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# HELLBOY

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# HELLBOY

THE SCIENCE OF EVIL



KONAMI

## ▲ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures, or
- or convulsion.

### RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

#### Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

#### NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

#### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system 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®3 FORMAT DISC:

- 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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## INTRODUCTION

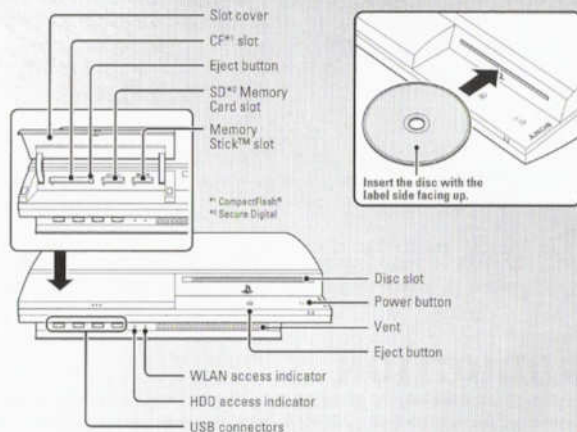
Hellboy™ was pulled from Hell during World War II by Nazi occultists who were hoping to gain an advantage in the war. He was rescued by Allied soldiers, however, and was raised by the Bureau for Paranormal Research and Defense (the B.P.R.D.). Sure he's gruff and rough around the edges, but he's good at heart, which runs counter to his demonic appearance. But, Hellboy has a dark secret. He's Anung Un Rama, and his oversized right hand, made of stone, is the Right Hand of Doom, a necessary tool for initiating the Apocalypse.

His latest mission has him on the trail of a crazed witch; however, he will soon find that there is much more at stake than the meddling of an angry, wretched spellcaster. The Nazis are back. And with the help of their maniacal leader, Hermann von Klempt, they are secretly working toward complete domination of the planet. In his way stands gruesome freaks and creatures of all kinds, including werewolves, demons, monsters, Oni samurai, Nazi war machines...and giant gorillas?

Just another day for Hellboy and the B.P.R.D.

## GETTING STARTED

### PLAYSTATION®3 SYSTEM FRONT



**Note:** Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

#### STARTING A GAME

Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the **Hellboy: The Science of Evil** disc with the label facing up into the disc slot. Select the icon for the software title under **Hellboy: The Science of Evil** in the PLAYSTATION®3 system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

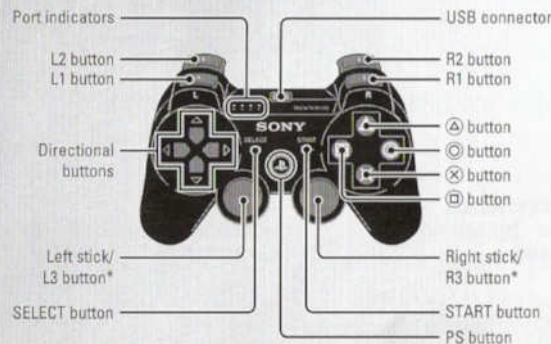
#### QUITTING A GAME

During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**Hint:** To remove a disc, touch the eject button after quitting the game.

## GETTING STARTED

### Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



**Note:** To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

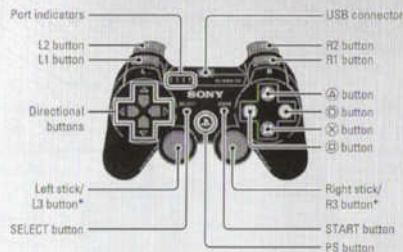
#### SAVED DATA FOR PLAYSTATION®3 FORMAT SOFTWARE

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under SAVED GAME UTILITY in the Game menu.

#### AUTO SAVE

This title uses an auto save feature. Game data is saved automatically at certain points. Do not switch off the power when the HDD access indicator is flashing.

## CONTROLS



### MENU CONTROLS

Navigate menu / Highlight menu item	left stick / directional buttons	↑ / ↓
Adjust menu item	left stick / directional buttons	← / →
Select highlighted menu item		⊗
Previous screen / Return to Main Menu		○
Pause game / Open Pause Menu		START

### BASIC MOVES AND ATTACKS\*

Move	left stick
Aim Targeting Crosshairs / Look	right stick
Jump	⊗ (hold for height)
Dive Roll	⊗ + ○ (together)
Quick Smash Attacks	□ (tap)
Heavy Hit Attacks	△ (tap)
Jumping Air Punch	⊗ to jump, and then ○
Jumping Ground Smash	⊗ to jump, and then △
Boom Attacks	△ (hold then release)
Jump Slam Attack (Uses Energy)	△ and then ○
Hellmode	L3 + R3 (click down to toggle)
Grab / Grapple / Pick Up	R2
Throw	R2 (hold then release)
Action / Interact	R2 (hold) + ○ (tap repeatedly)
Fire Samaritan	L2
Select Ammo	L1 (hold) + left stick or right stick

\*Note: For more information regarding combo attacks and a complete list of controls and combo moves, see Advanced Combo Attacks, pg. 10.

## STARTING UP

### MAIN MENU

When the game boots up, you will be taken to the B.P.R.D. Journal Title Screen. Press **START** to open the Journal and access the Main Menu. While at the Main Menu, use the left stick or directional buttons **↑** and **↓** to highlight an option, press **⊗** to select, and press **○** to go back to a higher set of options or the previous menu.



**Single Player:** Begin a new game or load a previously saved game and continue your progress.

**Multiplayer:** Play through the adventure cooperatively via splitscreen or online. For more information, see Multiplayer, pg. 15.

**Options:** Adjust the game options.

**Extras:** View the game credits as well as access a host of unlockable content that becomes available as you progress through the game.

### SINGLE PLAYER

At the Main Menu, select SINGLE PLAYER to access the Single Player Menu where you can choose to start a NEW GAME from the beginning, CONTINUE a previously saved game, access the CHAPTER SELECT menu to play a previously completed level, play DOWNLOADS acquired from the PlayStation Store, or view the COLLECTABLES you've uncovered as you play through the game. Tap the left stick or directional buttons **↑** and **↓** to choose an option. Press **⊗** to confirm your choice.



## OPTIONS

Use left stick or directional buttons to highlight an option and press **X** to confirm your choice. For options that have adjustable levels, highlight the option and then press the directional buttons **←** and **→** to set the desired level.

### Audio

**Sound:** Adjust the volume level of the sound effects.

**Music:** Adjust the volume level of the game music.

**Dialog:** Adjust the volume level of the characters' voices.

### Visual

**Subtitles:** Toggle subtitles ON/OFF.

**Pickup Glow:** Toggle interactive objects glow ON/OFF.

**Brightness:** Adjust the game brightness.

### Controls

**Camera Y Invert:** Toggle camera rotation control between NORMAL/INVERTED.

**Target Sensitivity:** Adjust the sensitivity for aiming (shooting & throwing).

**Friendly Fire:** Adjust whether players can do damage to one another during cooperative play.

## B.P.R.D. BASICS

### THE GAME SCREEN

#### DOOM METER

Located in top left corner of the screen. The Doom Meter contains three separate meters in one — Energy, Health, and Energy Bubbles.

- **Energy Meter:** Located on inner ring of the Doom Meter. Displays your Energy stores. Energy is used to perform special attacks and finishing moves as well as to engage Hellmode. For more information, see Energy, pg. 8.

- **Health Meter:** Located on the outer ring of the Doom Meter. Displays your health status. The Health Meter is depleted as you take damage. Your Health Meter will be replenished automatically over time as well as by defeating enemies.

- **Energy Bubbles:** Located below the Energy Meter. Energy Bubbles allow you to store reserves of Energy. You can earn extra Energy Bubbles by finding hidden Collectables in the environment.



#### TARGETING CROSSHAIRS

Use the Targeting Crosshairs to target and locate enemies and objects. The right stick aims the Targeting Crosshairs. For more information, see Targeting, pg. 8.

#### SAMARITAN AMMO

Located on the bottom right of the screen. Displays the type and number of rounds for your gun, the Samaritan.

#### THE PAUSE MENU

Press **Esc** to interrupt gameplay and display the Pause Menu. Press the left stick or directional buttons **↑** / **↓** to highlight a menu option and press **X** to confirm your selection.

#### CONTINUE

Choose this option to return to your current game.

#### MISSION STATUS

The Mission Status Page displays your current objectives and number of Collectables for the mission.



## CONTROLS

Shows the controls for melee attacks, stun moves, grapples, and weapon attacks.

## OPTIONS

Adjust the game options. This can also be done at the Main Menu.

## EXIT GAME

Quit your game and return to the Main Menu.

## ENERGY

The Energy Meter, which is located inside the Health Meter, represents your Energy levels. Energy is used to perform special attacks and finishing moves as well as to engage Hellmode (for more information on Hellmode, see pg. 10). You gain Energy by destroying environmental objects and defeating enemies. Once your Energy Meter is completely full, it will continue to fill any residual Energy Bubbles you have earned.

**Energy Bubbles:** Energy Bubbles represent your energy reserves and allow you to pull off special attacks, such as Hellmode, Slam attacks and finishing moves. The only way to earn Energy Bubbles is by uncovering hidden Collectables as you explore your surroundings.

**Recovering:** If you are knocked to the ground and still have health, press **△** rapidly to recover and get back up.

## TARGETING

The Targeting Crosshairs appear any time you press the right stick. Use the right stick to move the Targeting Crosshairs and aim your gun or scan the area for targets. The Targeting Crosshairs will perform a soft-lock on any selectable target it sweeps over. Once you have a target acquired, you can press **L2** (with ammunition equipped) to fire the Samaritan or throw an object or enemy at it by pressing **R2**.

*B.P.R.D. Data: If there is an interactive item or object in the environment, the Targeting Crosshairs will change color, from red to green, when sweeping over it.*



## INTERACTION

You'll often find that sometimes the best path lies through a solid object, whether it is a wall, fallen tree, or crypt. To lock on to these objects and interact with them, hold **R2** and then rapidly tap **□**.

## CLIMBING

To climb up and over small ledges, just walk up to them. To scale high walls and ledges, hold down **×** to jump up and grab the ledge, then press **×** again or press forward on the left stick to pull yourself up.

## MISSION OBJECTIVES

You'll constantly be presented with mission objectives once you're out in the field. In order to stay on track, you can access your B.P.R.D. Journal to view your current objective. Just press **▶** to pause your game and access the Pause Menu, and then select MISSION STATUS. As well as Objectives, the Mission Status Screen also details how many Collectables are available in your current mission.

## COLLECTABLES

If you look hard enough, you'll uncover many Collectables as you explore your surroundings. To view the Collectables you've found, select COLLECTABLES from the Single Player Menu. Collectables are the key to obtaining extra Energy Bubbles. For every four you find, you will earn one Energy Bubble.

## COMBAT

As a card-carrying member of the B.P.R.D., it is your job to protect the world from the occult, paranormal, and supernatural. Even with your enhanced talents and the Right Hand of Doom, nothing can quite prepare you for the missions on which you are about to embark. However, there are some basics that you can adhere to that may ultimately mean the difference between victory and defeat. Take a few minutes to study up before heading out into the field.

## ATTACKS

Your Right Hand of Doom can be very handy when battling against Nazis, werewolves, killer frogs, nasty witches, and other supernatural freaks. However, it's going to take more than just repeated pummeling to successfully send these fiends to meet their maker. Learning how to utilize



your powerful attacks is the key to survival. To execute a Quick Smash attack, press **□**. To execute a Heavy Hit attack, press **△**. To execute Booming attacks, you must first charge up The Right Hand of Doom by holding **△**. You can also execute a damaging Slam attack by pressing **△** and then **○** together; however, this move will deplete one Energy Bubble from the Doom Meter. If you do not have at least one full Bubble, you will not be able to perform this attack.

### ADVANCED COMBO ATTACKS

By linking together Quick Smash, Heavy Hit, and Booming attacks, you can perform a variety of advanced combo moves capable of unleashing massive damage upon your foes. The complete combo list is as follows:

- 360 Hook ..... **△**
- Backhand Knockback ..... **□**, **△**
- Whack Smack ..... **△**, **□**
- Triple Windup ..... **□**, **□**, **□**
- Gut Punch Skid ..... **□**, **△**, **□**
- Double Spin Smack ..... **△**, **□**, **□**
- Spinning Smack ..... **□**, **□**, **□**, **□**
- Reverse Smash ..... **△** (charge then release)
- Leaping Boom ..... any **△** (charge then release), **△**
- Leaping Smash ..... **□**, **△** (charge then release)
- Whirl Bam ..... **□**, **△** (charge then release), **□**



### HELLMODE

Once you have at least two full Bubbles of Energy, you can temporarily enter into Hellmode by simultaneously clicking down **L3** and **R3**. There are two kinds of Hellmode: HellFury and HellFire.

**HellFury:** Requires two Energy Bubbles and puts you into a blind rage, giving you even greater superhuman strength than before.

**HellFire:** Requires three or more Energy Bubbles and your Right Hand of Doom will temporarily burst into flames, increasing your strength and setting enemies alight.

Both HellFury and HellFire deplete your energy stores and will deactivate once you run out. You can also manually disengage Hellmode by clicking down **L3** and **R3** a second time.



### GRAPPLE

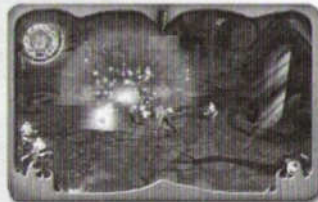
You can grab and grapple most enemies with your Right Hand of Doom. To grapple someone or something, approach it and press **R2**. Small enemies, such as Babinis, can be instantly grappled. Large enemies, such as werewolves, must first be stunned or near death before they can be grappled. A vulnerable enemy will pulse grey while they can be grabbed. Once an enemy has been grappled, you can perform a variety of actions:

**B.P.R.D. Data:** When you target an enemy, the Targeting Crosshairs show how many Energy Bubbles are required to perform a finishing move when grappling.

**Throw:** To throw a grappled enemy, use the right stick to aim the Targeting Crosshairs at the location or object you want to throw it at and then press **R2**.



**Slam:** To slam a grappled enemy to the ground, press **△**.



**Pummel:** To pummel a grappled enemy into submission, repeatedly tap **□**.



**Headbutt:** To headbutt a grappled enemy, hold **□**.



**Air-Slam:** To air-slam a grappled enemy, press **×** to launch your opponent into the air, then **△** when prompted to slam them back to the ground.



**B.P.R.D. Data:** Hellboy regains health by air-slaming a grappled enemy.

**Finishing Move:** To perform a devastating finishing move on a grappled enemy, press **○**. Finishing moves cost Energy and performing a finishing move will deplete your Energy Bubbles. Performing a finishing move on an armed opponent will relieve them of their weapon. Let's see what damage you can do now!



**Context Sensitive Attacks:** To defeat some of the larger enemies, you must grapple them and enter into a Context Sensitive Attack. When this happens, a series of button icons will appear over the enemy's head. Follow along and time and execute the corresponding button presses to bring down your foe.



**B.P.R.D. Data:** Enemies can be stunned with thrown objects and Energy-using strikes. A white beacon of light emanating from their bodies indicates they are in a stunned state.

## THROWING

Enemies and objects can be grabbed and then thrown into the scenery or at other enemies. To throw an enemy or object, first approach it and press **R2** to pick it up / grab it. Once you are holding on to it, use the right stick to aim the Targeting Crosshairs at your intended target and press **R2** a second time to send it flying through the air.



## WEAPONS

In addition to your Samaritan, you can improvise and use just about anything lying around in the environment as a weapon, as well as create some by busting up the scenery. Look for weapons, such as fence posts, wooden crates, candleholders, branches, the limbs of your foes, etc., wherever you go. To pick up a weapon, approach it and press **R2**. With weapon in hand, you can press **□** and **△** to strike at your enemies. Pressing **R2** a second time will throw the weapon.



## THE SAMARITAN

The Samaritan is your trusty firearm. This oversized, large caliber revolver can fire a variety of bullets from its chamber, each with varying effects. To fire the Samaritan, use the right stick to aim the Targeting Crosshairs at your target and then press **L2**.



**Weapon Select Menu:** Depending on the ammunition, the Samaritan's chamber holds different amounts. To equip a specific type of ammunition, press and hold **L1** to pull up the Weapon Select Menu and then use the left or right stick to select the ammo you want.



## SAMARITAN AMMO

There are nine different types of ammunition the Samaritan can fire — each has a different effect. Hellboy is very proud of the rounds he makes, and these are described below in his own words. This ammunition is **NOT** officially sanctioned by the B.P.R.D. Some ammo types can only be used in specific areas, as they only have an effect on enemies or objects in that mission.

**Heavy:** *Old faithful. 600 grains of dumb lead force. Not a stone fist, but pretty close.*

**Release:** *The lily grew first along the River Styx: Flowers of death that unbind and unmake.*

**Grenade:** *Pull trigger. Things explode. My kind of shooting.*

**Firefly:** *Magic fireflies to light magic lanterns. Is it wrong that this kind of makes sense?*

**Charge:** *An explosive round constructed from some kind of power core.*

**Splinter:** *A collection of holy relics and magical shrapnel. Just spray. Prayer included.*

**Salt:** *They don't turn into pillars, but if they're hit fast enough, it doesn't matter.*

**Ignite:** *Gross, but effective.*

**Crystal:** *A fused piece of tentacle-hurting crystal. Don't know why it works, but I don't care, either.*

## MULTIPLAYER

### COOPERATIVE PLAY



In addition to the Single Player game, you can also play through the adventure cooperatively with a friend, either on one system via splitscreen or online via the PLAYSTATION®Network. To play cooperatively, select MULTIPLAYER from the Main Menu.

**Note:** To play online, you must have a registered PLAYSTATION®Network account and a high-speed Internet connection as well as be signed in to the PLAYSTATION®Network to use this feature. For further information and set-up details, please refer to the PLAYSTATION®3 Instructional Manual.




### PLAYSTATION®Network

Select PLAYSTATION®Network to play cooperatively online over the Internet. Once connected, you will be taken to the B.P.R.D. Lobby Menu. From here, you can select QUICK MATCH, CUSTOM MATCH, CREATE MATCH, and ACCEPT INVITE.

**Quick Match:** Select QUICK MATCH to have the computer quickly find a match for you to join. The person you are playing with, chapter, and level will be predetermined.

**Custom Match:** Select CUSTOM MATCH to play online with a specific friend or browse the Sessions List to find a player that matches your playing style and skill level. While in the Custom Match Lobby, you can press  to refresh the Sessions List and  to view a highlighted player's information.

**Create Match:** Select CREATE MATCH to host your own game. Choose from two different options: PUBLIC and PRIVATE.

- **Public:** Create a game where anyone can join. Once you select this option, you will be taken to the Hellboy Lobby where you can then select to start a NEW GAME, CONTINUE your saved game, select from an unlocked level and chapter by choosing CHAPTER SELECT, or play levels gained from the PlayStation Store in the DOWNLOADS. Select an option, then press  to ready up or  to back out and return to the previous menu. As soon as another player joins your game and also readies up, the match will begin.
- **Private:** Create a private game that only your invited friends can join. As with Public matches, you still can select a new game or choose to continue / load a previously played level. To invite a friend, press  and use the on-screen keyboard to type in their PlayStation ID.



**Accept Invite:** When you are invited to join a match, select ACCEPT INVITE to accept the invitation and be taken to the Hellboy Lobby / Staging Area.

### SPLITSCREEN

Select SPLITSCREEN to play cooperatively with a friend on one PLAYSTATION®3 system. Player 1 will always be Hellboy and can select to start a NEW GAME, CONTINUE a saved game, or select from an unlocked chapter by choosing CHAPTER SELECT. Player 2 can select from a list of other characters, including Abe Sapien and Liz Sherman, by pressing the directional buttons ← and →. At the Staging Area, when both players press X to ready up, the game will begin.



## B.P.R.D. INTERNAL FILES

### HELLBOY

Summoned from the depths of Hell during the time of the second World War, Hellboy was adopted by the B.P.R.D. and now fights all things paranormal or evil.

The circumstances of his original summoning have something to do with his overly large, powerful right hand — the Right Hand of Doom. It is marked with runes and is impervious to damage.

### WEAPONS

**Right Hand of Doom:** A legacy of Hellboy's origin, his right hand is made of red-colored stone, is effectively invulnerable, and feels no pain. It is purported to be the key to open the Pit of Hell, and it is the catalyst of Armageddon.

**The Samaritan:** Given to Hellboy by the Torch of Liberty, the Samaritan is an oversized hand-cannon that delivers a powerful blast.

### MELEE ABILITIES

**Brawling Attacks:** Hellboy delivers no-nonsense, hard-hitting punches.

**Devastating Combos:** Hellboy can combine heavy-hitting moves that can knock an enemy head over heels.

### GRABS AND THROWS

**Directional Throws:** Hellboy can toss his enemy into environmental objects or other enemies.

### SPECIAL ABILITIES

**Fire Invulnerability:** Hellboy is invulnerable to fire.

**Superhuman Strength:** Hellboy can pick up and throw large objects and take a pummeling without so much as a scratch.

**Grappling:** Hellboy's strength allows him to grapple the largest of enemies as long as they are stunned.



## ABE SAPIEN

Abe was found in a water-filled tube in a Washington, D.C., hospital. His last name comes from a piece of paper attached to the tube, labeling him as an "Ichthyo sapien." His first name is from the paper, which came out the day of Abraham Lincoln's assassination (April 14, 1865).

### WEAPONS

**Bare Hands:** On land, Abe is a formidable hand-to-hand combatant. Of the B.P.R.D. team members, he is the most lithe and athletic.

**9mm Automatic Pistol:** Abe is also a brilliant marksman and can quickly shoot down his foes with his rapid-fire blasts.

### MELEE ABILITY

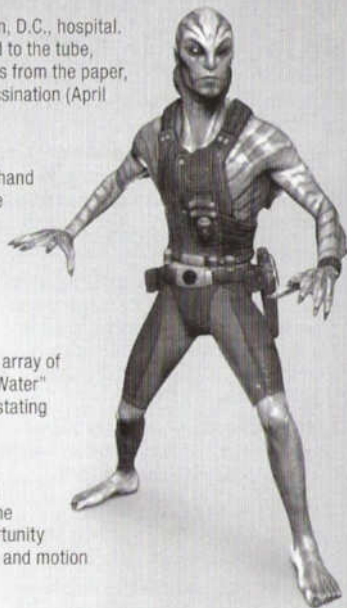
**The Way of the Water:** Abe draws upon a fantastic array of martial arts moves — from his unique "Way of the Water" combat style. He can dispatch enemies with a devastating combination of kicks.

### GRABS AND THROWS

**Grab and Toss:** Unlike Hellboy, Abe cannot grapple with most enemies. Instead, he grabs them above the shoulders with both hands, opening up a brief opportunity to throw them forward or backward, using his mass and motion as leverage.

### SPECIAL ABILITY

**Combat Speed:** Abe relies on his speed to do damage, with the ability to land multiple blows in quick succession. His standard attacks cover much greater ground than Hellboy; this allows him to reach enemies faster than others can.



## LIZ SHERMAN

Born in Kansas City, KS, on April 15, 1962, Liz was a typical child until her pyrokinetic abilities began to manifest themselves around her eleventh birthday. An accidental eruption of her powers took the lives of her family and destroyed an entire city block. According to our records, her last uncontrolled manifestation took place on July 4, 1984.

### WEAPON

**Pyrokinetics:** Liz's strength is her mind powers, which result in pyrokinetic ranged combat blasts. She has neither the agility nor stamina of Hellboy but can powerfully affect enemies at a distance with fireball-like projectiles shot from her right hand.

### MELEE ABILITY

**Flame Attack:** Liz's single melee ability is a pulsing flame attack, which can rip through and knock back enemies at great distances with its blast radius.

### GRABS AND THROWS

**Fireball Blitz:** Liz can encase enemies in a ball of flame to grab them. She has a much greater grabbing range than the other B.P.R.D. members and is able to throw the enemy once they have been grabbed.

### SPECIAL ABILITY

**Pyro Manipulation:** Liz can pick up items and weapons with her ball of flame and fling them at enemies by using her pyrokinetic abilities.



\*\*\* CLASSIFIED \*\*\*

**B.P.R.D. Data:** Rumors abound of an unidentified agent that may be able to join Hellboy on his adventures.

*This data is classified. The Bureau will need to assess your security clearance before more information can be revealed.*

## CREDITS

### KONAMI DIGITAL ENTERTAINMENT

**Chairman & CEO**  
Kazumi Kitaura

**Executive Vice President**  
Shinji Hirano

**V.P. of Production**  
Brian Christian

**Producer**  
Paul Armatta

**QA Manager**  
Mike Klug

**QA Project Lead**  
Adam Tapio

**QA Lead**  
Lu Pearl

**V.P. of Licensing and Business Development**  
Careen Yapp

**Associate Director of Music Licensing**  
Michael Rajna

**V.P. of Compliance**  
Mari Tasaki

**Contract Administrator**  
Kevin Ralily

**V.P. of Marketing**  
Anthony Crouts

**Director of Marketing**  
Rozita Tolouey

**Senior Product Manager**  
Lauren Faccidome

**Associate Product Manager**  
Mondona Akhavan

**Assistant Manager of Product Support**  
Kensaku Nakata

**V.P. of Operations**  
Todd Koniares

**Director of Production Planning**  
Erik Blondo

**Production Planning Assistant**  
Hank Cho

**IT Director**  
Tony Rodriguez

**IT Manager**  
Sidney Oshiro

**Network Specialist**  
Jay Groves

**Sr. Accounting Manager**  
Yoriko Hasegawa

**Royalty Manager**  
Yuki Furukawa

### Special Thanks

Mike Mignola, Guillermo del Toro

**Konami Digital Entertainment** - Theresa Bottenhorn, Manny Charquialat, Tin Nguyen, Alex Sam, Daniel Tyrreil, Shawn Green, Kirby Fong, Mike Mchale, Keith Matejka, Jason Ray, Andi Gotard

**Starz Media** - Ferrell McDonald, Julie Cartwright, Margo Zimmerman, Laura Jerome

### KROME STUDIOS

**Chief Executive Officer**  
Robert Walsh

**Creative Director**  
Steve Stamatiadis

**Studio Manager**  
Andy Green

**Executive Producers**  
Robert Walsh, Andy Green

**Producers**  
John Whiston, Kevin Burfitt, Clara Reeves

**Production Assistant**  
Richard Foster

### Game Design

**Designers**  
Graham Rigby, Jess Sterzl

**Additional Design**  
Richard Foster

### Programming

**Multiplayer Programmers**  
Ross Curry, Michael Szweczyk (Halfbrick Studios)

**Additional Programming**  
Paul McNab (Halfbrick Studios), Paul Deering (Halfbrick Studios)

### Art Team

**Concept Art**  
Jeremy Love, Christian Ronquillo, Min Yum

**Environment Art**  
Jody Kruger, Garth Midgley

**Prop Art**  
Jun Matsuo

**Cutscene Direction**  
Kyuji Kawase

**Animation**  
Brodie McCrossin (The People's Republic of Animation)

**Level Design**

**Level Designer**  
Trevor Watson

## Sound

**Lead Sound Designer**  
George Stamatiadis

**Sound Designers**  
Cedar Jones, Marshall Parker

**Additional Sound Design**  
Jamie Campbell, Peter Wayne, Anne-Marie Weber

## Merkury Engine & Tools

**Lead Engine Programmers**  
Dave Pevreal, Glenn Watson

**Engine Programmers**  
Manu Evans, Tony Ball, David Ely, Barry Jones, Daniel Krenn, Anthony Wigan, Andrew Stunell, Dr. Mike Cooper, Philip Mayes, Myles Abbott

**Tools Programmers**  
Zac Congo, Jonathan Lawrence

**Technical Artist**  
Robert Butterworth

## Quality Assurance

**QA Managers**  
Todd Hutchinson, Scott Savage

**QA Project Leads**  
Glenn Cottrell, Peter Miller, Lawrence Ritchie

**QA Nightshift Supervisor**  
Timothy Dansie

**QA Staff**  
John Adamson, Steven Adamson, Daniel Boase, Vitaly Budovskii, David Burns, Clifford Chiew, Nicholas Court, Julian Cram, Tyrone Curwen, Daniel Dahl, Iain Dalrymple, Joshua Davey, Ryan Davidson, Sean Davidson, Stephen Elencovskii, Clinton Evans, Cade Franklin, David Higgins, Wade Higgins, Joshua Holland, Craig Hughes, Shayne Johnson, Stephen Jude, Kelly Krenn, Raymond Lam, Jorge Lay, Khuong Le, Robert Lever, David Levy, Peter Meikiejohn, Leigh Miller, Thom Mortimer, Adrian Parker, Ben Pearce, Tyson Peltz, Mark Riley, Justin Roberts-Thomson, Steven Robley, Ariel Shaw, John Stavropoulos, Michael Tornabene, William Tran, Glen van den Bergen, Brendon Vince, Steve Wenham, Peter Williams

## Administration

**Office Manager**  
Marcia Watson

**Human Resources Manager**  
Gillian Statham

**Human Resources**  
Emma Scrimshaw

**Public Relations**  
Natasha Dar, Erica Hutton, ONE PR Studio LLC

**Outsource Manager**  
Alessandra Sainy

**Office Assistants**  
Elizabeth Ballantyne, Catherine Chapman, Catherine Doyle, Charley Le, David Peck, Natasha Richards, Alise Thomas, Alexandra Wilson

## Technical Support

**Technical Support Manager**  
Jason Muir

**Technical Support**  
Rodney Beahan, Luke Bennett, Spyro Polymiadis, Daniel Rogers, Jane Subat, Barry Tee, Josh Clayton, Geoff Despott

## Focus Testing

Brad Burns, Brian Canning, Brent Hurst, Karina Whiston

## Special Thanks

Ludovic Le Camus, Ulf Dahl, Glen Harris, Jake Hempson, Shane Lontis, Stuart MacKenzie, Kevin McGrath, Chris Palu, Kev Harrison. Extra special thanks to all of our partners, families & friends for their support & patience.

## Welcome to the World

Lauren Ball, Charli Green, Thomas MacKenzie, Ashley McGrath, Owen J Pevreal

## BIG ANT STUDIOS

**CEO**  
Ross Symons

**Studio Manager**  
Warren Spence

**Producer**  
John Szoke

**Lead Programmer**  
William Dennis

**Programmers**  
Thomas Harvey, James Macras, Jarrod Moldrich, Clinton Shepherd, Adam Foreman

**AI Programming**  
Joshua Jordan

**Lead Artist**  
Andrew Gillard

**Technical Lead**  
Ben Millwood

**Level Designers**  
Matt Hall, Ben Kosmina, Jared Lambert

**Senior Artist**  
Ben Jackson

**Art Team**  
Rita Cavanagh, Anthony Fordham, Adam Lane, Daniel Hoult, Daniel Riddle, Iain Robertson, Jacob Thomas

**Special Effects**  
Kieran Ogden-Brunell

**Lead Animators**  
Gabe Fekete, Brooke Luder, Chandra Ung

**Animators**  
Dan Armstrong, Mark Foster, Martin Nreki, Tony Norman

**QA**  
Tristan Young

**Special Thanks**  
Gina Anastasopoulos, Kirsty Barton, Tegan Brain, Dylan Bray, Toni Dastie, Alison Coker, Chris Concepcion, Frank Colautti, Courtney Gerrett, Bethany Margaret Hendel, Shinhya Kim, Pauline Lane, Angekaphal Lun, Antony Symons, Natalie Symons, Dale Trezise, Neil Trezise

## CAST

**Hellboy**  
Ron Pertman

**Liz Sherman**  
Selma Blair

**Abe Sapien**  
Doug Jones

**Hermann von Klempt**  
Jurgen Prochnow

**Classified**  
Bruce Campbell

## AUDIO & VIDEO PRODUCTION

**Voice Over Direction #**  
Guillermo del Toro

**Story and Script Direction**  
Guillermo del Toro, Mike Mignola

**Video Production**  
Gregg Champion, Jeff Parker

**Video Editing**  
Aaron Fischer, Sirr Less, Vadan Less

## BLINDLIGHT

**Casting Director**  
Dawn Hershey, C.S.A.

**VO Producer**  
Alexandra Dennis

**Production Coordinator**  
Dave Lieber

**Voice Directors**  
Lisa Schaffer, Wes Gleason

**Recording Engineers and Dialog Editors**  
J. David Atherton, Harrison Deutsch

**Script Supervisor**  
Jeffrey Parker

## MANHATTAN TRANSFER MIAMI

**Scheduling Manager**  
Robert Corb

**Audio Engineer**  
Ricardo Bigal

**Audio Assist**  
Nilli Cimand

## MUSIC

**Music by**  
Christopher Drake  
Based on the original score by Marco Beltrami

## REVOLUTION STUDIOS

Scott Hemming

## LAWRENCE GORDON PRODUCTIONS

Lawrence Gordon  
Lloyd Levin

## DARK HORSE COMICS

Mike Richardson  
Nick McWhorter  
Eric Wiler  
Tony Ong  
Cary Grazzini

## JEA

Rick Privman  
Yumiko Miyano

## BABEL MEDIA

**QA Manager**  
Eric Audette

**Project Manager**  
Costas Pexos

**Localization Project Manager**  
Garry Mullett

**Quality Assurance Coordinator**  
Tim Jahn

### Functionality Testers

Chris Landry, Adam Djourian, Alex-André Benoit, Dmitri Kanashenko, Guillaume Langlois, Kevin Pasztor, David St-Georges

### Localization Testers

Nicolas Martinez, Marco Pozzato, Norbert van Cleve, Tanya Vera

### Translators

France: Yann Lahellec, Germany: Hans Brechtel, Italy: Christina Antoniou, Spain: Natalia Brines-Moya

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