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PC CD-ROM

SEVERANCE™

BLADE OF DARKNESS



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Codemasters®

GENIUS AT PLAY™

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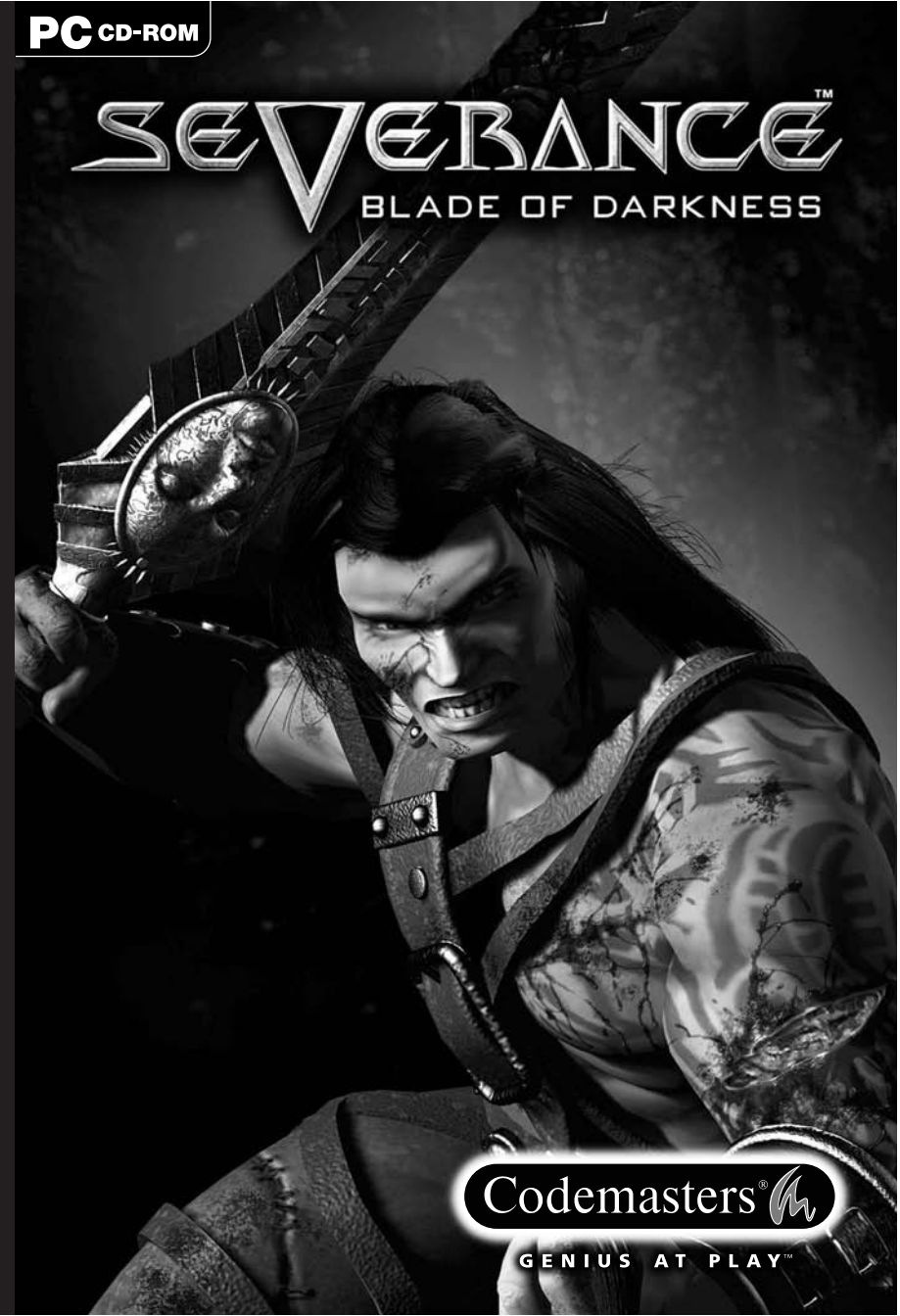


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SEVERANCE™

BLADE OF DARKNESS


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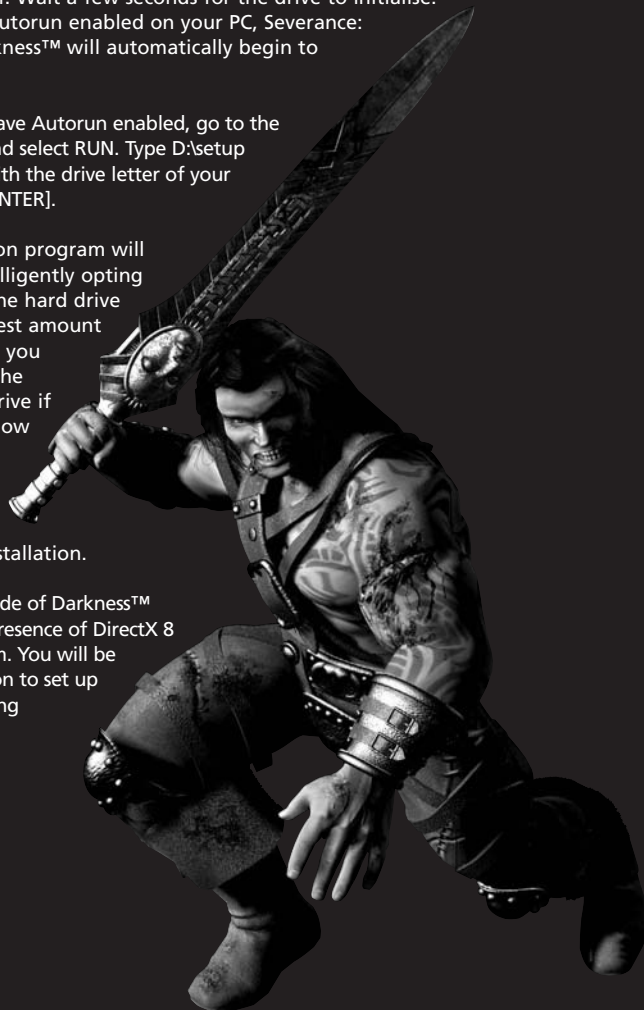
INSTALLATION

Place the Severance: Blade of Darkness™ disc in your CD drive and close the door. Wait a few seconds for the drive to initialise. If you have Autorun enabled on your PC, Severance: Blade of Darkness™ will automatically begin to install.

If you don't have Autorun enabled, go to the Start Menu and select RUN. Type D:\setup (replace 'D' with the drive letter of your CD) and hit [ENTER].

The installation program will initialise, intelligently opting to install to the hard drive with the largest amount of free space; you may change the destination drive if you wish. Follow the on-screen instructions to progress through the rest of the Installation.

Severance: Blade of Darkness™ requires the presence of DirectX 8 on your system. You will be given an option to set up DirectX 8 during installation.



The Moon shall be tinged with blood.

The Sun obscured.

The Earth shall be covered by waters.

And the brilliant stars shall fall from

their sanctuaries in the heavens.

Fire and smoke shall rise up until they reach the very skies.



IANNA SPEAKS...

Know then that the legends of aeons past echo down the corridors of time. Once more the Dark One presses against my barriers. Once more he has found a terrestrial puppet to perform his tasks. Once more the Law of Balance is tilted.

It is the nature of Chaos. He cannot see beyond his limitations, just as I cannot work beyond mine. He cannot see that his work may force the Universe over the edge, may tip it into the maelstrom. He is blind to what We will become, collapsing into non-being, never to exist, never to have existed.

My nemesis, my counterpart, my husband, you are mad, mad, mad. So long have the Laws of Entropy eaten at your core, that you know nothing else. Is this my fate? Must I become the extremity of my being? Will I become so entrenched in the Laws of Order that I can suffer no change in the Universe? No. No, this must not happen, not yet. We shall be restored! I must find my Champion, or rather they must find me. I may not act directly. Through signs and portents must I work, to nudge, to cajole, to tempt. Then and only then may I act...

...just like the last time.



CONTROLS

Walk / Run FWD	W	or	↑	Double-tap to run (see <i>Movement</i>).
Walk / Run BWD	S	or	↓	Double-tap to run (see <i>Movement</i>).
Turn Left	A	or	←	or mouse left.
Turn Right	D	or	→	or mouse right.
Jump		or Left	Alt	or /
Jump FWD or Climb	JUMP + Walk FWD			
Jump BWD	JUMP + Walk BWD			
Dodge	JUMP + LEFT or RIGHT			
Sneak	↑ Shift	+	Walk FWD	
Attack		or Right	Alt	
Block	Ctrl			
Lock On	→ 	or	0	Press repeatedly to Lock On to multiple enemies in turn.
Circle Left	A	or	←	while Locked On.
Circle Right	D	or	→	while Locked On.
Draw / Sheathe Weapons.	Caps Lock	or	Pg Down	
Release Lock On.				

Use / Pick Up	E	or		
Select Objects	Space Bar	or	End	Cycle through nearby items.
Cycle Inventory Objects	C	or	Home	Press USE to make use of a selected item.
Cycle Weapons	F	or	Pg Up	or Wheel UP.
Cycle Shields	R	or	Insert	or Wheel DOWN.
Throw	Q	or	Del	Hold to increase launch power, then press ATTACK to throw items or weapons or BLOCK to drop shields (see <i>Movement</i>).
Look Up	O			
Look Down	L			
Free Look	Enter	(numpad).		
Next View	+	(numpad).		
Last View	-	(numpad).		
Journal	F1			



GETTING STARTED

To enter the world of Severance: Blade of Darkness, double-click the Severance icon on your desktop or go to START MENU>Codemasters>Severance. Once the game has loaded, select New Game to enter the Travellers' Camp. Press LEFT or RIGHT to fly around, focusing on each Traveller in turn, then press USE to possess the person you want to inhabit for the duration of your quest.

Each Champion has different combat and weapon abilities, and their skills will develop at different rates, so choose carefully. When you have confirmed your choice, select *Continue* to go into battle or *Back* to make another choice of Champion.

Select *Enter Tutorial* to go to the training level. Ianna's Champion can only conquer the forces of chaos if in the hands of a competent guide. Run through the tutorials to get used to Moving, Attacking, Defending, etc.

Loading and Saving

To save a game during your travels, press ESC to go to the Main Menu, select *Game*, then *Save Game*. The number of times you save is recorded with the file, so play boldly to earn respect.

To load a game, go to *Game* in the Main Menu and select *Load Game*. Select the game you want using UP or DOWN, then press ENTER. If you die without saving on your current level, re-start from the beginning of the level by selecting the first item from the Load Game list.



THE CHAMPIONS OF IANNA

Tukaram

"Rest is the enemy of the Sword"

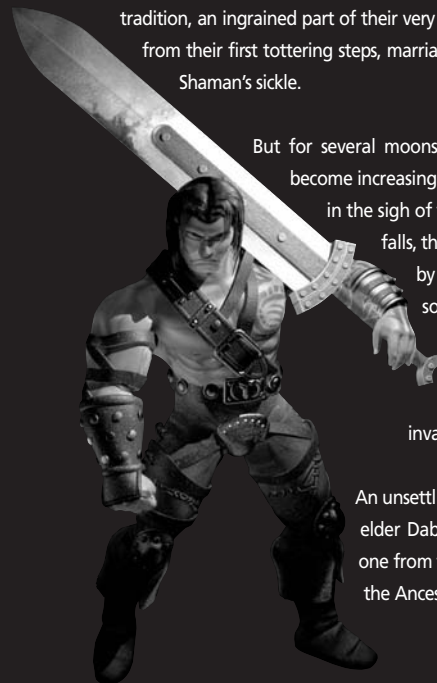
Irkanais saying

The Irkanais, the civilised ones. A proud and magnificent people. Centuries ago, disillusioned from finding filth and corruption at the heart of the governing powers they were sworn to uphold, they broke fealty with the Kashgari High Ones and departed to Kara Kum, to a new life in the highland fields of Dasht-e Kavir and Dasht-e Lut.

Now their only protection is their reputation. Known throughout the world as the bravest and most fearless people ever to walk the earth, battle is a way of life, a tradition, an ingrained part of their very being. Children are taught to ride and hunt from their first tottering steps, marriage is sealed by a ritual bloodletting across a Shaman's sickle.

But for several moons now, the tranquillity of the Steppes has become increasingly disturbed. Strange signs have been noted in the sigh of the wind across the grasslands. When night falls, the empty plains of Dasht-e Kavir are prowled by shadows and demons. Warriors vanish soundlessly in the night; women and children bind their tent-flaps tight shut while the elders quake in silence and the Shamans scry phantoms of bloodthirsty enemies and invaders from the north.

An unsettling vision has appeared in the dreams of the elder Dabaghiyeh. A chosen warrior, the vision said, one from the tribe must travel to the sacred Stones of the Ancestor in Kashgar. One must be sent to ask of



the source of these strange disappearances and if possible, to seek aid from the distant forefathers.

Tukaram is the chosen one. A warrior of the line of Arran, strong and valourous, proven in combat, loyal to tradition and to the way of the ancestors. A hero to the young of the tribe and a figure of respect among his peers.

It is the ninth day of the eleventh moon at the closing of the year. The cold is starting to draw in and the yellowed grasses of the Steppes crumble and splinter under the blast of the northern wind. Bearing the hopes of his people, Tukaram, Chosen One of the Irkanois, sets his foot on the trail to a most unexpected future...

Weapons

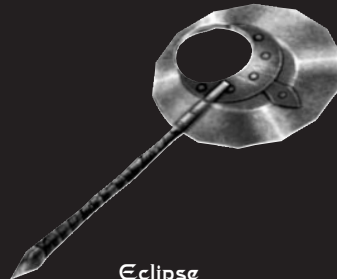
Never one to bottle up his anger, Tukaram prefers to charge into battle with his two-handed sword or axe flying. Its length and weight make it an ideal companion to one who fights best when the blood frenzy is upon him. The use of both hands on his sword precludes the use of a shield. Fortunately, he doesn't really need one as when he's in full swing, no-one can get close enough to score a hit.

Examples



Chaos Sword

Attack + 5 Defence 0
Resistance 100



Eclipse

Attack + 20 Defence -5
Resistance 400

Armour

The people of the plains learn from a young age that free movement is the best form of defence. Whenever he can find any, Tukaram wears the light flexible armour manufactured by the Barbarian leather masters in the West that protects but does not hinder him in battle.

Sargon

"Honour - to the Hilt!"

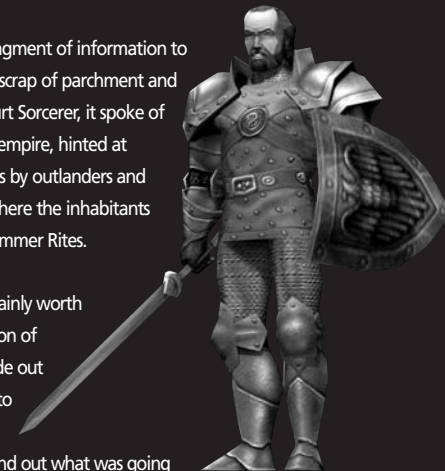
Motto of the King's Knights

Lagash, the throbbing, bustling heart of the Empire of Armina. A triumph of human ingenuity, its golden spires thrust skyward like pointed fingers straining to touch the flesh of the Gods themselves. Forged from the spoils of war and centuries-old conflict, Lagash now stands as symbolic evidence of the pride of the people and power of Law. "One day, you may be called to Lagash" common folk promise their children.

Naram-Sin, a just and noble ruler, lionised by his people as 'The Earthly Servant of the Gods', has been plagued of late by a rash of crime and disorder that seems to be sweeping his lands. The King's Knights, the most highly skilled and venerated soldiers in Armina, have been unable to stem the tide of chaos. Each time they return from their forays with empty hands and emptier cuffs, frustrated in their attempts to find the cause of the trouble.

The arrival of the message was the first fragment of information to shed light on the problem. Scribbled on a scrap of parchment and sealed with the imprint of a travelling Court Sorcerer, it spoke of rumours of rebellion at the fringes of the empire, hinted at pillaging raids into north Arminian borders by outlanders and most strangely, told of one small village where the inhabitants had vanished in the middle of their Midsummer Rites.

It could have been nothing, but it was certainly worth investigating. Naram-Sin assigned a battalion of King's Knights, led by Captain Sargon to ride out from the garrison at Tell Halaf. They were to travel to the border fortress, the Krak of Tabriz and from that base of operations, find out what was going on. Decorated numerous times for honour throughout his career and champion of many a year's Arminian games, if anybody could get to the bottom of it, it would be Sargon.



But no-one predicted treachery. Ragnar, perfidious Baron to the King and Lord of Tabriz, lay in ambush. Sargon's entire squad is dead, lying rotting by the tracks of the Northern Marches. His mission a failure, Sargon himself swelters weak and starving in the dungeons of the Krak of Tabriz.

Hindsight is a cursed blessing. It is all too evident now, the cause of all the troubles. Baron Ragnar is mad or ambitious, or both. Tabriz is haunted by disembodied voices and peripherally-seen presences. If only there were a way to warn the King...

Weapons

Sargon is a trained combat strategist and as such uses weapons that grant him the optimum combination of attack and defence. Ideally suited to him are sword and shield combinations that allow him to dodge, block and retaliate at blistering pace. Although other light weapons have also been included in his training, Sargon becomes clumsy when wielding heavier arms such as two-handed swords or axes.

Examples



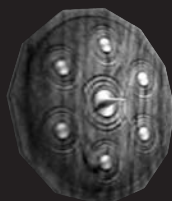
Gladius

Attack + 3 Defence 0



Mace

Attack + 15 Defence -5



Comet Shield

Resistance 20

Armour

Sargon's years of military training have given him experience in all types and weights of armour. Naturally his needs are admirably met by the forms of plate mail for which the King's own smiths in the forges of Lagash, have become renowned.

Naglfar

Vengeance is a precision instrument. Used properly, it can heal a breach or excise infection. Used improperly, it can sever the senses and ravage the soul.

Murgolt Stainsmith, Dwarven Healer

Yötenheim, deep beneath the Mountains of the Half Moon. At the excavation face of a particularly rich strand of copper, a strange phenomenon has occurred. The copper vein has begun to bleed. At first the dwarven artisans mining the ore thought nothing of it. Occasionally layers of water would be found trapped between strata of rock, stained red by iron in the earth. 'Tears of the Mother' they called it; most often the thin dribbles of moisture would run out in only a few hours and excavation could continue. But these 'Tears' were different.

After several days, the flow had not abated; this fluid was not the same as in any other recorded occurrence. It ran thick and deep purplish red and the tunnels had become suffused with the scent of wintergreen. Eventually attracting the interest of Wise Ones from the upper chambers, the liquid was tested and found to be true, albeit de-oxygenated, dwarven blood.

But how could this be? No-one had been reported missing. The attacks from orcs seeking to lay their paws on treasure had increased beyond recorded levels of late, but all casualties had been accounted for. Messages were sent out to the Waxing Moon and Waning Moon mines, but still replies came back negative.

Within a week the Dwarven Council had met at the Moot Cavern to decide a course of action. Not even the oldest Wise One could recall such a happening. After many raised voices and much stumping of axe handles on the floor, for the Dwarves are an exuberant if solitary folk, resolution was reached.



A messenger was to travel to the ancient dwarven city of Khazel Zalam, there to consult the tomes of wisdom in the Great Library. Naglfar, one of the few dwarves familiar with the world outside the valleys and mountains of Half Moon, takes to the road...

Weapons

For Naglfar it's axes all the way. Staunchly upholding the traditions of his mountain-dwelling people, to whom axes and hammers are the sacred cousins of the shovel, Naglfar will only reluctantly use anything else. The axe is a versatile weapon; in combination with a shield, the sharp edge provides an excellent balance of slicing attack and defence. The hammer, on the other hand, provides astonishing concussive and crushing damage to enemies vulnerable to that type of attack.

Examples



Armour

Despite the safety-consciousness of the dwarven miners of the Mountains of the Half Moon, cave-ins do sometimes occur in the tunnels. To afford the best chance of surviving a collapse, Naglfar, like his brethren, habitually wears some form of rigid light or medium weight armour which could just save him from being crushed in the passages of his home.

Zoe

An unstealthy footfall is likened to the cry of a falling man from the city's highest steeple. Sooner or later, everyone looks to see what the noise was.

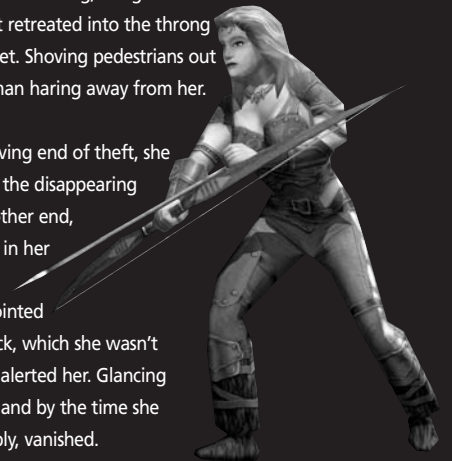
Argoan Adventurer's Guild maxim.

Several moons ago, in the cluttered cobble streets of Argos, Zoe was trying to make a deal with a trader of furs and stones. She knew that she would have to barter hard in order to get the price she wanted for the ruby she had recovered from a shipwreck in the Southern Seas, but that didn't trouble her. She knew this trader of old and was prepared for a long battle of words; it was a ritual they had performed many times before. Afterwards they would sit, drinking the thick honey-laden coffee which was a staple of her hometown and chuckle as she regaled the trader with tales of her recent exploits.

Around the mid-point of the familiar word-dance, Zoe looked down to spy a hand retreating from the pouch at her belt. Whirling, she grabbed as the arm and the hand attached to it retreated into the throng of people crowding the narrow street. Shoving pedestrians out of the way, she spotted a wiry old man haring away from her.

Being a woman unused to the receiving end of theft, she gave chase, rounding a corner after the disappearing back. A dead end. The man at the other end, frozen against the wall like a rabbit in her arrow-sight. As she was about to grab hold of him, he gasped and pointed at something behind her. An old trick, which she wasn't going to fall for, until a stray sound alerted her. Glancing round, she predictably saw nothing and by the time she looked back the man had, predictably, vanished.

Checking her pouch, she found nothing had been stolen. Instead something had been deposited, by all appearances a very old and tattered map. A map directing her to the lost city of Marakamda! Could this be true? The treasures of Marakamda are



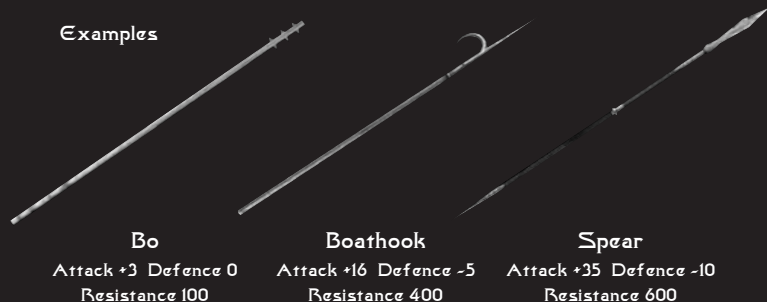
just fable surely? Still, less likely situations had led her to many lost artefacts of worth, could this be any different?

Some months later, Zoe stands at the edge of the jungle which supposedly contains the lost city. Checking the map against the direction of the sun, getting her bearings, she folds up the map, stashes it away and plunges into the undergrowth...

Weapons

Zoe, deadly creature that she is, will take any opportunity for a sneak attack. Particular favourites are very light weapons such as polearms and staves. The length of reach a spear or naginata grants her, means that she can move in for the kill and back off before the enemy even knows what's hit him. Zoe has no use for a shield as she can easily roll out of range of an incoming assault.

Examples



Armour

The wisdom of the Adventurer's Guild in Argos, states that a guarantee of safety is the surest thing to get you killed. Any form of armour is guaranteed to shine even in the blackest shadow, or rattle when silence is required. Zoe disagrees. Her long experience through the toughest regions of the globe have taught her that light armour, properly fitting, can sometimes save your life. Consequently, Zoe is always on the lookout for the type of ultra-light leather and plate that is hand-stitched by Amazon warrior women from the steamy southern jungles.



WEAPONS & SHIELDS

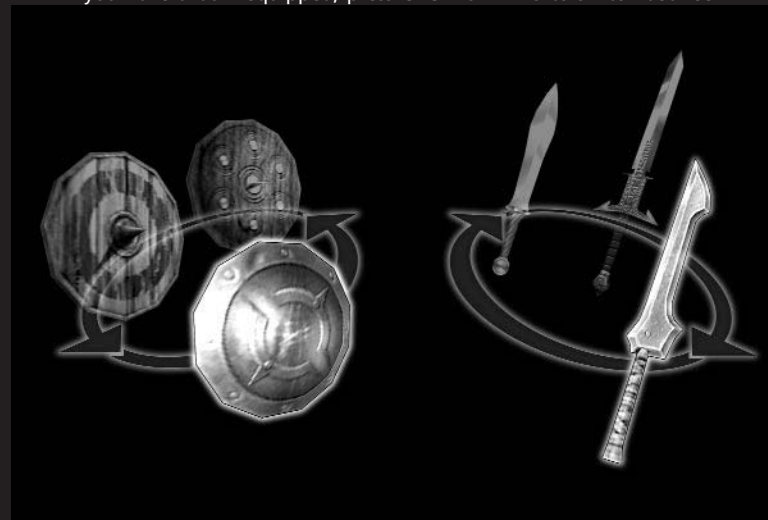
Throughout your journey you will meet hundreds of chaotic minions who are out for your blood. If you are to survive, you must learn some combat skills.

Equipping Weapons and Shields

You can carry up to four weapons and three shields at a time. Press CYCLE WEAPONS or CYCLE SHIELDS to look through your inventory; highlight the weapon or shield to equip it. You can use almost any object as a weapon, including furniture, torches or severed limbs, but only those objects identified as weapons or shields can be stored in your inventory.

In desperate situations, if you're caught without a weapon, your best bet is to grab the nearest item and use that (although any damage you cause may be minimal, depending on the item), or beat a swift but strategic retreat.

If you have a bow equipped, press CYCLE SHIELDS to switch between



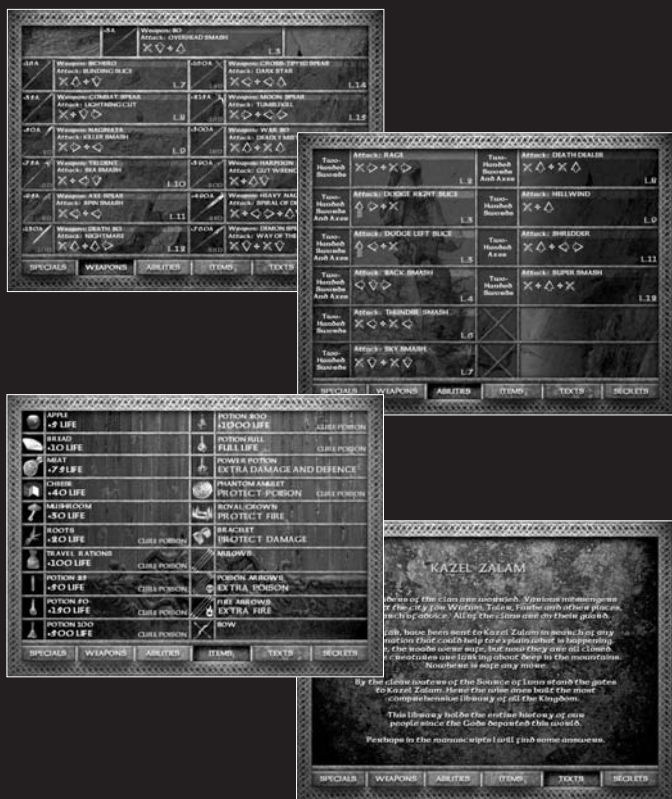
select collected shields.

select collected weapons.

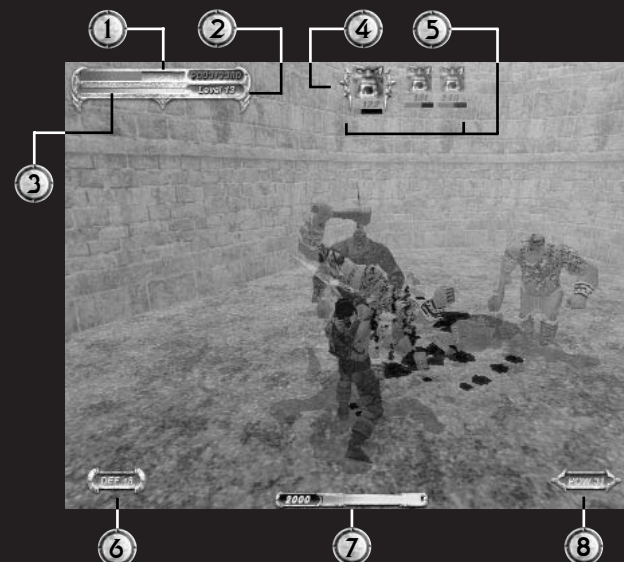


JOURNAL

Your Journal is an invaluable tool in your quest, containing vital information about your progress, weapons and combos you learn. Refer to it often by pressing F1; to close your Journal and return to your journey, press ESC.



COMBAT



1. Health

Reduced each time an enemy attack is successful. Replenished with food or potions.

2. Character Level

3. Level Progression

Bar fills as you make successful kills. When the bar is full, your wounds are healed and you achieve next level (see *Experience*).

4. Locked On

Spiked frame indicates foe you have locked onto (see *Locking On*).

5. Enemy Array

Enemies currently in your line of sight (see *Locking On*).

6. Defence Level

Increases as you gain Character Levels, also modified by Weapons & Armour.

7. Energy Bar

Your stamina in battle (see *Energy*).

8. Attack Power

Increases as you gain Character Levels, modified by Weapons.

Attacking & Defending

Attack Variations

The Basic attack involves no weapons but the power of your fists. When you equip a weapon, you are able to perform much more damaging attacks. Provided you are comfortable with the weapon and you have enough experience, you will also be able to strike using Special Abilities. Finally, your specific weapon and experience level may allow you to pull off a Combo. Combos, almost beautiful in their destructive power, are fluid series of attacks that do far greater damage than a single strike.

When you get a new weapon, always experiment to see what you can do. Your Journal contains details of all Special Abilities and Combos, including the keystrokes needed to execute them.

Melee Weapons

To perform a basic attack using a close-quarter weapon such as a sword, axe or hammer, move into the enemy and press ATTACK in conjunction with the direction keys to perform different offensive moves (see *Attacks & Combos*). Press BLOCK to stave off incoming blows with your shield or weapon (many two-handed weapons have a Resistance rating which is reduced when they are used to block incoming attacks, see *Shields*). Learn to fight strategically using both attacks and blocks; Ianna's Champion needs to be a trained fighter, not just a tavern brawler. Be ready to jump out of range of enemy attacks.

Try to equip those armaments best suited to your Champion. If lumbered with an unsuitable weapon, they will become clumsy, unbalanced and unable to perform even the most rudimentary of Special Abilities or Combos. Spare weapons are useful to take down an enemy before they close on you. Select a weapon from your inventory and throw it at them (see *Movement*).

Some of your foes will fall easily before your blade, but watch out, some may well be more vulnerable to particular types of damage: the concussive blows of a blunt weapon, for example, or the penetrating wounds of a

sharp edge. Even if you have chosen the best weapon, each attack is unlikely to cause the maximum amount of damage. This could be due to a number of factors including your enemy's armour, your compatibility with the weapon and of course, blind luck.

Occasionally, you may find a magically or elementally empowered weapon. Used wisely, these weapons can significantly increase the amount of damage you can deal to certain types of creature. Fire weapons will do extra damage to ice based enemies; ice weapons will hurt fire based enemies more than standard weapons. Poisoned weapons will deliver increased damage over time to fleshy enemies.

Shields

Each shield has its own resistance level; some types have more resistance than others. When you block an incoming attack, your shield absorbs the damage that would otherwise be inflicted on you. The damage taken by the shield lowers its resistance, eventually causing it to shatter. If this happens, you will need to find or select a new one.



Ranged Weapons

If you find a bow and arrows, you immediately have a strategic edge. Find a high location and from your lofty vantage point, pick off the enemy one by one. To target your bow, hold down ATTACK, home in on your quarry and release. You'll need to take the time for some target practice before you become a crack shot. Even if you miss, make sure you pick up your arrows again; they're not easily come by.

You may only hold one full quiver of each type of arrow. If you're lucky enough to get your hands on more than one type, switch between quivers of arrows by pressing CYCLE SHIELDS.



Combat Stance

When you approach an enemy and Lock On (see *Locking On*), you will automatically enter Combat Stance. This is a 'ready' position from which you can easily dodge, block or attack. When you are Locked On to an enemy, LEFT and RIGHT will allow you move around without losing your bead on them.



Energy

Each attack uses a certain amount of your available energy, shown by a green bar that flashes across the bottom of the screen as you strike a blow. Your energy does recharge very quickly, but executing an intense succession of attacks can rapidly deplete your energy, leaving you gasping for breath — and vulnerable, especially if you use many advanced Combos in sequence. Your best strategy is to lunge in for a quick series of blows or combos, then back off to regain your energy levels before wading in again. Alternatively, use BLOCK to counter incoming blows while you get your breath back.



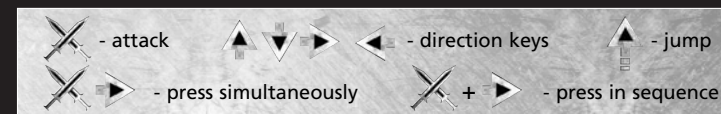
ATTACKS & COMBOS



	Requirements	Attacks
Tukaram		
Basic Attack	No weapon	+ DIRECTION KEYS
Weapon Attack	Two-handed sword or axe	+ DIRECTION KEYS
Special Ability eg. <i>Rage</i> Level dependent	Sword + Exp Level 2	→ + →
Combo eg. <i>Speed Kill</i> Level & weapon dependent	Chaos Sword + Exp Level 5	↑ + ↓
Sargon		
Basic Attack	No weapon	+ DIRECTION KEYS
Weapon Attack	One-handed sword or mace	+ DIRECTION KEYS
Special Ability eg. <i>North Cross</i> Level dependent	Sword or mace + Exp Level 3	+ ↓ ↑
Combo eg. <i>Swing of Pride</i> Level & weapon dependent	Gladius + Exp Level 4	+ ← ↑



ATTACKS & COMBOS



	Requirements	Attacks
Naglfar		
Basic Attack	No weapon	+ DIRECTION KEYS
Weapon Attack	One-handed hammer or axe	+ DIRECTION KEYS
Special Ability eg. <i>Cyclone</i> Level dependent	Hammer or axe + Exp Level 5	+ ← →
Combo eg. <i>Nutcracker</i> Level & weapon dependent	Club + Exp Level 3	↓ + ↑
Zoe		
Basic Attack	No weapon	+ DIRECTION KEYS
Weapon Attack	Polearm	+ DIRECTION KEYS
Special Ability eg. <i>Whirlwind</i> Level dependent	Polearm + Exp Level 4	+ ← →
Combo eg. <i>Blinding Slice</i> Level & weapon dependent	Boathook + Exp Level 7	↑ + ↓

Locking On

It's sometimes hard to know which enemy to take out first, especially when they're trying to surround you. Press LOCK ON to focus on the enemy most directly in your line of sight. Some enemies will constantly circle away from your sword-arm in attempt to avoid your slashes; use LOCK ON to stand a much greater chance of taking them out.

Press LOCK ON repeatedly to shift your LOCK between each foe in the enemy array. To switch your Lock off, press DRAW / SHEATH WEAPON.

Alternatively, if you want to automatically face your nearest enemy, set Autolock to ON in the Options menu. Whenever you encounter a monster, you will face it and adopt the *Combat Stance* so you're ready to attack.

The Enemy Array at the top of the screen shows portraits of the foes you currently face in the same order they appear on the screen; the portrait directly above your head indicates the monster most directly in your line of sight. If you have Autolock activated or if you've Locked On manually, the portrait of the creature you are Locked On to will be framed.



EXPERIENCE

Even battle-honed veterans can improve their skills with practice. As you hack your way through your quest, you will gain experience points and levels. For each level you gain, you will increase in strength, stamina and ability. You'll also be able to use more advanced weapons and perform more intricate combos. Refer to your Journal for weapon specifications and combos.



MOVEMENT

Walking & Running

Press FORWARD to walk in the direction you are facing or BACKWARD to back off. Steer your movement using the Mouse or LEFT and RIGHT. To run forwards or backwards, double-tap the FORWARD or BACKWARD key. You'll run faster (and jump further) if your hands are free to help you balance.

Sometimes you may just wish to creep by an enemy without alerting them; hold SNEAK and FORWARD to sneak by without a sound (you'd better make sure you're not seen either).

To turn through 180°, press FORWARD and BACKWARD together.

Jumping, Dodging and Climbing

To jump forwards, press FORWARD and JUMP. For a much longer jump, take a run-up first (see *Walking & Running*).

To jump backwards, press BACKWARD and JUMP.

To dodge out of the way of an incoming blow or attack, press LEFT or RIGHT and JUMP.

If you find a ledge within your reach, move underneath where you want to climb and press FORWARD and JUMP.

Looking Around

Check out every corner of your environment while standing still by using the mouse to move your view.

Throwing Items

To dispose of an item or weapon, or throw it at an enemy, hold down THROW to power up your Launch Energy bar, shown at the bottom of the screen, then press ATTACK. If you need to get rid of a shield, hold down THROW to power up your Launch Energy, then press BLOCK.



Throwing items can also be a useful tactic for distracting enemies or setting off traps before you get ensnared.

Selecting and Using Items

When the floor is littered with body parts and blood, you won't always be able to see items that have been dropped or that are just lying around. Press SELECT OBJECT to cycle through items, then USE to pick the item up.

Occasionally, you will need to use an item in a specific way in order to progress (ie. lighting a torch). Hold the item in your hand and press SELECT OBJECT to see where it may be used, position yourself, then press USE.



ITEMS

Food

When you're running low on health, look around for some food. Sometimes, this may just be lying about, but mostly, you'll have to break a case or barrel to get at its contents. When you find food, press USE to pick it up and eat it; it will restore some of your health. Some types of food are more nutritious than others and will restore more health. Some even have the ability to cure a fatal dose of poisoning. Unlike potions and remedies, food cannot be saved for later so it's best to leave any spare where it is for when you really need it.

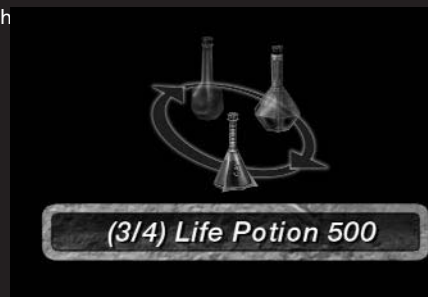


Potions & Remedies

There are several flavours of potion, some restore varying amounts of health or cure poisoning, others will give you greater strength for a limited time. You can store several potions in your inventory for later use.

To use a Potion, press CYCLE INVENTORY OBJECTS to look through your inventory until the potion you want is highlighted, then press USE to drink it.

Be warned, your foes are not stupid. If they are carrying a potion and you let up in your attack for long enough, they will use it to recoup their strength



Keys

To use a key, approach a lock and press USE. If you have picked up the right key, you will sheathe your weapon and unlock the door. If you haven't got the key yet, you will need to search around a little more.



Torches

Pick up a torch to light your way or burn through a barricade. You may find discarded unused torches that that can help you along your way (see *Selecting and Using Items*), but their usefulness is limited. Once they have burnt out, they can't be re-ignited.



Other Items

There are many many other items lying around. Some may have no use, other than to serve as a distraction to your enemies when thrown, others may be vital to your adventure, as seen in the ITEMS page of your Journal.



If you're brave and skilful enough, you may also come across further mysterious items, the significance of which will become apparent as your adventure unravels.



CONTROLS MENU

Define Key Bindings

To re-define a control key, highlight an action and press ENTER. Next press the new key that you want to assign to that action. You will be notified if your new key is already assigned to another action. You can assign up to three bindings to each action. To delete all existing bindings, select the action and press DELETE.

Reset

If you wish to restore the default control setup, select RESET from the Controls Menu and hit ENTER.

Mouse

If your mouse appears to move your view or motion in the opposite direction to what you would expect, switch the Invert option by highlighting it and pressing ENTER.

You can also adjust the speed at which *Severance: Blade of Darkness* responds to mouse movement. Adjust X Speed to adjust horizontal motion and Y Speed to adjust vertical motion.





OPTIONS MENU

Autolock

See *Locking On* in the *Combat* section.

Video

Adjust Gamma Level, Contrast and Brightness using the LEFT and RIGHT Cursor Keys.

You can also switch character shadows on or off. Turning shadows off can improve performance on slower systems.

Sound

Use the LEFT and RIGHT cursor keys to adjust FX and Music volume. Highlight and press ENTER to cycle through Sound options.

Gore

Setting a password for Parental Lock will prevent the appearance of blood and mutilations within *Severance: Blade of Darkness™*. Foes will simply die, rather than being hacked into a multitude of small pieces. Whilst less entertaining, activating the Parental Lock may be more suitable for younger players or those of a sensitive disposition.

Re-enter your password to re-activate the full bloody experience.



ARENA MULTIPLAYER MODE

Play *Severance: Blade of Darkness™* head-to-head across a Local Area Network. Other players can join as observers before pitting their skills against the winner. When joined as an observer, Left Click to cycle through cameras and view the battle from various viewpoints. Start by selecting a connection protocol by pressing ENTER to cycle through the options available:

- IPX for IPX Networks • TCP/IP for TCP/IP Networks.

New Arena

When you select NEW ARENA, you will become the host for the game that others will join. Start by giving your Arena a name that is identifiable to other players and press ENTER.

Next, choose the location/s for your battle using the LEFT and RIGHT cursor keys to cycle the images, then press ENTER to select the Arena/s you want to play. You may select more than one Arena, progressing to the next when you have conquered your enemies in the first.

Finally, set the statistics for the game:

- Number of Players The maximum number of players allowed in one game.
- Packets per Second Select from 10-60 to set a specific packet rate, or Variable to allow variation in transmission speeds between players.
- Death Limit Specify the number of kills required to win the match.

Also, setup or adjust your *Player Configuration*.

Join Game

Set the address where *Severance: Blade of Darkness™* should look for active games. A list of games present on your Local Area Network will be displayed; select the game that you want to join.

Player Configuration

Go to Player Configuration in the Arena Menu to set the character you want to play, how you will appear in the game and other statistics. These options are also available from the New Arena and Join Game menus.



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2. Right-click on your CD-ROM drive.
3. Left-click on Explore.
4. Double-click on README.

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- The make and model of your sound card (SoundBlaster 32 etc...)
- Your DirectX version (e.g. 6 or 7)
- Your operating system (e.g. Win95, Win98, Windows ME)

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