Vampire Night

namco®

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.
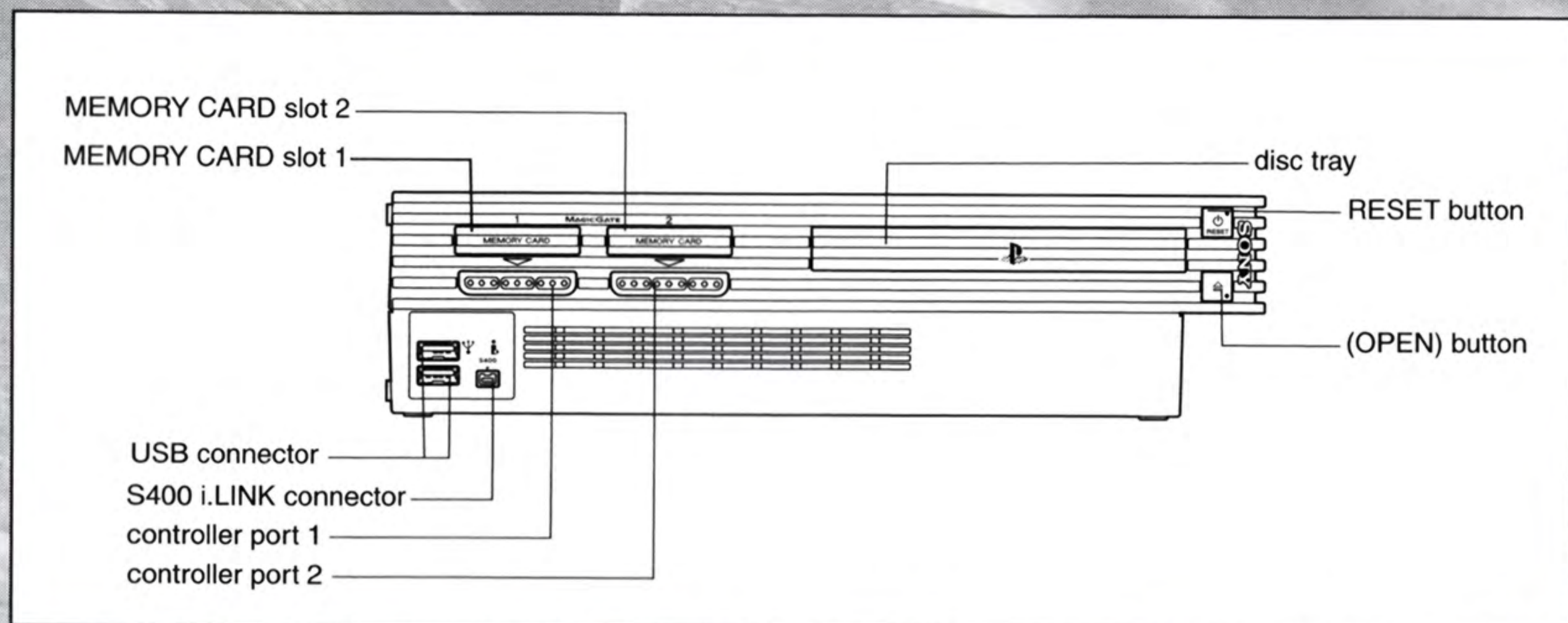
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

Contents

MEMORY CARD slot 2

MEMORY CARD slot 1

disc tray

RESET button

(OPEN) button
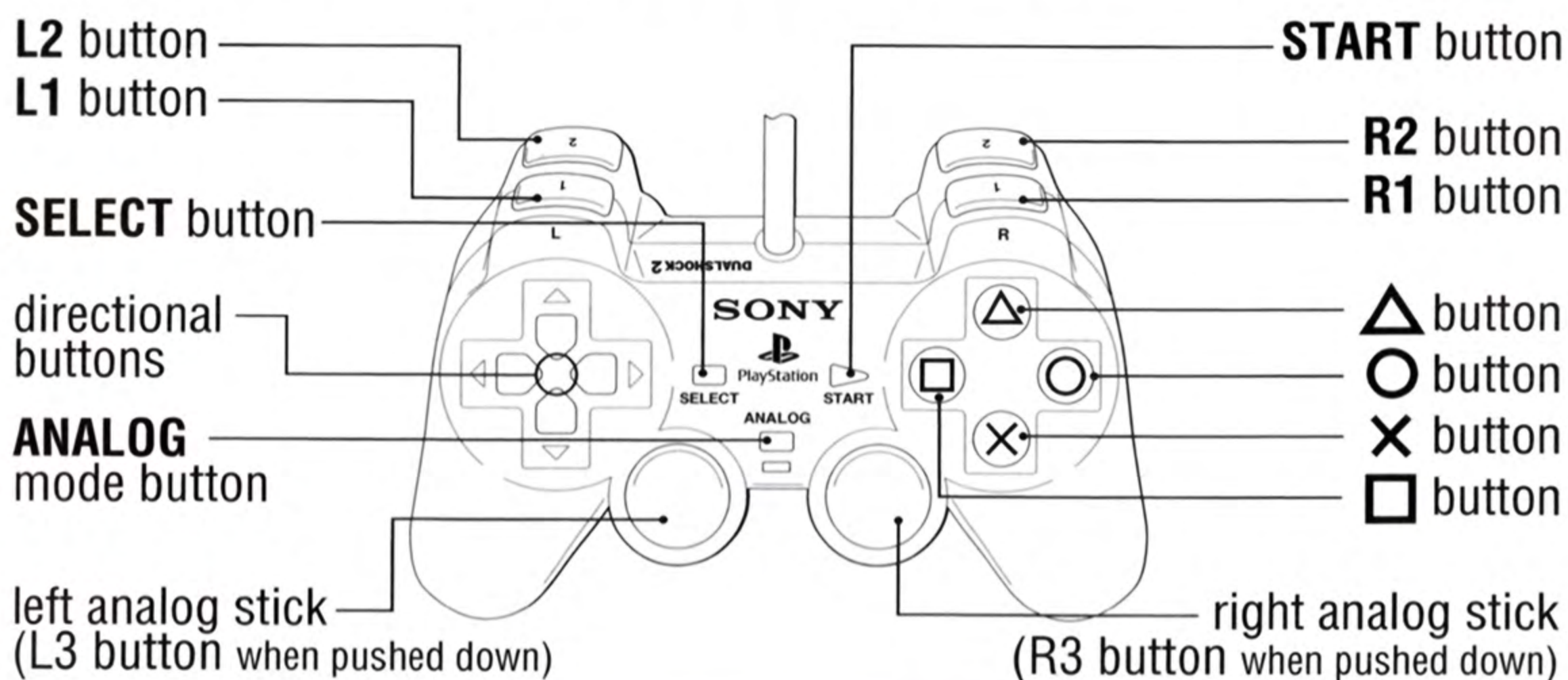
USB connector

S400 i.LINK connector

controller port 1

controller port 2

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 disc tray will open. Place the VAMPIRE NIGHT™ 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.

Controller Setup

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
SELECT button
directional buttons
ANALOG mode button
left analog stick
(L3 button when pushed down)

START button
R2 button
R1 button
△ button
○ button
✕ button
□ button
right analog stick
(R3 button when pushed down)

CONTROLS

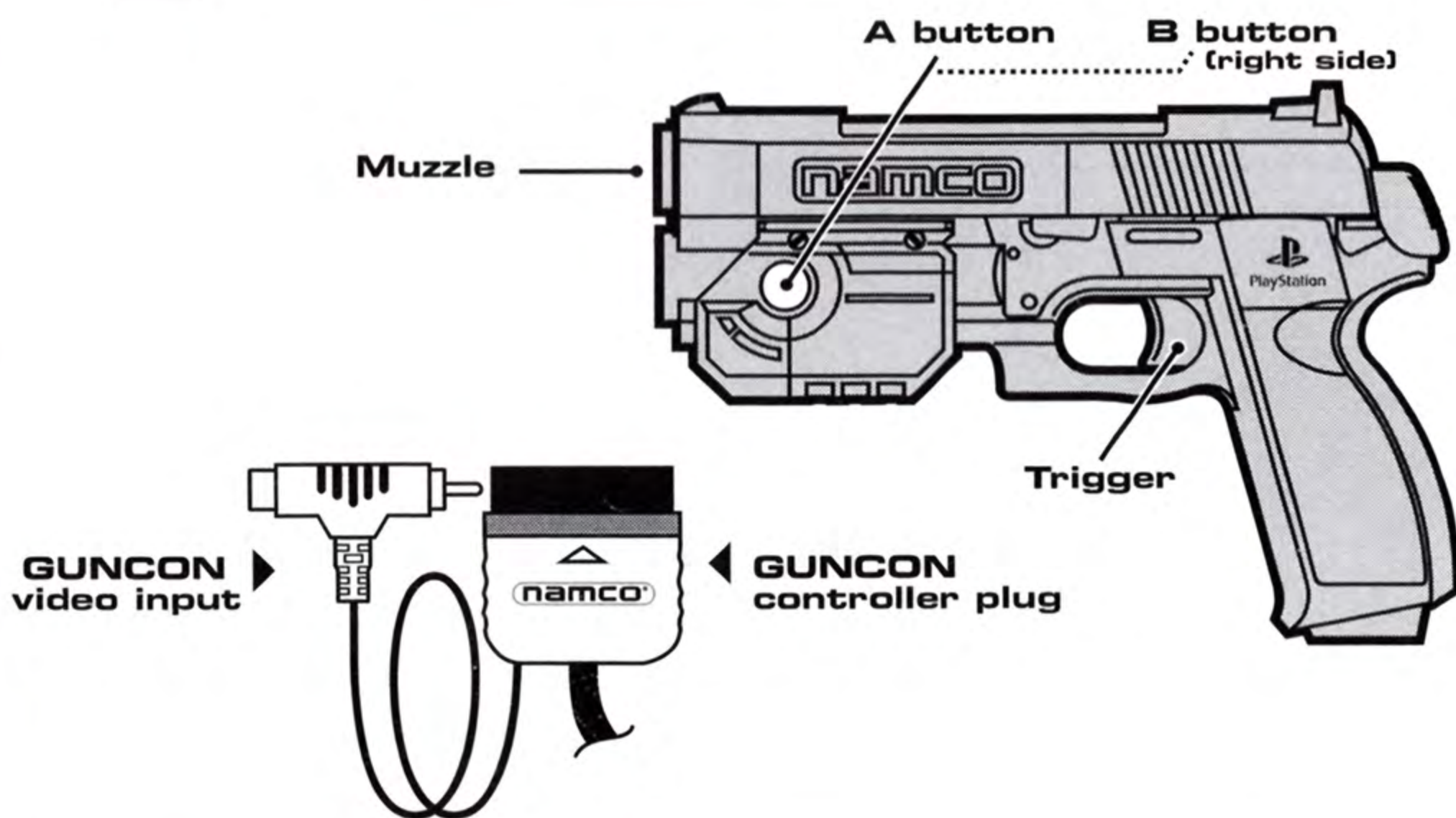|	MENU CONTROLS	GAMEPLAY CONTROLS
Directional buttons ← → ↑ ↓	Select Menu Options	Aim the Crosshair
R2 button (Hold)	Change Crosshair Speed	Change Crosshair Speed
L2 button (Hold)	Change Crosshair Speed	Change Crosshair Speed
START button	N/A	Pause the Game
○ button	N/A	Reload
✕ button	Confirm Menu Selection	Shoot
△ button	Cancel Menu Selection	Reload
□ button	Confirm Menu Selection	Shoot
R1 button	N/A	Reload
L1 button	Re-center Crosshair	Re-center Crosshair
R3 button	Re-center Crosshair	Re-center Crosshair
L3 button	Re-center Crosshair	Re-center Crosshair
Left analog stick	Aim the Crosshair	Aim the Crosshair
Right analog stick	N/A	N/A

STANDARD CONTROLLER

The controls for the standard controller is the same as the DUALSHOCK™2
and DUALSHOCK™ analog controller, with exception of the use of
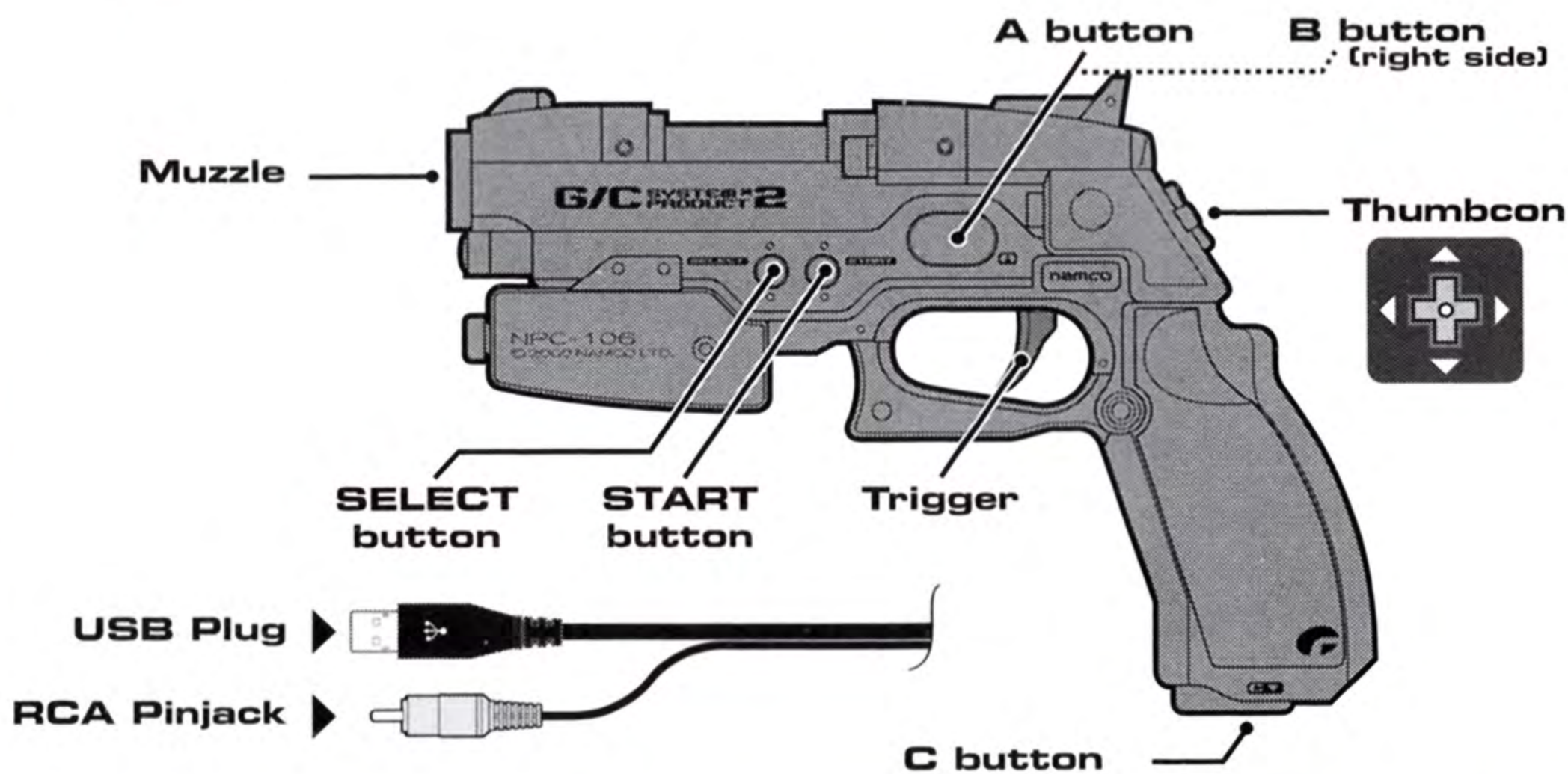the left analog stick.

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Guncon™ & Guncon™ 2 Setup

When playing with a Guncon or a Guncon2 controller, be sure to calibrate it on the Guncon Calibration Screen that appears at the beginning of the game. The Guncon's aim may not be accurate if you play without first calibrating. For instructions, see "How to Calibrate the Guncon" on Pg. 10.

Guncon

A button
B button (right side)
Muzzle
Trigger
GUNCON video input
GUNCON controller plug

Guncon2

A button
B button (right side)
Muzzle
Thumbcon
G/C SYSTEM PRODUCT 2
NPC-106 ©2002 NAMCO LTD.
SELECT button
START button
Trigger
USB Plug
RCA Pinjack
C button

Controls

This section explains how to use the controllers to play the game.

GUNCON2

Guncon.

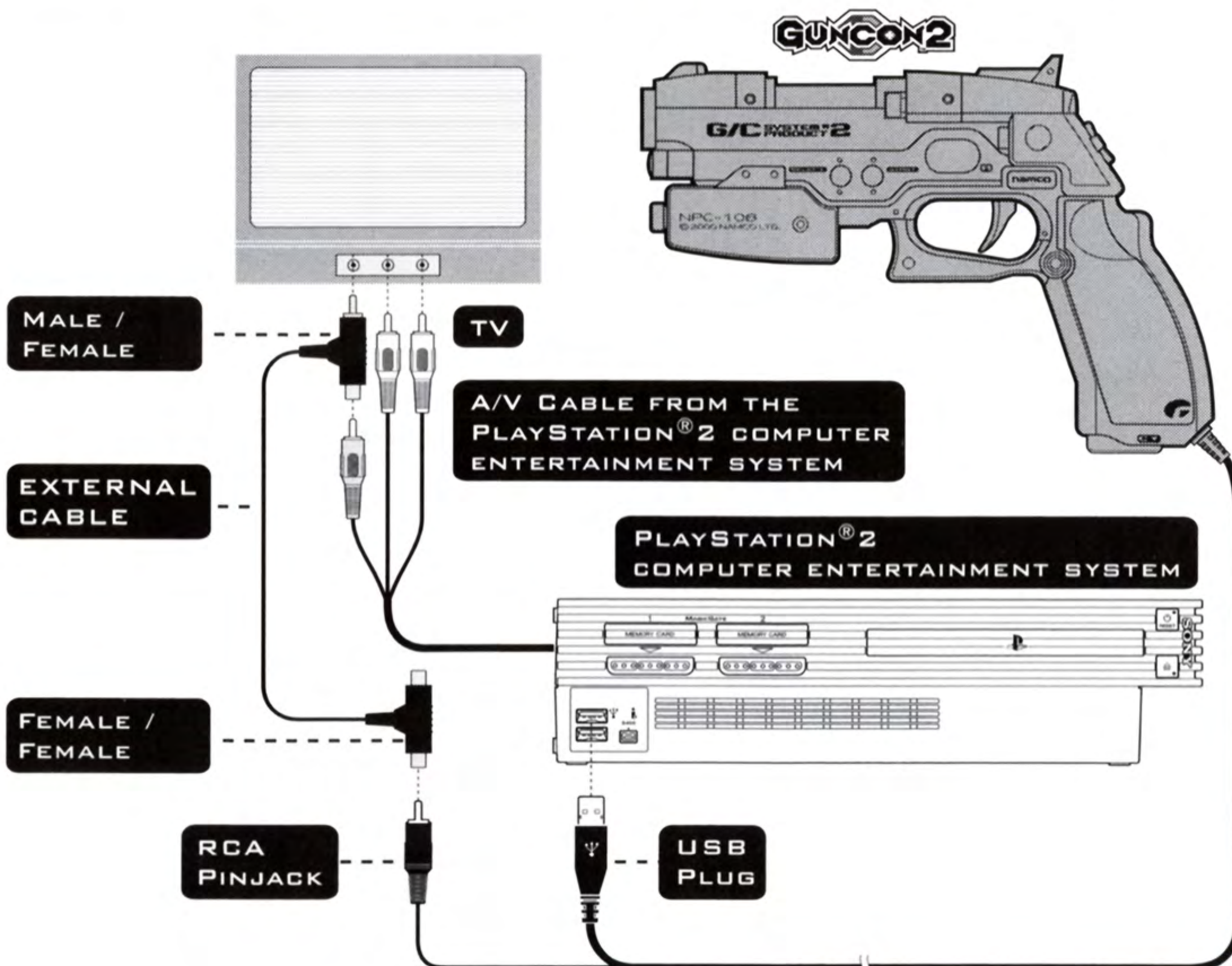|	MENU CONTROLS	GAMEPLAY CONTROLS
Trigger	Confirm Menu Selection	Shoot (Reload by aiming off-screen)
Aim the controller	Select a Menu Option	Aim
Thumbcon (Guncon2 only)	N/A	Reload
A button	N/A	Reload
B button (Guncon only)	N/A	Pause the Game
B button (Guncon2 only)	N/A	Reload
C button (Guncon2 only)	N/A	Reload
START button (Guncon2 only)	N/A	Pause the Game

Using the Controller to Reload

If the Guncon2 is connected to the top USB connector and a controller is connected to controller port 1, Player 1 can press any of the buttons on the controller to Reload. The same applies to Player 2 using the bottom USB connector and controller port 2.

Guncon.

namco

GUNCON
VIDEO INPUT

TV

A/V CABLE FROM THE
PLAYSTATION®2 COMPUTER
ENTERTAINMENT SYSTEM

PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM

GUNCON
CONTROLLER
PLUG

namco

CONNECTORS
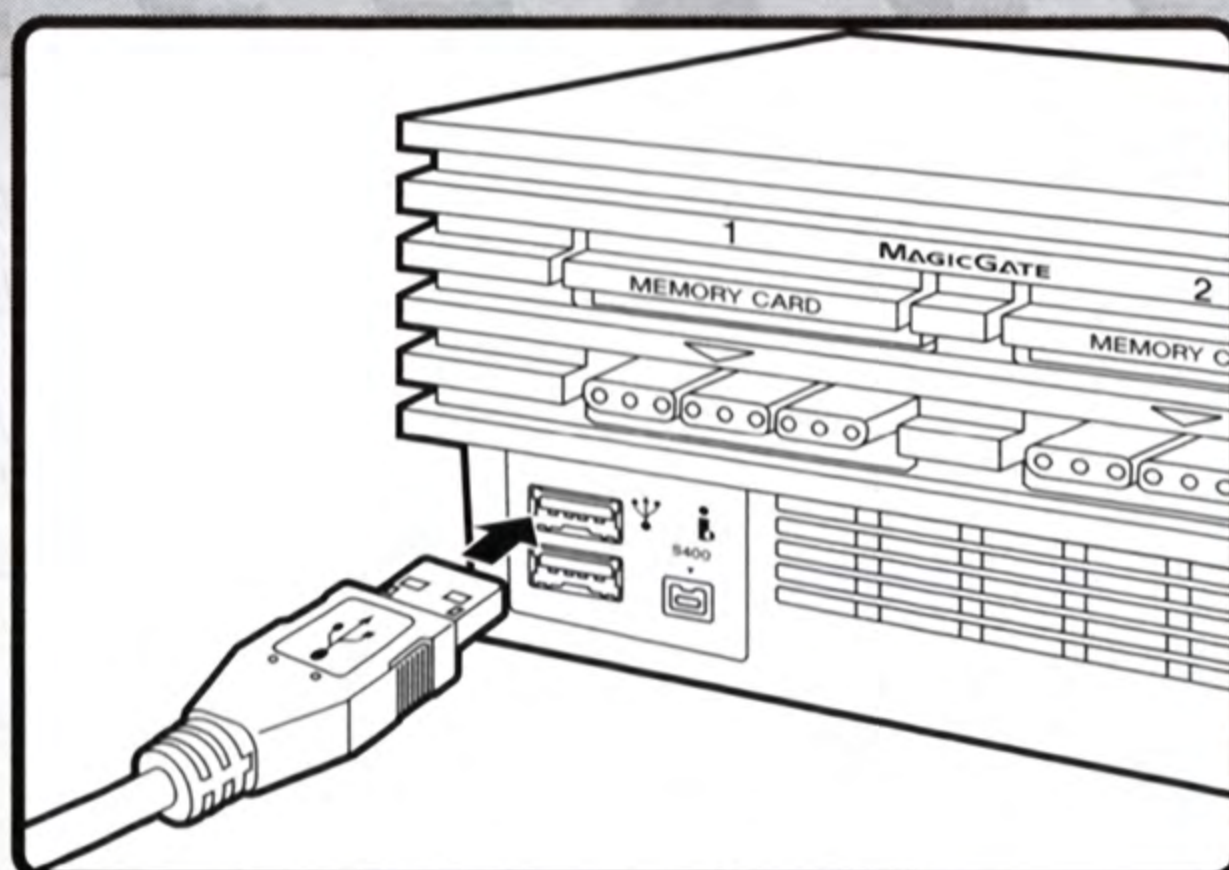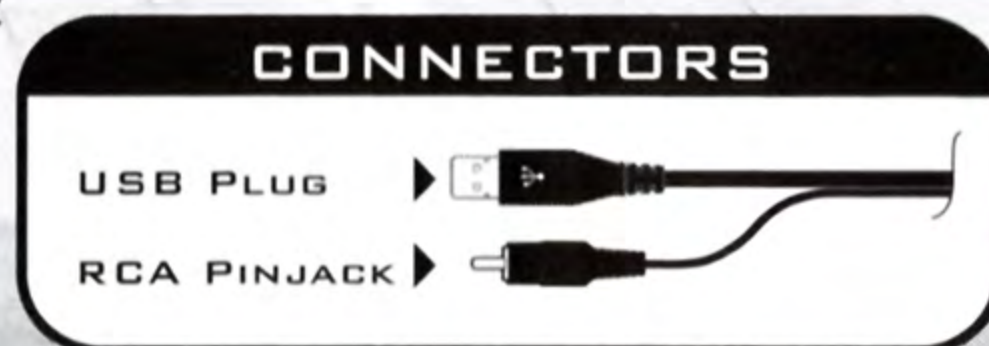
GUNCON ▶
VIDEO INPUT

namco

◀ GUNCON
CONTROLLER
PLUG

Connect the Guncon controller plug into controller port 1. Connect the
A/V cable from the PlayStation®2 computer entertainment system to
the female side of the Guncon video input. Plug these connected
cables into your television set.

When connecting two Guncon controllers, you must first plug the Guncon
video input cables into each other, connect the A/V cable and then plug
these connected cables into your television set. Finally, connect the
Guncon controllers into controller ports 1 and 2.

How to connect your Guncon2

GUNCON2

G/C SYSTEM PRODUCT 2

NPC-106
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MALE / FEMALE

TV

A/V CABLE FROM THE PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

EXTERNAL CABLE

PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM
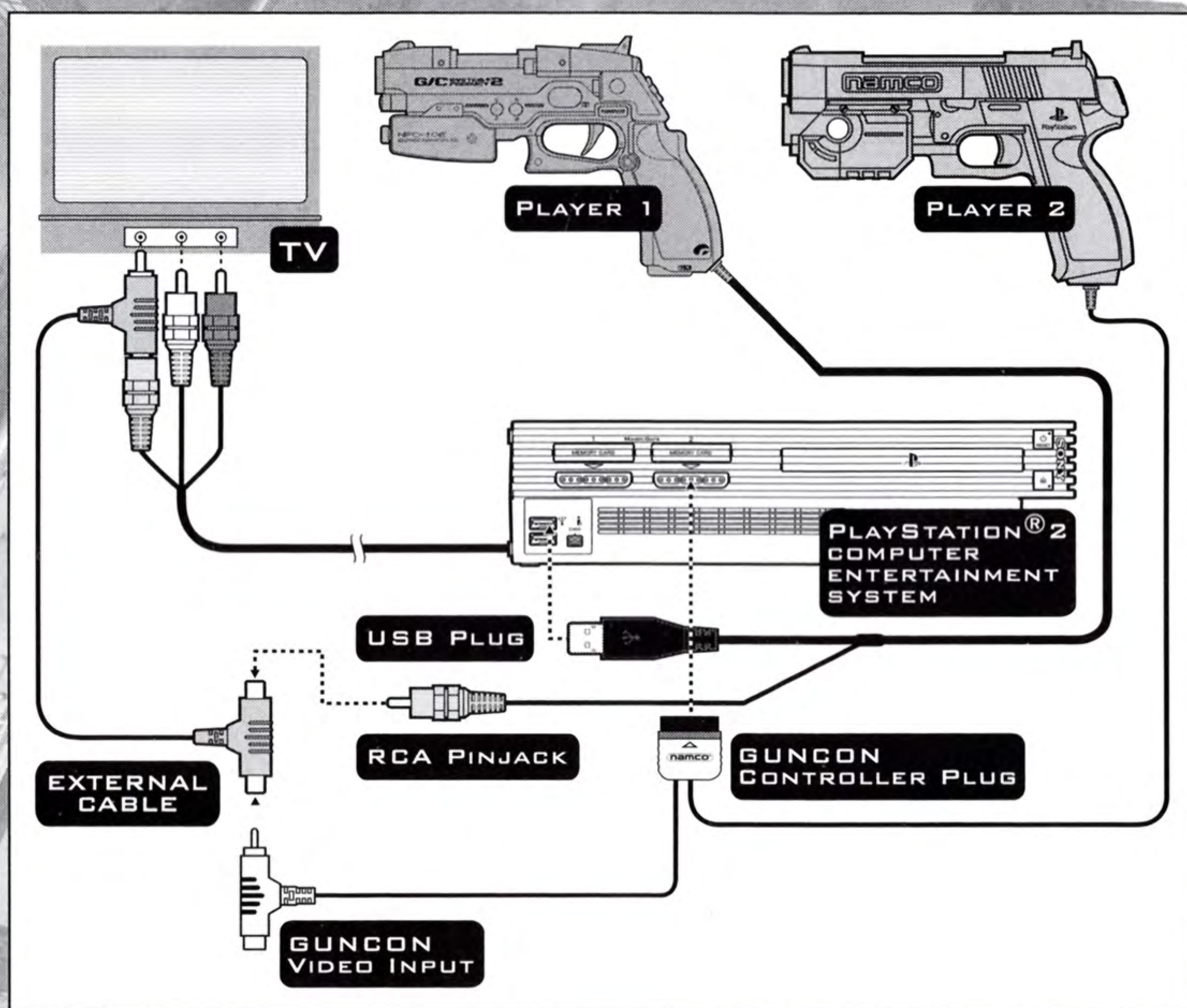
FEMALE / FEMALE

RCA PINJACK

USB PLUG

☀ Connect the A/V cable from the PlayStation®2 computer entertainment system to the male/female portion of the External Cable. Plug this portion of the External Cable into your television set. Connect the RCA pinjack from the Guncon2 into the remaining portion of the External Cable. For two guns, connect the 2nd gun to the remaining free side of the External Cable.

☀ Connect the USB plug into the top USB connector located on the front of the PlayStation®2 computer entertainment system. To play with two guns, insert the USB plug for Player 2's gun into the bottom USB connector.
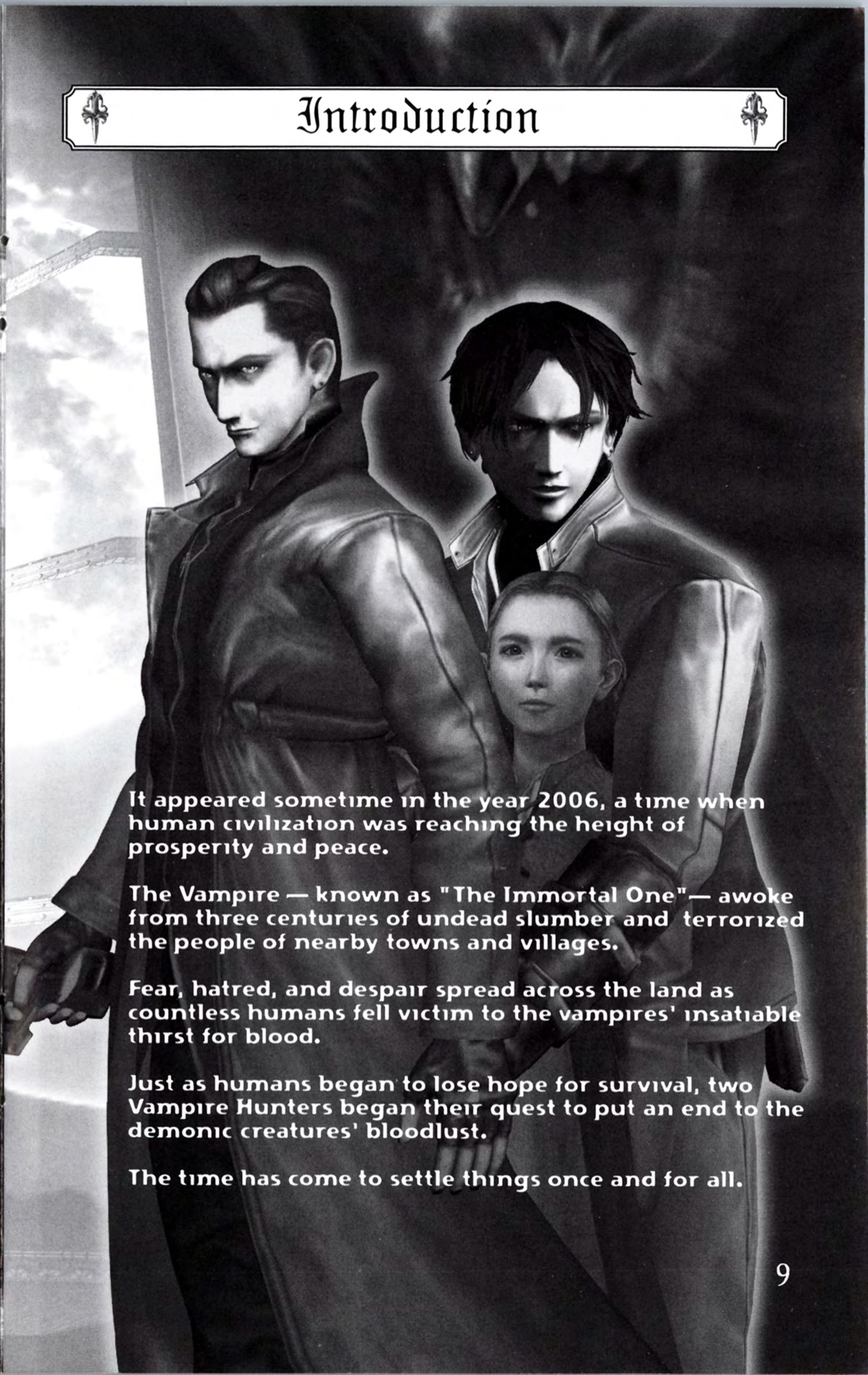
CONNECTORS

USB PLUG ▶

RCA PINJACK ▶

MAGICGATE
MEMORY CARD

7

Using Guncon & Guncon2 Together

- Plug the Video Input from the Guncon into one end of the female/female portion of the External Cable supplied with the Guncon2. Next, connect the RCA pinjack from the Guncon2 into the remaining free side of the External Cable. Connect the A/V Cable from the PlayStation 2 into the male/female portion of the External Cable. Plug this portion of the External Cable into your television set.

- Connect the USB plug from the Guncon2 into the top USB connector located on the front of the PlayStation 2 console. Connect the controller plug from the Guncon into controller port 2. You are now ready to play using both guns!

- When using the Guncon and Guncon2 together, make sure the controllers are not connected to the controller port and USB connector of the same player. For example, if a Guncon2 is connected to the top USB connector and a Guncon to controller port 1, the Guncon2 connected to the top USB connector will override the Guncon in controller port 1. (The same is true for the bottom USB connector and controller port 2.)

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Introduction

It appeared sometime in the year 2006, a time when human civilization was reaching the height of prosperity and peace.

The Vampire — known as "The Immortal One"— awoke from three centuries of undead slumber and terrorized the people of nearby towns and villages.

Fear, hatred, and despair spread across the land as countless humans fell victim to the vampires' insatiable thirst for blood.

Just as humans began to lose hope for survival, two Vampire Hunters began their quest to put an end to the demonic creatures' bloodlust.

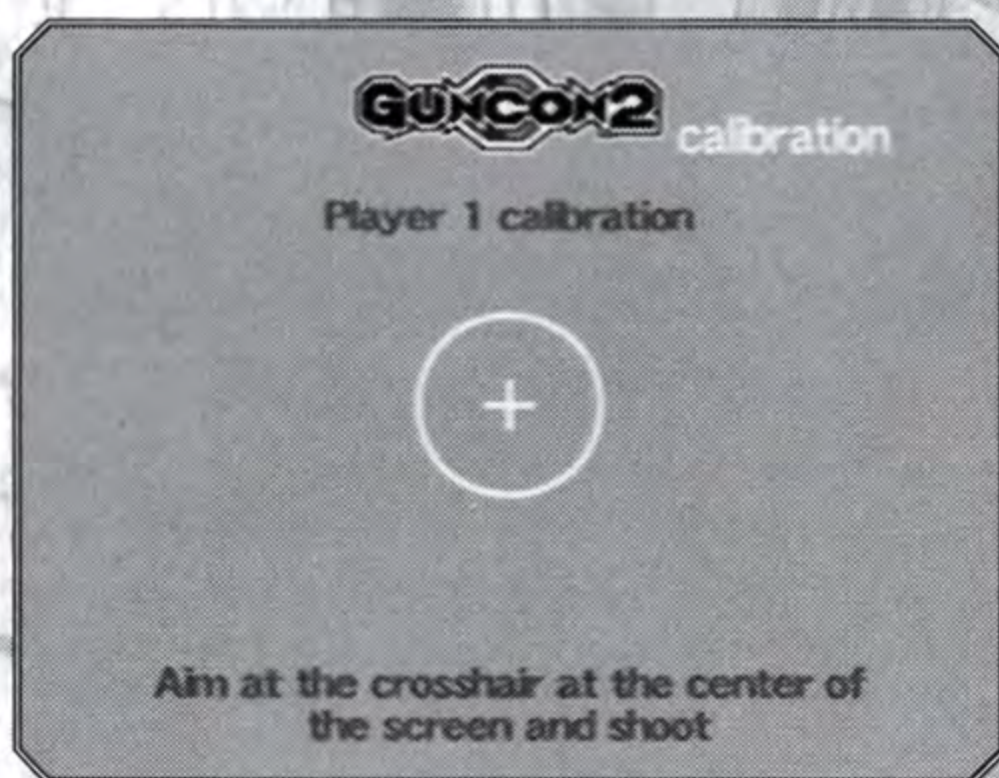The time has come to settle things once and for all.

Starting the Game

How to calibrate the Guncon

Before you start playing, you need to calibrate the Guncon. If you have the Guncon controller connected to the console, the Guncon Calibration Screen will automatically appear when you start up the game. You can also access the Guncon Calibration Screen by selecting either GUNCON or GUNCON2 in OPTIONS mode (See Pg. 16).

In the Guncon Calibration Screen, aim the Guncon at the "+" mark at the center of the screen and pull the Trigger. Pull the Trigger as many times as it takes to adjust your aim. When you are done adjusting your aim, press the A or B button to proceed to the next screen. The aim may be off if you start playing without calibrating the Guncon.

If you are using the Guncon2, you can do a 2-Point Adjustment for better calibration. To perform the 2-Point Adjustment, aim the Guncon2 away from the screen and press the Trigger + C button. If you are using a progressive-scan TV, the Guncon2 will automatically perform the 2-Point Adjustment.

GUNCON2 calibration

Player 1 calibration

+

Aim at the crosshair at the center of the screen and shoot

NOTE

☀ Guncon/Guncon2 does not support hi-vision, LCD, plasma display or projection TVs. Some progressive-scan, multiple-function and hi-level TVs also may not be supported.

☀ TV type (standard/progressive) is determined only with the Guncon2. If the Guncon2 controllers are connected to both USB connectors, the TV type will be determined by Player 1. If Player 1 is using the Guncon and Player 2 is using the Guncon2, the TV type will be determined by Player 2.

☀ When using a progressive-scan TV, there is a high chance that you will not be able to adjust the Guncon on the Player 1 side. If a progressive-scan TV is selected using Guncon2 on the Player 1 side, Guncon on the Player 2 side will not operate.

☀ Manual 2-point adjustment is only available with the Guncon2. However, if manual 2-point adjustment is performed with the Guncon2 on the Player 1 side, the setting can be reflected in the Guncon on the Player 2 side.

☀ 2-point adjustment is not necessary with a standard TV. (It is designed for use with a wide-screen TV.)

MEMORY CARD (8MB) (for PlayStation®2)

Insert a memory card (PS2) into MEMORY CARD slot 1 to load a saved game or create a new VAMPIRE NIGHT game file.

The game will automatically check for a memory card (PS2) in MEMORY CARD slot 1 when you start up the game. If a memory card (PS2) is present in MEMORY CARD slot 1, the saved game data will automatically be loaded.

Main Menu

To display the Main Menu, press the START button at the Title Screen. Various game options can be selected from this screen. To select an option from the Main Menu, aim the Guncon at the option you want to select and then pull the Trigger.

ARCADE

Up to two players can play the original VAMPIRE NIGHT arcade game, and shoot their way through all six chapters.
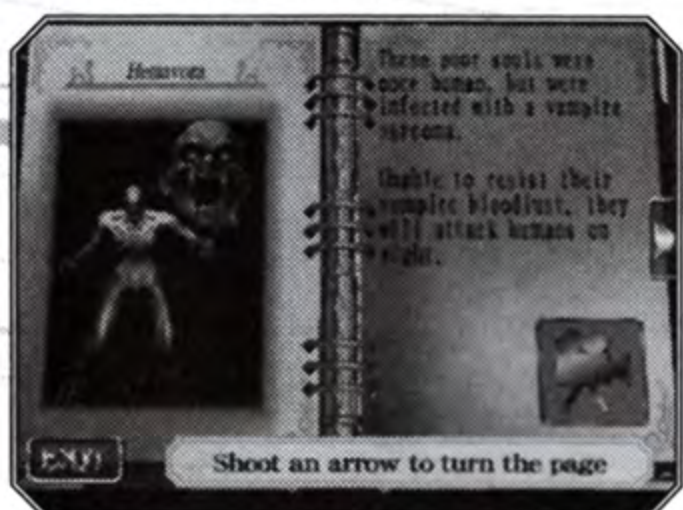
SPECIAL

Up to two players can play this special version of VAMPIRE NIGHT. Get new items and weapons by helping out villagers.

TRAINING

One player can shoot through 17 mini-games to polish their shooting skills. Some games are hidden and can only be played by meeting certain requirements to unlock them.

HUNTER'S FILES

Check out profiles of player characters, enemies, and items in the game. Additional files will be added as you progress through the game.

RANKING

Check out the score rankings of your previous plays in ARCADE, SPECIAL, and TRAINING modes.

OPTIONS

Adjust a variety of game settings, including the number of lives, game difficulty level, controller, game data, screen and sound settings.

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How to Play

BULLETS

LIFE

CURSOR

CURSOR

The cursor is where you are aiming when using a controller. The red cursor is Player 1. The blue cursor is Player 2. The cursor is not displayed on-screen when using the Guncon or Guncon2 to play.

BULLETS

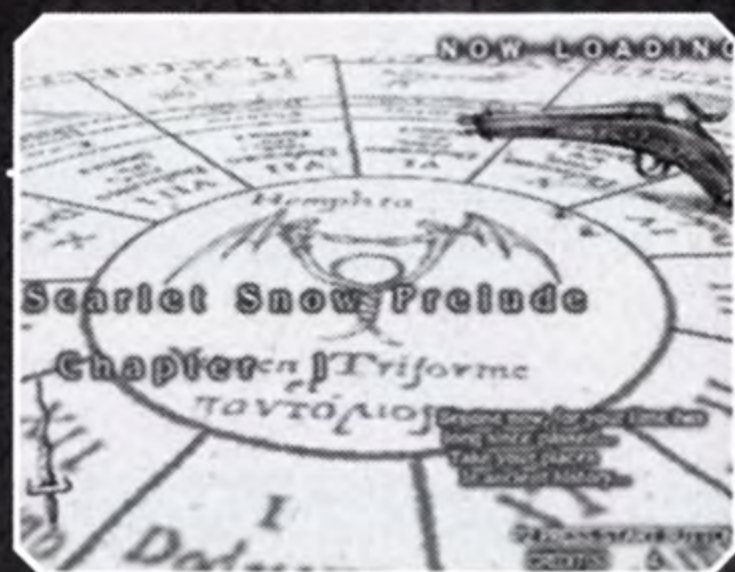The number of bullets left. To replenish your ammo, use RELOAD.

LIFE

You lose 1 life every time you are hit by an enemy attack.

Rules of the Game

Below are explanations of rules for the Arcade mode. For explanation of the rules for Special and Training modes, see Pg. 14 and Pg. 15.

CHAPTER

The game will proceed forward as each Chapter is cleared. Defeat all the enemies to clear a chapter. Each time your character is hit, the character will lose one life. When all lives are lost, the game is over.

ENEMY WEAK POINTS

Each enemy has a weak point. By shooting this weak point, you will be able to defeat the enemy easily. There are some enemies that can only be defeated by shooting the weak point.

SAVING VILLAGERS

Villagers will appear throughout the game. Some villagers are infected by an organism called Sarcoma. To help these villagers, you must carefully aim and shoot the Sarcoma off. By helping the villagers, special events that are beneficial to you will occur. There are also hidden routes throughout the game that will open if certain conditions are met.

CONTINUE

The Continue Screen appears if you have Credits left but no Lives left in the current game. You can continue a game as long as you still have Credits remaining. To continue a game, press the START button (B button on Guncon).

GAME OVER

The GAME OVER Screen appears if you have no credits left. Your ranking and other play data will be automatically saved.
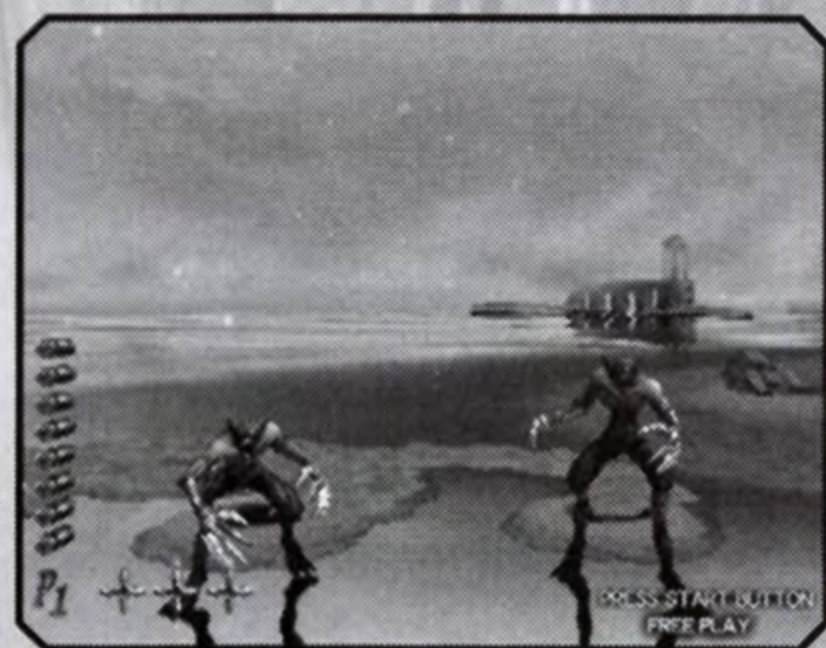
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Arcade

This section explains how to play the original arcade hit **Vampire Night**. Select ARCADE to play all six stages in order.

One Player

Play the One Player Arcade mode. Shoot your way through six levels, defeating onslaughts of vampires and bosses. See Pg. 13 for the "Rules of the Game".

Two Player

Play the Two Player cooperative Arcade mode. The rules of the game are exactly the same as the One Player game, but the number of Credits are shared by Player 1 and Player 2.

Training

The Training mode is a collection of shooting games designed to improve player skills. Each stage lists the skill it is designed to improve (i.e. Rapid Firing, Reloading). At first, only three basic games are open, but new games will open as the player successfully completes the games.
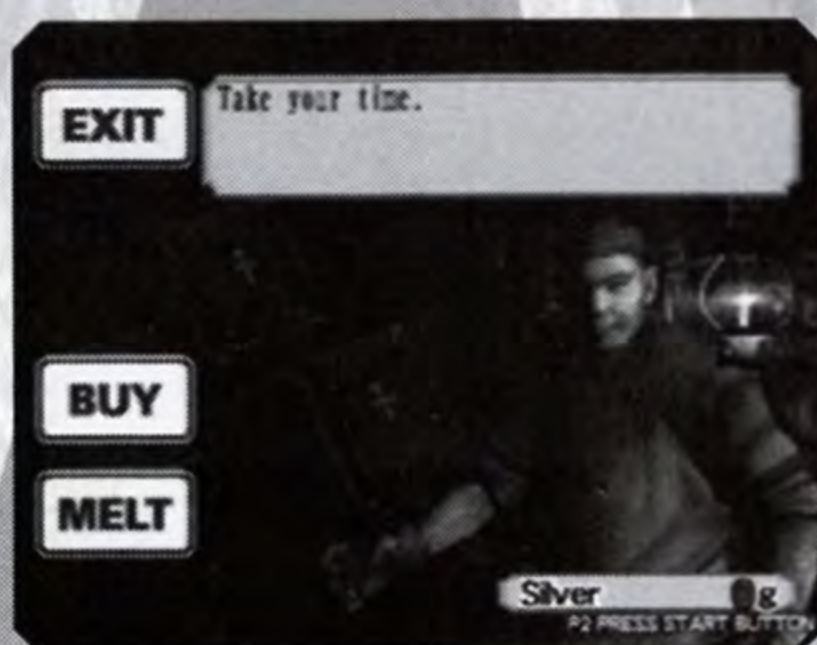
Special

The Special mode enables players to earn silver by shooting objects such as crates, barrels, and vases. Players will be able to buy powerful weapons and accessories with the collected silver. Additionally, players can acquire items and silver by completeing special missions found throughout the game.
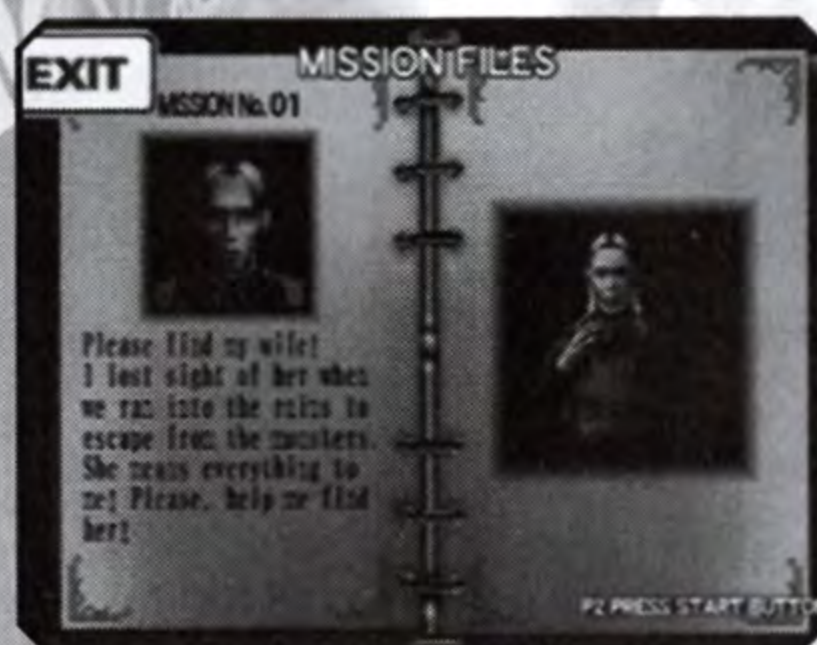
Item Shop

At the Shop, the player can select items from the catalogue and buy it with the silver. Also, if you have any items that you no longer need, you can melt them to get back the silver. If the player meets certain requirements, new items will be added to the list.

Mission Files

When the game starts, villagers will appear and ask for the player's assistance. This mission will be added to the Mission Files.
Once the player fulfills the villager's request, the villager will give you special items and other rewards.
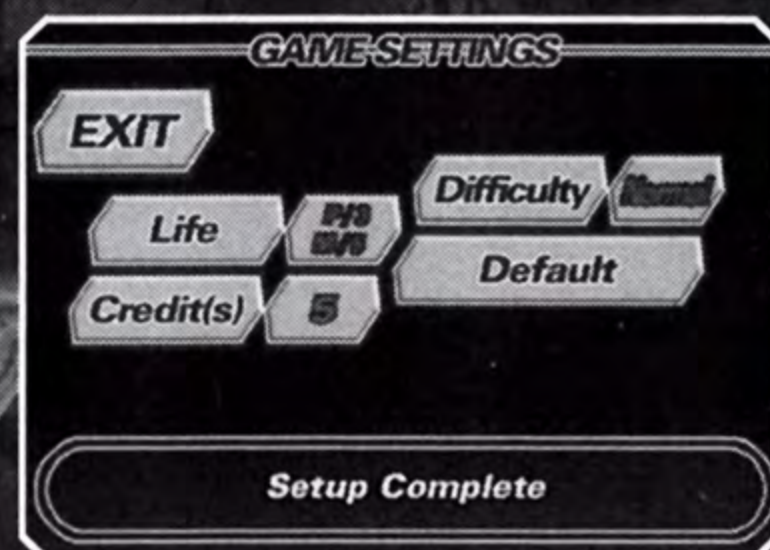
Options

Select **OPTIONS** to adjust various game settings. To select an option, aim with the Guncon and pull the Trigger. If you are using any other controller, press the directional buttons to move the crosshair to highlight the icon, and press the X button to confirm the selection.
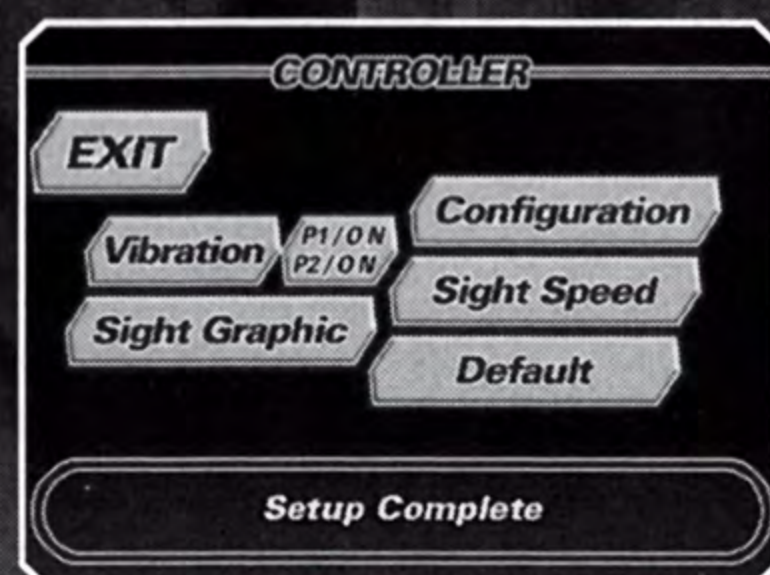
Game Settings

Select this option to adjust the number of lives and the game difficulty level of the Arcade mode. To adjust the setting, aim at the setting you want to adjust and shoot.
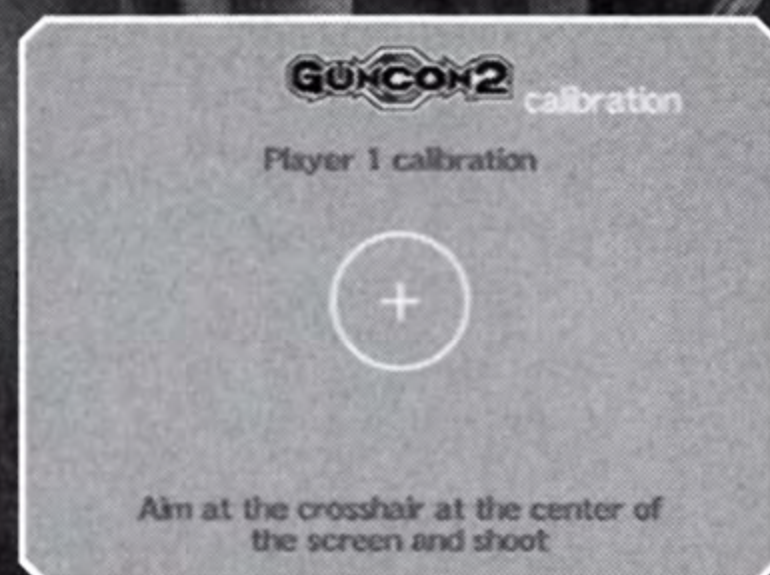
Controller

Select this option to adjust the button configuration. If you are using a controller, you can use this option to adjust the crosshair speed, crosshair graphics, and turn on/off vibration.
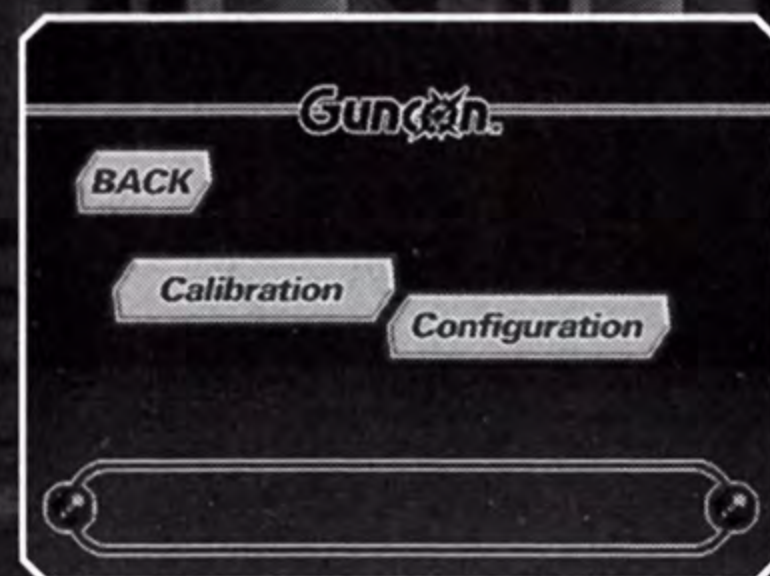
Guncon2

Select this option to recalibrate the Guncon2. Aim the Guncon2 at the "+" mark at the center of the screen and pull the Trigger. Pull the Trigger as many time as it takes to adjust your aim. When you are done adjusting your aim, press the **A** or **B** button to return to the previous screen.
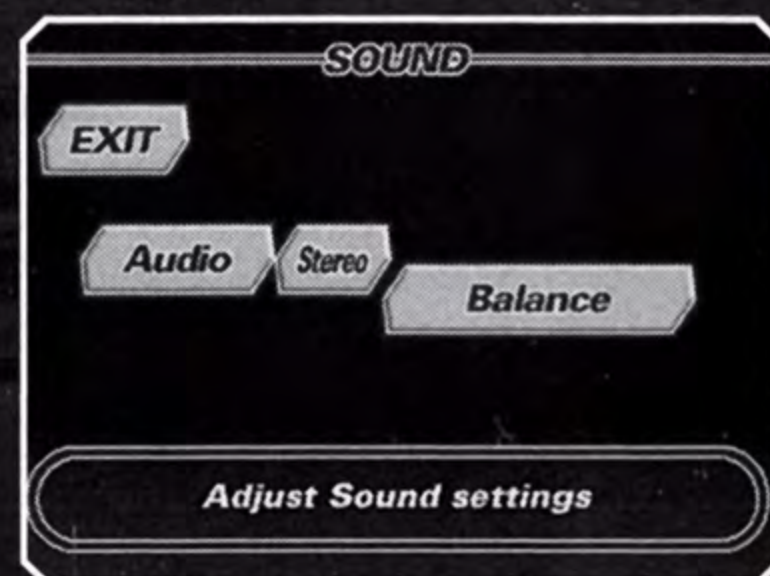
Guncon

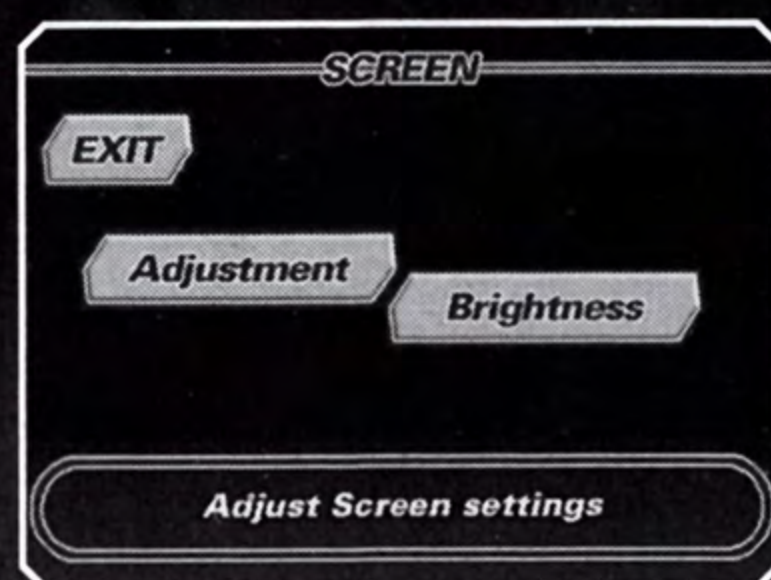Select this option to adjust the button configuration and recalibrate the Guncon.

Sound

Select this option to adjust the **BGM** and **SE** volume or set **STEREO / MONO**. To adjust settings, aim and shoot the arrows of the setting that you want to adjust.
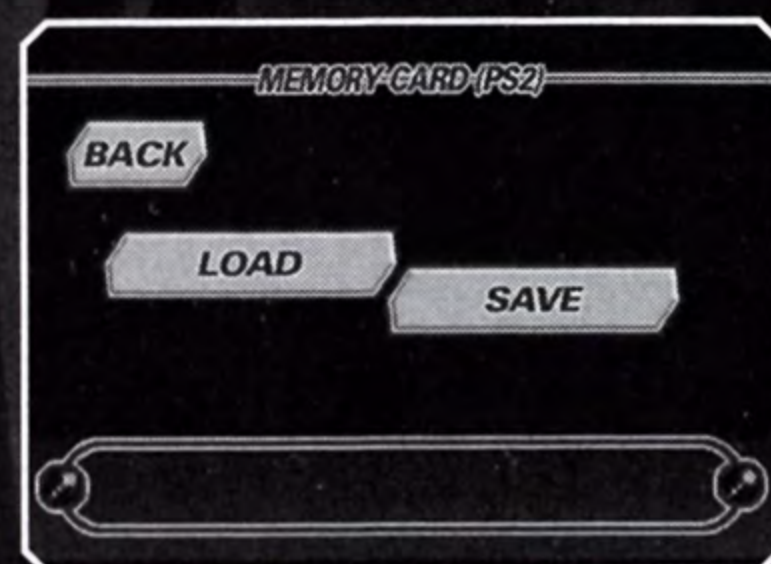
Screen

Select **SCREEN ADJUSTMENT** to adjust the position of the screen. To adjust the screen, aim and shoot the arrow indicating the direction that you want the screen to move. Select **BRIGHTNESS** to display the screen that allows you to adjust the TV brightness.

SCREEN

EXIT

Adjustment   Brightness

Adjust Screen settings

Memory Card (PS2)

Select this option to Save/Load game data. Aim and shoot the appropriate icon to Save/Load game data. Only one **VAMPIRE NIGHT** game data file can be saved on a memory card (PS2). If there is a previous **VAMPIRE NIGHT** save file in the memory card (PS2), it will be overwritten.

MEMORY CARD (PS2)

BACK

LOAD

SAVE

Hints

Saving the Villagers

To have a better chance of saving the villagers, wait until they are close to you before you fire at the Sarcoma. This will decrease the chance of you hitting the villager accidentally.
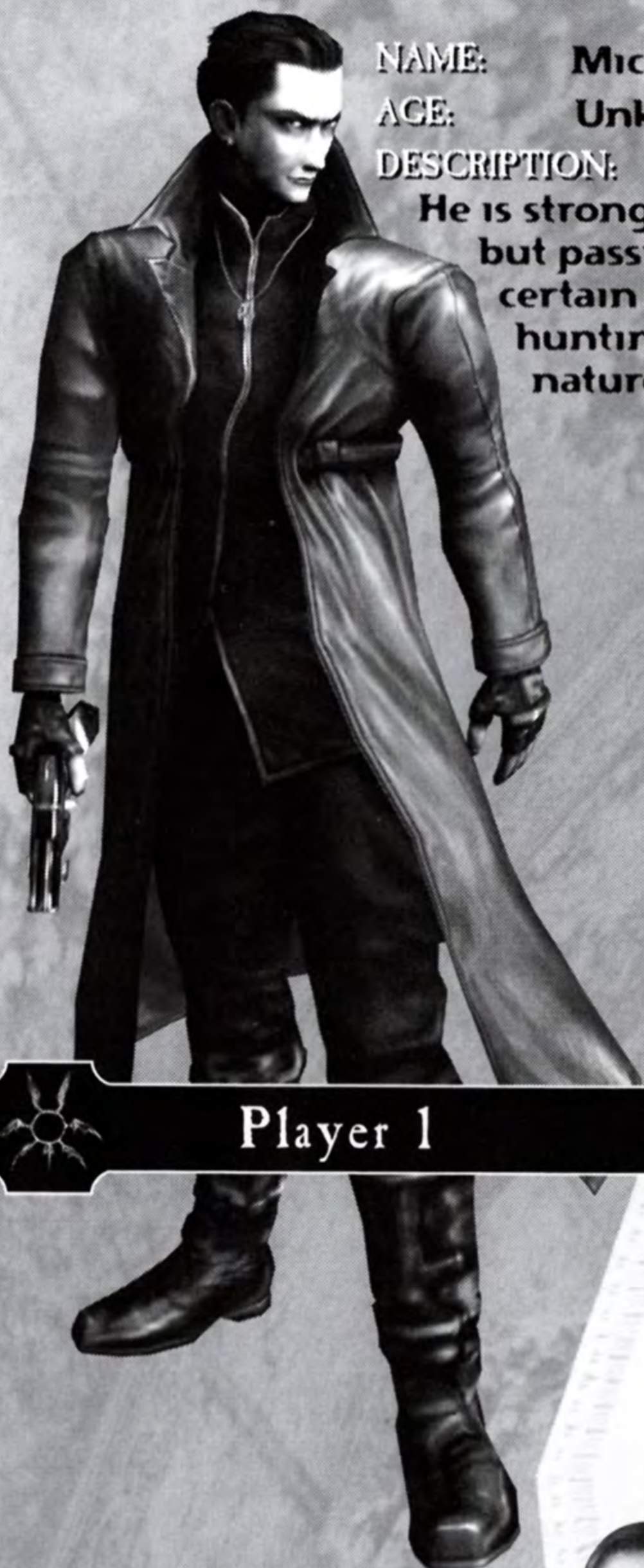
Getting Items

Shoot objects found throughout the game: barrels, crates, vases, etc. Sometimes, items that make it easier to defeat enemies will appear.
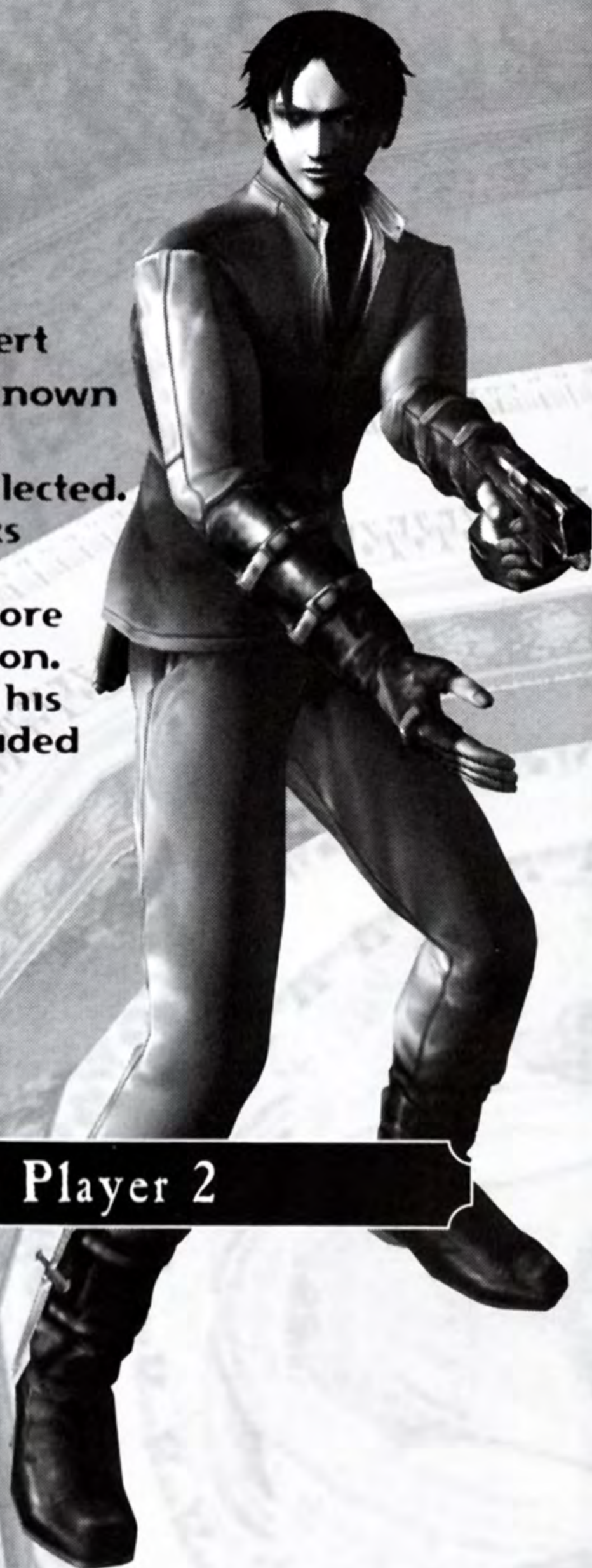
NAME: Michel

AGE: Unknown

DESCRIPTION:
He is strong and silent, but passionate about certain things. Vampire hunting is second nature to him.

NAME: Albert

AGE: Unknown

DESCRIPTION:
Cool and collected. Albert thinks everything through before he takes action. Like Michel, his past is shrouded in mystery.
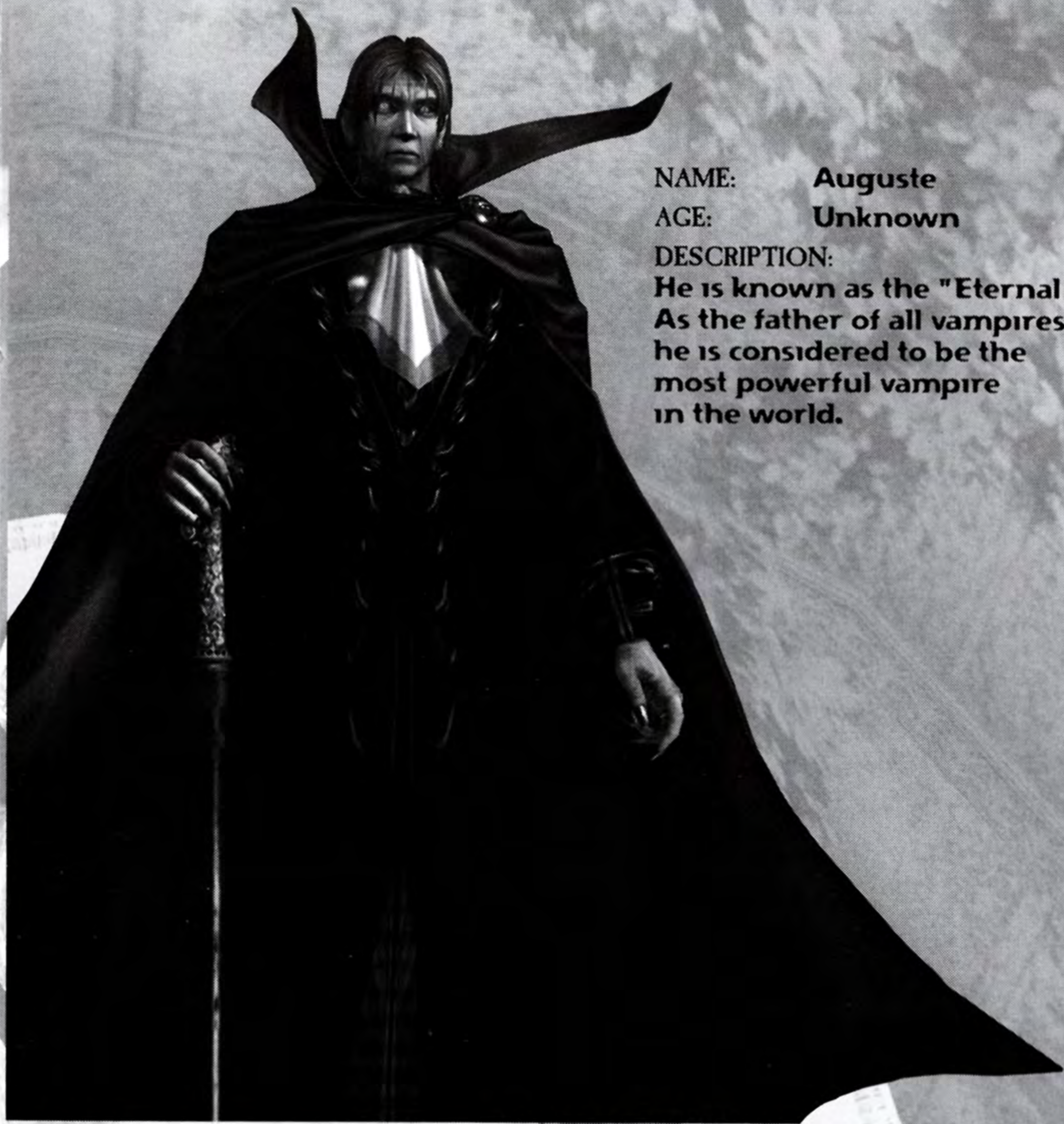
Player 1

Player 2

NAME: Caroline

AGE: 12

DESCRIPTION:
Her peaceful life was shattered when vampires attacked her village. She was one of the few that managed to escape the onslaught.

Non-Player Character

NAME: **Auguste**
AGE: **Unknown**
DESCRIPTION:
He is known as the "Eternal One."
As the father of all vampires,
he is considered to be the
most powerful vampire
in the world.

Auguste's Minions

Credits

PUBLISHED BY:	**Namco Hometek Inc.**
DEVELOPED AND DESIGNED BY:	**Namco Limited**
	SEGA
	WOW Entertainment
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LOCALIZATION SPECIALIST:	**Nao Higo**
PROJECT SUPPORT:	**Noriko Wada**
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