

SIREN BLOOD CURSE™



PROLOGUE

On August 3rd 2007, an American television crew reporting from deep within the mountains of Japan vanished suddenly and without trace.
Their whereabouts remain unknown.

Prior to their disappearance, the crew had been investigating the ruins of a village destroyed in a landslide in 1976.
Their investigation focused on rumours that the village had been the site of ceremonies involving human sacrifice.

The name of the site was Hanuda village. A village lost. A village cursed.

August 3rd 2007: midnight in the mountains. A ghostly siren wails...

A red ocean appears... The lost village returns.

USING MENU SCREENS

Press the **↑**, **↓**, **←** or **→** directional buttons to highlight an option, then press the **×** button to confirm. To return to the previous menu screen, press the **○** button.

When playing *Siren Blood Curse*™ in 480i or 480p resolution, press the **R2** button to zoom in to and out of menu screens.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, **↑**, **↓**, **←** or **→** etc. are used to denote the direction of the directional buttons only unless stated otherwise.

DEFAULT CONTROLS

MOVEMENT

left stick

right stick

L1 button (hold) + left stick

Move

Turn head/move camera

Strafe/side step

ACTION

↑/↓/←/→

× button

○ button

□ button or **R1** button

△ button (hold)

Access sub-command menu

Action (open/close doors; pick up weapon)

Crouch/stand

Attack

Brace door

VIEW

- L2** button
- R2** button (tap)
- R2** button (hold)
- R3** button

- Enter/exit sight jack view
- Quick first person view
- First person zoom view
- Toggle first person view on/off

PAUSE

- START
▶ button
- SELECT
■ button

- Access Pause Menu
- Access Story Menu

SUB-COMMAND MENU CONTROLS



- Switch flashlight on/off
- Special action (set trap/light flare)
- Yell
- Give commands to other characters

GUN CONTROLS

GENERAL GUN CONTROLS

- L1** button
- L1** button (hold) + **△** button
- L1** button (hold) + **□** button or **R1** button

- Ready gun
- Reload
- Fire gun

HANDGUNS

- right stick
- left stick (when not locked on to an enemy)
- left stick (when locked on to an enemy)

- Aim/lock on to an enemy
- Move
- Circle around enemy

LONG-BARRELLED GUNS

Press and hold the **L1** button to enter sniper view. While in sniper view, the following controls apply:

- left stick
- right stick
- ↑/↓

- Move
- Aim
- Zoom in/out

MOTION SENSITIVE CONTROLS



(when grabbed by a Shibito)

Throw off Shibito



(when holding a gun)

Reload

MAIN MENU

The options on the Main Menu are as follows: **New Game, Episodes, Archive, Options, Results, Mini Games* and Online Manual***.

*Access to the “Mini Games” and “Online Manual” requires a broadband Internet connection and a PLAYSTATION®Network account. For further information on connecting your PLAYSTATION®3 system to the Internet and signing in to PLAYSTATION®Network, please refer to the Quick Reference manual supplied with your system.

NEW GAME

An unseen siren calls and a blood red sea surrounds Hanuda village: welcome to **Siren Blood Curse™**. It is up to you to decide how much suffering you can endure, so choose a difficulty level carefully. Select either normal or easy – and prepare to enter a living hell...

EPISODES

Siren Blood Curse™ is divided into twelve episodes, each of which is divided into several chapters. Previously completed chapters and episodes can be viewed and replayed from the Episodes Menu.

New episodes of **Siren Blood Curse™** can be purchased and downloaded from PLAYSTATION®Network via the Episode Select Screen.

In addition, previously installed episodes can be deleted via the Episode Select Screen. For more information on downloading or deleting episodes of **Siren Blood Curse™**, please refer to the “Downloading Episodes” section outlined later in this manual.

The “Episodes” option will not be displayed on the Main Menu until a new game has been started, when it will replace the New Game option.

ARCHIVE

View information on objects and items discovered in **Siren Blood Curse™**. Often these items give clues and important background information that will help you to understand the secret of Hanuda’s terrible fate. You can also view information on all weapons discovered so far, including details of their weight and strength.

The “Archive” option will not be displayed until one or more items or weapons have been discovered and added to the archive.

OPTIONS

View and adjust a range of settings and options, including screen settings and camera view controls.

RESULTS

View a range of statistics relating to your performance within **Siren Blood Curse™**.

The “Results” option will not be displayed until the full story of **Siren Blood Curse™** has unfolded and all episodes have been completed.

MINI-GAMES

Let the terror continue with a selection of bonus mini-games.

The “Mini-Games” option will not be displayed until certain items have been discovered and added to the archive.

ONLINE MANUAL

Access the online manual for help and advice on how to survive **Siren Blood Curse™**.

PAUSE MENU

Choose from the following options:

Resume

Checkpoint

Restart

Chapter Select

Return to the nightmare

Restart from the last checkpoint

Restart the current chapter

Return to the Chapter Select Screen

STORY MENU

View the Story Menu for information on the current situation and mission objectives. Press the **L1** button or the **R1** button to cycle between options on the Story Menu.

MAP

View current mission objectives as well as a map of the immediate area. Map controls are as follows:

left stick

right stick

↑/↓

←/→

□ button

△ button

Position the map on-screen

Rotate map and alter map perspective

Change the altitude level

Zoom in to and out of the map

Turn landmark names on or off

Reset map to default view

STATUS

View a profile of the current character as well as information on items and weapons currently in their possession.

ARCHIVE

View information on items discovered during the current chapter and on all weapons discovered so far.

NOTE: to view information on items discovered during other chapters, select the “Archive” option on the Main Menu.

HELP

Get helpful advice on how to survive **Siren Blood Curse™**. Controls, combat and sight jacking are all covered here.

OPTIONS

View the Options Menu. For more information on the Options Menu, please see the “Options” section outlined earlier in this manual.

PLAYING THE GAME

SIGHT JACKING

When the mysterious siren sounds, Hanuda becomes a centre of dark forces – and a huge amount of psychic energy converges on the mountain. This energy is a side effect of the horrific blood curse, but it offers a blessing of sorts for those trapped on the mountain with the bloodthirsty Shibito: it allows them to sight jack.

Sight jacking is a psychic technique which allows the sight jacker to “tune in” to the minds of other beings – human or Shibito – in the vicinity, and to see the action through their eyes. Sight jack nearby enemies to find out if it’s safe to leave a hiding place or turn a blind corner: it’s a skill that just might save your life.

L2 button

L1 button

R1 button

R2 button

right stick

□ button

Enter/exit sight jack view

Auto search for nearest target

Auto search for furthest target

Emergency sight jack

Manual sight jack

Lock on to current sight jack target

NOTE: you can only move while sight jacking if you are locked on to a sight jack target. Press the **L2** button to release the sight jack lock.

EMERGENCY SIGHT JACKING

Carry out an emergency sight jack to tune in to a Shibito that is either approaching, on alert or attacking. When multiple Shibito are present, an emergency sight jack will tune in to an attacking enemy first, followed by an enemy on alert and then by an approaching enemy. Nearby Shibito take precedence over those that are further away.

If no Shibito are attacking, on alert or approaching, performing an emergency sight jack will have no effect.

ADVANCED SIGHT JACKING

When several enemies are close at hand it is sometimes necessary to sight jack more than one of them at the same time. It is possible to sight jack up to three enemies at once using sight jack shortcuts.

While sight jacking an enemy, press and hold the **X** button, the **O** button or the **△** button to assign a sight jack shortcut to the current enemy. Once a sight jack shortcut has been assigned, you may continue sight jacking as usual – but pressing the relevant shortcut button will cause your character to sight jack the enemy currently assigned to that shortcut, as well as any other enemies assigned to a shortcut.

While sight jacking multiple enemies using the shortcut technique, press a shortcut button to highlight the enemy currently assigned to that button. Press the **□** button to lock on to the highlighted enemy.

COMBAT

The Shibito are relentless in their desire to hunt down the living, and sometimes avoiding them by stealth is simply not an option. At such moments, you are advised to find yourself a weapon, and fast...

Press the **□** button or the **R1** button to lash out with your fists or with any weapon you currently hold. The damage you inflict will depend on your weapon and the character you are currently controlling. Some weapons are too heavy for some characters to wield.

Several kinds of attack are possible, though the availability of each will depend upon the current character and the weapon they are using.

With all weapons except guns, press and hold the **□** button or the **R1** button to land a stronger blow on an enemy. Press the **□** button or the **R1** button repeatedly to inflict a rapid series of attacks. Press the **□** button or the **R1** button while running to carry out a dash attack.

NOTE: for further information on using guns within **Siren Blood Curse™**, please refer to the “Gun Controls” section outlined earlier in this manual.

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