoors: view from behind)      |
| Left Analog Stick  | Move (when Analog mode is activated)  |
| Analog Mode Switch | Toggles the Analog Mode ON or OFF<br>Analog mode is active when LED is lit. |
- Use the Option screen to switch the analog controller's vibration feature ON or OFF



## PROLOGUE

One day, Eike Kusch loses his life at the hands of an unknown assailant.

Eike recovers consciousness in a strange "Darkness". Here, guided by the mysterious Homunculus, he obtains a time-travel device - the DIGIPAD - that will allow him to change the course of his tragic destiny.

Activating the device, Eike finds himself in a familiar coffee shop - 30 minutes prior to his untimely death. With only half an hour remaining before the ill-fated event, Eike has to find a way to prevent his death. Traveling between past and present, Eike must - through trial and error - change his fate.



Will Eike be able to alter the course of time and change his destiny?

## THE OBJECTIVE

At the outset of the game, Eike - the main character - will meet an untimely death. The object of the game is to overcome his destiny of being murdered by changing the course of history. The game consists of ten chapters, and in each chapter, Eike finds himself in mortal danger. The game ends when Eike avoids each of the dangers presented, and manages to live past the fateful event.



## CREDITS

### CAST

Eike	Scott Keck
Margarete	Jeanne Hartmann
Dana	Julie Parker
Hugo	Jim Singer
Eckart	Bruce Robertson
Homunculus	Charles Martinet
Wagner	Bruce Robertson
Alfred	Bruce Robertson
Sibylla	Sheila Rose
Oleg	Doug Boyd
Helena	Kathryn Nymoer
Miriam	Kathryn Nymoer
fortuneteller	Kathryn Nymoer
barman	Bruce Robertson
photographer	Doug Boyd
cafe manager	Doug Boyd
night watchman	J. S. Gilbert
young man 1	Justin Shenkarow
young man 2	Jim Singer
woman 1	Jean Mazzei
woman 2	Kathryn Nymoer
daughter	Jeanne Hartmann
rubbernecker 1	Ken Ogasawara
rubbernecker 2	Mark Bruhn
rubbernecker 3	Matt Campagna
rubbernecker 4	Jesse Semler
girl 1	Lori Carcare
girl 2	Tricia Riel
girl 3	Ali Johnston
girl 4	Debbie Rogers
Pedestrian 3	Lori Carcare
Pedestrian 5	Debbie Rogers
Radio ad 1	Doug Boyd
Radio ad 2, 3	Kathryn Nymoer
Pedestrian 7	Jean Mazzei
Pedestrian 4	Pete Fallico
Pedestrian 2	Doug Boyd
Pedestrian 3	Jim Singer
Pedestrian 9	J.S. Gilbert

Pedestrian 1	Terence McGovern
Pedestrian 6	Terence McGovern
Pedestrian 8	Peter Dalrymple
Pedestrian 10	Doug Macintosh
Cat	Junko Kawano

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## TIPS

### READ EIKE'S MEMOS

Whenever Eike finds something interesting, he jots it down in his notebook. At times when you find yourself stuck during the game, you might find that it pays to review his memos.

### STOCKPILE ENERGY UNITS

There are times when Eike finds himself involuntarily traveling through time. With this in mind, it's wise to pick up as many energy units as possible.

### TRAVEL TO OTHER TIME PERIODS

Moving to another time period could lead to unexpected discoveries.

## GAME DESCRIPTION (INITIAL STAGE)

The following is a brief description of the content and options available in the beginning of the game:

### PROLOGUE COMMENCES

### FIRST EVENT IS COMPLETED

Following his death, Eike wakes up in a coffee shop and meets a fortune-teller who informs him of the time of his fateful encounter. During the prologue, talking with the fortune-teller will allow Eike to travel through time.

Eike can move freely until the arrival of the fated hour, during which time he can speak to people, gather information throughout the city, travel to the past, etc..

Eike can go to the past and take an action that may affect the course of events in the present.

Eike can try returning to the present...



## OVERALL MAP



The blue mark represents the player's current position and the direction the player is facing. Use the Directional buttons to move the cursor and select the names of the areas that you wish to inspect. If you have a previous map, you can switch between maps with the R1 and L1 buttons.

## GAME OVER/DEATH

If Eike is unable to solve a problem before his time expires, his unknown assailant will kill him in accordance with his fate. Following his "death", Eike will return to the "Darkness" where Homunculus will provide him with hints for survival. From there, Eike will once again find himself resurrected in the past and the game continues.

Whenever the time limit expires while Eike is moving back in time, he will be thrown into "Time Limbo" where he will be unable to return to the past. When this occurs, the game is over.

### SAVING/LOADING

The game can be saved at the end of each chapter. When the game is resumed, play will continue at the start of the next chapter.





# THE GAME SCREEN

## COMPASS:

Used to verify the direction that Eike is facing.

## LOCATION DISPLAY:

Shows the name of streets as well as facilities that can be entered.

## TIME DISPLAY:

Shows the present time for the era that Eike originated from. When two time sets are displayed, the upper is the present time and the lower is the time of the era that Eike is visiting. The speed in which time progresses is uniform in any era.

## POWER GAUGE:

Indicates the amount of energy owned. This energy is what is necessary for operating the DIGIPAD time-travel device.

## ELAPSED TIME DISPLAY:

After an event is completed, time elapsed during that event is displayed at the bottom right.



# ITEMS

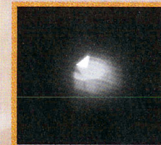


## DIGIPAD

A mysterious item that Eike receives from Homunculus at the outset of the game. The device allows Eike to travel to the past at the cost of one energy unit per jump.

## ENERGY UNIT

Energy units consist of the raw material necessary to operate the DIGIPAD, and can be found almost anywhere in the world.



## RED STONE

A key item in the game.

## LIGHTER

An item owned by Eike at the start of the game. Comes in handy during time travel.

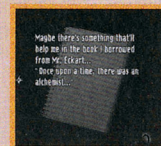


## MOBILE PHONE

Eike occasionally receives calls on his mobile phone. Although he doesn't call others with his phone, he can discover another use for it during the game...

## NOTEBOOK

Eike uses the notebook to jot down interesting events.





## DIGIPAD AND ENERGY



### ECKART BRUM

The curator of a private art museum, he is an acquaintance of Eike's. With respect to his personality, he is both broad-minded and kind-hearted. His museum is home to several works by local artists, as well as photographs and books related to the city.

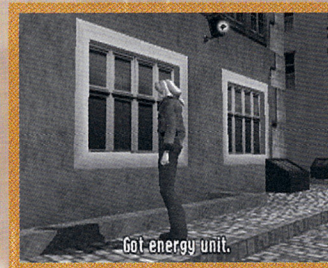
### HOMUNCULUS

A mysterious being that assists Eike in his efforts to prevent his own death.



### DIGIPAD:

This item is a time-travel device that is obtained from Homunculus at the outset of the game. The device allows you to access the various time periods that are significant to Eike. As the story progresses, the number of areas that you can travel to will increase. However, time travel cannot be executed at will. It can only be done when indicated by the glowing of the upper right gauge and Eike's pocket. One energy unit will be expended each time Eike travels through time.



### ENERGY UNITS:

The energy material required for time travel - energy units - can be found by searching the map. When you run out of energy units, you cannot travel through time.



# I II III IV V VI VII VIII IX X XI XII

## THE PASSAGE OF TIME AND CCS

### **NORMAL PASSAGE OF TIME:**

*Time progresses in real time when you move normally on the map screen.*

### **EVENT TIME:**

*When an event occurs, the time elapsed during the event is reported on-screen at the end of the event. Elapsed time is predetermined for each event, and differs from the passage of real time.*

### **CCS (CLIMAX CRISIS SYSTEM):**

*The game will enter this mode whenever there is a very limited amount of time remaining before Eike's unfortunate event occurs. There are scenes in the game where Eike will be unable to avoid his fate unless proper action is taken within the timeframe of this mode.*

## THE CHARACTERS



### **EIKE KUSCH**

*Player-controlled, main character of the story. During a previous visit, he fell in love with the city - the backdrop for this story - and has wandered its streets several times. Approximately 6 feet in height, he's a mild-mannered youth with just a hint of darkness to him. He seldom talks about himself.*

### **DANA**

*She works part-time at the coffee shop where Eike first regains his life. She has no close family. Despite the fact that she is slightly timid in nature, she is - deep down - a very strong individual. A bit self-centered, her constant concern is that she's alone in a world where nobody really understands her.*



### **MARGARETE WAGNER**

*An alchemist's daughter in the Middle Ages, she is a bright young girl who doesn't hesitate to put her thoughts into action. Plagued by household chores, she hopes to leave it all behind her someday. Through her encounters with Eike, she finds herself increasingly attracted to his world in the present.*