

NEW SKILLS – KURTIS controls for psychic abilities.

Kurtis' PSYCHIC STRENGTH bar is different from the general health bar. When he invokes his psychic strength or farsee ability a set portion of the bar (one quarter?) is highlighted and then runs out. If the ability is invoked again another portion is highlighted and lost.

**1/ PS2 - PSYCHIC STRENGTH**

THINKING - (KPS.1) 'This thing won't budge. I'll use a psychic boost.'

INSTRUCTION – (KPS.1x) AFTERWARDS – 'Phew! That always drains me.'

(KPS.1a) Stand next to the door and select my 'psychic Strength' from the inventory.

(KPS.1b) Then press 'action'.

**PC - PSYCHIC STRENGTH**

THINKING - (KPS.1) 'This thing won't budge. I'll use a psychic boost.'

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(KPS.1b) Then press 'action'.

**2/ PS2 - PSYCHIC JUMP BOOST**

THINKING - (KPS.2) 'That gap's too far. I need to boost my jump.'

INSTRUCTION – (KPS.2a) To clear this gap run at the edge and press the 'jump' button.

(KPS.2b) At the apex of the jump press the 'jump' button again.

**PC - PSYCHIC JUMP BOOST**

THINKING - (KPS.2) 'That gap's too far. I need to boost my jump.'

INSTRUCTION – (KPC.2a) To clear this gap run at the edge and press the 'jump' key.

(KPC.2b) At the apex of the jump press the 'jump' key again.

**3/ PS2 - FARSEEING**

THINKING - (KPS.3) 'I need to see beyond this door.'

INSTRUCTION – (KPS.3a) Select my Farsee ability from the inventory.

(KPS.3b) Move my mind's eye forward by holding the 'jump' button.

(KPS.3c) Steer by using the left analogue.

**PC - FARSEEING**

THINKING - (KPS.3) 'I need to see beyond this door.'

INSTRUCTION – (KPS.3a) Select my Farsee ability from the inventory.

(KPC.3b) Move my mind's eye forward by holding the 'jump' key.

(KPC.3c) Steer by using the directional keys.

**4/ PS2 - PSYCHIC SIGHT**

THINKING - (KPS.4) 'It's too dark in here. I need to boost my sight.'  
 INSTRUCTION – (KPS.4a) To use my psychic sight select it from the inventory.

**PC - PSYCHIC SIGHT**

THINKING - (KPS.4) 'It's too dark in here. I need to boost my sight.'  
 INSTRUCTION – (KPS.4a) To use my psychic sight select it from the inventory.

**5/ PS2 - BLADE WEAPON**

THINKING - (KPS.5) 'Let's finish this quickly. Blade!'  
 INSTRUCTION – (KPS.5a) Select the Blade from the inventory.  
 (KPS.5b) Then Press the 'combat' button.  
 (KPS.5c) To throw the Blade press the 'trigger' button.  
 (KPS.5d) For multiple targets hold down the 'trigger' button then select each target as it appears.  
 (KPS.5e) Release the 'trigger' button to throw the homing Blade.

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 (KPC.5e) Release the 'trigger' key to throw the homing Blade.

**6/ PS2 - PSYCHIC ABSORPTION**

THINKING - (KPS.6) 'The strength of my enemies' empowers me.'  
 INSTRUCTION – (KPS.6a) To absorb an enemy's strength press and hold 'action'.  
 (KPS.6b) My psychic strength is increased.

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