



HELLBLADE

MANUAL

MATURE
M
CONTENT RATED BY
ESRB

INDEX

Installation.....	5
Main Menu of the Game	6
Saving and Loading the Game.....	6
Graphic and audio options configuration	7
Graphic	7
Audio	9
Control keys configuration	10
Character control.....	11
Basics	11
The game's main screen.....	13
Weapons, special abilities and objects.....	14
Inventory screen.....	14
Weapons	15
The Sword of Light	15
Using the weapon that require ammunition	15
Using weapons with sniper rifle sight	16
First Aid Kits	17
Character development – Essence Points	17
Acquiring special abilities	17
Diary.....	19
Conversations.....	20
Credits.....	22

INSTALLATION AND GETTING STARTED

SYSTEM REQUIREMENTS

Minimum Hardware Requirements

600 MHz Pentium® III Processor or compatible
Windows 9x/2000/ME/XP operating system
128 MB RAM
Video Card with 3D accelerator and hardware T&L
16x speed CD-ROM / DVD drive
500 MB of free uncompressed hard disc space
Sound card
Keyboard and mouse

Recommended Hardware Requirements

1,4 GHz Pentium® 4 or AMD Athlon Processor
256 MB RAM
Video Card - GeForce 2 GTS class or higher
32 MB video RAM
16x speed CD-ROM / DVD drive
800 MB of free uncompressed hard disc space
Sound card
Keyboard and mouse

Installation

To install Archangel, insert the game disc in the CD-ROM drive. After a few seconds, the installation window will appear. Choose INSTALL and follow the onscreen instructions. If the installation window does not appear after inserting the CD you will need to start the installation manually. Double click the My Computer icon on your desktop, then double click the CD-ROM drive icon, and then on the SETUP.EXE file to begin the installation.

Starting the Game

After you have installed the game you should have an Archangel icon on your Windows desktop. Double click the Archangel icon and the game will start within a few seconds.

MAIN MENU OF THE GAME

First, the Main Menu appears on the screen. It gives you the following options:



<i>New Game</i>	<i>Begins a new game.</i>
<i>Load</i>	<i>Loads a saved game.</i>
<i>Options</i>	<i>Control, graphics and sound settings.</i>
<i>Credits</i>	<i>A list of the game's authors.</i>
<i>Exit</i>	<i>Ends the game and returns to Windows.</i>

SAVING AND LOADING THE GAME

To save a game, press the ESC button while playing. This will bring you to the Main Menu, and the SAVE option will be active. Select one of the empty spaces used for saving games by clicking the word 'empty' – the space will then be highlighted.

Click OK or double click the word 'empty'. If you want to delete a saved game, click it (it will appear highlighted) and choose the DELETE option. You can also do this by double clicking a saved game or highlighting it by clicking only once and choosing OK. If you want to load a saved game, press the ESC button – the Main Menu will appear. Choose the LOAD option and double click the saved game that you want to load.

You can also use the quick saving and quick loading options. Press F5 to save the game and F8 to load it. The name of the game saved by the use of these buttons begins with the word "quicksave" – and can be loaded from the Main Menu, the same as any other saved game.

GRAPHIC AND AUDIO OPTIONS CONFIGURATION

In order to configure the graphics, first choose OPTIONS, and then VIDEO from the Main Menu

Resolution

The available resolution depends on your graphic adapter. The higher the resolution, the better the image quality. Depending on your PC's efficiency, in the higher resolution setting the game may run more slowly. In order to increase or decrease resolution, click the arrows or shift the skull symbol to the right or left. Information about the current settings will be displayed above the scroll bar. In order to confirm the choice, click APPLY (at the bottom of the screen).

Color Depth

There are two modes available – 16 bit and 32 bit. In the latter mode the quality of image is better, but the game may run more slowly. To change the depth of colors, click the arrows or shift the skull symbol to the right or left.

Information about the current settings will be displayed above the scroll bar. In order to confirm the choice, click **APPLY** (at the bottom of the screen).

Brightness

The changes to the brightness of the screen can be made by clicking the arrows or shifting the skull symbol to the right or left. In order to confirm the choice, click **APPLY** (at the bottom of the screen).

Graphics Quality

If the game runs too slowly, it is recommended to decrease the image detail. In order to do this, use the scroll bar as it has been described above. Shifting the skull symbol to the left or right will result in changing the graphics quantity. Do not forget to click **APPLY** to confirm the changes.

Shadow Quality

Shifting the scroll bar on the left will make the characters' shadows become less detailed, but the game will run more quickly. Shifting the scroll bar on the right will make the shadows become more realistic, but the game will run more slowly.

After finishing the video configuration click **BACK** to return to Options Menu. If you want to return to the Main Menu, click **BACK** again.

AUDIO OPTIONS CONFIGURATION

In order to configure the sound in the game, choose first **OPTIONS** from the Main Menu, and next **AUDIO**.

Music volume

To set the volume, use the scroll bar on the left side of the screen. Click the arrows or shift the skull symbol to the right or left. Shifting the symbol to the left decreases the volume, shifting it to the right – increases it.

Sound volume

To change the volume of the in-game sound effects use the scroll bar on the left side of the screen. Click the arrows or shift the skull symbol to the right or left. Shifting the symbol to the left decreases the volume, shifting it to the right – increases it.

Speech volume

To change the volume of the in-game dialog use the scroll bar on the left side of the screen. Click the arrows or shift the skull symbol to the right or left. Shifting the symbol to the left decreases the volume, shifting it to the right – increases it.

After finishing the configuring the audio settings click **BACK** to return to Options Menu. If you want to return to the Main Menu, click **BACK** again.

CONTROL KEYS CONFIGURATION



In order to configure the keys used during the game, choose first **OPTIONS** from the Main Menu, then **CONTROLS**. A list of the currently used keys is displayed on the screen. If you want to change any key assigned to a given function, click this key and then press a new key that you want to replace the former one. For example, if you want to jump after pressing the F11 key, click

JUMP (the key assigned to it is the SPACE), and then F11.

There are two more options on this screen:

Invert mouse (yes/no)

Choosing YES will result in inverting the direction of the mouse operation. Then, when you shift the mouse upwards, you will look downwards and vice versa.

Mouse sensitivity

Setting the sensitivity of the mouse, i.e. how it responds to movement. Shifting the scroll bar to the left decreases the sensitivity, (e.g. it will move the cursor more slowly), while shifting it to the right increases the sensitivity.

Please note: During the design of the game, we tried to select the keys in such a way that would make control easy. That is why we don't recommend changing the original configuration until you are familiar with the manual and the game itself.

CHARACTER CONTROL

Please note: The keys described below are the standard configuration. If you have changed the **CONTROLS** settings, some of these may be different.

Basics

Description of the keys used in the game Archangel

ACTION	KEY	
Move forward	W/mouse	Move forwards
Move backward	S/mouse	Move backwards
Strafe left	A	One step to the left
Strafe right	D	One step to the right
Action/Use/Pickup	C/ Left mouse button	Left mouse button, Perform an action: an attack, talk to other characters, use or lift objects/ Pick up or use objects

TIPS: Pressing the left mouse button results in performing the action that depends both on the current state of your character and on the action you are performing at the time. If you are holding a weapon in your hand, clicking the left button will use it. If you are standing close to another character, clicking the left button will attempt to engage them in conversation. The left mouse button is also used for lifting objects, however you must approach the given object first (the object will be highlighted in white). Identical actions have been assigned to C key. Remember that if you are holding a weapon in your hand, and you do not want to hide the weapon, then any

activity other than an attack can be made with the use of the C key. If you are holding a weapon and you press the left mouse button, you will make an attack. When you want to use a lever

ACTION	KEY	
Reload weapon	V	Reload your weapon (if possible)
Remove weapon	Q	Hide the weapon you are currently using or return to "human" shape
Jump	Space	Perform a jump
Crouch/Stealth	Alt+ (Move key)	Crouch/move in stealth mode

or push a button, move close to the chosen object, then the lever or button will be highlighted white. Now press C or the left mouse button (if you are not holding a weapon).

ACTION	KEY	
Camera key	TAB	Alters your view of your character
Inventory key	E	Select a weapon, special ability or object
Sniper mode	numpad ENTER	Select the sniper rifle's sight
Sniper zoom in	numpad +	Zoom in the sniper rifle's sight
Sniper zoom out	numpad -	Zoom out the sniper rifle's sight
Quick slot 1-10	1,2,3,4,5,6,7,8,9,0	Quick use of a weapon or a special ability
Quick load	F8	Quick load the last saved game
Quick save	F5	Quick save the game
Screenshot	F4	Saves the current screenshot (saves to the directory where the game was installed)

TIP: A when you are crouching you cannot be heard by your enemies. As a result, you can sneak up on them from behind or get quite close to them unnoticed.

THE GAME'S MAIN SCREEN



There are two indicators on the screen –physical energy (red stripe at the bottom of the screen) and spiritual energy (blue stripe at the bottom of the screen). Physical energy is depleted when you sustain an injury. Your character dies when it falls down to zero. Spiritual energy makes it

possible to use special abilities and some kinds of weapon. It symbolizes your inner strength. When it falls down to zero, you will not be able to use any special abilities or weapons that require spiritual energy.

Physical energy may be regenerated by collecting certain objects or by exploiting some spiritual abilities.

Spiritual energy regenerates automatically when not being used. This process can be accelerated by using some special abilities.

Your development is shown above the energy indicators. This is the information stating how much experience (essence points) you have won so far (you can learn more about the character's development from the further paragraphs of this instruction). In the middle of the display, at the bottom, there is a weapon icon, indicating what kind of weapon you are using at the moment. It also shows the type of the ammunition currently used (if the weapon requires it).

WEAPONS, SPECIAL ABILITIES AND OBJECTS

While exploring the world of Archangel you will find lots of objects and weapons that may be of use to you. As you progress, you will acquire new abilities that will increase your chances of survival.

Inventory screen



After pressing the E key the inventory screen will be displayed, showing your weapons, objects and special abilities.

- In order to choose a given icon, shift the cursor using W, S, A and D keys.
- In order to use a weapon, shift the cursor onto the weapon that you want to use and click the left mouse button.
- In order to make use of a special ability, shift the cursor onto the icon of the special ability that you want to use and click the left mouse button. The chosen ability will be activated. Some abilities will operate until you inactivate them. To inactivate a special ability, shift the cursor on its icon and click the left mouse button. Only one ability may operate at a time.
- If you want to use the first aid kit, shift the cursor onto the icon and click the left mouse button.

- You can find the description of an object, weapon or special ability by moving the cursor on the relevant icon and waiting a few seconds. The window showing the description will show on the left.

WEAPONS

There are many kinds of weapon available in the game – from a knife to sophisticated devices that combine technology with supernatural forces. So that we don't spoil your game we won't list all of them here, but your most important weapon should be mentioned:

The Sword of Light



This is a special weapon of an unknown origin (though you may find somebody in the game who can tell you more).

This weapon is extremely efficient. Legends say that the Sword of Light becomes one with its user – which is why uses some of your spiritual energy. Some enemies can only be defeated by using the Sword of Light.

Using the weapon that require ammunition

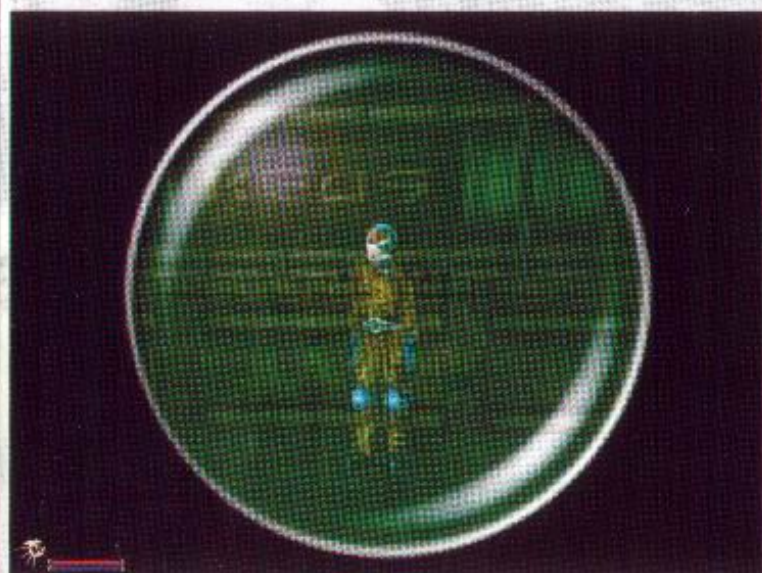
Some weapons need ammunition. Remember – different weapons need different ammunition.

Weapons reload automatically, but you can also do this by pressing V. To choose the kind of ammunition you want to use, go to the inventory when you are holding the weapon in your hand. Then, shift the cursor (W, A, S, D keys) onto the icon that represents your chosen ammunition and click the left mouse button. For example, if you are holding a bow you may have two kinds of arrows – ordinary and burning arrows. If you want to shoot with the latter, go into the inventory (E key) when you are

holding the bow, shift the cursor onto the burning arrow icon (W, S, A, D keys) and confirm your choice by pressing the left mouse button. After that you will shoot using burning arrows.

The ammunition may be changed using the weapon's quick access keys. For instance, when you press 6 key once, you will select your bow. When you press this key again, you will change the type of ammunition used.

Using weapons with sniper rifle sight



Some kinds of weapons have a sniper rifle sight. To use the sight, press NUMPAD ENTER – you will be looking through the sight.

If you want to zoom in, use NUMPAD + (plus) key. To zoom out, click NUMPAD – (minus) key. If you want to return to normal aiming, press NUMPAD ENTER again.

First Aid Kits

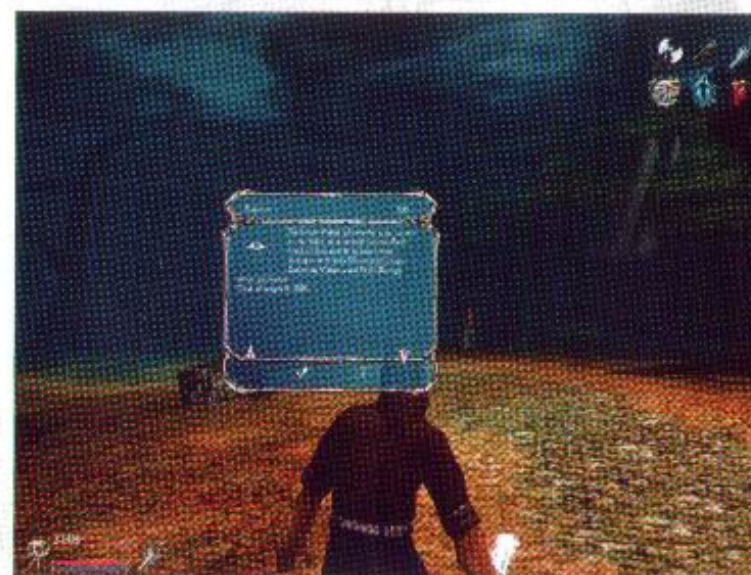
As you explore the Archangel world, you will probably sustain some injuries. However you may find some objects that will help you regain your health. The first aid kits are used automatically as you find them. When your physical energy falls down to a certain level and you have a first aid kit, the injuries are cured automatically and the first aid kit will be used up. The use of a first aid kit may be selected manually by choosing its icon from the inventory screen.

Character development – Essence Points

What are the essence points and how to win them

During the game, you will develop not only physically, but also spiritually. The degree of this development is shown by the number of essence points that you gain. You can win essence points by killing monsters and performing the tasks given to you by the other characters you come across. For example, a character may ask you to find a specific object. After you finish the task, you will be given a prize by that character, i.e. a certain number of essence points. The current number of essence points is displayed in the bottom left corner of the game's main screen, just above the indicators of physical and spiritual energy.

Acquiring special abilities



During the game, you may gain special abilities which also change your physical appearance. Before these abilities can be used, you must get some training. The acquisition of each new ability costs a certain

number of essence points.

If you want to acquire a new ability go into inventory (E key),

choose the  icon and click the left mouse button. A window will appear on the left side of the screen. In this screen you will see the current number of your essence points and the description of the available abilities underneath it. The number of essence

points required for acquiring the new ability will be shown at the very bottom. You move around the window using W and S keys (up, down).

Only when you have got sufficient essence points to acquire a new ability, will the "accept" and "cancel" symbols will display at the bottom of the window. If they appear, choose the special ability you want to acquire, (using W and S keys) and highlight the accept symbol (with the use of A or D keys), then click left mouse button –you will then start the training enabling you to use your new special ability.

Each special ability has three levels. The higher the level, the more powerful the force. The levels of a given ability are shown by three blue squares placed on the left side of the icon that represents the ability. The number of the highlighted squares indicates what level has been acquired.

Press ESC to close the special abilities window.

Remember: Always try to acquire new abilities - the game is easier and more interesting the more special abilities you have.

Choosing the character's form- Ghost and Warrior

At the beginning, you must choose your primary special ability that dictates the way you will play the game. You can change your physical image at any time and will be temporarily given supernatural forces. You can choose from two character forms.

Ghost

You change into the ghost. You are physically weaker but much stealthier. You may also attack from a distance.

Warrior

You change into a powerful warrior. You possess much more vital energy, but you are not very stealthy. In this shape you have also got a more powerful sword. You may take a supernatural shape for a short time only, as it costs you a lot of your spiritual energy.

When this energy runs out, you return to your ordinary, human shape. If you want to change into a ghost or a warrior, go into the inventory, move the cursor (W, S, A, D keys) onto the icon that represents the given shape



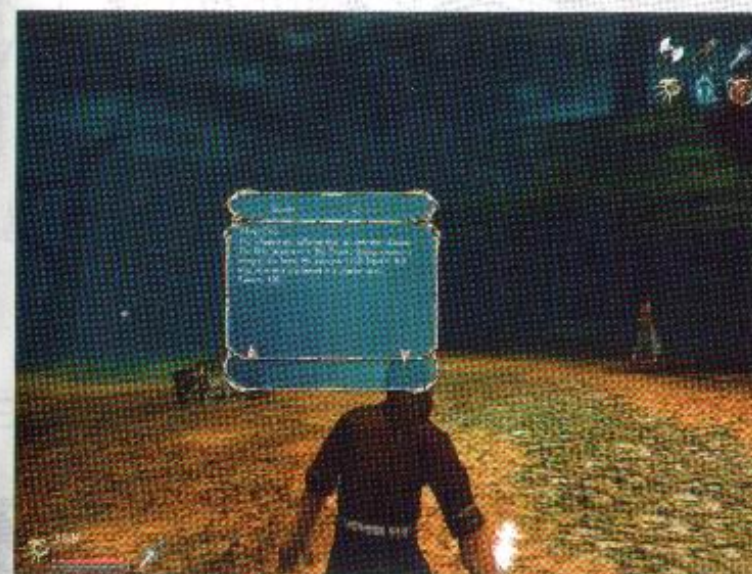
and click the left mouse button. In order to return to the human shape, press Q key.

Please note: You can use only one supernatural form during the game, i.e. the one you chose at the beginning of the game.

Diary

You have been given a diary. It is used to note the tasks to be performed that have been given to you by the other characters (Quests). You can read the diary at any time by selecting the

inventory screen (E key), moving the cursor onto the  diary icon and clicking the left mouse button. Then all your quests will be displayed, both completed ones and those yet to be performed. Completing a quest earns you a prize - the value of the prize is stated under the quest's description – it is the number of essence points that you can win when you complete the task. Move around the window in the normal way – by using W and S keys.



By pressing A and D keys, you move between Quests and Monsters windows.



In the latter you will find a list of all the monsters you have defeated so far, as well as the value of the prize received for killing each monster.

Click ESC to leave the diary window.



Conversations

You will encounter many other characters with whom you can talk. Sometimes they will initiate a conversation, but sometimes you will have to make the first move. In order to do this, hide your weapon and stand close to the character until they

become highlighted. Then press the left mouse button to talk.

Sometimes a character will ask you a question. Several answers will be shown on screen. You can move on the list using W and S keys and select your answer by using the left mouse button. These conversations can be very important, as they may help you to solve puzzles later on.

We all hope you will enjoy yourself playing Archangel as much as we enjoyed ourselves while creating it!