

KONAMI

APOCALYPTICA



Konami Digital Entertainment - America
1400 Bridge Parkway, Redwood City, CA 94065

2344510

USER MANUAL

LIMITED WARRANTY

The use of this product is governed by the terms of an end user license agreement that you must accept before you can use the product. If you do not agree with the end user license agreement, you should immediately return the product with your sales receipt to 4247 S. Minnewawa Ave, Fresno, CA 93725-9345 for a refund of your purchase price.

WARRANTY & CUSTOMER SUPPORT

"Limited Warranty. Konami expressly disclaims any warranty for the Program and Manual(s). The Program and Manual(s) are provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or noninfringement. The entire risk arising out of use or performance of the Program and Manual(s) remains with the User; however Konami warrants up to and including ninety (90) days from the date of your purchase of the Program that the media containing the Program shall be free from defects in material and workmanship. In the event that the media proves to be defective during that time period, and upon presentation to Konami of proof of purchase of the defective Program, Konami will at its option 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental damages, so the above limitations may not apply to you."

C/O Vivendi Universal Games, Inc.
4247 S. Minnewawa Ave., Fresno, CA 93725-9345

Technical Support
310-649-8038
Monday – Friday, 8:00AM – 4:45PM PST
FAX: 310-258-0755
<http://support.vugames.com>

Customer Service
310-649-8028
Monday – Friday, 8:00AM – 4:00PM PST
FAX: 310-258-0744



This product contains software technology licensed from GameSpy Industries, ©1999-2003 GameSpy Industries, Inc. All rights reserved.

© 2004 KONAMI CORPORATION & Extreme FX. All rights reserved. "Apocalyptic" and "KONAMI" are either trademarks or registered trademarks of KONAMI CORPORATION. DirectSound, DirectX, Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. AMD and AMD Athlon are trademarks or registered trademarks of Advanced Micro Devices, Inc. Intel and Pentium are registered trademarks of Intel Corporation and its subsidiaries in the United States and other countries. NVIDIA and GeForce are registered trademarks or trademarks of NVIDIA Corporation in the United States and/or other countries. Sound Blaster and Live! are trademarks or registered trademarks of Creative Technology Ltd. Other company and product names may be trademarks or registered trademarks of the respective owners with which they are associated.

CONTENTS

STORY	2
SYSTEM REQUIREMENTS	4
INSTALLATION	5

I. THE GAME

SINGLE PLAYER	8
OPTIONS	8
VIDEO	8
AUDIO	9
CONTROLS	10
GAME	11
LOADOUT	12
MELEE COMBO MOVES	13
COMMAND MENU	13
PLAYER SET-UP	14
GAME VIEW & HUD	15
MULTIPLAYER	16

II. CHARACTERS

THE PUNS	20
THE TEMPLARS	22
THE SERAPHS	24
ROBOTS	26
ENEMIES	28
THE BLACK KNIGHTS	28
THE VAMPS	30
THE RIPPER DRÖIDS	31
THE WRAITHS	32
OTHER CHARACTERS	34

III. WEAPONRY & EQUIPMENT

GUNS	38
MELEE WEAPONS	40
FAITH POWERS	41
HINTS, TIPS & TECHNIQUES	43
CREDITS	44
TECHNICAL SUPPORT	44

STORY

“There was once a planet called Earth. The inhabitants were sick with greed and lust and violence. They spurned that which had created them (many doubted such a thing even existed) and worshipped only debauchery and things of transience. Blindly they writhed in the filth of their own making, believing themselves important and above reproach.



And then came the fire and The Angels. Their world heaved and split and boiled. Demons, manifestations of their sins, crawled out from their holes and began to feed. The Angels fought them – and for every blow a tidal wave ensued, a volcano erupted, an earthquake ravaged the land. And Satan walked the Earth.”

“Who will save us?” wailed the people. “Are our cries in vain?” And yes, their cries were in vain, for the ones who

could save them were gone. Those that still believed, the pure, the holy – they had all left. The Lord had warned them of the end that was near and with the help of The Angels, great Arks were built, silver ships that would take The Faithful to new promised worlds.

War wracked the Earth. The sky turned dark with Angels, the ground scorched black with the blood of demons. And, in time, Satan was destroyed. But so was Humanity.

The Faithful meanwhile, journeyed through the void seeking the promised worlds. Generation begot generation, each swearing that mankind must never suffer again as they had before. Centuries passed

and slowly, slowly, new homes were found, new colonies established.

The Faithful multiplied, generations dedicated to peace and building, their resolve unflinching. But, in time, cracks began to appear. Petty feuds and rivalries grew into wars and hatred. Civil wars broke out and whole systems attacked each other. And on Earth, something was reborn...



And then it happened. The forces of evil announced themselves with the blood and souls of a hundred hundred worlds. Satan had returned – though now reborn as Neo-Satan – and he was intent upon dominion.

And now... now we are desperate. Only a handful of worlds remain uncorrupted. The capital world, Nehemiah Major, last bastion of humanity, is under siege and if this falls we are truly doomed. But, even in this darkest of hours, there is hope yet... A new breed of soldiers has been created. Their DNA taken from our most holy of saints, armed with the most advanced equipment. Against all odds, against all reason, they must find a way to turn the tide of war.

And perhaps there is hope yet. Archduke Sarubac, one of Hell's highest ranking Daemons, and a key player in the enemy's strategy, is overseeing the evacuation of their troops from Jerusalem V, a largely



uninhabited world recently captured, to help in the assault on Nehemiah Major. It would be a severe blow to Neo-Satan's war effort if he were to be eliminated. We do not have enough troops for an all-out assault, but a small skilled force may be able to infiltrate and assassinate him and buy us some more time to pull our troops back to defend Nehemiah Major.”

‘AND HE LAID HOLD ON THE DRAGON, THAT OLD SERPENT, WHICH IS THE DEVIL, AND SATAN, AND BOUND HIM A THOUSAND YEARS’

REVELATION 20:2

SYSTEM REQUIREMENTS

Minimum:

Intel® Pentium® III 800MHz or equivalent
 128MB RAM
 NVIDIA® GeForce™ 2 , ATI® RADEON™ 8500/9100 or higher Graphics Card
 Microsoft® DirectSound®8 compatible Sound Card
 1.2 GB free HD Space
 4x CD-ROM Drive
 Microsoft® Windows® 98/ME/2000/XP

Recommended:

AMD Athlon™ 1.2GHz or Intel® Pentium® IV 1.3GHz or higher
 256MB RAM
 64MB NVIDIA® GeForce™ 4 or higher Graphics Card
 Creative™ Sound Blaster Live!™
 Dual Analog Joypad
 For the best online multiplayer gaming experience,
 a broadband Internet connection is required.



INSTALLATION

1. Place the Apocalyptica CD-ROM into your CD-ROM drive.
2. A window should appear shortly, giving you the option of installing the game. If the game has already been installed, the 'Install' button will be greyed out and you will then have the option of pressing 'Play' to play the game. Upon pressing 'Install', the installation program will be launched. Please go to step 5.
3. If the initial installation screen does not appear or if auto play is disabled, double-click on My Computer, and then double-click on the icon for your CD-ROM drive.
4. Locate and double-click 'SETUPEXE'
5. Follow the on-screen instructions to install the game.



ΑΠΟΚΑΛΥΠΤΙΚΑ



I

THE GAME



SINGLE PLAYER

Select this to start the single player campaign and enter the world of Apocalyptic.

New game – Choose this option to create a new game. You will then enter the character select screen to pick which character you will play as – Nun, Robot, Seraph or Templar – each of which has different abilities, weapons, play styles and skills (see the Characters section for more details).

Load game – Your progress is automatically saved when you successfully complete a mission. Select this option to continue your game.

Delete game – This option allows you to remove any unwanted saved games from your hard drive.



OPTIONS

This will take you to the Options screen where you can access the player select screen to view and change your character, configure the controls, adjust the video set-up and adjust the sound set-up.



VIDEO

From this screen, you're able to change rendering settings. For maximum detail, turn on all options and set variable options to their highest settings. For more modest computers, options can be tailored to your taste, as turning off some things will enable the game to run better and faster on older graphics cards. The options to be found are:

Texture Detail - This setting enables you to specify the level of texture detail you would like. The highest setting requires a lot of video RAM and should only be selected on newer cards with 64MB or greater. Medium setting is recommended for average graphics cards with 32MB. Lowest setting is recommended for graphics cards with less than 32MB.

Character Detail - This setting relates to how the characters will be rendered during game play, affecting

things such as the metallic shine on the Templar's armour. There are two settings, "low" and "normal". Normal should only be used with NVIDIA® GeForce™ 3 class graphics cards or greater. Low should be used for NVIDIA® GeForce™ 2 class graphics cards or lower.

Shadows - This setting enables shadows in the game. This option is recommended for graphics cards with 32MB or greater.

Dynamic Lighting - Enable this option for dynamic lights from weapons such as rockets, flaming swords etc to cast light on characters and the environment.

Light Flares - Enable this option to enable glares around lights for extra realism. This option is not recommended for low end CPUs.

Decals - Enable this option for visual effects such as blood splats and scorch marks on walls and floors. This option is recommended for most graphics cards.

Resolution - Use this to change the resolution the game runs in. Simply pick an enumerated video mode and upon starting a game, the resolution will be changed to the one picked. Looking at the location the modes are stored in, you will note that they are of the form "1024x768x32". This simply means that the mode is a 1024 horizontally by 768 vertically in 32-bit colours. On some graphics cards, 16-bit may be the only modes available and on some others 16 and 32-bit colour modes will be available. For modern hardware, 32-bit colour is recommended as visually, it is much superior to 16-bit colour.

Please note that the resolution only affects the game. The front end runs in its own resolution that doesn't change.

AUDIO

From this screen, you're able to change the volume of music and sound in game. For all settings, moving the slider towards the left will lower the volume, turning off the sound type if the slider is moved all the way to the left. Moving the slider to the right turns up the volume, to the maximum if the slider is moved all the way to the right. The options to be found are:

Music Volume – Altering this setting changes the volume of the music played during game play.

Main Volume – Altering this setting changes the volume of sounds effects played during game play. This applies to sounds such as gunshots, sword clangs etc.

Reverse stereo – Toggling this option allows you switch the output from your speakers.



CONTROLS

Looking at the bottom of the screen, you'll notice five buttons:

Look

Clicking this button will take you to the control customization screen for controls for Mouse Look. The mouse can be inverted here and the sensitivity of mouse movement can also be adjusted.

**Move**

Clicking this button will take you to the control customization screen for controls for moving around. Actions such as walking, turning left, turning right, moving forward, moving backward, ducking, jumping and strafing.

Shoot

Clicking this button will take you to the control customization screen for controls for shooting. Actions such as firing left, firing right, selecting previous gun, selecting next gun, selecting previous sword, selecting next sword, selecting previous spell, selecting next spell, and locking on.

Misc

Clicking this button will take you to the control customization for miscellaneous controls. Actions such as invoking the console, invoking the in game front-end and team chat.

The 'default controls' button here will return all control settings to their original configuration.

OK

Clicking this button will apply all control changes made to the game. These settings will be saved and can be changed at any time.

Default Controls

The default controls for Apocalyptica are as follows. These can be changed on the Controls screen.

Forward Up Arrow
 Step Back Down Arrow
 Left Left Arrow
 Right Right Arrow

Jump Num Pad 0
 Crouch Right Ctrl
 Walk Right Shift

Fire Gun Left Mouse Button
 Swing sword Right Mouse Button
 Block with sword Num Pad 1

Next Sword End
 Previous Sword Home

Next Gun Delete
 Previous Gun Insert

Next Spell Page Down
 Previous Spell Page Up

Lock onto an enemy Return
 Unlock from an enemy Num Pad 4

Team Chat Y
 Normal Chat T

Pause/In Game Menu Esc
 Show Mission Briefing F6
 Show Stats F4
 Suicide Num Pad 9
 Change Player C
 Screen Grab F9

Weapon Select Hold the Tab Key and use the pointer to select your weapons
 Command Menu Press the F7 Key followed by the corresponding number to issue orders

GAME

Pre-cache Items, Evil, Good and Sounds – Toggling these options off will speed up loading in a multiplayer game, but may cause occasional drops in performance.

LOADOUT

When you start a Single Player mission you will be presented with a loadout screen as you receive your mission objectives. Here you can select which teammates you wish to take with you, as well as what combination of weapons they and yourself have for that mission. You will only start with the basic loadout until you find more weapons throughout the levels – keep your eyes peeled for hidden weapons.

1. Mission briefing screen - here Arch Templar Samech and Matron Hierophant Asher will give you your mission briefings.
2. Mission briefing text - the mission briefing text will also appear here.
3. Class icons - these icons represent each class of available teammates – Templar, Nun, Robot and Seraph – as well as showing your character. Click on them to show the currently available teammates of that class, or to access your own loadout options.
4. Currently selected teammates - this icon shows the currently selected character. Click on the icon to cycle through currently available characters of that class.
5. Character traits – these are the traits and abilities of your currently selected character.



7. This is your character.

6. Loadout – this shows the loadout of the currently selected character. Click on the icon to cycle through available loadouts for that character class. Note that loadouts will only become available as more weapons are found throughout the game. Some weapons are hidden and may require some investigation to find.

MELEE COMBO MOVES

Various combo moves can be carried out by the combination of clicks and double-clicks used to swing your melee weapon, and also according to how you started your attack. Here are a few examples of combo moves – see what others you can discover and make for yourself:

Basic attack

Right Mouse Click,
Right Mouse Click,
Right Mouse Click A simple, but quick and effective set of attacks

Right Mouse Click,
Double Right Mouse Click,
Double Right Mouse Click A slightly slower but more damaging set of attacks

Block - Right Mouse Click A block followed by a fast counter-attack

Block - Double Right Mouse Click A block followed by a slower but more damaging counter-attack

COMMAND MENU

The Command menu allows you to issue orders and provide useful team information to aid in your fight against Neo-Satan. Naturally, your team members will assist in the completion of objectives, however a carefully placed order can help to swing the tide of battle!

Command Menu Structure:

The command menu will alter slightly depending upon the current objectives, but will always follow the same pattern. Press the Command key (default F7) followed by the number next to the command to give an order to either one or all of your teammates. The orders you can give are:

Solo orders the teammates to attempt objectives themselves when they get close to them

Stand Here orders the teammates to stay at that spot without moving

Guard Here ... orders the teammates to patrol that area

Follow Me orders the teammates to follow you wherever you go

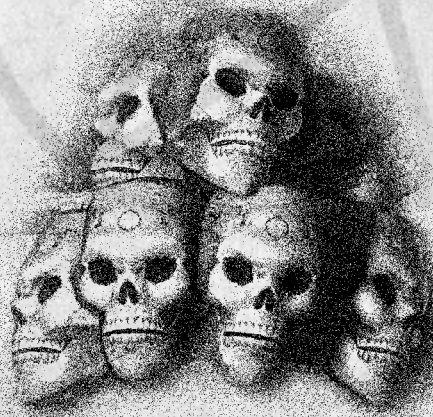


PLAYER SET-UP


Here you can select which character you will play as. Each class of character has its own strengths, weaknesses, advantages and disadvantages. For a more in-depth description of each character, see the Characters Section, Pg. 19.

Quit

This will quit the game.



GAME VIEW AND HUD

- 
1. Health Indicator - the amount of health or life the player has left - when this reaches 0 the character will die. Pressing fire will cause the player to respawn.
 2. The Compass - the compass can indicate the direction of several elements, the main one being the location of level objectives.
 3. Selected Weapon Icons - these show what weapons the character currently has selected. Single-handed guns are held in the left hand, single-handed melee weapons are carried in the right hand. Two-handed weapons, such as the Sword of Restoration, are carried in both hands and so both slots will reflect this. Some Faith Powers are one-handed and some are two-handed.
 4. Ammunition Indicator - this displays the amount of ammunition the character has for the currently selected firearm.
 5. Faith Indicator (Seraphs and Wraiths only) - this is an indication of how much energy the character has left. Using Faith Powers will drain some or all of this energy, though it will return over time.
 6. Mission Timer - some missions have a time limit for completion. This will count down and indicates how much time remains.
 7. Objective Markers - these indicate which objectives have been completed and by which team. Red and black markers indicate that the objective is uncompleted, or is in the hands of the enemy; blue and white show that the objective has been completed by the forces of The Ecclesiarchy.
 8. Stamina Indicator - this shows how much stamina the player has remaining. Stamina is drained by jumping and blocking but quickly refills over time.

MULTIPLAYER

This will take you to the multiplayer screen. Here you can choose to create a server, join a server and change your multiplayer options. There are several options here, including:

- Get New List Gets a list of available servers and shows what levels are being played, number of players, etc
- Refresh List Refreshes the current server list
- Source Query LAN or INTERNET connection for active games
- Status Shows an icon depicting whether a server is open or protected
- Direct Connect Connects directly to an active game server using an IP address and Password specified by the user
- Join Connects to an active game server selected from the list

Clicking on Create Server will take you to the Create Server screen where you can choose which level and what game type you wish to play. Game types include:

Capture the Flag - Two bases lie opposing each other, one occupied by Neo-Satan's forces, one in the hands of The Ecclesiarchy. The Good team must take the Evil flag to their base to score. Meanwhile the Evil team must take the Good flag back to their base. Note that you can only score while your own flag is in your own base. First team to reach the capture limit wins.

Deathmatch - Every man for himself.
Kill 'em. Kill 'em all.

Team Deathmatch - The Good team versus the Evil Team at its most basic level – just kill as many of the enemy as possible while working with your teammates.

Campaign - This plays, to some extent, like the Single Player game – the levels progress on in a sequential order according to the story. The only difference is that any of the teammate slots can be filled by human players.



Objective - An objective game has the same missions and objectives as the Single Player and Campaign levels, but is multiplayer only. One team plays as the Good side attempting to achieve the objectives, the other team plays as the Evil side attempting to stop them.

Other Create Server options:

- Set Password Set a password for your game so that only people who know it may join
- Min and Max players Set the minimum number of players that will play in your game.
If the number of human players falls below this number, the vacant slots will be taken up by computer controlled players
- Time Limit Set the time limit of the game
- Frag Limit The game ends when this number of kills has been reached by a player





II

CHARACTERS



'THROUGH ENVY OF THE DEVIL CAME
DEATH INTO THE WORLD. WISDOM OF SOLOMON 24

In Apocalyptica you play the part of a new type of soldier constructed and grown by the forces of humanity as a last desperate attempt to turn back the tide of invasion from the forces of Neo-Satan. Each are clones of heroes, saints and martyrs slain in the holy wars against The Black Regime, their DNA combined with that of the strongest, most agile, most devout soldiers. Their bodies are enhanced with cybernetic implants, their minds infused with all the holy combat knowledge learned from the wars against Neo-Satan's armies. Aboard the S.S. Ariziel are rows upon rows of clones of their bodies. In the event of their death their souls can be retrieved thanks to the aid of 'The Ressurector' – a recent development in soul restoral technology. Their souls can then be placed into one of these 'spare bodies' so that they can be teleported back into the fray and continue their holy work.

There are four classes of characters you can play in Apocalyptica, each with their own distinct abilities, weapons, strengths and weaknesses.

THE NUNS

One of the first ships to leave Earth before the Apocalypse was 'The Magdalene' – a convent ship containing mostly nuns of all orders, led by the Angel Adoranna of the Silver Wing. For eighty years, the ship traveled the voids of space looking for somewhere to settle, the nuns safely sleeping in suspended animation until an unknown, habitable world was found. A convent was built in the warmest region of this cold, bleak planet that they called 'Hope' and for a time they knew peace.

But the world was unknowingly inhabited by a race of cruel, cold, primitive creatures who ransacked the convent and slew all the helpless nuns. All except one, known as Sister Uriannah. While The Slitters, as this race came to be known, explored the conquered convent, Sister Uriannah single-handedly hunted down and slew every last one of the murdering creatures. Hiding in the ducts, skulking in the shadows, she utilized her exceptional speed to evade the slower beasts until all were dead.

For six months, she remained alone defending the convent until another ship landed, crammed with



more refugees seeking a home. Sister Uriannah vowed that the nuns should never be so vulnerable again and set up her own order – ones as devoted to combat as they were to The Lord and thus were reborn the nuns in the form they take now – fast, devout and deadly. They are nimble and agile and believe the best way to defeat an enemy is to be quicker and smarter than them. All nuns, to this day, have their DNA enhanced with that of Sister Uriannah herself and their training is based upon her teachings.

Sister Celeste



Sister Celeste originally came from The Order of The Three. This is the largest order of Nuns and Sister Celeste was one of its most renowned daughters. After her troops repelled invading forces from the Ninevah System, she then went on to help in the siege on Lo-Sheeh. While in the thick of the fighting, she was fatally wounded by a horde of Black Knights. The enemy was defeated, but it was a sad victory for the The Order of The Three. Since The High Pontifex Council sanctioned the research into cloning technology and soul restoration, it has become possible to restore Sister Celeste back from the dead. She brings with her all her years of combat experience combined with a younger, fitter, faster body.

Sister Domina



Sister Domina hails from The Order of The Gathered Tears. Most of this order was either killed or corrupted during the Lystra Campaign – an ill-fated attack upon a contingent of invading undead – when they were betrayed by their own Matron-Hierophant and led into a trap. Being a mere acolyte at the time, she was too young to participate in the attack, but had to fight to flee when many of her former allies turned against her. After managing to escape, she fled to Nehemiah Major, though not before managing to rescue a contingent of her fellow Sisters captured in the battle and being taken away to be used as food for the infernal army. She herself is not a clone, but her exceptional abilities have proven she is more than able to undertake this mission.

Sister Essendra



Sister Essendra comes from the order of Nuns know as The Sisters of The Azure Mantle. Their order was instrumental in the design and construction of the armour that the Nuns wear – they helped ensure that it was resilient enough to help deflect gunfire and sword hits, yet light and flexible enough for the Nuns to remain fast and agile. Sister Essendra has worked for several years as a scout and runner for the order, ensuring that new armour designs are safely delivered to other orders and preventing them from falling into enemy hands. She was also one of the first volunteers to test the soul restoration process and has proved instrumental in its development.

Sister Saria

Sister Saria was once a handmaiden to the Daemonlord Assa'Rakuh on the enslaved world of Ossinja II. After many years of cruelty, she eventually turned on her master and slew him with his own sword before leaving to join the Sisters of Myrhorn. She is one of the few to have been converted from Neo-Satan's troops to the side of the Ecclesiarchy and is seen as a symbol of hope by many of her superiors.

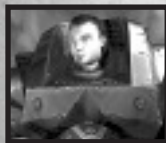
THE TEMPLARS

The Templars are a collection of soldiers dedicated to the use of melee weapons against the forces of Neo-Satan. They favour the quick clean instant death of a sword-cut to using guns which they see as the weapons of cowards. There are hundreds of Chapters of Templars throughout the known universe and no two are alike in their attitudes and motives. Some, like The Omega Brotherhood, are rare and secretive. Others, like the Order of The Burning Rose, have strong links with the various holy scientific orders or assist in compiling libraries of xenobiology by hunting exotic alien species.

The Templars were formed during the exodus from Earth aboard the huge ship Samson's Hammer. The ship was repeatedly attacked and invaded by a previously unknown alien species. Fighting them with guns was impractical due to the volatile nature of the ship's fuel and so melee combat evolved as the most effective means of disposing of the creatures. Generations grew up learning swordplay as part of their daily routine and out of this were born The Templars.

Brother Benedictus

Brother Benedictus disappeared over two hundred years ago while exploring the Dinavedah system – a group of inhospitable worlds. They were thought to be uninhabited until a distress signal came from one of them requesting aid. Brother Benedictus led a group of soldiers to investigate, but he and his entire unit were never heard of again, despite several searches. Recently, however, his body has been reconstructed using hairs found in his quarters that were stored in The Halls of The Remembered. After the soul restoration process he revealed that the distress signal had been a trap set by a group of satanic cultists posing as colonists who drugged the Templar and his troops at a feast in their honour before butchering them in their sleep. Brother Benedictus has since waged a one-man crusade against all worshippers of Neo-Satan and has cleansed many a city of its hidden corruption.

Brother Devastus

Brother Devastus comes from the Brotherhood of The Reborn. This is an order made up of those who were once criminals, sinners or heretics who have since repented and now fight in the name of The Lord. He was arrested during the Aveshi heresy trials where he denounced the research into soul restoration technology and attacked Sub-Cardinal Urdennvar. He was sent to one of Avashi's prisons where he continued to argue against its research. This was until he received a visitation from the Angel Dre-Shayarin herself. She told him that the technology had received the approval of the Angels and that he too would one day make use of it... Shortly after this he recanted and joined The Reborn. After leading several campaigns he proved his devotion to the cause and has proved most adept at converting heretics.

Saint Septevar

Septevar was made a saint following his death at the battle for Red Bethlehem. For years he had defended this key planet against constant assaults from Neo-Satan's forces, repelling wave after wave until he was eventually captured by the demon Niphthasserru and tortured daily on the battlements of the enemy's outpost. For forty days and nights he was slowly ripped apart, but not once did he denounce his faith in order to be released – rather, he urged his men to fight all the harder to defeat the enemy. As the enemy's fortress was eventually overrun, Septevar was killed by Niphthasserru before she was slain. Septevar's remains were taken to the Halls of the Remembered and stored until his recent restoration.

Overlord Thermidus

Thermidus is the Governor General of Euridus – a world constantly under siege by Neo-Satan's forces for several years. So far his efforts have held them back, but he is all too aware that they can defend for only so long.



THE SERAPHS

The Seraphs are a relatively young race. In the exodus from Earth the ships carrying The Faithful were guided through space towards the promised worlds by The Angels and when new planets were discovered many of them stayed with the human colonists for a while to guard and oversee them. The Angels warned that their numbers were dwindling in the war against Satan and that one day many of them would leave, never to be seen again. In order that humanity did not forget The Angels, some of them gave up their immortality so that they could live and breed with the humans. From this union came The Seraphs – a hybrid of the two races.

The Seraphs have inherited much of their angelic parents' ability to use the power of Faith. They have the natural ability to cause miraculous events to happen at will, though it does drain them somewhat and they must spend some time recovering afterwards. Though they can use the sheer power of their faith to rain fire and destruction upon their enemies, they themselves are quite fragile physically, and are considerably weaker than their human allies. They are also noticeable for their ability to float a few inches above the ground – a natural ability of theirs. As they are wingless and cannot fly, they sport holographic wings from the engines on their backs that propel them along. They are also notable for their white, luminous eyes and custom of painting some, or all, of their faces blue.

The Seraphs have developed their own culture and society and established many worlds of their own, though most of these have since been overrun by Neo-Satan's forces. The Seraph are particularly hated by the enemy for the fact that they are so hard to corrupt and turn to darkness – less than a handful are known to have become traitors – as their natural, inherent holiness protects them from the infernal influence.

Seramiel



Seramiel of the Shattered Word comes from Athelsius, one of the few Seraph worlds, which has not yet been captured by the enemy. He has fought in several campaigns though he is most renowned for his aid in the evacuation of Nimaar II – a large space station that was invaded by Neo-Satan's forces during the capture of the Priaxus System. While the colonists fled to their escape crafts, he managed to hold back the invaders before sneaking aboard their ships and crippling many of them so that they could not follow the escapees. After all the colonists had fled, he then set one of the enemies' ships on a collision course with the station before managing to escape himself, killing hundreds of enemy troops and destroying dozens of their vessels.

Andromidus



Almost a century ago, Andromidus was visited by the Angel Echemelion who told him he had foreseen him helping in the destruction of Archduke Sarubac. Though cloning was already an old science by that time, the process of restoring the soul from the dead back into a cloned but soulless body was still unknown. Echemelion told Andromidus, however, that he should have his body duplicated – that it would one day prove of some use to the cause.

Shortly after this, Andromidus fought in the Gorvus Campaign – a bid to take back a group of worlds that had been captured by the enemy. He proved instrumental in freeing Indeema and Jeshuan, two of the worlds in the system, but was slain in the war to restore Isth. He was killed during a massive bombing campaign by the enemy on the outpost he was stationed at.

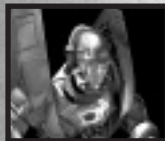
He has recently been resurrected using the body he had had cloned of himself, and awaits the chance to fulfil Echemelion's prophecy...

Ezmathet



Ezmathet comes from The Order of Vashaya. A huge statue stands dedicated to him in the centre of Saun, capital city of Haldune, in memory of his martyrdom in saving the planet from invasion by the demon Ssariveniss and his hordes. After months of fighting the invaders, it became clear that if Ssariveniss were to be slain the enemy forces would crumble – the army was largely undead and were constantly reanimated to fight again and again by the demon. Using his powers to get inside the enemies' outpost, he confronted and fought the demon but could not destroy him. In a last desperate effort, he pulled the pin from a grenade he carried, exploding the demon and thus the army he controlled. Unfortunately, he too was destroyed in the blast. His remains were taken and placed in a vast tomb at Saun where they stayed until recently, when the DNA could be used to restore the fallen Seraph.

Lessememar



Lessememar served for a short while on the Seraph High Council after many years of combat experience. However, he felt that he was wasted as an advisor when he could be on the battlefield fighting Neo-Satan's minions directly and soon left to return to the fray.

ROBOTS

The Robots are actually an amalgam of human and machine and represent some of the first attempts at using soul restorative technology. It had always proved hard, if not impossible, to create an artificial brain that could function well enough to act as a soldier for the forces of The Ecclesiarchy, and so it became clear that something else must be tried in an effort to make more 'expendable' troops. Hearing of the early efforts to restore souls into cloned bodies, the Priests of The Living Metal – the order who were attempting to create robotic soldiers – tried restoring souls into artificial receptacles they called 'Necronodes'. These devices were intended to store a willing soul within them, which could then be placed within the robotic body. However, it seems the Necronode merely makes a kind of 'copy' of the intended soul – an artificial duplicate, rather than the soul of an actual person. This does, however, prove to be most effective in giving a 'brain' to the robot shell and, despite initial theological objection to the 'copying' of souls, has led to their increased usage as the forces of Humanity have slowly been eroded.

The Robots are intended to work as firearms specialists – they have proven to be more accurate than their human counterparts and have access to weapons that can interface directly to their neural network. They can function in the field in several roles, such as heavy weapons, support fire and in a sniper position. The robots are also capable of operating electronic locks, interfacing with computer consoles and arming electronic bombs.

Crusader 471.2

The Crusader class droid was released as an answer to the enemies' increased use of Black Knights in the sieges on Red Bethlehem. The donor for his Necronode soul is unknown, but is thought by many to be Sir Gavius of Rolerne who was renowned for his excellent marksmanship before his death. The Crusader class have been used in several campaigns and continue to prove effective against the enemy.

Interceptor Mk II

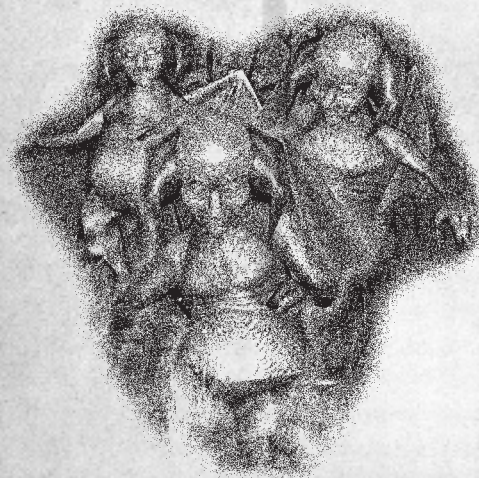
The Interceptor Mk I class was renowned for its mechanical failure, particularly in damp climates. The Mk II however, seems to have had all of the faults of its predecessor ironed out. Its soul donor is Brother Tyvus, a monk from The Brotherhood of the Usurped, famed for killing the demon Kreshinga with a single shot through its eye from over half a mile away during the battle of Traston. The Mk II Interceptor has excellent accuracy and performs well in the field.

Assailant

The Assailant class robots are a new experimental type of droid, largely untried. They combine all the latest advances in hardware including the new 'Righteous 5' tm chip. They have improved target identification and vision enhancements as well as enhanced suspensors and sensory equipment. Some of this equipment is still at the trial stage and it remains to be seen what further modifications will be needed on this unit.

Ex24

Ex24 is an old model of droid, now largely used for ceremonial purposes and guard duty. However, a few models have started returning to active service.



ENEMIES

Since the rebirth of Neo-Satan, there has been a relentless building of armies by the forces of the Black Regime. On Earth, Neo-Satan began gathering troops by using the charred and broken remains of those killed during the Apocalypse. He built an army of undead, led by what remained of his demon generals, and they then set about constructing craft in order to pursue the escaping Faithful. When humanity was eventually found again, Neo-Satan found it easy to corrupt and recruit the naive, new generations of the Faithful who had never known what had gone on before. In time his armies swelled with the tainted and the dead. There are all kinds of troops that serve The Black Regime. These range from the standard Grunts – normal human troops who have been slain or converted by the forces of Neo-Satan – to the elite shock troops, such as the Black Knights and Vamps, that form a squad in the same way that the forces of the Ecclesiarchy do.

THE BLACK KNIGHTS

The Black Knights were once Templars. The first of them came from The Brotherhood of Arrimand – a monastic order who defended the outer worlds of the Farred-Babel system from constant attacks from an alien race the Brotherhood referred to as ‘The Affliction’. Despite overwhelming numbers, the Brotherhood always managed to hold them back. In fact, the Brotherhood became ever fiercer, ever more brutal in their defense, until they eventually launched a devastating counter-attack upon The Affliction, right into the heart of their main base. Every single Affliction was slaughtered – not a single one was left and the floors ran thick with their alien blood. It was not until after this event that it was seen that their bloodlust had overcome them – they had been transformed. All humanity had been extinguished from their eyes and all they wanted to do was kill. In an orgy of blood and death, the Black Knights had been born.

Now, they are among some of Neo-Satan’s fiercest warriors. Without a will of their own, other than for murder, without any conscience or remorse, they live only to rip open human flesh with their swords.

The Reaver



It is unknown how old this Black Knight is exactly, but he is thought to be ancient. Generations have heard of him and his name is often used by mothers to scare misbehaving children – “Go to bed now, or The Reaver will get you...”. He is believed to be one of the very first Black Knights, but if so, that would make him very old, and very powerful, indeed...

The Disemboweller



This Black Knight was once the renowned knight Sir Redeveer of Aveshi. He was famed for fighting in several campaigns until his capture during the battle for Yennaar. After weeks of torture and abuse, he re-emerged as The Disemboweller – a malicious, twisted corruption of his former self. Where once he took pride in his honour and valour, now he delights in spilling the entrails of those he slays.

Orrus the Malformed



Once known as Orrus the Handsome, this Black Knight was one of the most renowned Templars in the Priaxus System. However, he was hit in the side of the head while defending the capital city, Tedan, from capture and was knocked unconscious. When he awoke he saw his face had been ruined by the poisons that coat the blades of the enemy. The sight of it was said to have driven him mad and he fled to join enemy, crying” If a monster I am to appear, then a monster I shall be!” Shortly after he reappeared in his new form...

Karrigun Facebiter



The Templar known as Karrigun was part of an entire troop of Templars that were captured by the demon Jarrinweeja while exploring the jungle world of Dendarrin. Jarrinweeja made the captured Templars fight to the death in a pit for his own amusement. Karrigun was the last remaining Templar and as his reward, was converted by the demon. It is unknown whether it was during his time in the pit, or after, that Karrigun earned the title ‘Facebiter’.

THE VAMPS

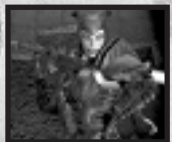
The convent world Saviour VII was once home to an order of reclusive warrior Nuns, known only as 'The Virtuous', until it was invaded by Neo-Satan's Blood Hounds – a legion of vampiric knights who, after a long siege, eventually gained access to the Nun's stronghold. They then slowly took over by vampirising the nuns one by one, until there were too few to defend anymore. The Nuns then called themselves 'The Vamps' and set about serving Neo-Satan with their corrupting plague.

Sister Lillith



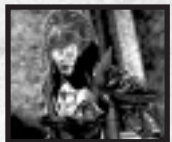
Sister Lillith served as a scout for the Sisterhood of The Blessed Light. While patrolling the open countryside surrounding her convent one night, she was attacked and captured by a group of outriders from an exploring force of Neo-Satan's troops. She managed to escape their clutches and use her communicator to inform the convent of the imminent attack – but not before she had been bitten and infected with the vampiric plague. By the time she reached the convent it was too late – she had been converted. As she reached the convent gates her former allies fired upon her, knowing full well the curse she brought with her. Joining her new allies, she led them through the secret ways into the convent and, in time, the Nuns were defeated.

Sister Lucretia



Sister Lucretia is one of the few Vamps who did not start out as a Nun. She was an ordinary citizen, the daughter of a farm owner on one of the agricultural worlds of the Tra system, and was destined to the life of an ordinary person. That was until one of Neo-Satan's ships, 'The Soulcase', landed on her world and began despoiling the world. She was captured and infected and converted to the side of evil. The curse of vampirism seemed to awaken something in her that had been dormant before and she became as fierce and as lethal as any of her peers.

Sister Belladonna



This Vamp has led a contingent of marauders hidden somewhere in the system of worlds known as The Cluster. For several years they have been successfully raiding the trade routes that pass through this sector, despite constant searches by Ecclesiarchy patrol ships, and conducting numerous attacks on nearby worlds. A reward of 50,000 Solars has recently been offered as a reward for her capture, but still she evades arrest.

Sister Asphyxia



Sister Asphyxia represents one of Archduke Sarubac's somewhat less successful experiments. He was endeavouring to use vampires as saboteurs in the cold vacuum of space – they were intended to be thrown out of ships near to enemy space stations and make their way there using small thrusters attached to their suits, so that they could then plant detonators on the hulls of Ecclesiarchy ships undetected. However, it was discovered that the Vamps need oxygen to pump blood around their bodies to aid their regenerative processes. After an accident with a faulty detonator, Sister Asphyxia lost part of her face and could not regrow it while without oxygen. She now wears a mask to help her breathe and hide her wound.

THE RIPPER DROIDS

This is the general name given to the robots of The Black Regime. They were created as an answer to the increased usage of robots by the forces of The Ecclesiarchy. However, while they are reversed engineered from the robots built by Humanity, they are not as technologically advanced as their holy counterparts and rely more on arcane sorceries to keep them running than advanced mechanics. They also contain the trapped souls of murderers and assassins dragged from Hell to fight inside these mobile metal tombs. The robots are also capable of operating electronic locks, interfacing with computer consoles and arming electronic bombs.

Slicer

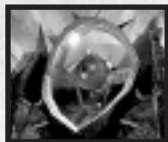


This is one of the oldest models of robots created by the Black Regime. They are rusty and prone to mechanical failure at inopportune moments, but when they do work they do so exceptionally well. Their high aggression and excellent marksmanship abilities more than make up for their archaic construction.

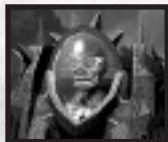
Dicer



This is the more recent updated version of the Slicer model ripper droid. It contains better internal communication receptors and has an increased armour specification. It is also more reliable mechanically due to an overall improved skeleton. Despite this, many still prefer the old Slicer model, believing it to be the more accurate of the two, due to its long years of field knowledge and experience.

Blight 44

The Blight 44 model is an experimental prototype. It represents a shift in Neo-Satan's robot builders towards a more cybernetic/organic type of droid. The lack of engineering skill on their part has caused them to consider 'growing' biological parts to fuse with the metal shell of the body and has resulted in various abominations of varying skill and effectiveness. This robot is one of the more successful experiments in this field. What it lacks in intellect and decision making, it does make up for with enhanced vision.

Wreckage

This is a variation on the Slicer droid. It has a little more neurological linking and improved targeting at the cost of armour and damage avoidance systems. Experiments still continue as to which is the most successful of these two units. The most kills attained by each will ultimately determine which model will get increased production.

THE WRAITHS

The origin of the Wraiths is somewhat shrouded in mystery. General opinion is that they are the spirits of various sorcerers and necromancers raised from the dead to serve Neo-Satan given some amount of physical form by possessing specially prepared bodies. They are able to cast spells in a way similar that that the Seraph uses the power of Faith. The casting of spells does drain them somewhat, and they must take some time to recover. The Wraiths are evil, tortured spirits, full of malice, hatred and spite. When they use their summon spell, it is not an Angel they summon but rather a vile and terrible demon.

Infectus

This Wraith carries a horrid, festering plague that any coming into contact with must be wary of catching. His bones are taken from the graves of those guilty of murdering children and his robes and armour are bound with their souls. There is no reasoning with this creature that exists only to spread its foulness wherever it goes.

Insidious

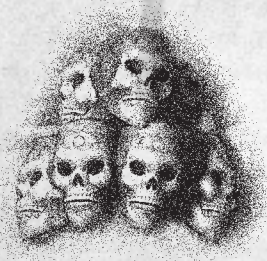
This Wraith is actually a resurrected Egyptian priest once named Bethasmetrutah. How the enemy came about finding his remains is unknown, but he now willingly serves the forces of Neo-Satan in fighting The Ecclesiarchy. In life he was renowned for his cruelty and debauchery to the prisoners he kept in the elaborate catacombs he once oversaw – a practice he seems all too willing to continue in his new existence and does so with vigour.

Abominus

This Wraith is a combination of several sorcerers and occultists all contained within one rotting body. It is a weird amalgam of all of their souls – a collective consciousness of vileness and eldritch knowledge. Though the Wraith has been heard talking to itself on numerous occasions -presumably it is all of the contained sorcerers arguing and fighting amongst themselves for dominance – it seems to show a unified mind when in conflict with members of The Ecclesiarchy.

Blasphemy

The shell of this Wraith houses the blackened soul of the notorious 16th century occultist Jarren Morkith. Burned in 1578 for witchcraft he has since found immeasurably more power at his fingertips as a dead servant of Neo-Satan than he ever did when alive. Blasphemy, as he is now known, is particularly adept at inflicting pain upon others and is known to have a penchant for collecting the teeth of those he has slain as souvenirs.



OTHER CHARACTERS

THE FORCES OF THE ECCLESIArchY

After The Exodus, The Faithful saw that they would need to be ever watchful for the signs of sin and corruption, for they knew that even though Satan had been destroyed, there were still uncounted demonlords always seeking to take His unholy place and reap the souls of the damned. To guard and watch over the children of The Faithful, The Ecclesiarchy was formed. This was the name given to the combined orders of all Nuns, Templar, Seraphs and Droidsmiths, ruled by a democratically elected council of elders and leaders. Only through unity and being ever vigilant for signs of sin could the horrors of the past be averted – this was their aim and their creed and for centuries it served them well.

Until the rot began to set in. Slowly, almost imperceptibly, discontent was sown amid certain worlds. Heretical ideas were put forward and many were beguiled by their leaders into questioning the system, into wanting change. And so came the first wars. Whole systems became ravaged by civil war. And from the fog of war stepped the legions of Neo-Satan.

Now, following centuries of erosion by the forces of The Black Regime, the number of free human worlds is down to a handful. What was once a vast empire is now little more than a cluster of fiercely defensive planets trying to turn back the constant flood of encroaching darkness. The armies of the Ecclesiarchy are dedicated soldiers with the light of The Lord in their eyes. They have seen the errors of their comrades, and are determined the same fate shall not befall them. But as the enemy draws nearer, many wonder if the shield of their Faith will be enough...

Matron-Hierophant Asher



Matron-Hierophant Asher is one of the youngest leaders of any Order, but she has proven time and again she is more than competent for the post. It was she that oversaw the program of cloning past heroes to aid in the fight against the invading armies and she has watched over the development of these 'creations' like they were her own children. She is utterly devoted to the cause and will not give up the fight against Neo-Satan – no matter what the cost.

Arch-Templar Samech



Leader of The 7th Brotherhood, Arch Templar Samech has possibly encountered more enemy forces in more campaigns than any other living Templar. His renown spreads throughout the worlds of The Ecclesiarchy and he is a most vociferous member of The High Pontifex Council. However, while he is of enormous importance across the still free worlds, he himself ironically, has little real power. Almost all of the 7th Brotherhood were wiped out during a raid on their transports as they were being taken to fight in the Phalan wars. Now, with only a few remaining Templars, the 7th Brotherhood is one of the smallest orders. Arch-Templar Samech, however, is still a force to be reckoned with and has taken a keen interest in this mission.

THE FORCES OF THE BLACK REGIME

As well as the squads of elite troops that stand in the way of the forces of Humanity, there are also other soldiers that form the overall mass of Neo-Satan's armies. These are often ordinary human militia or soldiers that have been killed and reanimated or corrupted by Neo-Satan's troops and forced to turn against their former allies.

Arch-Duke Sarubac



This demonlord is one of Hell's highest ranking officers. He is known to conduct all manner of vile experiments aboard his ship The Suneater – one of which seems to be a development of The Ecclesiarchy's recent advancements in resurrection technology. How he got his hands on this technology, however, is unknown. It is imperative that this information does not make it into the hands of Neo-Satan's technomancers and so Arch-Duke Sarubac must be destroyed.



III

WEAPONRY AND
EQUIPMENT



There are several types of weapons, faith powers, and equipment in Apocalyptica. Each character carries the basic Guardian Sword and Blaster, but these are for use as a last resort as they afflict only limited damage. Each class of character has only a certain selection of weapons available to them – for example, the Templars rely on their brute strength and sword skills exclusively and so, apart from the Blaster, use only melee weapons, the Robot class have been built to use missile weapons and the Seraphs exclusively use faith powers.

During the Exodus from Earth, The Faithful believed they would have no more need of weapons – that the promised worlds would be free and safe and that there would be no-one to fight any more. They left behind all weaponry, all knowledge of its use and construction, and over the generations they forgot how to make them. Eventually though, they saw the error of their ways. Following attacks on their ships from hostile creatures on the worlds they landed on, they had to learn again that which they had unlearned. They had to make weapons again from scratch, with only vague myths from the past to guide them. But in time they saw that this was the only way they could survive...

Now, however, while The Ecclesiarchy lead the way technologically, the forces of Neo-Satan have no qualms about taking the weapons of the forces of good and corrupting them for their own use. Even the most holy of weapons, such as the Bible Basher or Haridiel's Shards can unfortunately be reversed so that they fire unholy energy at their human enemies.

'BE SOBER, BE VIGILANT: BECAUSE YOUR ADVERSARY
THE DEVIL, AS A ROARING LION, WALKETH ABOUT,
SEEKING WHOM HE MAY DEVOUR'
1 PETER 5:8

Guns

The Blaster



The St. Yoderick Mk IV Blaster is the standard issue pistol given to all troops of The Ecclesiarchy. It fires projection shells at high velocity over medium range distances and has only limited armour piercing value. All character

The Bible Basher



This controversial weapon was developed by the eccentric Order of Jacob – an isolated group of weaponsmiths who experimented with many unusual weapons in an attempt to make ones that the enemy couldn't corrupt to their own use. One such weapon was the Bible Basher. This weapon uses holy Bibles as its ammunition. The holy energy is sucked from the pages and fired from the barrel of the gun, spitting out blank pages in its wake. The enemy, unfortunately, merely load the gun with their own twisted mockeries of the bible – blasphemous books of unholy vileness – that they then fire out of the gun. This weapon can only be used by the Nun, Robot, Vamp and Ripperdroid classes.

The Martyr Gun



This is another weapon developed by the Order of Jacob. It fires grenades that contain the souls of those slain in battle against Neo-Satan's forces, and they are released when the capsule explodes, freeing them to pursue any enemy within range. These souls are martyrs who have willingly offered to forsake some of their eternal rest for the chance to strike back at their enemies from beyond the grave. The enemy, however, load the gun with tortured souls taken from Hell and force them to attack upon their command. This weapon can only be used by the Nun, Robot, Vamp and Ripperdroid classes.

Armageddon's Herald Rocket Launcher



The Armageddon's Herald fires 100mm shells that explode on impact. It carries only a small amount of ammo, but is particularly devastating and has a large blast radius. It is not advisable to use it at close-quarters. This weapon can only be used by Robot and Ripperdroid classes.

Haridiel's Shards



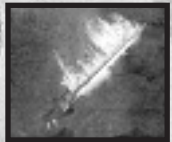
This is one of the rare Angelic weapons forged by the weaponsmith Haridiel himself. It shoots hundreds of crystal shards at a high rate of fire that shatter upon impact, splintering inside their target. It is effective at all ranges. The enemy also see the benefits of this powerful weapon and also make use of its awesome firepower. This weapon can only be used by Robot and Ripperdroid classes.

The Eye of God

This is the sniper rifle favoured by the robots of The Ecclesiarchy. It fires a charged laser bolt that can be shot 'from the hip' that does limited damage. However, it is most effective when used in conjunction with its 'zoom' mode. In this mode, you can view targets from a considerable distance away and fire by holding down the 'fire' key – the longer you hold it, the more the weapon charges up and the more damage it will do to your target. This weapon can only be used by Robot and Ripperdroid classes.

Guardian Sword

This is a simple, metal, unpowered sword. Its use is mainly ceremonial, as it does little damage against modern powered armour. All character classes carry this sword.

Flame Sword

This sword has flames that run continually along its length, burning any that it touches. However, following a series of unfortunate incidents with the initial versions of the sword, it has been specially enhanced so that it reads the DNA pattern of the wielder through the handle so the flames will not damage that person – they will not even feel the heat from it. The Nun, Templar, Vamp and Black Knight classes can carry this weapon.

The Mace of Storms

This electrically charged mace delivers a stunning blow when it hits. Originally built and designed by the Stormseeker Templars, it has since seen extensive use due to the powerful crushing blows it can deal. Due to its weight, it can be a little slow to wield, but the damage it causes is considered to be worth it by those who make extensive use of it. The Nun, Templar, Vamp and Black Knight

 ΠΕΛΕΕ WEAPONS

The Sword of Restoration

This is one of the few weapons designed and made by the enemy that has also seen extensive use by the Templars of The Ecclesiarchy. Many Templars refuse to use it, saying it is a sinful weapon that will ultimately corrupt those that wield it, but there are several high-ranking Templars that swear they would not be here today were it not for its regenerative powers. When the sword hits, it transfers some of the damage dealt back to the wielder, healing them of any wounds they have taken. The rest of the damage dealt it takes for itself...

The Templar and Black Knight classes can carry this weapon.

The Hand of God

This colossal sword was originally built by the weaponsmith Alder Grayven – a hermit living alone on the desolate world of Terith. It was made as a tribute to the Earl of Vushun, a massive Templar who governed that particular system of worlds. Unfortunately, once assembled, the sword's massive weight meant that Alder could not actually lift the sword up himself in order to deliver it to his lord, and for many years it sat in Alder's workshop gathering dust. It was later claimed by a certain Brother Sarradus who produced great quantities of copies of it. This huge sword does massive amounts of damage, but is extremely heavy and slow to wield, and can only be lifted by the strongest of Templars. The Templar and Black Knight classes can carry this weapon.

 FAITH POWERS

The Seraphs are gifted with the ability to use powers of faith. Through themselves they can channel great energies and forces that can be used to heal their comrades, damage their enemies, and cause other miraculous events to occur. However, while the enemy do not have access to the power of the Seraphs – due to their Angelic blood they are notoriously hard to corrupt – they have created a type of undead soldier called the Wraiths. These have the ability to cast spells that act in much the same ways as the Seraph's faith powers. Only the Seraph and Wraith classes can use Faith powers.

Cleansing Flame

This creates a ball of holy fire in the caster's hand which can then be thrown at enemies and explodes upon impact...The longer the casting button is held, the bigger the fireball will grow and the more damage it will do, but the longer it will take for the Seraph to regain Faith.

Storm Hand

This power throws lightning bolts from the caster's hands for as long as the casting button is held, continually draining Faith and dealing damage to any enemies within the caster's range.

Repel

This power pushes enemies away from the caster. Ideal for clearing troublesome Templars out of the way.

The Void

This faith power is in essence the opposite of Repel. The caster sends forth a great black void of negative energy that sucks anyone within its vicinity into it for a few seconds, damaging them slightly.

Godspeed

The Godspeed power, as its name implies, allows the caster to move exceptionally quickly for a short amount of time.

Faith Heal

This power heals the caster's teammates, and himself, as long as the cast button is held, draining Faith as it does so. The caster has to concentrate while doing it, however, and so cannot move while this power is being used.

Armour of God

This power renders the caster invulnerable to all damage for a short time. It will not protect them from environmental damage, however, such as molten lava, falling from great heights, etc.

Divine Intervention

This power summons forth an agent of the caster's power to cleanse the area of all life. If a Seraph uses it, it summons forth an Angelic warrior who will purge the area with holy, cleansing light. If a Wraith uses it, however, it will call a Demonlord from the very pits of Hell to bathe the land in flame. Be aware that this power cannot be used in indoor areas.



HINTS, TIPS AND TECHNIQUES

Try to learn what each class is best at and adjust your playstyle to reflect this. For example, the Templars are best at the front with the Nuns as backups, while the Seraphs keep behind them giving healing and some ranged attacks and the Robots give covering fire and sniper fire.

- Some mission objectives can only be completed by a certain character class. If you are playing as that class, try to get your team to give you as much backup as possible. If you are not playing as that class, be sure to guard that character as much as possible so that they can complete their objective.
- While playing as the Seraph or Wraith class remember that some of the Faith Powers may not do much physical damage to an enemy, such as The Void or Repel, but may have other tactical uses – particularly on narrow ledges or bridges...
- Robots - don't use the Armageddon's Herald at close quarters – you're likely to do more damage to yourself than the enemy.
- Nuns – use your agility and speed to your advantage – an enemy cannot hurt you if they can't hit you...



EXTREME FX CREDITS

Apocalyptica is powered by the Extreme FX Evolution engine

Executive Producer

David M. Griffiths

Research and Development Director

John Wildsmith

Original Concept

Andrew Westwood
John Wildsmith

Lead Programmer

Mark (Max Wulf) Rowley

Lead Artist

Andrew (WezRa) Westwood

Programmers

Rich Cross
Simon Walker
George Kidd
Alan E.G. Chambers
Ceri Rees
Kevan Harriman

Special Effects Programming

Wayne Perry

Artists

Pete (Northern Monkey) Royle
Matthew Stott
Gareth (Gruff) Mooney
John Haywood
Oliver (Spanish METABull) Bermejo
Hidalgo
Mark Williams
Martin Green

Additional Art

Stephen Luke
John Kearney
Ed Herft
Alan Sawdon
Eric Booker
Nick Fletcher
Eduard Peregrine

Concept Art

Glenn Young
Lee Davies
Mike Miller
Glyn Parsons
Nick Scurlfield

Music and Sound Effects

Black Wave Digital Music

Voice Artists

John Kearney
Barry Clayton
John Pennington
Sue Green
Mel Nicholson

Core Game Design

Andrew Westwood
Mark Rowley

Quality Assurance

Samantha Rose
James Cumming

Production Engineer

Terry Livesey

Production Co-ordinator

Lee Hawkshaw

Production Administrators

Jackie Elmore
Nikki Borders
Claire Evans
Beth Waterson

Extreme FX is a division of Visual God

Box and Manual Design

www.vkunkd.com

KONAMI DIGITAL ENTERTAINMENT - AMERICA**PRODUCTION****Director of Product****Support Group**

Takeshi Minagawa

Associate Localization**Producer**

Kengo Kishimoto

QA Manager

Michael Klug

QA Liaison

Hiroimi Nakajima

QA Senior Lead Tester

Keith Matejka

QA Lead Tester

Jonathan Rivera

QA Testers

Theodore Serafica
Randy Thodas
Richard Pollard
John Miewald
Andrew Chi
Marlon Evangelista
Bill Fitts
Jeff Chu
Jeff Ho
Richard Cummings

PUBLISHING**President**

Tommy Gotsubo

C.O.O.

Geoff Mulligan

V.P. of Operations

Linda Stackpoole

V.P. of Sales

Catherine Fowler

Senior Director**of Marketing**

Rick Naylor

Product Manager

Justin Kubiak

Director of Marketing**Communications**

Cherrie McKinnon

Senior PR Manager

Tammy Schachter

Senior Creative**Services Manager**

Monique Catley

Special Thanks:

Kathie Tompkins, Barbara Loo, Mike Dobbins, Lee Allison Verdeckberg, Doug Rebert, Peter Nguyen, Ken Ogasawara, Michelle Peters, Henry Bilbao, Jean Chung, Kumi Watabe

FOR THE LATEST PATCHES, UPDATES AND INFORMATION,
PLEASE VISIT THE OFFICIAL APOCALYPTICA WEBSITE.

WWW.APOCALYPTICA.NET

1. Limited Use License. Subject to the conditions described below, Konami Corporation, affiliates and related companies of Konami ("Konami") grant you the non-exclusive, non-transferable, limited right and license to install and use one copy of this program ("Program") solely and exclusively for your personal use. Program includes all software included with this Software License Agreement ("Agreement"), the associated media, any printed materials, and any online or electronic documentation. By opening this package, installing, and/or using this Program and any software programs included within, you accept the terms of this Agreement. All rights not specifically granted under this Agreement are reserved by Konami and, as applicable, Konami's licensors. This program is licensed, not sold, for your use. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program. If you do not agree to the terms of the Agreement, please return the unused software with its complete packaging and proof of purchase, within 30 days of purchase, to the store where you purchased the software for a refund.

2. License Conditions. Any other use of this Program including selling, leasing, renting, copying lending or otherwise distributing, transmitting or transferring in contravention of the above license is breach of Konami's rights and, as applicable, Konami's licensors. You shall not reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program. Also, you shall not use the Program or permit the use of the Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as provided by this Program. Export or re-export of this Program or any copy or adaptation in violation of any applicable laws or regulations of the government of the jurisdiction where the Program is sold or used is prohibited.

3. Ownership. All title, ownership rights and intellectual property rights in and to this Program and any all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation incorporated into this Program) are owned by Konami or Konami's licensors. This Program is protected by the copyright laws of the jurisdiction where the Program is sold or used, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Konami's licensors may protect their rights in the event of any violation of this Agreement.

4. Limited Warranty. Konami expressly disclaims any warranty for the Program and Manual(s). The Program and Manual(s) are provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or noninfringement. The entire risk arising out of use or performance of the Program and Manual(s) remains with the User, however Konami warrants up to and including ninety (90) days from the date of your purchase of the Program that the media containing the Program shall be free from defects in material and workmanship. In the event that the media proves to be defective during that time period, and upon presentation to Konami of proof of purchase of the defective Program, Konami will at its option 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental damages, so the above limitations may not apply to you. EXCEPT AS SET FORTH ABOVE AND REQUIRED UNDER THE LAWS OF THE JURISDICTION WHERE THE PROGRAM IS SOLD, THIS WARRANTY IS IN LIEU OF ALL OTHER TERMS, WARRANTIES OR CONDITIONS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY IMPLIED TERM, WARRANTY OR CONDITION OF MERCHANTABILITY, SATISFACTORY QUALITY, TITLE, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE KONAMI. When returning the Program for warranty replacement, please send the original product disc only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and address clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you were running the Program. Please send to

Warranty processing info:
C/o Vivendi Universal Games
Attn: Disk Replacement
4247 S Minnewawa Ave.
Fresno, CA 93725-9345

Include the game disc along with a short letter explaining that you need to replace your defective disc. Please also include on this letter your name, shipping address and phone number. Please do not include any manuals or other materials other than the game disc. Please send the game disc via a traceable method such as Priority Mail, UPS, or Fed Ex. Customer is responsible for shipping cost to return product. For documentation, please include a US \$5.00 handling fee and a photocopy ONLY of the game disc. Please include payment with your request. Sorry, no credit cards.

5. LIMITATION ON DAMAGES. TO THE EXTENT PERMITTED BY LAW, IN NO EVENT WILL KONAMI BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, DAMAGES FOR PERSONAL INJURIES, EVEN IF KONAMI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IF PERMITTED BY LAW, KONAMI'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THE PROGRAM. SOME JURISDICTIONS PROHIBIT EXCLUSION OR LIMITATION OF LIABILITY FOR IMPLIED WARRANTIES OR CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. YOU MAY ALSO HAVE OTHER LEGAL RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

6. Indemnity. You agree to indemnify, defend and hold Konami, its partners, licensors, contractors, officers, directors, employees, and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

7. Injunction. Because Konami would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Konami shall be entitled, without bond, other security or proof of damages, to appropriate remedies including obtaining an interim injunction with respect to breaches of this Agreement, in addition to such other remedies as Konami may otherwise have under applicable laws.

8. Miscellaneous. If any provision of this Agreement is held to be invalid, unlawful or unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it valid, lawful or enforceable and the remaining provisions of this Agreement shall not be affected.