

BLOOD KNIGHTS

The cover art features a dark, atmospheric background with red splatters. At the top, the title 'BLOOD KNIGHTS' is written in a large, ornate, red font with a metallic texture. Below the title, a woman with short brown hair and green eyes, wearing blue and silver armor, holds a large, ornate sword. To her right, a man in dark, blood-stained armor is shown in a shouting pose, holding a sword aloft. The overall scene is set against a backdrop of red mist and dark smoke.

MANUAL

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows. Preferably play the video game on a small screen. Avoid playing if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. - Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

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SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS:

- Intel Pentium IV® @ 2.0 GHz or similar processor with SSE3
- 1 GB RAM (Windows® XP) / 2 GB RAM (Windows® Vista/7)
- Video card: Shader model 3.0 hardware support, minimum 256 MB VRAM, NVidia GeForce 7900 GT / ATI Radeon HD X1800 or higher
- DirectX 9.0c® compatible sound card
- Microsoft Windows®, XP 32 bit; Microsoft Windows® Vista/7, 32/64 bit
- DVD ROM, mouse, keyboard, recommended: Xbox 360 Controller
- Approx. 2.5 GB free hard disk space

RECOMMENDED SYSTEM REQUIREMENTS:

- Intel® Core™2 Duo @ 2.6 GHz or similar processor with SSE3
- 2 GB RAM (Windows® XP) / 3 GB RAM (Windows® Vista/7)
- Video card: Shader model 3.0 hardware support, minimum 256 MB VRAM, NVidia GeForce 9800 GT / ATI Radeon HD 4850 or higher
- DirectX 9.0c® compatible sound card
- Microsoft Windows®, XP 32 bit; Microsoft Windows® Vista/7, 32/64 bit
- DVD ROM, mouse, keyboard, recommended: Xbox 360 Controller
- Approx. 2.5 GB free hard disk space

INSTALLATION

AUTO START

Place the Blood Knights DVD in the DVD ROM drive. When the navigation menu opens, select "Install Blood Knights" here to launch the installation process.

MANUAL START

Open Windows® Explorer and right-click the DVD ROM drive icon, and then click "Open" to display the contents of the drive. Now double-click the "Setup.exe" file to start the installation wizard, or use "StartUp.exe" to open the Navigation menu.

UNINSTALL THE GAME

To remove Blood Knights from your computer, click "Uninstall" in the Start menu. Alternatively you can also uninstall the game using "Software" (XP), or "Programs and Functions" (Vista/7), using "Change or remove programs" in the control panel (XP), or "Uninstall or change programs" (Vista/7).

Tip: The DVD should not be removed from the drive while you are playing, as the copy protection will be applied and gameplay will be restricted.

INTRODUCTION

The Blood Seal has been in the hands of the humans for thousands of years, and has prevented demons from entering our world. It contains the frozen blood of the most powerful, undead vampire, Cain, and must under no circumstances fall into the hands of his subjects. Now that the guardian of the crypt where the Seal was removed has died, vampires are trying to get hold of the Seal, and the humans are sending their best vampire hunters to stop them; one is called Jeremy...

The plan seems to fail, and in one final desperate attempt, Jeremy enters into a dark spell that binds him to his sworn enemy, a vampiress, and which grants him enormous powers. The spell now forces an unwilling Alysa, for that is her name, to fight alongside Jeremy against her own race.

When Jeremy is infected by vampires during combat and becomes one of them, he himself is targeted by his former comrades-in-arms, and the bond with Alysa cannot be broken. Arch enemies Jeremy and Alysa must now fight for survival as they try to retrieve the Blood Seal...

CONTROLS

Blood Knights can be controlled solely with the Xbox 360 Controller or with the mouse + keyboard exclusively, and this manual will explain how to use both control methods.

Some actions are only available during the game, so for example Jeremy can only suck blood and quickly dodge attacks once he has become a vampire. Any actions that are only available at a later stage in the game are marked with an "*" in the button/key assignment overviews.

XBOX 360 CONTROLLER ASSIGNMENT



Controller	In the menu	In the game
LS	Navigation	Move game character
RS	Inventory: Scroll through item bar (if more than 2 bar items are available))	Alysa: Aim with crossbow Jeremy: Dodge*
	Game menus: Select option Dialog: Select topic Inventory: Take item in left hand/ equip item Skills: Increase skill/attribute Trade: Buy/sell item	Jump Use object Talk to people Skip dialog
	Quit (sub-)menu	Blood Shield* Quit cut scene (Display option with)

Controller	In the menu	In the game
	Inventory: Take item in right hand Skills: Toggle between attributes and skills	Jeremy: Normal strike Alysa: Repel all enemies*
	Inventory, Skills, Trade: Switch Jeremy <-> Alysa	Single player: Switch Jeremy <-> Alysa Co-op: Transfer health* Revive other player*
	Skills: Switch to inventory Trade: Open Sell menu How to play: Previous page	Jeremy: Heavy attack Alysa: Fire bolt
	Inventar: Switch to skills Trade: Open Buy menu How to play: Previous page	Jeremy: Normal strike Alysa: Normal arrow
	Inventory: Sort item to sell later	Suck blood/health*
	Inventory, Trade: Info on the item Skills: Info on the skill	Jeremy: Whirlwind Alysa: Throw grenades (press longer to throw further)
	_____	Jeremy: Attract objects, enemies, Alysa* Alysa: Repel objects, enemies, Jeremy*
	_____	Jeremy: Jump attack
	_____	Jeremy: Dodge attack
	Navigation	_____
	_____	Open Pause menu
	Inventory, Skills, Trade: Display help text	Open Inventory/Skills menu

*Action is only available during the game

MOUSE + KEYBOARD ASSIGNMENT

Keyboard	In the menu	In the game
	_____	Move game character
	Navigation	Alysa: Aim with crossbow
	Game menu: Select option Dialog: Select topic Inventory: Take/equip item in left hand Skills: Increase skill/attribute Trade: Buy/sell item	Jeremy: Normal strike Alysa: Normal arrow
	Inventory: Take item in right hand	Jeremy: Heavy attack Alysa: Fire bolt
	_____	Jump Use object Talk to characters Skip dialog
	Inventory, trade: Infos zum Item Skills: Info on skill	Suck blood/health*
	_____	Jeremy: Attract objects, enemies, Alysa* Alysa: Repel objects, enemies, Jeremy*
	_____	Jeremy: Jump attack
	_____	Blood Shield*
	_____	Jeremy: Whirlwind* Alysa: Throw grenades (press longer to throw further)
	Inventory: Sort item to sell later	Jeremy: Dodge* Alysa: Repel all enemies*

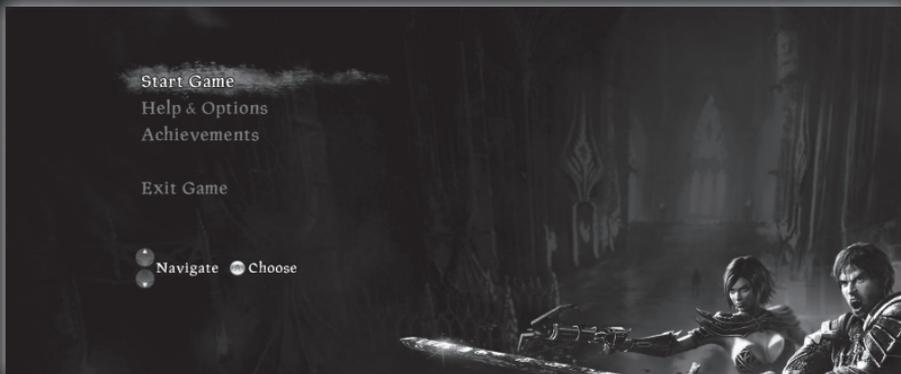
Keyboard	In the menu	In the game
 + 	_____	Jeremy: Dodge attack
	_____	Open Inventory/Skills
	Inventory, Skills, Trade: Switch Jeremy <-> Alysa	Single Player: Swtch Jeremy <-> Alysa Co-op: Transfer health* Revive other player*
	Skills: Previous skill	_____
	Skills: Next skill	_____
	Skills: Switch to inventory Trade: Open Buy menu How to play: Previous page	_____
	Inventory: Switch to skills Trade: Open Sell menu How to play: Next page	_____
	Inventory, Skills, Trade: Show help text	_____
	Quit (sub-)menu	Open Pause menu Quit cut scene (Display option with Esc)

*Action is only available during the game



MAIN MENU

The Main menu will be displayed when you have launched Blood Knights:



You can use **Left Stick** / mouse pointer to navigate the various menu items and open them with **A** / left mouse button.

CONTINUE A GAME

Use this option to continue a game; this will only be visible if you have already started a game. In the menu that follows, simply select the game you would like to continue.

START A NEW GAME

Start a new game at the gates of the crypt where the Blood Seal is hidden. For each game you start, game progress will be automatically saved at certain places. You can start up to three games independently, and can therefore develop and test Jeremy and Alysa in different ways without having to overwrite a game you have previously started.

HELP AND OPTIONS

Here you can call up info on the gameplay and game controls, adjust the graphic, sound and gameplay settings and see all the people who worked on Blood Knights.

ACHIEVEMENTS

You can view any Achievements you have attained or not yet attained here. In Blood Knights you can gain a number of Achievements as a result of your skilful decisions or the techniques that you have developed to perfection and have used frequently. Some Achievements will remain secret until you have mastered them.

MORE DETAILS ON HELP AND OPTIONS

HOW TO PLAY

The next three pages outline the most important control elements to help you start the game. You can use **RB** / right arrow key to turn to the next page or **LB** / left arrow key to access previous pages.

CONTROLS

Here you can display the key assignment for the Xbox 360 Controller and the keyboard..

SETTINGS

Resolution

You can adjust the screen resolution to adapt the game display optimally for your system. The game performance may be improved by reducing the resolution.

Gamma

The gamma control affects the brightness of the game display.

General level of detail

Besides the screen resolution, the level of graphic detail also affects the performance of the graphic display in the game. The lower the level of detail, the smoother the game will run, but the graphics will look crude. If you experience game performance issues, we recommend you try different combinations of the resolution and level of detail settings to achieve the best compromise between game performance and visual quality.

Master volume, effects, music and dialog

You can use the effects, music and speech controls to adjust the relevant volumes to change the balance between them. You can change the master volume using the master control without affecting the sound balance.

GAMEPLAY

Difficulty level

If you didn't assess the game difficulty accurately at the start of the game, you can change this setting here at a later date. This option is only visible if you open the Help and Options menu or Gameplay from the Pause menu.

GUI area size

Important displays, e.g. the Health bar will be shown at the edge of the screen. As this may be partially obscured on certain display devices, you can use this control to move the displays a little further into the middle of the image.

Subtitles, enemy energy bar and vibration

Here you can opt to display (or not) the sub-titles or the enemy's energy bar in the game. You can also select if you want the Xbox 360 Controller to vibrate (or not) when certain actions are carried out.

CREDITS

Here you can see everyone who helped to create Blood Knights.

PAUSE MENU

Press  / Esc to open the Pause menu:

You can access the individual options using  / mouse pointer and then call them up using  / left mouse button.



The *Help and Options* menu items and *Achievements* correspond to those in the Main menu. However, unlike the Main menu, when you use the Continue game option the game you have just left will continue immediately. You can use Back to Main menu to return to the Main menu, but any game progress from the last save point will be lost.

GAMEPLAY

EXPLORING THE WORLD

Jeremy and Alysa experience the adventure together. In single player mode you can decide which of the two characters you want to control at any time. To switch between the two, simply press the **Y** / Q key.

Use **W**, **A**, **S**, **D**, to move them both through the game environments. Use **A** / spacebar to jump, use an object or talk to a person. You must stand directly in front of the item/person to jump over/talk to them.

At a later stage in the game, Jeremy and Alysa will learn how to move objects that are further away and how to destroy larger objects. Objects that can be destroyed will "sparkle" in a red colour, whereas moveable objects are marked with the **X** / left mouse button icon.



Move Jeremy or Alysa within range of the object, hold down **U** / Shift, and manipulate the object using **X** / left mouse button. Jeremy and Alysa will then use different skills; Jeremy attracts objects, whereas Alysa hurls them away. With certain obstacles it doesn't matter which method is used to clear them out of the way, but with others, e.g. drawbridges, who you use to perform the action will determine the outcome.

COMBAT

In combat, both our heroes can carry out a simple attack using **RB** / left mouse button. Jeremy performs a sword strike and Alysa shoots an arrow. You can control Alysa's firing direction using **R** / mouse pointer regardless of the direction in which she is moving.

Jeremy can launch a heavy attack using **LB** / right mouse button and Alysa can shoot a fire bolt. If you want Jeremy to perform a whirlwind to wipe out several enemies or Alysa to throw a grenade, press **LT** / E key. Alysa will throw the grenade further if you press the button/key for slightly longer.

Enemies often leave behind Blood Orbs or money. Pick both these items up to restore health or to have more money to trade with.

Jeremy and Alysa will gain new skills during the game.

One of the most important skills as a vampire is the ability to regenerate. If any dying people or enemies are in range, hold down **LT** / Shift to drink the blood of a victim to restore your own health. This action lifts enemies up into the air and slows the game down.

Jeremy can attract enemies with an extra press on **X** / left mouse button to fight them at close range. As a ranged fighter, Alysa would prefer to throw her opponents further away in this situation.



INVENTORY

From time to time our heroes will also find items such as weapons and equipment which you can manage in your inventory. Simply open it using **BACK** / I key (if the Skills menu is displayed first, then press **LB** / left arrow key).

Use **L** / mouse pointer to highlight the various objects and then press **RT** / Shift to display more detailed info on the highlighted item and, where appropriate, info on similar items you have already stored. With weapons and rings, you can choose to carry or wear them on your left hand using **A** / left mouse button or on your right hand with **X** / right mouse button. Other items of equipment will be equipped simply using **A** / left mouse button.



If an item of equipment is superior to one you currently have equipped, it will be marked with a green arrow, whereas it will be highlighted in red if it requires a higher level, and cannot yet be worn. You can sort any outdated equipment using **LT** / key and sell it at a later date.

SKILLS

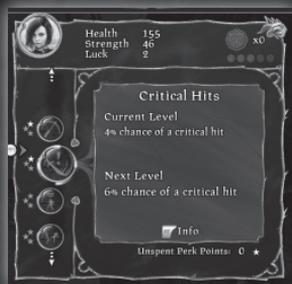
You will receive Experience Points when you defeat enemies and complete missions and, when you have enough, you can level up. Advancing a level will also earn you a Perk Point that you can use to invest in new skills or to upgrade available skills.

To open the Skills menu, simply use **BACK** / I key (if the inventory is displayed first, then press **RT** / right arrow key).

You can scroll up and down your skills using **LT** / arrow keys and use **RT** / Shift to learn more about how to use the relevant skill. Press **A** / left mouse button to increase the ability you have highlighted. Press **A** / click the Skills icon to increase the skill you have highlighted.

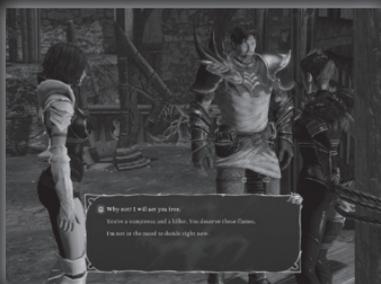
A small grey star next to a skill will show how frequently it can be increased, white stars indicate how often a skill has previously been increased. Any skills that are greyed out cannot yet be learned.

You will occasionally find Coins of Blood at certain hidden places, and when you have collected five of them, for each one you can increase an attribute in the Skills menu. Use **X** / mouse pointer to toggle between the Skills and Attributes section. Use **LT** / mouse pointer to highlight the attribute you want to increase and then press **A** / left mouse button.



DIALOG

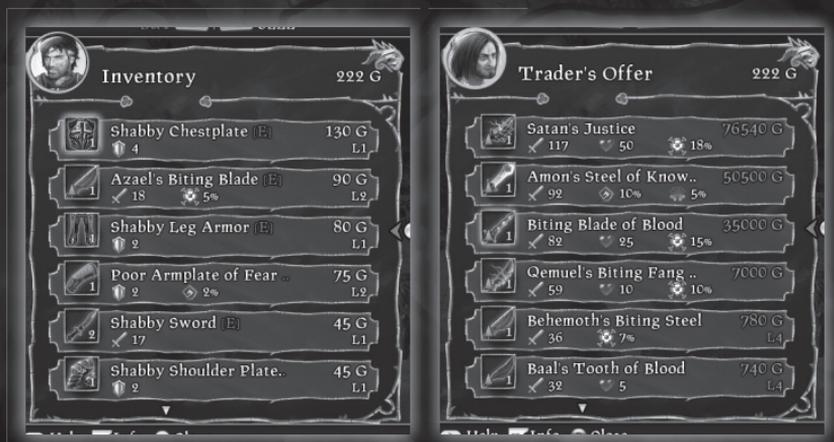
You won't only meet evil-minded beings in Blood Knights; you can even chat to some of them if you press **A** / spacebar when you are standing in front of them. If several topics are available, use **L** / mouse pointer to select the topic or the suitable answer, and confirm using **A** / left mouse button.



TRADE

You will meet merchants at certain places in the game.

You can visit a merchant at any time later in the game when you have reached a save point (Hand of Cain). Talk to the merchant about trade to open the Trade menu. At the outset all the items you have sorted that you want to sell will be sold automatically.



The merchant has a range of items he can offer Jeremy and Alysa, and Jeremy and Alysa have various things they can sell. Use **Y** / Q key to toggle between Jeremy and Alysa when you are trading. To switch from the merchant's goods to your own items, use **RB** / right arrow key, and press **LB** / left arrow key to switch back.

Use the **L** / mouse pointer (or the up and down arrow keys) to scroll through the

list of items to highlight individual items. Any equipment you have equipped will be marked with an [A] after its name. If you want to buy or sell a particular item, confirm using **A** / left mouse button.

SAVING THE GAME

If you quit the game, you can resume it from the last save point at a later date. If you only want to pause for a short time, you can use **START** / dEsc to open the Pause menu. Here you can use the *Continue game* option to resume the game at the same point you left it.



CO-OP MODE

Blood Knights gets really exciting when you play with a friend and another player can join the game at any game save point and leave the game at any time. Any items player 2 owns will not be lost when he leaves the game; player 1 can “take them with him” and then toggle between the two game characters at any time and equip and upgrade the two game characters until another player joins the game again.

To play a 2-player game, both players require an Xbox 360 Controller; you cannot play the same game using a combination of controller and mouse + keyboard

Player 2

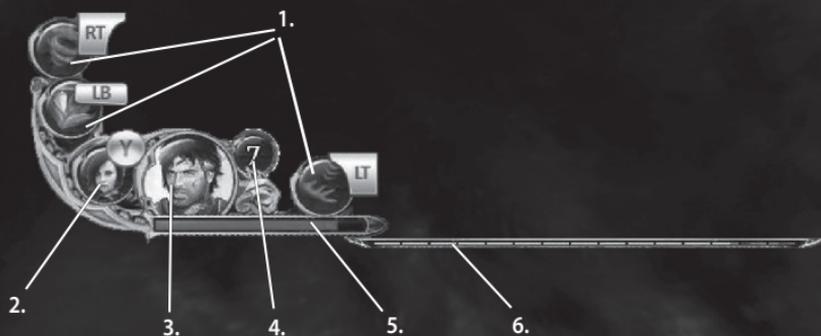
To enable a second player to join the game, go to the next save point (Hand of Cain) and Player 2 can now press **START** to control the game character that is free.

Special features

In Co-op mode Jeremy and Alysa can combine their vampire skills to form an unbeatable team! For example, you can use **Y** to share blood with the other player and therefore bring him back to life if necessary. When you have advanced a level, you can use Perk Points to increase the effectiveness of this skill. So, as Jeremy and Alysa can lift up/throw their enemies or attract them, they will now both be able to throw and attract. This enables them to help each other to overcome obstacles such as chasms, etc.

IN-GAME DISPLAYS

GAME CHARACTER DISPLAYS



1. Shows which special attack is triggered by the relevant button/key. When you launch the attack you will also see when you can use it again. You can use the special attack again when the clock icon has expired. With special attacks that are limited in number, (e.g. grenades) you will see the number of remaining attacks you have available.
2. Switch to the game character displayed using the button/key next to him/her.
3. Current game character
4. Level of the current character
5. Current health
6. Progress bar, XP until the next level-up (displayed briefly when you receive XP)

ADDITIONAL DISPLAYS

During combat, the enemy's remaining health will be shown as a bar above his head. The current task will be shown on the left of the screen.



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