

N I G H T M A R E

CREATURE  
II



# NIGHTMARE CREATURES II

## Game Overview



- *Working title :* **Nightmare Creatures II**
- *Genre :* **Horror Action- Adventure Game**
- *Platforms :* **Playstation and Dreamcast**
- *Release date :* **Spring' 2000**
- *Main target audience :* **15-35 years old male gamers**
- *Number of player :* **1**
- *Development :* **Kalisto Entertainment**
- *Publisher :* **Universal Studio**
- *Distributor :* **Konami**

# Game assets & characteristics



The nightmare continues... After pursuing Adam Crowley in the London of 1834, Nightmare Creatures 2 puts you back on the trail of this demonic scientist one century later, in 1934.

Nightmare Creatures 2 isn't just offering a sequel, but rather an extension of the Nightmare Creatures experience in an entirely new 3-D universe where action and combat are the only responses to the fear that is instilled in the player.

Without detracting from the fast-flowing and violent combat of Nightmare Creatures, the game offers, in addition, an exploratory element that enables a more in-depth development and a better evolution of the characters in a complex scenario.



# Game Promise



- Nightmare Creatures II is a seriously **scary** experience which the player will **survive** only through **fast, accurate** and **furious fighting**.
- It's is a **bloody** and **scary** game of varied **actions, situations and exploration** entirely in 3D and designed to inspire fear in the player.
- Nightmare Creatures II contains **more action than Nightmare Creatures 1** with new fighting techniques, special moves & bonuses against one or many opponents at the same time.
- Seriously **frightening monsters** in a **gory** and particularly **tense** and dark **atmosphere** that will stress the player through the levels.





# Lethal Hero

- Wallace

Wallace was a young dandy, well known for his escapades in London nightlife. He was attracted by esotericism and the supernatural. He mixed with various occult groups before being noticed by the Circle. In Herbert, they saw a promising agent.

Wallace was filled with enthusiasm for his new life and teamed up with his old friend Havensmith. During one of their missions, the two accomplices discovered a branch of the Brotherhood of Hecate working towards Crowley's return. The mission was an utter failure and Wallace was taken prisoner. Declared missing, he was in fact kept by Crowley and used for his experiments. After a spectacular escape, Wallace was found roaming the streets of London and placed in a psychiatric hospital.

When the game begins, You control Wallace escaping through the hospital, aiming to the laboratory where Crowley tortured him. Driven by his thirst for revenge, Wallace is a double-edged weapon whose reactions are hard to anticipate.



# Adam Crowley

Born in London in 1635, Adam Crowley was a brilliant scientist, a doctor of medicine and a specialist of natural sciences. Bestowed with an ingenious mind, Crowley had unfortunately neither scruples nor the slightest sense of morality.

Indeed, the wicked mastermind was prepared to do anything in order to successfully carry out his experiments - he didn't care whether his guinea pigs are human or otherwise.

*Always looking to further his knowledge, Crowley came to be interested in black magic. Thanks to his potions that provided him with supernatural longevity, the sorcerer travelled for several decades to perfect his new art. Crowley was obsessed by the quest for immortality and absolute power and took control of the Brotherhood of Hecate, which he transformed into a secret network of submissive servitors.*

*Crowley, sensing his hour of glory approaching, attempted to accomplish his supreme act in London in 1834. His attempt was a failure, despite the chaos that was spreading in the streets of the British capital.*

However, that night, the demented sorcerer discovered the existence of a nightmare creature older than humanity itself.

*Despite his failure, Crowley understood that the key to his success lay in his union with this creature. Physically weakened, the sorcerer thus used the following decades to perfect his knowledge of the Entity with which he hoped to become one, in order to impose his reign on an Earth immersed in a new age of gloom.*

*One century following the events of Nightmare Creatures, Crowley is ready to put his infernal plan into action...*





# History (1/2)

## The Circle

**Ignatius Blackward** and **Nadia Fransiscus** founded the Circle in the years following their victory against Crowley (1834), a secret society with the aim of protecting mankind from malevolent supernatural forces. Ignatius and Nadia, fully aware that Crowley was only the tip of a terrifying iceberg, established the Circle to recruit new companions and prepare for another unavoidable fight.

Unfortunately, one century later, although the Circle had acquired a great deal of knowledge and numerous magic objects that would serve them in their fight against the likes of Crowley, it lost its initial aim with the passing years. When Crowley reappeared, the Circle was merely the shadow of its former self, on the point of suffering yet another violent attack.

A hundred years after his defeat in London, Adam Crowley is back. The sorcerer spent one whole century regaining his strength and is now preparing his masterpiece: to call up an ancestral entity of terrifying power in order to merge with it. If Crowley succeeds, he will finally be immortal and be able to impose his reign on Earth! With the aid of his Emissaries, creatures that are part of the Devourer, he plans to carry out a powerful ritual that will allow the entity to manifest itself.

One of the elements that is essential for this operation is a powerful magic artefact. However, this artefact is actually in the hands of the Circle, a secret organisation founded by Ignatius Blackward and Nadia Fransiscus.

So, Crowley decides to attack them first. The sorcerer massacres his enemies and steals the famous Glyph, thereby killing two birds with one stone. Unfortunately for Crowley, Ignatius' and Nadia's spiritual descendants have not played their last card. Wallace, prisoner of the asylum, escaped the massacre and is now the one to stop Crowley from accomplishing his crazy plan.

During his escape, he must find Crowley's laboratory in London.



## History (2/2)

Unfortunately, Crowley is no longer there, but can be tracked down to the Chateau of Dreadnok on the coast. The sorcerer took refuge in the chateau before the attack and while there, discovered how to control the Emissaries by excavating a temple buried under the sea. Before continuing the pursuit of Crowley, the hero comes across one of these Emissaries for the first time ever, in the midst of a sacrificial ceremony.

Once he kills the beast, the hero hurries to Paris in pursuit of Crowley who has gone to carry out some infernal plan.

On the Master of the Circle's advice, the hero tries to contact a Parisian member of the Circle called Roulland. Roulland, however, is also on Crowley's tracks because of an experiment to spread Chaos across the City of Light. While looking for Roulland, the hero goes to the Botanical Gardens in the Père-Lachaise cemetery. The quest leads him to learn that Crowley is trying to muster energy in order to call up an entity and that there are three Emissaries that are heading the operation. Aware of the danger, the hero rushes into the catacombs where another sacrifice is being prepared that he yet again manages to interrupt. However, the Emissary is even tougher this time and a chase ensues that ends at the top of the Eiffel Tower.